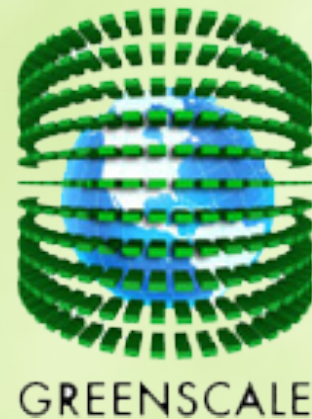


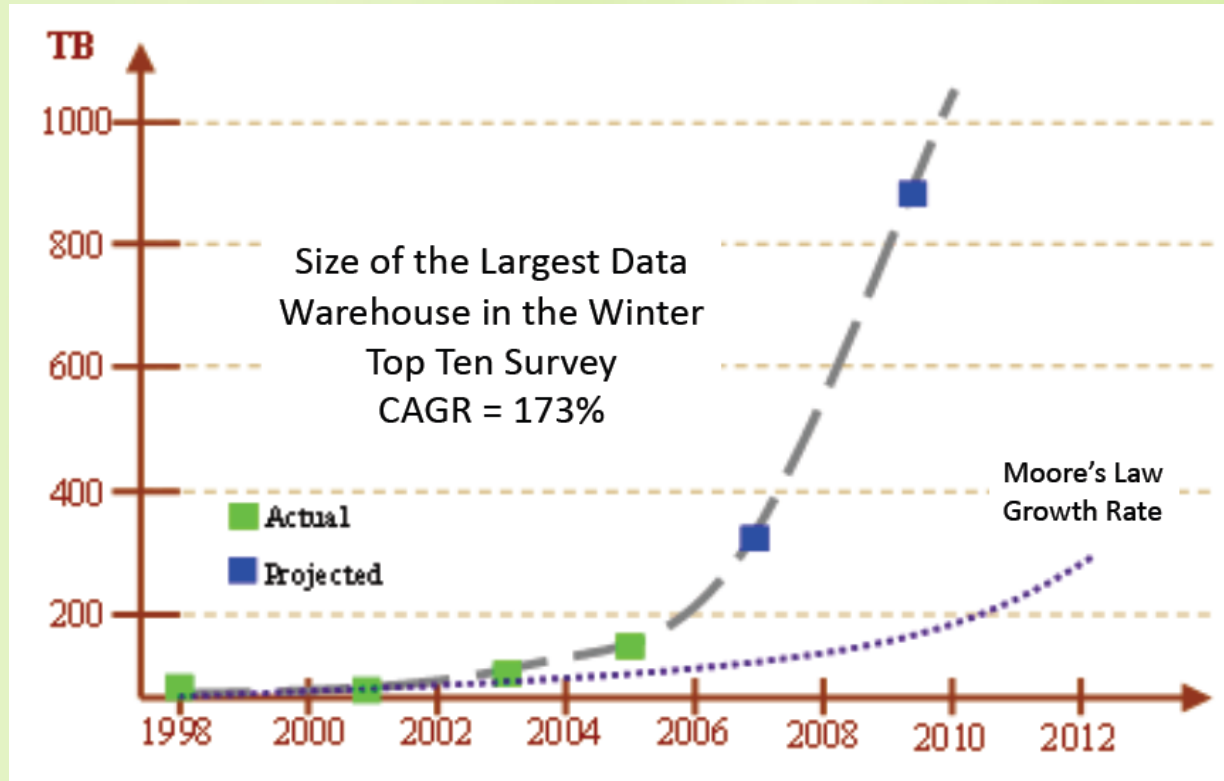
# Bridging the Computation Gap in a Future of Massive Data

**Fred Chong**

**Director, Greenscale Center  
for Energy-Efficient Computing  
Director, Computer Engineering  
UC Santa Barbara**



# Computation Gap



- Optimistic technology scaling assumptions
- “Internet of Things”
- Greg Papadopoulos, keynote IGCC June 2012:

*“\$1 trillion market for ubiquitous sensors.”*

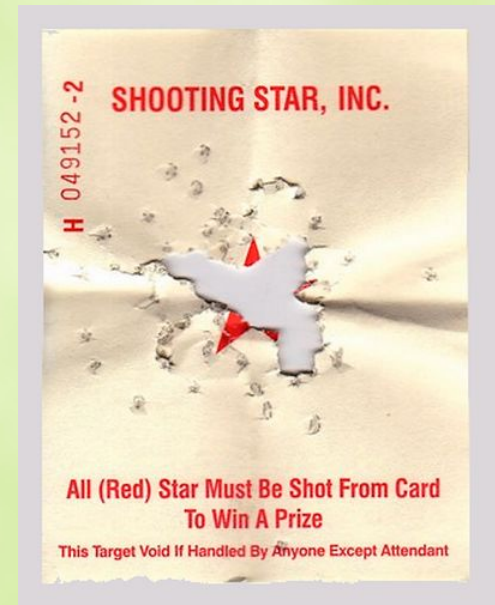
# Outline

- Bridging the gap
- Environmental Costs
- Cultural change



# Efficiency Gap

- IEE/Kavli Roundtable
- 40X efficiency gap in 13 years
- No single solution
  - Gains needed at many levels of the system



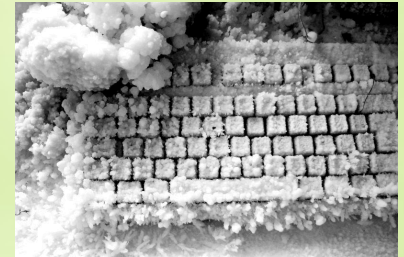
[IEEE Design and Test 2014]



