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# PROGRAM

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Revised Selected Papers



The Institute of Internet, Broadcasting and Communication



The International Promotion Agency of Culture Technology

**The International Symposium on  
Advanced and Applied Convergence (ISAAC 2019)**

**&**

**The International Conference on  
Advanced Culture Technology (ICACT 2019)**

Hosted by The Institute of Internet, Broadcasting and Communication (IIBC) &  
The International Promotion Agency of Culture Technology (IPACT)  
Co-hosted by Cheju Halla University  
The Society of Mobile Technology  
Dong Nai Technology University  
Date November 7~10, 2019  
Venue Halla Convention Center, Cheju Halla University, JeJu, Korea

**[1<sup>st</sup> day] November 7 (Thursday)**

| Time          | Program   | Remarks |
|---------------|---|---------|
| 10:00 ~ 18:00 | Preparation for Conference  | Office  |
| 18:00 ~ 21:00 | Committee Meeting for ISAAC 2019 & ICACT 2019 and<br>Welcoming Dinner | Chairs  |

**[2<sup>nd</sup> day] November 8 (Friday)**

| Time          | Program                                    | Remarks           |
|---------------|--|-------------------|
|               | Main Auditorium<br>Halla Convention B Hall |                   |
| 12:00 ~       | Registration Open                          | Office            |
| 13:30 ~ 14:30 | International Conference<br>(Poster)       | Session<br>Chairs |
| 14:30 ~ 15:50 | Oral - A                                   | Session<br>Chairs |
| 15:50 ~ 16:10 | Break Time                                 |                   |

| Time          | Program   | Remarks           |
|---------------|---|-------------------|
|               | Main Auditorium<br>Halla Convention B Hall  |                   |
| 16:10 ~ 17:30 | Oral – B  | Session<br>Chairs |
| 17:30 ~ 18:00 | <p><b>Welcoming and Awards Ceremony</b></p> <ul style="list-style-type: none"> <li>• Opening Remarks: JeongJin Kang, President of IIBC</li> <li>• Welcoming Speech: Sung Hun Kim, President of Cheju Halla University</li> <li>• Congratulatory Speech: Heeryong Won, Governor of Jeju Island</li> <li>• Congratulatory Speech: Phan Ngoc Son, President of Dong Nai Technology University, Vietnam</li> <li>• Awards Ceremony</li> <li>• Group Photos</li> </ul> | Session<br>Chairs |
| 18:00 ~ 20:00 | • Welcoming Conference Dinner (Banquet)   | Session<br>Chair  |

**[3<sup>rd</sup> day] November 9 (Saturday)**

| Time          | Program   | Remarks           |
|---------------|---|-------------------|
|               | Main Auditorium   |                   |
| 09:00 ~ 09:30 | • Break with Snack and Drink  | Session<br>Chairs |
| 09:30 ~ 12:00 | • Round table on Scientific and Educational Collaboration with Cheju Halla University in Jeju     | Session<br>Chairs |
| 12:00 ~ 13:00 | Lunch Time  | Office            |
| 13:00 ~ 17:00 | <ul style="list-style-type: none"> <li>• Industrial Field Tour</li> <li>• Culture Tour</li> </ul> | Office            |

**[4<sup>th</sup> day] November 10 (Sunday)**

| Time          | Program  | Remarks |
|---------------|--|---------|
|               | (Seminar Room)   |         |
| 09:00 ~ 09:30 | • Break with Snack and Drink   | Office  |
| 09:30 ~ 12:00 | Committee Meeting For ISAAC 2020 & ICACT 2020 Conference<br>(Closed Meeting) | Chairs  |



## Good Code Style of Low Power Consumption for ECO Environment of Smart City in 4<sup>th</sup> Industrial Revolution

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### Abstract

*In near 4<sup>th</sup> Industrial revolution environment, there will come out plenty of automatic and smart software in diverse fields such as VR/AR, Autonomous Vehicles, AI, Big data, Blockchain software, and so on. Specially in Smart city, they also need to use many smart software in diverse IoT devices. In future's smart city, there will be very critical issue of Ecoenvironments. That is why we propose good code styles to reduce power consumption. So we analyze procedural language C classified with statements, branches, loops, modulation (communications), and recursive paradigm. With Keil MCU Eval Board, we measure them to find good styles of power consumption in C language. We expect to guide good code styles of low power to developers in embed systems.*

*Keywords:* Good code, Low Power consumption, ARM, ULINK plus.

