

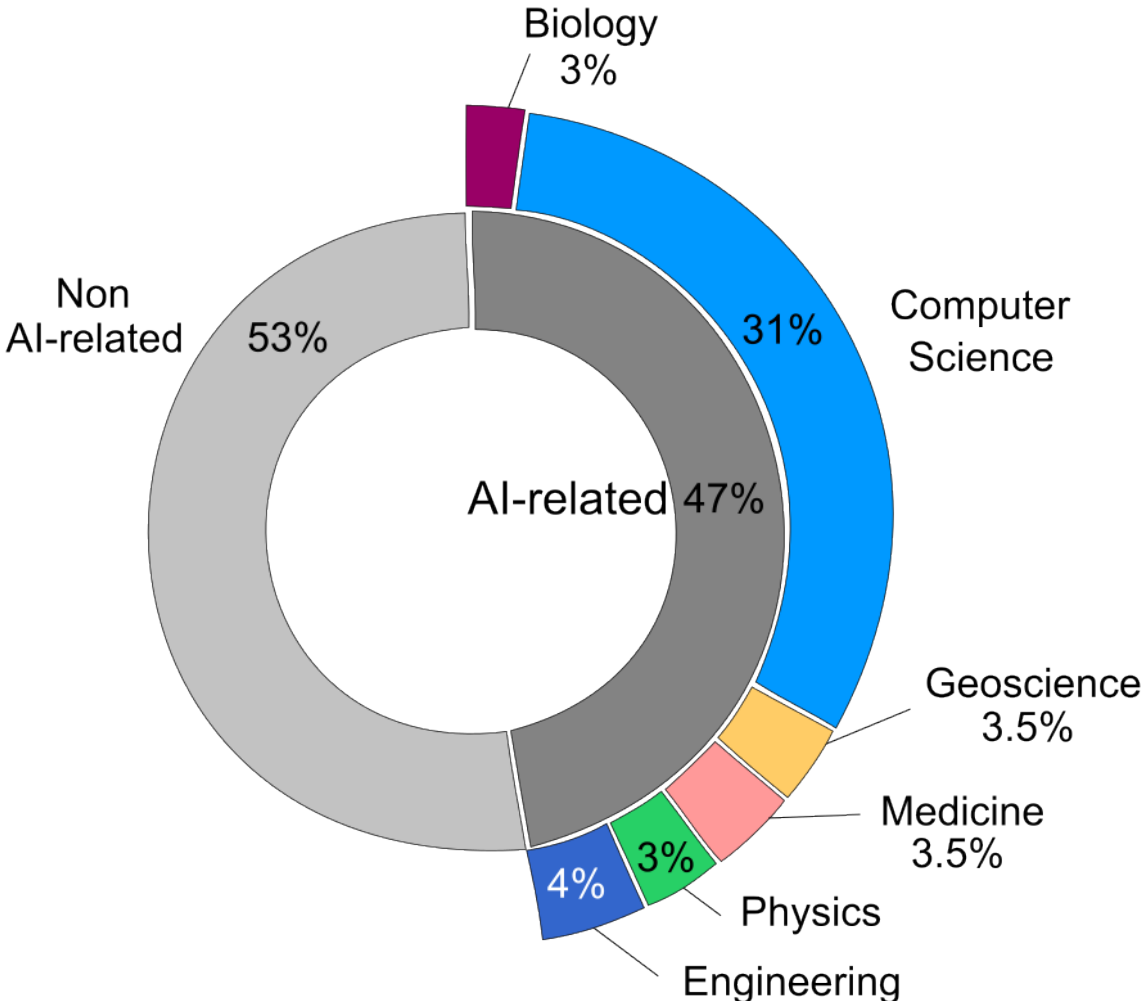
