

# GREEN PROGRAMMING

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C++ on Sea 2025

# FOLLOW ALONG

<https://tinyurl.com/3chwtrba>



# OUTLINE

Energy Consumption

Green Software

Green Programming

The Algorithm

Measurements

Results

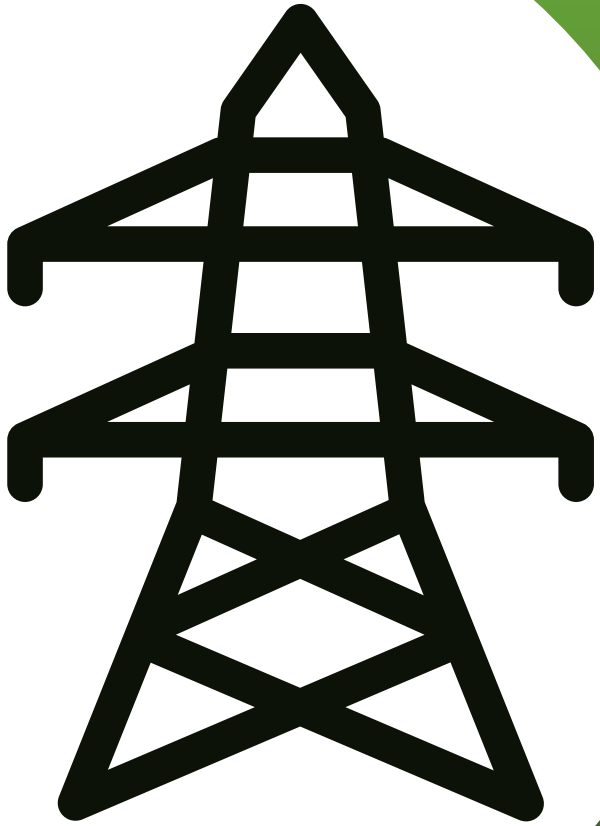
Evaluation

Tools

More than CO<sub>2</sub>

Going Greener

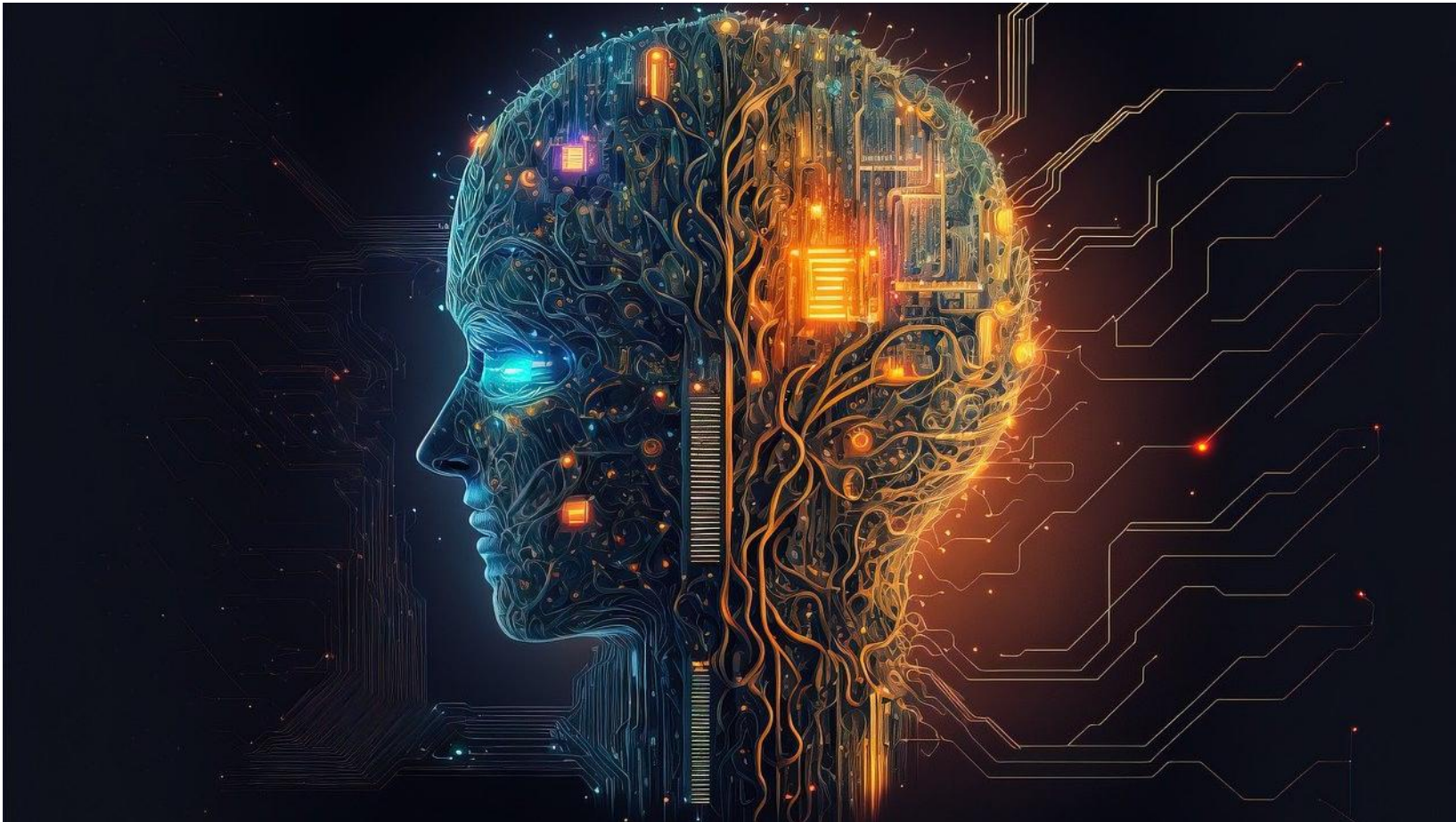
Conclusion



# ENERGY CONSUMPTION

# DATA CENTERS

## Artificial intelligence and machine learning





# DATA CENTERS

## Increase in data traffic





# DATA CENTERS

## Growth of cloud services





# DATA CENTERS

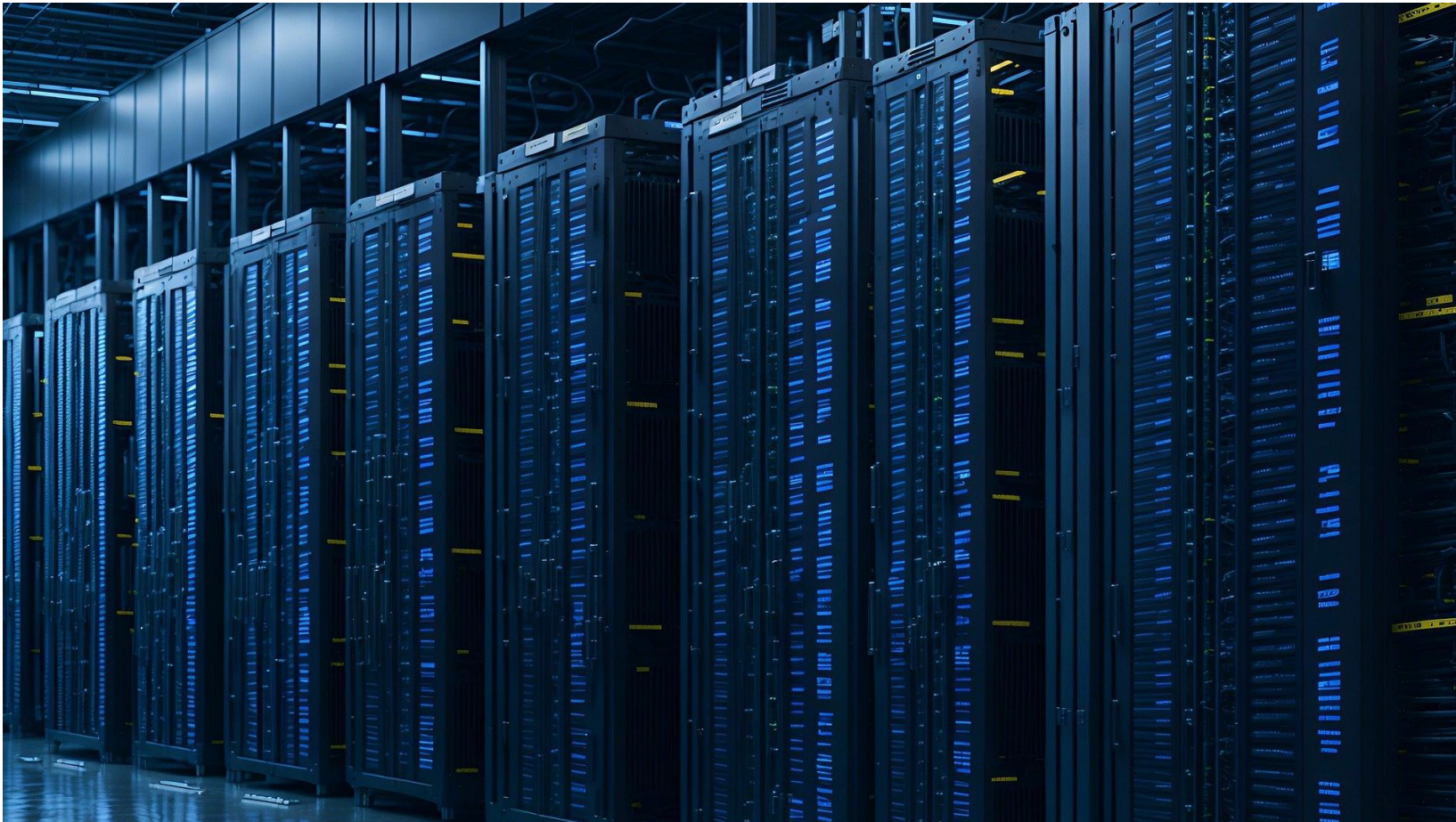
## Blockchain and cryptocurrencies





# DATA CENTERS

Increased availability and redundancy requirements





# DATA CENTERS

## Cooling requirements

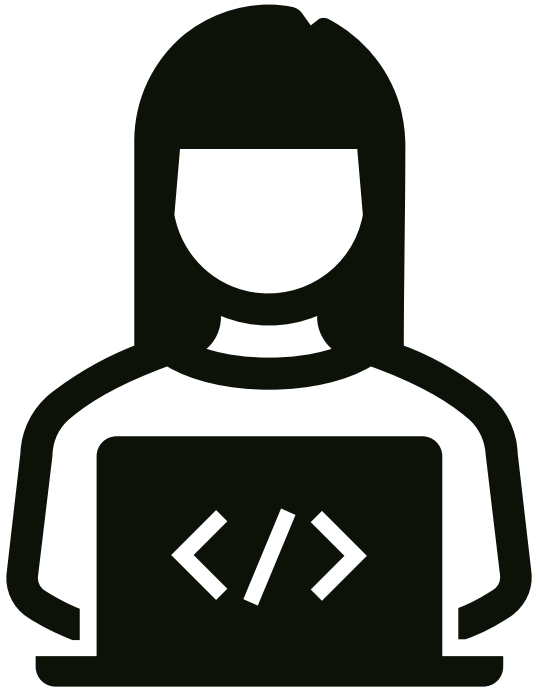


# DATA CENTERS

## Exponential growth of networked devices

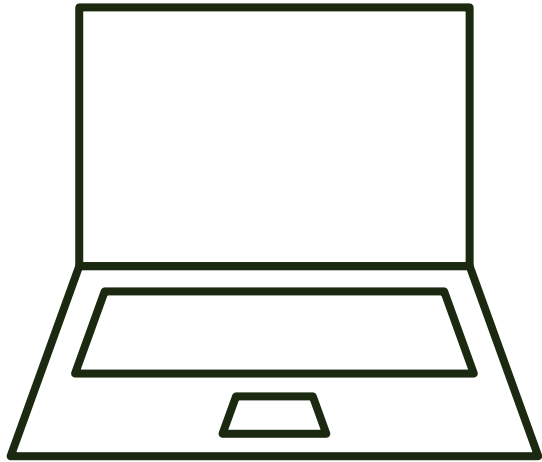






# GREEN SOFTWARE

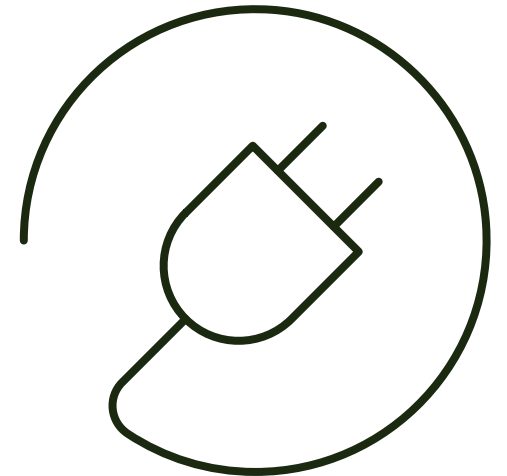
# GREEN SOFTWARE



using fewer physical resources



using energy more intelligently



using less energy

# GREEN SOFTWARE



**Green  
Software  
Foundation**

<https://greensoftware.foundation/>



# SUSTAINABLE DIGITAL INFRASTRUCTURE ALLIANCE



SUSTAINABLE DIGITAL  
INFRASTRUCTURE ALLIANCE

<https://sdialliance.org/>

# PLAYING FOR THE PLANET



[playing4theplanet.org](https://playing4theplanet.org)

# Green Software Architecture

Dos Don'ts and Some Surprises

Giovanni Asproni





# GREEN PROGRAMMING

# GREEN PROGRAMMING DEFINITION

Green Programming or green coding is a series of principles applied to software development that aims to reduce the ecological footprint of software.

## Energy Efficiency across Programming Languages

How Do Energy, Time, and Memory Relate?

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# RESEARCH PAPER

**Table 1.** CLBG corpus of programs.

Benchmark	Description	Input
n-body	Double precision N-body simulation	50M
fannkuch-redux	Indexed access to tiny integer sequence	12
spectral-norm	Eigenvalue using the power method	5,500
mandelbrot	Generate Mandelbrot set portable bitmap file	16,000
pidigits	Streaming arbitrary precision arithmetic	10,000
regex-redux	Match DNA 8mers and substitute magic patterns	fasta output
fasta	Generate and write random DNA sequences	25M