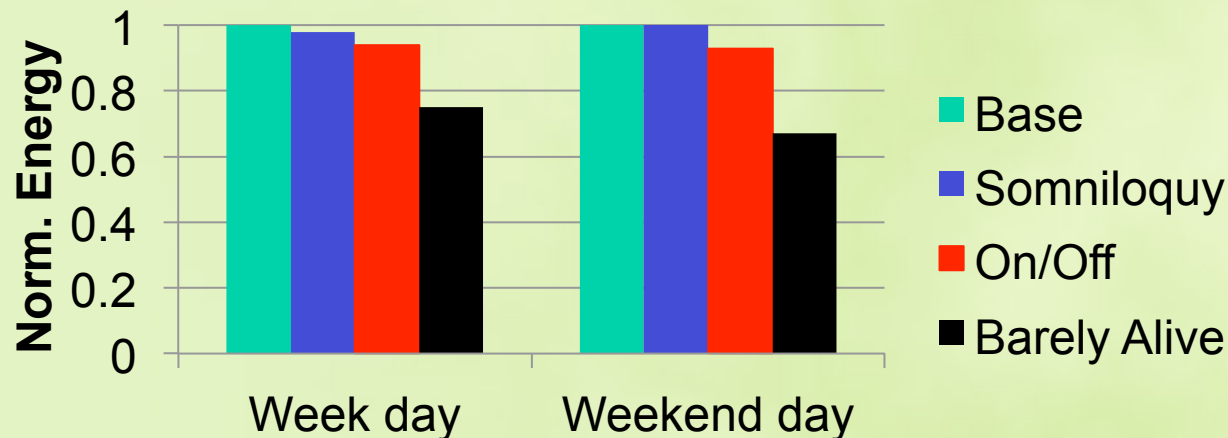
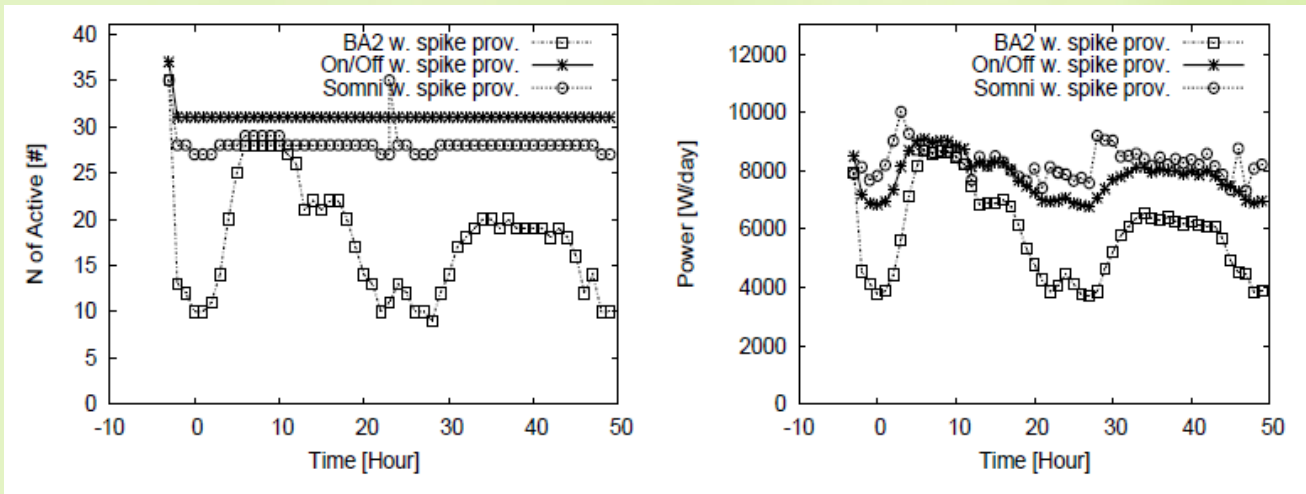


# Solutions

- Eliminate Waste
  - Turn stuff off
  - Avoid overprovisioning
- Change the Rules
  - New Technologies
  - Approximate Computing
- Will give several examples
  - About 20% savings each

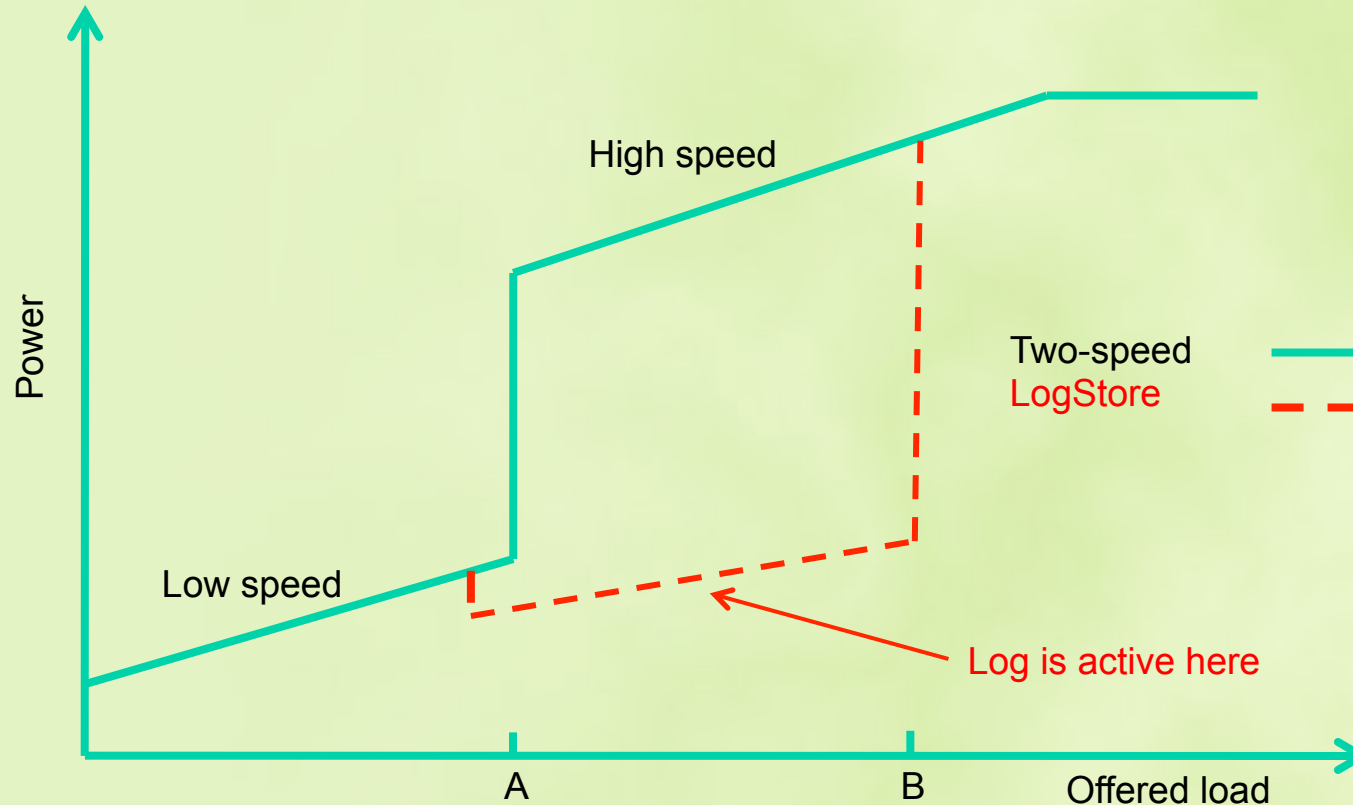


# Barely-Alive Servers



- Turn off microprocessors but allow other servers to use memory
- *Decouple load variation from data variation*