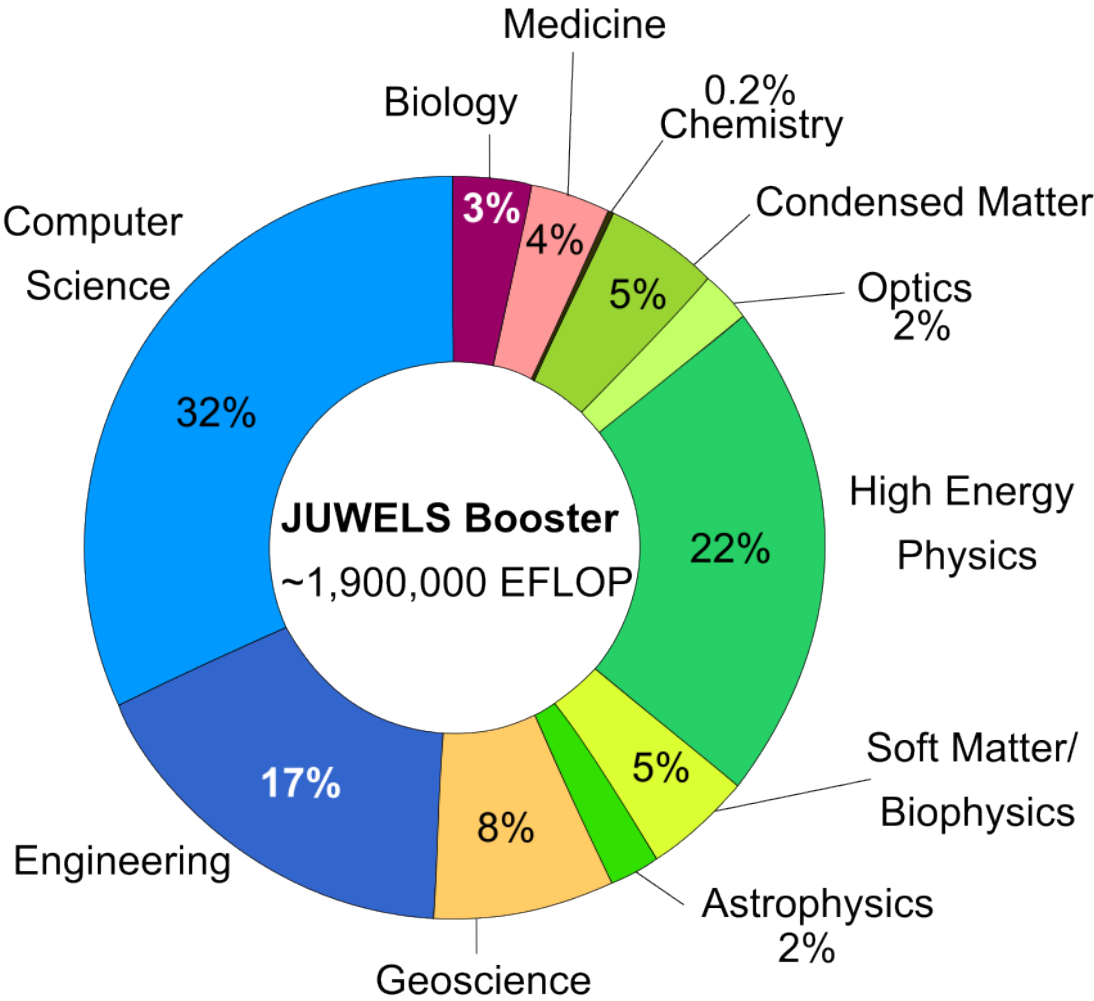


