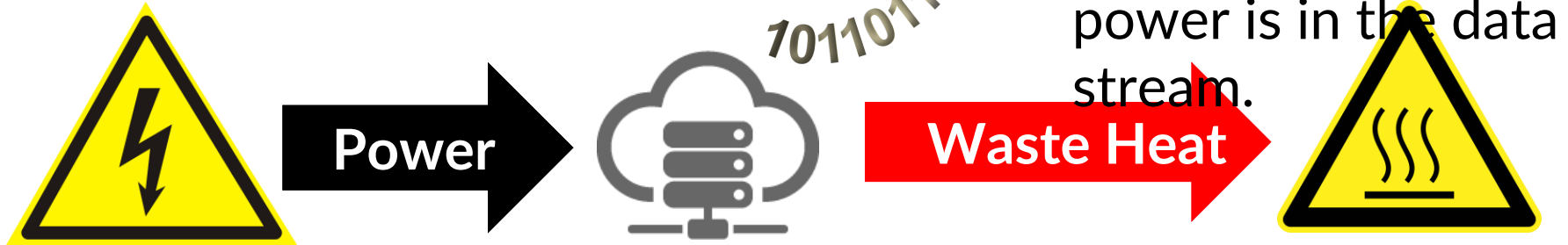


# Datacenter cooling

ELECTRONICS COOLING AT MACRO SCALE

JONAS GUSTAFSSON

# Data Centers in a Nutshell



Based on:  
Rolf Landauer, "Irreversibility and Heat Generation in the Computing Process," **IBM J Res. Dev. 5, 183 (1961)**.  
<http://dx.doi.org/10.1147/rd.53.0183>

Today 99.97% of input power is in the thermal stream.

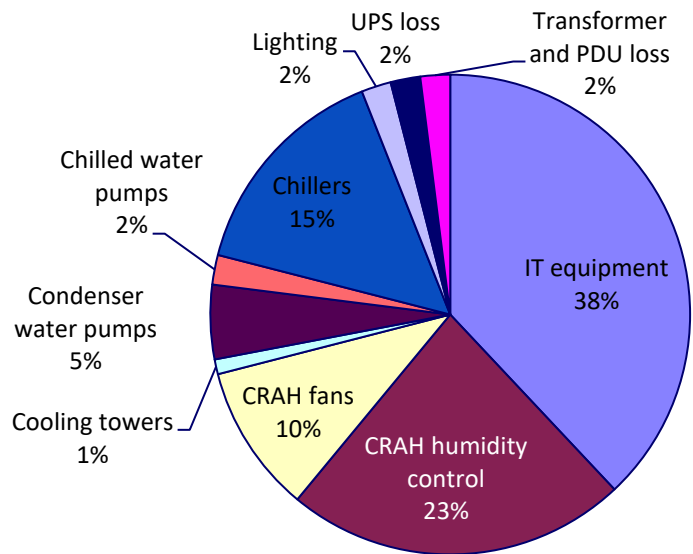
# Heat generation in data centers

## - an increasing challenge (opportunity)

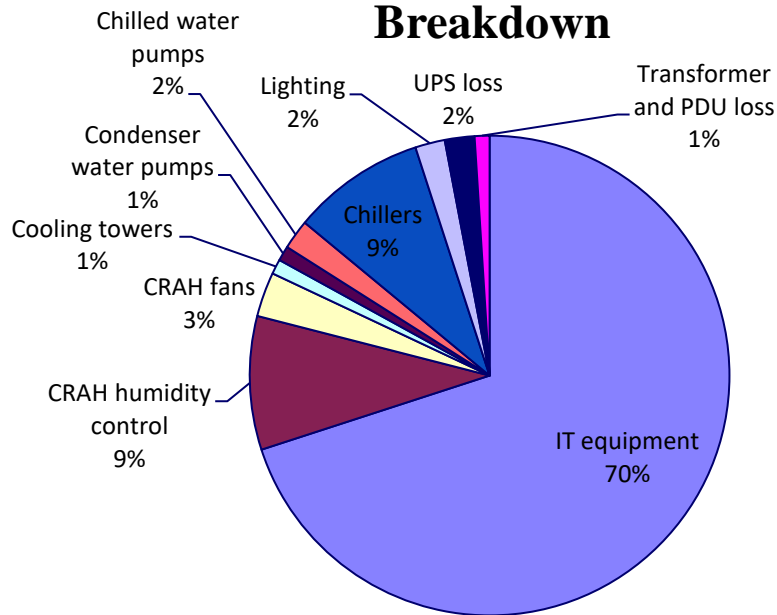
- Moores law is slowing down... (debateable)
- Dennards scaling stopped around 2010
  - in every technology generation transistor density would double, circuit becomes 40% faster, while power consumption (with twice the number of transistors) stays the same.
- Multicore and virtualization has been the solution for the last ~10 years. But can it continue to match the ever increasing demand for digital services?

