

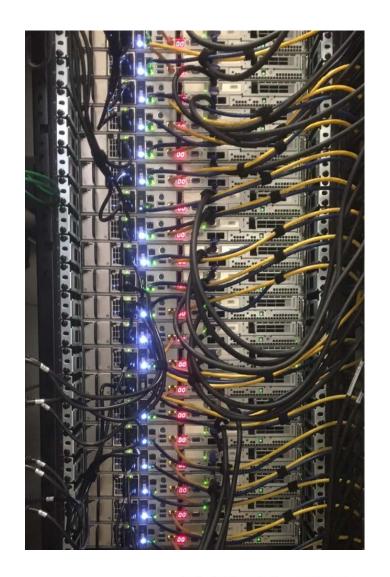
# High Performance Computing Cluster



## **HPCC Hardware**

### 20 Compute nodes, 560 cores with room to expand

- All Nodes:
  - Xeon Broadwell CPUs (2.6 GHz)
  - 28 cores per node
  - Infiniband EDR
    - (Infinite Bandwidth) (Enhanced Data Rate) (100 Gb/s)
- Login Node: 1
  - 64 GB DDR4 2400 MHz RAM
    - (DDR = Double Data Rate)
  - 4TB local hard drive array
- Compute Nodes: 17
  - 96 GB DDR4 2400 MHz RAM
  - 120 GB SATAII SSD (Solid State Drive)
- Application Compute Nodes: 3
  - 96 GB DDR4 2400 MHz RAM
  - 4 TB local hard drive + SSD as above
- File Server:
  - 128GB DDR4 2400MHz RAM
  - 6TB drive array for OS
  - 55 TB data drive array (accessible to all nodes)
  - Infiniband EDR





### **HPCC Software**

- OS:
  - Linux RedHat v7
- Compilers:
  - GNU Compiler
    - Program compilers and libraries
  - Intel Parallel Studio XE 2016
    - Latest Intel toolkit for high performance applications
- NetCDF, HDF5
  - Network Common Data Form
    - Programming interface to scientific data files
  - HDF5
    - Hierarchical Data Format used to store image data
- WRF-ARW v3.8.1
  - Weather model (Atmospheric simulation system)
- Scheduler:
  - TORQUE Adaptive Computing
    - Provides control over batch jobs and distributed computing resources
- Utopus Applications to be installed
  - R2 Renewable Generation Forecast Models
  - Energy Demand Forecast Model
  - Weather Insights for Environment (WISE)
  - Transactive Energy Management





# **HPCC** Analytics

- Vermont Weather Analytics Center
  - Weather Visualization
  - WISE (Weather InSights Environment)
  - Demand Forecasting
  - Renewable Forecasting
- OSIsoft Plant Information (PI)
  - Integrate asset data with maintenance applications
  - Predictive analysis on Telecom systems
- Utilize idle processing time for other opportunities



# **Utopus Transition Plan: VELCO**

Effort Start Date
Effort End Date

>	Infrastructure Transition	VELCO Operational Infrastructure: Deep Thunder + Demand Forecasting + Renewable Forecasting + file updates to VELCO server	<ul> <li>Server Cleanup (no planned impact to Operational Runs): Feb 24<sup>th</sup> – March 10<sup>th</sup>: Remove any source from DT server, test / validate DT and downstream models. Prepare for move</li> <li>Server Shutdown: 13<sup>th</sup> March: Bring down Deep Thunder server after 0z run;</li> <li>Server Move: 13<sup>th</sup> March</li> <li>VELCO server bring up at the new data center: 14<sup>th</sup> March - 19<sup>th</sup> March: n/w setup; firewall setup; IP address setup; Reconfigure the servers</li> <li>First Run of DT: 20<sup>th</sup> March*</li> </ul>
		Yellow Zone Infrastructure: Opus Infrastructure + Opus Applications (SEDA + PLM)	<ul> <li>Server Rebuild: 1st March – 8th March: New Licenses needed for all s/w. Opus platform rebuild</li> <li>Yellow Zone Build: 12th March – 20thth March: n/w setup; firewall setup; IP address setup</li> </ul>
>	Weekly Track Meeting Transition	Weekly track meetings; discussions and R&D	<ul> <li>2 Week Transition - No track meetings: 27<sup>th</sup> Feb - 13<sup>th</sup> March: Move to temporary space; Setup n/w, datacenter access. Setup phones and conference lines; Setup email ids and laptops. Complete UI joining formalities</li> <li>Post Transition: 14<sup>th</sup> March: Weekly track meetings on schedule</li> <li>Weekly PM Meeting: As planned; Tarun to join the team to help manage the Utopus tasks and support Lloyd.</li> </ul>
>	Track s/w Delivery	S/W development plans for each of the four tracks	• Impact on S/W development and delivery: 6 <sup>st</sup> March - 10 <sup>th</sup> April: Align and segment all IP and s/w per UI standard (removing IBM headers, managing licensed s/w, setting up access to s/w). Setup new dev-ops environment with new operating system, new s/w, UI headers etc. All s/w development plans will move by 5 weeks.
>	VELCO Infrastructure buildout	Setting up VELCO h/w for Deep Thunder + downstream analytics	Start effort from 21 <sup>th</sup> March. See details on the Track 4 timeline
*Ut		Thunder team will make every effort to complete t	he task sooner