## Energy of Wireless Devices

## The Showstopper: Energy

- Need long lifetime with battery operation
  - No infrastructure, high deployment & replenishment costs
- Continual improvement in functionality, size, weight, and power
  - 1.6x/year in DSP power
  - sensing and RF components based on MEMs
- But
  - energy to wirelessly transport bits is ~constant
    - Shannon, Maxwell
  - fundamental limit on ADC speed\*resolution/power
  - no Moore's law for battery technology
    - ~ 5%/year

Single-chip Wireless Sensor Node

The Future

# Approaches to reduce energy consumption

- OS turns off parts of the computer when are not in use (mostly IO devices such as display)
- Application program uses less energy, possibly degrading quality of the user experience
- Which hardware/software component takes most energy?

#### Hardware Issues

- Battery
  - Handheld devices: disposable batteries,
  - Laptops: rechargeable batteries
- Multiple power states for CPU, memory and I/O devices
  - Sleeping
  - Hibernating
  - Off
- Transition between power states:
  - Idle for a certain period of time, transition into lower power state
  - Activated when it is accessed



- Keep track of the states of different devices
- Which device to transition into low-power state?
- Window's ACPI Advanced Configuration and Power Interface
- OS sends commands asking the device driver to report on device's states (power information)

#### **Display Energy Management**

- The biggest energy consumption
- Reason
  - Require backlit to get a bright sharp image
- What solutions would reduce display energy?
  - shut down the display if there is no activity for some number of minutes.
  - divide the screen into zones and turn on only zones where the active window resides (work by Flinn and Satyanarayanan)
  - Change color mapping scheme

## Hard Disk

- Disk takes substantial energy
  - spinning at high speed, even if there are no accesses.
- What would be the solution to decrease energy?
  - spin the disk down after a certain idle time of activities.
  - When it is needed, it is spun up again
  - Disk cache in RAM can save energy
    - If a needed block is in the cache, the idle disk does not have to be restarted
  - Another possibility is to keep application programs informed when disk is down.

## Memory

- Two options to save energy with memory:
  - cache is flushed and then switched off (hibernation)
  - write content of memory to disk and switch off the memory
- When memory is shut off
  - CPU has to shut off or has to execute out of ROM;
  - If CPU is off and interrupt wakes it up, it has to read from ROM to load the memory.
- What are the tradeoff?
- Multiple power-mode
  - Active
  - Nap
  - Standby
  - Power-down

#### CPU - Energy-Efficient Mobile Multimedia Devices (Research, SOSP 2003)

#### Mobile devices

- Running multimedia apps (e.g., MP3 players, DVD players)
- Running on general purpose systems

#### Demanding quality requirements

- System resources: high performance
- OS: predictable resource management
- Limited battery energy
  - System resources: low power consumption
  - OS: energy as first-class resource







#### Wireless Communications is a Major Energy Hog

• Energy/bit ÷ Energy/op large even for short ranges!

Mote-class Node	Transmit	720 nJ/bit	Processor	4 nJ/op	
	Receive	110 nJ/bit	~ 200 ops/bit		
WINS-class Node	Transmit	6600 nJ/bit	Processor	1.6 nJ/op	
	Receive	3300 nJ/bit	~ 6000 ops/bit		



#### **Radio Power Consumption**





#### **Radio Electronics Trends**



#### Trends:

- Move functionality from the analog to the digital electronics
- Digital electronics benefit most from technology improvements
- Analog a bottleneck
- Digital complexity still increasing (robustness)

#### What can be done?

- Reduce energy/bit
- Increase energy availability

#### 1. Radio Energy Management



## MAC: Scaling for Energy

- Radios with scalable modulation and coding
- MAC protocol that decides
  - Which node transmits
  - What packet
  - At what time
  - On what channel
  - With what RF power
  - What modulation and coding setting