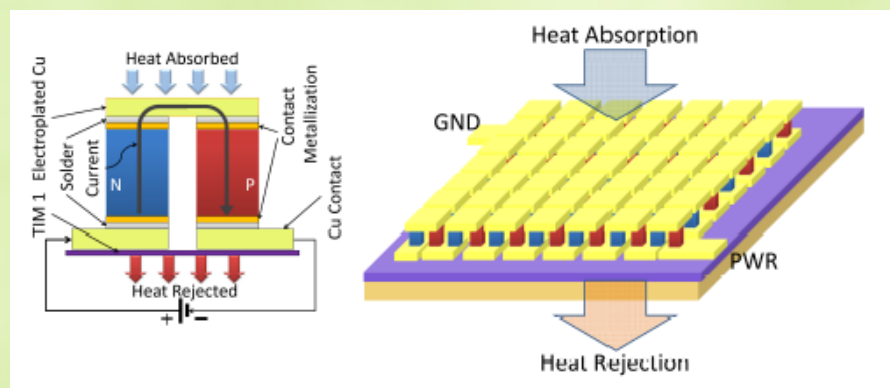
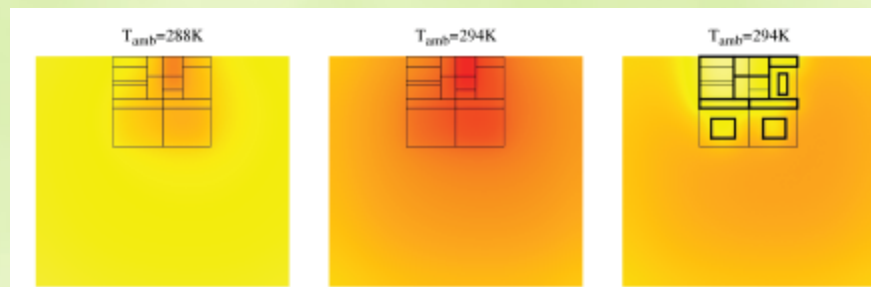
# LogStore: Extending Low-Power Disk Modes



- Random disk writes are energy intensive (require higher speed to meet performance needs)
- *Sequentially logging writes can defer high-speed operation*

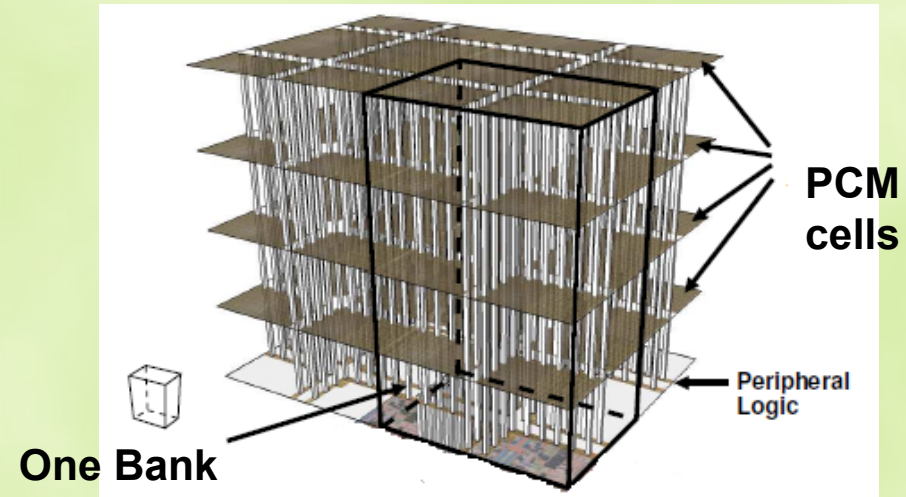
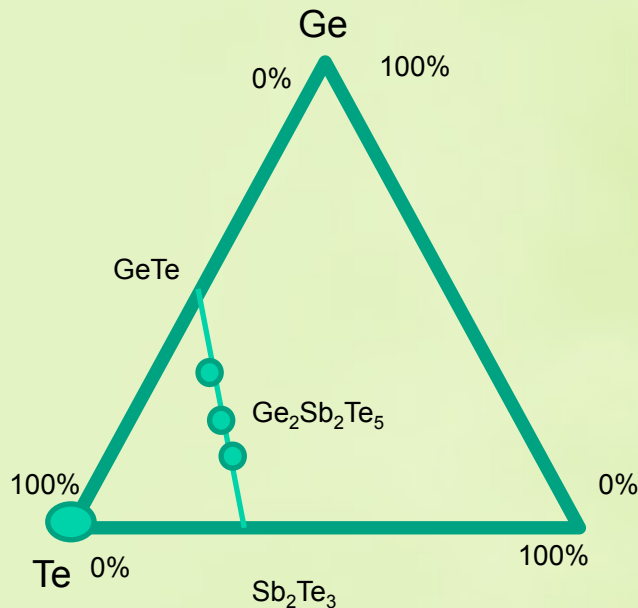
# Targeted Thermoelectric Cooling

- Superlattice layer on microprocessor
- Acts as a Peltier heat spreader targeted at hot spots
- *Avoids worst-case provisioning in datacenter-level cooling*