k-nucleotide	Hashtable update and k-nucleotide strings	fasta output
reverse-complement	Read DNA sequences, write their reverse-complement	fasta output
binary-trees	Allocate, traverse and deallocate many binary trees	21
chameneos-redux	Symmetrical thread rendezvous requests	6M
meteor-contest	Search for solutions to shape packing puzzle	2,098
thread-ring	Switch from thread to thread passing one token	50M

**Table 2.** Languages sorted by paradigm

Paradigm	Languages
Functional	Erlang, F#, Haskell, Lisp, Ocaml, Perl, Racket, Ruby, Rust;
Imperative	Ada, C, C++, F#, Fortran, Go, Ocaml, Pascal, Rust;
Object-Oriented	Ada, C++, C#, Chapel, Dart , F#, Java, JavaScript, Ocaml, Perl, PHP, Python, Racket, Rust, Smalltalk, Swift, TypeScript;
Scripting	Dart, Hack, JavaScript, JRuby, Lua, Perl, PHP, Python, Ruby, TypeScript;

# RESEARCH PAPER

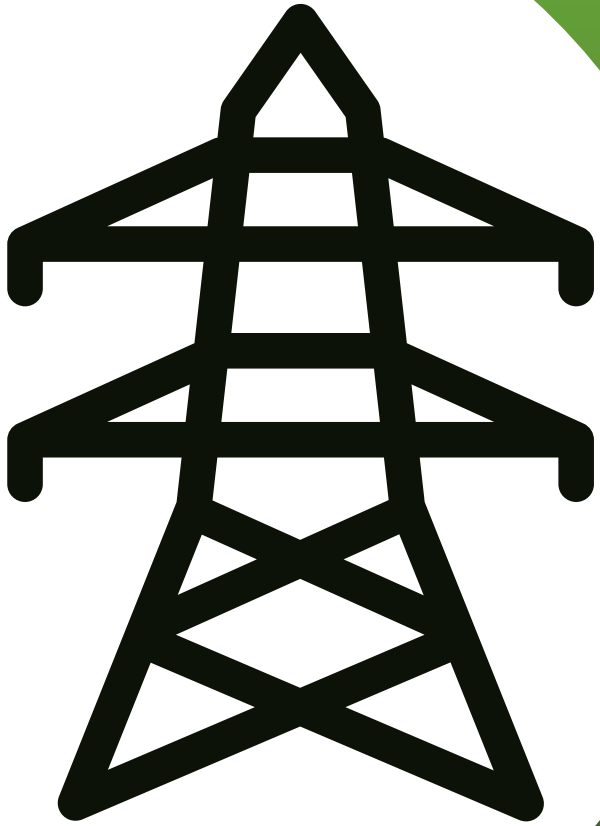
fannkuch-redux				
	Energy	Time	Ratio	Mb
(c) C ↓ <sub>2</sub>	215.92	6076	0.036	2
(c) C++ ↑ <sub>1</sub>	219.89	6123	0.036	1
(c) Rust ↓ <sub>11</sub>	238.30	6628	0.036	16
(c) Swift ↓ <sub>5</sub>	243.81	6712	0.036	7
(c) Ada ↓ <sub>2</sub>	264.98	7351	0.036	4
(c) Ocaml ↓ <sub>1</sub>	277.27	7895	0.035	3
(c) Chapel ↑ <sub>1</sub> ↓ <sub>18</sub>	285.39	7853	0.036	53
(v) Lisp ↓ <sub>3</sub> ↓ <sub>15</sub>	309.02	9154	0.034	43
(v) Java ↑ <sub>1</sub> ↓ <sub>13</sub>	311.38	8241	0.038	35
(c) Fortran ↓ <sub>1</sub>	316.50	8665	0.037	12
(c) Go ↑ <sub>2</sub> ↑ <sub>7</sub>	318.51	8487	0.038	2
(c) Pascal ↑ <sub>10</sub>	343.55	9807	0.035	2
(v) F# ↓ <sub>1</sub> ↓ <sub>7</sub>	395.03	10950	0.036	34
(v) C# ↑ <sub>1</sub> ↓ <sub>5</sub>	399.33	10840	0.037	29
(i) JavaScript ↓ <sub>1</sub> ↓ <sub>2</sub>	413.90	33663	0.012	26
(c) Haskell ↑ <sub>1</sub> ↑ <sub>8</sub>	433.68	14666	0.030	7
(i) Dart ↓ <sub>7</sub>	487.29	38678	0.013	46
(v) Racket ↑ <sub>3</sub>	1,941.53	43680	0.044	18
(v) Erlang ↑ <sub>3</sub>	4,148.38	101839	0.041	18
(i) Hack ↓ <sub>6</sub>	5,286.77	115490	0.046	119
(i) PHP	5,731.88	125975	0.046	34
(i) TypeScript ↓ <sub>4</sub> ↑ <sub>4</sub>	6,898.48	516541	0.013	26
(i) Jruby ↑ <sub>1</sub> ↓ <sub>4</sub>	7,819.03	219148	0.036	669
(i) Lua ↓ <sub>3</sub> ↑ <sub>19</sub>	8,277.87	635023	0.013	2
(i) Perl ↑ <sub>2</sub> ↑ <sub>12</sub>	11,133.49	249418	0.045	12
(i) Python ↑ <sub>2</sub> ↑ <sub>14</sub>	12,784.09	279544	0.046	12
(i) Ruby ↑ <sub>2</sub> ↑ <sub>17</sub>	14,064.98	315583	0.045	8

