

The Green Lab

...on the road to greener software

Dr. Giuseppe Procaccianti



LOOKING FURTHER

Presentations are in order

- Dr. Giuseppe Procaccianti
- Postdoc, Software and Services
- Contact me:
 - g.procaccianti@vu.nl



Agenda

- **ICT is unsustainable**
- ...and Software is the culprit
- Measuring the impact of Software
- Best Practices for energy-efficient software
- Our playground: the Green Lab
- Conclusions

ICT is unsustainable



ICT is unsustainable



ICT is unsustainable



Total energy per view:

0.2 kWh

Total number of views:

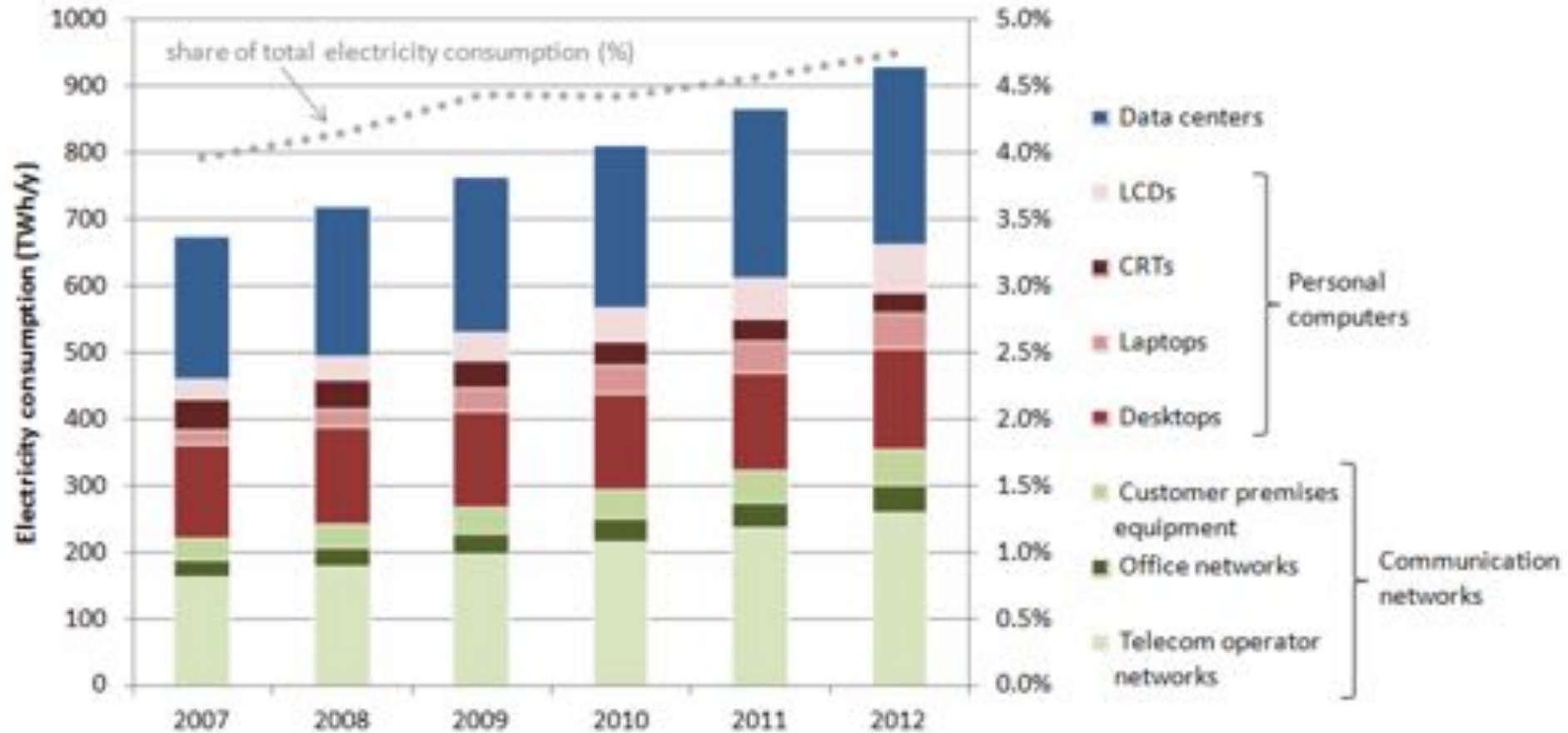
2,307,082,001

Total energy consumed: **450 GWh** in less than 3 years

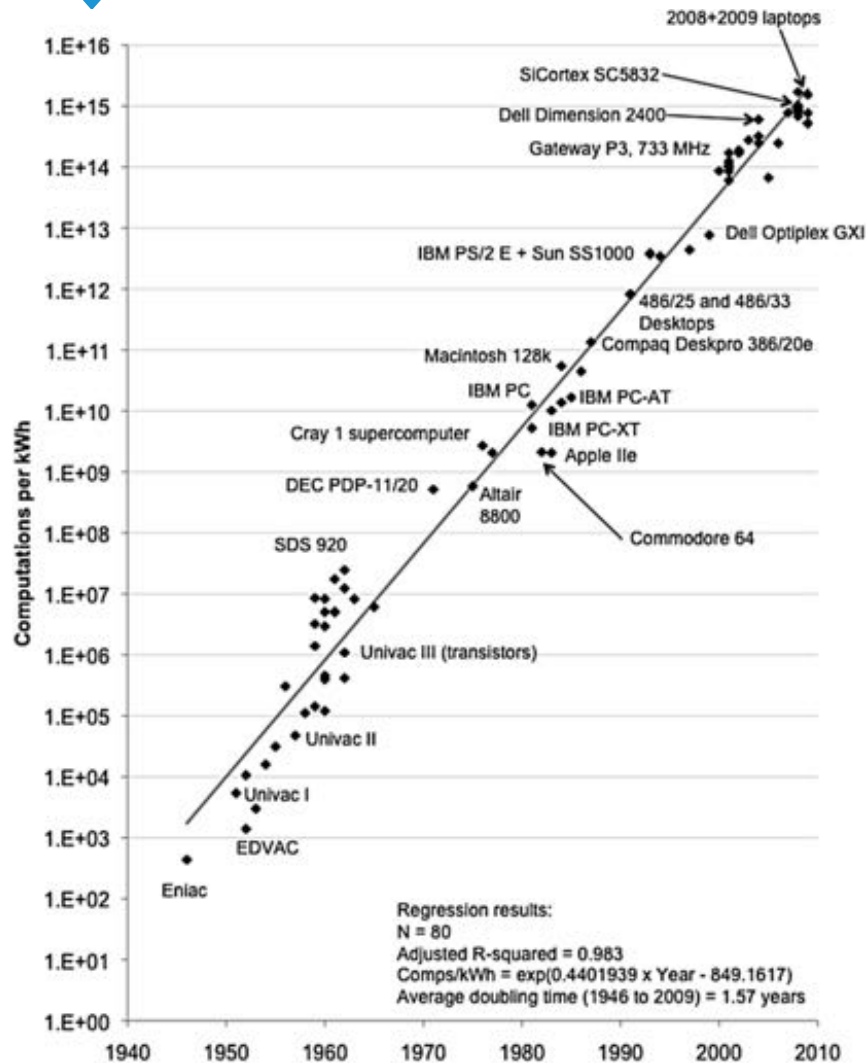


x 45,000

ICT is unsustainable



ICT is unsustainable



"The energy efficiency of hardware doubles every 1.5 years."

(Koomey's law)

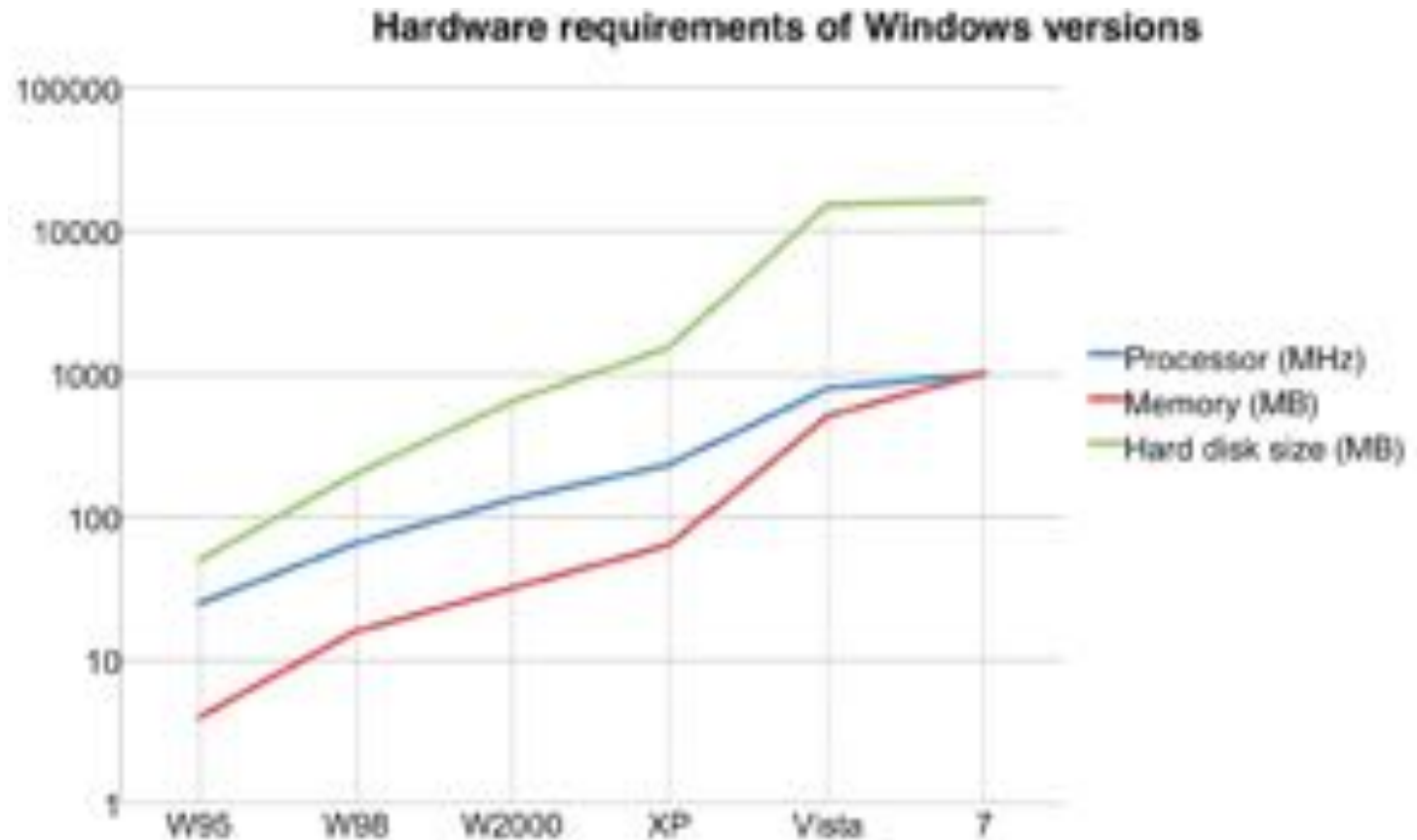
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- Measuring the impact of Software
- Our playground: the Green Lab
- The future

