

Plug Loads Advocacy:

A Look Ahead in the Plug-in Appliances and Their relationship to the Smart Grid and Homes

- Research in progress -



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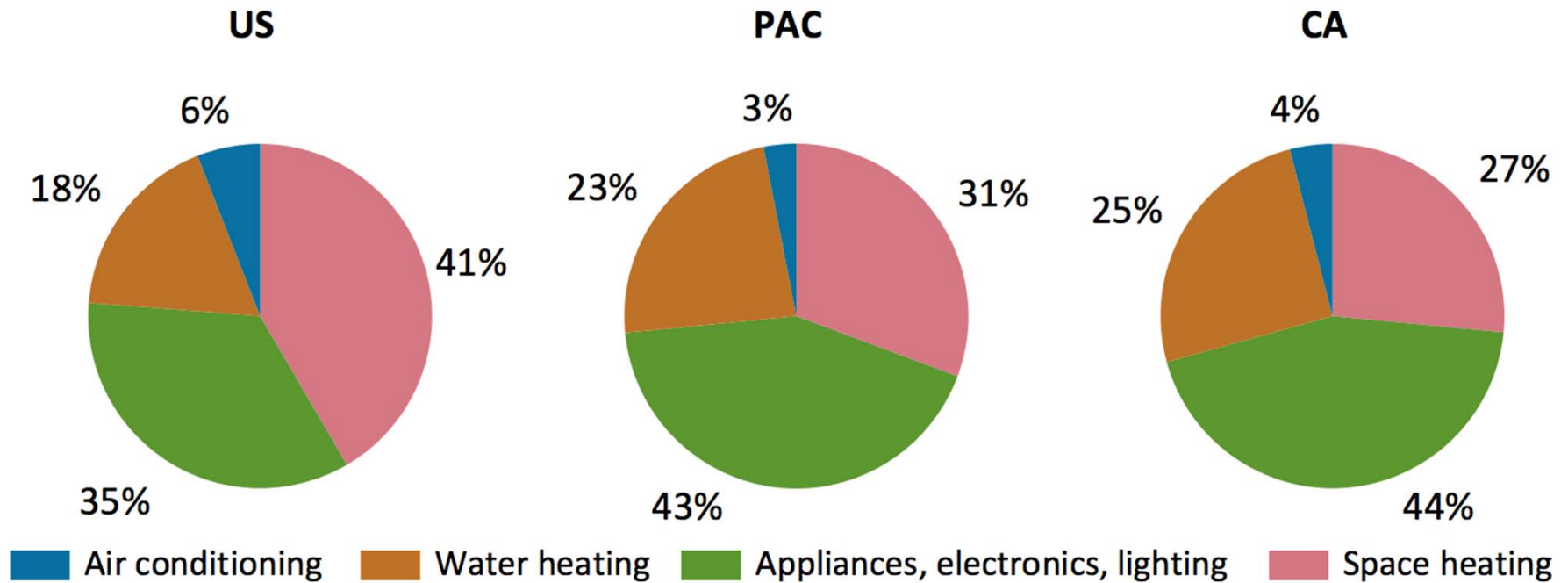
www.calplug.org



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CalPlug
CALIFORNIA PLUG LOAD RESEARCH CENTER

