

# **Roles of Parallelizing Compilers for Low Power Manycores**

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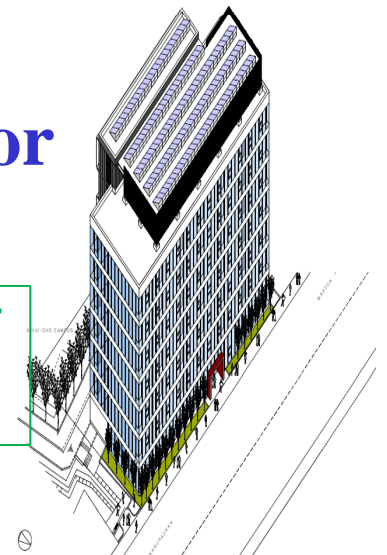
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**Green Computing Systems R&D Center  
built in Mar. 2011 for low power many  
core hard , soft and applications,**

**Panel on Oct. 8, 2009, LCPC2009, at Univ. of Delaware**



# Needs of Parallelizing Compilers for Manycores

To improve **effective performance**, **cost-performance** and **software productivity** and **reduce power** for manycores and hetero-multicores

## Multigrain Parallelization

Coarse-grain parallelism among loops and subroutines, near fine grain parallelism among statements in addition to loop parallelism

## Data Localization

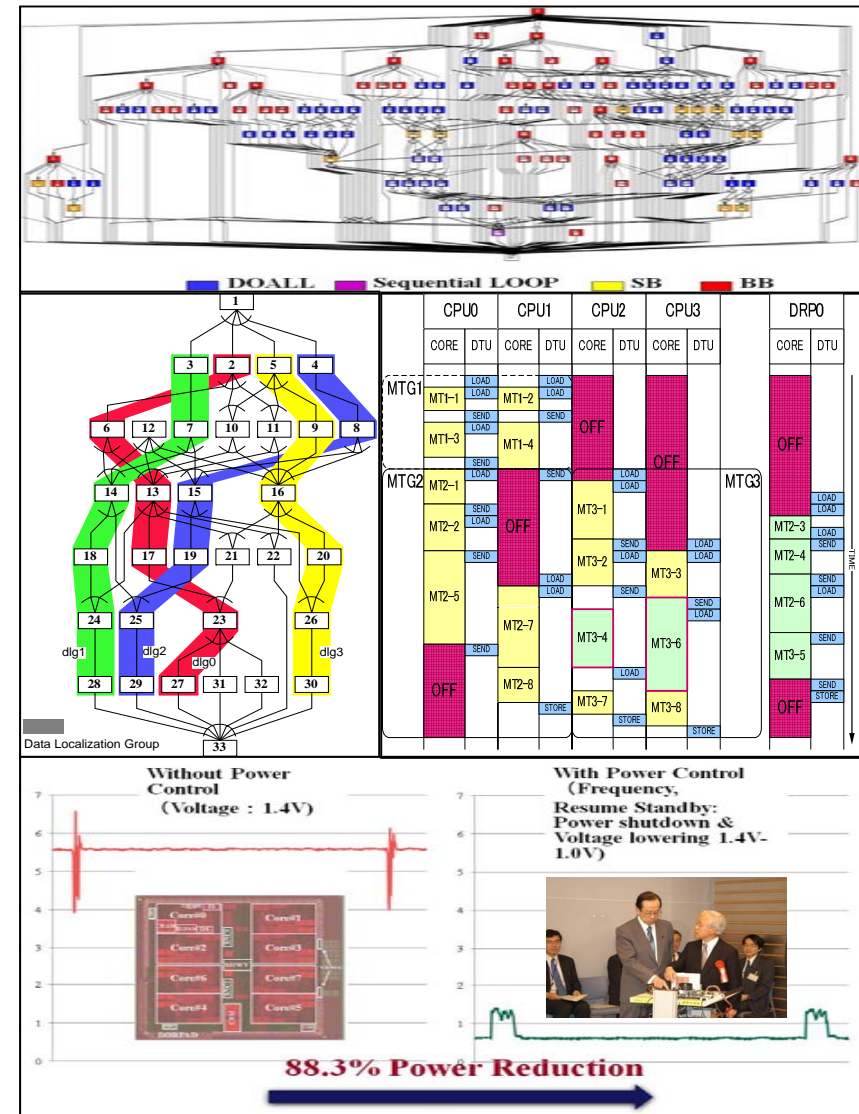
Automatic data management for distributed shared memory, cache and local memory

## Data Transfer Overlapping

Data transfer overlapping using Data Transfer Controllers (DMAs)

## Power Reduction

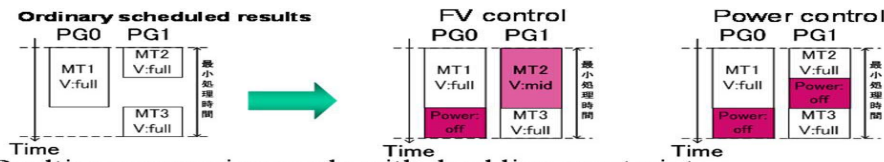
Reduction of consumed power by compiler control DVFS and Power gating with hardware supports.



