

### THE LEADERSHIP CLASS COMPUTING FACILITY

- Our facility is pretty much 100% CI, instead of it being a small component.
- That said, nearly half the money is acquisition of the datacenter 20MW of power, liquid cooling for 150KW/server rack.
- Major components are the physical plant, the compute and storage systems, and people and software.



## "UNEXPECTED OUTCOMES" – SURPRISES ALONG THE WAY

- First, technology planning 8+ years in advance is sort of a futile exercise.
  - ► For instance... I'm not sure "Al" was mentioned in the original proposal (written 2017)
  - ▶ Now LCCF is the "Cornerstone of the NSF NAIRR investment" in 2025.
- Every vendor roadmap was completely wrong.
  - ▶ Fortunately, we were able to reasonably extrapolate power/cooling requirements.
  - ▶ Mostly \*not\* by believing NVIDIA, Intel or AMD.
  - ▶ The "leaders" in the industry are completely different.
    - ▶ (Mostly the same people, but they've all switched companies. Twice.).
- ► The trajectory on using the Cloud (or not) has also not really changed costs continue to shift in favor of building the facility (cloud prices have tripled, effectively, more for AI).

# "UNEXPECTED OUTCOMES" – SURPRISES ALONG THE WAY

- The most surprising shift from Conceptual to Preliminary design was datacenter strategy.
  - ▶ Moved from an on-campus site built datacenter to a colocation services agreement.
- Serious increases in construction costs and timelines from campus and (monopoly) municipal utilities.
- ► Fortunate convergence of a datacenter building boom, near to our staff, with timing that allowed us to customize the facilities as they are built to meet our needs.

# "UNEXPECTED OUTCOMES" – SURPRISES ALONG THE WAY

- ► For what started as a Leadership Computing project became a project where I spent a lot of time thinking about the data lifecycle, and added a lot of pieces to the design around that.
  - ▶ (BTW, spinning hard drives disappeared from the plan along the way).
- ▶ In retrospect, this needed even more attention.
- ▶ Along with the data shift, a lot more interactive computing, persistent services, and other "not leadership computing" modes we designed that in the hardware plans; software/people costs are higher for these modes though (more than anticipated).
- ► ECSS disappearing from the XSEDE ecosystem is likely something we should have compensated for a little more... but that decision was made 4+ years after planning started.

### "BEST PRACTICES"

- As always, the best practice is never to underestimate the demands of the MREFC process.
  - ▶ Not sure it is theoretically possible to overestimate this.
- We had a lot of users generating requirements early on.
  - ▶ They were mostly wrong... it is important to filter this.
  - ▶ E.G., almost none of the people at the initial end user workshop talked about Al.
  - ► Taking broad trends/directions from this was way more important than trying to deal with the specifics.
    - ▶ If we kept to the details, we would have built a great system for three years ago.

#### **LESSONS LEARNED**

- Pretty much every time I made a major change that made me feel gueasy but was to accommodate a panel or government recommendation I regret not pushing back harder on.
  - I have found many of the issues some of the stakeholders cared about 5 years ago they have forgotten about or been supplanted by new more urgent issues.
  - A lot of this is trusting your team's vision of the future, not what past data supports.
    - For instance, I had no basis in historical data (that I could use for a panel or an auditor) to rationalize a large investment in AI.
    - Yet, duh.
    - Turns out we are the subject matter experts.



### WHILE YOU ARE WAITING

- ▶ We have lots of systems available now, or bridge systems available shortly.
  - ▶ Vista will have 600 NVIDIA Grace-Hoppers, available by April (servers hopefully on one of the ships outside. . .).
  - New Intel and NVIDIA systems this year, new AMD last year.
  - ▶ Archive and online data systems available now.
  - Frontera still has half a million CPU cores.