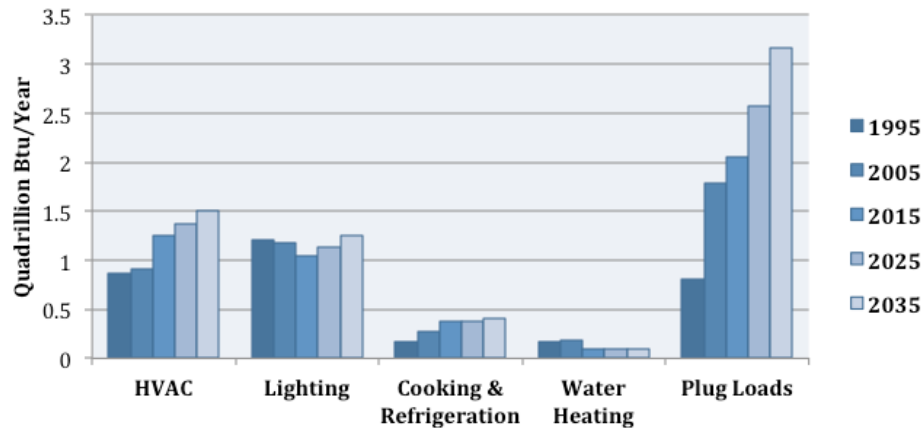
Where did your money go?



All data from 2009 EIA's Residential Energy Consumption Survey
California households use 62 MBTU per home, 31% less than national average
*PAC: Alaska, California, Hawaii, Washington

Future Outlook of Energy Demands

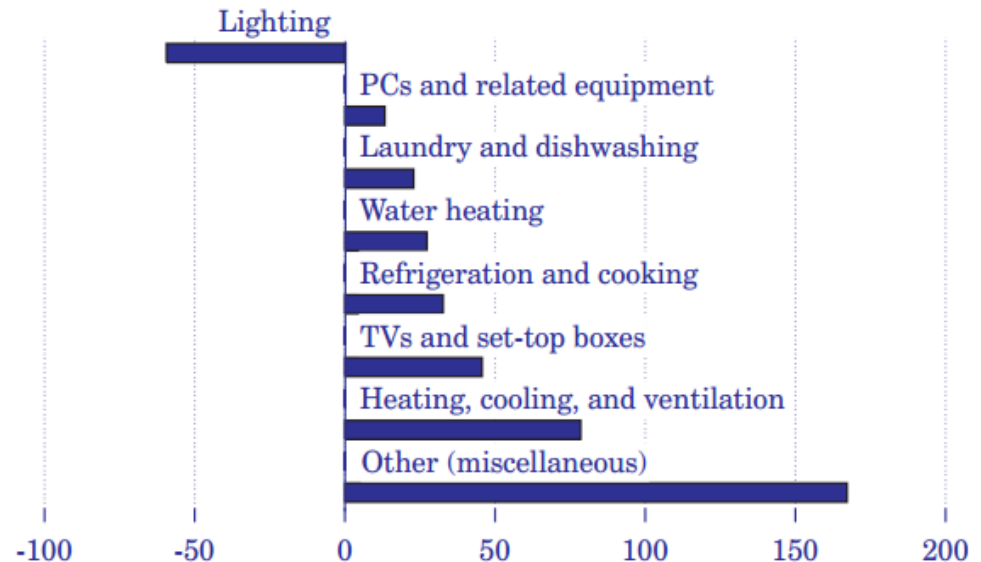
Electricity Use Breakdown for Commercial Buildings



(Graph was created from [Annual Energy Outlook](#) data)

Change in commercial building energy consumption by Rocky Mountain Institute (left)
 By 2035 plug load devices consumes up to **50%** of the energy budget

Change in residential electricity consumption for selected end uses in the Reference case, 2008-2035 (billion kilowatt hours) by EPA (right)