Software is unsustainable

"Software gets slower more rapidly than hardware gets faster."

(Wirth's law)



Software is unsustainable

1. **Software is a gas**

Software always expands to fit whatever container it is stored in.

2. **Software grows until it becomes limited by Moore's Law**

The initial growth of software is rapid, like gas expanding, but is inevitably limited by the rate of increase in hardware speed.

3. **Software growth makes Moore's Law possible**

People buy new hardware because the software requires it.

4. **Software is only limited by human ambition and expectation**

We'll always find new algorithms, new applications, and new users.

Nathan P. Myhrvold, Microsoft, ACM 1997

Software is unsustainable



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Best practices for Energy-efficient Software

- Many best-practices available in literature...
- ...without proper validation
- Poor documentation and context description

Green Software wiki

https://wiki.cs.vu.nl/green_software

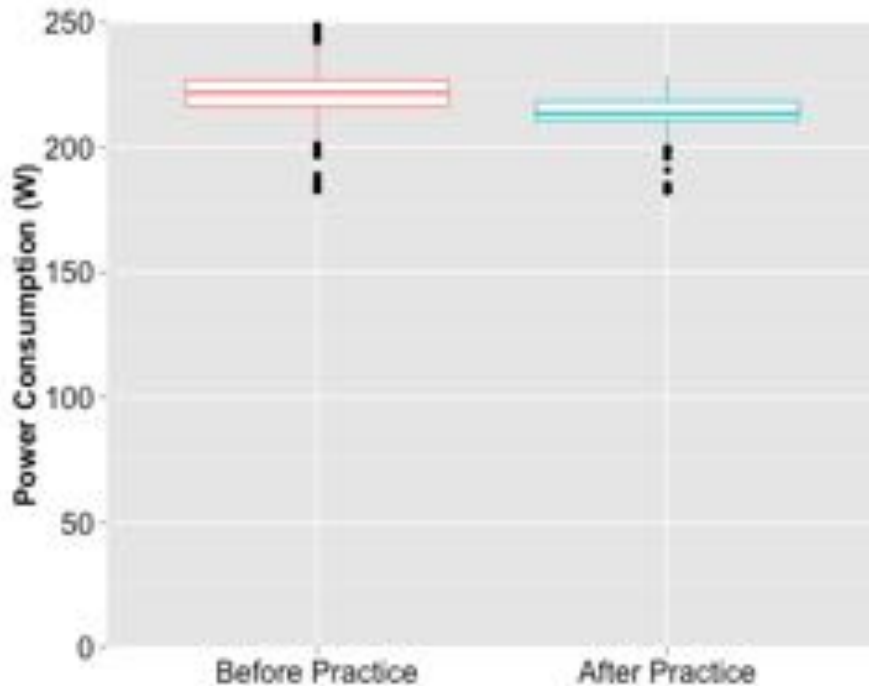


The screenshot shows a wiki page with a navigation bar at the top containing links for 'page', 'discussion', 'view source', and 'history'. The main heading is 'Best practices for energy efficient software'. Below the heading, a paragraph states: 'Based on sources from literature and the industry, in *Energy efficient software* a set of best practices has been devised.' This is followed by a numbered list of 18 practices:

