

Digital sufficiency behaviors to deal with intermittent energy sources in data center

GreenDays2024 @ Toulouse

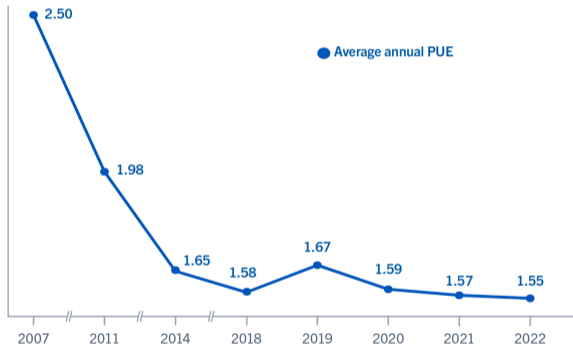
Jolyne Gatt, **Maël Madon**, Georges Da Costa

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Introduction: rebound effect

What is the average annual PUE for your largest data center? (n=669)



Source: *Uptime Institute Global Data Center Survey 2022*

Global trends in digital and energy indicators, 2015-2022

	2015	2022	Change
Internet users	3 billion	5.3 billion	+78%
Internet traffic	0.6 ZB	4.4 ZB	+600%
Data centre workloads	180 million	800 million	+340%
Data centre energy use (excluding crypto)	200 TWh	240-340 TWh	+20-70%
Crypto mining energy use	4 TWh	100-150 TWh	+2300-3500%
Data transmission network energy use	220 TWh	260-360 TWh	+18-64%

Source: *International Energy Agency*

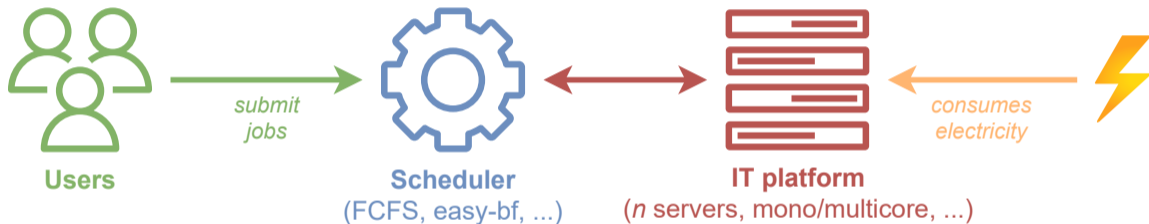
- Efficiency is not enough: **sufficiency**

Sufficiency policies (IPCC, 2022)

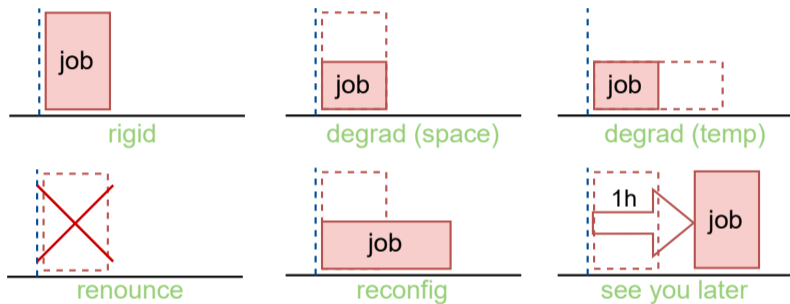
A set of measures and daily practices that **avoid demand** for energy, materials, land and water **while delivering human well-being** for all within planetary boundaries.

