

Rock and a Hard Place

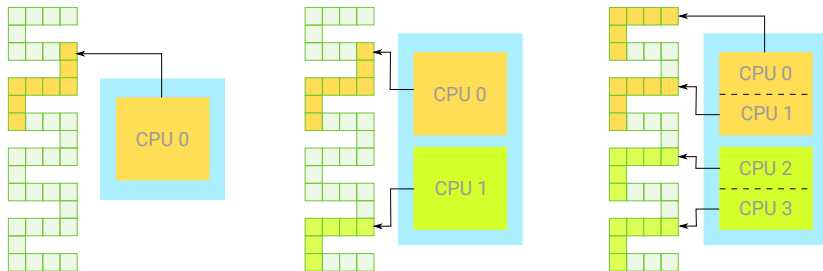
How Hard It Is To Be a CPU Idle Time Governor

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Terminology: CPUs = Logical CPUs



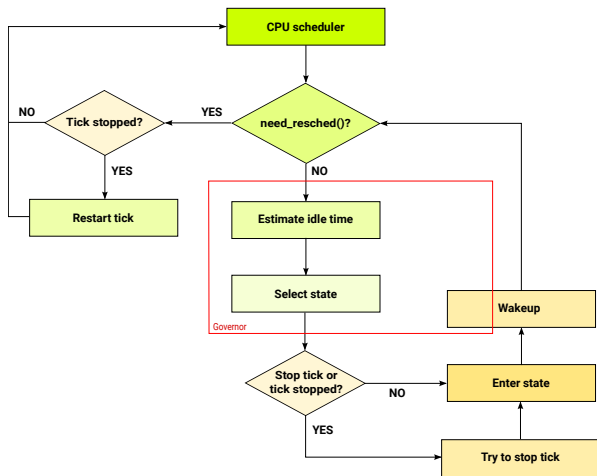
CPUs: Busy Vs Idle



Idleness Is an Opportunity to Save Energy



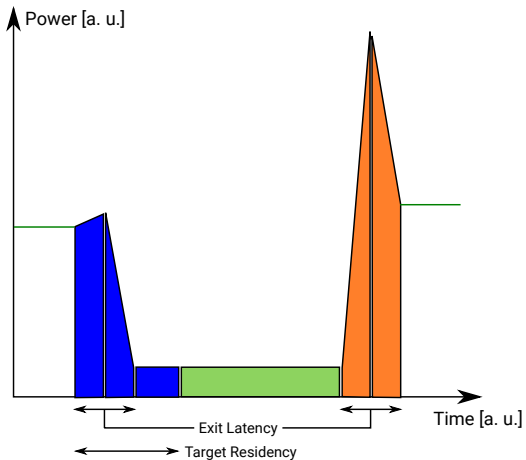
The Idle Loop in Linux* (4.17 and Later)



Idle Governor and Idle Driver Need To Communicate



CPU Idle State Parameters



Worst-case Numbers Are Difficult To Come By

Worst case measurement Catch 22

In order to measure the worst case you must experience it, but you cannot know whether or not you have experienced it unless you know beforehand what it is.



Governor Perspective



The Rock and The Hard Place

The Rock

Selecting idle states that are too shallow hurts energy-efficiency.

The Hard Place

Selecting idle states that are too deep hurts energy-efficiency and performance (through excessive latency).