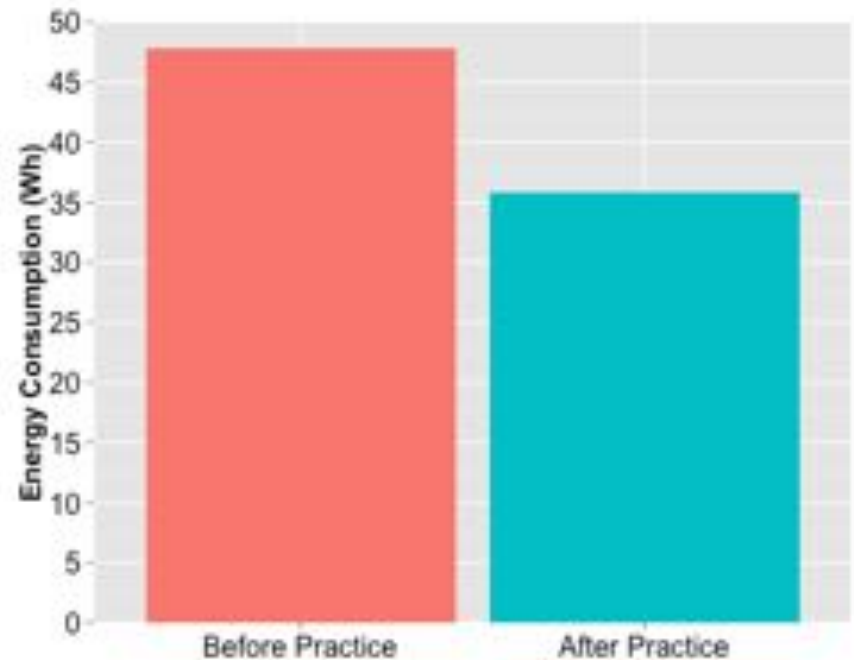
1. Lazy loading
2. Efficient data traffic
3. Decrease algorithmic complexity
4. Power down peripherals
5. Efficient UI
6. Static GUI
7. Use efficient queries
8. Load balancing
9. Avoid polling
10. Avoid use of byte-code
11. Make proper use of virtualization
12. Lower the clock frequency
13. Use low level programming
14. Use assembly for frequently executed code sequences
15. Use JIT Compiler
16. Use specific-purpose hardware
17. Put application to sleep
18. Code Migration (agents)

Green Software Practices evaluation [1]