Sustainable Computing Facilities through Industry Collaboration

Estela Suarez



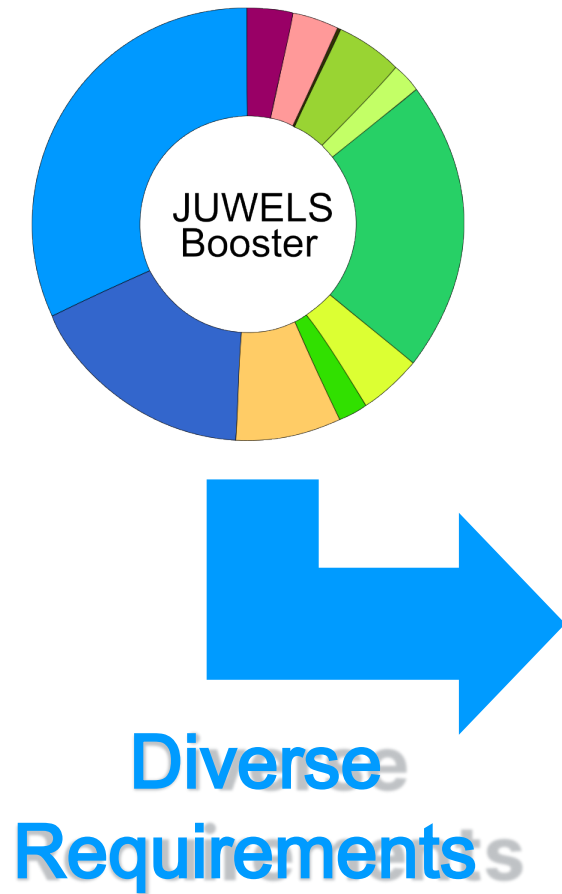
Typical HPC user portfolio (example JSC)



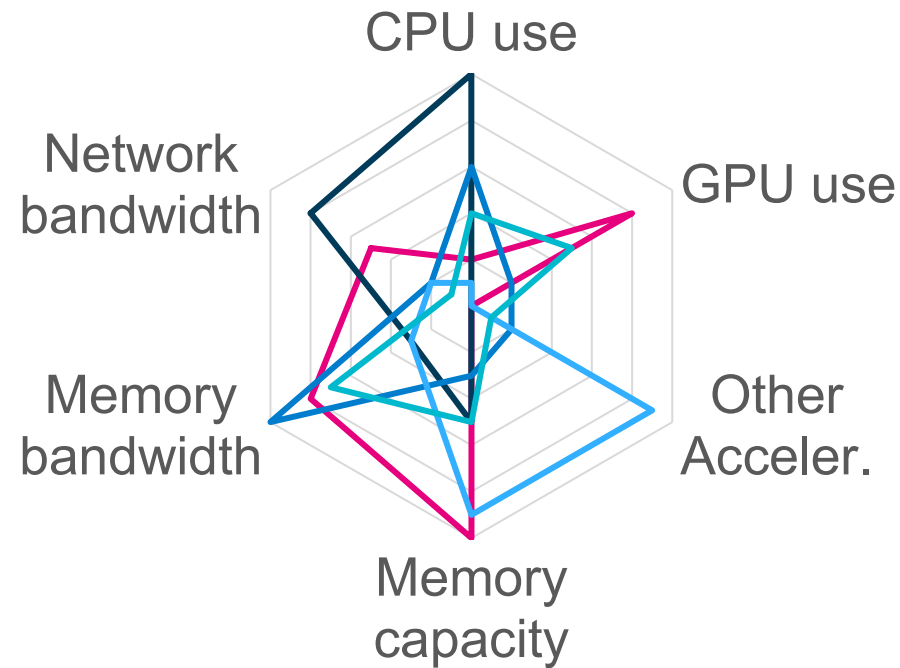
Data Source: F.Janetzko (FZJ-JSC)

Data Source GCS/JSC -- Statistics: Nov 2024- Apr 2025

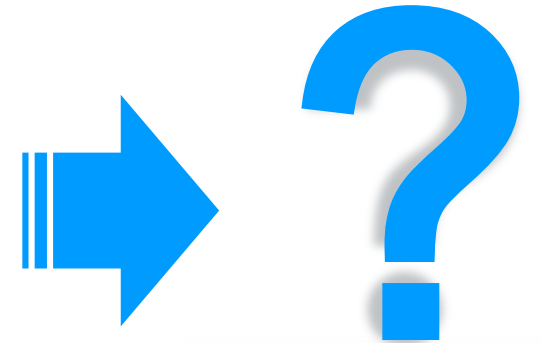
How to serve diverse requirements with one system?