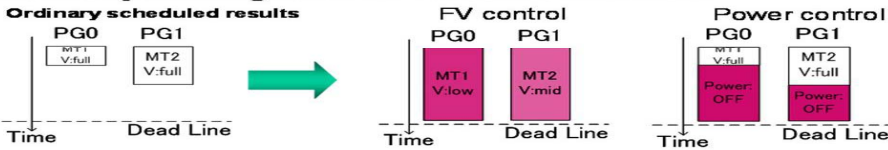
# Power Reduction by OSCAR Compiler for MPEG2

## Decoding on 8 core chip

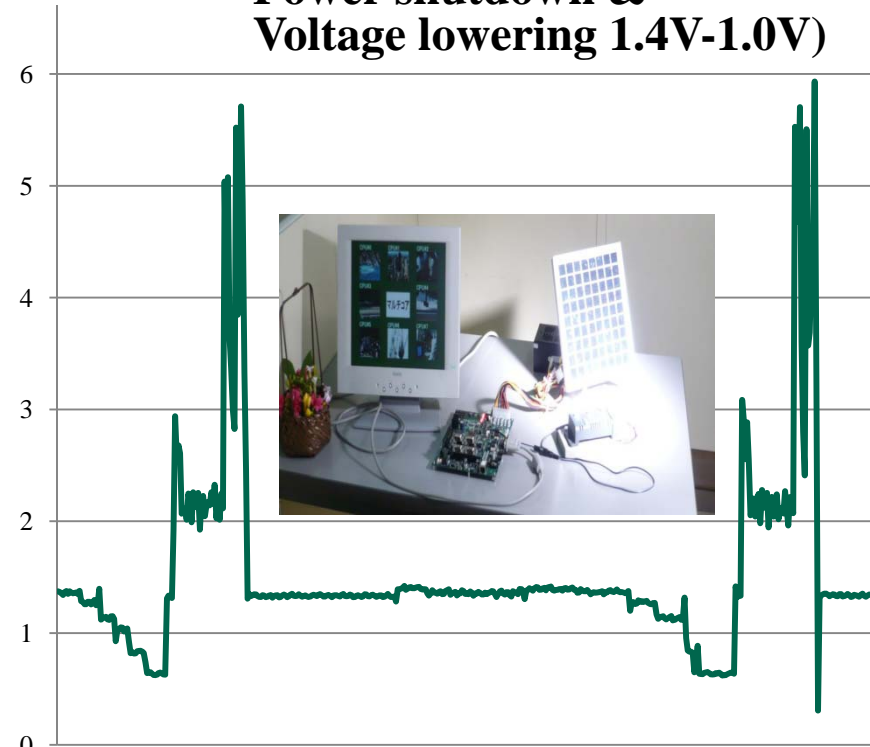
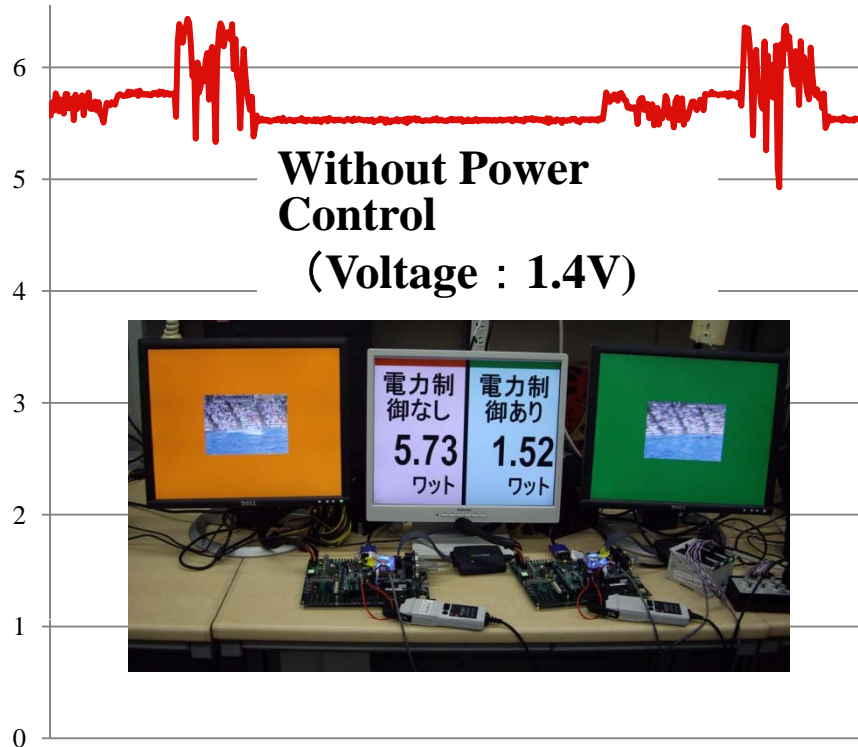
- Shortest execution time mode



- Realtime processing mode with dead line constraints



With Power Control  
(Frequency,  
Resume Standby:  
Power shutdown &  
Voltage lowering 1.4V-1.0V)



Avg. Power  
5.73 [W]

73.5% Power Reduction

Avg. Power  
1.52 [W]

# Compilation Flow Using OSCAR API