# Energy Use Breakdown in Data Centers

## Current Data Center Energy Use Breakdown



## Projected Data Center Energy Use Breakdown



<https://datacenters.lbl.gov/resource>

s

Depends on **temperature** of operation and **geographical ambient**.

# Cooling is a waste of energy and money!



# Power Usage Effectiveness, PUE

$$PUE = \frac{\textit{Total Facility Power}}{\textit{IT Equipment Power}}$$

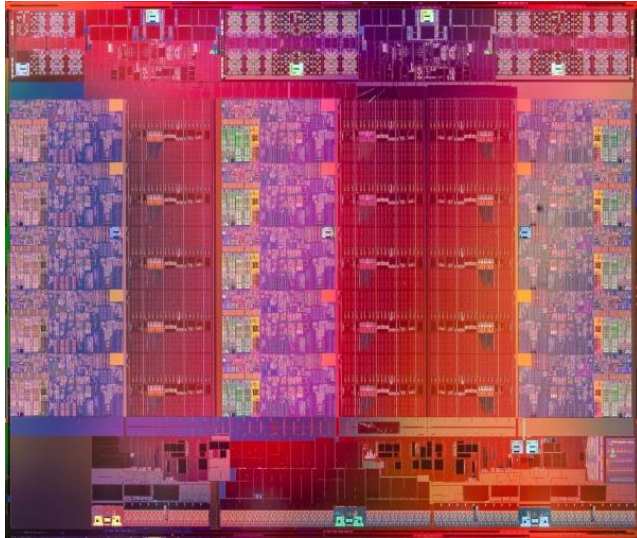
ICS › 35 › 35.020

## ISO/IEC 30134-2:2016

Information technology — Data centres — Key performance indicators — Part 2:  
Power usage effectiveness (PUE)

# Getting cooling where it is needed is a problem of scales.

- Microprocessors are small



170mm<sup>2</sup>

Intel Haswell EX (15 core)  
approx 160W

- Data centers are large

13,823,530 fold increase in size!



2,350,000,000mm<sup>2</sup>

2MW facility with approx 400  
cabinets.

