# On The Implications of Language Constructs for Concurrent Execution in the Energy Efficiency of Multicore Applications

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### The Problem

The performance of the existing constructs for concurrent execution is reasonably well-understood. But, little is known about the energy-efficiency of these techniques.

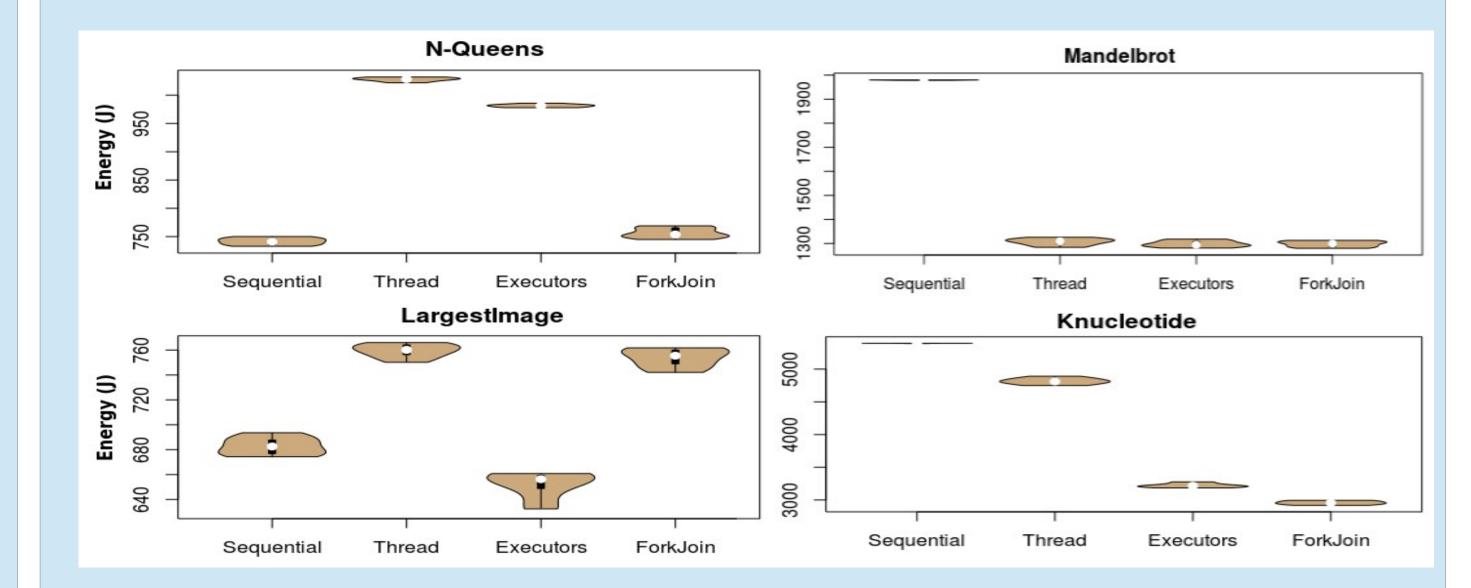
"Race to idle": Is a common belief that faster applications will also consume

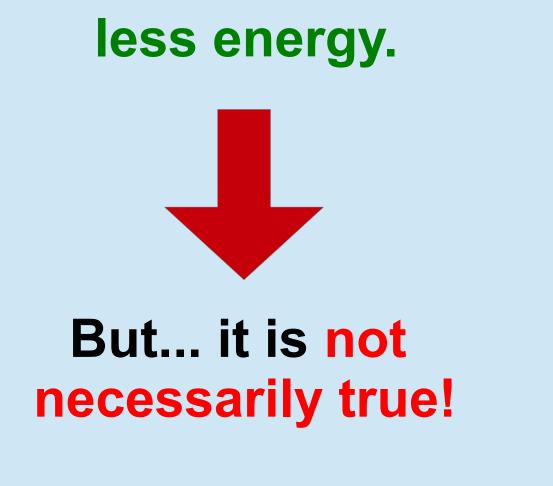
#### •Factors analyzed:

Internal factors
Concurrent constructs
Number of threads
Resource usage

## Some Results

### Varying Concurrent Construct



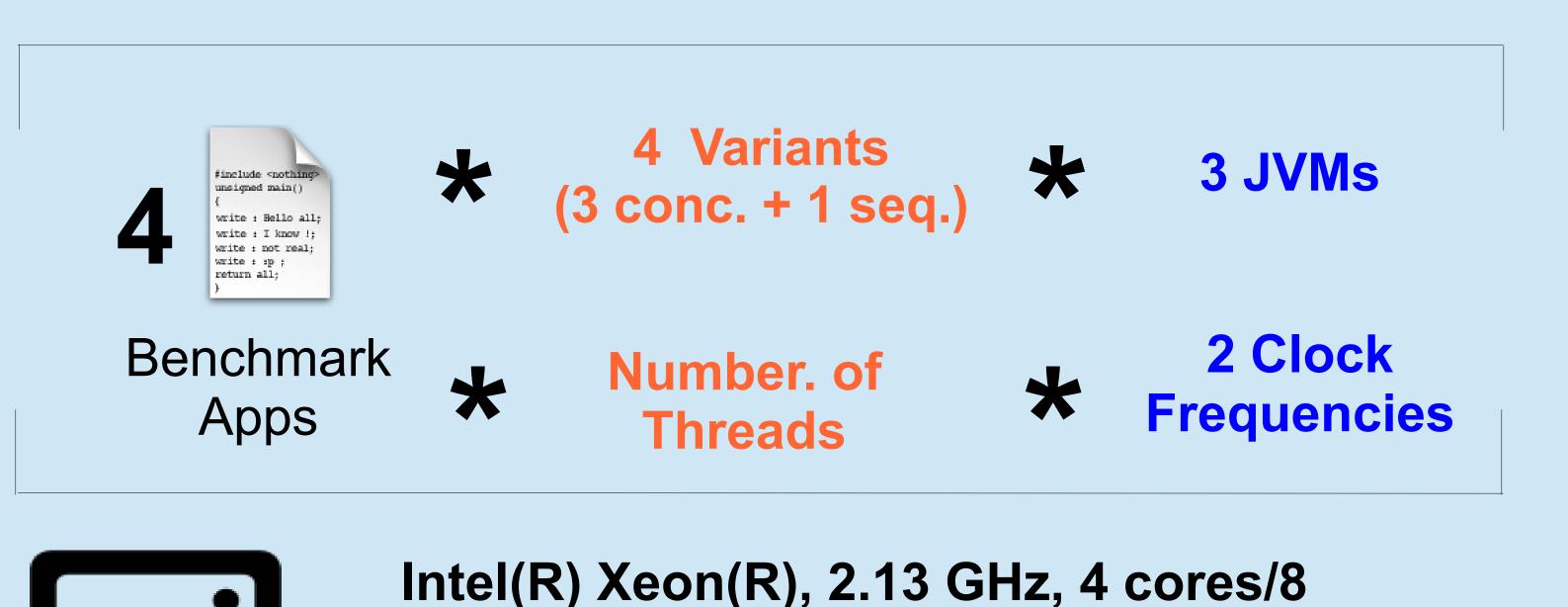


External factors
Clock frequency
JVM providers

## The Benchmarks

N-Queens: CPU-bound
LargestImage: IO-bound
Mandelbrot: CPU-bound
Knucleotide: 23% doing IO