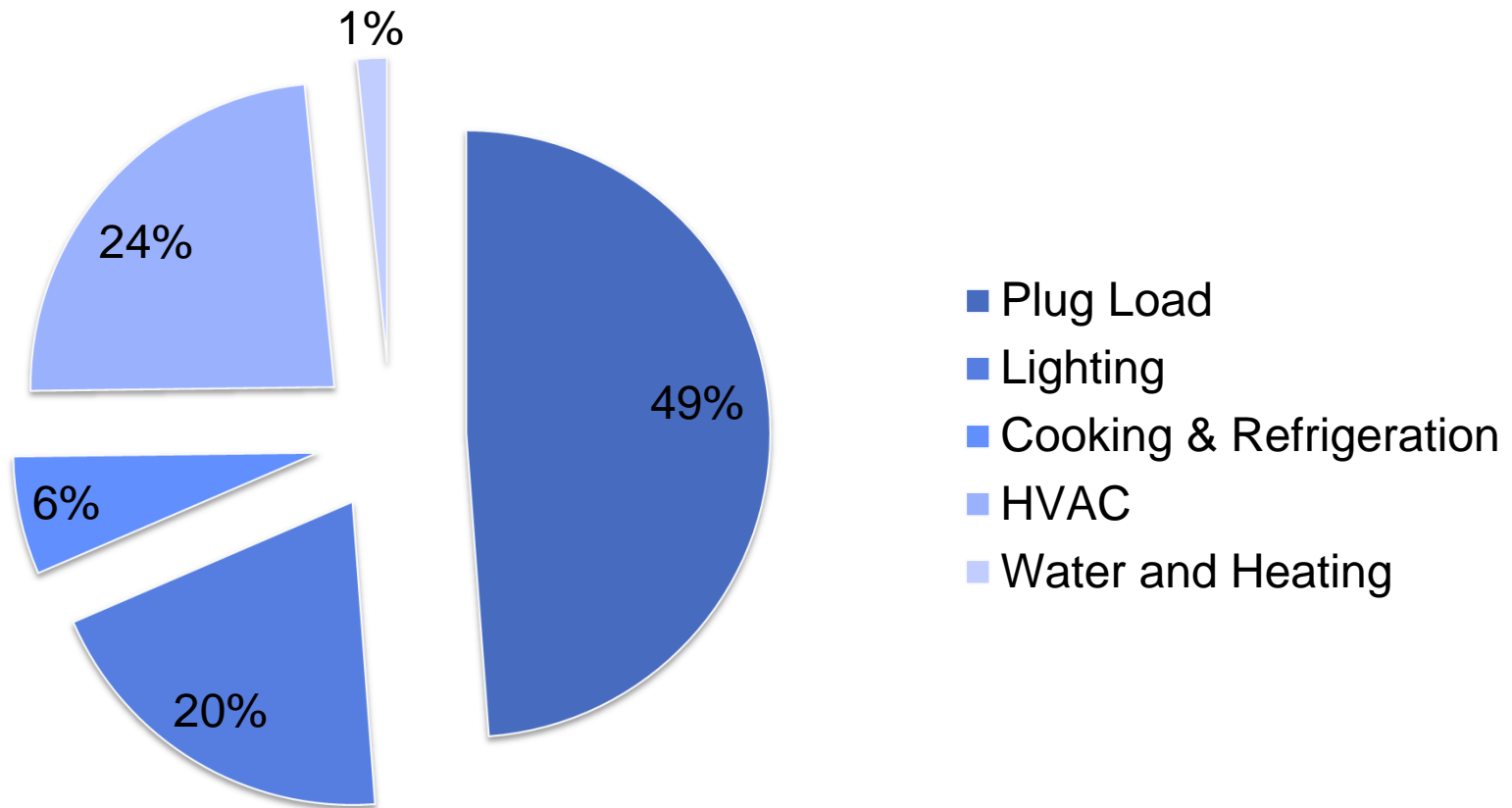


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[http://www.eia.gov/oiaf/archive/aeo10/pdf/0383\(2010\).pdf](http://www.eia.gov/oiaf/archive/aeo10/pdf/0383(2010).pdf)