#### Shutdown

- Radio modes: active, idle, shutdown, transient
- Transient period
  - Active/idle to sleep is short and can be ignored
  - Sleep to active/idle period,  $T_{ON}$ , is not
    - PLL in the frequency synthesizer takes time to settle
    - P<sub>tr</sub> = 2\*P<sub>syn</sub>
    - T<sub>ON</sub> is O(10)-O(100) uS
    - mixer & power amp startup can be ignored
- Problem: T<sub>ON</sub> is significant fraction of packet duration
  Packet sizes small in sensor nets (reporting events)
- Leads to high energy per bit!
- Radios with fast start-up and acquisition

#### **On-demand Data-driven Wakeup**



- Duty cycle the radio
  - trade-off between energy and latency
- Wake-up circuit & protocols exploiting them
  - instantly wake up remote receiver radio when needed
  - minimize spurious wake ups & interference, and their impact
    - match destination address in addition to preamble
    - cheap directional antennas

0.016

Sleep

#### 2. Reduced Path Loss via Directional Antenna



- Smart antenna
  - Signal processing (beamforming)
  - Low transient cost, high quiescent cost
- Reconfigurable antennas
  - Mechanical articulation, electrical reconfiguration
  - High transient cost, low quiescent cost

Microceptor QD2402 [Pon & Wu, UCLA, 2003]

#### Energy: Communication vs. Articulation





Articulated Microceptor QD2402 [Pon & Wu, UCLA, 2003]

- 51 degrees/second latency
- Breakeven point: # of bits vs. gain in SNR
- Spend upfront energy and save on subsequent per-packet energy

## 3. Exploiting Articulation & Mobility for Energy

- Rich source of system lifetime improvement
  - Nodes with articulated appendages
  - Nodes that move
    - Controlled, predictable, unpredictable
    - Restricted, unrestricted
- Opportunities
  - Better communication & sensing channel
  - Diversity gain due mobility
  - Mechanical transport of bits & energy
  - Better energy harvesting
- Challenges
  - Platforms with articulation & mobility
  - Protocols and collaboration algorithms to exploit mobility
  - Understanding the fundamental impact of mobility on lifetime





AmigoNode

RoboMote



NIMS



#### 4. Beyond Reduction: Energy Harvesting

- Sensor nodes that extract energy from the environment and store in a capacitor or battery
  - Wind
  - Solar
  - Vibration/Motion
  - Chemical



Prototypes from IASL, UWE, Bristol.

- Challenge: how to manage energy harvesting?
  - Variation in harvesting opportunities
    - E.g. light level is a function of node location
  - How to extract maximum performance?

#### Harvesting-aware Network-level Tasking

- Tasking aware of battery status & harvesting opportunities
  - Richer nodes take more load
  - Looking at the battery status is not enough
- Learn the energy environment



#### Example: Solar Harvesting Aware Routing



#### Simulation using light traces from James Reserve

#### HelioMote Platform

#### Summary

- Energy-efficient radios
  - Energy-performance scalability for long range
  - Efficient shutdown and wake-up for short range
- Directional antennas
  - Electrical or mechanical reconfiguration of directional elements
- Platforms and algorithms to exploit mobility and articulation
  - Better communication & sensing channel
  - Diversity gain due mobility
  - Mechanical transport of bits and energy
  - Better energy harvesting
- Energy harvesting
  - Network operation that is aware of spatio-temporal characteristics of environmental energy availability

## Challenges

- Technologies
  - Energy-efficient and energy-scalable components
    - Radios, reconfigurable antenna, sensor processing (image, biochem)
  - Energy harvesting
    - Wind, solar, motion, vibration, chemical
  - Ad hoc infrastructure elements / hierarchy
    - Energy & data mule, Mobile Microservers
    - EM and wired energy delivery
- Techniques
  - Energy-latency-accuracy-coverage trade-offs
  - Algorithms: energy-efficient, battery-aware, harvesting-aware
  - Distributed in-network processing
- Metrics, Benchmarks, Tools, and Testbeds
  - Energy-metrics for sensing, signal processing, event detection, and communication protocols
  - Benchmark suite of representative functions
  - Simulators with models of energy producers and consumers
  - Instrumented testbeds