### 1. INTRODUCTION

Nowadays, in 4<sup>th</sup> Industrial Revolution, it may continue to increase the huge size of the software and also become very important issue of the power consumption [1]. In particular, reducing energy consumption is one of the important factors to better software for sustainable services based on limited resource, that is, Eco Environment in the smart city. For this reason, we measure an experiment consisting in the execution of several code patterns on the embedded devices such as ARM ULINK plus module and Keil MCU Eval Board. So we recommend good code styles to enhance the quality of software with low power consumption. The rest of the paper is organized as follows. In chapter 2, we describe the concept of ARM's ULINK plus module and Keil MCU Eval Board as power measurement experiments. In chapter 3, we recommend good code styles. In chapter 3 we mention results and discussion. Finally, in chapter 5, conclusion and future research this paper.

### 2. Experimental Power Measurement Setup

The Keil MCB Eval Board enables to create and test working programs based on the STMicroelectronics STM32 Connectivity Line of ARM [4]. This board comes with two USB cables. Both cables must be connected to the computer. The first USB cable attaches to the USB connector, and provides power to the board. By connecting ULINK plus [5] model to Keil MCU Eval Board, software development is possible with Keil tool and the result of code can be checked on LCD screen.

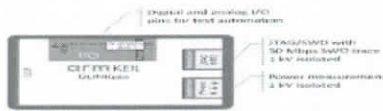


Figure 1. ULINK plus

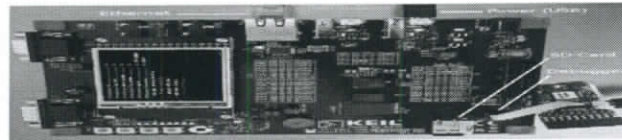


Figure 2. Keil MCB Eval Board

### 3 Good Code styles for Low Power Consumption

As a result, we recommend *code power patterns* in the procedural language (C) paradigm, which analyze to measure the power of the software code. Each pattern are measured for power consumption at least 50 times. Power measurement is  $P = V \times I$  where the average voltage (V) is set at 3.3V and the current value (I).

### 4. Power Consumption Measurement

#### - Loop statements

[Table 1] Comparison of For, While, Do-While, While Unrolling, and Do-While Unrolling

| Loop | Increasing for statement   | while arr[100]times   | do-while arr[100]times   |
|------|--|---|--|
|      | <pre> 61: for(i=0; i&lt;=100; i++){ 0x08001970 BF00 NOP 0x08001972 E005 B 0x08001980 0x0800197E 1C64 ADDS r4,r4,#1 0x08001980 2C64 CMP r4,#0x64 0x08001982 DDF7 BLE 0x08001974                     </pre> <p>Power: 5.287359mW</p>           | <pre> 60: int arr[100]; 61: int i = 0; 62: while(i &lt; 100) { 0x08001876 E002 B 0x0800187E 63: arr[i] = i; 64: i++; 65: }                     </pre> <p>power : 5.728602mW</p>   | <pre> 60: int arr[100]; 0x0800188E 4806 LDR r0,[pc#24] ; @0x08001888 61: int i = 0; 62: do { 63: arr[i] = i; 64: i++; 65: } while (i &lt; 100);                     </pre> <p>power: 5.7421188mW</p>   |
|      | <pre> 61: for(i=100; i&gt;=0; i--){ 0x08001970 2464 MOVS r4,#0x64 0x08001972 E005 B 0x08001980 0x0800197E 1E64 SUBS r4,r4,#1 0x08001980 2C00 CMP r4,#0x00 0x08001982 DAF7 BGE 0x08001974                     </pre> <p>Power: 5.267592mW</p> | <pre> 60: int arr[100]; 61: int i = 0; 62: while(i &lt; 100) { 0x08001876 E006 B 0x08001886 63: arr[i] = i; 64: arr[i + 1] = i + 1; 0x0800187E 1C61 ADDS r1,r4,#1 0x08001880 F84D0021 STR r0,[sp,r1,LSL #2] 65: i -= 2; 66: }                     </pre> <p>power : 5.7331758mW</p> | <pre> 60: int arr[100]; 0x0800188E 4806 LDR r0,[pc#32] ; @0x08001890 61: int i = 0; 62: do { 63: arr[i] = i; 0x08001876 F84D4024 STR r4,[sp,r4,LSL #2] 64: arr[i + 1] = i + 1; 0x0800187E 1C61 ADDS r1,r4,#1 65: i += 2; 0x08001884 1C44 ADDS r4,r4,#2 66: } while (i &lt; 100);                     </pre> <p>power: 5.73746514mW</p> |
|      | <p>“For decreasing statement” is lower power consumption than while, do while, while and do while unrolling</p>  |   |  |

As shown in Table 1, we measured the power of consumption using statement, while, dowhile,while and do while unrolling. We say “for decreasing statement” consumed less power than others