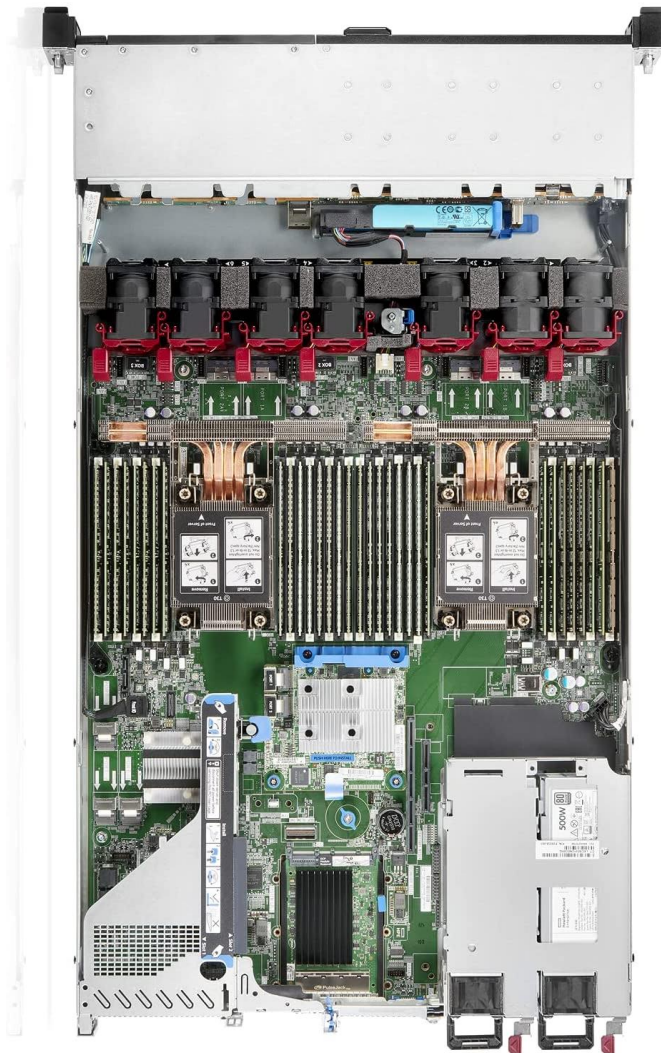
# Datacenter cooling principles

## Heat generation to heat rejection (or recovery)



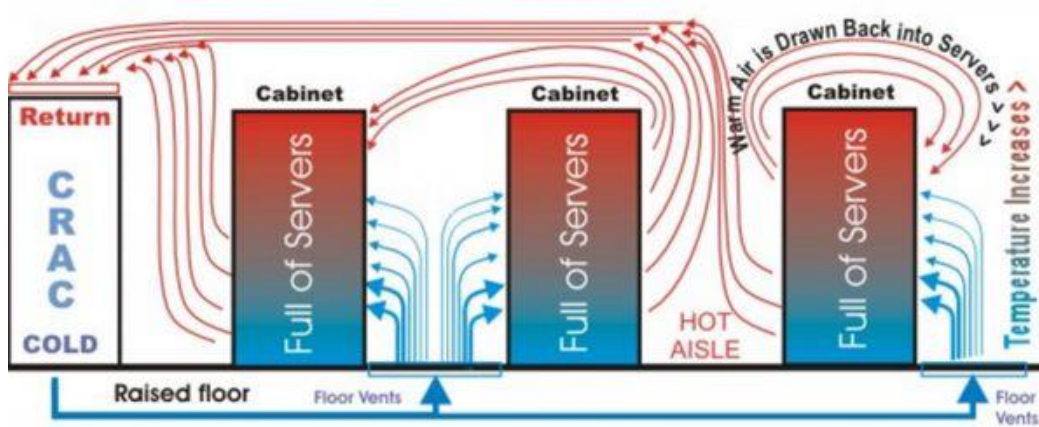
# Air cooling

- Server cooling
  - Remove air from CPU and other heat generating components
  - TIM, Heat sink design, server internal fan control
  - Maintain CPU temperature below specified threshold.
  - Server manufacturers domain.
  - Open Compute Project has stirred things up!



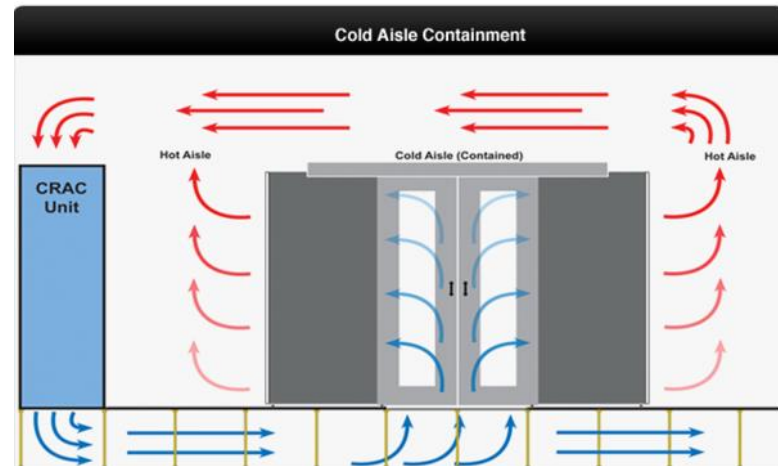
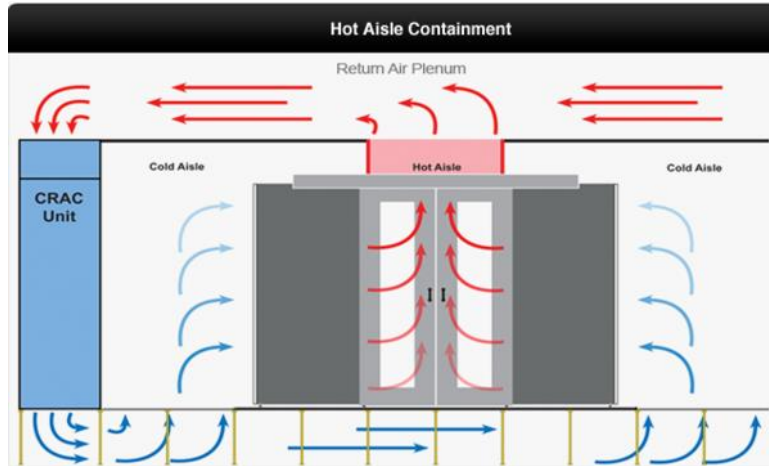
# Air cooling

