

REDUCING ENERGY USE IN MEDIA NETWORKS

AGENDA & INTRO

Introduction



Networks & Media energy consumption



Research, Standardization & Industry



What can you do?



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Working at TNO for the past 4 years



Focussing mainly on video compression & streaming



Working on everything from TV, VR to AR



More recently turning towards sustainability in networks

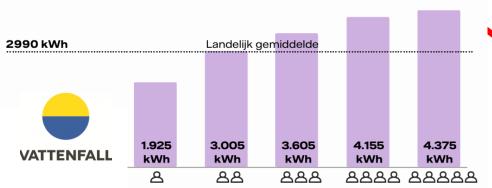
HOW MUCH ENERGY DO NETWORKS USE IN NL?





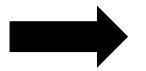


NS used 1,346 GWh in 2019





KPN Networks used 580 GWh in 2019





~290.000 Dutch houses use in a year



VDF Ziggo Networks used 295 GWh in 2019

Equivalent to 5th largest Dutch city between Utrecht and Eindhoven

OVERALL MEDIA IS A HUGE CONTRIBUTOR





By 2022, Internet video will represent 82% of all business Internet traffic, VR/AR traffic will increase twelvefold, and Internet video surveillance traffic will increase sevenfold.¹³

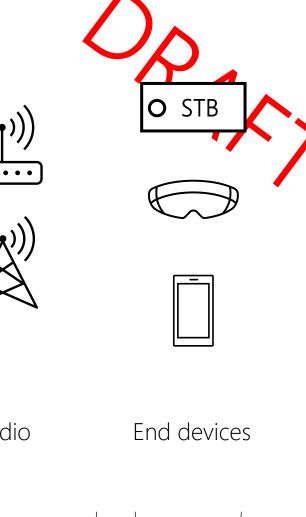
AR

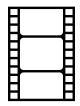
VR

8K+

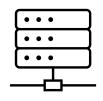
New media formats are expected to be in the market soon and will have higher bitrates than before

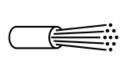
MEDIA USES ENERGY IN THE WHOLE CHAIN













Encoders

Data Centres/Cloud

CDNs

Network infrastructure

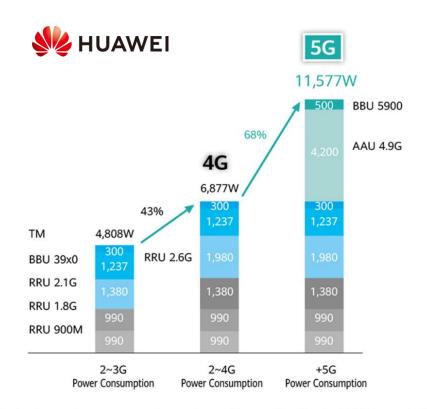
Radio

Preparation

Storage & Distribution

Decoding & Consumption

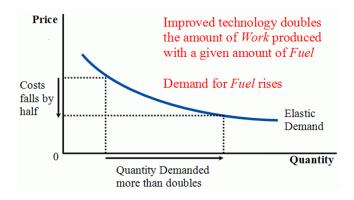
NEXT GEN COMMUNICATIONS & MEDIA



Typical maximum power consumption of a single 5G base station

Base stations will provide considerable bandwidth gains

Jevons Paradox: the observation that improved efficiency can increase overall consumption by making an activity cheaper and thus more scalable or accessible



Energy per bit goes down, but number of bits explodes

GREEN ENERGY IS SILVER, REDUCING IS GOLD

- Green is great!
 - It really is!
 - Investment from large tech companies drives the price of renewables down and makes it more accessible
- But by using green today, it means others must source their energy from non-renewables
- Therefore reducing energy consumption is still key, along with other benefits:



Useful for marketing



Reduce OPEX costs



Complying with (future) regulations

KPN blijft in de Dow Jones Sustainablity Index

VodafoneZiggo introduceert nieuwe CSRstrategie voor 2025: People Planet Progress



INDUSTRY RESPONSE: STANDARDIZATION/FORA







Standardization



Green Future Networks Project

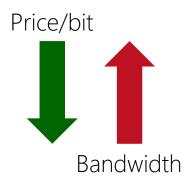


MEMBERS' CLIMATE DISCLOSURE MOBILE INDUSTRY
PATHWAY TO
ZERO EMISSIONS

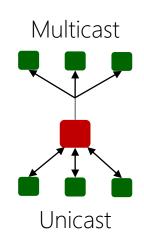
MEMBERS' EMISSIONS TARGET SETTING

Industry Fora

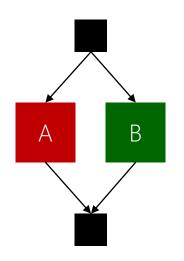
WHAT ARE SOME OF THE QUESTIONS FOR MEDIA



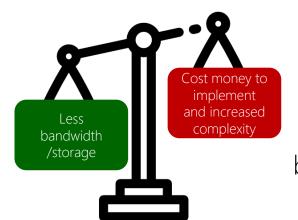
Will 5G mean more or less energy consumption as we have higher bandwidth and more use cases?



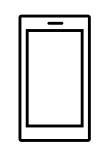
What protocols are energy efficient?
Ex. Unicast vs Multicast



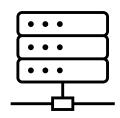
Green SDN: how to route traffic in a greener way through "green nodes"



How does energy use change along the media delivery pipeline with better video compression?







OTHER INDUSTRIES ARE ALREADY ATTACKING THE PROBLEM

WHAT CAN YOU DO?

THE DUTCH MEDIA INDUSTRY CAN MAKE AN IMPA

Change of encoding/streaming parameters

Better compression (new parameters & codecs)

New signalling that can reduce decoder energy usage

Change of buffer behaviour to avoid unnecessary streaming

Reduction of energy consumed on applications

Reduce number of connections established

Reduce number of unnecessary assets retrieved

Avoiding unnecessary streaming (asking clients if still watching)

Redrawing of architectures

Reduce number of servers (moving to virtualization)

Reduction in data transfers

Data transfers at specific times of the day

New business policies

Change of availability of recordings (less time is less server space)

Energy inefficient features are charged to customers

Procurement to HW manufacturers that recycle their equipment

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