
**Information technology —
Information technology sustainability
— Energy efficient computing
models —**

**Part 1:
Guidelines for energy effectiveness
evaluation**

*Technologies de l'information — Disponibilité des technologies de
l'information — Modèles informatisés à efficacité énergétique —*

*Partie 1: Lignes directrices pour l'évaluation de l'effectivité
énergétique*

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, Subcommittee SC 39, *Sustainability for and by Information Technology*.

A list of all parts of the ISO/IEC 30132 series can be found on the ISO website.

Introduction

The world is experiencing explosive growth of data from mobile client devices, cloud services, social networks, online television, the Internet of things, big data and from traditional enterprise computing. The growth of data has been accompanied by a growth in the energy usage and carbon footprint of IT along with increased costs. Much research has been performed regarding energy management for the last two decades, most focusing on the evaluating and improving energy efficiency of individual components or systems such as processors, memory, wireless networks base stations, laptops, supercomputers, data centres, handheld devices and so on. However, several disparate systems, or systems of systems, collectively use energy to accomplish a given task and satisfy service-level expectations. Consider, for example, someone who takes a photo with a smartphone and posts it to a social network for their friends to view. Taking and transmitting the photo consumes energy from the smartphone while the data transfer, processing and storage consumes energy too. Likewise, when friends view the photo, that activity will consume additional energy. To improve energy effectiveness, it is necessary to consider the end-to-end energy use of a task or service involving multiple systems.

The ISO/IEC 30132 series provides guidelines for the end-to-end evaluation of energy effectiveness of a reference computing model and suggestions for determining the energy effectiveness of a computing model. This document comprises guidelines for energy effectiveness evaluation, including a reference computing model that includes end-to-end data transfer, processing and storage.

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Information technology — Information technology sustainability — Energy efficient computing models —

Part 1: Guidelines for energy effectiveness evaluation

1 Scope

This document establishes guidelines for improving the energy effectiveness for computing models. Specifically, this document provides

- a reference computing model for evaluating end-to-end energy effectiveness,
- a holistic framework for evaluating the applicability of energy effectiveness improving technologies, and
- guidelines for evaluating energy effectiveness.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 13273-1 and the following apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <https://www.iso.org/obp/>

3.1

energy effectiveness

end-to-end total amount of data transferred, processed and stored per unit energy of a computing model

4 Abbreviated terms

ARP	address resolution protocol
BNG	broadband network gateway
DHCP	dynamic host configuration protocol
DSL	digital subscriber loop
DSLAM	DSL access multiplexer
FTTN	fibre-to-the-node
FTTP	fibres-to-the-premises

HSPA	high speed packet access
ICMP	internet control message protocol
ICT	information and communication technology
ISP	internet service provider
NIC	network interface card
OLT	optical line terminal
ONU	optical network unit
PON	passive optical network
PtP	point-to-point
QoS	quality of service
UMTS	universal mobile telecommunications system
WDM	wavelength-division multiplexing

5 Reference computing model for end-to-end energy effectiveness evaluation

5.1 Overview of computing models

This subclause provides a survey of trends for various computing models.

In the traditional client-server computing model, clients are connected to servers via networks such as the Internet. In this paradigm, a server is a computer system that selectively shares its resources, whereas a client is a computer that initiates requests to a server in order to use its resources.

However, the emergence of new computing models such as cloud computing and the Internet of things, along with new devices such as mobile phones, tablets, wearables and Internet connected sensors introduce new considerations for both computing models and determining energy effectiveness.

Additionally, data is now transported over traditional wired networks and over high- and low-speed wireless networks. Some client devices only support wireless networks.

Energy effectiveness has traditionally been viewed on a per device-category basis, but now it is important to look at energy effectiveness from an end-to-end perspective that includes all the devices, sub-systems and software that delivers a given set of functionalities (also known as a service).

New paradigms for the creation and use of data also affect energy effectiveness end-to-end. For example, many users have their data on multiple devices and synchronization between client devices and servers has become common practice. This means the same data may reside on multiple devices. On the other hand, some applications retrieve and display data on the client device only as needed. This scenario increases loads on networks, servers and storage, which may increase energy consumption.

The shift to mobile client devices and the shift to cloud computing, along with increases in the total number of connected devices have driven a dramatic increase in the number of data centres and faster, higher capacity networks with a corresponding increase in energy use, while client devices continue to improve their energy effectiveness. Customer expectations for highly available, responsive services may cause servers, storage and networking equipment to stay at high power states longer, possibly conflicting with power management schemes and energy effectiveness goals. New technologies such as push notifications also increase data and energy use across systems.

Therefore, energy effectiveness assessments should identify all of the energy consuming components in the computing model. The energy effectiveness of networks is calculated using manufacturers' data on equipment energy consumption for a range of typical types of equipment in networks. The manufacturers' data can include the amount of energy consumption in various states of equipment such as idle, active and fully utilized state. This approach enables an overall model of network power consumption to be constructed and provides a platform for predicting the growth in power consumption as the number of users and access rate per user increase[23].

[Figure 1](#) shows a high level representation of the network model of the Internet. In [Figure 1](#), the Internet is segmented into three major components: access network, metro network and core network with data centres. The model is an abstract representation of the Internet and, as such, does not include much of the fine detail of the Internet's true structure and topology. The model does account for the typical hop count for packets that traverse the Internet[24].

The refinement to include a more realistic representation of the Internet's topology is ongoing. The access network connects individual users to their local exchanges. Some of the typical access network technologies, such as digital subscriber loop (DSL) to deliver packets through fixed-line telephone service, fibres-to-the-premises (FTTP) installations to provide shared passive optical network (PON) or a point-to-point (PtP) Ethernet connection. In a PON, a single fibre from the network node feeds one or more clusters of users by using a passive optical splitter. An optical line terminal (OLT) is located at the local exchange to serve many access modems or optical network units (ONUs) located at each user. ONUs communicate with the OLT in a time division multiplexing, with the OLT assigning time slots to each ONU based on its relative demand. In a PtP access network, each ONU is directly connected to the local exchange with a dedicated fibre to the exchange. In areas where the copper pairs are in good condition, a fibre-to-the-node (FTTN) technology may be used. This technology uses a dedicated fibre from the local exchange to a DSL access multiplexer (DSLAM) located in a street cabinet close to a cluster of users. A high-speed copper pair technology, such as very-high-speed DSL, is used from the cabinet to the users. In areas where copper and fibre are not available or feasible, wireless can provide Internet access. Technologies for the wireless access include WiMAX, high speed packet access (HSPA), and universal mobile telecommunications system (UMTS). For wireless access, a wireless modem, located in the user, communicates with a local wireless base station which, in turn, is connected to the central office[23].

The central offices in a city are connected to each other and to other cities via the metro/edge network. This network also provides connection points for Internet service providers (ISPs). The metro and edge network serves as the interface between the access and core networks. The metro and edge network includes edge Ethernet switches, broadband network gateway (BNG) and provider edge routers. Edge Ethernet switches concentrate traffic from a large number of access nodes uplink to two or more BNG routers. The edge switch connects to two or more BNG routers to provide redundancy. The BNG routers perform access rate control, authentication and security services, and connect to multiple provider edge routers to increase reliability. The provider edge routers connect to the core of the network[23].

The core network comprises a small number of large routers in major population centres. These core routers perform all the necessary routing and also serve as the gateway to neighbouring core nodes. The core routers of any one network are often highly meshed, but only have few links to the networks of other providers. High-capacity wavelength-division multiplexed (WDM) fibre links interconnect these routers and connect to networks of other operators[23].