- **What would “sufficiency” mean for data centers?**
→ voluntary limitation, empower and involve the user

Data center model



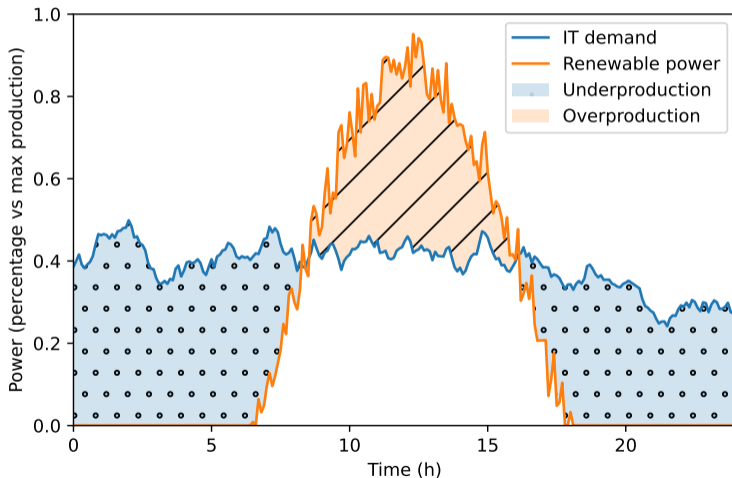
Sufficiency behaviors



- job final state = $n \times see_you_later + b$
- $b \in \{ rigid, degrad (space), degrad (temp), renounce, reconfig \}$

Renewable energy production

- Solar panels:

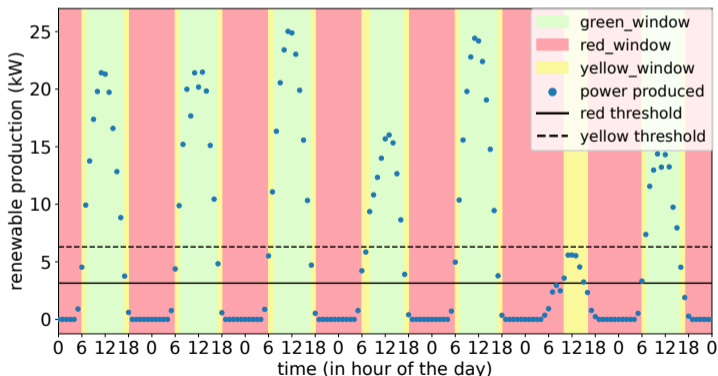


3-state energy model

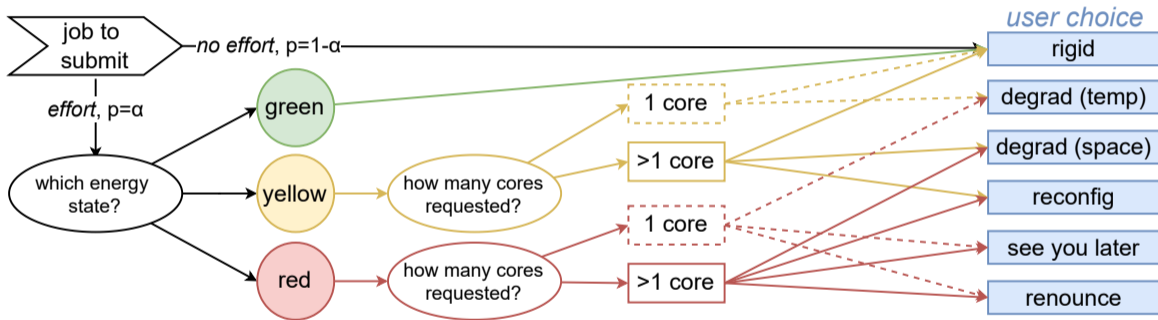
- 3-color state for energy production:
 - **green state**: everything is fine (production $\geq 100\%$ max conso)
 - **yellow state**: some disturbance (production $\geq 50\%$ max conso)
 - **red state**: system critical (production $< 50\%$ max conso).