Practice 1: use efficient queries



3% Power savings

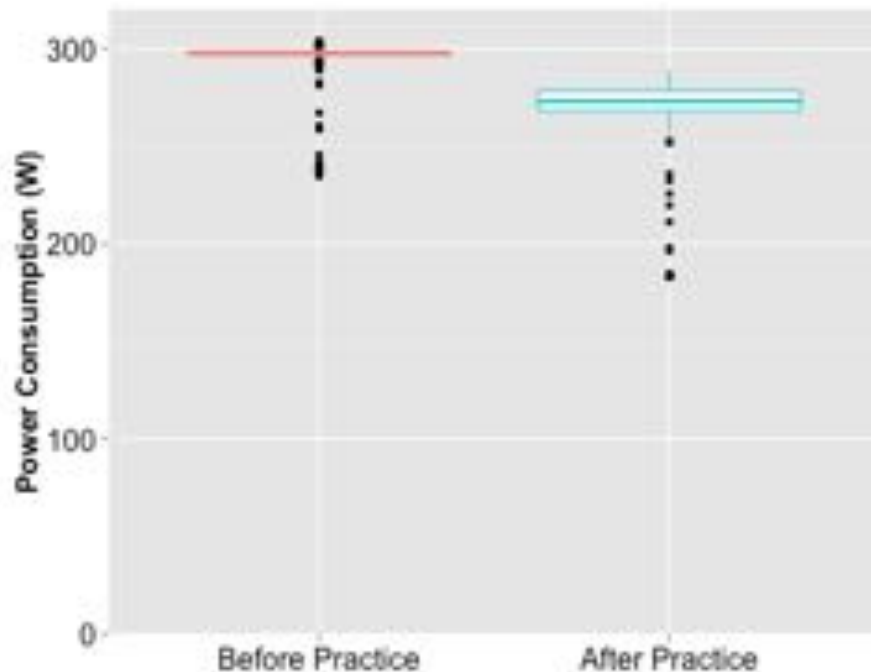


25% Energy savings

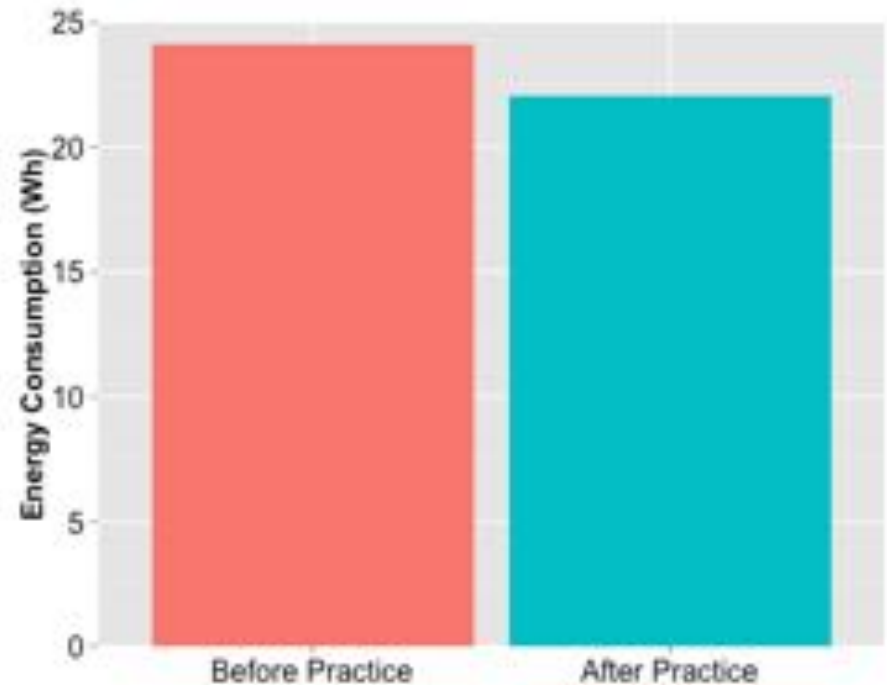
[1] Procaccianti G., Fernandez H., Lago P. "Empirical Evaluation of Two Best-Practices for Energy-Efficient Software Development". Accepted for publication in *Journal of System and Software*, 2016. Pre-print available on: <http://dare.ubvu.vu.nl/handle/1871/54184>

Green Software Practices evaluation [1]

Practice 2: put application to sleep



8.2% Power savings



8.4% Energy savings

[1] Procaccianti G., Fernandez H., Lago P. "Empirical Evaluation of Two Best-Practices for Energy-Efficient Software Development". Accepted for publication in *Journal of System and Software*, 2016. Pre-print available on: <http://dare.ubvu.vu.nl/handle/1871/54184>

Design Tactics for Energy-efficient Software

- Energy Efficiency is a Software quality attribute
- Software must be *designed* for energy efficiency
- General, reusable tactics are needed

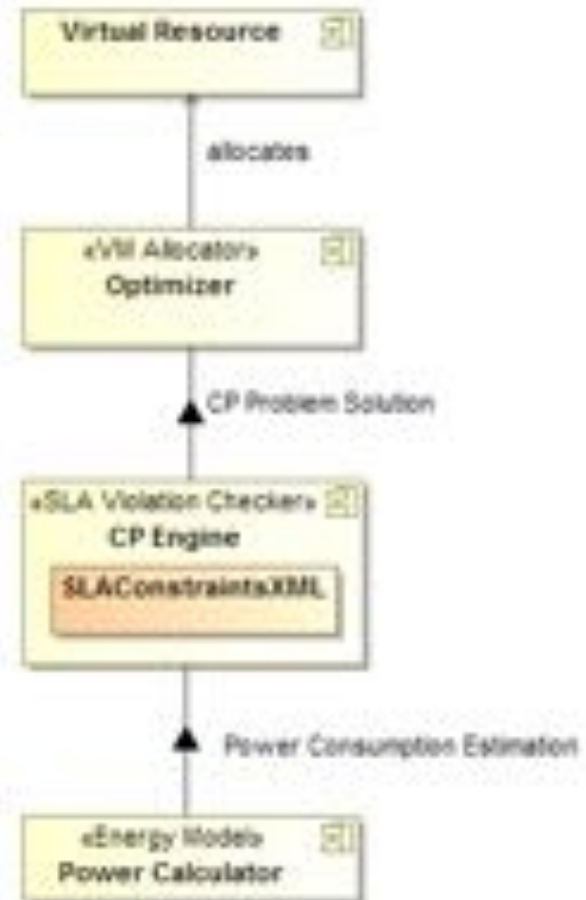
Design Tactics for Energy-efficient Software [2]

<i>Strategy</i>	Tactic
<i>Energy Monitoring</i>	Metering Modeling Static Classification
<i>Self-Adaptation</i>	Scaling Down Consolidation Workload Scheduling
<i>Cloud Federation</i>	Energy Brokering Service Adaptation

[2] Procaccianti, Giuseppe, Patricia Lago, and Grace A. Lewis. "Green architectural tactics for the cloud." Software Architecture (WICSA), 2014 IEEE/IFIP Conference on. IEEE, 2014.

Design Tactics for Energy-efficient Software [2]

Self Adaptation tactic:
Consolidation
(Implementation example)



[2] Procaccianti, Giuseppe, Patricia Lago, and Grace A. Lewis. "Green architectural tactics for the cloud." Software Architecture (WICSA), 2014 IEEE/IFIP Conference on. IEEE, 2014.

