

HEAT EMISSION AND BATTERY EFFICIENCY MODELLING FOR MOBILE DEVICES IN FEDERATED MACHINE LEARNING

Maciej Kuczyński

*Institute of Computer Science, Faculty of Computer Science and Artificial Intelligence,
Czestochowa University of Technology,
Czestochowa, Poland
maciej.kuczynski@pcz.pl*

Keywords: federated machine learning, mobile devices, heat and battery performance

The dynamic development of 5G and future 6G networks poses new challenges for telecommunications related to low latency, radio resource saving, and adaptation to unstable transmission conditions. Traditional, centralized approaches to training artificial intelligence models require transferring massive amounts of data to cloud servers, which generates significant delays and overloads network links. A solution to this problem is Federated Machine Learning (FML), which allows models to be trained locally on end-user mobile devices, such as smartphones, by sending only updated neural network weights to the main aggregator [3].

However, local training of advanced AI algorithms leads to extreme loads on CPU units of mobile devices, resulting in significant heating and battery drain [2] [4]. The aim of this work is to present a physical and mathematical model describing these phenomena and to propose a mechanism (thermal guard) that dynamically interrupts the learning process based on thermal readings.

The research environment was built using the Flower framework [1] and the TensorFlow Lite library, employing five Samsung smartphones as edge clients and a laptop acting as an aggregator. The base model was a lightweight Multi-Layer Perceptron (MLP) trained on distributed and uncorrelated input data from various network operators, simulating a Non-IID environment.

The impact of the aggregation process and local training on the device was defined by observing the system temperature. The heat emission $Q(t)$ during training can be described by a reduced thermal balance model of the device:

$$C_p \frac{dT}{dt} = P_{CPU}(\eta, \omega) - h \cdot S \cdot (T - T_{env}) \quad (1)$$

Where: C_p is the heat capacity of the device, T is the current processor temperature, P_{CPU} is the power dissipated by the computing unit (dependent on the learning rate η and batch size ω), h is the heat transfer coefficient of the device's cooling system, S is the surface area of exchange, and T_{env} is the ambient temperature. Based on the above, an original client suitability index was derived, which reduces the priority of

