



# Climate Change

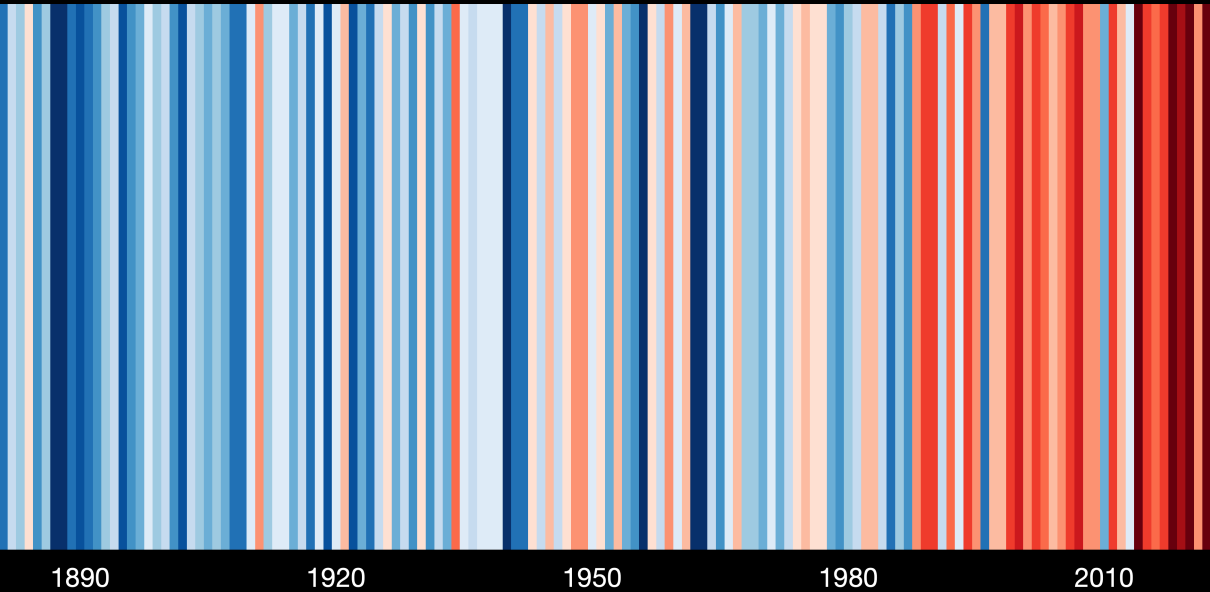
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# Climate Change

- ▶ Caused by emission of greenhouse gases
- ▶ Gather in the atmosphere, reflect heat emissions from earth back to earth
- ▶ Consequences
  - ▶ Increase in average temperature worldwide
  - ▶ Change of weather patterns, ocean currents
  - ▶ More extreme weather conditions for a longer period of time
  - ▶ Rise of the ocean level due to melting ice in Greenland / Antarctica

# Temperature change in Nordrhein-Westfalen since 1881



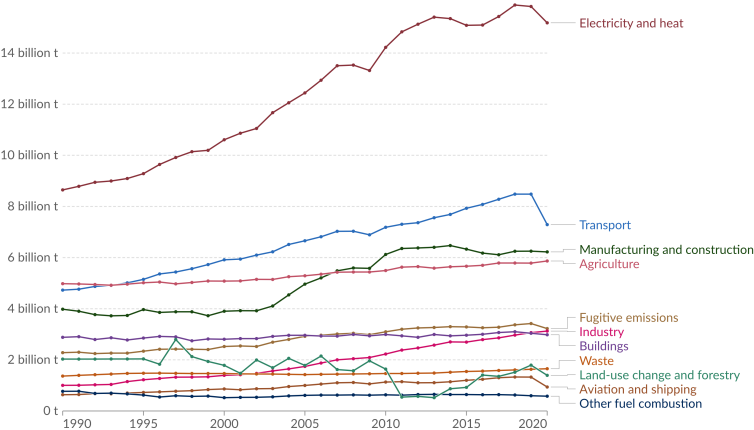
# Why is that a topic for us?

Because electricity production is among the top polluters:

## Greenhouse gas emissions by sector, World



Greenhouse gas emissions<sup>1</sup> are measured in tonnes of carbon dioxide-equivalents<sup>2</sup> over a 100-year timescale.