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The Green Lab

- Our research initiative on Software Energy Efficiency
 - Laboratory
 - Master course
 - Network platform



The Lab



The Lab - support

RAAK-mkb Greening the Cloud



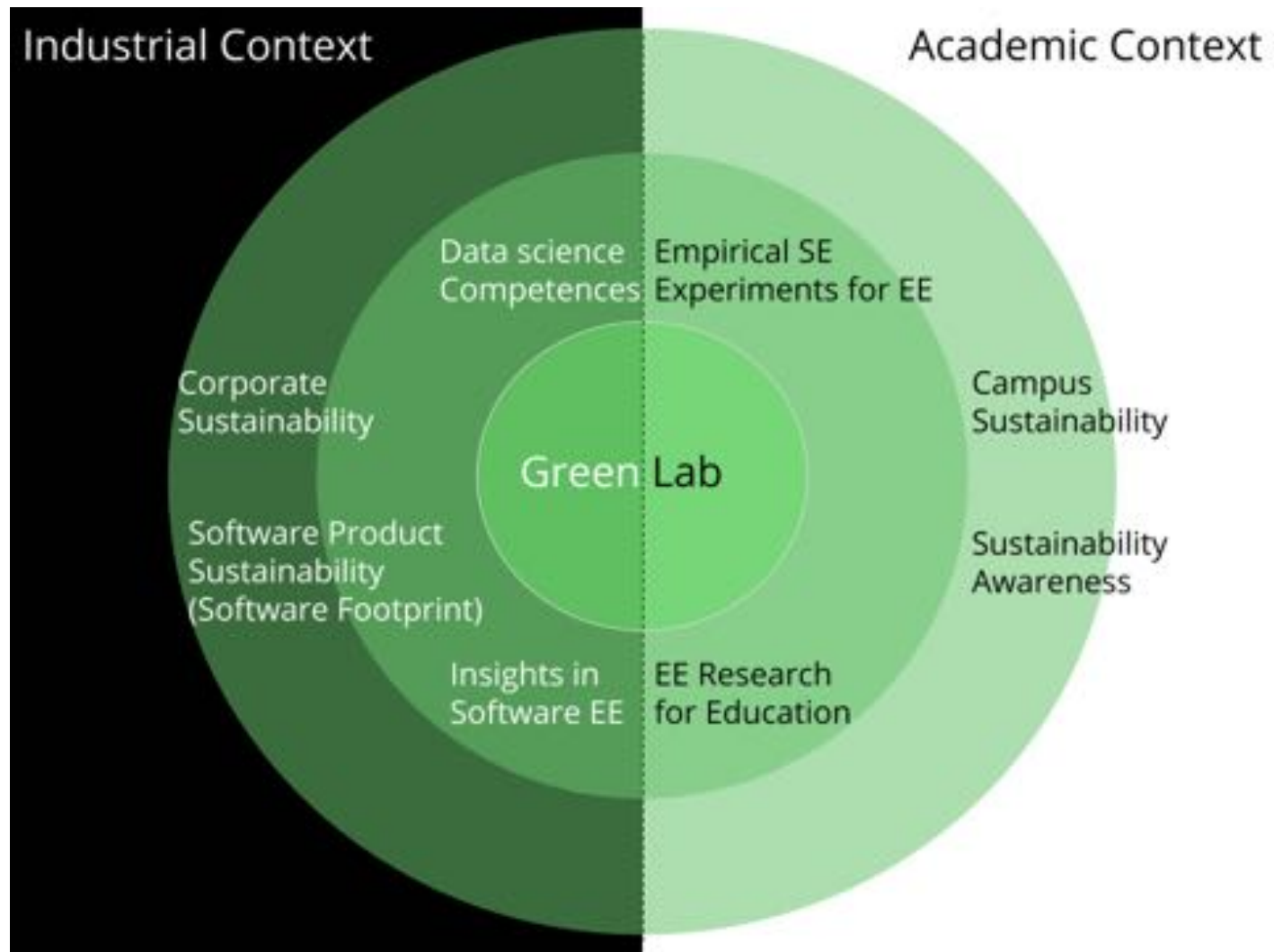
The Green Lab course

Program: CS/SEG master

Aim: teaching students how to perform **experiments** related to software energy efficiency



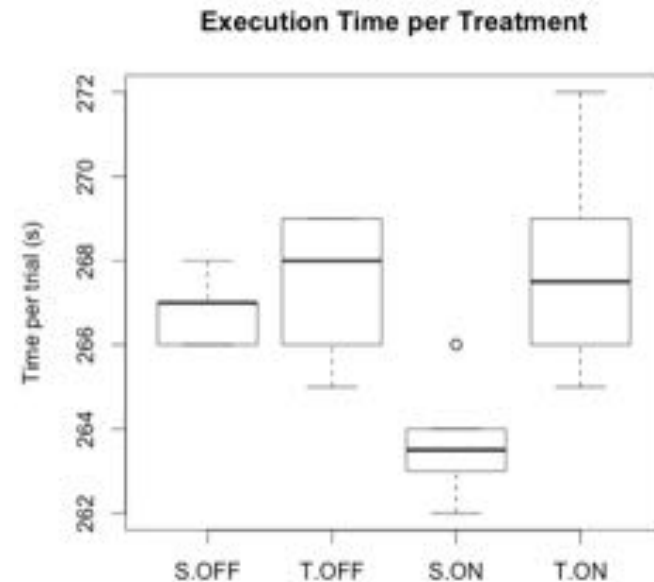
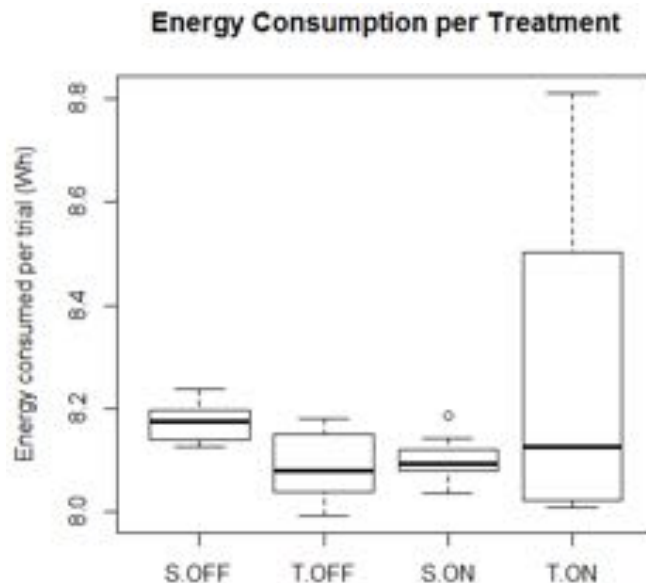
The Green Lab course