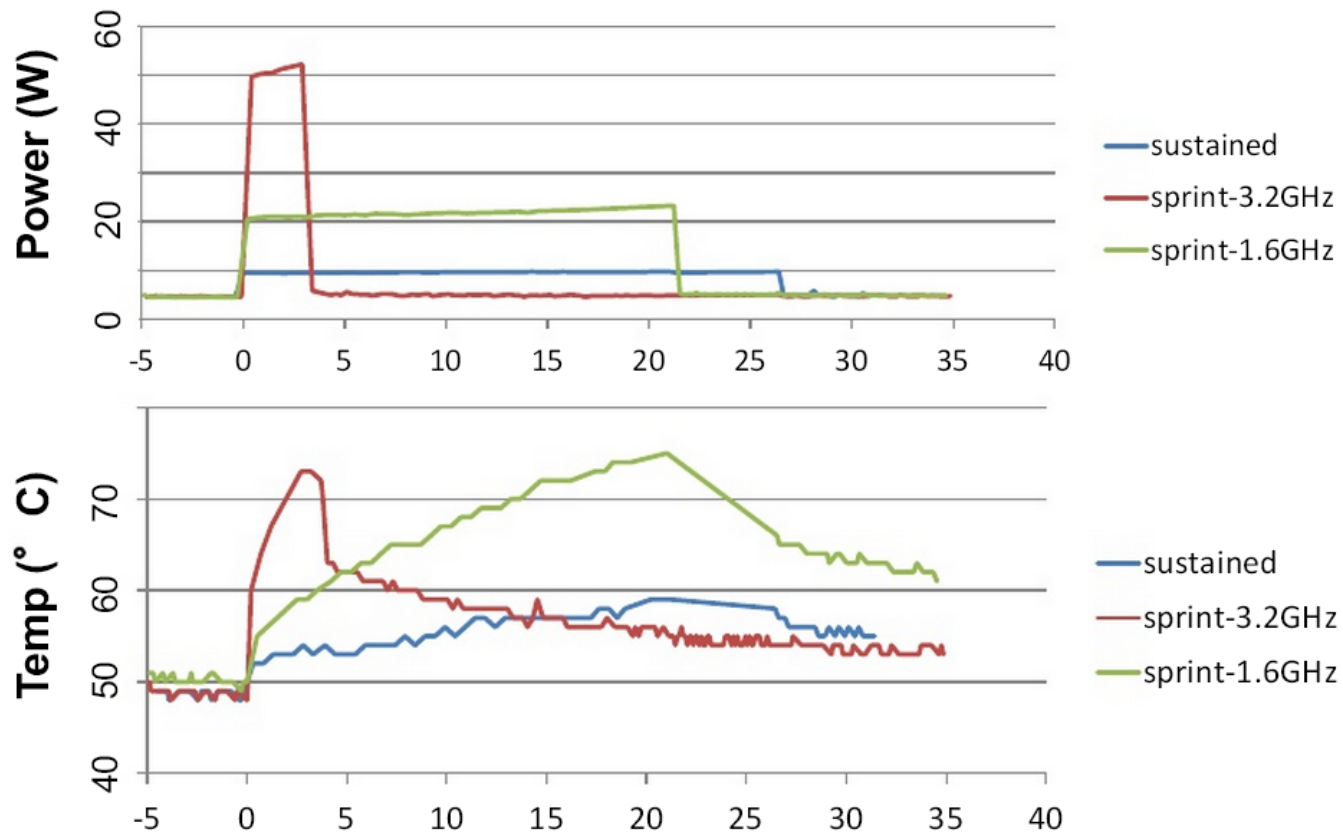
# Heterogeneous 3D Phase-Change Memory



- Different operating temperatures in 3D stack
- Tailor GST mixture to operating temperature
- 10% memory energy savings

# Computational Sprinting

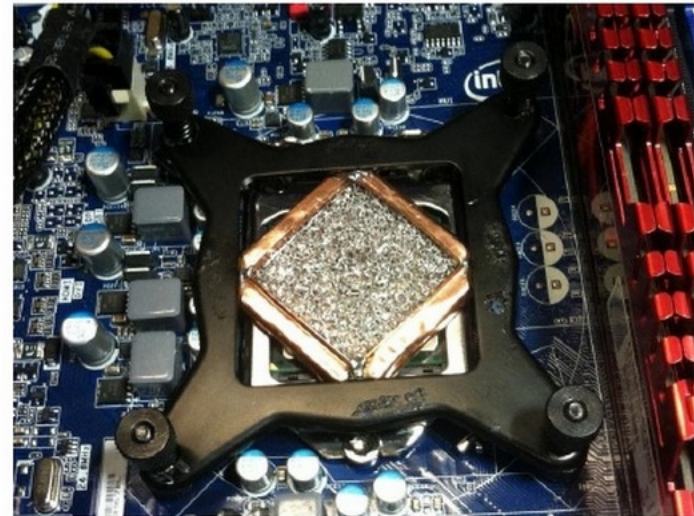
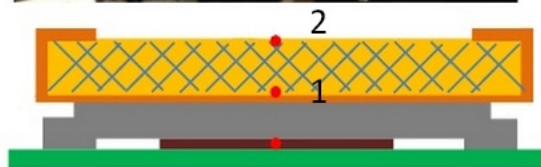
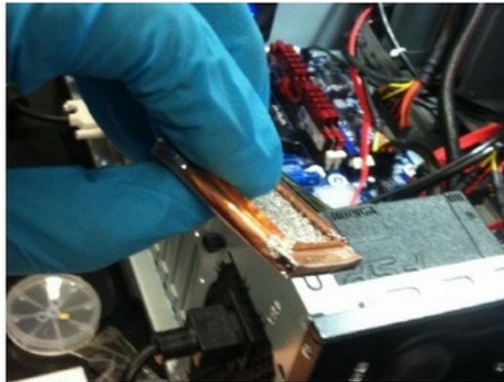
## Power & Temperature Response



***Max sprint: 3s @ 3.2GHz, 19s @ 1.6GHz***

# Phase-Change Heat Sink

## PCM Heat Sink Prototype

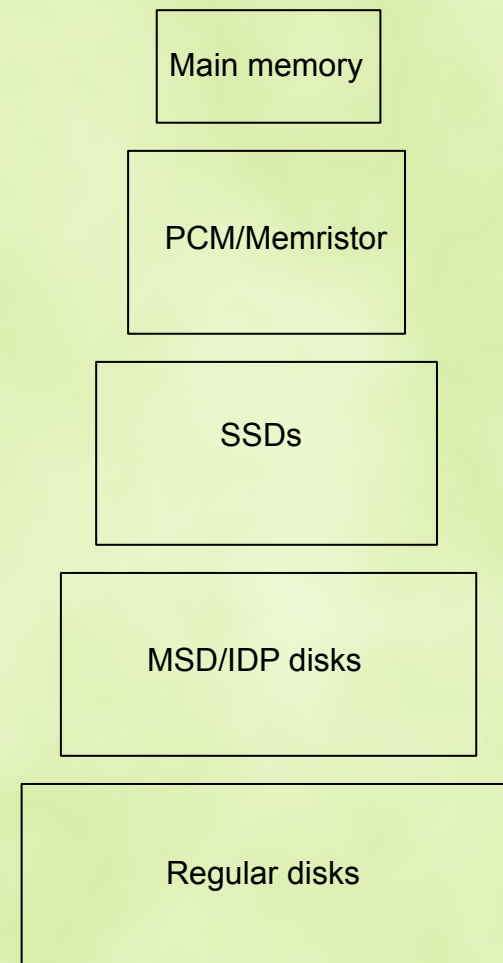


- Aluminum foam mesh **filled with Paraffin wax**
  - Relatively form-stable; melting point near  $55^{\circ}\text{C}$
  - **Working on a fully-sealed prototype w/ thermocouples**