fasta				
	Energy	Time	Ratio	Mb
(c) Rust ↓ <sub>9</sub>	26.15	931	0.028	16
(c) Fortran ↓ <sub>6</sub>	27.62	1661	0.017	1
(c) C ↑ <sub>1</sub> ↓ <sub>1</sub>	27.64	973	0.028	3
(c) C++ ↑ <sub>1</sub> ↓ <sub>2</sub>	34.88	1164	0.030	4
(v) Java ↑ <sub>1</sub> ↓ <sub>12</sub>	35.86	1249	0.029	41
(c) Swift ↓ <sub>9</sub>	37.06	1405	0.026	31
(c) Go ↓ <sub>2</sub>	40.45	1838	0.022	4
(c) Ada ↓ <sub>2</sub> ↑ <sub>3</sub>	40.45	2765	0.015	3
(c) Ocaml ↓ <sub>2</sub> ↓ <sub>15</sub>	40.78	3171	0.013	201
(c) Chapel ↑ <sub>5</sub> ↓ <sub>10</sub>	40.88	1379	0.030	53
(v) C# ↑ <sub>4</sub> ↓ <sub>5</sub>	45.35	1549	0.029	35
(i) Dart ↓ <sub>6</sub>	63.61	4787	0.013	49
(i) JavaScript ↓ <sub>1</sub>	64.84	5098	0.013	30
(c) Pascal ↓ <sub>1</sub> ↑ <sub>13</sub>	68.63	5478	0.013	0
(i) TypeScript ↓ <sub>2</sub> ↓ <sub>10</sub>	82.72	6909	0.012	271
(v) F# ↑ <sub>2</sub> ↑ <sub>3</sub>	93.11	5360	0.017	27
(v) Racket ↓ <sub>1</sub> ↑ <sub>5</sub>	120.90	8255	0.015	21
(c) Haskell ↑ <sub>2</sub> ↓ <sub>8</sub>	205.52	5728	0.036	446
(v) Lisp ↓ <sub>2</sub>	231.49	15763	0.015	75
(i) Hack ↓ <sub>3</sub>	237.70	17203	0.014	120
(i) Lua ↑ <sub>18</sub>	347.37	24617	0.014	3
(i) PHP ↓ <sub>1</sub> ↑ <sub>13</sub>	430.73	29508	0.015	14
(v) Erlang ↑ <sub>1</sub> ↑ <sub>12</sub>	477.81	27852	0.017	18
(i) Ruby ↓ <sub>1</sub> ↑ <sub>2</sub>	852.30	61216	0.014	104
(i) JRuby ↑ <sub>1</sub> ↓ <sub>2</sub>	912.93	49509	0.018	705
(i) Python ↓ <sub>1</sub> ↑ <sub>18</sub>	1,061.41	74111	0.014	9
(i) Perl ↑ <sub>1</sub> ↑ <sub>8</sub>	2,684.33	61463	0.044	53

# RESEARCH PAPER

fannkuch-redux				
	Energy	Time	Ratio	Mb
(c) C $\Downarrow_2$	215.92	6076	0.036	2
(c) C++ $\Uparrow_1$	219.89	6123	0.036	1
(c) Rust $\Downarrow_{11}$	238.30	6628	0.036	16
(c) Swift $\Downarrow_5$	243.81	6712	0.036	7
(c) Ada $\Downarrow_2$	264.98	7351	0.036	4
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fasta				
	Energy	Time	Ratio	Mb
(c) Rust $\Downarrow_9$	26.15	931	0.028	16
(c) Fortran $\Downarrow_6$	27.62	1661	0.017	1
(c) C $\Uparrow_1 \Downarrow_1$	27.64	973	0.028	3
(c) C++ $\Uparrow_1 \Downarrow_2$	34.88	1164	0.030	4
(v) Java $\Uparrow_1 \Downarrow_{12}$	35.86	1249	0.029	41
(c) Swift $\Downarrow_9$	37.06	1405	0.026	31

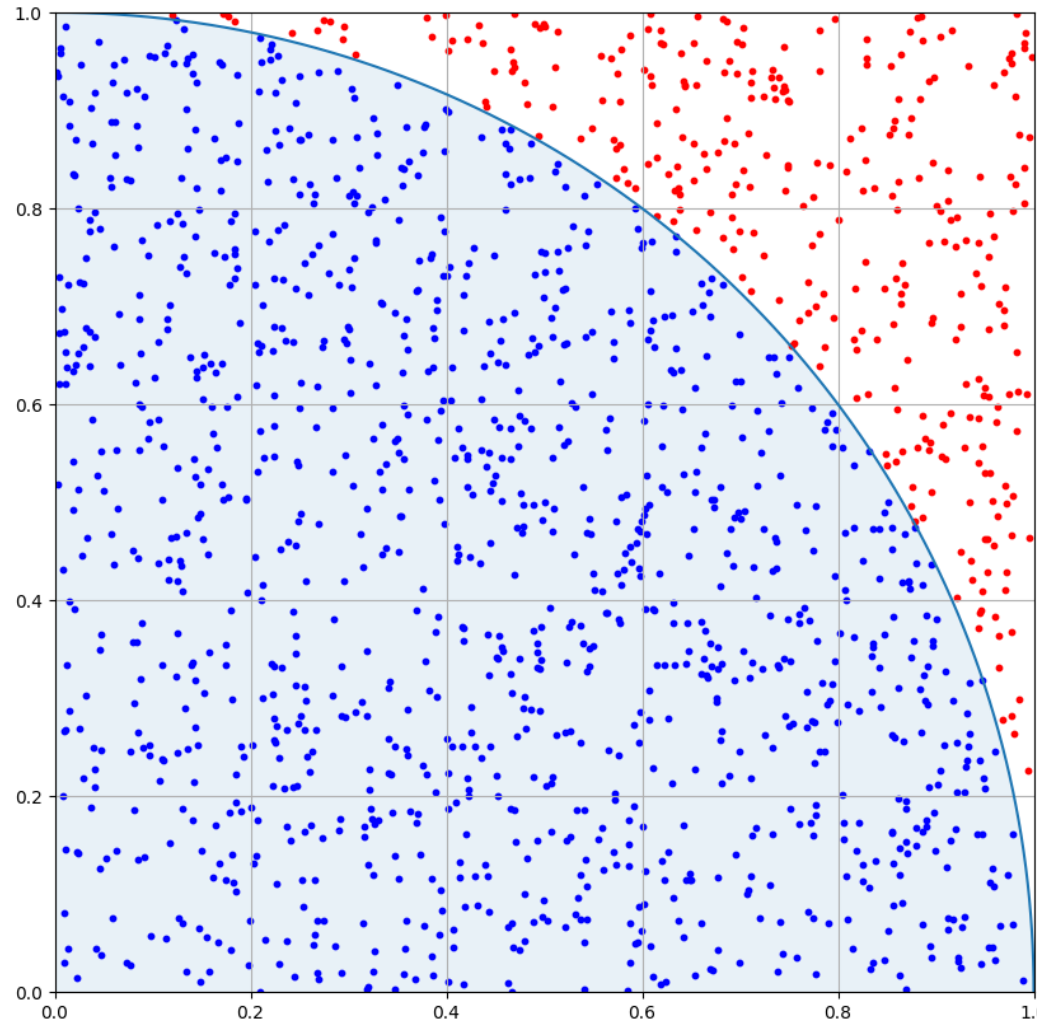


# THE ALGORITHMS



# Monte Carlo Simulation

$$\pi \approx \frac{\text{inside circle}}{\text{all points}} \cdot 4$$



$$\pi \approx \frac{1160}{1500} \cdot 4 = 3,0933$$

$$\pi \approx \frac{3921}{5000} \cdot 4 = 3,1368$$

$$\pi \approx \frac{39218}{50000} \cdot 4 = 3,1374$$

$$\pi \approx \frac{7855055}{10000000} \cdot 4 = 3,1420$$

# Monte Carlo Simulation

```
auto montecarlo_pi(const int num_iterations)
{
    auto rand = std::random_device();
    auto random_engine = std::default_random_engine(rand());
    auto uniform_dist = std::uniform_real_distribution(0.0, 1.0);

    auto count_inside = 0;
    for (int i = 0; i < num_iterations; ++i)
    {
        const auto x = uniform_dist(random_engine);
        const auto y = uniform_dist(random_engine);
        if ((x * x + y * y) <= 1.0)
        {
            ++count_inside;
        }
    }

    return 4.0 * count_inside / static_cast<double>(num_iterations);
}
```

# Monte Carlo Simulation

```
auto montecarlo_pi(const int num_iterations)
{
    auto rand = std::random_device();
    auto random_engine = std::default_random_engine(rand());
    auto uniform_dist = std::uniform_real_distribution(0.0, 1.0);

    auto count_range = std::views::iota(0, num_iterations)
        | std::views::filter([&](const auto) {
            const auto x = uniform_dist(random_engine);
            const auto y = uniform_dist(random_engine);
            return (x * x + y * y) <= 1.0;
        });

    return 4.0 * std::ranges::distance(count_range) / static_cast<double>(num_iterations);
}
```

# Monte Carlo Simulation

```
def monte_carlo_pi(num_iterations):  
    inside_circle = 0  
  
    for _ in range(num_iterations):  
        x = random.uniform(0, 1)  
        y = random.uniform(0, 1)  
  
        if x * x + y * y <= 1.0:  
            inside_circle += 1  
  
    return 4.0 * inside_circle / num_iterations
```