- Space cooling
  - Servers in racks, and racks in rows
  - Supply cold air through raised floor (often)



# Air cooling

- Space cooling
  - Containment to reduce recirculation and increase efficiency



# Air cooling

- Heat rejection
  - if (waste heat >> warmer than outside air); reject it (free cooling)
  - But! Incoming air also needs to be "cold enough" ( $< \sim 28^{\circ}\text{C}$ )
    - With some thermal losses, it often becomes challenging to run free cooling all year around at most places.
    - Warmer server conditions also increases losses in CPUs and other chips. (good for PUE, but bad for power consumption!)
  - Indirect vs. Direct (fresh air) cooling.
  - Chillers are often needed to bring down the temperature of incoming air.
    - Datacenters are working intensely to remove compressors.

# Liquid cooling

## Pros.

- Higher IT densities
- Higher waste heat temperature
  - Enables more free cooling, and/or better heat recovery opportunities
- Easier to pump liquid than air.
- Fewer moving parts

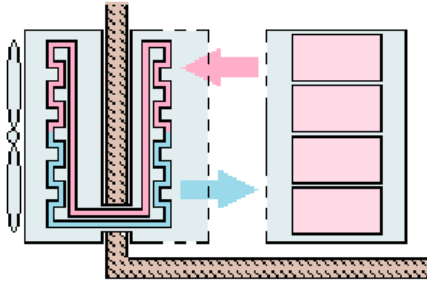
Higher specific heat capacity  
 $c_p$ , and higher density

## Conc.

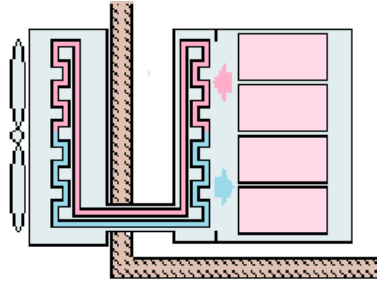
- System complexity
- Risk of leaks
- (Concurrent) maintenance
- Service friendliness

# Liquid cooling

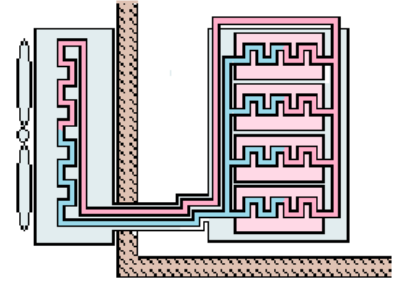
## Ways of implementing liquid cooling



Traditional "air cooling" (CRAH/CRAC)



"Rear-door" cooling



On-chip cooling



Source: [www.deltapowersolutions.com](http://www.deltapowersolutions.com)



Source: [nvent.com](http://nvent.com)

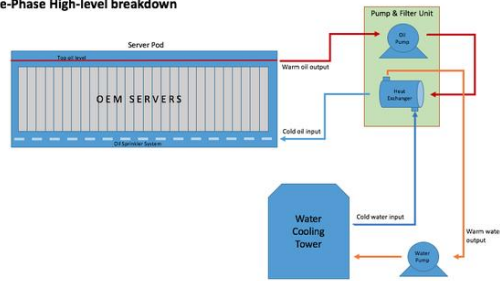


Source: [asatek.com](http://asatek.com)

