LoFi4Green

Local-First Software: An Energy-Efficient Alternative to Cloud-Centric SaaS Architectures

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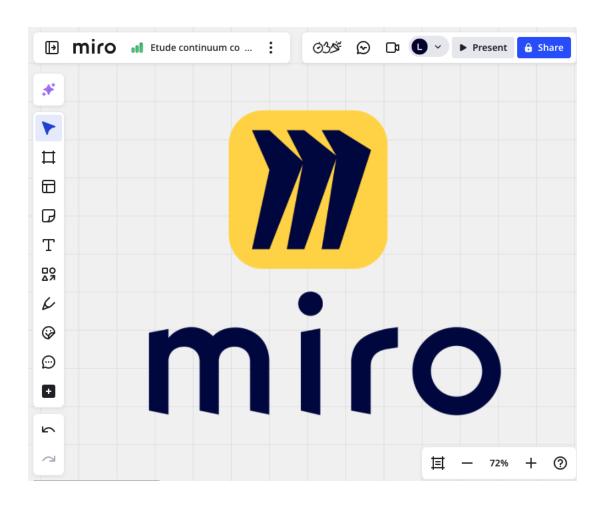


Outline

- What is a software today
- What observations can we make
- What is a Local-First Software
- Why is it an interesting concept
- What proofs do we have

What is a software today

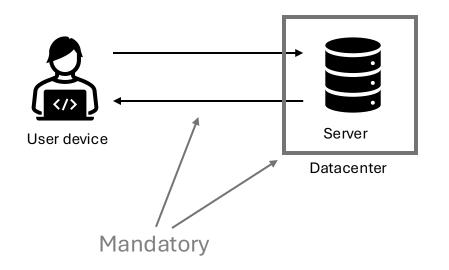
What is a software today



- Works in the browser
- No longer needs to be updated
- Accessible from anywhere
- Accessible at all times
- Infinite storage
- Works on all devices
- •

What is a software today

But everything is in the cloud!



Amazon Web Services outage takes down major websites

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October 2025:

https://www.cnbc.com/2025/10/20/amazon-web-services-outage-takes-down-major-websites.html

But why?

Many reasons.

- Works in the browser
- No longer needs to be updated
- Accessible from anywhere
- Accessible at all times
- Infinite storage
- Works on all devices

•

But also...

- Mobile devices are constrained
- It's more convenient for collaboration
- It's more convenient for development
- Overall, software is richer in features

What observations can we make

Time has passed

- Our devices have become much more powerful
 - We are starting to run AI directly on them
- Networks are much more efficient
 - The proof is in the massive adoption of VOD

- But also,
 - The field has matured
 - We have new software technologies (e.g., WebAssembly)
 - We have new algorithms (e.g., CRDT)

Interestingly...

We are purchasing increasingly powerful devices

We are installing more and more data centres

But...

We are still making very little use of the devices we purchase

We are increasingly overloading our data centres

In conclusion

The minitel

Date: 20th century

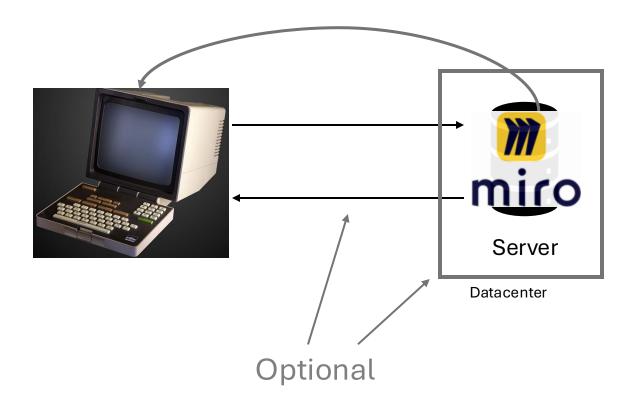
Created by Postes, Télégraphes et Téléphones (Post Office)

It was a 'dumb terminal'.



What is a Local-First Software

What if we moved the software?



Local-First Software

- Local-First Software [1], a set of 7 principles:
 - Fast: No loading time
 - Multi-device: Data stored on multiple devices
 - Offline: The network is optional
 - Collaborative: Enables collaboration
 - Longevity: Data can be exported and reused
 - **Privacy by default:** Data remains local, so it is more private than if it were centralised on a server
 - Data control: Easy data backup, duplication or deletion