# ADLER-32 CHECKSUM

```
uint32_t Adler32(const std::vector<uint8_t>& data)
{
    constexpr uint32_t mod_adler = 65521;

    uint32_t a = 1;
    uint32_t b = 0;

    for (size_t i = 0; i < data.size(); ++i)
    {
        a = (a + data[i]) % mod_adler;
        b = (b + a) % mod_adler;
    }

    return (b << 16) | a;
}
```

# ADLER-32 CHECKSUM

```
uint32_t Adler32::Adler32(const std::vector<uint8_t>& data)
{
    constexpr uint32_t mod_adler = 65521;

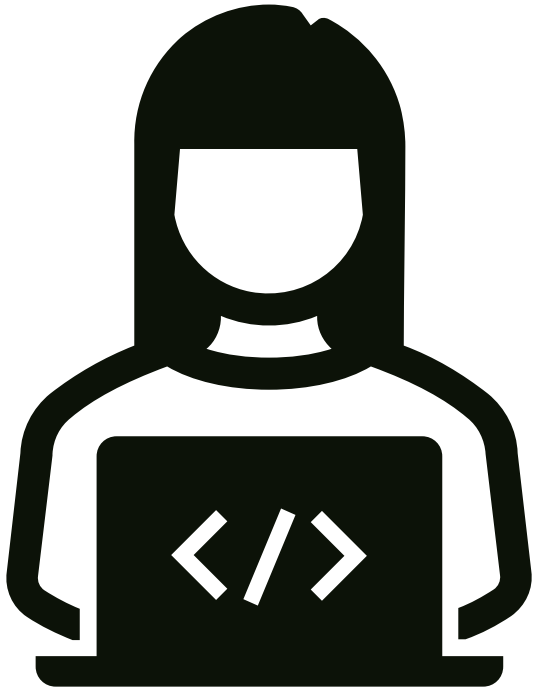
    uint32_t a = 1;
    const auto b = std::ranges::fold_left(data, 0, [&](const auto sum, const auto d) {
        a = (a + d) % mod_adler;
        return (sum + a) % mod_adler;
    });

    return (b << 16) | a;
}
```

# ADLER-32 CHECKSUM

```
def adler32(data):  
    mod_adler = 65521  
    a = 1  
    b = 0  
  
    for byte in data:  
        a = (a + byte) % mod_adler  
        b = (b + a) % mod_adler  
  
    return (b << 16) | a
```





# MEASUREMENTS



# PROGRAMMING LANGUAGE CATEGORIES

machine code

byte code

interpreted code

manual memory

garbage collector

C++

Java

Lisp

# CHOSEN PROGRAMMING LANGUAGES

C

D

Ruby

Kotlin

C++

Rust

Elixir

Typescript

C#

Python

Java

Lua

# MEASUREMENT SETUP

- All code runs within Windows Subsystem for Linux 2
- 8 GB RAM
- Intel Core i7-7700K Cpu @ 4.20 GHz with 8 cores
- Monte Carlo Pi for 10 million iterations
- Adler32 checksum for 50 MB data

# CODE CARBON

- [CodeCarbon Python Extension](#)
  - CodeCarbon assumes 3 Watts for 8 GB of RAM
  - Tracks Intel and AMD processors energy consumption
    - Directly via Intel Power Gadget, RAPL files or the powermetrics tool
    - Fallback: 50 % of TDP of the processor
  - Nvidia GPUs are tracked via pynvml
  - CO<sub>2</sub> emission via energy mix per [country](#)
- Compilation is not part of the measurement
- Periphery is also not measured



# CODE CARBON CODE

```
from codecarbon import EmissionsTracker
import os
import subprocess

os.system("dotnet build -c Release ./csharp/MonteCarloPi") # compilation step (not measured)
with EmissionsTracker(project_name="csharp") as tracker:
    os.system("dotnet run -c Release --project ./csharp/MonteCarloPi/") # execution step (measured)

with EmissionsTracker(project_name="python") as tracker:
    os.system("python3 python/montecarlopi.py")

...
```

# CODE CARBON OFFLINE MODE

```
from codecarbon import OfflineEmissionsTracker
import os
import subprocess

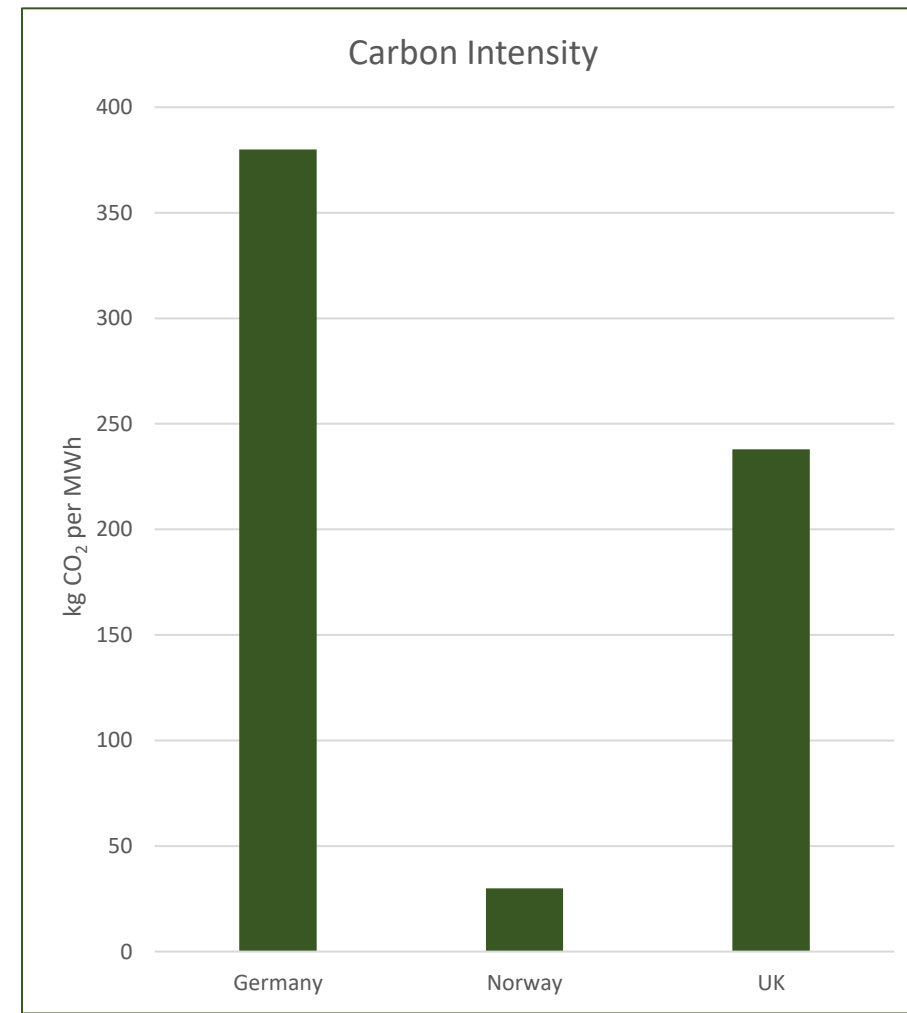
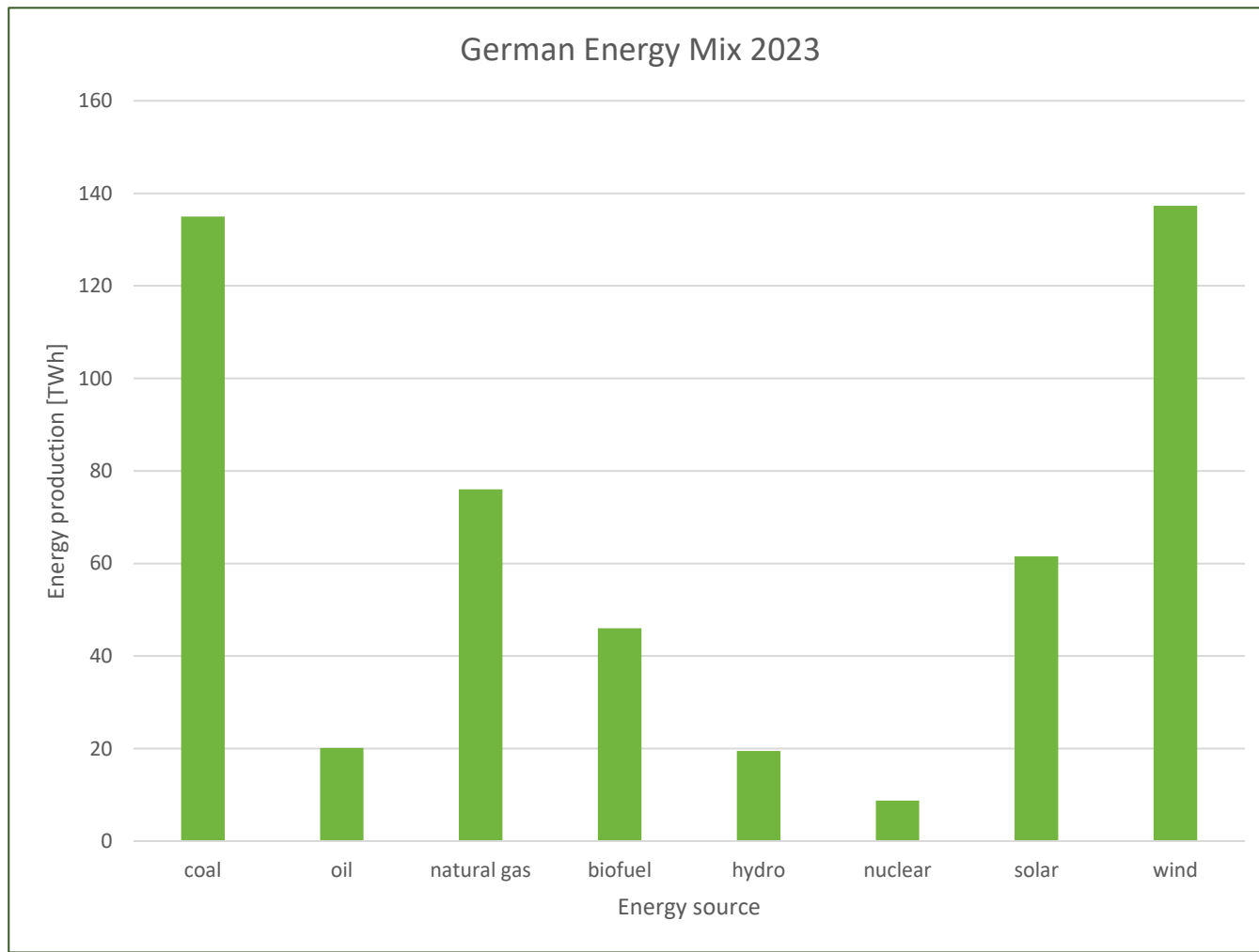
os.system("dotnet build -c Release ./csharp/MonteCarloPi") # compilation step (not measured)
with OfflineEmissionsTracker(project_name="csharp", country_iso_code="NOR") as tracker:
    os.system("dotnet run -c Release --project ./csharp/MonteCarloPi/") # execution step (measured)
```