3-state energy model

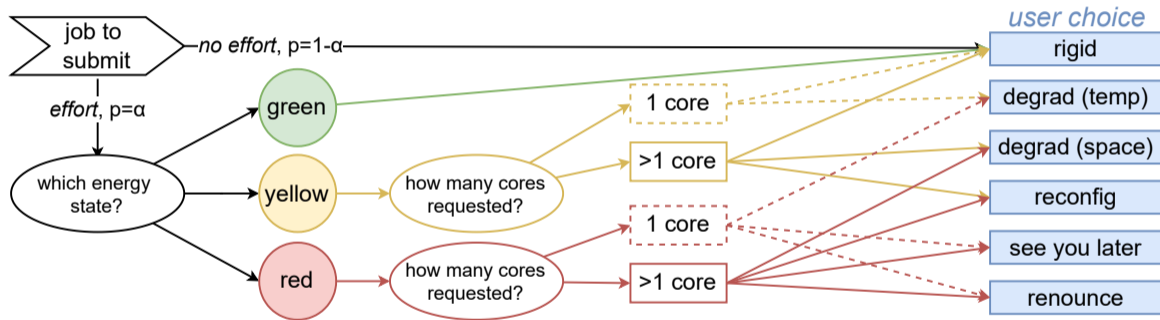
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Energy-aware behaviors



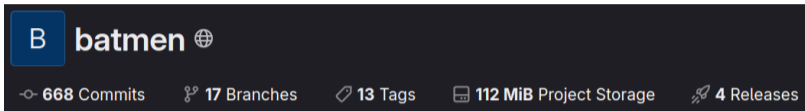
Energy-aware behaviors



- choice of behavior at random depending on the state

Experimental setup

- **Software:** [Batsim](#) + [Batmen](#)

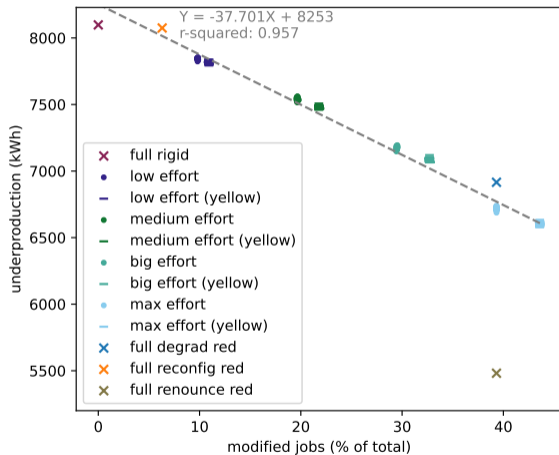


- **IT workload:** filtered version of [MetaCentrum](#) from Parallel Workload Archive
 - June 1 to November 11, 2014 (4.5 months)
 - 650000 jobs and 500 users
- **Energy production data:**
 - 145 m² solar panels
 - weather data Toulouse 2019 from [Renewable Ninja](#) (days aligned with IT)
- **IT platform:**
 - 42 18-core machines
- **Scheduler:** bin-packing scheduler which shutdown machine when idle.

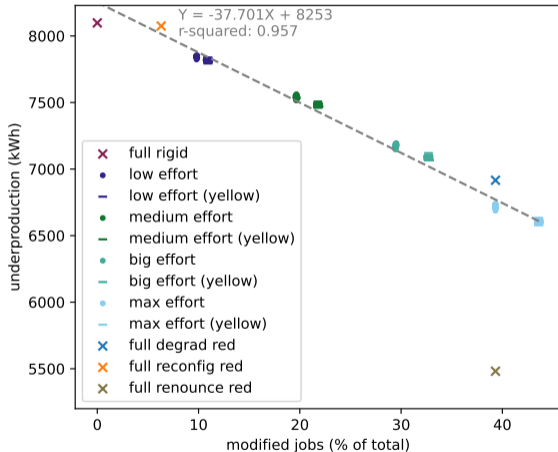
Experimental campaign

- α = probability of modifying a job in red / yellow
- 6 scenari:
 - full rigid ($\alpha = 0$)
 - low effort ($\alpha = .25$)
 - medium effort ($\alpha = .5$)
 - big effort ($\alpha = .75$)
 - max effort ($\alpha = 1$)
 - full renounce/degrad/reconfig in red
- each scenario run 30 times to minimize the effect of randomness