# Liquid cooling

## Ways of implementing liquid cooling – immersion systems

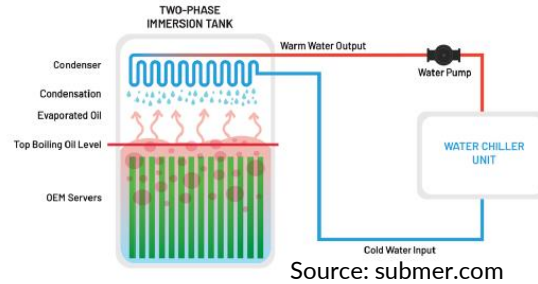
Single-Phase High-level breakdown



Single-phase immersion

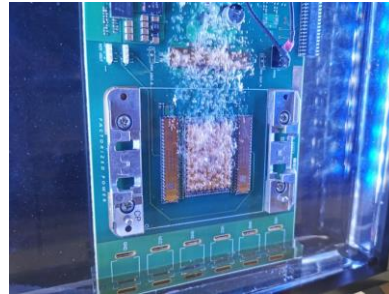


Source: asperitas.com



Source: submer.com

Two-phase immersion



Source: <https://www.anandtech.com/>



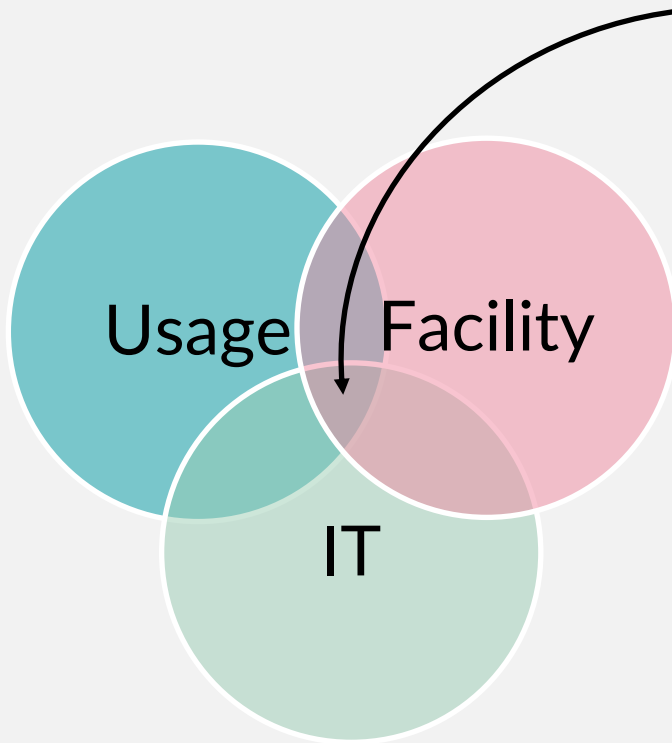
Other types...



Source: iceotope.com

# Facility vs IT



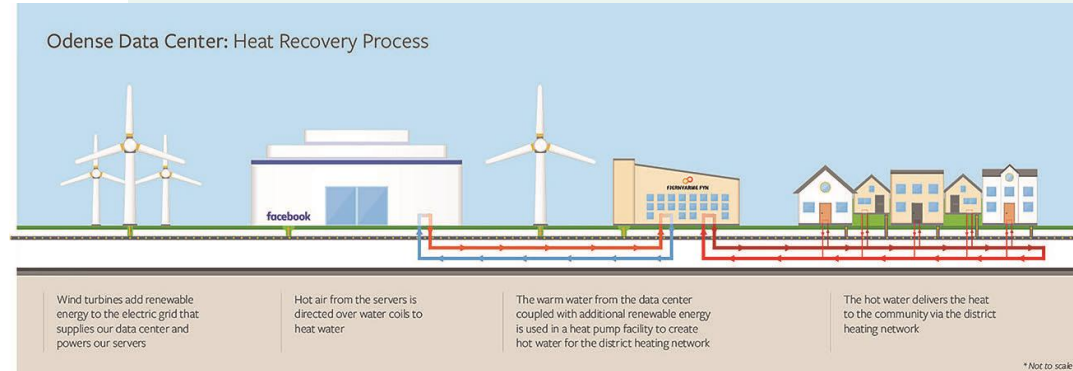


## Holistic cooling

- Philosophy: Holistic
  - *"characterized by the belief that the parts of something are intimately interconnected and explicable only by reference to the whole."*
- Achieve maxim (cooling) efficiency independently of IT-load
  - Why should CPU temperature vary?

# Heat recovery examples

- District heating
  - Huge opportunities
  - Difficult to meet temperature demands.
- Greenhouses
  - Promising
  - Close proximity of DC
- Industrial processes



