

Index

- ACPI, 96, 105, 111
- Activity factor, 39
- ARM7, 7, 9
- ARM8, 4
- ASIC, 54

- Battery, 2, 53, 90, 93, 96, 211, 216
- Bluetooth, 95, 210
- Burst
 - burstiness, 54, 59, 62–63, 81
 - bursty traffic, 13

- Cache Miss Equations, 194, 196
- Cache, 56, 59, 78, 140, 158, 163, 193
 - bitline segmentation, 204
 - conflict, 60
 - decay, 110–112
 - hit, 168
 - interference, 193, 196, 201
 - line size, 194, 196, 204
 - line, 111
 - locality, 66, 81
 - miss ratio, 199
 - miss, 59, 66, 165, 177, 194
 - subbanking, 204
- Cadence Design Systems, 4, 16
- Capacitance, 19, 39, 138
- Clock gating, 155, 159, 171
- Clock generator, 40
- Clock Ramping with Compiler-based Prediction (CRCP), 155–156, 159–160, 162, 165, 169
- Clock Ramping with Hardware Prescan (CRHP), 155–156, 159–160, 162, 165, 169
- Clock ramping, 155, 159, 162, 169
- Cluster, 75
 - configuration, 76, 81, 91
 - reconfiguration, 75, 84, 90
- CMOS, 19, 36, 39, 138–139, 151, 153, 188
- Concurrency, 2, 12
- Conservation
 - energy, 75, 90
 - power, 76, 89
- Constant folding, 117
- Constant propagation, 115, 117, 120, 123, 135
- Context switching, 4, 8, 20, 38, 59

- Context, 4, 150, 213
- Control flow, 12, 100, 102, 162, 165
- Control-theoretic approach, 76, 91
- Cooling, 77
- Cooling, 86
- Critical path, 139

- Data flow, 100, 102, 111, 176, 179, 183
- Data Transfer and Storage Exploration (DTSE), 173, 175, 178
- Dead code elimination, 123
- Design flow, 4, 133
- Disk, 95
- Diskless device, 95
- DSP, 3, 54

- ECos, 2, 6, 9, 11, 16, 53, 56–57, 66
- EEL, 91, 95, 110
- Energy Characterization, 53, 55, 59–60, 67

- Finite-State Machine (FSM), 3, 5, 130
- Finite-State Machine
 - Concurrent Extended Finite-State Machine (CEFSM), 3, 5, 8
 - Extended Finite-State Machine (EFSM), 3, 5, 9
- Frequency, 18, 37, 51, 53, 63, 92, 137, 151, 188

- Hardware Description Language (HDL), 116–117, 134
 - VHDL, 119, 125, 129
- Hibernation, 96, 98, 106
- HPSmartBadge, 53, 57, 67
- Hyper-period, 26, 28, 35
- Hyperblock, 159, 162, 164

- I/O, 3, 53, 62, 82, 111, 124, 215
 - buffer, 59
 - channel, 65
 - controller, 56, 122
 - driver, 59
- IMPACT, 155–156
- Instruction re-issue, 142, 147, 151
- Instruction squashing, 142, 147
- Intellectual property (core), 115–116, 120, 123, 128