The Green Lab: case studies

Multi-tier business applications

- Evaluate the difference in performance and energy between different multi-tier architectures



The Green Lab: case studies

Multi-tier business applications

Conclusions

- Distributed configuration is more efficient
 - higher CPU usage
 - no increase in energy consumption
 - (slight) performance improvements
- Actionable recommendations:
 - Always turn on database sync
 - Always separate tiers



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Conclusions: takeaway message #1

Energy consumption is software-defined.

Conclusions: takeaway message #2

There is no *one-size-fits-all*.

Conclusions: takeaway message #3

Measure, measure, measure.

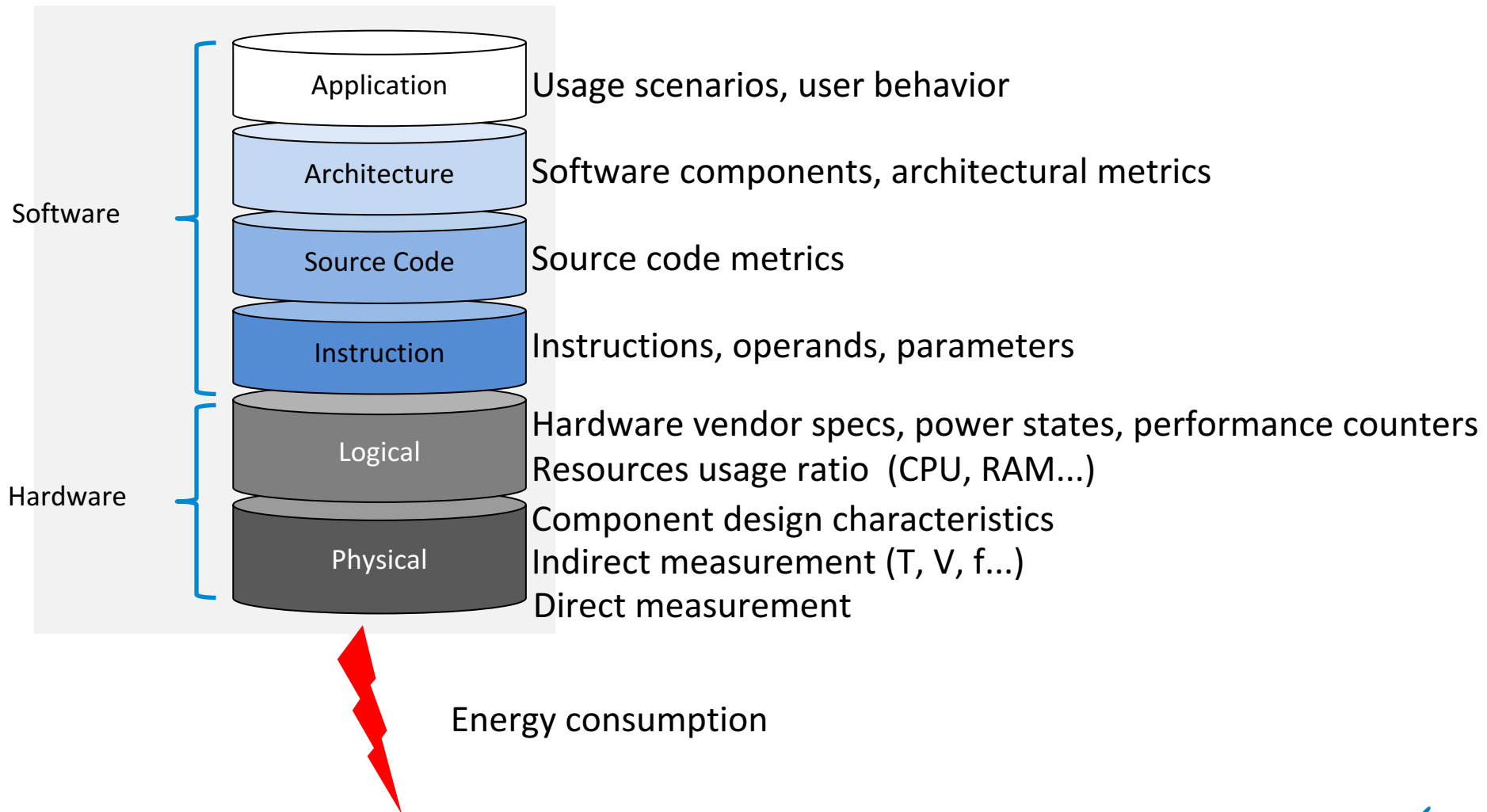
Thank you!