Data source: Climate Watch (2023)

[OurWorldInData.org/co2-and-greenhouse-gas-emissions](https://OurWorldInData.org/co2-and-greenhouse-gas-emissions) | CC BY

# Three Areas of Discussion

1. Using machine learning to fight climate change
2. Energy consumption by machine learning
3. Computing in the Future

Nicolas Kayser-Bril (2021)

Luccioni et al. (2023); Strubell et al. (2019)

Mathew Duggan (2022)

## Section 1

# Using Machine Learning to Fight Climate Change

# Using machine learning to fight climate change

Nicolas Kayser-Bril (2021). “Falsche Versprechen”. In: *netzpolitik.org*. URL: <https://netzpolitik.org/2021/ki-und-klimawandel-falsche-versprechen/>

## Section 2

### Energy Consumption by Machine Learning



# Introduction

- ▶ Large language models (BERT, GPT, etc.) are becoming the dominant form of ML
- ▶ Using them requires a lot of computation, which consume power
- ▶ Estimating carbon footprint of such models is difficult
  - ▶ Ultimately depends on the primary energy source
- ▶ Use cases
  - ▶ Ignored: Hardware production, delivery, deployment, computing centre maintenance...
  - ▶ Training
  - ▶ Application (often called inference)

# Training

- Generally: The more parameters, the more computation

Model	Hardware	Power (W)	Hours	kWh·PUE	CO <sub>2</sub> e	Cloud compute cost
T2T <sub>base</sub>	P100x8	1415.78	12	27	26	\$41–\$140
T2T <sub>big</sub>	P100x8	1515.43	84	201	192	\$289–\$981
ELMo	P100x3	517.66	336	275	262	\$433–\$1472
BERT <sub>base</sub>	V100x64	12,041.51	79	1507	1438	\$3751–\$12,571
BERT <sub>base</sub>	TPUv2x16	—	96	—	—	\$2074–\$6912
NAS	P100x8	1515.43	274,120	656,347	626,155	\$942,973–\$3,201,722
NAS	TPUv2x1	—	32,623	—	—	\$44,055–\$146,848
GPT-2	TPUv3x32	—	168	—	—	\$12,902–\$43,008

**Table:** CO<sub>2</sub> emission estimates by Strubell et al. (2019). Comparison: NY–SF by plane: 1984 CO<sub>2</sub>e

## Inference

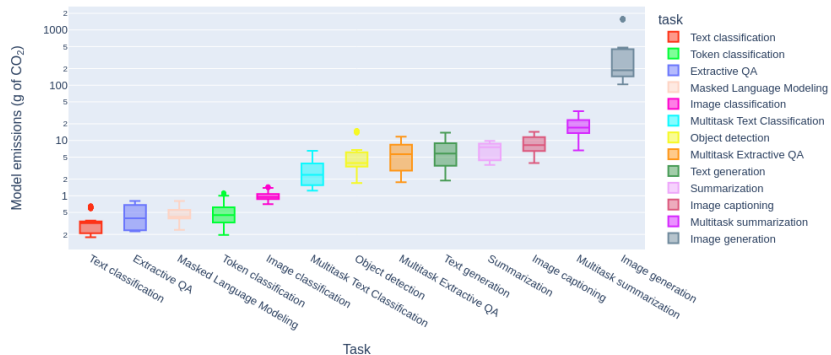


Figure: Per-task analysis by Luccioni et al. (2023)

## Training vs. Inference

	<b>BLOOMz-7B</b>	<b>BLOOMz-3B</b>	<b>BLOOMz-1B</b>	<b>BLOOMz-560M</b>
<b>Training energy (kWh)</b>	51,686	25,634	17,052	10,505
<b>Finetuning energy (kWh)</b>	7,571	3,242	1,081	543
<b>Inference energy (kWh)</b>	$1.0 \times 10^{-4}$	$7.3 \times 10^{-5}$	$6.2 \times 10^{-5}$	$5.4 \times 10^{-5}$
<b>Cost parity (# inferences)</b>	592,570,000	395,602,740	292,467,741	204,592,592

**Table:** Model training, fine-tuning and inference costs for variants of BLOOMz (Luccioni et al., 2023).  
Washing machine: ca. 1kWh.

## Key Take-Aways from Luccioni et al. (2023)

- ▶ Generative tasks are more energy- and carbon-intensive compared to discriminative tasks.
- ▶ Tasks involving images are more energy- and carbon-intensive compared to those involving text alone.
- ▶ Decoder-only models are slightly more energy- and carbon- intensive than sequence-to-sequence models for models of a similar size and applied to the same tasks.
- ▶ Training remains orders of magnitude more energy- and carbon- intensive than inference.
- ▶ Using multi-purpose models for discriminative tasks is more energy-intensive compared to task-specific models for these same tasks.

## Section 3

### Computing in the Future

# Introduction

- ▶ This is (reasonable) speculation
- ▶ Based on: [Mathew Duggan \(2022\)](https://matduggan.com/programming-in-the/). *Programming in the Apocalypse*. URL: <https://matduggan.com/programming-in-the/>

# Introduction

- ▶ This is (reasonable) speculation
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- ▶ Scenario: It's 2050
  - ▶ Some consequences of climate change have happened
  - ▶ How does that impact information technology?



