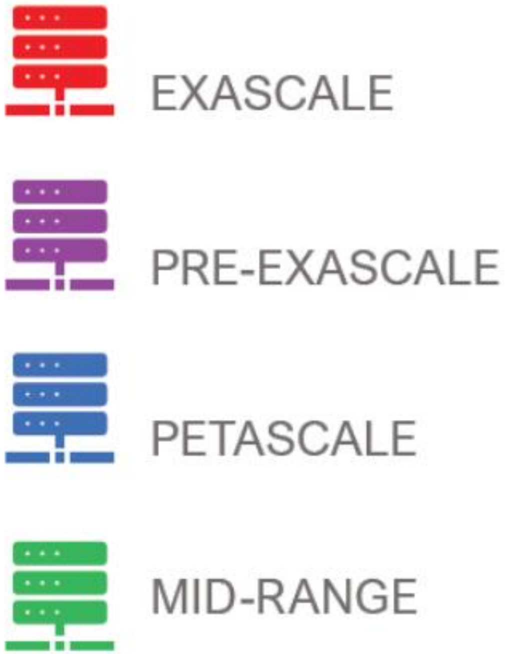
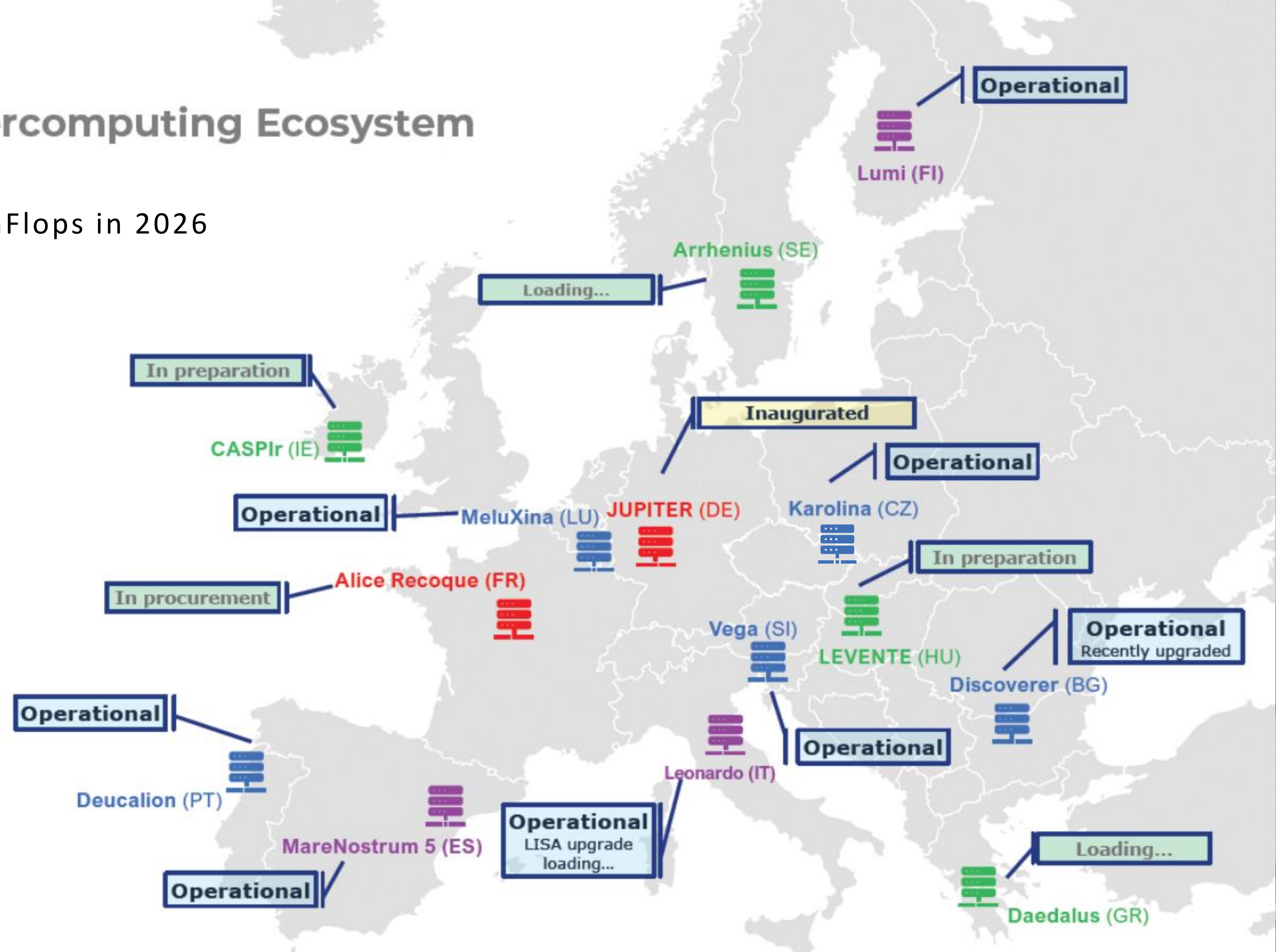
Access to the EuroHPC JU Supercomputers