#### -Branch statements

[Table 2] Comparison table of *if than else* and *switch-case statement*



|        |  |  |   |  |
|--------|--|--|---|--|
| Branch | <pre> if then else 60: int a=80; 61: if(a==80){ 0x08001970 2C50 CMP r4,#0x50 0x08001972 D105 BNE 0x08001980 62: GLCD_DrawString(0,0,"") 63: }else if (a==70){ 0x08001980 2C46 CMP r4,#0x46 0x08001982 D105 BNE 0x08001990 64: GLCD_DrawString(0,0,"") 65: }else if (a==90){ 0x08001990 2C5A CMP r4,#0x5A 0x08001992 D105 BNE 0x080019A0 66: GLCD_DrawString(0,0,"@") 0x08001994 A2DA ADR r2,(pc)+0x2C; @0x080019C0 0x0800199E E006 B 0x080019AE 67: }else if (a==60){ 0x080019A0 2C3C CMP r4,#0x3C 0x080019A2 D104 BNE 0x080019AE 68: GLCD_DrawString(0,0,"#") 69: } 0x080019A4 A207 ADR r2,(pc)+0x20; @0x080019C4                     </pre> <p>Power: 5.971284mW</p> |  | <pre> switch-case 60: int a=80; 61: switch(a){ 62: case 80: 0x0800197A D002 BEQ 0x08001982 0x0800197C 2C5A CMP r4,#0x5A 0x0800197E D116 BNE 0x08001982 0x08001980 E006 B 0x0800199A 63: case 70: 0x0800198C E011 B 0x08001992 64: case 90: 0x08001996 E008 B 0x08001992 65: GLCD_DrawString(0,0,"") 66: case 60: 0x08001998 E008 B 0x08001992 67: GLCD_DrawString(0,0,"@") 0x0800199A A2DA ADR r2,(pc)+0x2C; @0x080019C4 68: case 60: 0x080019A4 E005 B 0x08001992 69: GLCD_DrawString(0,0,"#") 0x080019A6 A206 ADR r2,(pc)+0x24; @0x080019C8 70: } 0x080019B0 BF00 NOP 0x080019B2 BF00 NOP                     </pre> <p>power: 5.546343mW</p> |  |
|        | <p>“Switch case” consume less power than “if than else”</p>  |  |   |  |

Table 2 shows “Switch Case” consumes less power than “if than else”.

**-Call by Value and Call by Reference /Global and local variable**

[Table 3] Comparison of the Call by Value and Call by Reference parameters

|                                     |   |   |  |   |
|-------------------------------------|---|---|--|---|
| Call by Value And Call by Reference | <pre> Call by Value parameter 1 by 1 67: int x = 1, y=3,z=7, w=9; 0x0800197C 2401 MOVs r4,#0x01 0x0800197E 2503 MOVs r5,#0x03 0x08001980 2607 MOVs r6,#0x07 0x08001982 2709 MOVs r7,#0x09 68: fun(x); 69: fun(y); 70: fun(z); 71: fun(w); 0x08001984 4638 MOV r5,r7 0x08001986 4632 MOV r2,r6 0x08001988 4629 MOV r1,r5 0x0800198A 4620 MOV r0,r4 0x0800198C F7FFFDE BLW fun (0x0800194C)                     </pre> <p>Power: 5.532912mW</p> | <pre> Call by Reference parameter 1 by 1 66: int x = 1, y=3,z=7, w=9; 0x08001984 2001 MOVs r0,#0x01 0x08001986 3003 STR r0,[sp,#0x0C] 0x08001988 2003 MOVs r0,#0x03 0x0800198A 3002 STR r0,[sp,#0x08] 0x0800198C 2007 MOVs r0,#0x07 0x0800198E 3001 STR r0,[sp,#0x04] 0x08001990 2009 MOVs r0,#0x09 0x08001992 3009 MOVs r0,#0x09 0x08001994 9000 STR r0,[sp,#0x00] 67: fun(x); 68: fun(y); 69: fun(z); 70: fun(w); 0x0800199A 4668 MOV r5,r7 0x0800199C A401 ADD r2,sp,#0x04 0x0800199E A902 ADD r1,sp,#0x08 0x080019A0 A803 ADD r0,sp,#0x0C 0x080019A2 F7FFFDD BLW fun (0x0800194C)                     </pre> <p>Power: 5.532417mW</p> | <pre> Call by Value 4 67: int x = 1, y=3,z=7, w=9; 0x0800197C 2401 MOVs r4,#0x01 0x0800197E 2503 MOVs r5,#0x03 0x08001980 2607 MOVs r6,#0x07 0x08001982 2709 MOVs r7,#0x09 68: fun(x,y,z,w); 0x08001984 4638 MOV r5,r7 0x08001986 4632 MOV r2,r6 0x08001988 4629 MOV r1,r5 0x0800198A 4620 MOV r0,r4                     </pre> <p>power: 5.603419mW</p> | <pre> Call by Reference 4 66: int x = 1, y=3,z=7, w=9; 0x08001984 2001 MOVs r0,#0x01 0x08001986 3003 STR r0,[sp,#0x0C] 0x08001988 2003 MOVs r0,#0x03 0x0800198A 3002 STR r0,[sp,#0x08] 0x0800198C 2007 MOVs r0,#0x07 0x0800198E 3009 MOVs r0,#0x09 0x08001990 3007 MOVs r0,#0x07 0x08001992 9001 STR r0,[sp,#0x04] 0x08001994 2009 MOVs r0,#0x09 0x08001996 3009 MOVs r0,#0x09 0x08001998 9000 STR r0,[sp,#0x00] 67: fun(x,y,z,w); 0x0800199A 4668 MOV r5,r7 0x0800199C A401 ADD r2,sp,#0x04 0x0800199E A902 ADD r1,sp,#0x08 0x080019A0 A803 ADD r0,sp,#0x0C                     </pre> <p>power: 5.5768218mW</p> |
|                                     | <p>“Call by reference” is less power consume than “call by value”.</p>  |   |  |   |

