



Managed power objects

Some thoughts for discussion

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“no brainers”

Some items seem obvious

Similar to existing power modes, both PSE & PD

Detailed definitions may need discussion

States define how to set or change power mode

PD_runningPeakPower

PSE_allocatedPeakPower

Everything else is dependant on assumptions

Stateful objects

Objects needed to support stateful management

Not required if stateless

Objects cover the requested state change...

... and the state itself

PD_requestedPeakPower;
PSE_requestedPeakPower

PD_running; PD_requestingNewMode;
PD_acknowledgeChange; PSE_running;
PSE_requestingNewMode;
PSE_acknowledgeChange

Some useful (and contentious) objects

Average power

PD_runningAveragePower; PSE_allocatedAveragePower;
PD_requestedAveragePower; PSE_requestedAveragePower

Define average as 10 second moving average...

... or other definition

remainingPowerMargin :

PSE may indicate room left in budget

Power priority level

Integer 0-7, analogous to 802.1p for power priority

Needs serious thought

Questions...



... or comments