[1] M. Kleppmann et al. doi: 10.1145/3359591.3359737

• + Sustainability [2]: Respects the device it runs on

[2] L. Siffre et al. doi: 10.1109/ICT4S68164.2025.00015

Some examples



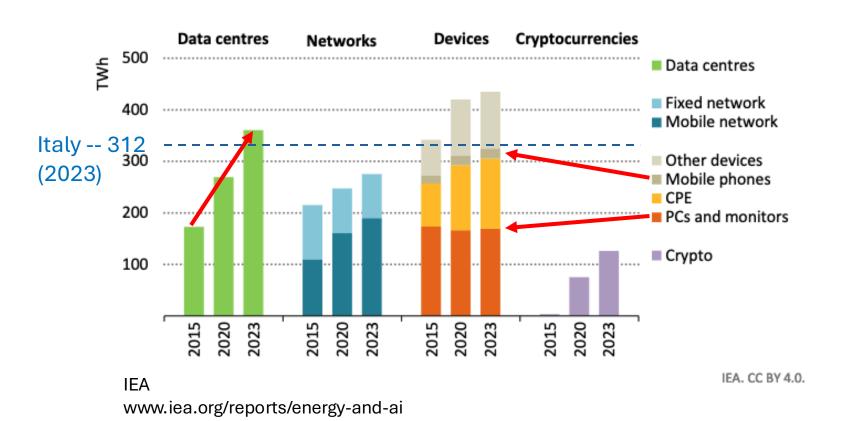




Why is it an interesting concept

Part I: Context

Environmental Concern - Energy



Intuition:

- DC consumption has increased, but so has their efficiency and number
- User terminal consumption has stagnated, but their number has increased...

So, are user terminals underused? Highly efficient? Both?

Environmental Concern - Climate We must be resilient

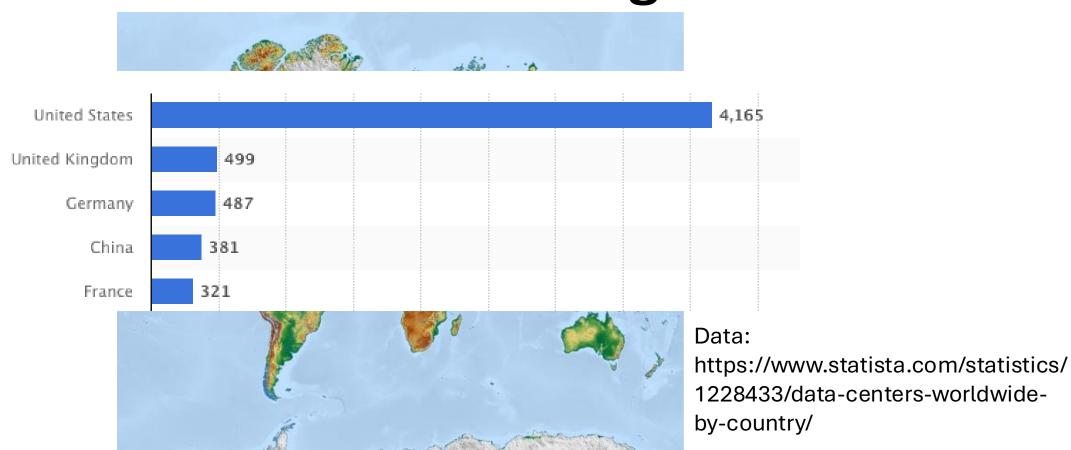






AFP

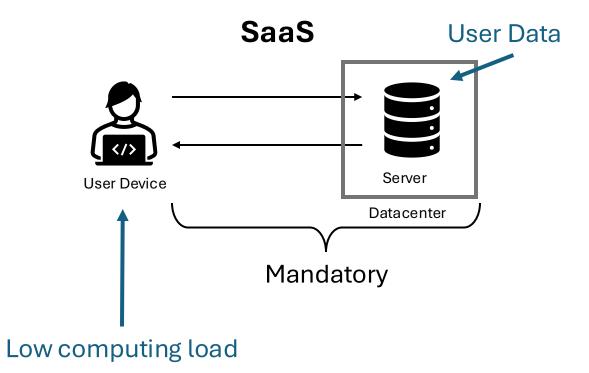
Environmental Concern(?) - Politics We must be sovereign



Why is it an interesting concept

Part II: Local-First Software impacts

LoFi vs SaaS



Local-First Software impacts - Our intuition

- Can save energy
- There are many opportunities with Local-First
 - Servers can be turned off
 - Very aggressive caching can be implemented
 - Network usage can be reduced
 - Off-peak hours can be taken advantage of...
 - etc.
- But there are negative effects, mainly related to the demand on the user's device

Impact on sovereignty and resilience

- Operates independently of the server
- Can be 100% standalone
- Data managed by the client
- If the software is open source, users can have a degree of autonomy

But what are the risks!

Risks of Local-First Software

- Premature use of devices
- All a person's data in one place
- Data loss if all devices are lost

• Rebound effect (?)