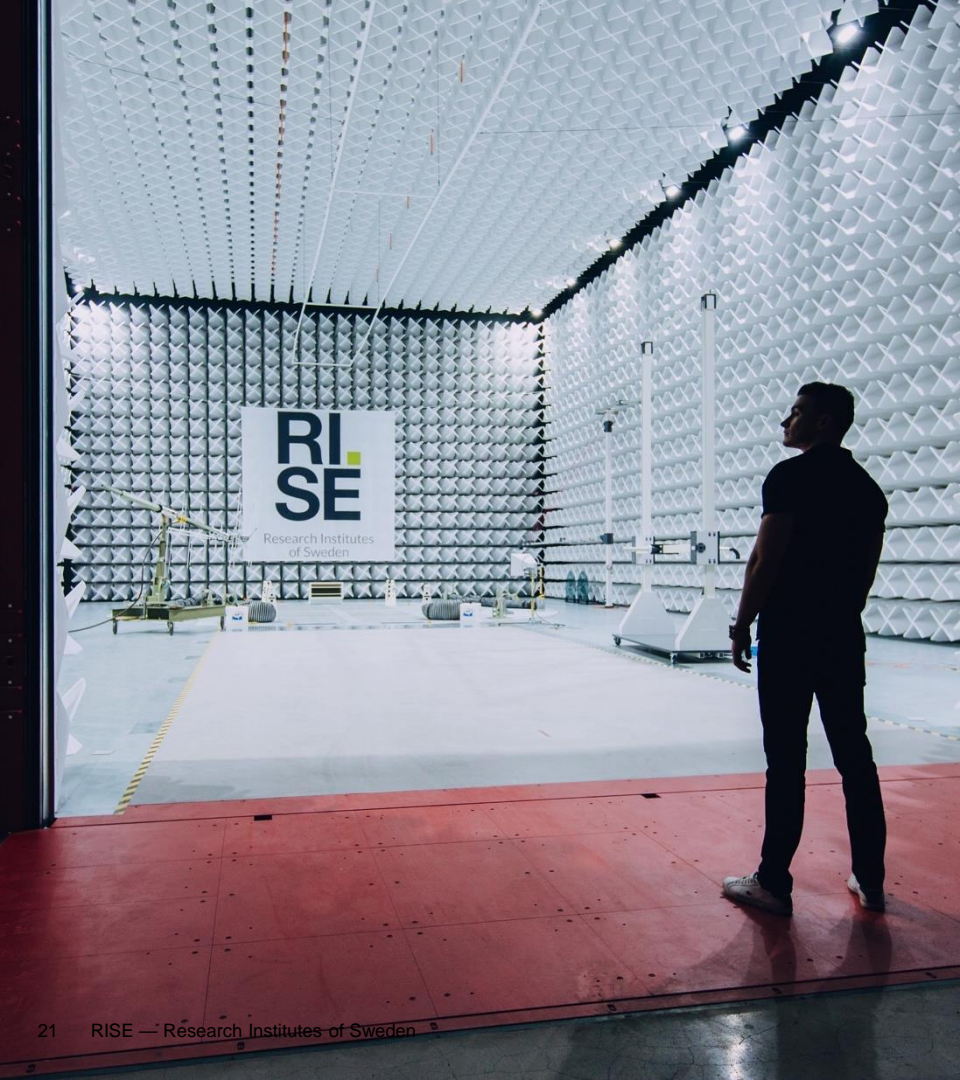
# Research challenges, examples

- Optimize heat transfer, from source (CPU) to rejection or recovery.
  - Thermal interface material
  - Heat exchangers
  - Heat recovery application
  - ...
- Further integrate the different "parts" of the data center
  - Facility, IT and Software



Maintain as high temperature as possible as far as possible in the heat rejection (recovery) process

Cooling of electronics does not always end at the heat-sink



## We at RISE ICE Datacenter

- Run experimental datacenter
- Test-rigs for data center equipment
- Direct projects for companies
- Together with companies find R&D&I funding for "cool" ideas
- New partner program for fast and easy access of our results.

# Partnerin program - Introduction

## Description

- RISE ICE is offering a program for partners to engage in our research and innovation. The objective is to give **easy and early access** to results, data and resources for research and innovation projects, with the provision to **deep access** to additional results, data and resources.
- The partnership can extended with additional direct funded projects or with public funded projects with co-funding from the partner. See last slides.
- Legal framework to cover partnership available. NDA for the partner set-up to enable project discussion. Partner program agreement for the project year.

## Three levels of yearly memberships

- Platinum Member - €100 000
- Gold Member - €50 000
- Silver Member - €25 000

	Access	Platinum	Gold	Silver
<b>Webinars</b>	Early and easy	2 exclusive +1 common	1 exclusive +1 common	1 common
<b>Expert access</b>	Deep	X	x	
<b>Follow-up</b>	Early	Every other month	Quarterly	Half year
<b>Package of output</b>	Easy	X	X	X
<b>Junior research work</b>	Deep & innovation	4 months	2 months	1 month
<b>Data access</b>	Easy	8 weeks	4 weeks	2 weeks
<b>Thesis project</b>	Easy & innovation	Master thesis student	Master thesis student	
<b>Logos</b>	Visibility	A front place	Next to front	Next to front

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