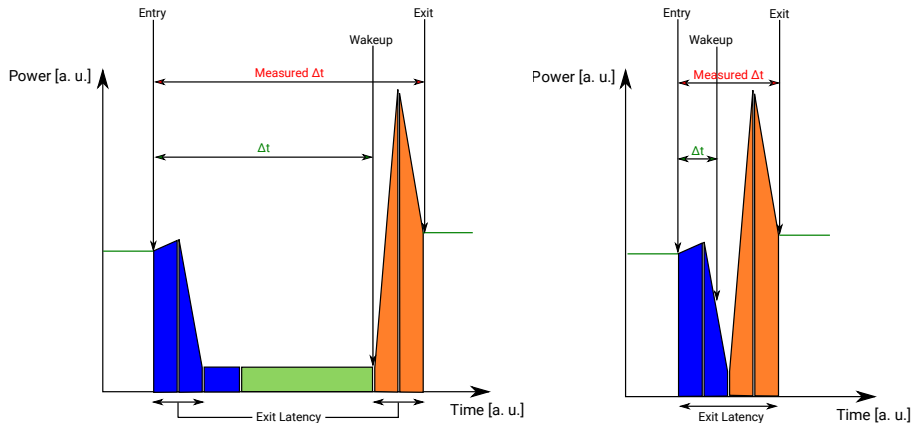
Two Categories of Wakeup Events



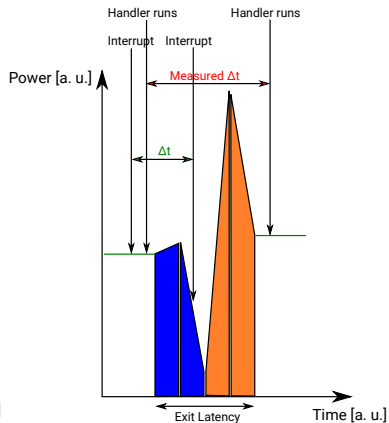
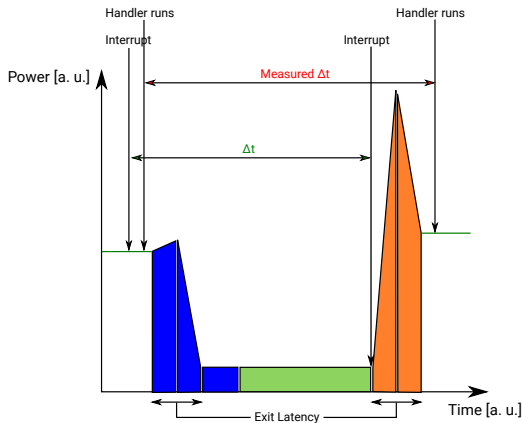
Measurement Issues



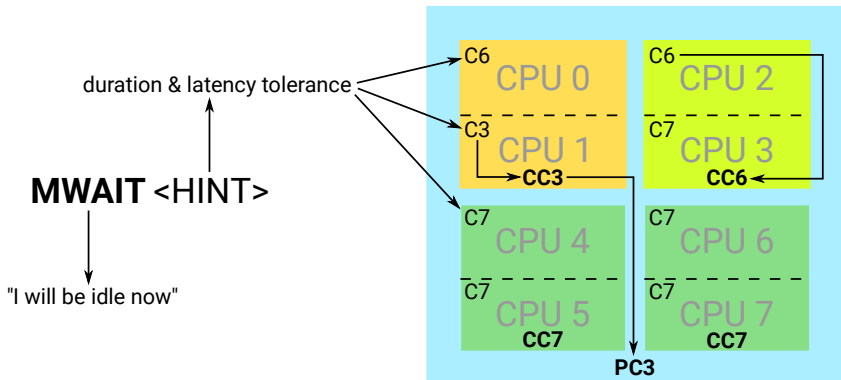
Idle Duration Is Difficult To Measure Precisely



