



Energy and the Future Internet

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Motivation

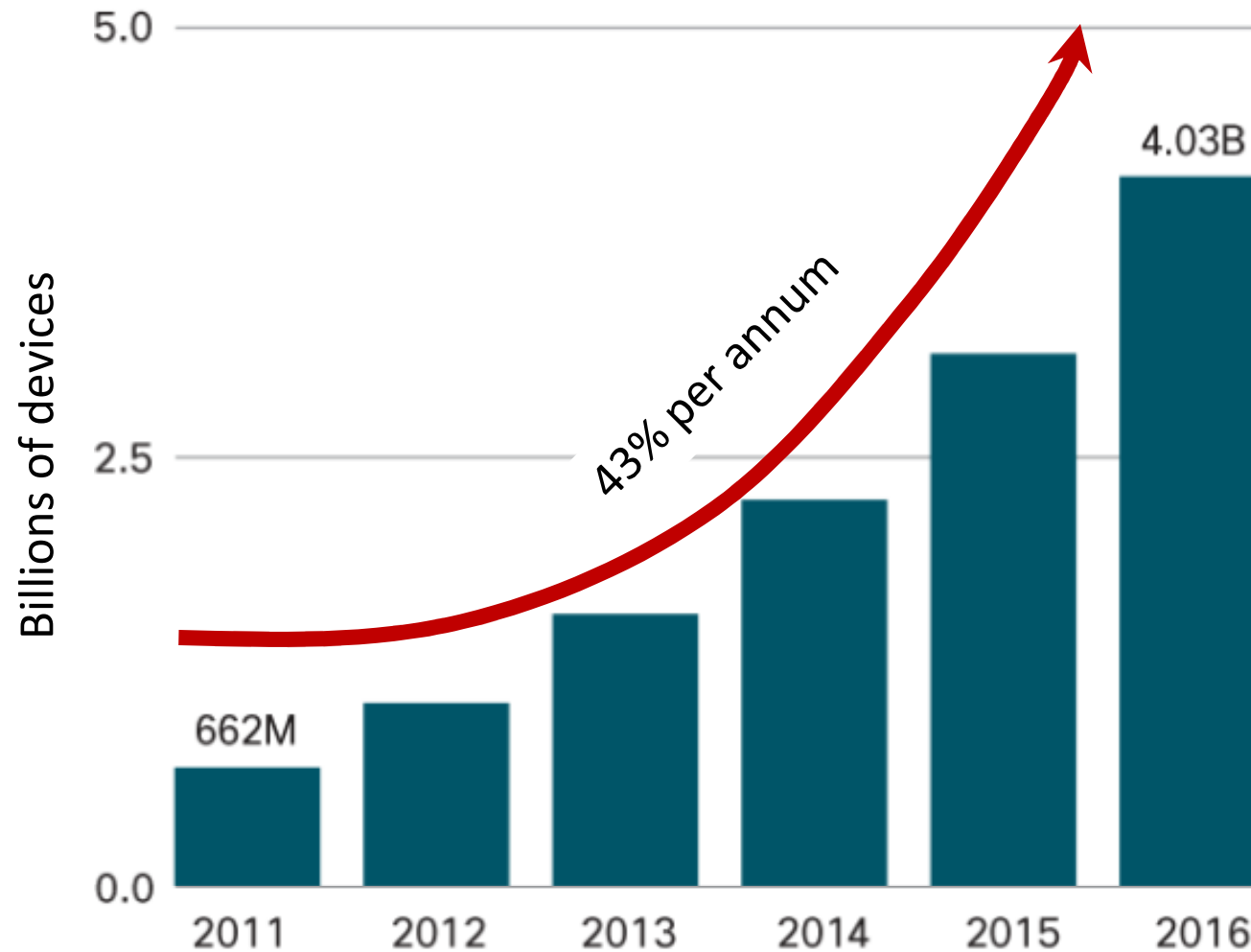
- IPv6 expands address space to order 10^{38} addresses
- IPv6 enables:
 - Multiple addresses per person
 - Internet enabled devices everywhere for everyone
 - Machine-to-machine (M2M) communications
 - In the home, factory, field, car, etc.
 - The Internet of (just about all) Things
- This promises almost endless growth of Internet and e-services
 - Cloud, hi-def video, monitoring, location based, etc.