# Computing Infrastructure

- ▶ Operating a datacentre is hard
- ▶ Requires constant delivery
  - ▶ of parts
    - ▶ For computers, but also cooling, cables, power supply, ...
  - ▶ of electricity
- ▶ Many sea ports become unusable due to rising sea levels

## Computing Infrastructure

- ▶ Operating a datacentre is hard
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*[...] raising 221 of the world's most active seaports by 2 meters (6.5 feet) would require 436 million cubic meters of construction materials, an amount large enough to create global shortages of some commodities. The estimated amount of cement – 49 million metric tons – alone would cost \$60 billion in 2022 dollars. (Jacques Leslie, 2022)*

# Computing Infrastructure

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  - ▶ of parts
    - ▶ For computers, but also cooling, cables, power supply, ...
  - ▶ of electricity
- ▶ Many sea ports become unusable due to rising sea levels
- ▶ Disturbance of supply chains
- ➔ Consequences
  - ▶ More frequent server downtimes
  - ▶ 99.999% availability are a thing of the past
  - ▶ Distributed service engines will be more popular, because cloud provider knows which computing center is currently operational

# Power Infrastructure

- ▶ Power grids are old, even in 2024
- ▶ More load for heating and cooling due to changed weather
- ▶ Power grid suffers from supply chain issues as well
- ➔ Consequences
  - ▶ Regular power downtimes
  - ▶ Prioritization of who gets the remaining power

# Programming

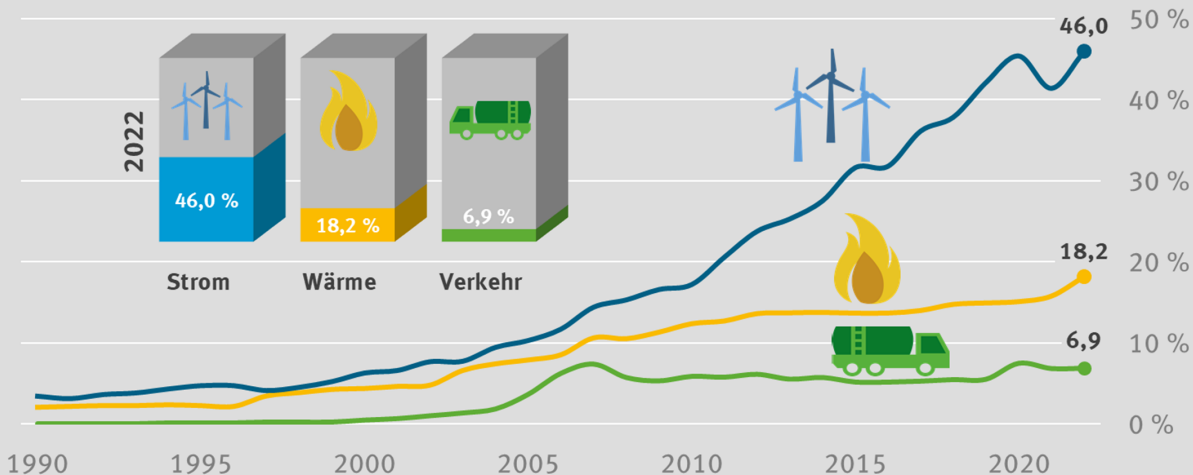
- ▶ Difficult to maintain
  - ▶ Programming environments that rely heavily on cloud services
    - ▶ E.g., dependency management by Node/NPM
  - ▶ Containers that consume a lot of bandwidth
    - ▶ E.g., docker
  - ▶ Open source projects, because
    - ▶ many projects are developed in the spare time of individuals
    - ▶ and they will be under increased economic pressure

# Programming

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  - ▶ Open source projects, because
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- ▶ More important
  - ▶ Energy-efficient programming
  - ▶ Robustness due to tests and test coverage

But there is also some good news

# Erneuerbare Energien: Anteile in den Sektoren Strom, Wärme und Verkehr bis 2022



Quelle: Umweltbundesamt auf Basis Arbeitsgruppe Erneuerbare Energien-Statistik (AGEE-Stat)  
Datenstand: 10/2023



## References I

-  Jacques Leslie (2022). “How Climate Change Is Disrupting the Global Supply Chain”. In: *Yale Environment 360*. URL: <https://e360.yale.edu/features/how-climate-change-is-disrupting-the-global-supply-chain>.
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-  Mathew Duggan (2022). *Programming in the Apocalypse*. URL: <https://matduggan.com/programming-in-the/>.
-  Nicolas Kayser-Bril (2021). “Falsche Versprechen”. In: *netzpolitik.org*. URL: <https://netzpolitik.org/2021/ki-und-klimawandel-falsche-versprechen/>.
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