

Always look on the green side of software



@CoralCalero
@GreenTAlarcos
@GrupoAlarcos
@GreenTICTips



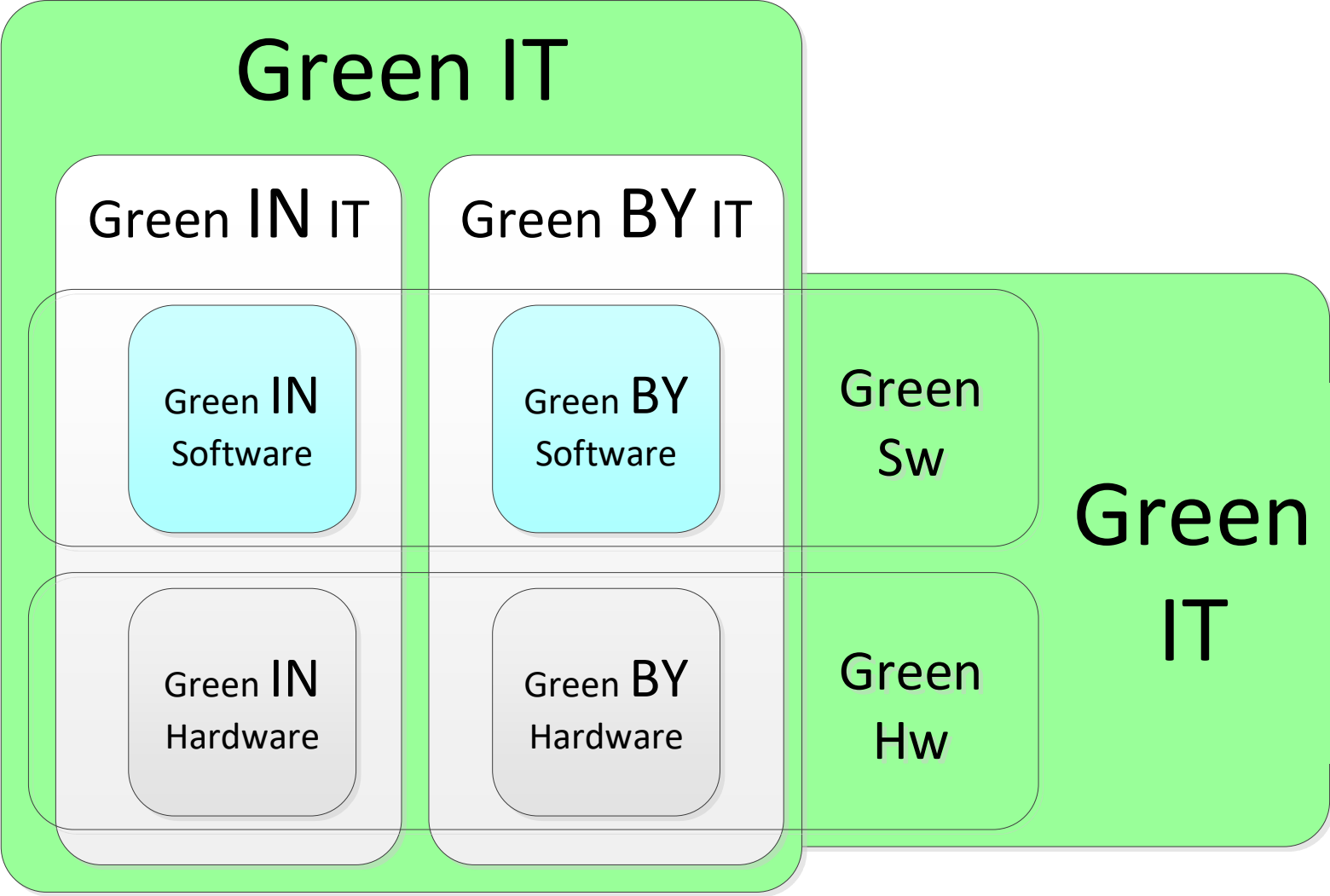
**20% GLOBAL
ENERGY
CONSUMPTION
IN 2030**

ICT

Green Computing (or Green IT)

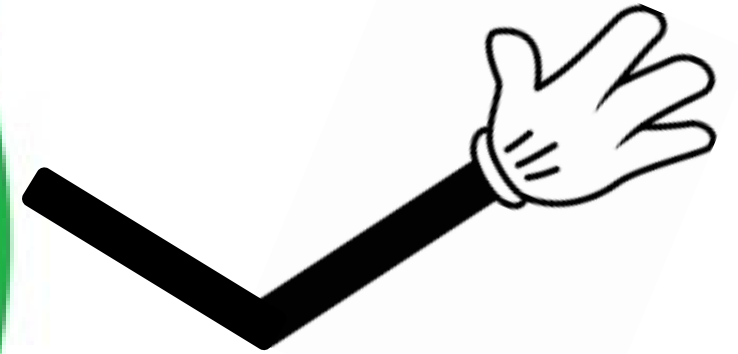
Efficient use of resources,
minimizing the environmental
impact, **maximizing** the economic
feasibility and **assuring** social
duties.

Includes to work on: high
consuming **technologies**,
environmental **waste**, product
development, **computer** recycling,
...





Green
Hardware



Green
Software

“Our
civilisation is
as reliant on
software as it
is on water”

BJARNE STROUSTRUP | the creator of C++
El PAÍS Tecnología. February 5th, 2019



8.000 million people

Most of them with
devices using
software

JAN 2023

OVERVIEW OF INTERNET USE

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



TOTAL INTERNET USERS



5.16
BILLION

INTERNET USERS AS A PERCENTAGE OF TOTAL POPULATION



64.4%
YOY: +1.1% (+70 BPS)

YEAR-ON-YEAR CHANGE IN THE TOTAL NUMBER OF INTERNET USERS



+1.9%
+98 MILLION

PERCENTAGE OF THE TOTAL FEMALE POPULATION THAT USES THE INTERNET



61.6%
YOY: +1.4% (+87 BPS)

PERCENTAGE OF THE TOTAL MALE POPULATION THAT USES THE INTERNET



67.2%
YOY: +0.8% (+53 BPS)

AVERAGE DAILY TIME SPENT USING THE INTERNET BY EACH INTERNET USER



6H 37M
YOY: -4.8% (-20M)

PERCENTAGE OF USERS ACCESSING THE INTERNET VIA MOBILE DEVICES



92.3%
YOY: +0.2% (+20 BPS)

PERCENTAGE OF USERS ACCESSING THE INTERNET VIA COMPUTERS AND TABLETS



65.6%
YOY: -7.9% (-560 BPS)

PERCENTAGE OF THE TOTAL URBAN POPULATION THAT USES THE INTERNET



78.3%

PERCENTAGE OF THE TOTAL RURAL POPULATION THAT USES THE INTERNET



45.8%

SOURCES: KEPIOS ANALYSIS; ITU; GSMA INTELLIGENCE; EUROSTAT; WORLD BANK; GOOGLE'S ADVERTISING RESOURCES; CIA WORLD FACTBOOK; CNNIC; APJIL; KANTAR & IAMA; LOCAL GOVERNMENT AUTHORITIES; UNITED NATIONS. TIME SPENT AND MOBILE SHARE DATA FROM GWI (Q3 2022). SEE GWI.COM FOR MORE DETAILS. **NOTES:** GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". PERCENTAGE CHANGE FIGURES IN THE BOTTOM ROWS OF DATA SHOW RELATIVE YEAR-ON-YEAR CHANGE. "BPS" FIGURES REPRESENT BASIS POINTS, AND SHOW ABSOLUTE YEAR-ON-YEAR CHANGE. **COMPARABILITY:** SOURCE AND BASE CHANGES. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. SEE [NOTES ON DATA](#) FOR DETAILS.

A DAY IN DATA

The exponential growth of data is undisputed, but the numbers behind this explosion - fuelled by internet of things and the use of connected devices - are hard to comprehend, particularly when looked at in the context of one day

500m

tweets are sent every day

Twitter



4PB

of data created by Facebook, including

350m photos

100m hours of video watch time

Facebook Research

DEMYSITIFYING DATA UNITS

From the more familiar 'bit' or 'megabyte', larger units of measurement are more frequently being used to explain the masses of data

| Unit | Value | Size |
|------|-----------|--------------------------|
| b | bit | 0 or 1 |
| B | byte | 8 bits |
| KB | kilobyte | 1,000 bytes |
| MB | megabyte | 1,000 ² bytes |
| GB | gigabyte | 1,000 ³ bytes |
| TB | terabyte | 1,000 ⁴ bytes |
| PB | petabyte | 1,000 ⁵ bytes |
| EB | exabyte | 1,000 ⁶ bytes |
| ZB | zettabyte | 1,000 ⁷ bytes |
| YB | yottabyte | 1,000 ⁸ bytes |

*A lowercase "b" is used as an abbreviation for bits, while an uppercase "B" represents bytes.