Motivation

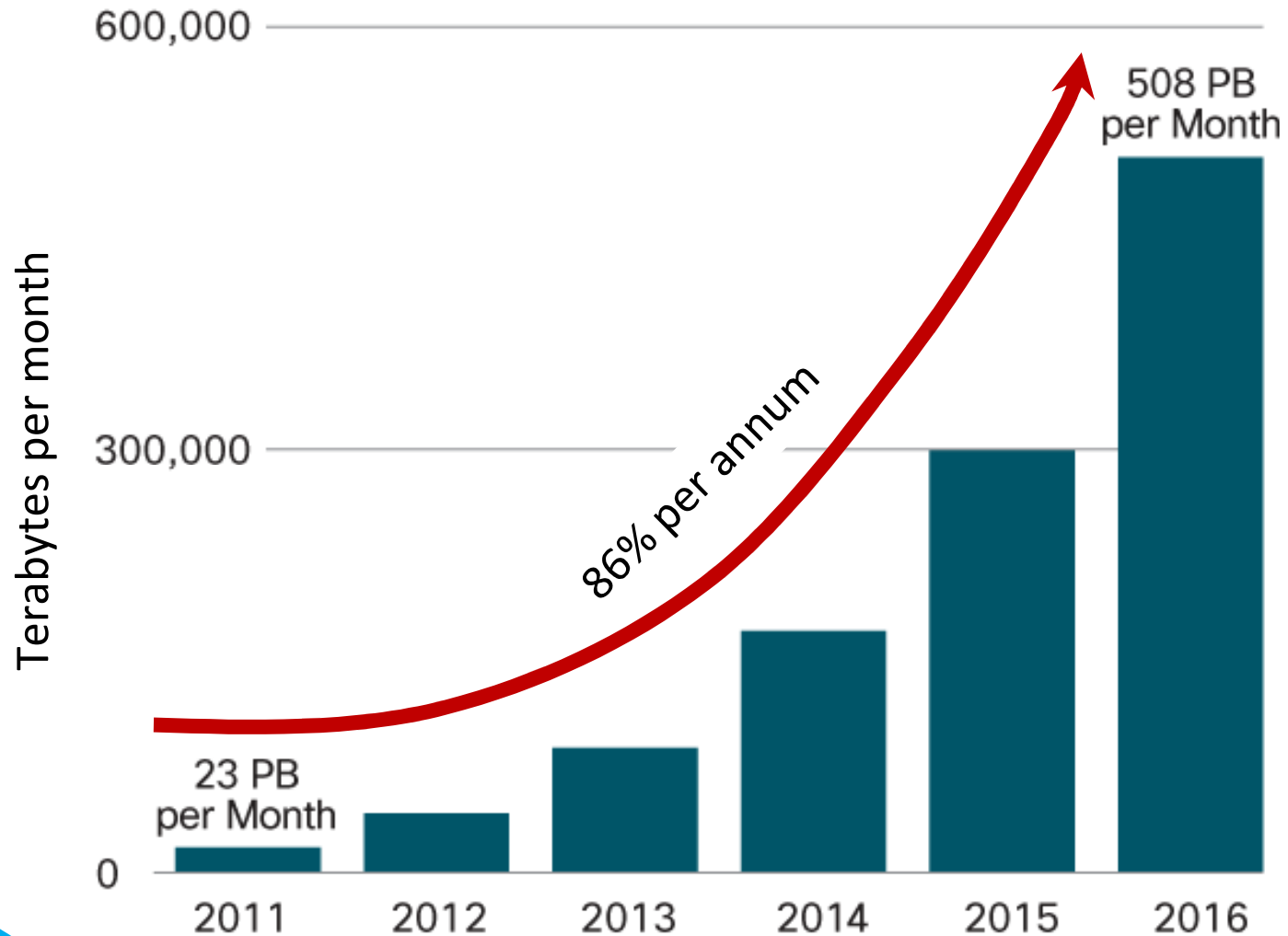
The Internet of Things

- More users/machines
- More coverage
 - Particularly wireless
- More equipment
- More energy
- Ubiquity of services via wireless
- This talk focuses on energy challenges facing an IPv6 networked world