# HOW ARE CO<sub>2</sub> EMISSIONS CALCULATED

Energy Source	Carbon Intensity (kg/MWh)
Coal	995
Petroleum	816
Natural Gas	743
Geothermal	38
Hydroelectricity	26
Nuclear	29
Solar	48
Wind	26

Example country: 60 % coal, 40 % solar: 616.2 kg CO<sub>2</sub> / MWh

# ENERGY MIXES



# CLOUD PROVIDERS

- [Google Cloud CO<sub>2</sub> emissions](#)
- [Renewable energy only AWS regions](#)
- [AWS carbon footprint dashboard](#)
- [Emissions Impact Dashboard for Azure](#)



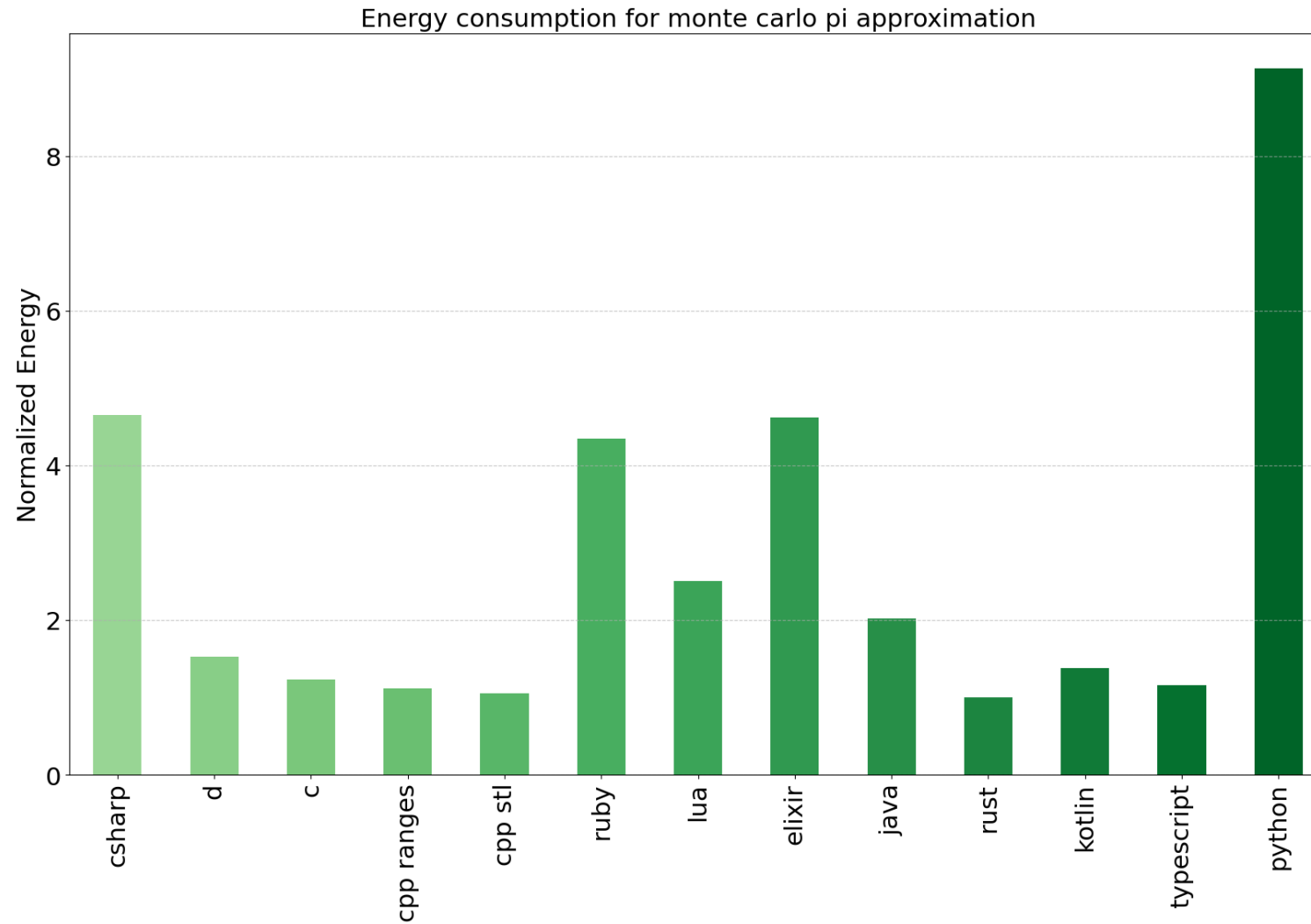


# RESULTS

# RESULTS

1 normalized energy unit Monte Carlo Pi	3.48e-6 kWh
CO <sub>2</sub> emission MonteCarlo (Germany)	1.33 mg CO <sub>2</sub>
CO <sub>2</sub> emission MonteCarlo (Norway)	0.10 mg CO <sub>2</sub>
CO <sub>2</sub> emission MonteCarlo (UK)	0.83 mg CO <sub>2</sub>