# Deep Memory Hierarchies

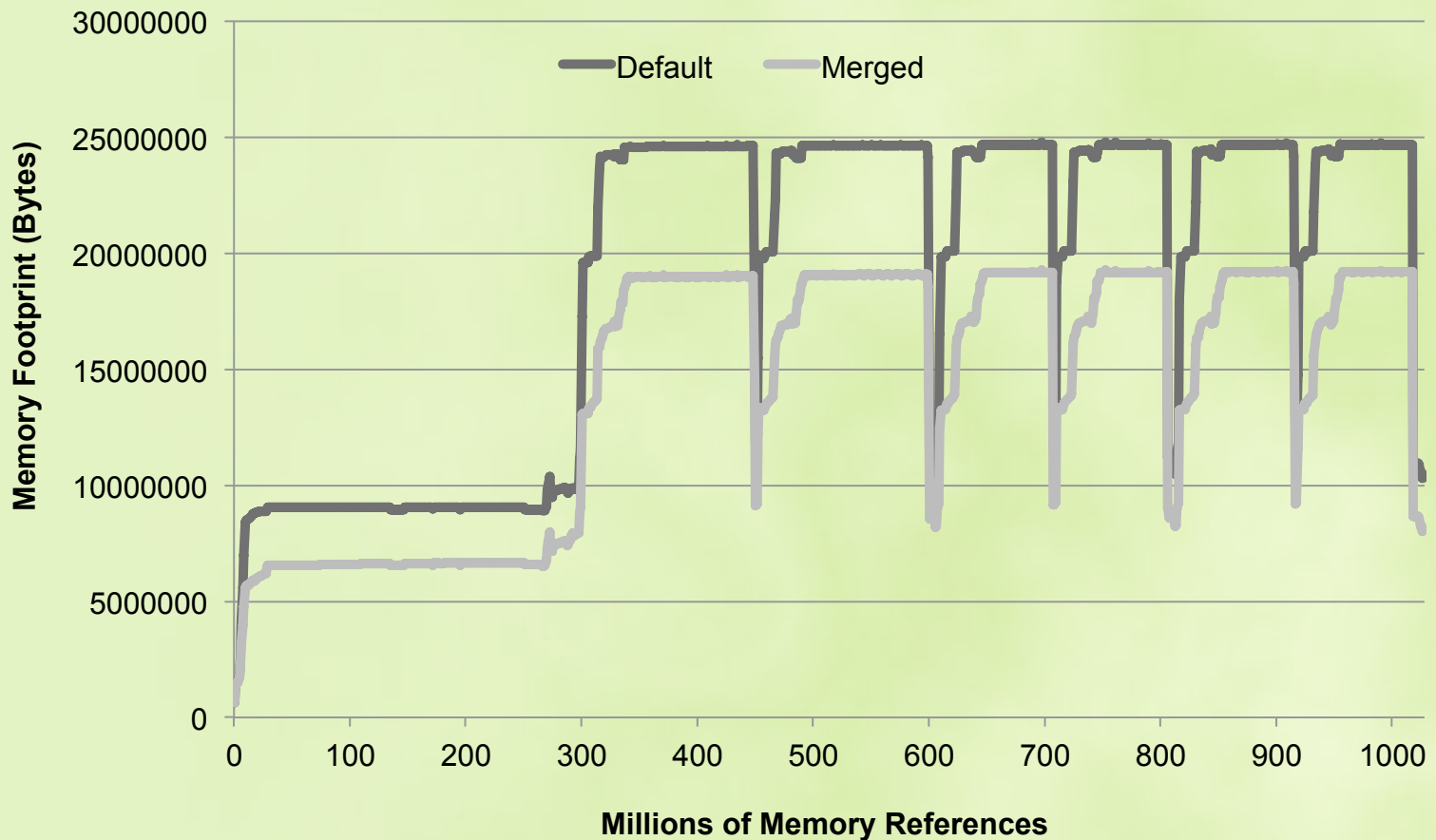
- Motivation: Hierarchy is very non-energy-proportional
  - Existing technologies: faster flash, multi-speed & IDP disks
  - New byte-addressable technologies: PCM & STT-RAM
  - Deep hierarchy can improve energy-proportionality
- Recent Progress:
  - Predict data location instead of search
  - *Simpler design allows compact table to be recalibrated periodically (22% energy savings)*



[IPDPS'14 (Best Paper)]



# Memory De-duplication



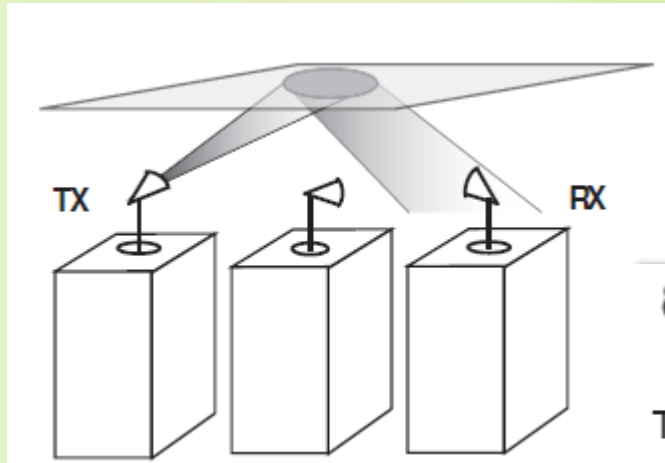
- 32% avg memory savings on MPI apps  
– 60% max

[IPDPS'11]

# Approximation

- Approximate de-duplication
- Approximate computation
  - NPU 3.0X energy savings [Esmailzadeh 13]
- Guided approximation with information flow techniques

# 3D Beamforming in Datacenters



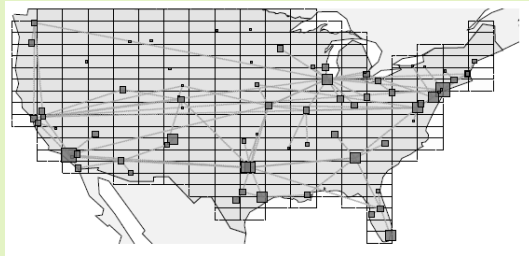
## ☞ A Wireless Way Around Data Center Traffic Jams »

To battle information overload at data centers, researchers are testing a new option: high-frequency wireless links that can help move the data along during crunch times.

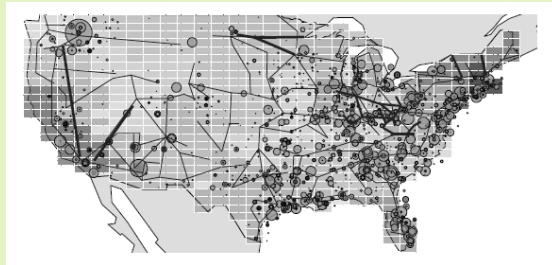
- Zheng and Zhao with Vahdat at Google
- 60 Ghz links with 2-6 Gbps
- *Flexible BW for burst loads*

[Sigcomm'12]