Interrupt Timing Measurements May Be Affected Too



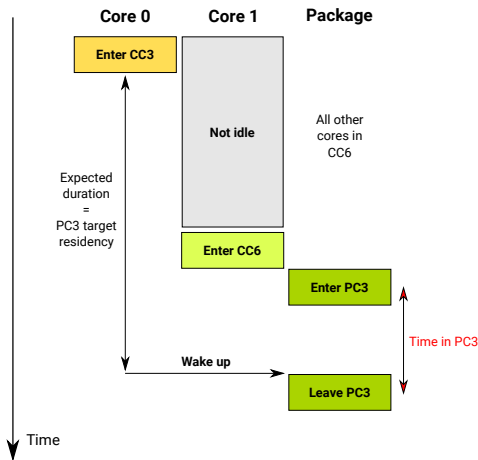
Example: Core and Package C-states



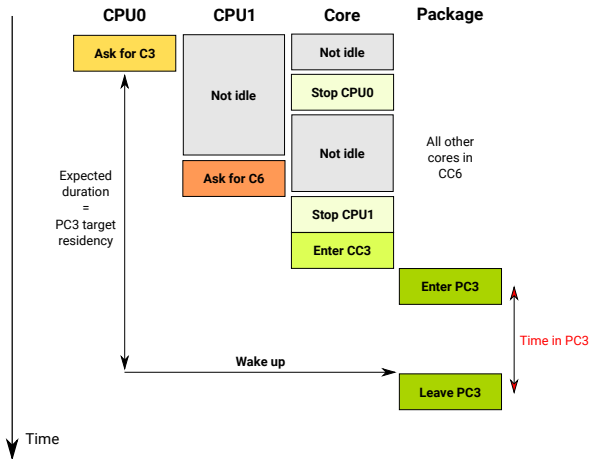
What Target Residency To Use for a “Combo” State?



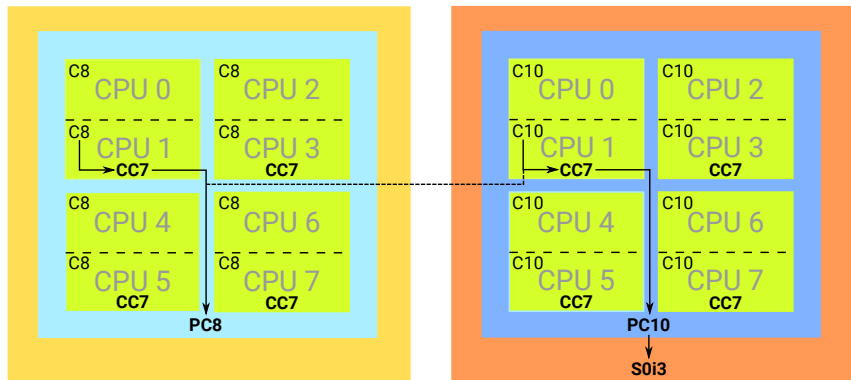
Target Residencies May Be Missed Due to Interactions (1)



Target Residencies May Be Missed Due to Interactions (2)



Overlapping Hints and Missed Opportunities



Fall-through Idle States Idea

Assume target residency (TR) of the next idle state

Selected for latency reasons only.

Results (12 runs on Dell XPS13 9360, TEO governor)

Metric	Baseline	C6 – C10: TR of C6	Δ	%
BaseMark	301.0 \pm 6.5	305.9 \pm 5.6	4.9	1.7
JetStream2 (1)	54.5 \pm 1.7	55.1 \pm 1.6	0.6	1.1
speedometer	44.9 \pm 0.4	45.2 \pm 0.3	0.3	0.7
JetStream2 (2)	53.5 \pm 1.4	54.4 \pm 1.6	0.9	1.6
Active Watt (pkg)	13.1 \pm 0.1	13.1 \pm 0.2	0.0	0.0
Idle Watt (pkg)	0.93 \pm 0.08	0.88 \pm 0.07	-0.05	-5.8

Questions?



References



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Tom Yates, *What's a CPU to do when it has nothing to do?* (<https://lwn.net/Articles/767630/>).



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Powernightmares: The Challenge of Efficiently Using Sleep States on Multi-Core Systems
(<https://tu-dresden.de/zih/forschung/ressourcen/dateien/projekte/haec/powernightmares.pdf?lang=en>).



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Jonathan Corbet, *The cpuidle subsystem* (<http://lwn.net/Articles/384146/>).

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