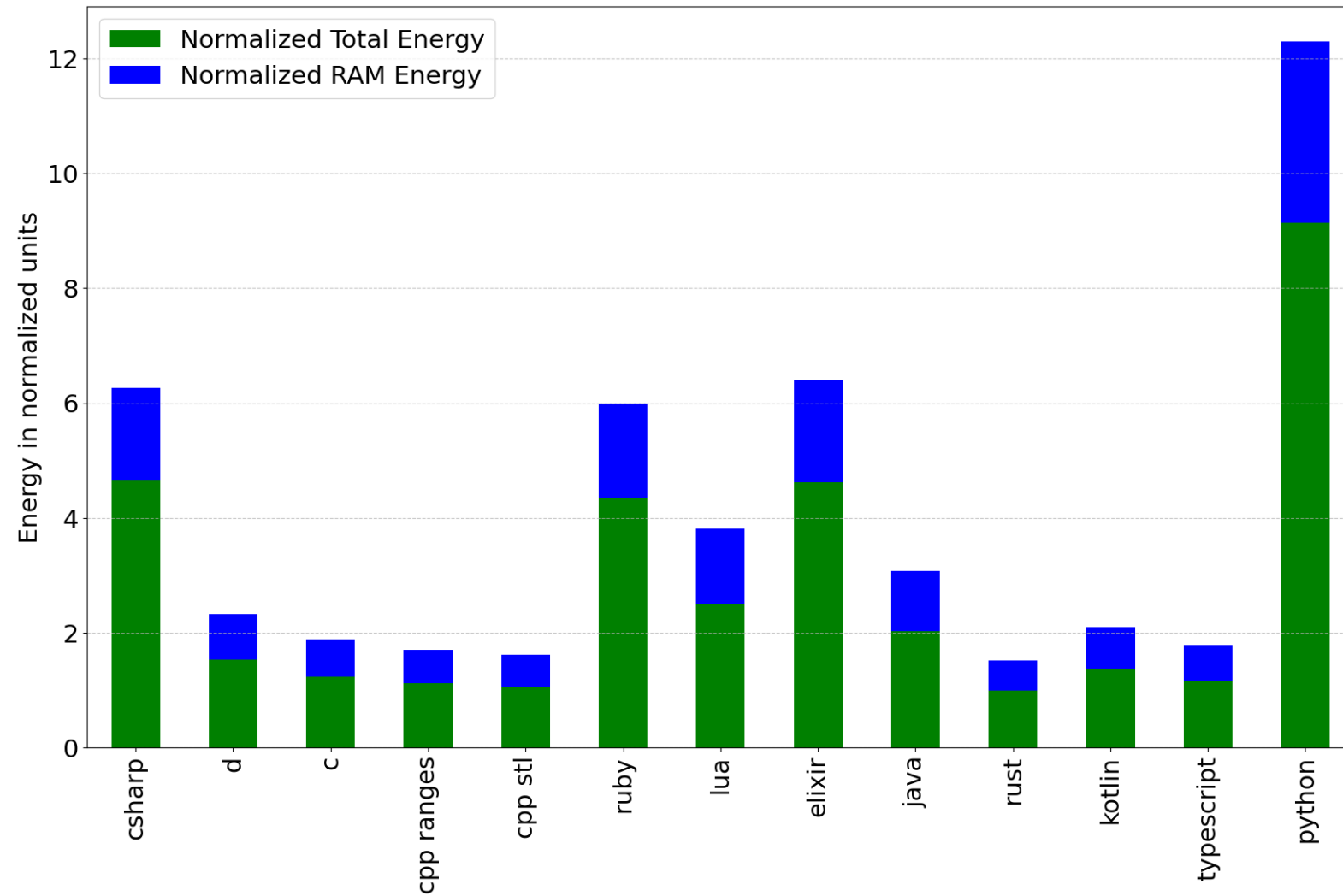
# RESULTS MONTE CARLO PI



# RESULTS MONTE CARLO PI

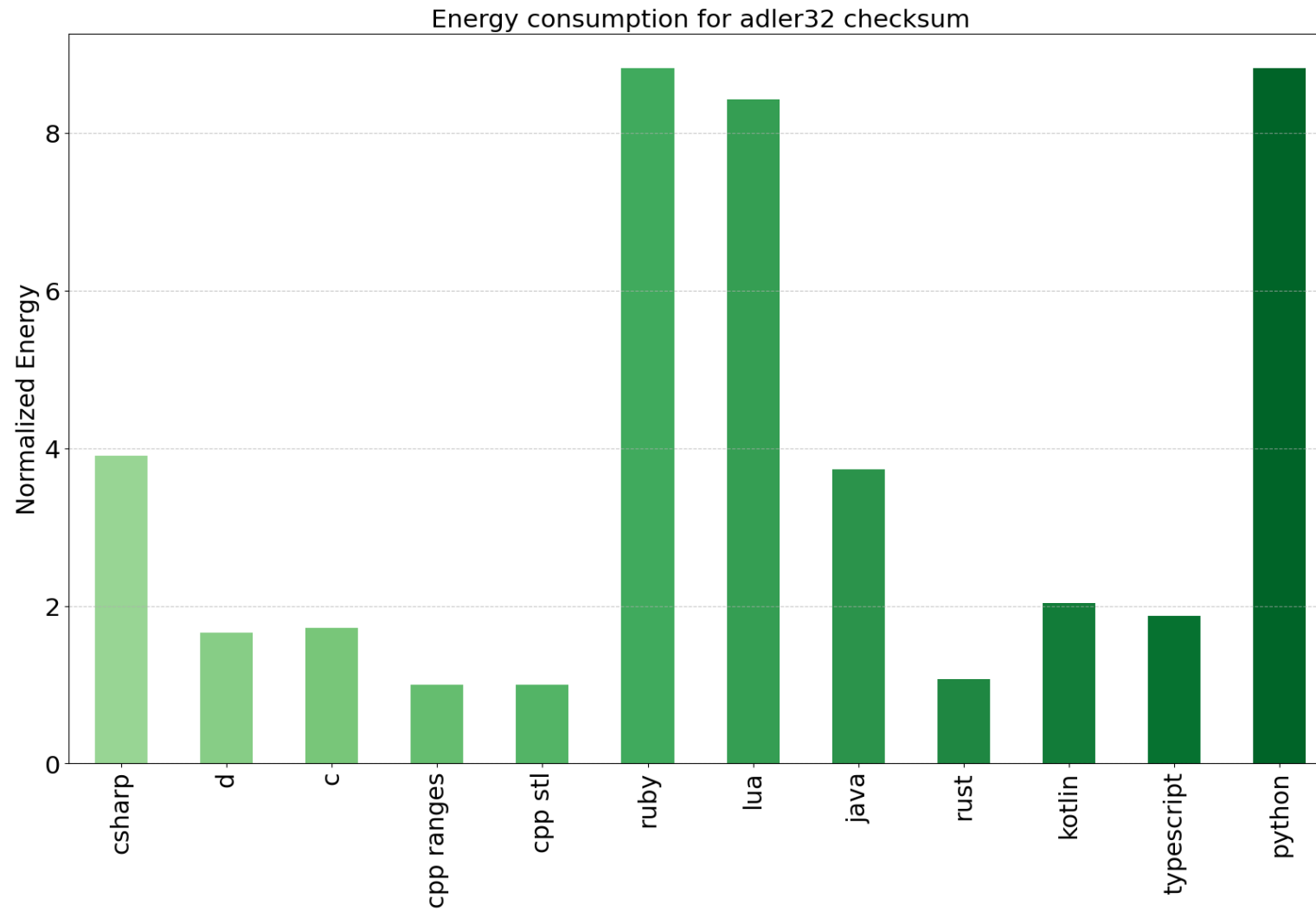
Language	Norm. total energy	Norm. RAM energy
C++	1.06	0.55
C++ with ranges	1.12	0.59
C	1.24	0.65
Rust	1.00	0.52
D	1.53	0.80
Typescript	1.17	0.61
Kotlin	1.38	0.72
Python	9.13	3.16
Ruby	4.35	1.65
Lua	2.50	1.31
Elixir	4.62	1.78
Java	2.02	1.06
C#	4.65	1.62

# RESULTS MONTE CARLO PI





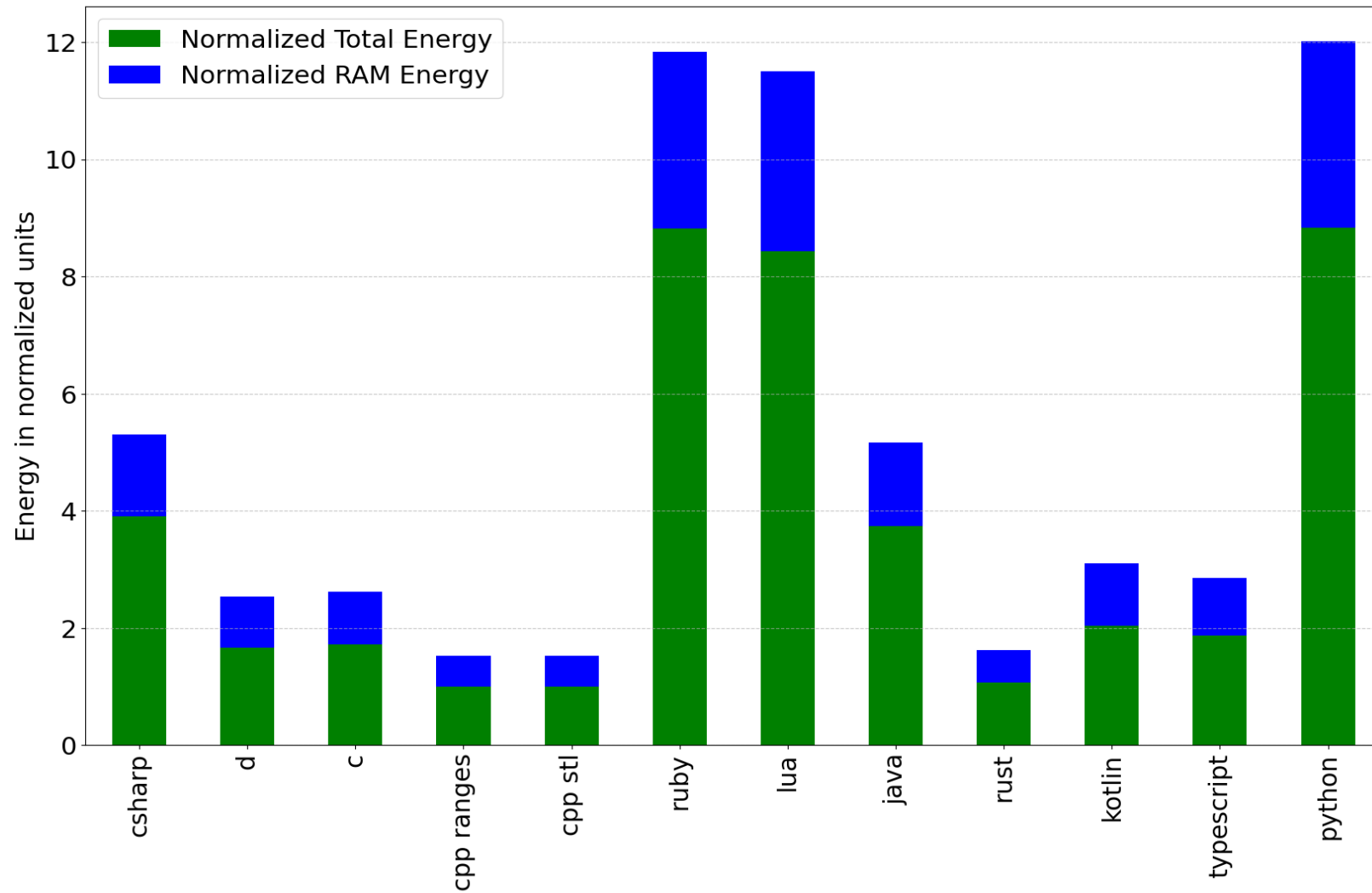
# RESULTS ADLER32

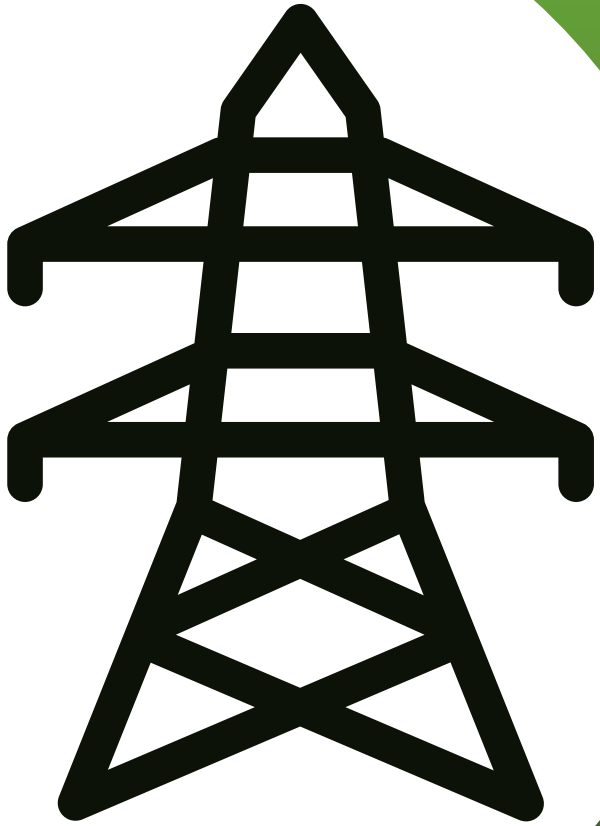


# RESULTS ADLER32

Language	Norm. total energy	Norm. RAM energy
C++	1.00	0.52
C++ with ranges	1.00	0.53
C	1.72	0.90
Rust	1.07	0.56
D	1.66	0.87
Typescript	1.88	0.98
Kotlin	2.04	1.07
Python	8.83	3.19
Ruby	8.83	3.01
Lua	8.43	3.08
Java	3.74	1.43
C#	3.91	1.39