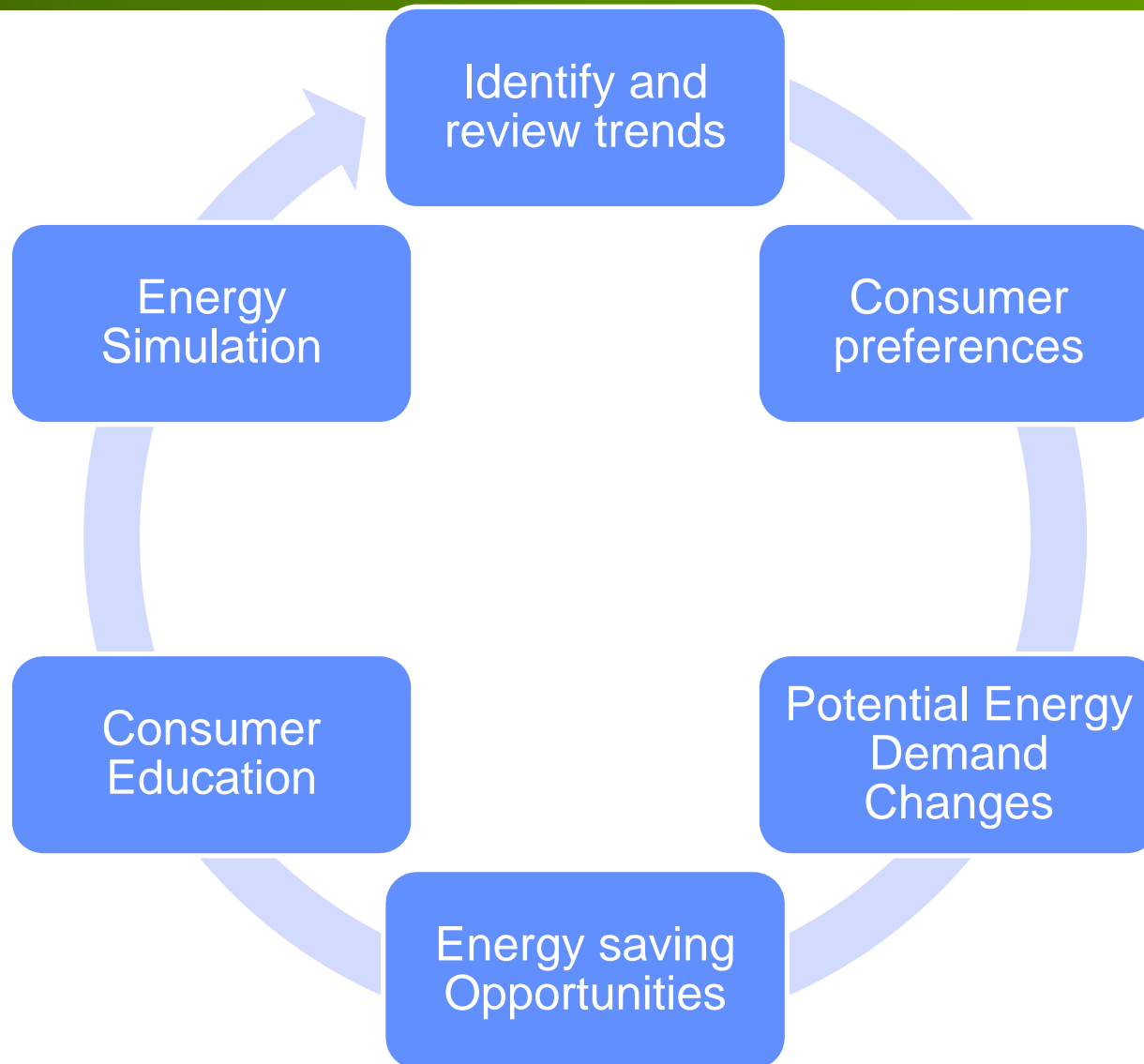
A Further Breakdown of the Problem: Year 2035 Projection

Energy (BTU)



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Research Goals



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Previous Work: Game Console and STB

- **Set-top-box:**
 - Energy consumption passed beyond refrigeration in 2010.
 - CalPlug proposed and created 5W5S intelligent sleep solution with a 54% of energy saving.
- **Game Console:**
 - Identified as the biggest energy hog in the entertainment system on average.
 - Performed in house testing with various APS and other solutions to address the issue.