463EB

of data will be created every day by 2025

95m

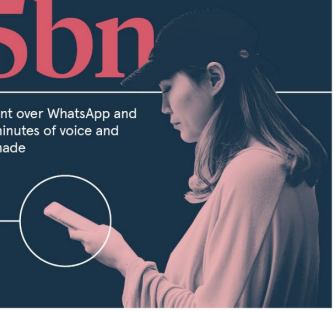
photos and videos are shared on Instagram

Instagram Business

65bn

messages sent over WhatsApp and two billion minutes of voice and video calls made

Facebook



294bn

billion emails are sent

Radical Group

320bn

emails to be sent each day by 2021

306bn

emails to be sent each day by 2020

3.9bn

people use emails

4TB

of data produced by a connected car

Intel

Searches made a day **5bn**

Searches made a day from Google **3.5bn**

Smart Insights

28PB

to be generated from wearable devices by 2020

Statista



ACCUMULATED DIGITAL UNIVERSE OF DATA

4.4ZB

44ZB

PwC

2019

2020

Data

RACONTEUR

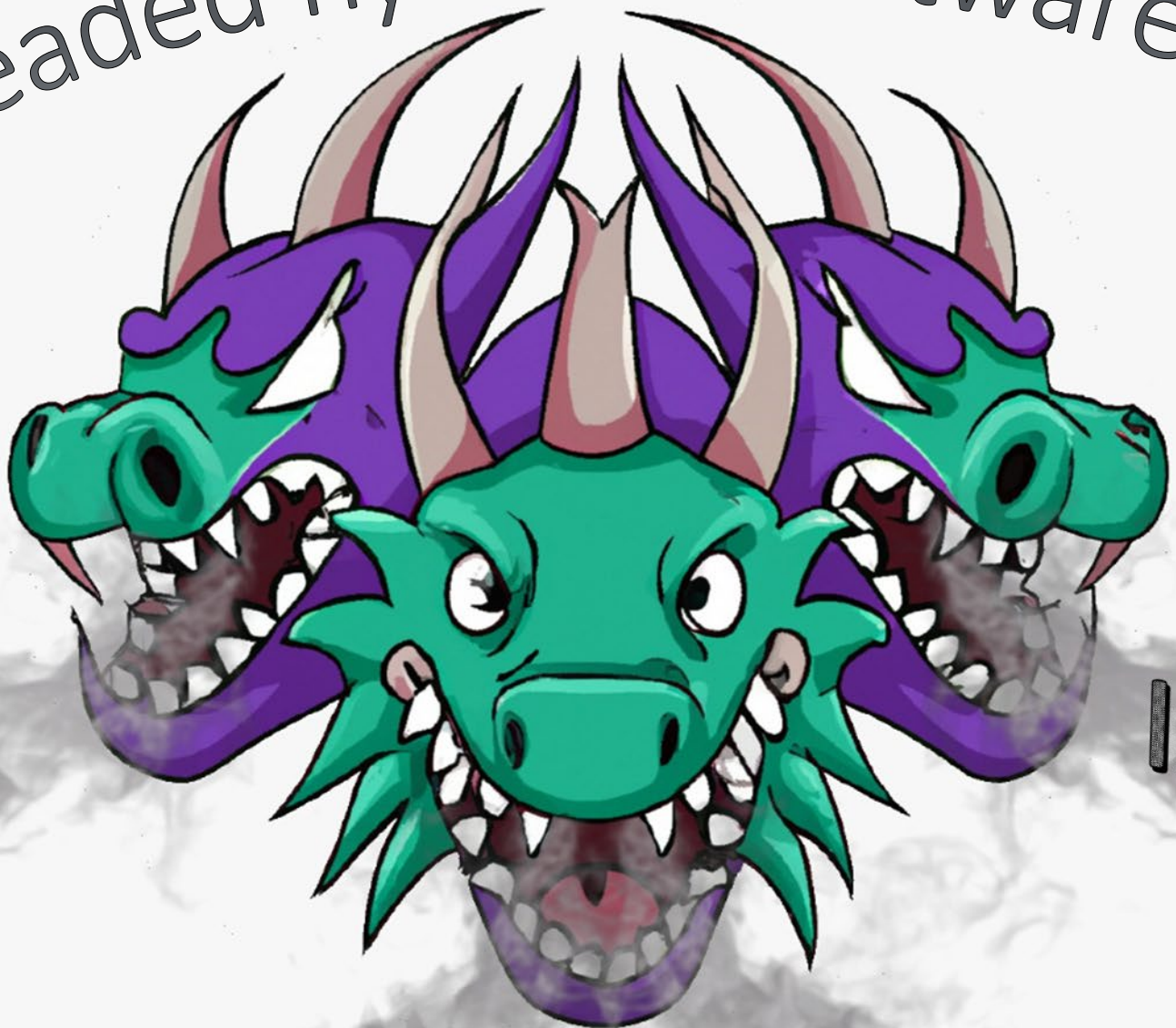
AI is having a strong **transformative impact** on multiple sectors of activity

Companies are spending nearly **\$20 billion dollars** on AI products and services

AI is one of the technologies with the **greatest projection and impact** in all areas of activity

Tech giants like Google, Apple, Microsoft and Amazon spend **billions to create AI** products and services

The three-headed hydra of software consumption

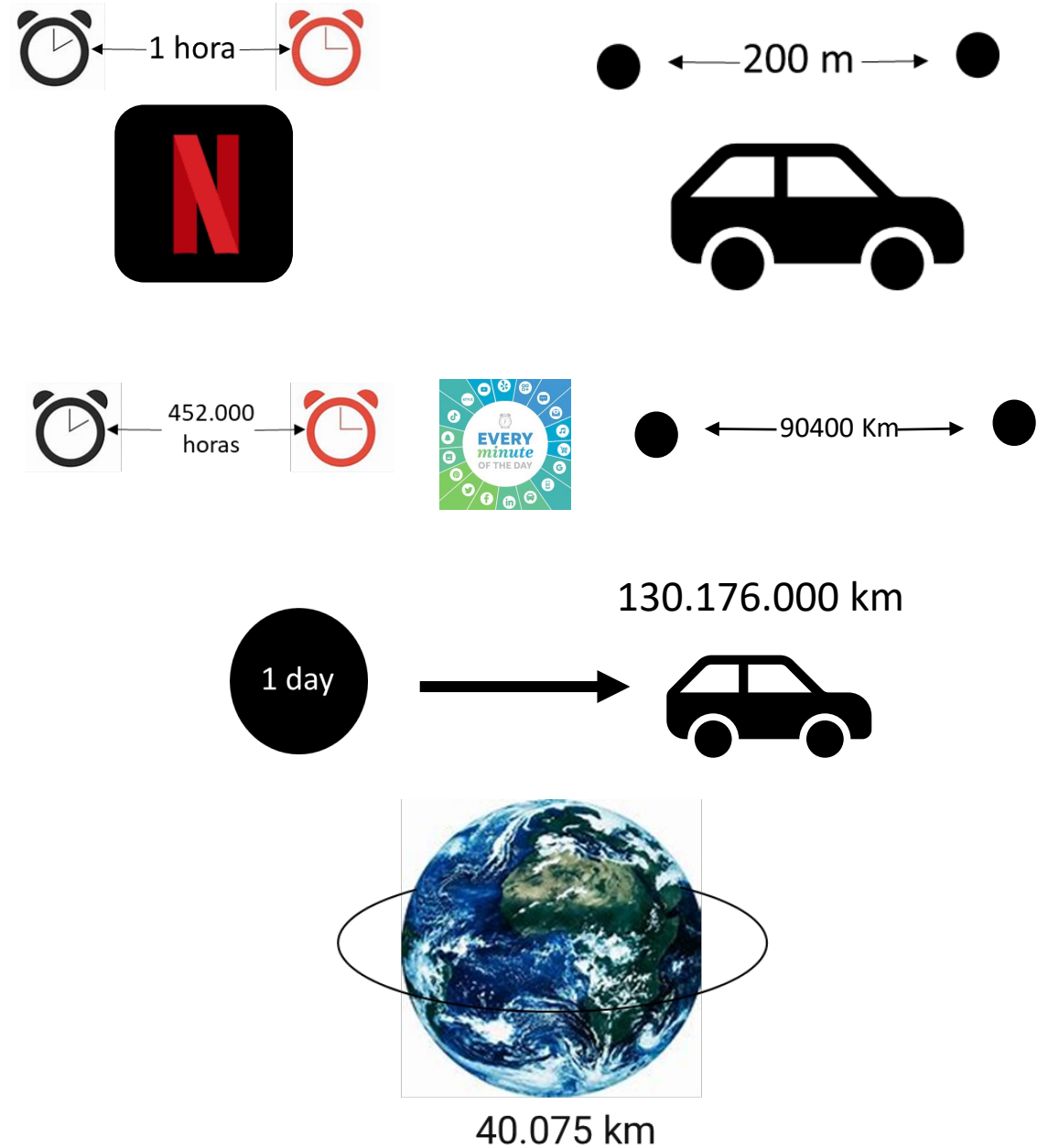
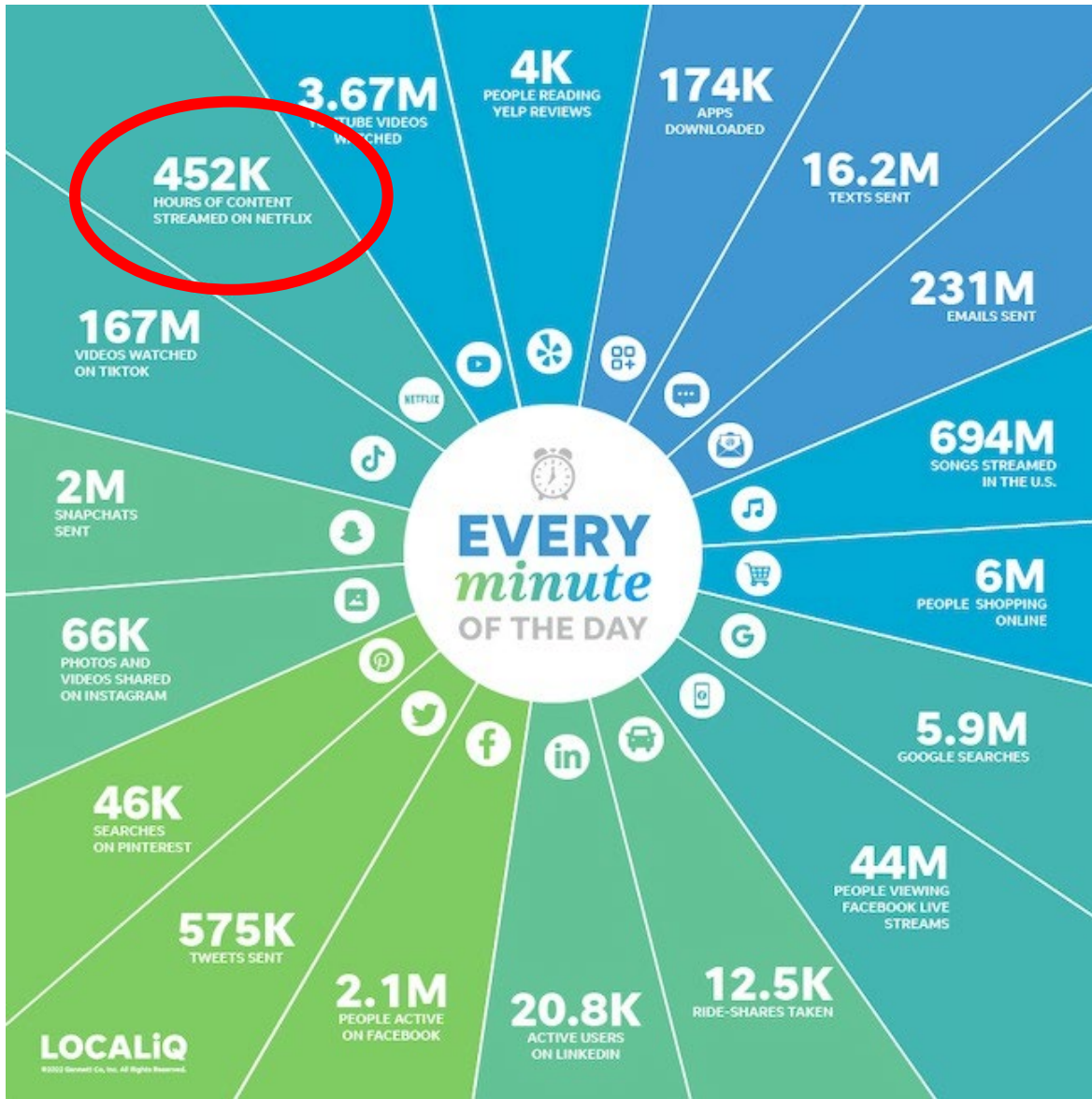