IPv6 mobile device forecast



Machine to machine (M2M) traffic forecast

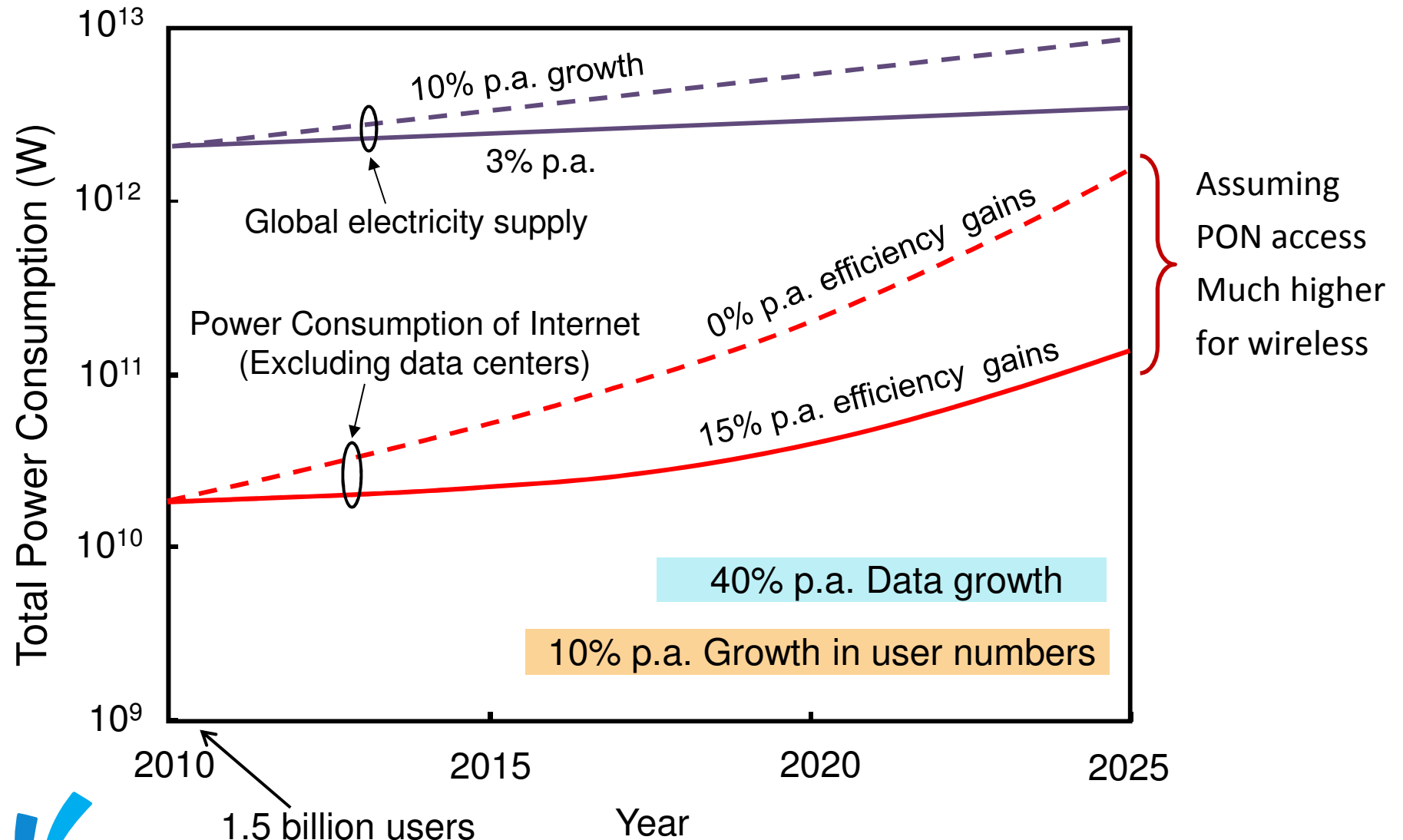


M2M/wireless growth forecasts

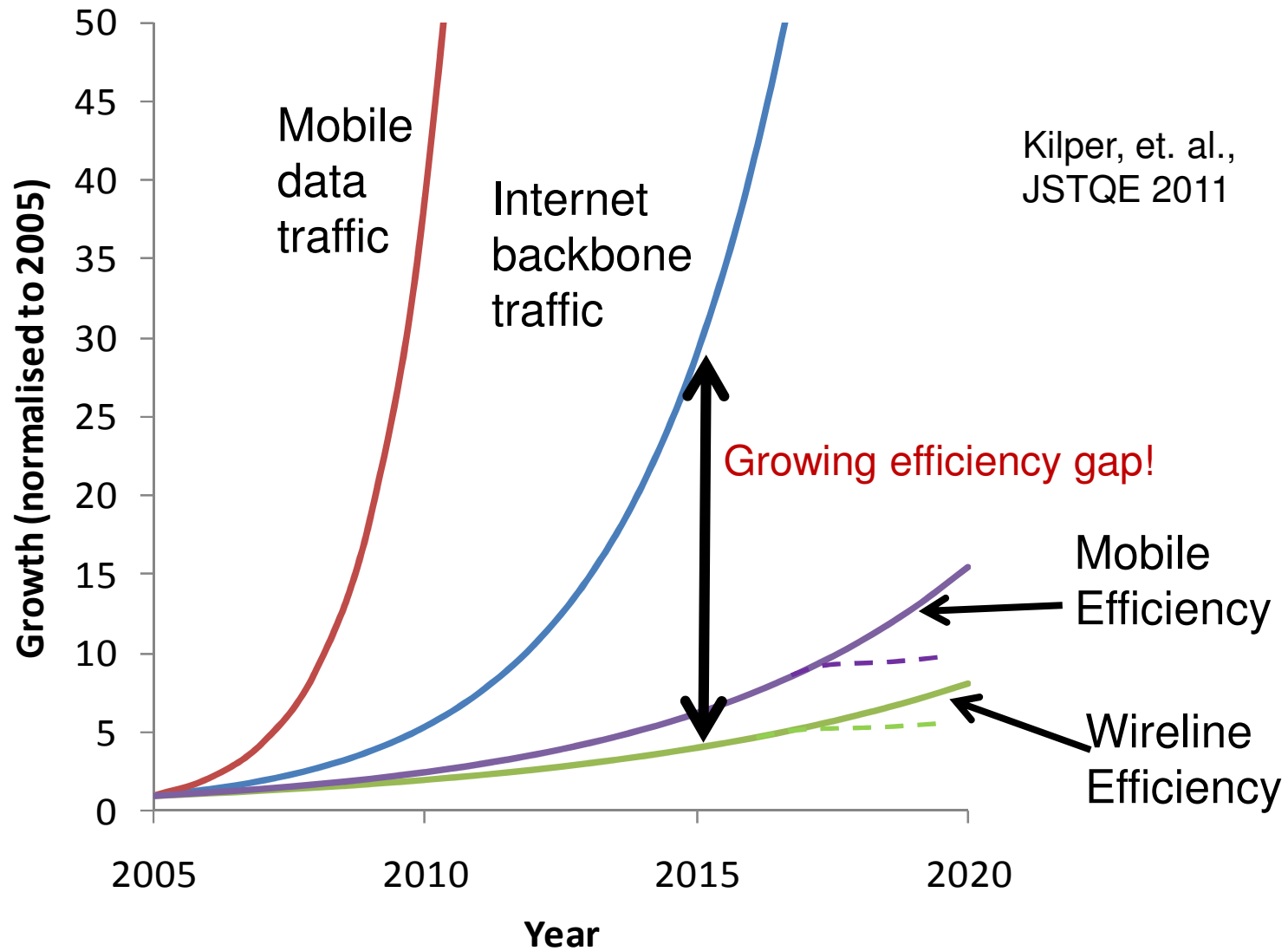
Expectations are for significant growth in M2M connections

- Infonetics:
 - 428 million embedded M2M connections by 2014
- Analysys Mason
 - 2.1 billion M2M connections by 2020
- Ericsson
 - 50 billion M2M connections by 2020
- Wireless World Research Forum
 - 7 trillion wireless devices by 2020