— App1 — App2 — App3 — App4 — App5



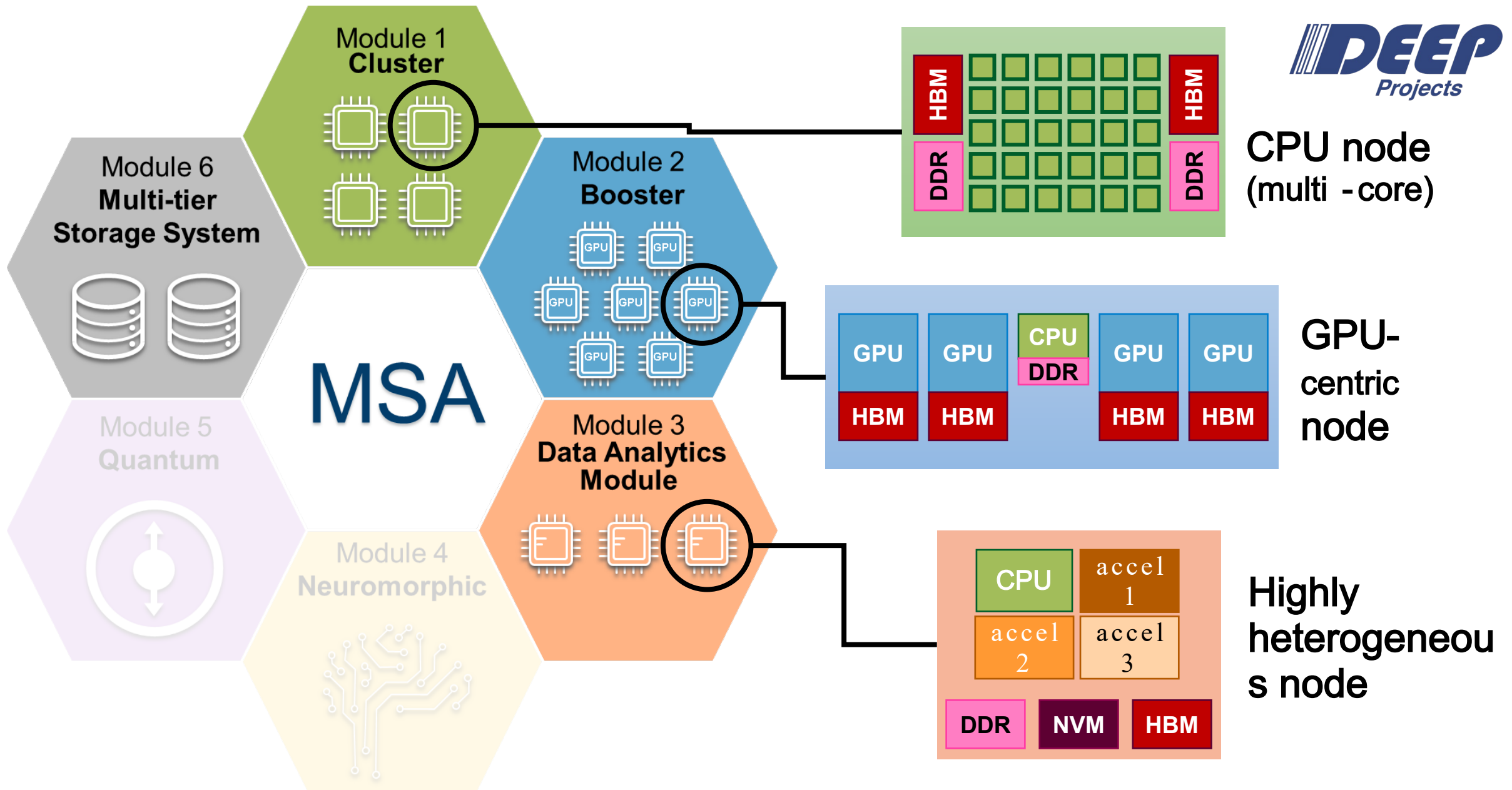
System design



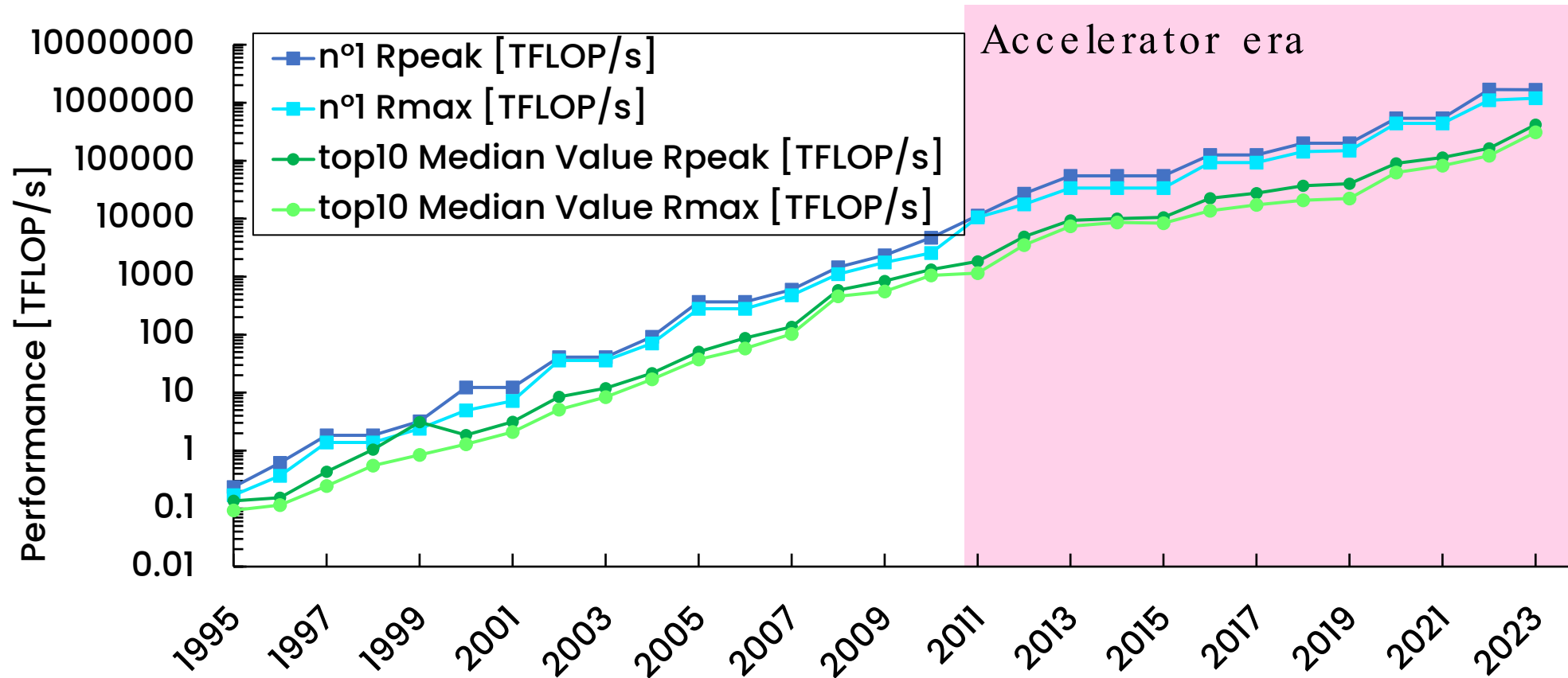
Using representative application benchmarks is key!

• M. Sato et al. 2022, *Co-Design and System for the Supercomputer "Fugaku"*, <https://doi.org/10.1109/MM.2021.3136882>

• A. Herten et al. 2024, *Application -Driven Exascale: The JUPITER Benchmark Suite* <https://doi.org/10.1109/SC41406.2024.00038>