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EXTRA SLIDES

Measuring the impact of software



Measuring the impact of software

White-box



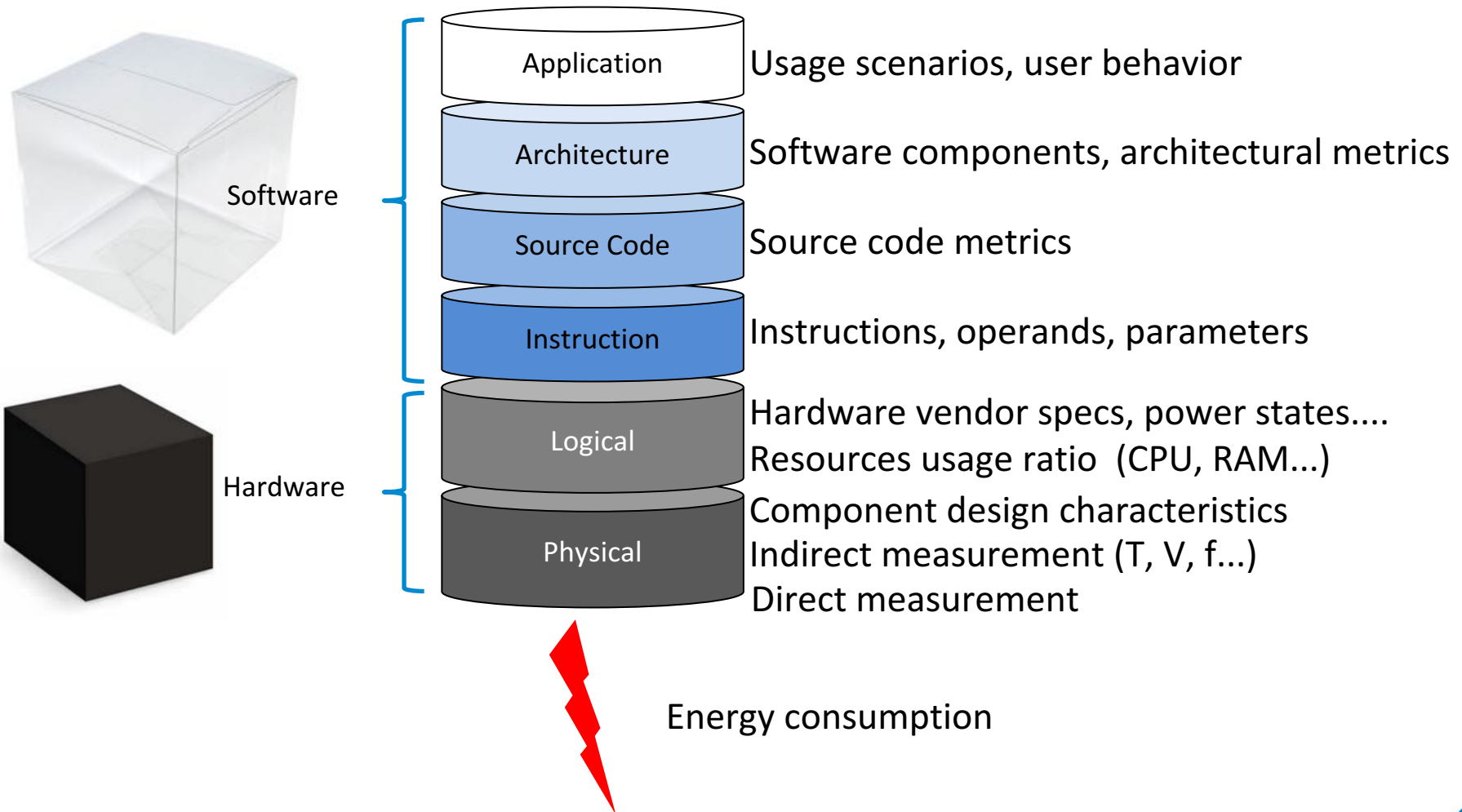
Software internals are *known*

Black-box



Software internals are *unknown*

Measuring the impact of software



Measuring the impact of software

Tool	Platform	White vs. Black-box
Joulemeter	Windows	Black-box
Intel Energy Checker	Windows/Linux	White-box
PowerTOP	Linux	Black-box
ARO	Mobile	White-box
PowerTutor	Mobile	Black-box
Apple Activity Monitor	Mac OS	Black-box