18th January 2013



28th January 2015	BDEC Eu	ropean Workshop 3
A hardware and software challenge		
 Based on current technology roadmaps Exascale systems will be impossible to build below 50MW GPUs and Xeon Phi plus traditional multi-core microprocessors, memory hierarchies and even with each technology to 20MW 		
The Exascale exponent hierarchies inside t balanced comp	Hardware is leaving software behind –	data flow vell
The solution will processors with communications	many codes scale badly today	$\mathbf{)}$
But these solutions IN Of parallelism Today's leader scales to 92 million cores and 526MW at the Exascale		
 Slower better balanced cores means parallelism at the 500 million – 1 billion thread scale 		
CREST		epcc













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