High Performance Linpack (HPL) Performance

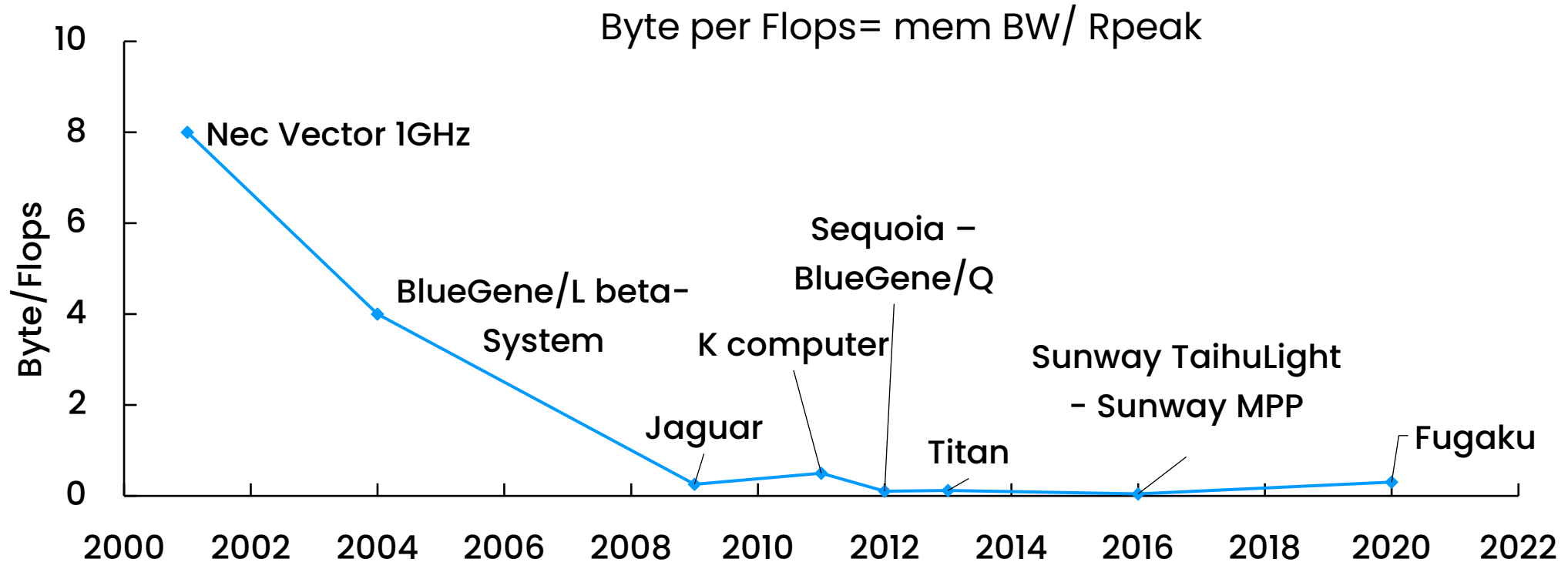


Data source: top500.org

GPUs brought significant performance gains

Byte/FLOP ratio

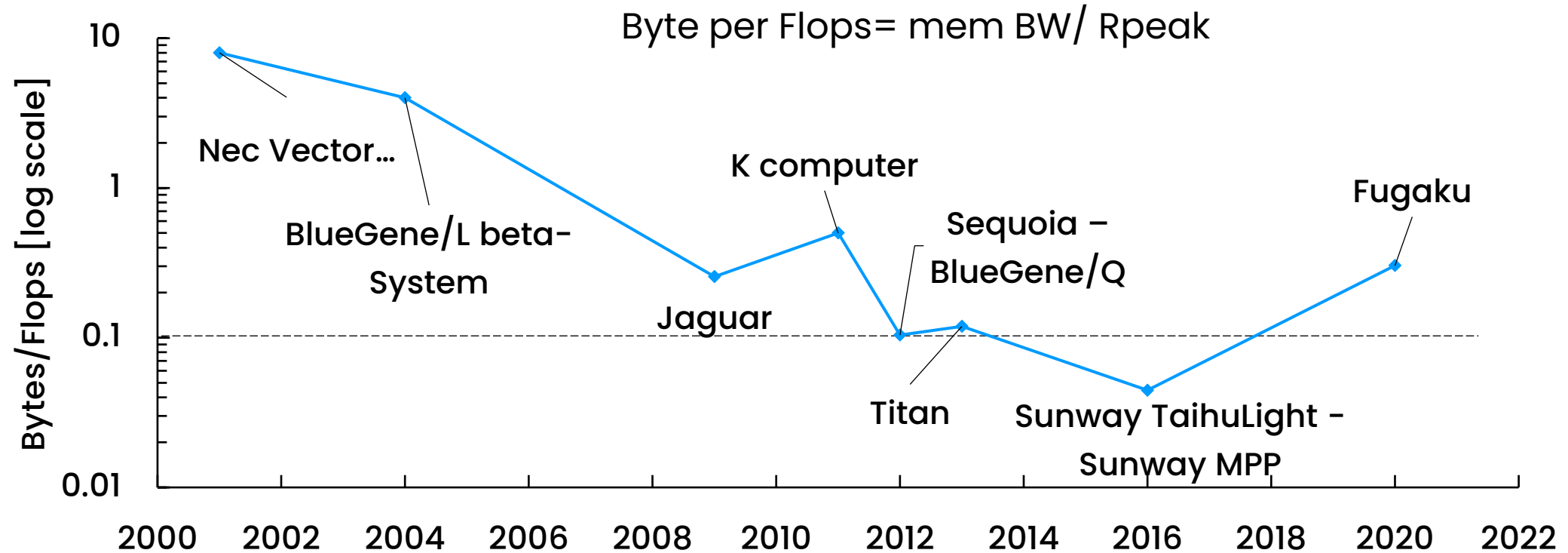
Consider compute core and memory bandwidth, key for application efficiency