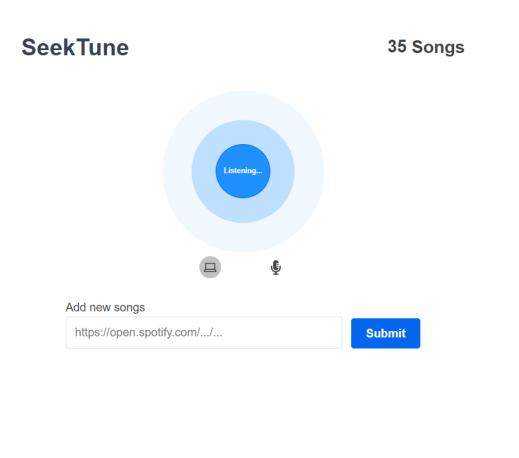
- It will consume more energy because servers are more mutualized and efficient!
 - Or will it?

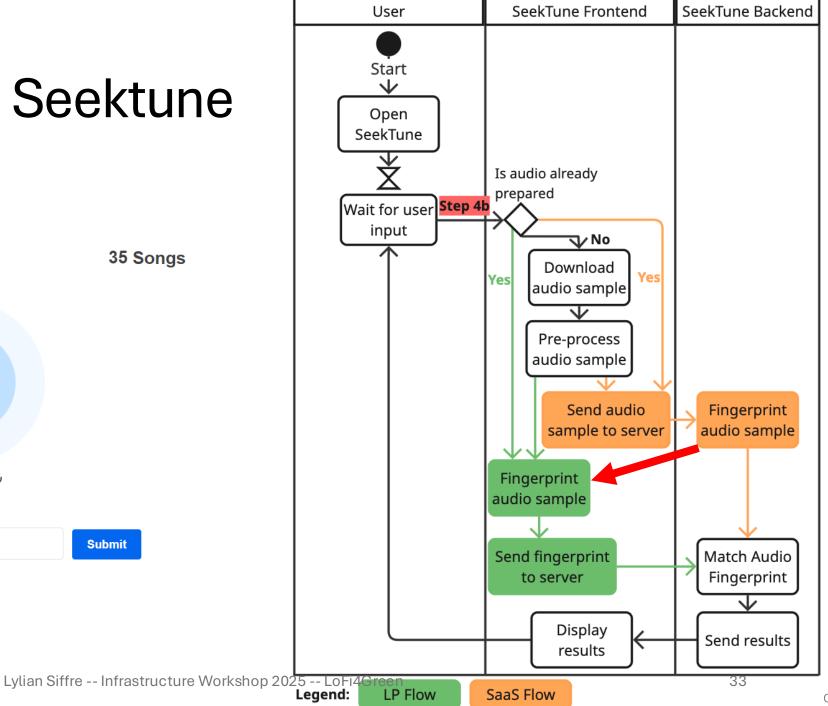
What proofs do we have

First answers

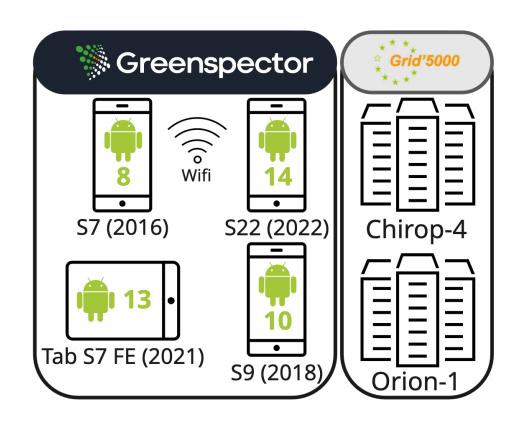
What difference in energy consumption is there if I run the software on my phone rather than on a server?