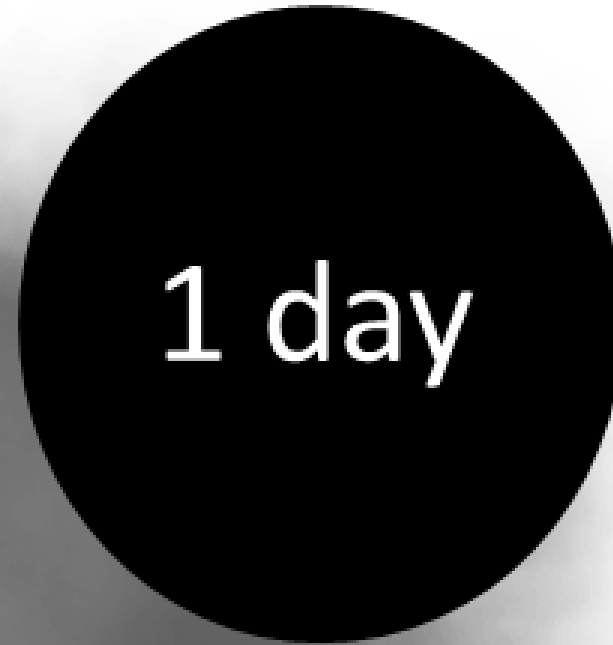
Data

Internet

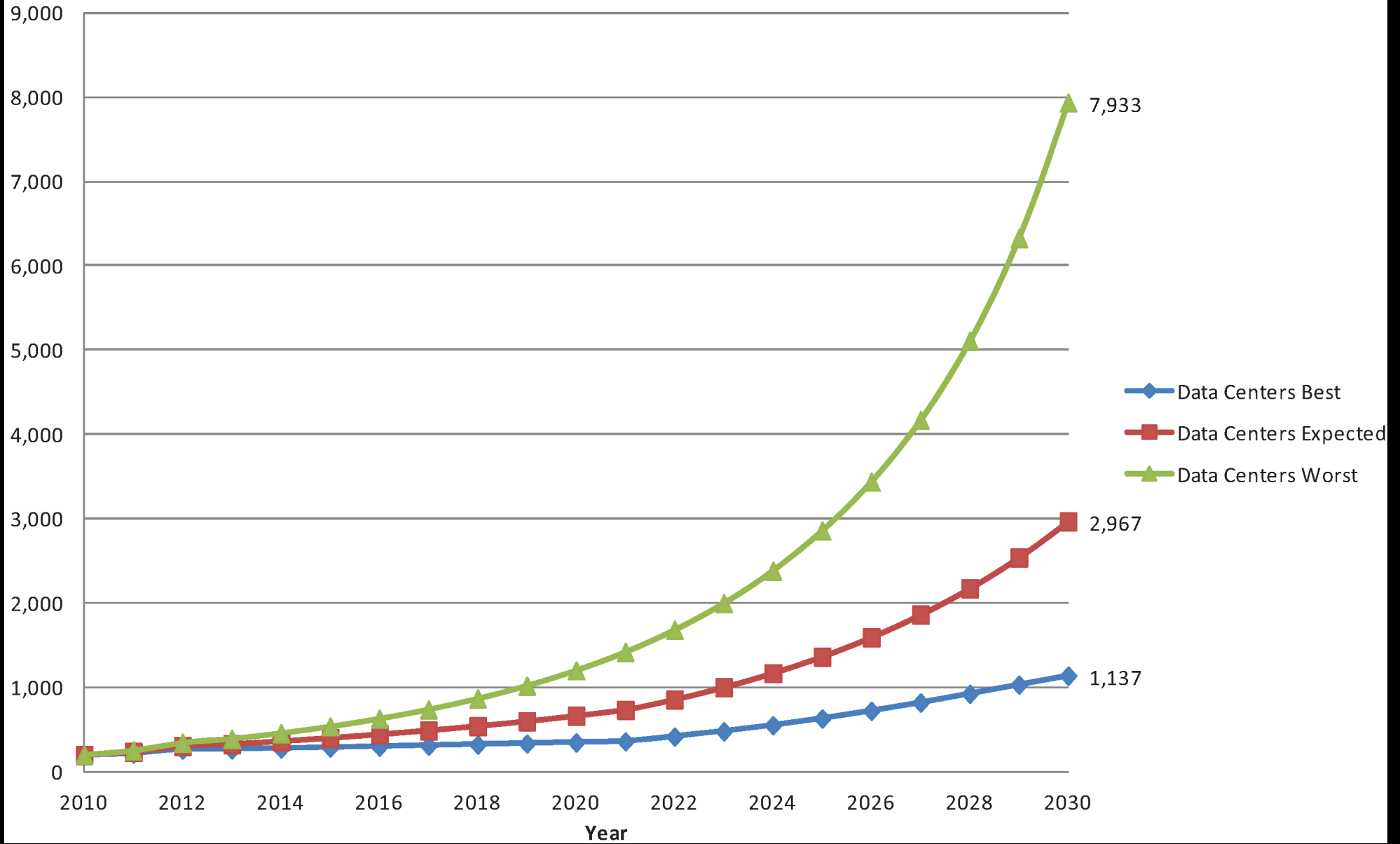
Artificial Intelligence







Electricity usage (TWh) of Data Centers 2010-2030





Software Sustainability





Software
Sustainability

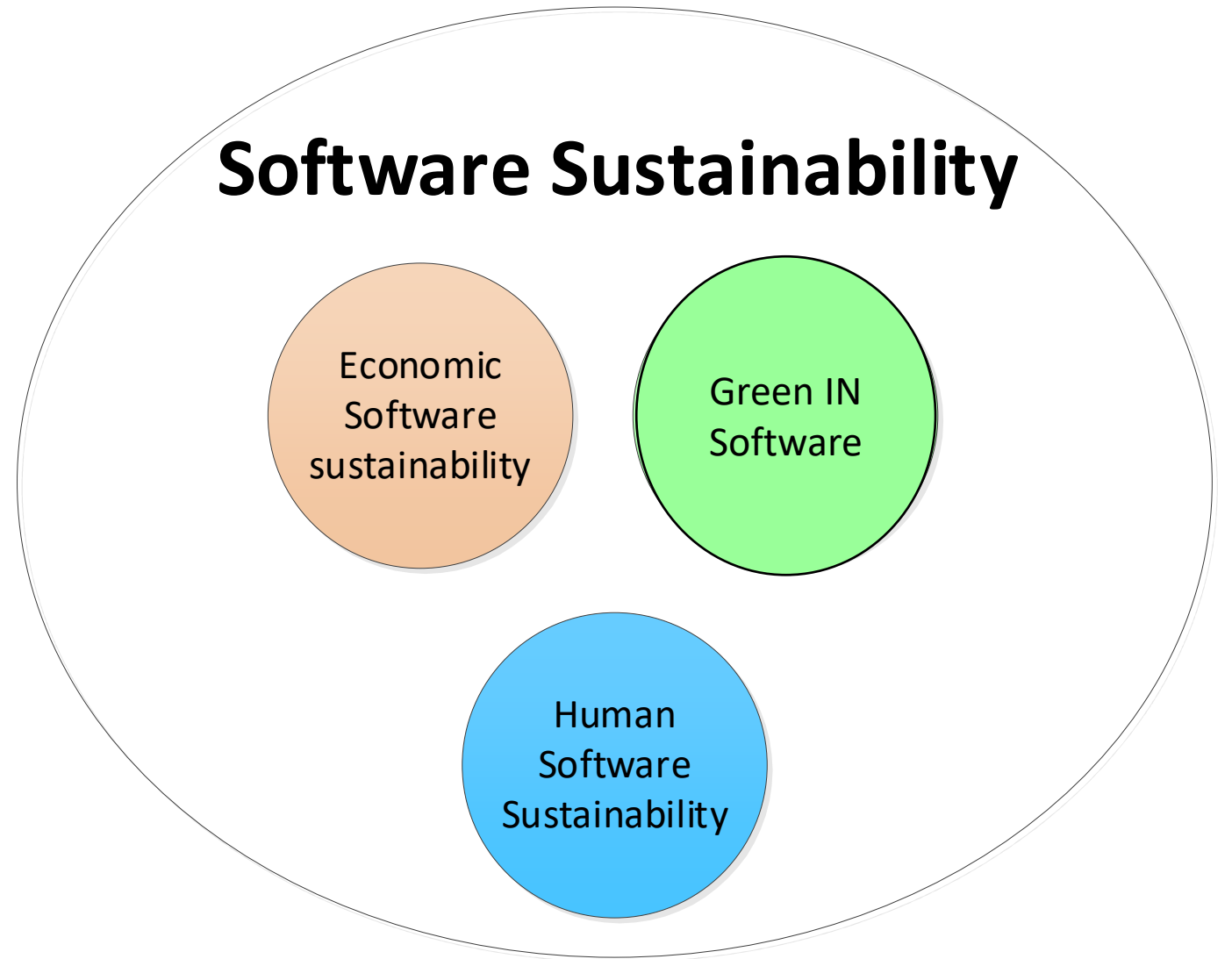
Green
Software



Software
Sustainability

Green
Software

SOS (Software Sustainability)



Software Sustainability

Sustainable Software is software, whose direct and indirect negative impacts on economy, society, human beings, and environment that result from development, deployment, and usage of the software are minimal and/or which have a positive effect on sustainable development.