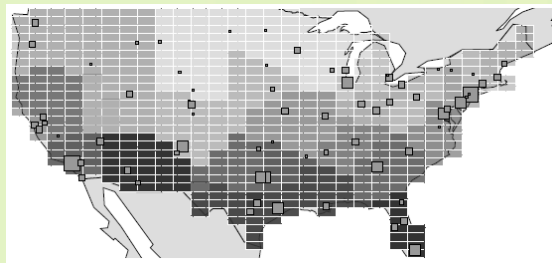
# Datacenter Placement



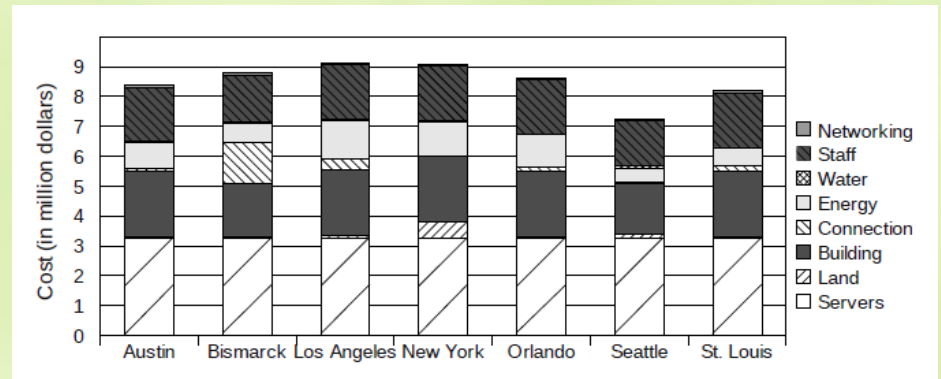
Datacenter Placement Example



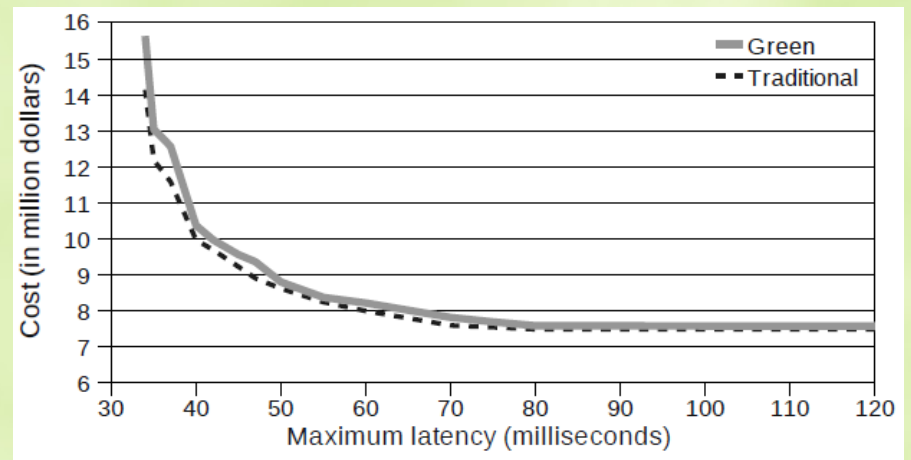
Electricity Rates



Temperature



Cost Breakdowns



Cost of Green Datacenters

[Goiri et al, ICDCS'11]



# Bridging the Gap

- 40X in 13 years
- Assuming 20% improvements can be compounded:
  - Need a new idea deployed every 7-8 months!
  - Probably much worse!

# Part II: Environmental Costs to Bridging the Gap



# Server = SUV



=



- More precisely:
  - 80 billion terawatt-hr / yr = 6 million SUVs in carbon production (10 mpg, 11K miles/yr)

# Warehouse Computing



=



- Google at Columbia River Gorge => hydroelectric power
- \$30B annual energy bill worldwide
- Energy starting to cost more than capital expenditures



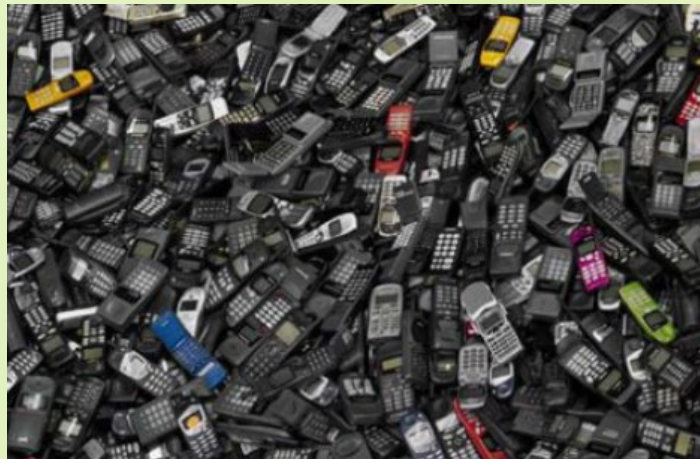
# Resource Use in Silicon Fabrication

- 1.6 kilowatt-hrs /  $\text{cm}^2$
- 20 liters water /  $\text{cm}^2$
- 3.3 billion active cell phone subscriptions
- (212 Billion wireless devices by 2020)  
[IDC 13]
- $\sim 20 \text{ cm}^2$  / phone
- 106 billion kilowatt-hrs (recall that datacenters use 80 billion kwh annually)



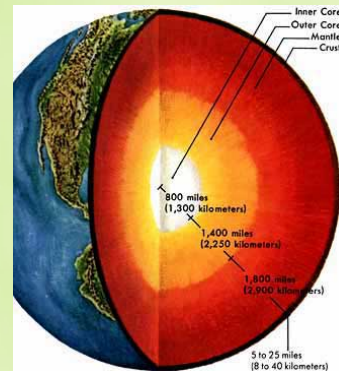
# Throughput

- 280 Million phones sold / quarter
- Average lifetime of a phone: 1.5-2 yrs
- Old phones sitting in drawers, but throughput of over 1 billion phones / yr
- 32 billion kilowatt-hrs / yr just for uproc



# Other Impacts

- 400 billion liters of water
  - 160,000 olympic swimming pools
  - More than double annual global bottled water consumption
- 400 million kg of soil to remediate just the copper (more copper on surface than inside the earth!)



# Biodegradable Materials

- Biodegradable plastics
  - Fire retardants are bad
- Organic LEDs / transistors