Power consumption of the global Internet

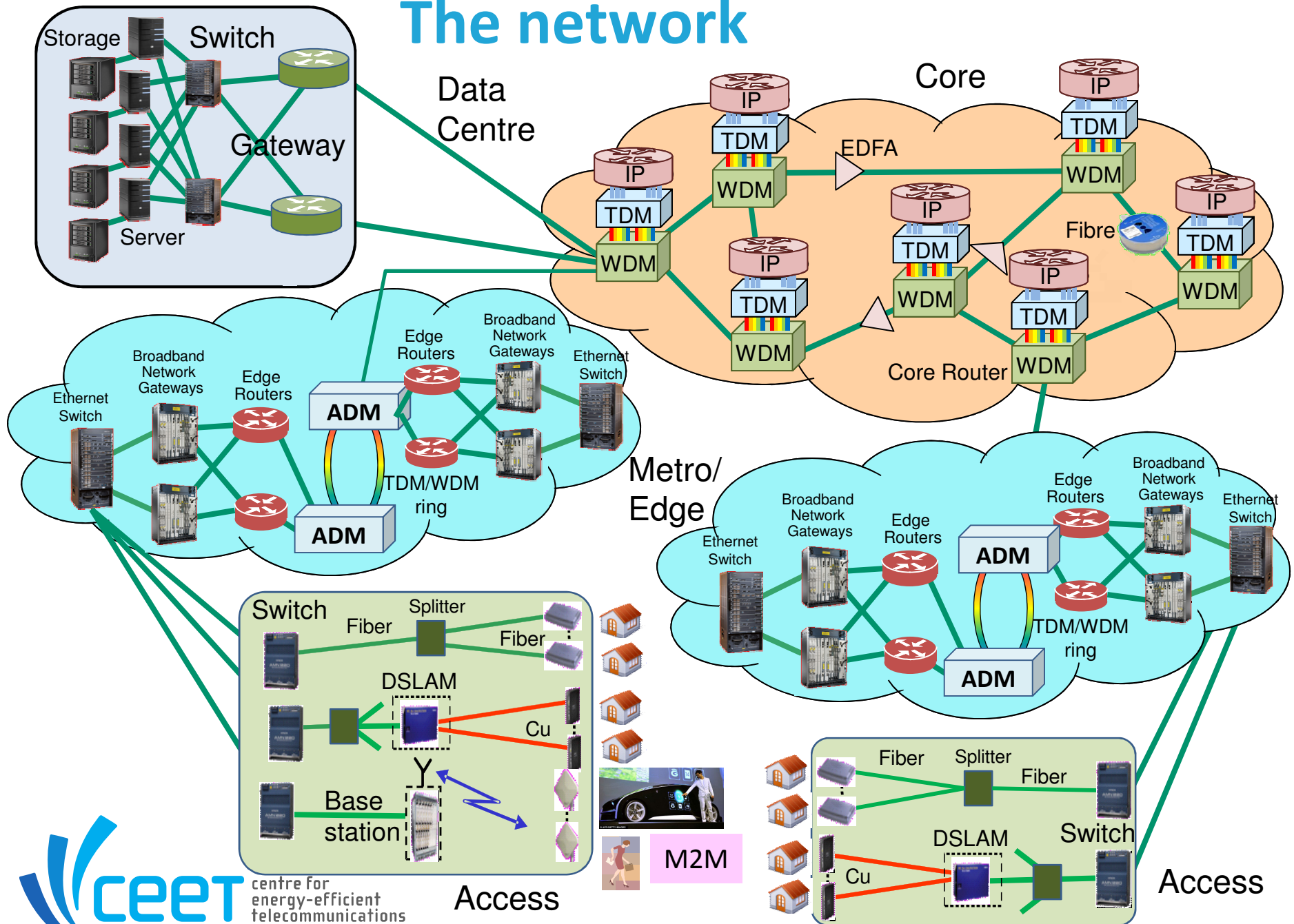


The growing energy efficiency gap



Kilper, et. al.,
JSTQE 2011

The network



Two energy case studies

- **Case 1:** Wireless access to the cloud
 - 2011 – 2016 global mobile cloud traffic growth ~ 95% pa
(Cisco: “VNI Global Mobile Data Forecast 2011-2016”, 2012)
 - 88% growth from 2009 to 2014
(Juniper Research: “Mobile Cloud Applications & Services”, 2010)
 - Is this growth in mobile cloud services sustainable?
- **Case 2:** Protocol energy efficiency
 - IPv6 as part of a protocol stack
 - Datagram size and M2M
 - How energy efficient is IPv6?
- Questions rather than answers

Public cloud



- Apple iCloud
 - “.. free new cloud services ... to automatically and wirelessly store your content in iCloud and automatically and wirelessly push it to all your devices. ... all of your devices are wirelessly updated almost instantly.”



- Google Drive
 - “Google Drive is everywhere you are – on the web, in your home, at the office and on the go. So wherever you are, your stuff is just...there. Ready to go, ready to share.”



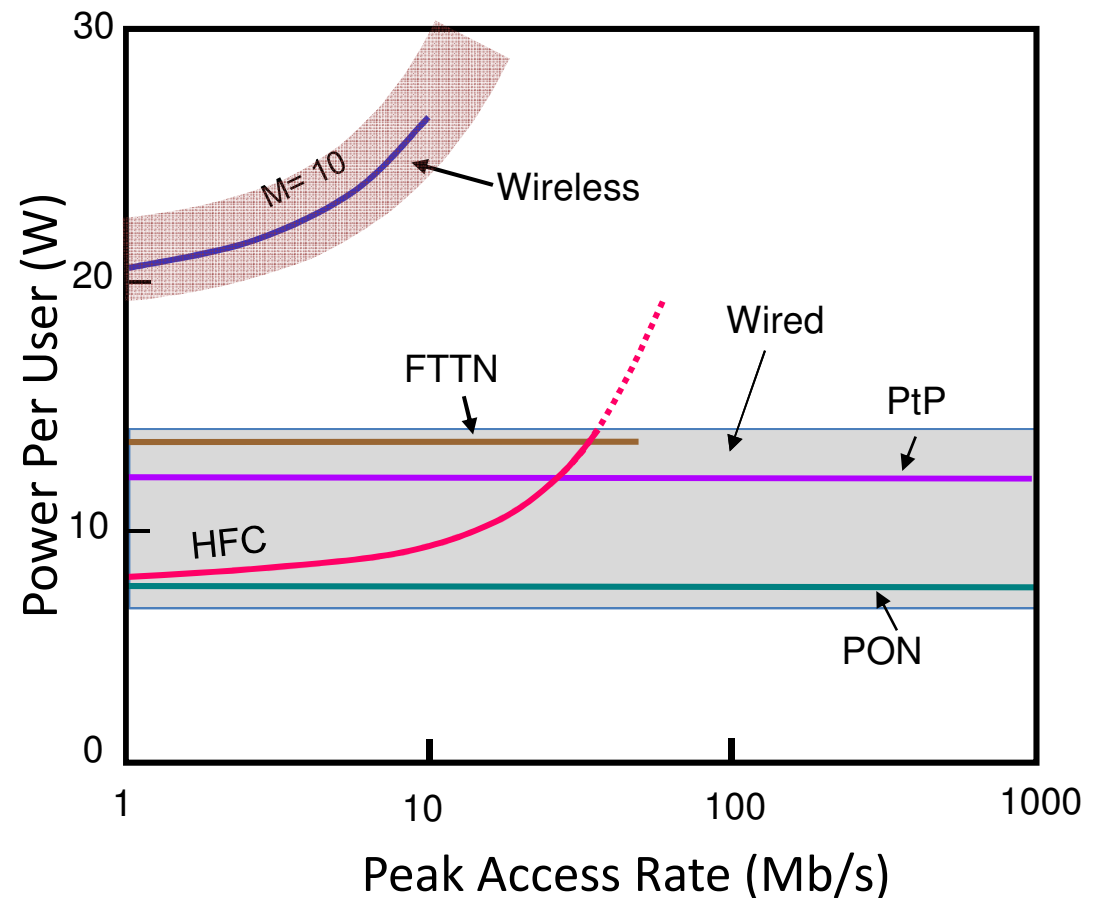
- Microsoft Sky Drive
 - “Store anything on your SkyDrive and it's automatically available from your trusted devices—no syncing or cables needed.”