# RESULTS ADLER32





EVALUATION

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- Duration is the main driver of energy consumption
- RAM is a small contributing factor

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- Use optimized libraries
- Alternative implementations of your language

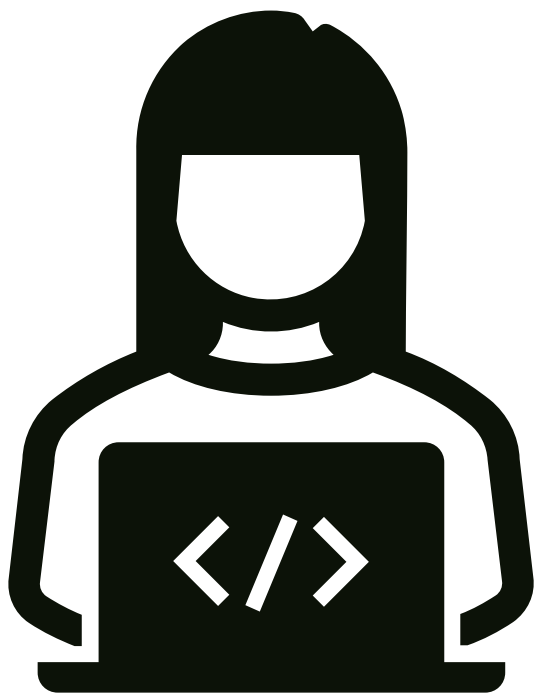
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- Best energy footprint: C, C++
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- Choose the right language for the purpose
- Use optimized libraries
- Alternative implementations of your language
- Analyze runtime complexity of your algorithm



# EVALUATION

- Duration is the main driver of energy consumption
- RAM is a small contributing factor
- Best energy footprint: C, C++
- Efficient compilers lead to efficient programs
- No large rewrites
- Choose the right language for the purpose
- Use optimized libraries
- Alternative implementations of your language
- Analyze runtime complexity of your algorithm
- Not every program needs to be optimal

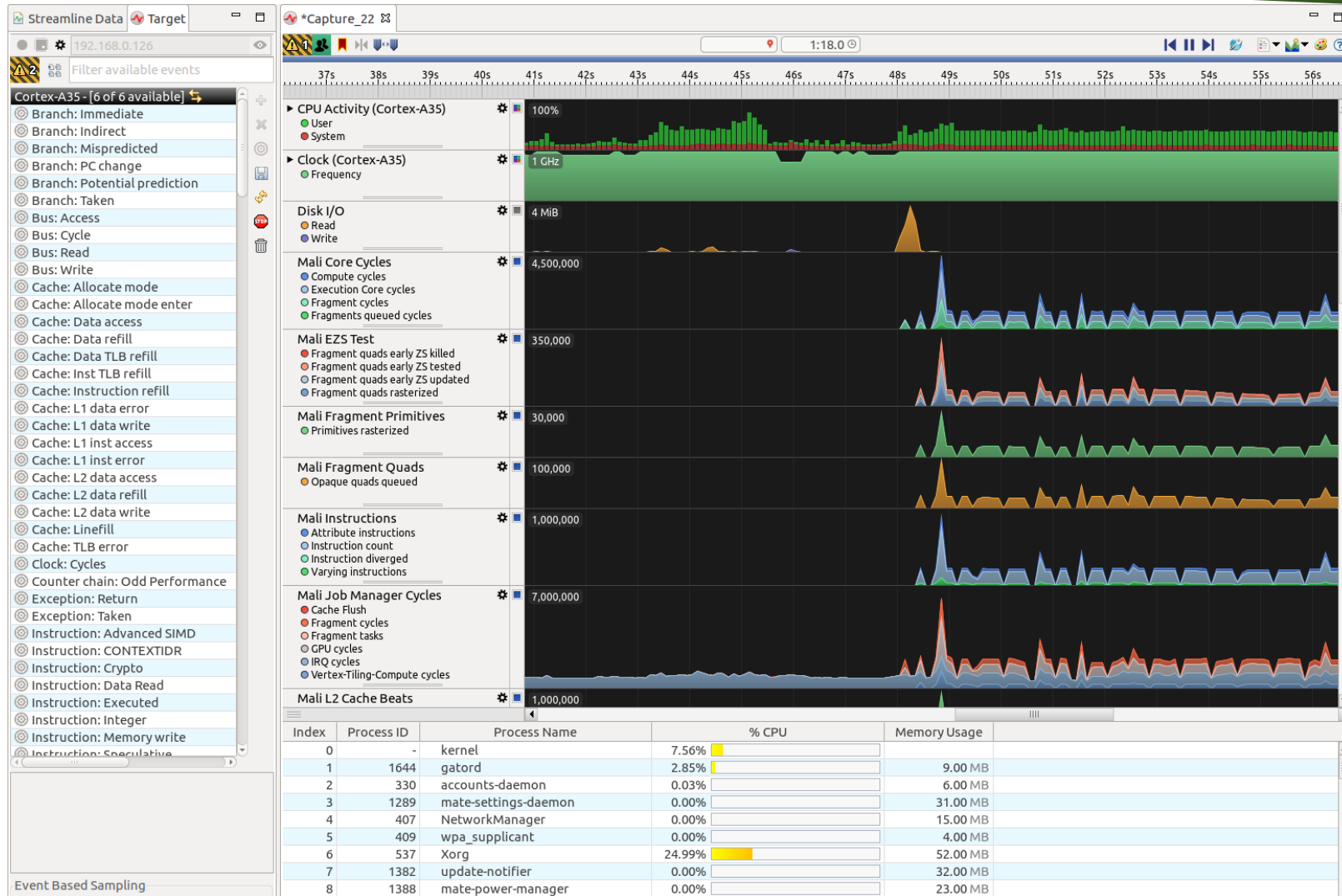


TOOLS

# INTEL PERFORMANCE COUNTER MONITOR

Intel(r) UPI data traffic estimation in bytes (data traffic coming to CPU/socket through UPI links):										
		UPI0	UPI1	UPI2	UPI3		UPI0	UPI1	UPI2	UPI3
SKT	0	43 M	41 M	42 M	41 M		0%	0%	0%	0%
SKT	1	49 M	46 M	47 M	45 M		0%	0%	0%	0%
-----										
Total UPI incoming data traffic: 359 M      UPI data traffic/Memory controller traffic: 0.00										
Intel(r) UPI traffic estimation in bytes (data and non-data traffic outgoing from CPU/socket through UPI links):										
		UPI0	UPI1	UPI2	UPI3		UPI0	UPI1	UPI2	UPI3
SKT	0	131 M	125 M	128 M	122 M		0%	0%	0%	0%
SKT	1	126 M	121 M	124 M	119 M		0%	0%	0%	0%
-----										
Total UPI outgoing data and non-data traffic: 999 M										
MEM (GB) ->     READ       WRITE     PMM RD   PMM WR   CPU energy   DIMM energy   UncFREQ (Ghz)										
SKT	0	253.83	0.10	0.00	0.00		307.19	34.67		2.00
SKT	1	253.27	0.08	0.00	0.00		305.08	27.96		2.00
-----										
	*	507.10	0.18	0.00	0.00		612.27	62.63		2.00