# The Study

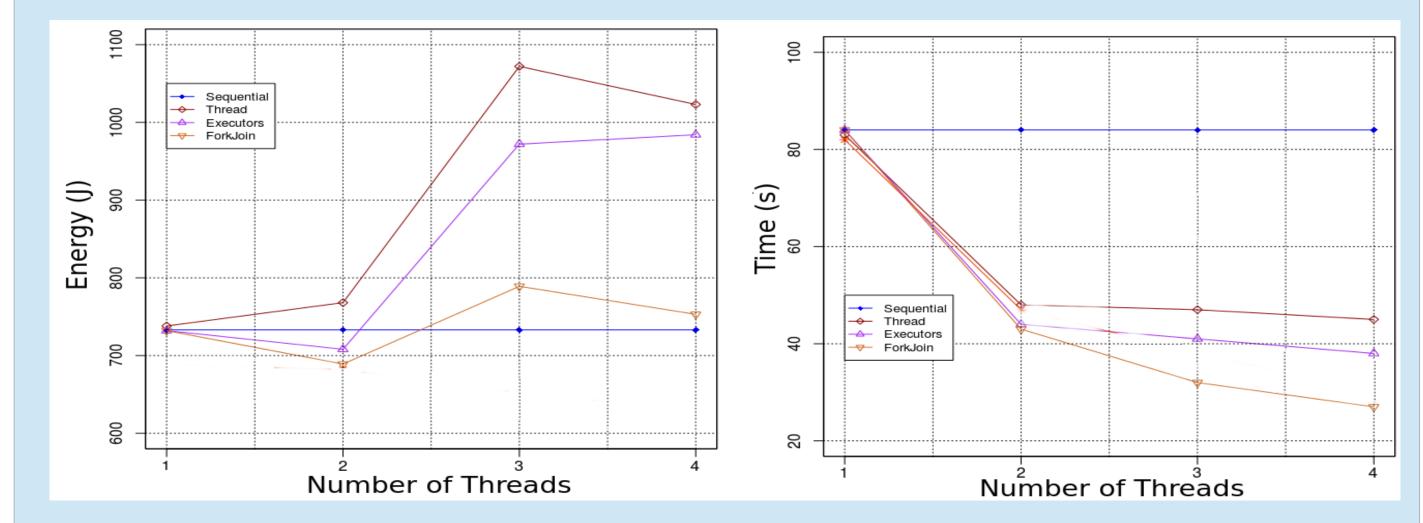


threads 16Gb of memory

Linux 64-bit, kernel 3.0.0.-31-server.

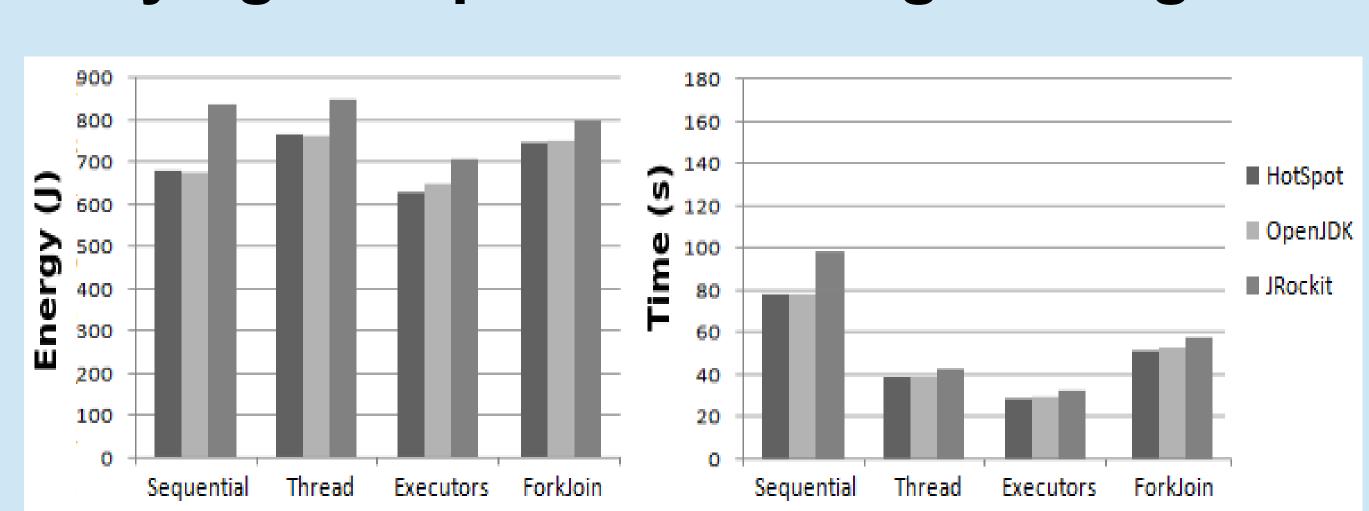
Different concurrent constructs could produce unexpected results.

#### Varying number of Threads: N-Queens



Improvements in performance do not necessarily mean less energy consumed.

#### Varying JVM providers: LargestImage



Different JVM could increase in more than 10% of the energy consumed!

## The Conclusions

- Some factors create variations, but some others do not.
  Do
  - Nature of the problem
  - Concurrent programming construct
  - •Do not

# Future work

- •To conduct a broader-scoped study.
- •The results of this new study will provide input for us to derive a catalog energy code smell for concurrent software.

# JVM implementation CPU clock frequency

 We also found out that, for concurrent software, faster does not \*always\* mean greener •Then we plan to proceed with the design of refactoring catalog that will enable application programmer to safely restructure their applications to use less energy



This work is partially supported by National Institute of Science and Technology for Software Engineering (INES), by CNPq (grant 573964/2008-4) and FACEPE (grant APQ- 1037-1.03/08). Gustavo is supported by CAPES.