Future cloud services

- “Any where, any time, any service” access
 - Access via wireless
- Users can be scattered around globe
 - Long distance transport of data & commands
 - Public Cloud with many router hops
- Documents and projects kept up-to-date in Cloud
 - High transaction rates
- Simple low power devices & “Things”
 - Processing and storage in the Cloud

Energy efficiency of accessing the cloud

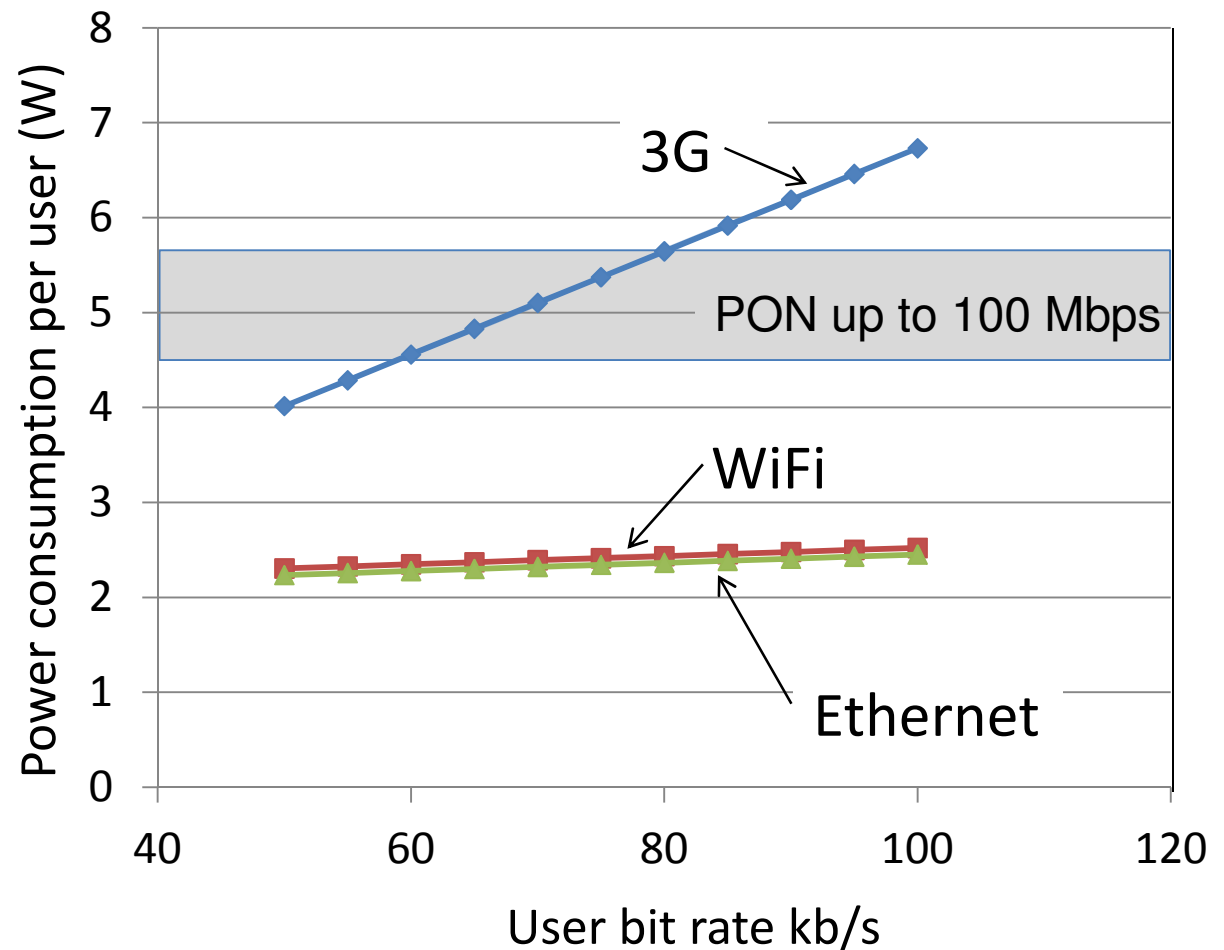
- Mobile access is becoming dominant access technology
 - Any where, any time, any service
- Mobile is least energy efficient
 - ~ 25 W/user
 - @ 10 Mb/s
- PON is most efficient
 - ~ 7 W/ user



Source: Baliga et al: OFC 2008

Power footprint of interactive cloud

- User typing speed ~ 60 b/s \rightarrow 60 kb/s
 - 1000 x overhead
- Requires more network infrastructure
 - More base stations
 - More power

