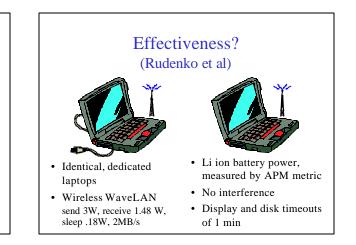
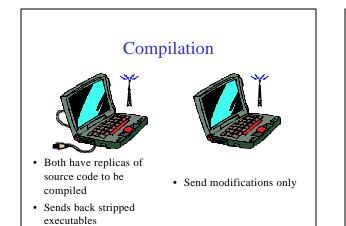
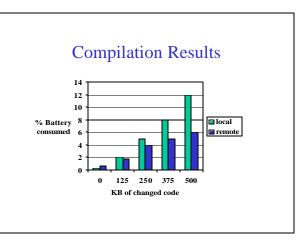


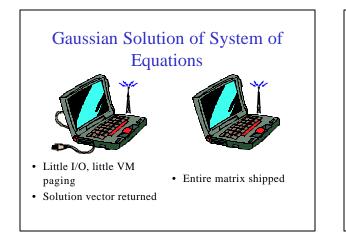
Compute locally on battery power vs Transmit to wired compute server + Idle in low power mode + Receive results

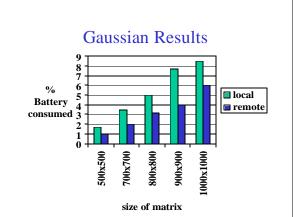
- Why and when it works?
- How? The mechanisms required.

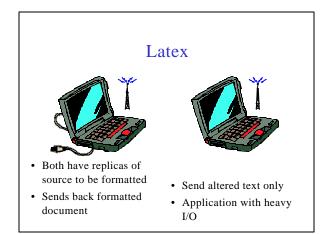


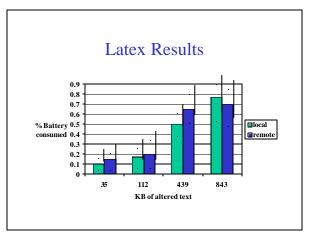


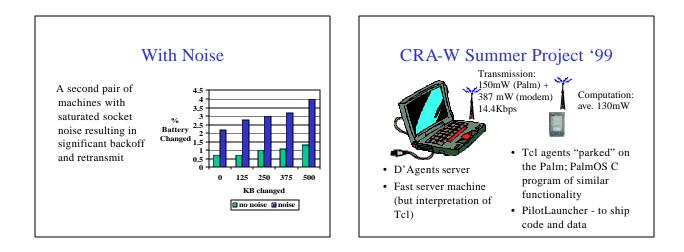


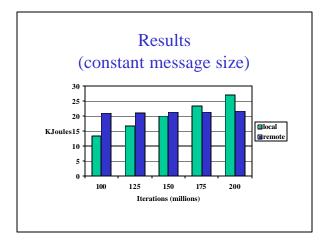


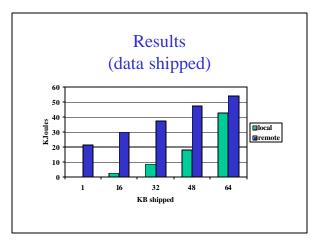








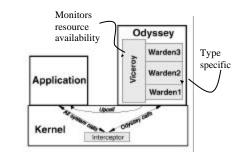


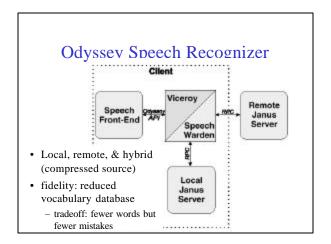


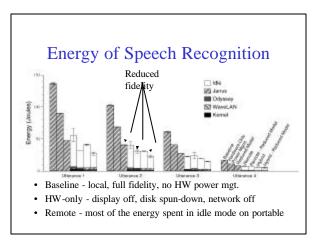
### Energy Aware Adaptation (Flinn and Satya - SOSP99)

- Odyssey system for adaptation
- Fidelity the degree to which delivered data matches the reference copy at the server
  type-specific notion
- Question: Can lowering fidelity be used as a mechanism for energy-aware adaptation? Enough savings possible?

# Odyssey Architecture







## Conclusions

- Significant variation in effectiveness of fidelity reduction across data objects
- Significant variation in effectiveness of fidelity reduction across applications
- Reducing fidelity can enhance effectiveness of HW power management (by lowering utilization of HW)

### How?

- Mixed results as to the effectiveness of remote execution for energy savings. How can "right" choices be made?
- What aspects could benefit from more energy efficient *implementation* of the support systems themselves?
  - D'agents system used interpretation on the server vs. direction execution on portable.
  - Implementation of "Idle"
- What are the basic building blocks?

## Infrastructure Requirements (Rudenko et al)

- Ability to *do* remote execution, shipping arguments and results
  - Energy efficient listening on portable
- Replication mechanisms and synchronization for data and code.
- Providing consistent execution environment
- Decision strategy for choosing between local and remote (UI or automagically?)