EURO CZECHIA | THE NATIONAL COMPETENCE CENTRE IN HPC

The EuroHPC Supercomputing Ecosystem

Offering ~900 Pflops
to be increased to ~2 ExaFlops in 2026





EUROHPC JU SUPERCOMPUTERS

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LUMI (Finland)

Karolina (Czechia)

Discoverer (Bulgaria)

Vega (Slovenia)

Leonardo (Italy)

Meluxina (Luxemburg)

Deucalion (Portugal)

Jupiter (Germany)

MareNostrum 5 (Spain)

Daedalus (Greece) *2026

Arrhenius (Sweden) *2026

Alice Recoque (France) *2026

Levente (Hungary) *2026

EUROHPC JU SUPERCOMPUTERS

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Supercomputer	Country	System parts	Processor	Accelerator	Total resources	Min/Max computing time
JUPITER	Germany	JUPITER Booster	NVIDIA Grace	NVIDIA Hopper	527040	25 000 (Max. 220 000)
DEUCALION	Portugal	Deucalion ARM	Fujitsu A64FX	–	1871388	60 000
		Deucalion x86	AMD Epyc	–	573342	60 000
		Deucalion GPU	AMD Epyc	NVIDIA A100	37840	25 000
MARENOSTRUM 5	Spain	MN5 GPP	Intel Sapphire Rapids	–	3321907	60 000 (Max. 230 000)
		MN5 ACC	Intel Sapphire Rapids	Nvidia Hopper	100000	20 000 (Max. 100 000)
LEONARDO	Italy	Leonardo DCGP	Intel Sapphire Rapids	–	912244	60 000 (Max. 120 000)
		Leonardo Booster	Intel Xeon	NVIDIA A100	342092	25 000 (Max. 220 000)
LUMI	Finland	LUMI-C	AMD Epyc	–	1275760	60 000 (Max. 120 000)
		LUMI-G	AMD Epyc	AMD Instinct	309181	20 000 (Max. 150 000)
DISCOVERER	Bulgaria	Discoverer CPU	AMD Epyc	–	1740123	60 000
MeluXina	Luxembourg	MeluXina CPU	AMD Epyc	–	714956	60 000
		MeluXina GPU	AMD Epyc	NVIDIA A100	149729	25 000
Karolina	Czechia	Karolina CPU	AMD Epyc	–	984725	60 000
		Karolina GPU	AMD Epyc	NVIDIA A100	93500	25 000
Vega	Slovenia	Vega CPU	AMD Epyc	–	1188382	60 000
		Vega GPU	AMD Epyc	NVIDIA A100	48060	25 000

More information

ACCESS MODES OVERVIEW

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TRADITIONAL HPC

PREPARATORY ACTIVITIES

- Benchmark Access
- Development Access

PRODUCTION ACTIVITIES

- Regular Access
- Extreme Scale Access

ARTIFICIAL INTELLIGENCE

SCIENCE

- AI for Science & Collaborative EU Projects Access

INDUSTRIAL INNOVATION

- Playground Access
- Fast Lane Access
- Large Scale Access

ACCESS MODES – TRADITIONAL HPC

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PREPARATORY ACTIVITIES

Benchmark Access: For code and scalability tests

Access duration 2–3 months, Fixed allocation between 200 and 2,500 node hours, Allocation process duration – 2 weeks after the cut-off date

Development Access: For code and algorithm development and optimisation

Access duration 6–12 months, Fixed allocation between 800 and 4,500 node hours, Allocation process duration – 2 weeks after the cut-off date

PRODUCTION ACTIVITIES

Regular Access: For research applications requesting large allocations

Access duration 12 months, Allocations between 20,000 and 1,800,000 node hours, Peer-Review process – 4 months after the cut-off date

Extreme Scale Access: For high-impact, high-gain research requesting extremely large allocations

Access duration 12 months, Allocations between 100,000 and 3,000,000 node hours, Peer-Review process – 6 months after the cut-off date

HPC ACCESS MODES – ACCESS DECISIONS

Benchmark & Development Access

→ Access based on **technical feasibility**

Regular & Extreme Scale Access

→ Access based on **technical feasibility**
and **evaluation criteria**

- excellence
- innovation & impact
- quality & efficiency of the implementation

Evaluated by

- scientific experts (access resource committee, scientific reviewers)
- technical experts