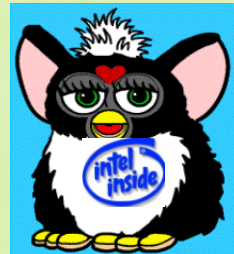




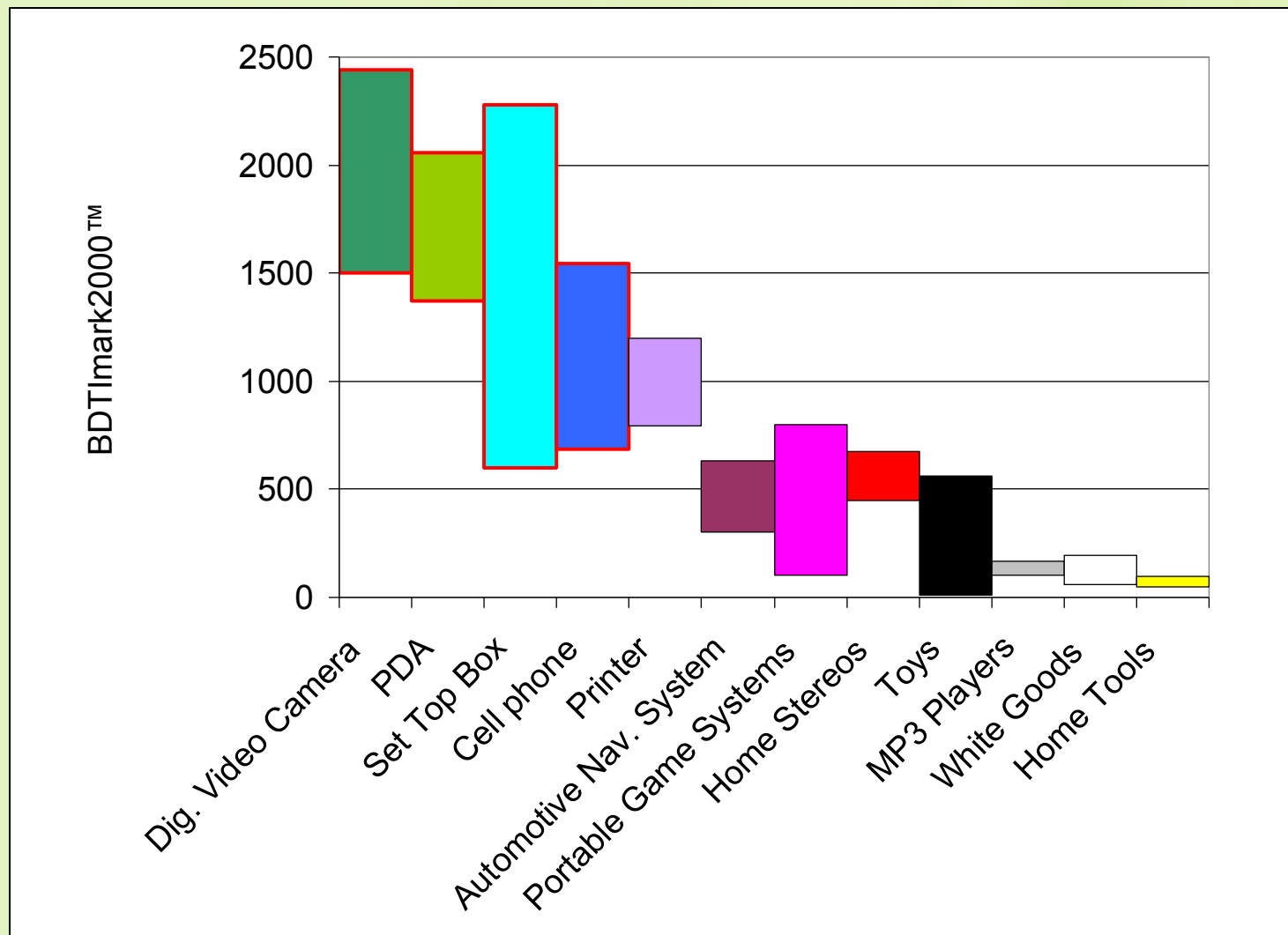
# Microprocessor Reuse?

- Problem: obsolescence resulting from rapid improvements
- Solution: microprocessor food chain

[IEEE Computer '07]



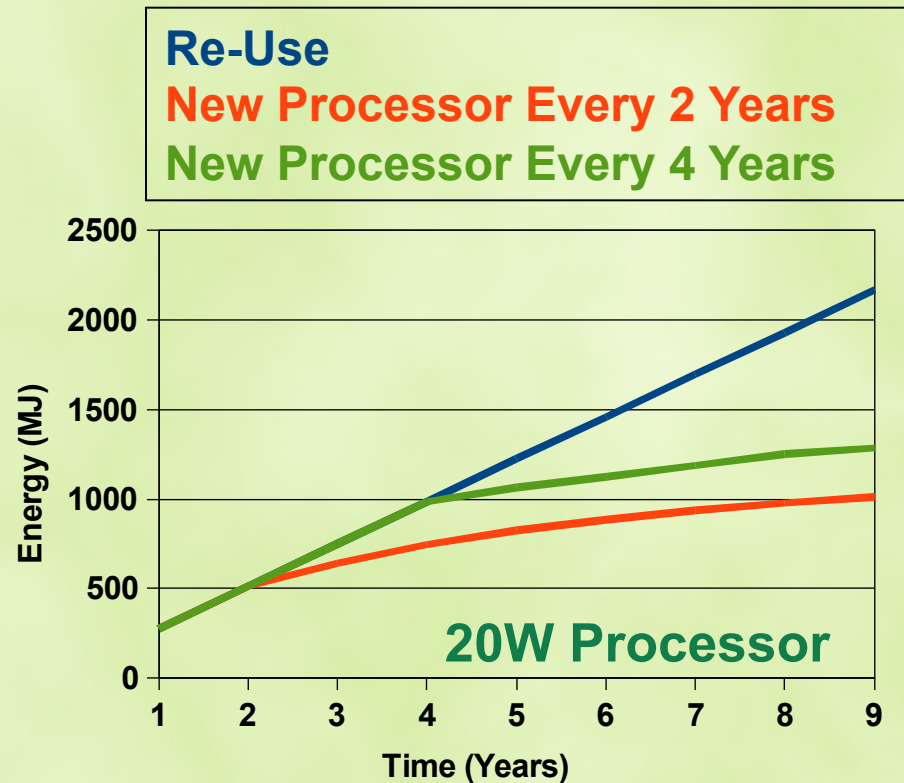
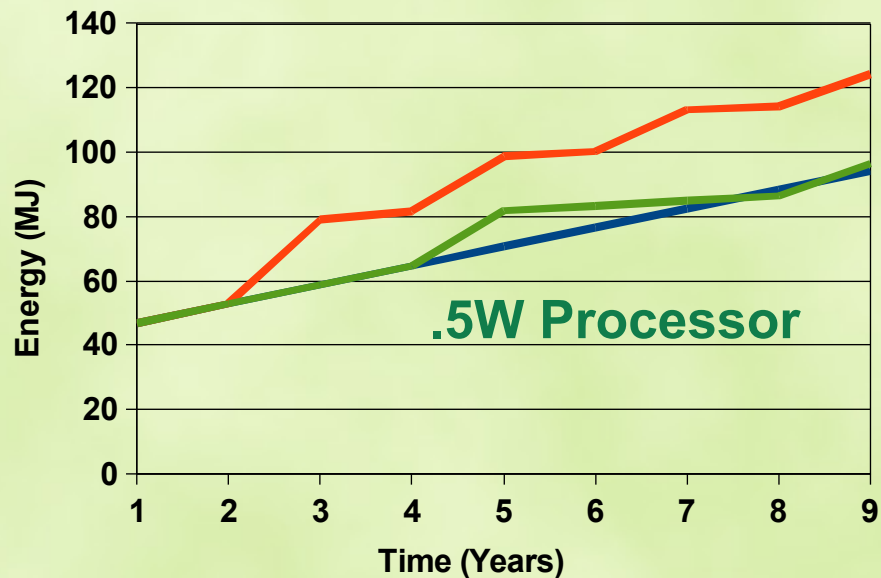
# Example Applications



The BDTI Mark 2000(tm) is a summary measure of signal processing speed.  
For more info and scores see [www.BDTI.com](http://www.BDTI.com)

# Lifetime Energy Savings

- Depends on die-size
  - Die sizes are getting smaller
- Depends on in-use energy consumption
  - Assume 3 hours of use per day
    - .5 W processors probably should be re-used
    - 20 W processor, upgrade!



