

# Towards Fast and Power-Efficient System Suspend

Yussuf Khalil, Felix Zimmer, Fabian Meyer, Frank Bellosa

## State-of-the-Practice

### Suspend-to-Memory (e.g., ACPI S3, suspend-to-idle)

- 💡 Keep system memory alive
- ✓ Fast wakeup
  - DRAM is kept alive
- ✗ Some energy consumption
  - DRAM is kept alive
- ✗ Limited suspend duration
  - Battery dead = DRAM dead

### Suspend-to-Disk (e.g., ACPI S4)

- 💡 Store system memory on disk
- ✗ Slow wakeup
  - Copy image from disk
- ✓ Zero energy consumption
  - System is turned off
- ✓ Infinite suspend duration
  - No energy to stay suspended

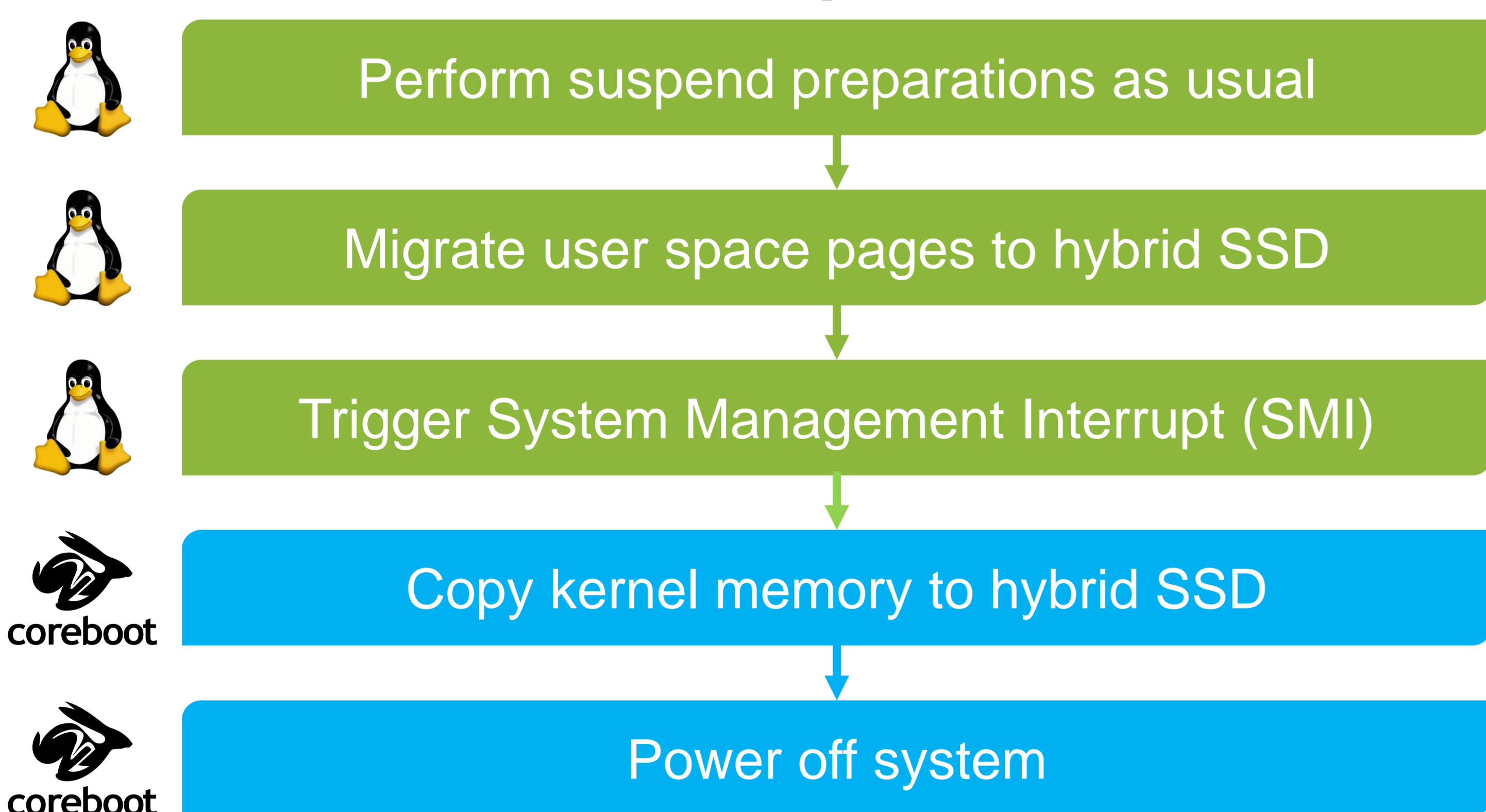
## Related Work

### Whole System Persistence (e.g., Miemietz et al. 2023)

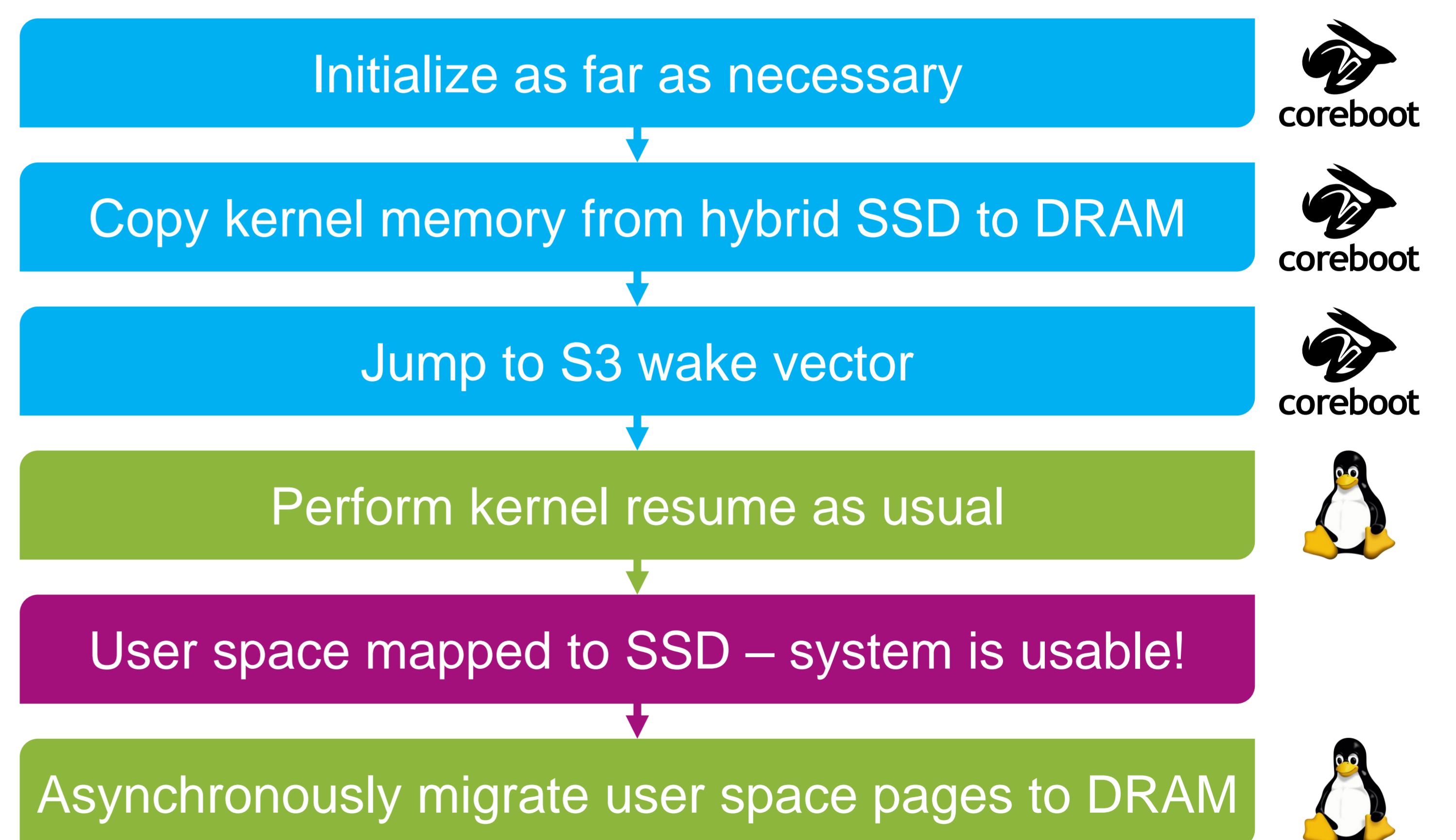
- 💡 Make entire memory persistent
- ✗ Degraded runtime performance
  - NVM slower than DRAM
- ✗ Infeasible with SSDs
  - Too slow



## Suspend



## Resume



Resume time from power button press to Linux HDMI video output (seconds)