Current Work Areas Overview

- **Personal Electronics:**
 - Wearable electronics
 - Cell Phones
 - Companion robots
 - Telemedicine
- **Robotics and 3D printing:**
 - By 2017, 20% durable goods will be 3D printed
 - Organizations own 5.4 3D printers on average
- **Entertainment:**
 - Virtual reality for gaming and entertainment
- **Water and Energy**
- **Data Centers**
- **Consumer Education**



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Current Work Areas: Wearable

- **Fitbit**

- Claims 68% of market share
- Sold 10.9 M devices
- Active users 6.7M
- It takes approximately 325MW Hr to charge up all the Fitbits each year only for the active users.



- **Others:**

- Apple
- Samsung
- Google
- Moto
- Pebble
- Cloths
- Backpacks
- Glasses
-



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Current Work Areas: Data Centers

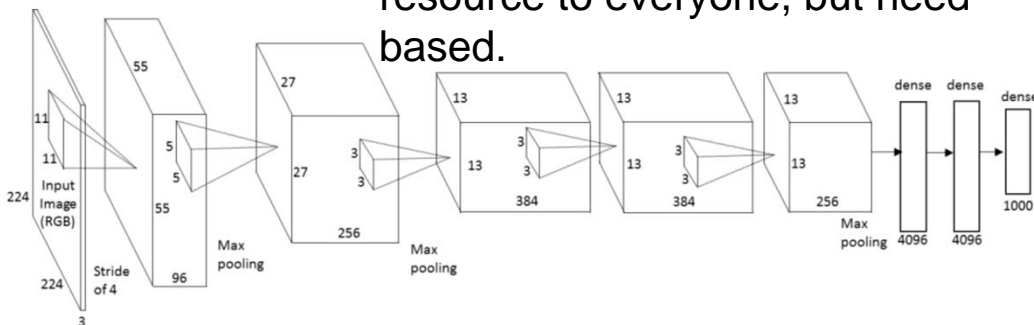
- **Software Efforts:**

- **Dataset manipulation:**

- **Microsoft:** Accelerating Deep Convolutional Neural Network (CNN) Using Specialized Hardware.

- **Fair Allocation vs. Efficiency: (Princeton U.)**

- not assigning same amount of resource to everyone, but need based.



- **Hardware Efforts:**

- **Facebook's Open Compute project:**

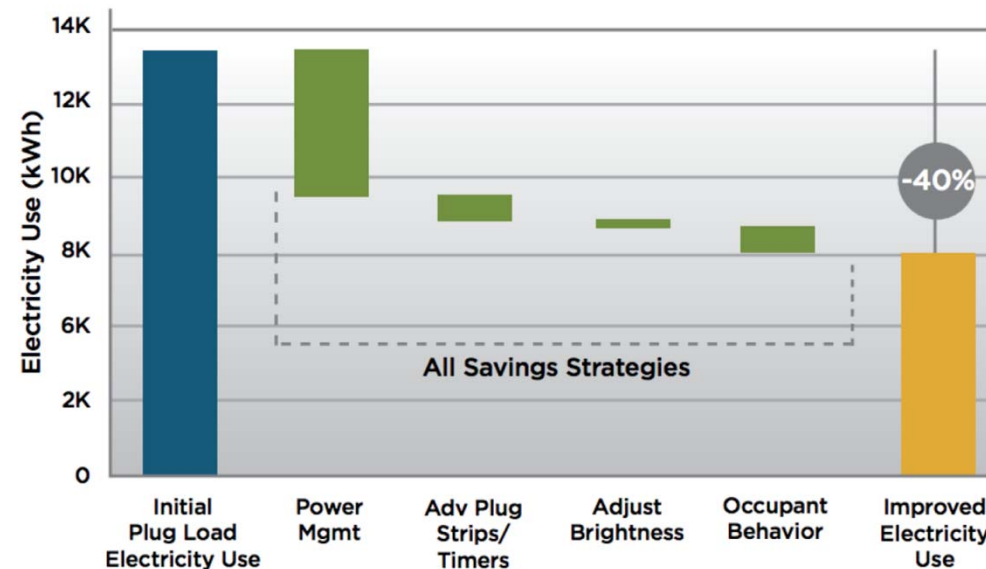
- **Announced "Yosemite" SOC server.**
 - **Superior to traditional data server in terms of performance-per-watt.**
 - **Yosemite has a 65 Watt thermal design power (TDP) but can operate up to 95 Watts.**