# Technical Challenges of Re-Use



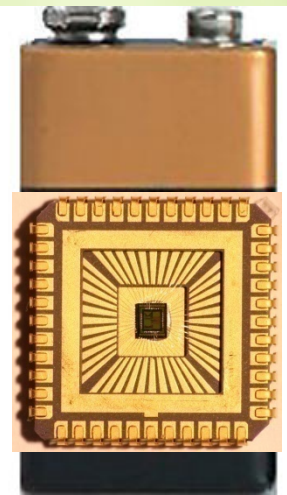
- Form Factor
  - Can't put a Pentium in the space of an 8051
- Battery Life
  - Is adequate power consumption good enough?
  - Voltage scaling
- ISA compatibility
  - Some ISA are more efficient on specific workloads
  - May require extra cycles
    - Erode the efficiency of our re-use strategy



# Design for Reuse

- Design for several applications and lifetimes, not just one
- More severe wearout
- Added overhead to support different applications
- Design for easier reprogramming
- Design for easier reclamation and re-tasking
  - form factor, wireless or serial communication

Standard building blocks



# Reclamation Costs

- < \$7 cell phone
- Recycling surcharge + deposit

| Cost (US \$)                   | Cell Phone** | Computer*** |
|--------------------------------|--------------|-------------|
| Collection*                    | 6.00         | 23.50       |
| Transportation                 | 0.35         | 0.43        |
| Sorting                        | -            | 3.50        |
| Dismantling                    | 0.03         | 2.75        |
| Refining                       | 0.32         | 7.87        |
| Dispose of non-hazardous waste | 0.01         | 0.83        |
| Dispose of hazardous waste     | 0.03         | 5.00        |



\*Average (cell phone:\$4 to \$8; computer:\$13 to \$34)

\*\*Results from survey conducted with fifteen private US electronic recycling firms  
[ Bhuie et al, 2004]

\*\*\*[Boon et al., 2000]

# Handset Reuse

- Refurbished phones
  - Only millions captured
  - Political issues
- PDAs
  - Learning tool / diary in elementary schools
  - Parking permit / navigator
- Location beacon
- Shipping container tracking
- *Just park benches?*



# Reuse Summary

- Silicon fabrication and disposal are serious environmental concerns
- Reuse is a challenging goal, but we have to face the impact of our exponentially-growing computing demands





# Part III: Cultural Change



# Cultural Change

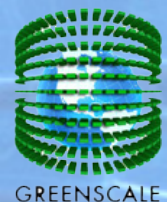
- Some sustainable technologies and practices exist, but managers and designers unaccustomed to the tradeoffs
- Need to develop frameworks and educate the next generation of technical leaders



# Measuring Energy

- Coal-fired electric plants – 35% efficient
- Electrical transmission lines – 90% efficient
- Datacenter power distribution – also optimized for peak
- Other inefficiencies
  - Server power supplies
  - Battery charger / battery efficiency

[www.epa.gov/cleanenergy/energy-resources/calculator.html](http://www.epa.gov/cleanenergy/energy-resources/calculator.html)



# Life-Cycle Analysis

- Sustainable systems require a higher-level analysis
  - Energy and carbon metrics
  - Supply chains, end-of-life
- Challenge: proprietary data
  - Study academic fabrication facilities
- Make friends with your local industrial ecologist!

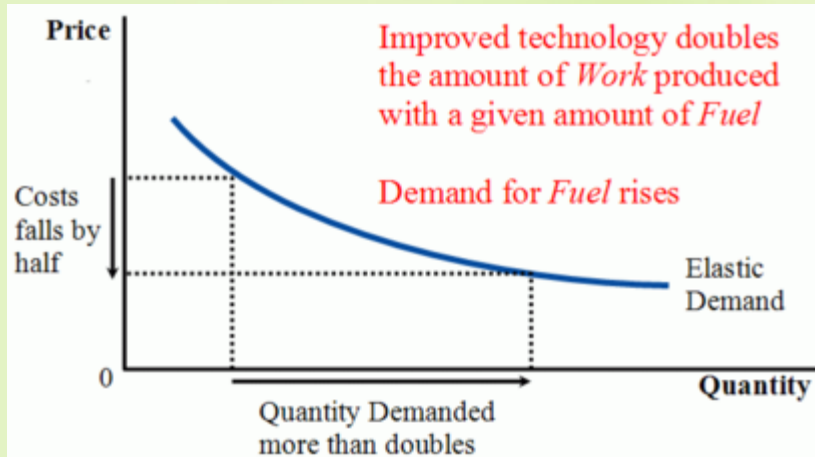




# Reacting to Policy

- Standards and policies
  - Energy-star, SPEC power
  - Standards need knowledgeable participants
- Companies need to know how to respond to legislation and standards
  - WEEE, RoHS, Energy-star

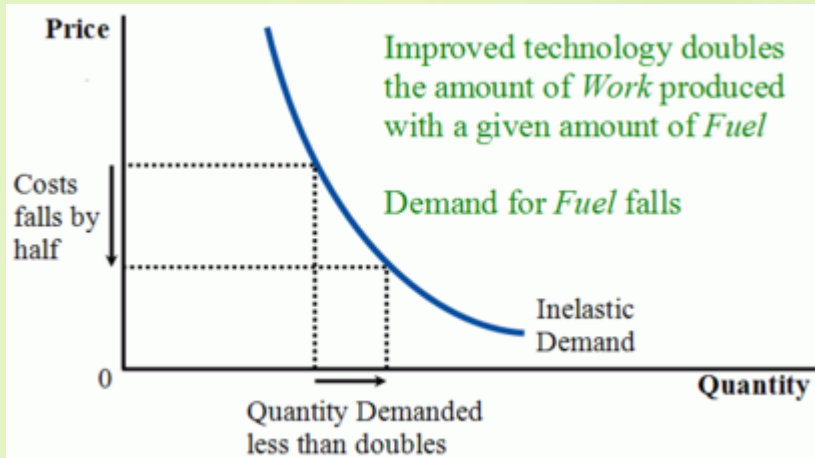
# Caveat: Jevons Paradox



- Efficiency in coal-fired machines led to greater demand for coal



# Jevons Paradox



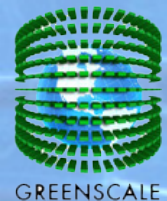
- Demand for computing could be elastic
- Need to measure **productivity**



# Closing Remarks

- Computing for massive data poses significant sustainability challenges
- Good technical problems, but many are multidisciplinary
- We need to train the next generation of multidisciplinary engineers

[energy.cs.ucsb.edu](http://energy.cs.ucsb.edu)





# Acknowledgements

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