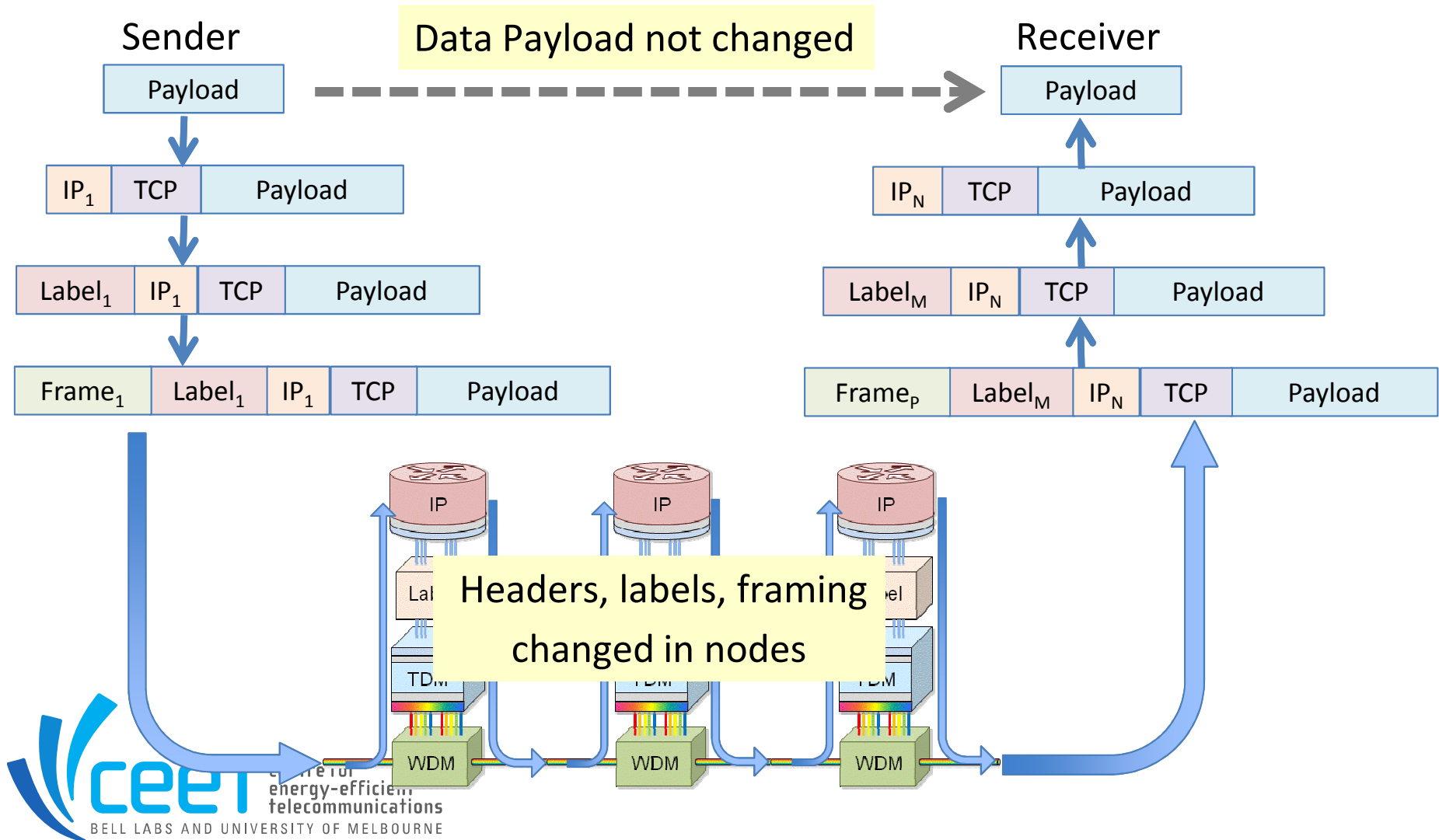


M2M and the Cloud

- Most M2M connections will be via wireless
 - A significant number via 3G/4G
- M2M devices will have minimal processing power
 - Extends battery life
 - Means processing will be in the cloud
 - Results may then be sent back to device
- Multiple hops between device and cloud
- Small traffic from each device but millions/billions of devices
- This will present a major power consumption challenge