The profits of software development companies must be secured without this leading to unfair salaries.

Software Sustainability

Economic Software sustainability

Green IN Software

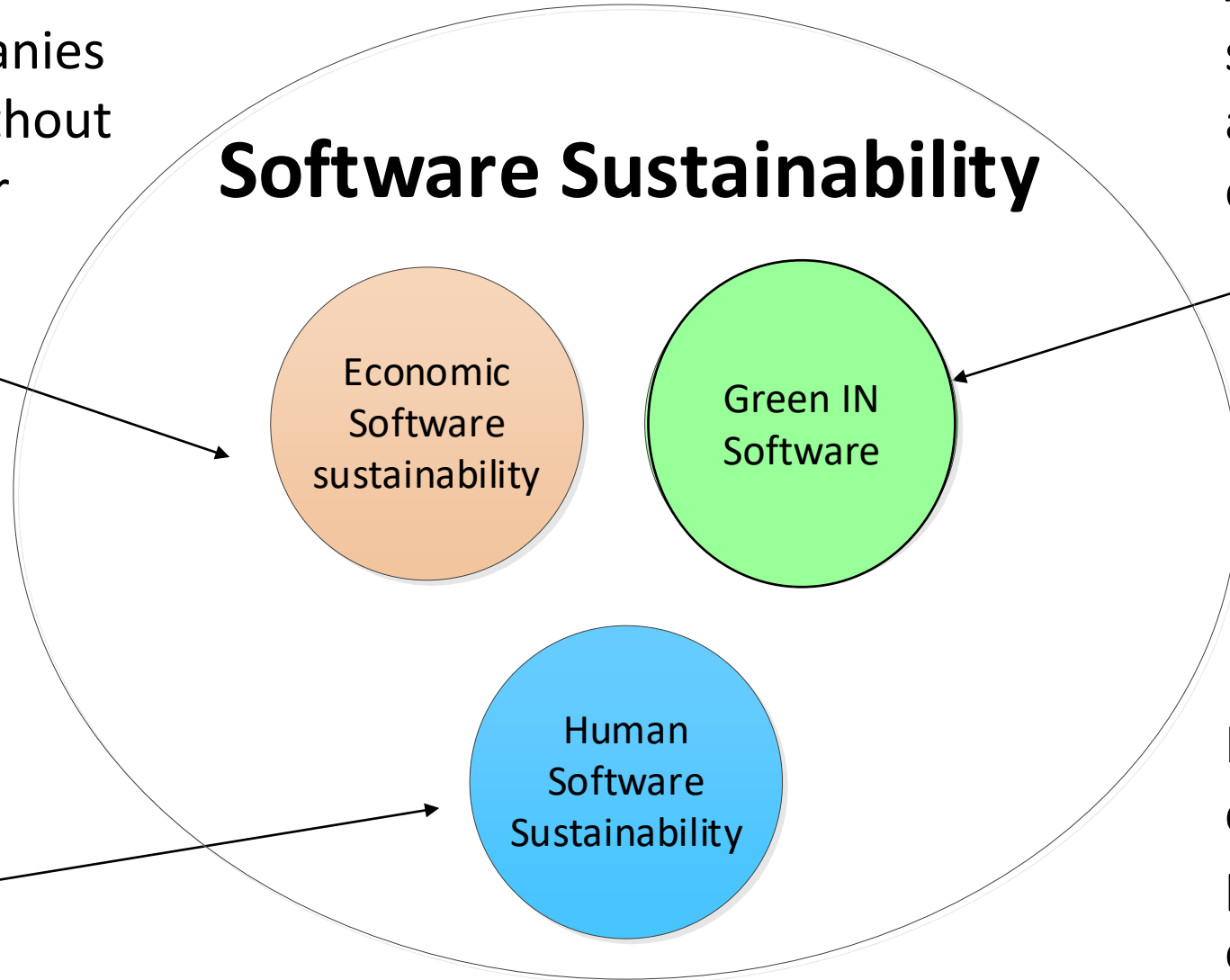
Human Software Sustainability

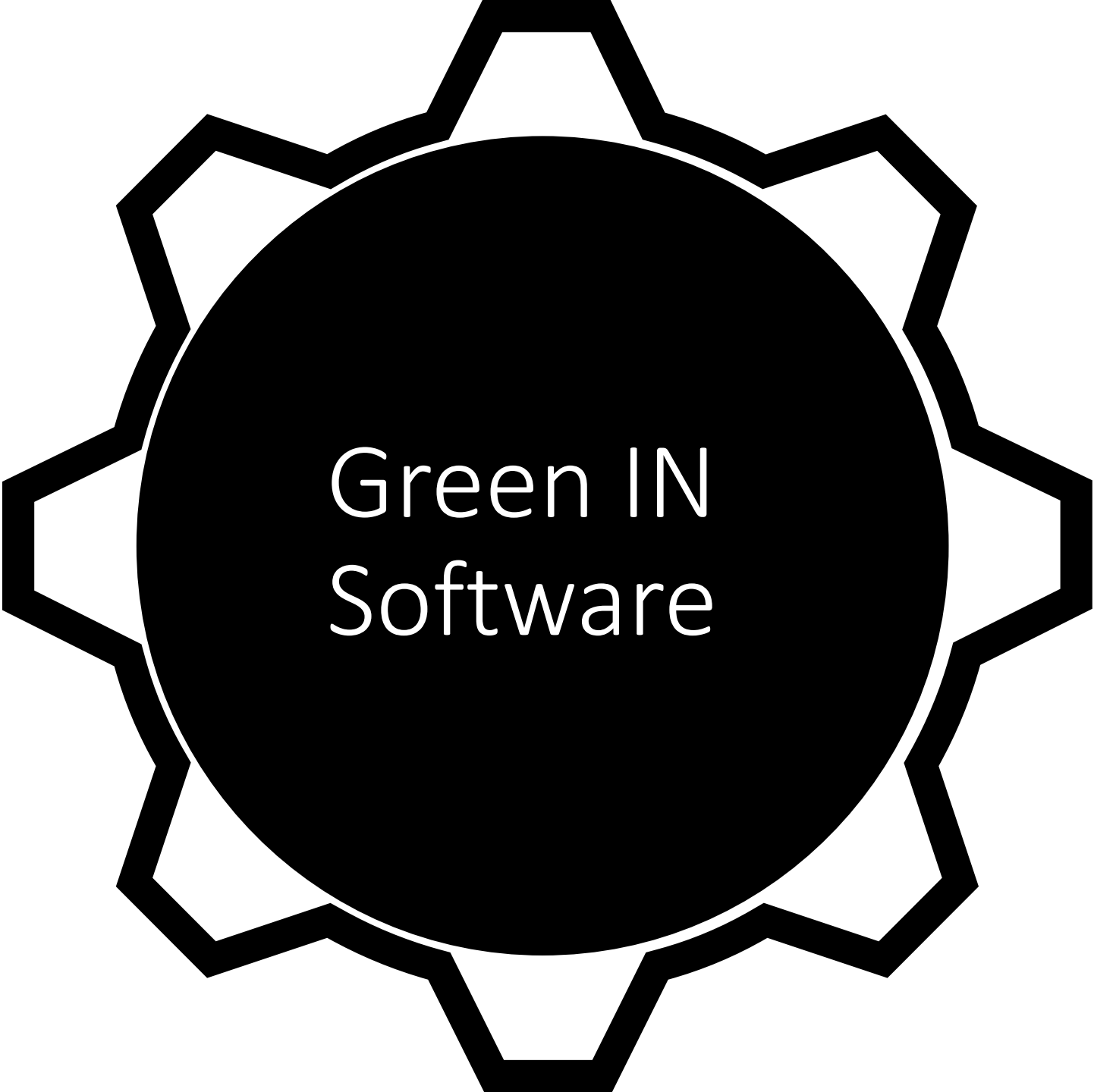
Green BY Software

Application versions should maintain appropriate levels of energy use.

Companies provide adequate training and promotion programmes for their employees.

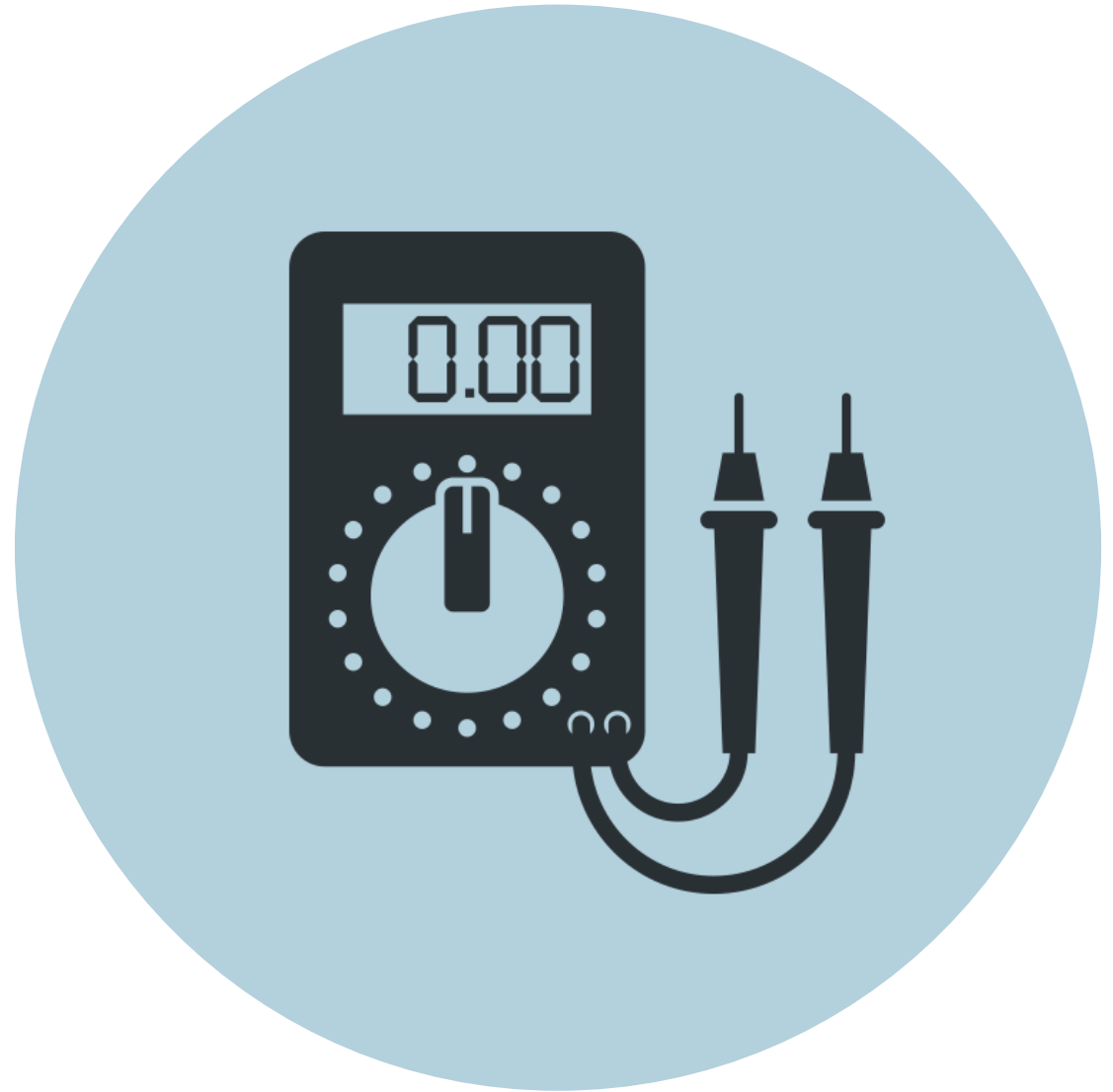
Robot software that clears weeds from plantations using only 5% of the usual herbicide, applying products only where needed.