# ARM DEVELOPMENT STUDIO

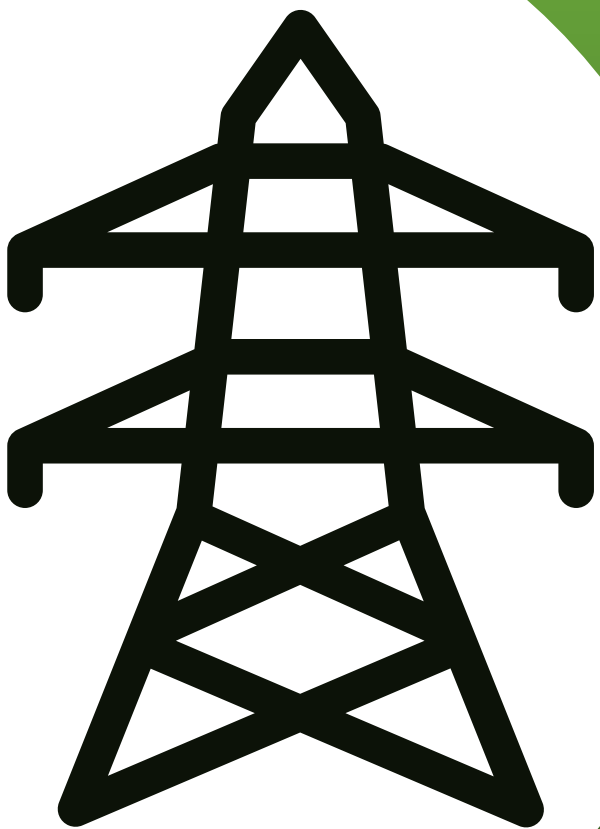


```

19 export class TypescriptParser {
27   static traverseSourceFile( Energy Consumption (self): 0 mJ (0.00%)
32   }
33   ) {
34     const { enter, leave } = callback
35
36     traverseNode(sourceFile)
37
38     function traverseNode(node: ts.Node) { Energy Consumption (self): 0.046052476265895426 mJ (0.05%)
39       enter(node)
40       ts.forEachChild(node, traverseNode)
41       leave(node)
42     }
43   }
44
45   static posToLoc(sourceFile: ts.SourceFile) CPU Time (self) 6290 µs : 0.
46     const lineAndChar = sourceFile.getLine CPU Time (summed up) 18925 µs
47
48     return { CPU Time (own code) 12551 µs
49       line: lineAndChar.line + 1, CPU Time (libraries) 84 µs
50       column: lineAndChar.character CPU Time (node internal) 0 µs
51     } Energy Consumption (self) 0.04700711648250533 mJ
52   } Energy Consumption (summed up) 0.1221168650037431 mJ
53   Energy Consumption (own code) 0.07510974852123786 mJ
54   static isProgramStructureType (node: ts.Node) { Energy Consumption (self): 0.04700711648250533 mJ (0.
55     return ts.isFunctionDeclaration(node) ||
56     ts.isFunctionExpression(node) ||

```

type	value	unit
profilerHits	714	
CPU Time (self)	6290	µs
CPU Time (summed up)	18925	µs
CPU Time (own code)	12551	µs
CPU Time (libraries)	84	µs
CPU Time (node internal)	0	µs
Energy Consumption (self)	0.04700711648250533	mJ
Energy Consumption (summed up)	0.1221168650037431	mJ
Energy Consumption (own code)	0.07510974852123786	mJ



MORE THAN CO<sub>2</sub>



# WATER USAGE

- Data center consume water in two ways
  - Indirectly through using power
  - Directly cooling and humidification
- Data Centers are in the top 10 water-consuming commercial industries in the US
- Areas with lots of renewable energy in the US are often water stress regions
- [Nature study](#) estimates 57 % consumption drawn from drinking water (2019)

# WATER USAGE

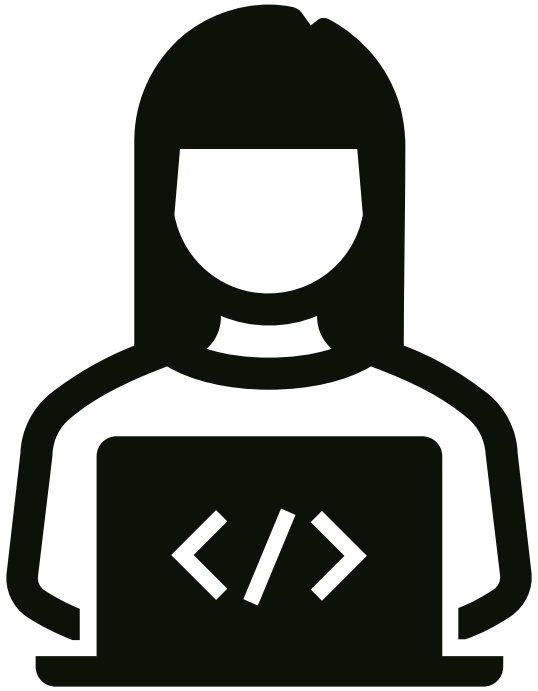
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# WATER USAGE MITIGATION

- All major cloud providers have pledged to be „water positive“ by 2030
- Personal contribution: Efficient software and choice

# HARDWARE MANUFACTURING

- New server: up to 1750 kg CO<sub>2</sub> due to mining, manufacturing and transport
- Some raw materials used for IT equipment are scarce
- Mitigation: Green software and choice



# GOING GREENER

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- Green Software by design

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- Green Software by design
- Green Requirements



# GOING GREENER

- Green Software by design
- Green Requirements
- Rethink accuracy of stored data

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- Clean up code

# GOING GREENER

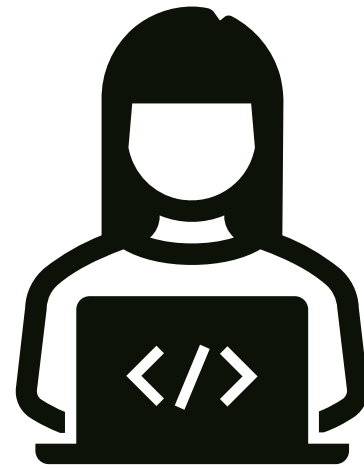
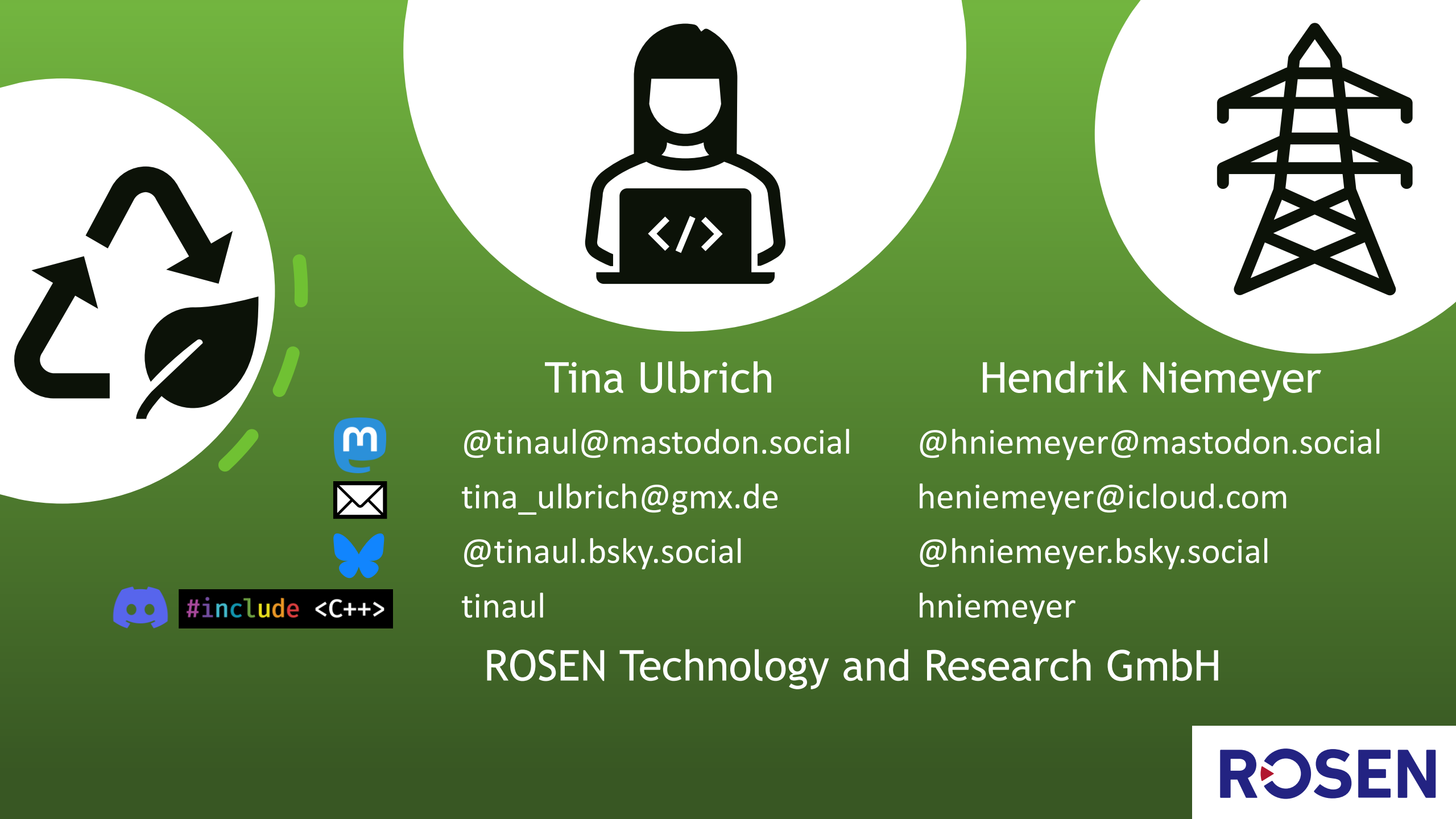
- Green Software by design
- Green Requirements
- Rethink accuracy of stored data
- Move to data centers that use renewable energy
- Clean up code
- Clean up data



# CONCLUSION

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- Worldwide energy consumption is on the rise
- AI needs a lot of energy
- Fastest programming languages are the most efficient
- Runtime and CPU usage is most important
- Optimize for what you need
- Measure energy consumption of your program
- Water consumption and new IT equipment also contribute to environmental damage
- Lots of steps can be taken already to go greener
- Contribute to a greener future by keeping sustainability in mind



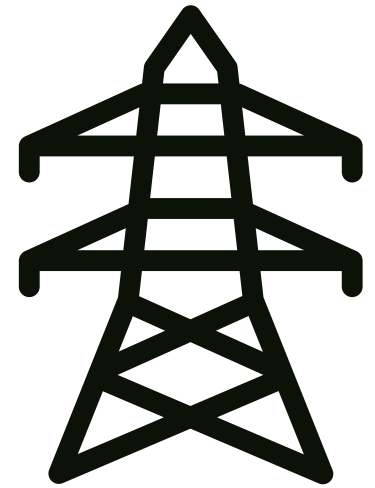
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