Byte per FLOP decrease rapidly.
Memory bound applications wait for data → Efficiency loss

Byte/FLOP ratio

Application efficiency requires a balanced design between memory transfers and compute power



Let's build an efficient CPU for real applications!

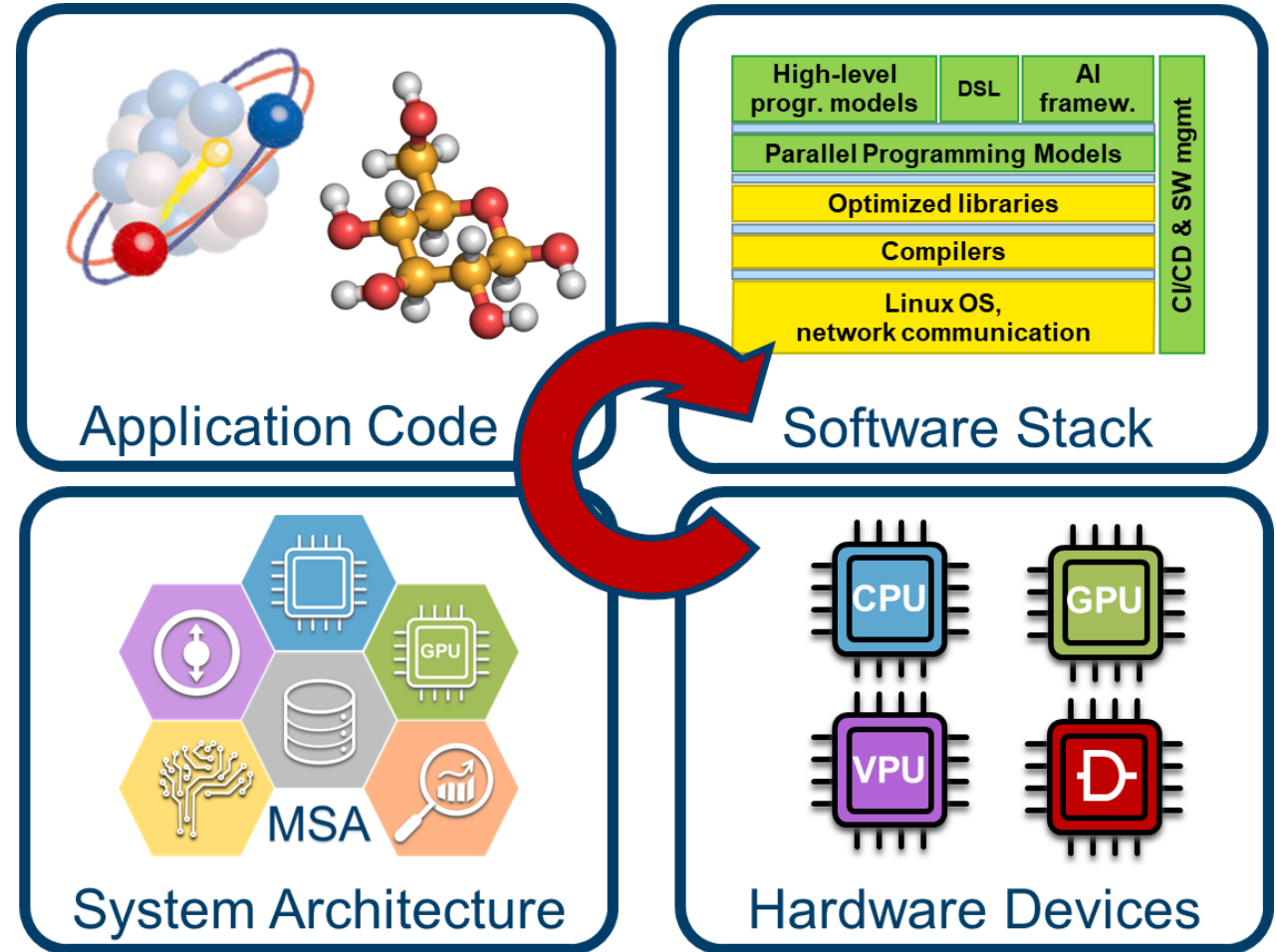
Co-design – my personal definition

Study **interaction** between

- application code,
- system software,
- hardware components,
- and system architecture

to **find** the **configuration** at each of those four levels that **bring** overall **best**

- performance and
- energy efficiency



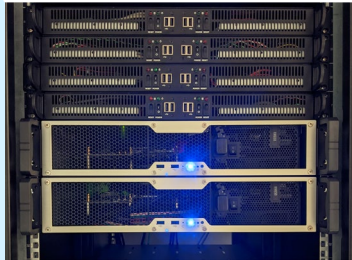
EPI: Co-design and Validation

Hardware platforms

Arm Reference Platforms

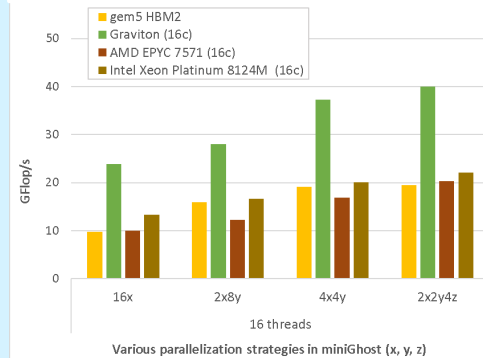


RISC-V SDVs



Validation and Co-design