Green IN
Software

If we want to
measure the
consumption,
we need an
artifact to do it



| Measuring instrument | Sampling frequency | Software granularity | | | | | | Hardware level of details | | | | | | |
|--|--------------------|----------------------|-------------|---------|--------|--------|--------------|---------------------------|--------|-----|-----|---------|---------|---------------|
| | | OS | Application | Process | Thread | Method | Line of code | CPU | Memory | GPU | HDD | Network | Monitor | Whole machine |
| Energy Efficiency Tester (EET) | 100 Hz | | | | | | | | | | | | | |
| LEAP node | 10 Hz | | | | | | | | | | | | | |
| Kill A Watt | - | | | | | | | | | | | | | |
| Efergy Elite | [1] | | | | | | | | | | | | | |
| Wemo Insight Smart Plug | 1 Hz | | | | | | | | | | | | | |
| Sense Home Energy Monitor (Two clamp-on current sensors) | [4] | | | | | | | | | | | | | |
| Watts Up? Pro | 1 Hz | | | | | | | | | | | | | |

Hardware-based approach

We also need to know **how** to measure the consumption.

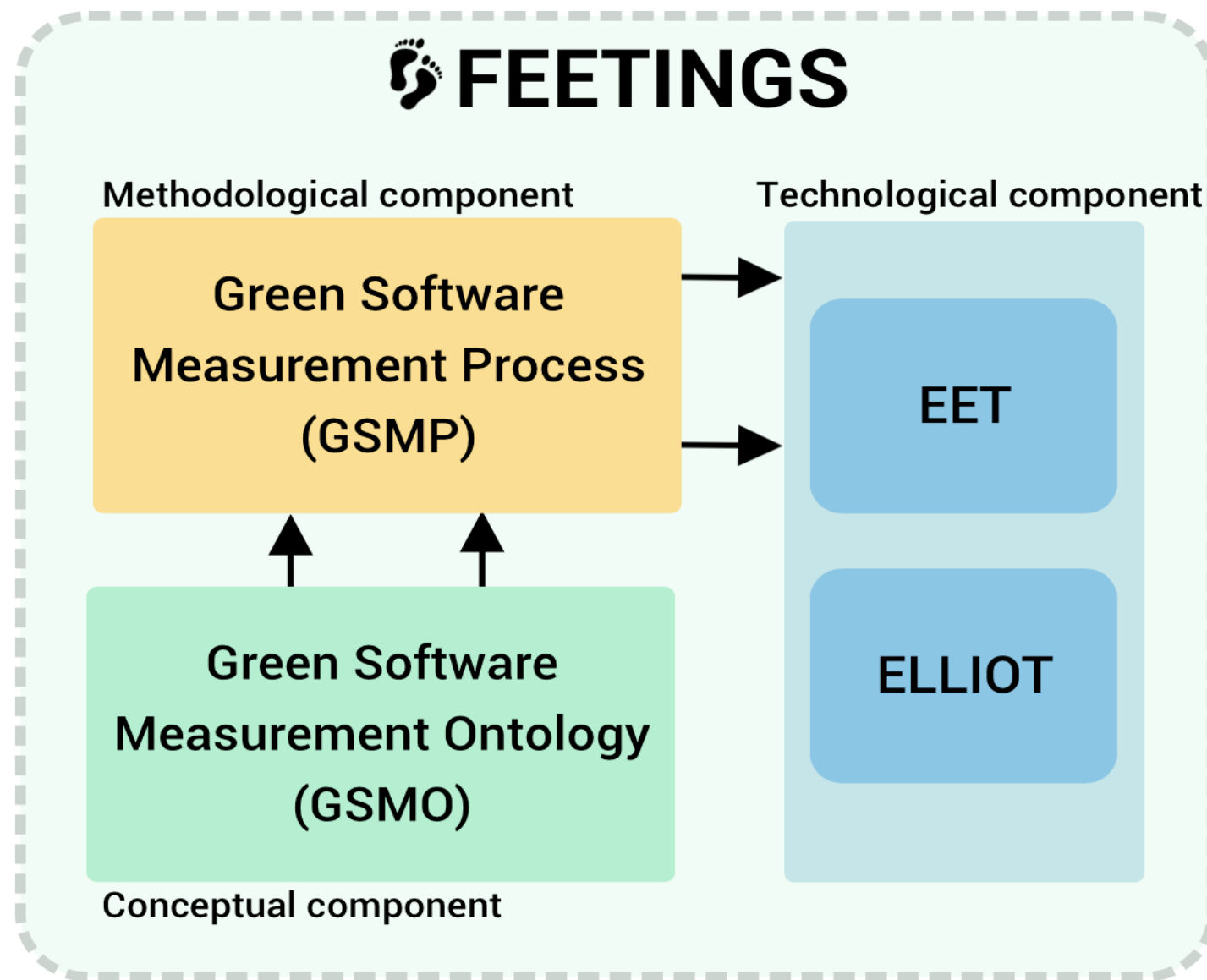


Methodologies and standards

| | Software Measurement | | | | Software Energy Measurement | |
|--|----------------------|----------------|-----|--------------|-----------------------------|-------------------|
| | GQM | GQ(I)M GDSM | PSM | ISO 15939 | Green Mining | Jagroep et al. |
| Guidelines for the software measurement process | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Specific guidelines for analyzing the data | | ✓ | ✓ | | | |
| Specific guidelines for reporting results | | | ✓ | ✓ | | |
| Guidelines for the process of analyzing software energy efficiency | | | | | ✓ | ✓ |
| Specific guidelines for carrying out energy measurements of software | | | | | | ✓ |



FEETINGS
(Framework
for Energy
Efficiency
Testing to
Improve
eNviromental
Goals of the
Software)



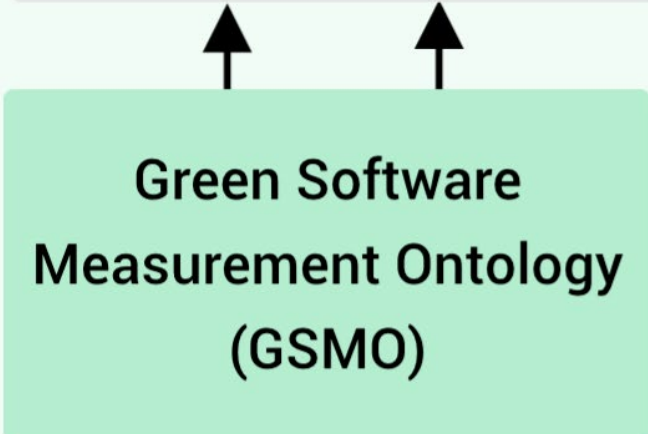
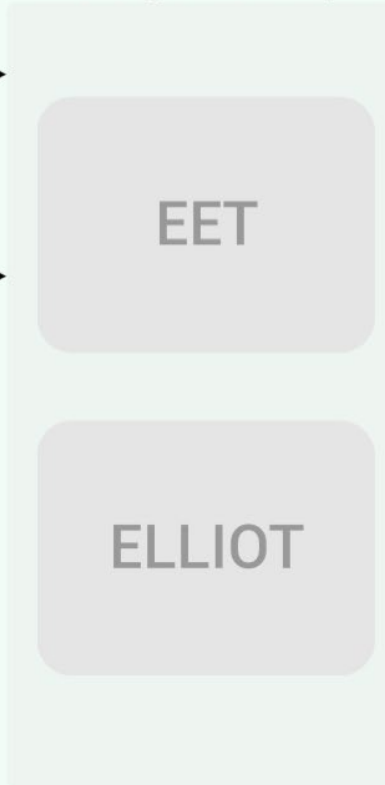
J. Mancebo, C. Calero, F. Garcia, M.A. Moraga, I. Garcia (2021). FEETINGS: Framework for Energy Efficiency Testing to Improve Environmental Goal of the Software, Sustainable Computing: Informatics and Systems, Vol. 30, 100558, <https://doi.org/10.1016/j.suscom.2021.100558>.