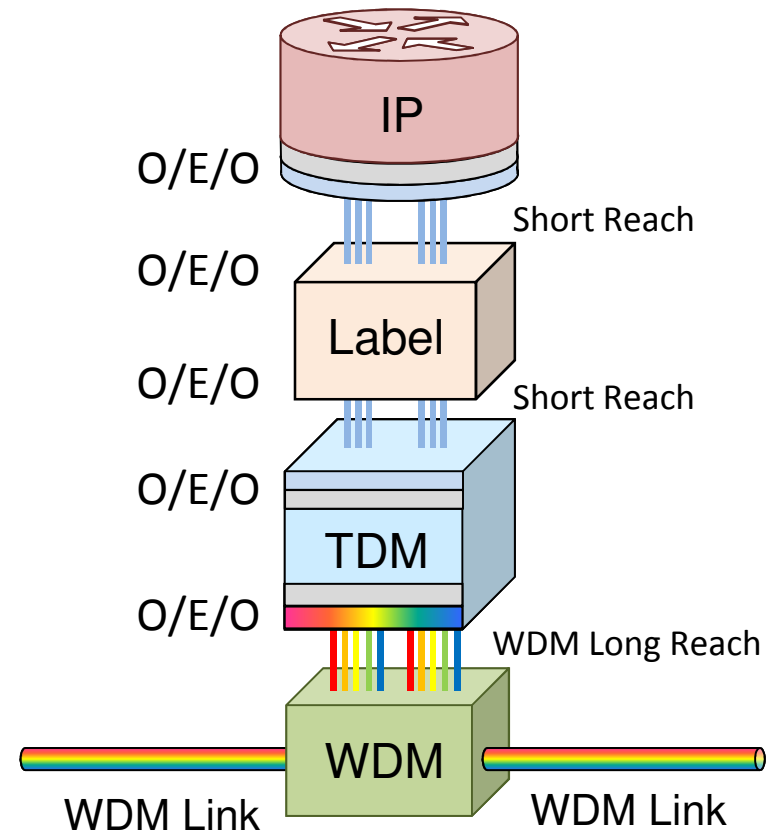
Multi-layer protocols

- Communicate customer data from sender to receiver



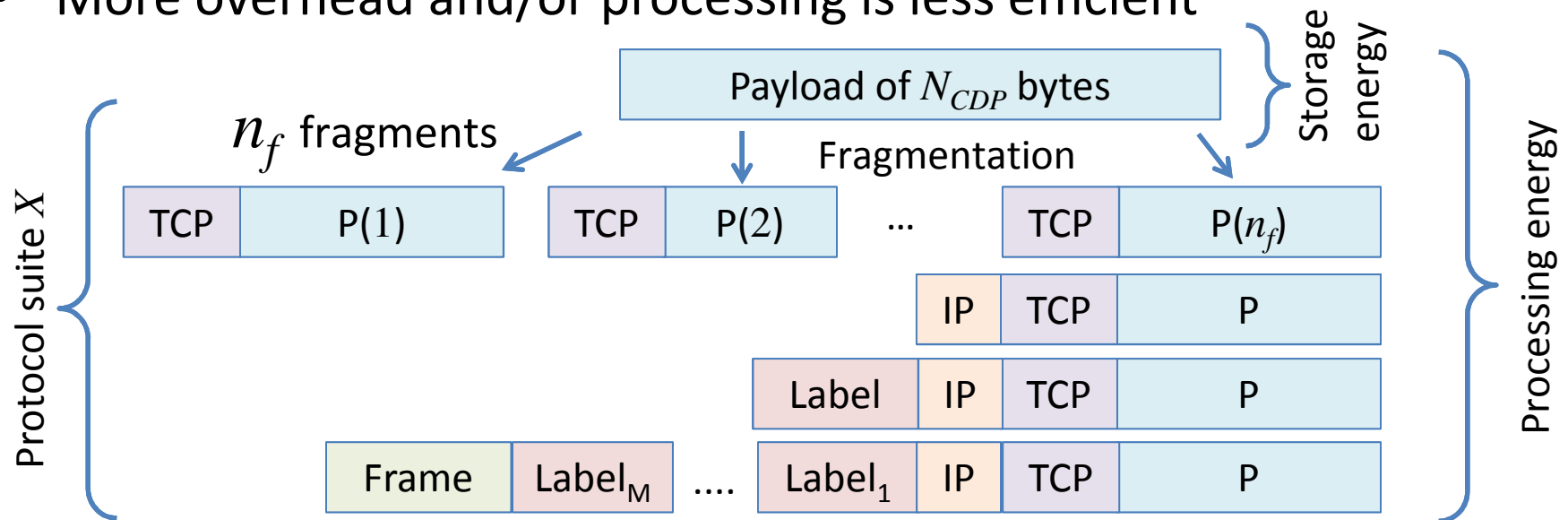
Multi-layer protocol node

- Multi-layer protocol suites:
 - IP/OTN/WDM, IP/Ethernet, IP/PPP/SDH/WDM, IP/MPLS/SDH/WDM, etc
- Total energy per Payload includes
 - Storage/buffering
 - Switching
 - Layer overhead processing
 - Payload processing
 - Inter-connect power
- O/E/O short reach between layer boxes



Energy efficiency of multi-layer protocol

- Payload (P) is the basic unit
 - May be fragmented
 - Minimum Payload energy is storage in IP router
- More overhead and/or processing is less efficient