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Current Work Areas: Consumer Education

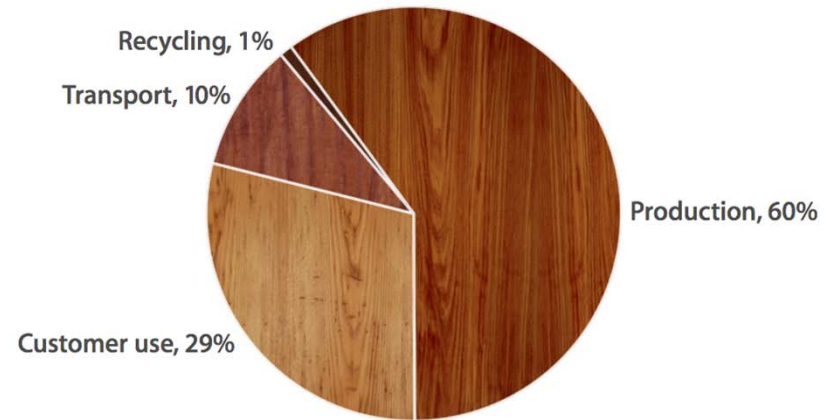
- **New ways to display information**
 - **Interactive QR Code Scanning**
- **Actionable information**
 - **In a small office in California, low- and no-cost energy-saving measures reduced plug load energy use by 40%. (NRDC)**



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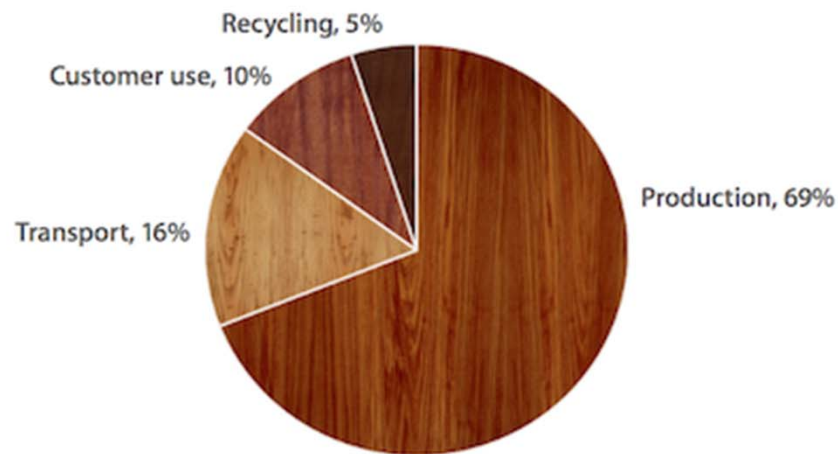
Current Work Areas: Consumer Education

Greenhouse Gas Emissions for iPad 2 (Wi-Fi + 3G)



Total greenhouse gas emissions: 105 kg CO₂e

Greenhouse Gas Emissions for Apple Watch
Stainless Steel Case with Leather Loop band¹



Total greenhouse gas emissions: 50 kg CO₂e



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Research Challenges

- Limited amount of researches have been done
- Few data sets are available for plug load devices:
 - Consumer electronics are fast growing and more sophisticated
 - Hard to compartmentalize/ categorize them in the future
 - There are just TOO MANY!





Thank you!

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