FEETINGS

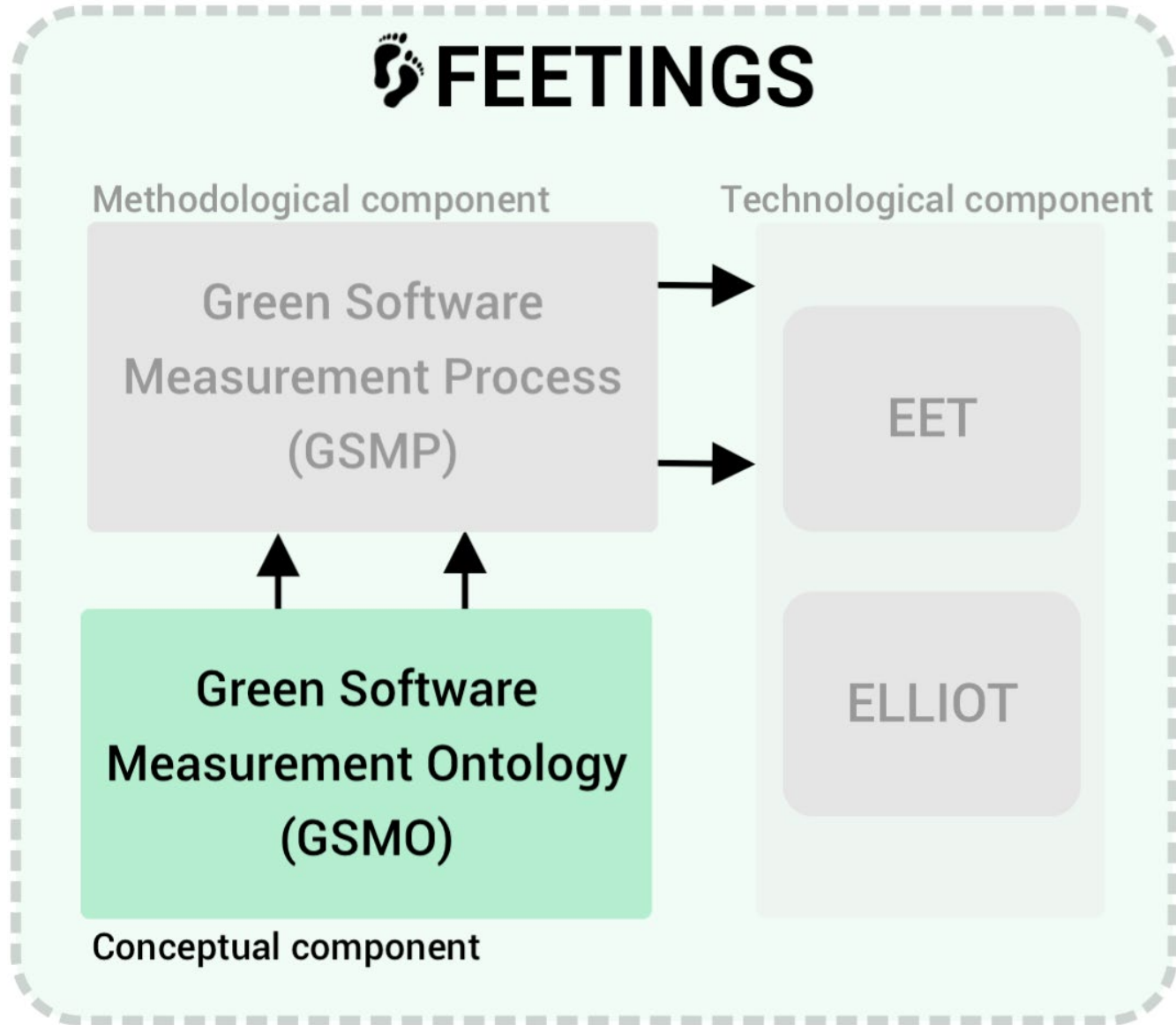
Methodological component



Technological component



Conceptual component



FEETINGS

Methodological component

**Green Software
Measurement Process
(GSMP)**

Technological component

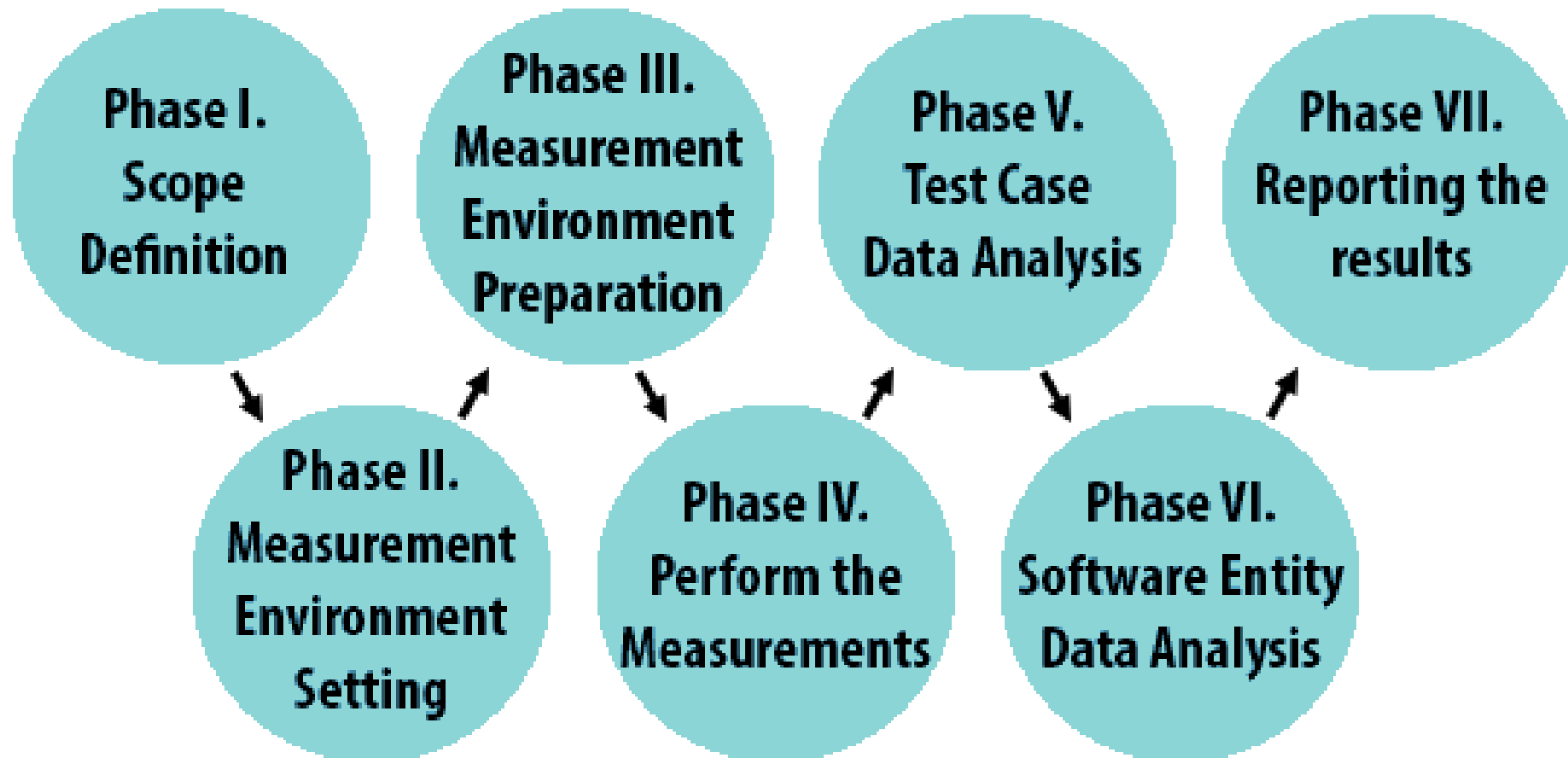
EET

Green Software
Measurement Ontology
(GSMO)

ELLIOT

Conceptual component

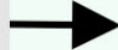
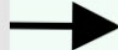
Green Software Measurement Process (GSMP)



FEETINGS

Methodological component

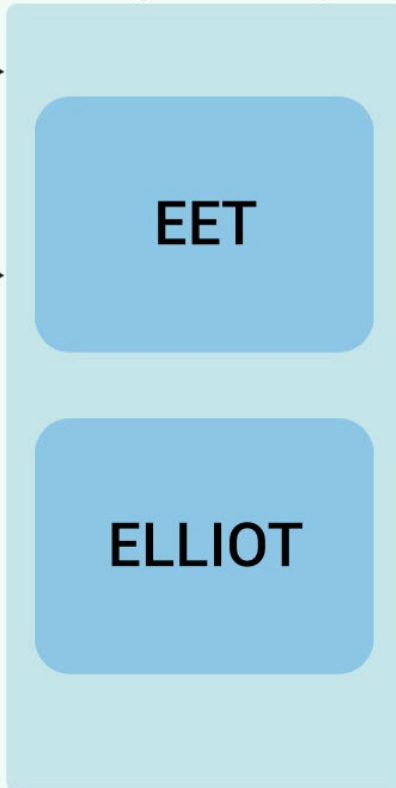
Green Software
Measurement Process
(GSMP)



Green Software
Measurement Ontology
(GSMO)



Technological component



Conceptual component

EET+ELLIOT



Elliot V.2.0.1

File Languaje Help

Projects Report Test cases Reports User

Upload Finish **3. Display**

TestCase measurements

Variables:

Time HDD GraphicsCard Processor Monitor DUT

Statistics:

Min (Record) Max (Record) Range Samples

Mean StandardDeviation Variance

Q1 Q3 IQR MAD

Median TrimmedMean WinsorizedMean GeometricMean

Mean Consumption Median Consumption

without BaseLine

Measurement information

| Variable | HDD | GraphicCard | Process | Monitor | DUT |
|-----------------|----------|-------------|----------|----------|-----------|
| Time | 22.699,6 | 22.699,6 | 22.699,6 | 22.699,6 | 22.699,6 |
| Mean | 14,964 | 0,813 | 4,444 | 4,172 | 286,001 |
| Median | 14,964 | 0,811 | 3,193 | 4,165 | 248,649 |
| Trimmed Me... | 14,952 | 0,801 | 4,407 | 4,173 | 284,921 |
| Winsorized ... | 15,011 | 0,862 | 4,602 | 4,19 | 290,805 |
| Geometric M... | 14,963 | 0,807 | 4,437 | 4,172 | 285,821 |
| Min | 14,549 | 0,439 | 0,439 | 3,614 | 120,305 |
| Max | 15,477 | 1,27 | 12,061 | 4,866 | 540,086 |
| Range | 0,928 | 0,83 | 11,621 | 1,252 | 419,781 |
| Mean Q1 | 14,905 | 0,757 | 2,935 | 4,04 | 227,637 |
| Mean Q3 | 15,022 | 0,869 | 4,819 | 4,302 | 353,144 |
| IQR | 0,117 | 0,112 | 1,885 | 0,261 | 125,506 |
| Standard dev... | 0,102 | 0,104 | 0,279 | 0,038 | 10,811 |
| Variance | 0,01 | 0,011 | 0,078 | 0,001 | 116,877 |
| Mean - Cons... | 339,666 | 18,455 | 100,879 | 94,697 | 6.492,112 |
| Median - Co... | 338,565 | 17,18 | 70,382 | 94,833 | 5.659,708 |