Results

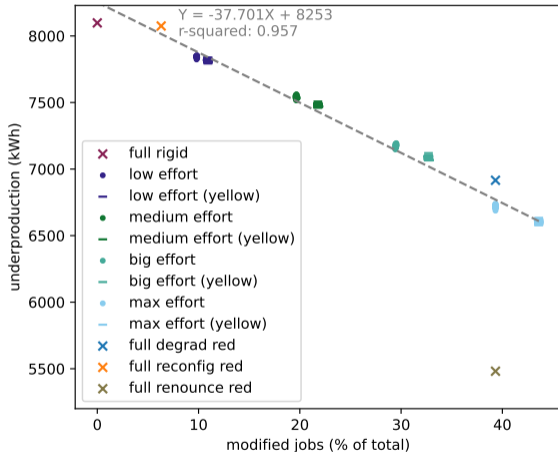


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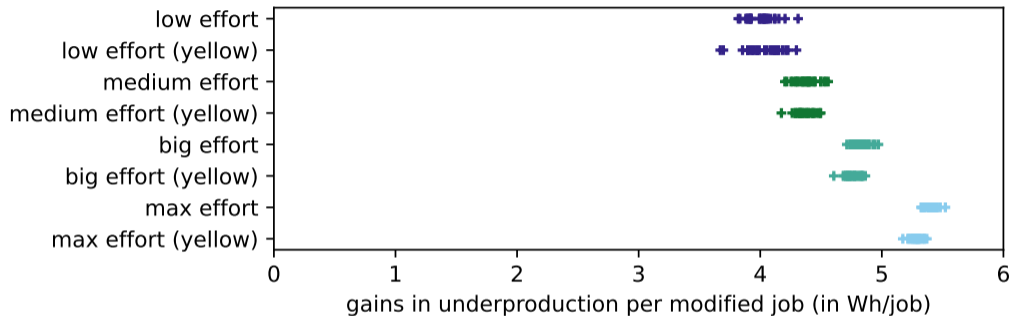
- *How much does user effort impact energy consumption?*
 - if 50% jobs modified in red/yellow (medium effort), underproduction reduced by 8%
 - if 100% jobs modified in red/yellow (max effort), underproduction reduced by 18%

Results

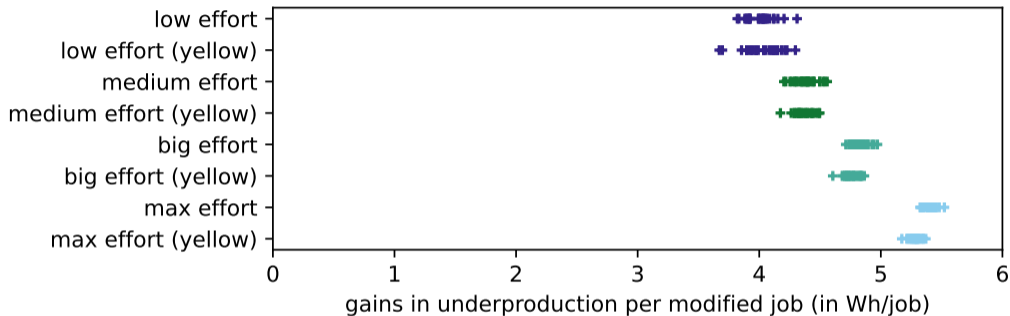


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- Energy savings linear with effort

Results: ratio energy/effort



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- marginal gains increase with α : “the more people who make an effort, the greater the impact of a user’s additional effort”
- gains with **yellow** windows of the same scale than with **red**

- 3-state energy model and user behaviors to adapt job to energy consumption

Conclusion

- 3-state energy model and user behaviors to adapt job to energy consumption
- Possible improvements:
 - thresholds on instantaneous available energy
 - collaboration with the scheduler
 - more realistic replay method
 - social science studies (willingness to adopt behaviors, impact of eco-feedback)

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- First step towards studying **sufficiency** and not **efficiency**
- Simulation campaign **reproducible**
- Article in review:
 - J. Gatt, M. Madon, and G. Da Costa, *“Digital sufficiency behaviors to deal with intermittent energy sources in data center.”*

- Come to my **PhD defense: April 30, 14:00** (link to come) !!
- Do not hesitate to contact me :-)
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