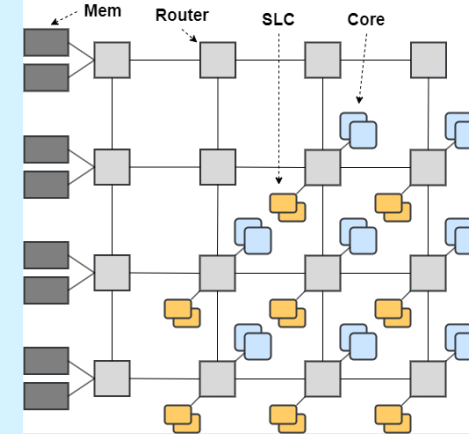
Validation



Multi-level:

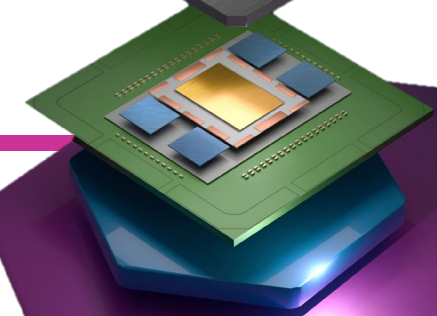
- benchmark suite
- models & simulators

Co-design



Chip
architects

Future
Chips



Co-design at all levels

- **System design** → Define **configuration** of each **partition**
- **System integration** → **Direct Liquid Cooling (DLC)** coupling with data center cooling and waste-heat reuse
- **Processor design** → Define the most **efficient hardware** for **real-world applications** (e.g. vector length, SIMD units, NOC layout)
- **Operations** → **Scheduling** and resource management to maximize resource utilization
- **Programming models** → **Portability** of applications on heterogeneous hardware (Caution!: portability vs. maximum performance)