Box plots

Consumption (w/s)

HDD GraphicsCard Processor Monitor DUT

User: alberto | Role: user

alberto time:1m

H: OK | G: OK | P: OK | M: OK | D: OK

Two main
types of
activities

Dissemination
research

Formal
research



Dissemination research

Browsers+Search Engines



Automatic Translators



Streaming services



Social Networks



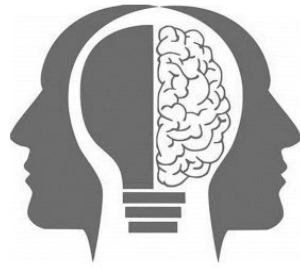
| | | | | |
|---|---|---|---|---|
| A |  |  |  |  |
| B |  |  |  |  |
| C |  |  |  |  |
| D |  |  |  |  |
| E |  |  |  |  |



Formal Research

Artificial Intelligence

Energy efficiency of AI algorithms
Training and usage consumption of AI algorithms
Use of compressed data or compact data structures



Data compression algorithms

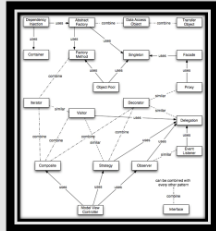
In collaboration with
Universidad de A Coruña (Spain)

Mancebo, J., Calero, C., García, F., Brisaboa, N.R., Fariña, A. and Pedreira, O. (2019) Saving Energy in Text Search Using Compression. GREEN 2019: The Fourth International Conference on Green Communications, Computing and Technologies. IARIA, 2019. ISBN: 978-1-61208-751-1



Maintenance and energy consumption

Calero, C., Polo, M. and Moraga, M.A. (2021) Investigating the impact on execution time and energy consumption of developing with Spring. Sustainable Computing: Informatics and Systems, Vol.32, 100603, December 2021, ISSN 2210-5379, <https://doi.org/10.1016/j.suscom.2021.100603>.



Design Patterns

Maintainability vs. Energy Efficiency

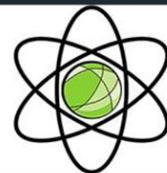


Programming languages consumption

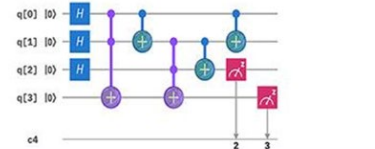
In collaboration with
Universidade do Porto (Portugal)

Personal Health Records vs. Energy Efficiency

En colaboración con la Universidad de Murcia



Green quantum



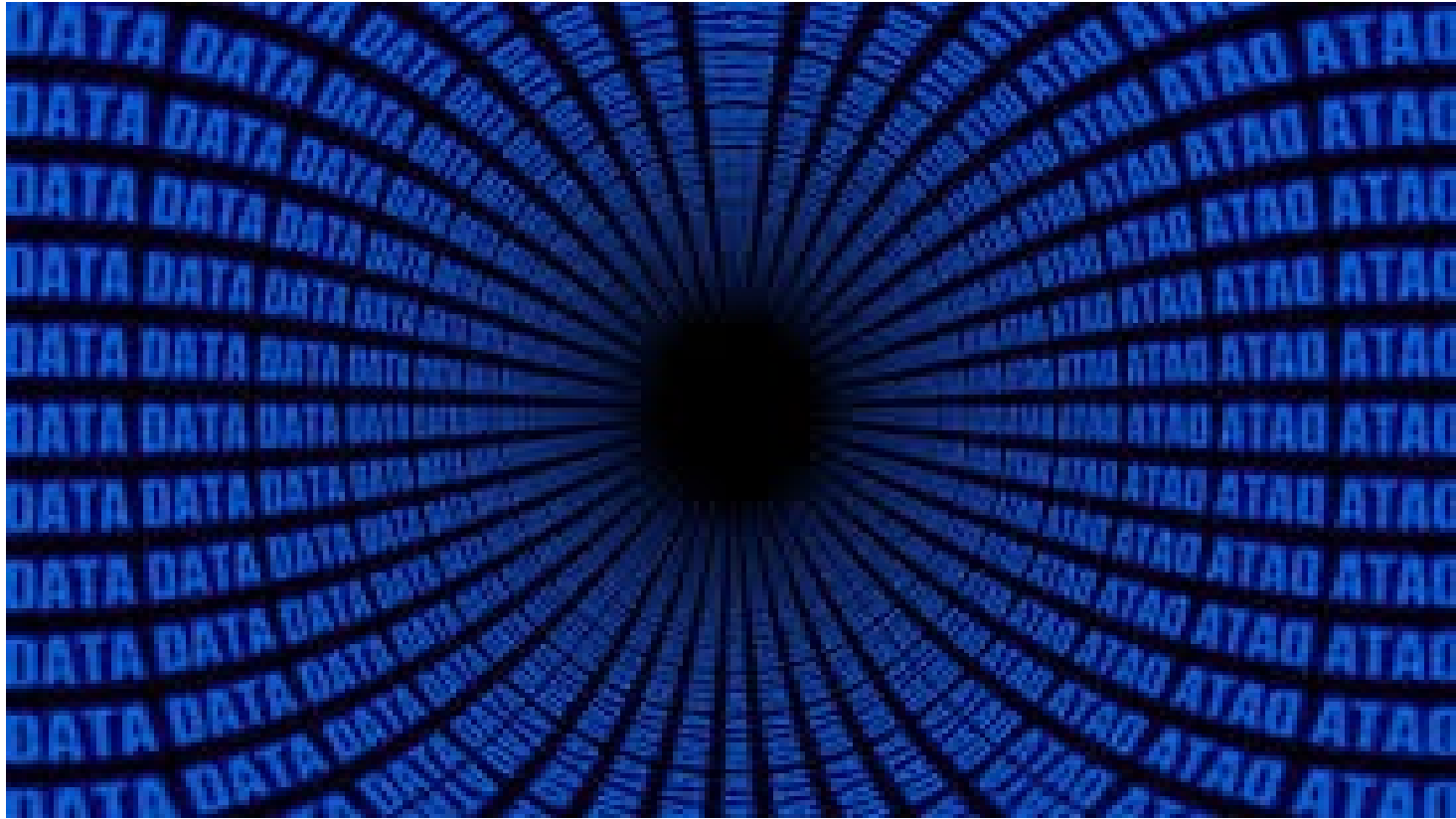
- Comparison of quantum computers consumption
- Quantum vs. classical development



Software Sustainability

Software industries CSR and software sustainability

Dashboard for software Sustainability monitoring



Data compression algorithms

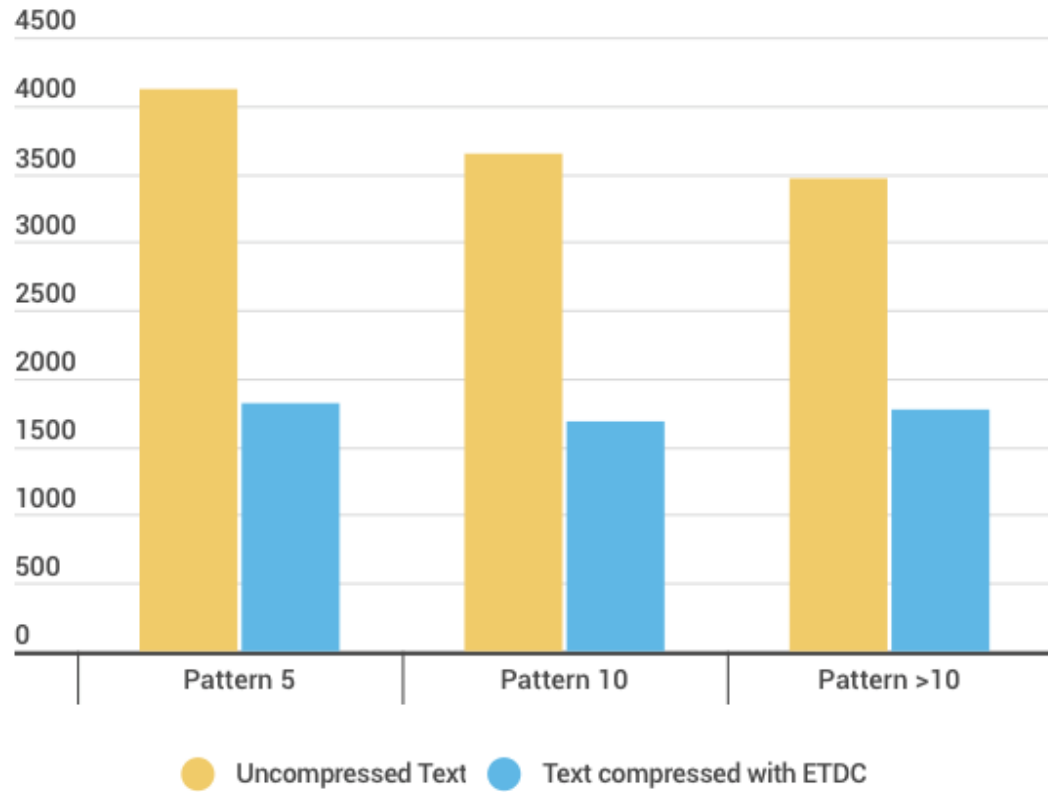
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A Coruña (Spain)

Mancebo, J., Calero, C., García, F., Brisaboa, N.R., Fariña, A. and Pedreira, O (2019) Saving Energy in Text Search Using Compression. GREEN 2019 : The Fourth International Conference on Green Communications, Computing and Technologies. IARIA, 2019. ISBN: 978-1-61208-751-1