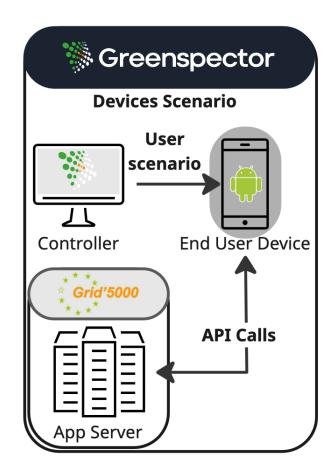
Methodology - Seektune



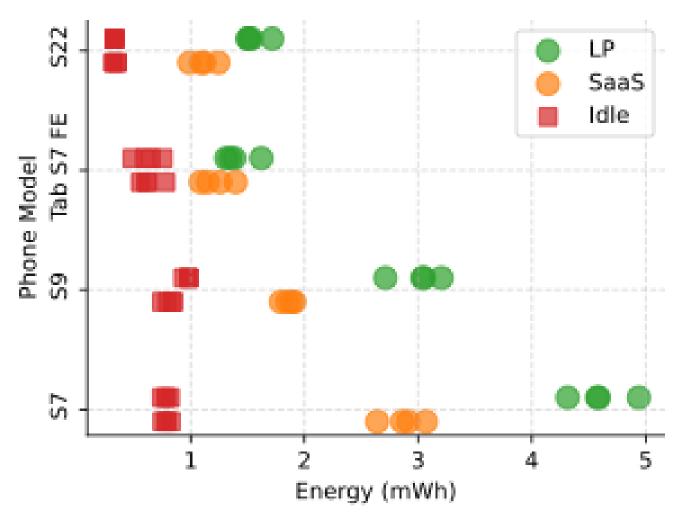


Methodology - Testbench





Results – Phone energy consumption



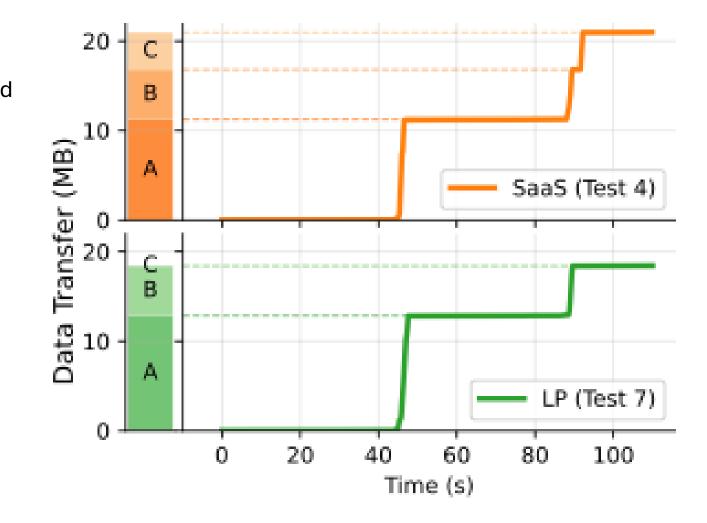
Results – Data consumption

Three categories

- Cat. A: Initial website download

- **Cat. B:** Sample sound download

- Cat. C: Fingerprinting



Let's take a step back

- What did we observe:
 - 1. LoFi consumes more energy on the phone
 - 2. LoFi generates less network traffic

What about the server's energy consumption?

Results – Whole system energy consumption

Parameters:

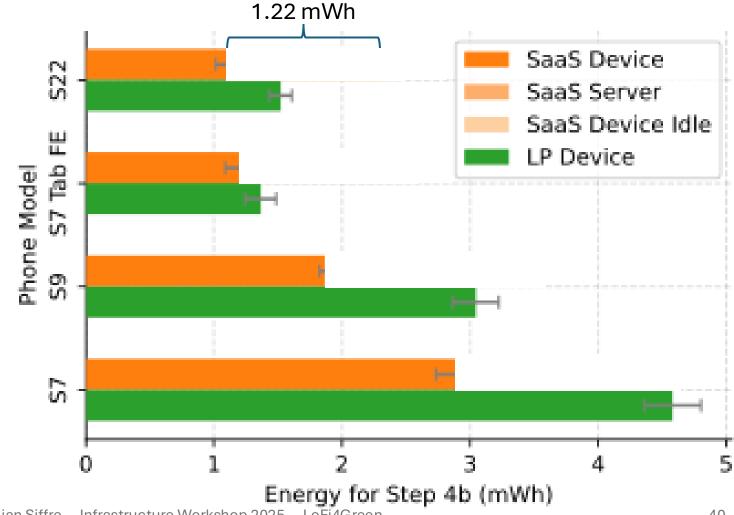
Maximum latency (SLA) of 1 second

Not considered:

- Air conditioning
- Load-balancer, firewall, etc.

Under these conditions, the theoretical lower limit for energy per request is:

1.22 mWh/req



Lylian Siffre -- Infrastructure Workshop 2025 -- LoFi4Green

Replication Package

https://github.com/Xonturis/seek-tune-replication-package



Conclusion

- The question is not that simple
- It depends on the devices used
- But a trend is emerging

 In any case, these results encourage further exploration of this topic

Future work

Future work

- Repeat this experiment but with other algorithms to establish a continuum.
 - Here, we tested with an algorithm where the calculation is relatively intensive.
 - What about an algorithm with a lot of I/O?
 - What about a very lightweight algorithm?
- Propose a methodology to shift SaaS applications towards Local-First Software based on previous results
- Study the effectiveness of this methodology

Call for collaboration - 1

- We are building a phone testbench like Greenspector, but for science
- If you feel like this would be useful for your work, feel free to contact us!

Contact: Lylian Siffre (lylian.siffre@imt-atlantique.fr)

Call for collaboration - 2

 We are looking for some guidance for our future study with engineers and students

Contact: Lylian Siffre (lylian.siffre@imt-atlantique.fr)

Can we design Local-First systems that inherently constrain, rather than induce, new resource demand?