There are parameters a call by value and call by reference. We went down to 68 line of call by value and 67 line of call by reference. Call by reference is less power consume than call by value.

[Table 4] Comparison of Global variable and Local variable(Double,Float)

|                                    |  |  |
|------------------------------------|--|--|
| Global variable and Local variable | <pre> Global variables 54: int b=2; 0x08001854 F7FFF62 BLW SystemClock_Config(0x0800171C) 55: float c=1.2345; 0x08001858 F7FFE4CBLW GLCD_initalise(0x080004F4) 56: double x; 0x0800185E 201F MOVs r0,30,#0x1F 0x0800185E F7FFF9F3 BLW GLCD_SetForegroundColor(0x08000C48) 0x08001862 F64FF0FF MCVwv0,#0xFFFF 0x08001866 F7FFF9DF BLW GLCD_SetBackgroundColor(0x08000C28) 55: int main() 66: x=a*a+2*b+c; 72: LCD_REG16=500; 73: }                     </pre> <p>power: 5.7421188mW</p> | <pre> Local variables 53: int main() 0x08001850 B510 PUSH {r4,r5} 0x08001852 B0E4 SUB sp,sp,#0x190 54: int b=2; 0x08001876 2400 NOP 55: float c=1.2345; 0x08001878 F84D4024 STR r4,[sp,r4,LL#2] 56: double x; 0x0800187C 1C64 adds r4,r4,#1 0x0800187E 2C64 CMP r4,#0x64 0x08001880 DBFA BLT 0x08001878 66: x=a*a+2*b+c; 72: LCD_REG16=500; 73: }                     </pre> <p>power: 5.7421188mW</p> |
|                                    | <p>“Global variables” consume the less power than “Local variables”</p>  |  |

Table 4 compares the use of global and local variables. The assembly language of BL.W command is used to declare all global variables. Power consumption of global variable is less power consume than local variable.

## 5. RESULT AND DISCUSSION

Table 5 shows the result of calculating the average of the above example codes after performing 10 times experiment of each code. We marked the bold character of results which are the low power consumption.

**Table 5: Experimental Results**

| Syntax                     | Power measurement | Syntax                     | Power measurement  |
|----------------------------|-------------------|----------------------------|--------------------|
| Statement 1                | <b>5.469255mW</b> | If than else               | 5.971284mW         |
| Statement 2                |                   | Switch case                | <b>5.546343mW</b>  |
| Statement 3                |                   |                            |                    |
| Increasing argument of FOR | 5.287359mW        | Call by value(4args)       | 5.592313mW         |
| Decreasing argument of FOR | <b>5.267592mW</b> | Call by reference(4args)   | 5.573106mW         |
| While                      | 5.745003mW        | 4 Calls by value(1arg)     | 5.532912mW         |
| Do while                   | 5.720649mW        | 4 Calls by reference(1arg) | <b>5.532417mW</b>  |
| While unrolling            | 5.772261mW        | Global variable            | <b>5.2852338mW</b> |
| Do while unrolling         | 5.771480mW        | Local variable             | 5.2814652mW        |

## 6. CONCLUSION AND FUTURE RESEARCH

In this paper, we examine better code styles for software quality of low power consumption. We apply some good code using different syntax to develop software. However, in the future, we believe that we will need to further experiment on more complex and larger code to provide more accurate power dissipation with significant power difference.

## ACKNOWLEDGEMENT

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