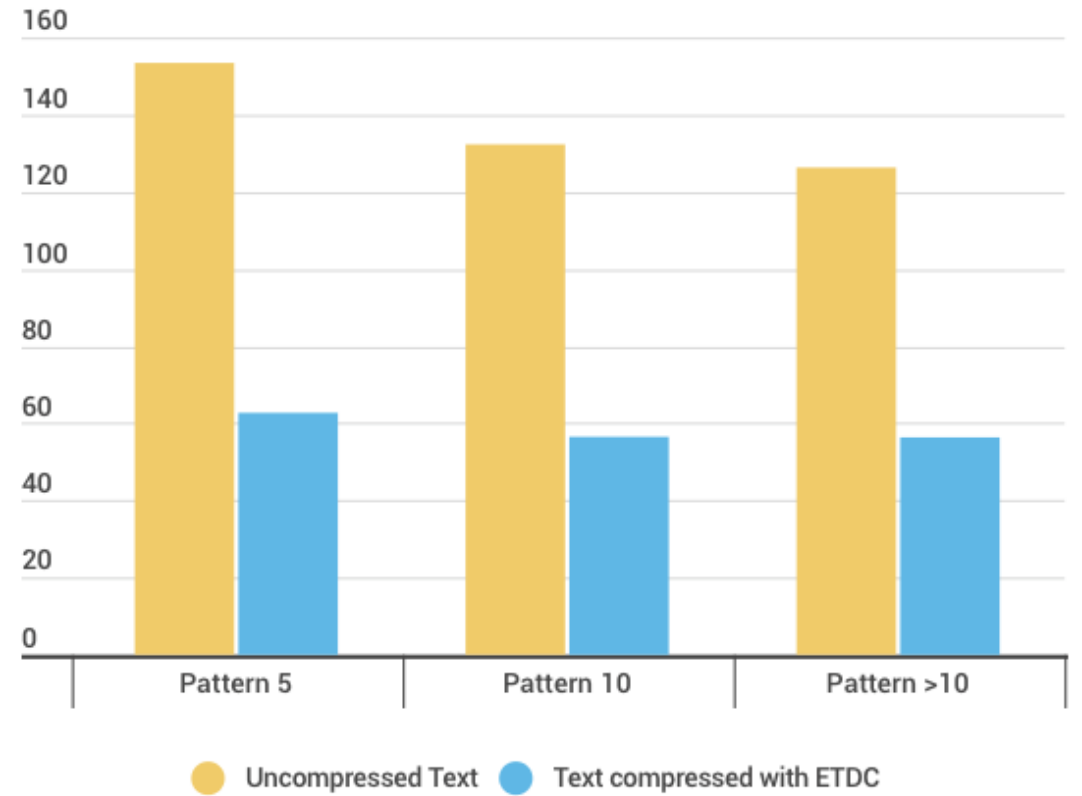
Scenarios

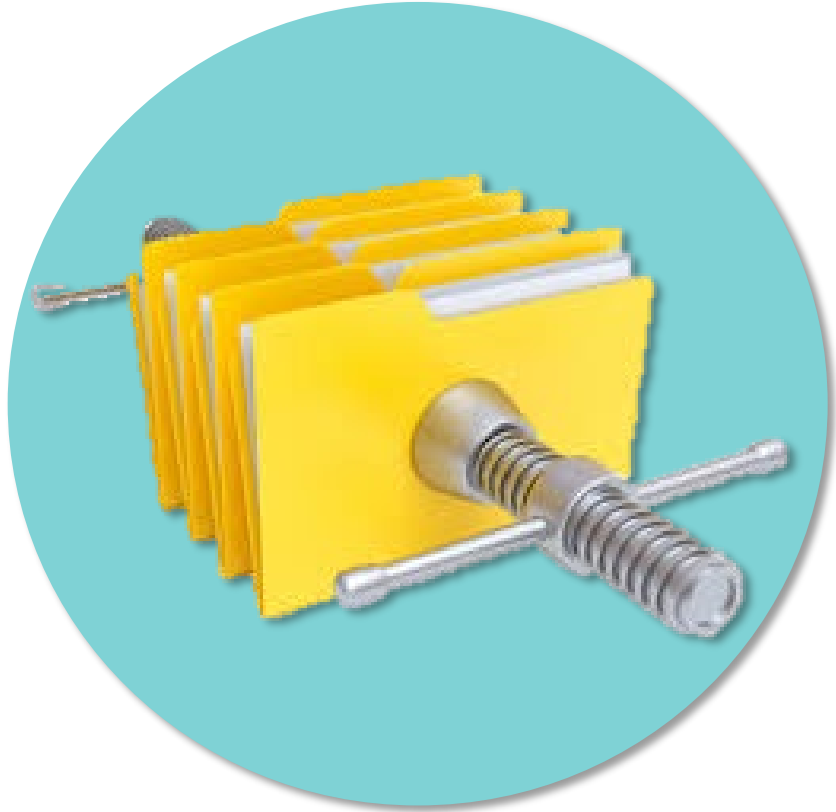
- Uncompressed data
- Data compressed with ETDC (End-Tagged Dense Code)
- Search of 5 characters pattern
- Search of 10 characters pattern
- Search of more than 10 characters pattern

Processor Energy Consumption



Total Energy Consumption (DUT)

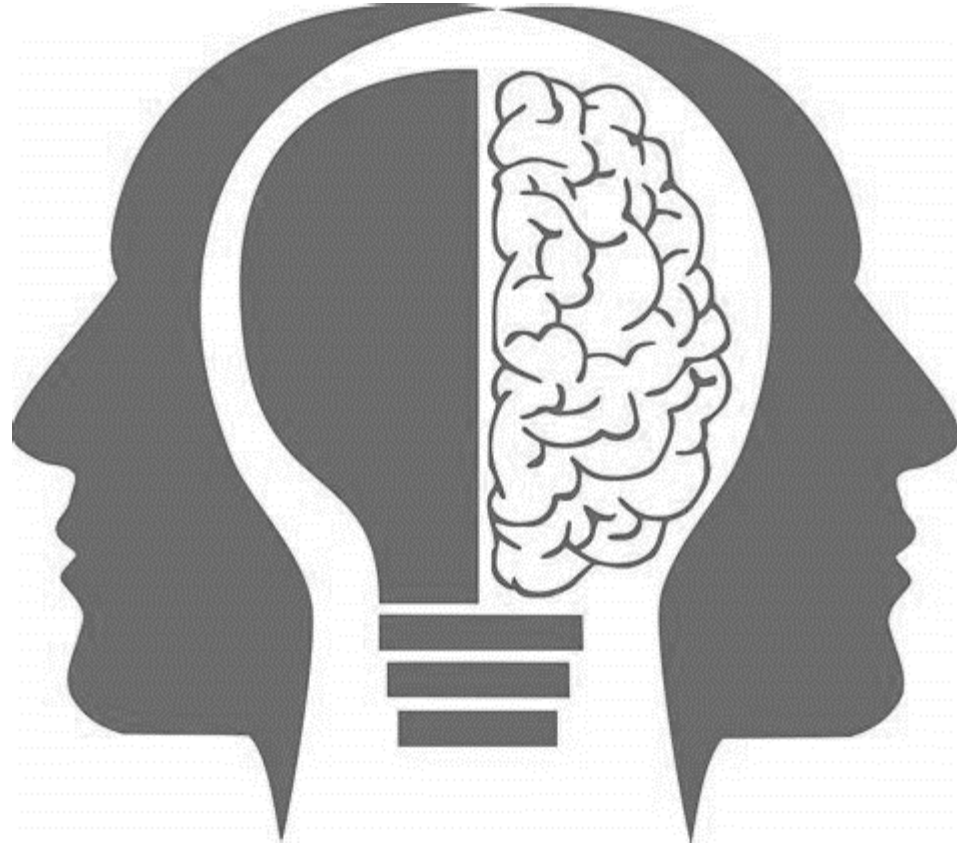




**Size -
30%**



**Energy Efficiency
+50%**



Artificial Intelligence

M. Gutiérrez, M. Á. Moraga, F. García and C. Calero,
Green-IN Machine Learning at a Glance, *Computer*, vol.
56, no. 6, pp. 35-43, June 2023, doi:
10.1109/MC.2023.3254646.

Scenarios

ML model based on
logistic regression (LRM)

&

Three solvers:

- SAG (Stochastic Average Gradient descent)
- Newton-cg (Conjugate Gradient ascent)
- LBFGS (limited-memory BFGS)

dataset for the detection of fraudulent credit
card transactions

| Solver | Time | Precision | Accuracy | Consumption |
|------------------|------------|-----------|----------|-------------|
| LBFGS | 6,190.41 | 99.91% | 0.85 | 1,942.52 |
| Newton-CG | 212,607.45 | 99.93% | 0.94 | 58,493.58 |
| SAG | 27,133.04 | 99.87% | 0.87 | 3,790.75 |

| Solver | Time | Precision | Accuracy | Consumption |
|------------------|-------------|------------------|-----------------|--------------------|
| LBFGS | 6,190.41 | 99.91% | 0.85 | 1,942.52 |
| Newton-CG | 212,607.45 | 99.93% | 0.94 | 58,493.58 |
| SAG | 27,133.04 | 99.87% | 0.87 | 3,790.75 |



LBFGS



Newton-CG



| Solver | Time | Precision | Accuracy | Consumption |
|------------------|------------|-----------|----------|-------------|
| LBFGS | 6,190.41 | 99.91% | 0.85 | 1,942.52 |
| Newton-CG | 212,607.45 | 99.93% | 0.94 | 58,493.58 |
| SAG | 27,133.04 | 99.87% | 0.87 | 3,790.75 |



+0.02%



x2

| Solver | Time | Precision | Accuracy | Consumption |
|------------------|------------|-----------|----------|-------------|
| LBFGS | 6,190.41 | 99.91% | 0.85 | 1,942.52 |
| Newton-CG | 212,607.45 | 99.93% | 0.94 | 58,493.58 |
| SAG | 27,133.04 | 99.87% | 0.87 | 3,790.75 |



Software is becoming increasingly important

But it is a major energy consumer

It is our responsibility to make it more efficient

We are on the way (research, industry, governments)

@CoralCalero
@GreenTAlarcos
@GrupoAlarcos
@GreenTICTips

Periodically check spam, trash, etc. and delete permanently the emails on them.

Send emails with delivery and reading confirmation only if necessary.

It is better to share a document in a repository than send it to many people.

Clear your browser history periodically

Schedule automatic shutdown of devices after a certain period of inactivity.

Delete digital content that you do not use (i.e. repeated or discarded photos) and review and delete images or content received through social networks

In social networks, avoid using audio or video. Instead use text or emojis.

Avoid forwarding content indiscriminately (e.g. content received via whatsapp and forwarded to many contacts).