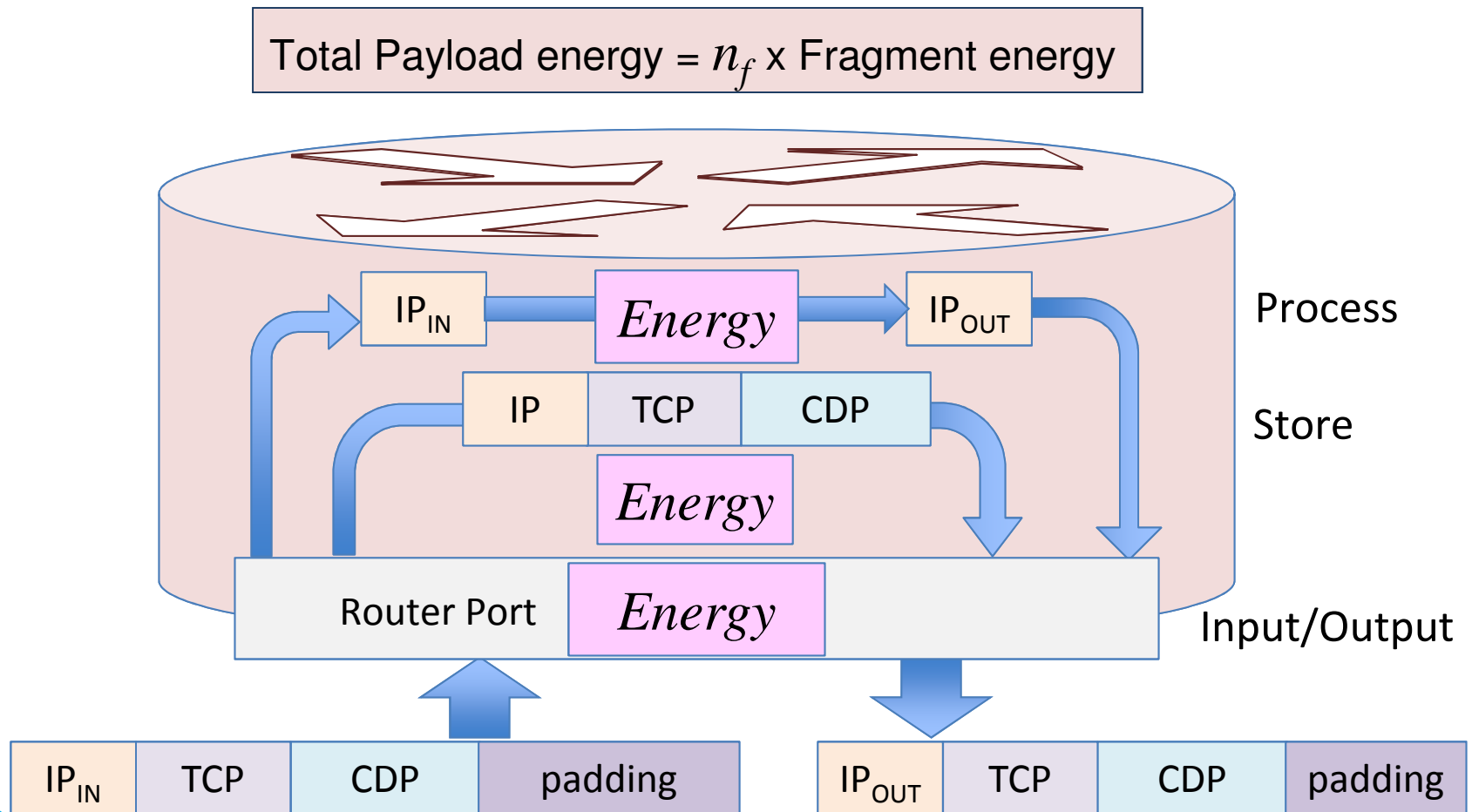


$$\text{Energy Efficiency} = \frac{\text{Ave. Payload storage energy in IP router}}{\text{Ave. total energy per Payload for protocol in node}}$$

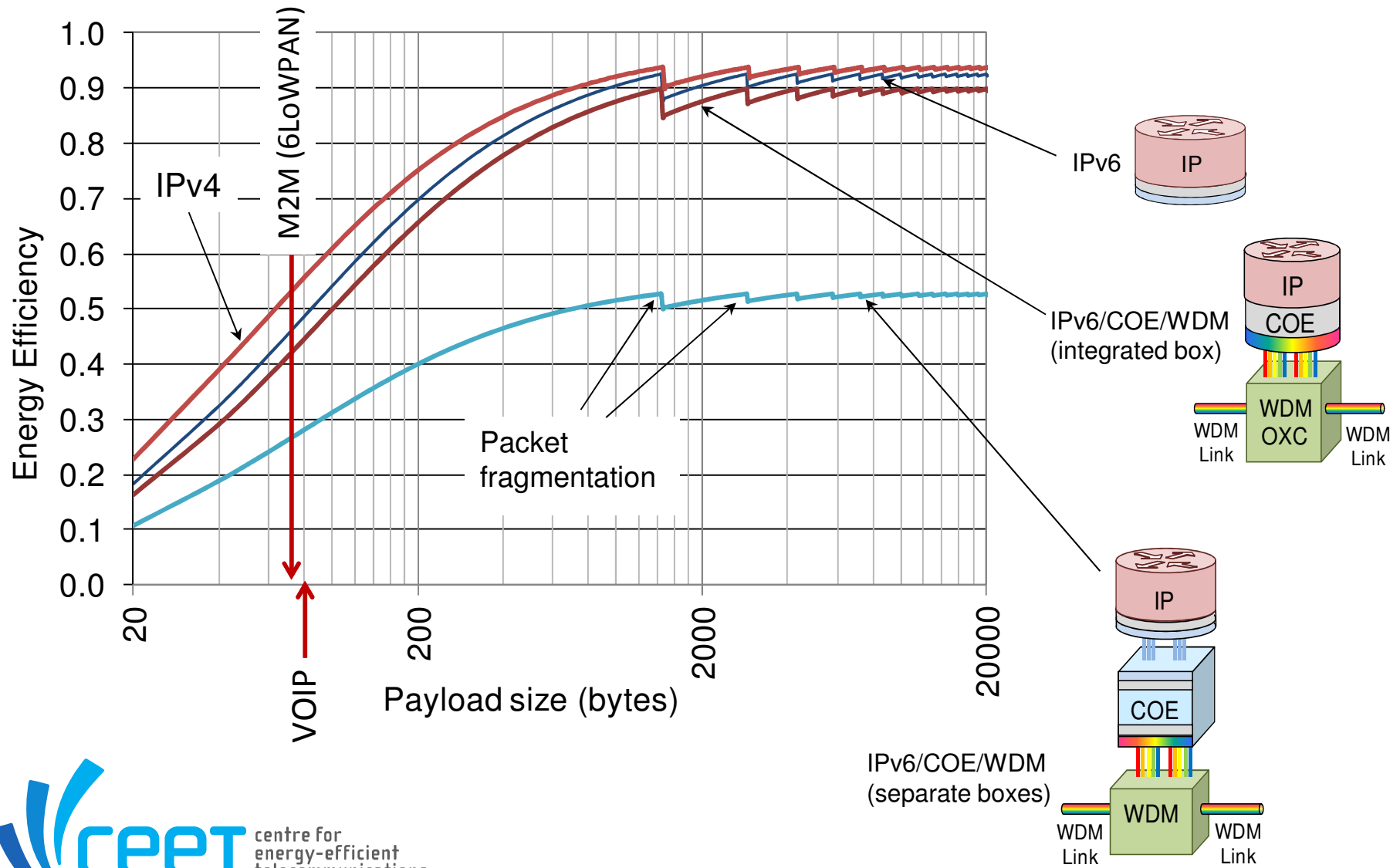
“Store & Forward” protocols

Fragment energy = I/O of packet and padding + Packet storage + Header processing

$$\text{Total Payload energy} = n_f \times \text{Fragment energy}$$



Multi-layer protocol energy efficiencies



Conclusions

- IPv6 offers networking everything
- Wireless makes this very convenient
 - Anywhere access
 - Everything access
 - The Internet of Things
- Connecting “Things” to the Internet requires power
 - Wireless access is the least energy efficient
- Things use small packets
 - Much more energy consumed in the protocols than in the payload
- The current energy efficiency improvement rate is not fast enough

Thank you