- JPEG, 117

- Leakage
 - leakage current, 13, 111
 - leakage power, 112, 160, 169
- Load
 - balancing, 75
 - concentration, 75
 - migration, 81
 - redistribution, 81
 - unbalancing, 76
- Loop transformation
 - index set splitting, 110
 - loop merging, 183, 186
 - loop pipelining, 184, 186
 - loop unrolling, 184, 186
 - tiling, 110, 194, 202, 205
- Loops, 38, 104, 133, 181, 194, 201
- Low Power Fixed-Priority Scheduling (LPFPS), 21, 26, 29, 34, 36
- LpARM, 41, 52
- Memory optimization, 175, 190–191
- Memory organization, 173–177, 180, 186–188
- Memory, 7
 - DRAM, 91, 97, 112
 - SDRAM, 56
 - SRAM, 7, 9, 16, 181
- Mobile
 - agent, 209
 - code, 209–211
 - computing, 209
 - device, 209, 211, 213
- MPEG, 40, 84
- MTCMOS, 169
- On-line scheduling, 17, 20, 72
- Operating system, 2
 - event-driven, 1, 3, 8, 10, 12, 15
 - general-purpose, 2–4, 10, 15
- Operating System
 - kernel, 19, 53, 59, 66, 82, 92
- Optimizations, 55, 93, 105, 117, 123, 133, 157, 163, 173, 193, 203
- Page
 - allocation, 73, 92
 - page fault, 98, 102–103, 108
 - swap space, 95
 - swapping, 95, 109
- Pareto points, 175, 177, 180, 187
- Peripheral, 54, 115, 126, 134
- PicoRadio, 3, 6, 8, 13, 16
- PID controller, 79
- Pipeline gating, 117
- Power budget, 3, 13
- Power down, 18–19, 21, 56
- Power Low Modified Dual-Priority (PLMDP)
 - scheduling, 21, 24, 28, 31, 35–36
- Power Management Point (PMP), 37–38, 40, 45, 48
- Power Management Point
 - inserting, 37, 39–40, 44
 - number of, 38, 41, 43–44
 - optimal number of, 44–45, 48
- Power Management Scheme
 - Dynamic Greedy, 41–48, 50
 - Proportional, 41–48
 - Static, 38–39, 41–42
- Power management, 1, 3, 12, 14–15, 218
- PowerImpact, 155–156, 158–159
- Procedure call, 38, 165
- Program analysis, 38, 100, 102, 193
- Real-Time Operating System (RTOS), 53–60, 67
- Real-time scheduling
 - deadline monotonic (DMS), 18
 - dual-priority, 17–19, 21, 36
 - earliest deadline first (EDF), 39
 - fixed-priority, 17–19, 24–25, 28, 36
 - rate monotonic (RMS), 18, 39
- Real-time, 1–2, 15–17, 19, 36–37, 51–52, 59, 73, 190–191
 - hard real-time, 17, 19, 21, 36
- Regions, 38, 100, 102, 105
- Response time, 20–22, 26, 38
- Reuse, 176, 193, 200
 - cache reuse, 195, 200
 - data reuse, 176
 - reuse distance, 201
 - reuse vector, 196–197, 199
 - spatial reuse, 193, 201
 - temporal reuse, 196
- Sensor, 3, 8, 12–13, 51, 56
- Shut down, 8, 84, 98, 100, 214
- SimpleScalar, 40, 47, 51, 105, 143, 151
- Slack, 38, 42, 45
 - reclaimed, 39, 41, 48
- Space redundancy, 139, 150
- Speculation, 137, 150, 171
- Speed setting, 21, 35, 37
 - dynamic, 38, 44
 - static, 38
- Speed, 17–18, 26, 36, 39, 55, 62
- STAMINA, 193, 200–201
- Storage bandwidth optimization, 174, 181, 186
- StrongARM, 55–56, 60, 96
- SUIF, 95, 100, 113, 200
- System-on-Chip (SOC), 54, 134
- Task
 - aperiodic, 13, 18, 21
 - concurrent, 20, 66
 - deadline, 18, 21, 23, 26–27, 39, 41–42
 - periodic, 18, 21, 29, 38
- Thermal management, 90, 93
- Timing constraints, 137–138
- Timing violation, 137–138
 - constructive, 137–138, 151
- TinyOS, 2–3, 8, 10, 16

- Transformations, 95, 102, 109, 175–176, 183, 190, 203
- Transmeta, 40, 52, 92
- Turbo Coding, 173–175
- Virtual memory, 95–97
- VLIW, 155
- Voltage regulator, 40, 56
- Voltage Scaling, 14–15, 187
 - Dynamic Voltage Scaling (DVS), 37, 41, 45
- Wattch, 155, 157–158, 170
- Wearable device, 53, 56, 67
- Wireless communication, 1–2, 12
- Working set, 61, 98, 105
- Worst-case execution time (WCET), 19, 22, 24, 29, 31, 39