UPCOMING HPC CUT-OFFS

EURO CZECHIA

Access Type	Cut-Offs Frequency	Next Cut-Offs Dates
Benchmark Access	Monthly cut-offs	1 Nov 2025, 1 Dec 2025, 1 Jan 2026, 1 Feb 2026…
Development Access	Monthly cut-offs	1 Nov 2025, 1 Dec 2025, 1 Jan 2026, 1 Feb 2026…
Regular Access	2 cut-offs per year	March 2026
Extreme-Scale Access	2 cut-offs per year	TBA (April 2026)

ACCESS MODES – AI

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SCIENCE

AI FOR SCIENCE & COLLABORATIVE EU PROJECTS ACCESS:

Supports the development and use of AI by both researchers and industry within EU-funded programs.

Access duration 6 months, Allocations between 20.000 and 90,000 node hours, Peer-Review process duration – 1 month after the cut-off date

INDUSTRIAL INNOVATION

Playground Access: For new users or those with smaller computational needs for performing AI computations

Access duration 1, 2 or 3 months, Fixed allocations of 5,000 GPU hours, Allocation – 2 working days

Fast Lane Access: For industrial users familiar with HPC environments requiring fast access

Access duration 1, 2 or 3 months, Allocations between 10,000 and 50,000 GPU hours, Allocation – 4 working days

Large Scale Access: For industrial AI applications with high impact needing large allocations

Access duration 3, 6 or 12 months, Allocations between 50,000 and 2,400,000 GPU hours, Peer-Review – 2 weeks after the cut-off date

AI ACCESS MODES – ACCESS DECISIONS

EURO CZECHIA

Playground & Fast Lane Access

⟶ Access based on **technical feasibility**

Science & Large Scale Access

⟶ Access based on **technical feasibility** and **evaluation criteria**

- for Science: excellence, innovation & impact, quality & efficiency of the implementation
- for Large Scale: innovation, impact

Evaluated by AI experts, technical experts (Science access)
industry innovation group (Large Scale access)

UPCOMING AI CUT-OFFS

EURO CZECHIA

Access Type	Cut-Offs Frequency	Next Cut-Offs Dates
Playground Access	Continuously	No cut-off dates
Fast Lane Access	Continuously	No cut-off dates
Large Scale Access	2 per month	14 Nov 2025, 1 Dec 2025, 15 Dec 2025, 5 Jan 2025
Extreme-Scale Access	Multiple per year	12 Dec 2025, more in 2026 TBA

HOW TO SUCCEED IN PEER REVIEW

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Good proposal needs to have:

Solid motivations – beyond state-of-the-art?

Ambitious goals – why do you need Extreme Scale? Regular call?

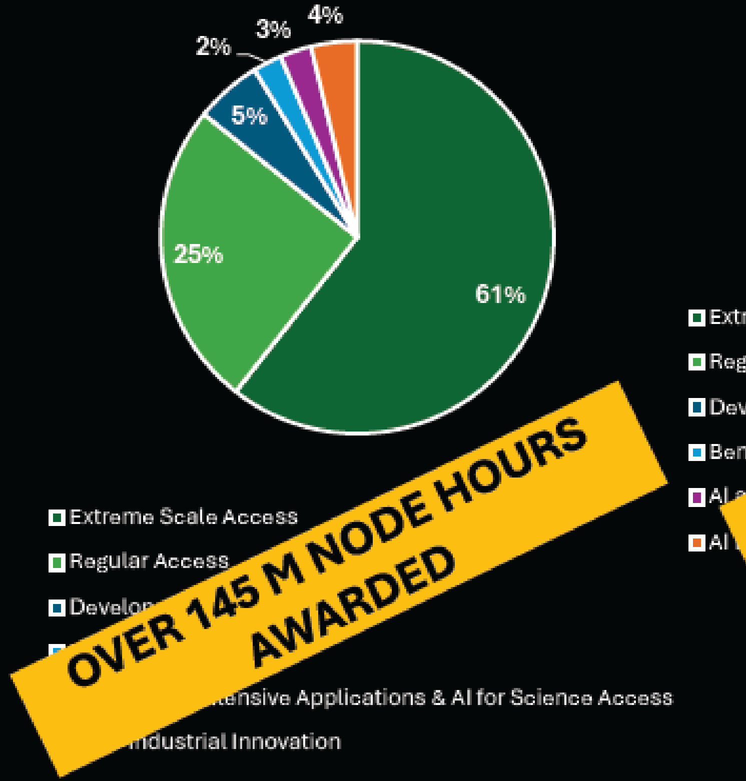
Performant software – are you ready for Extreme Scale? Support?

Requests justified by scientific milestones

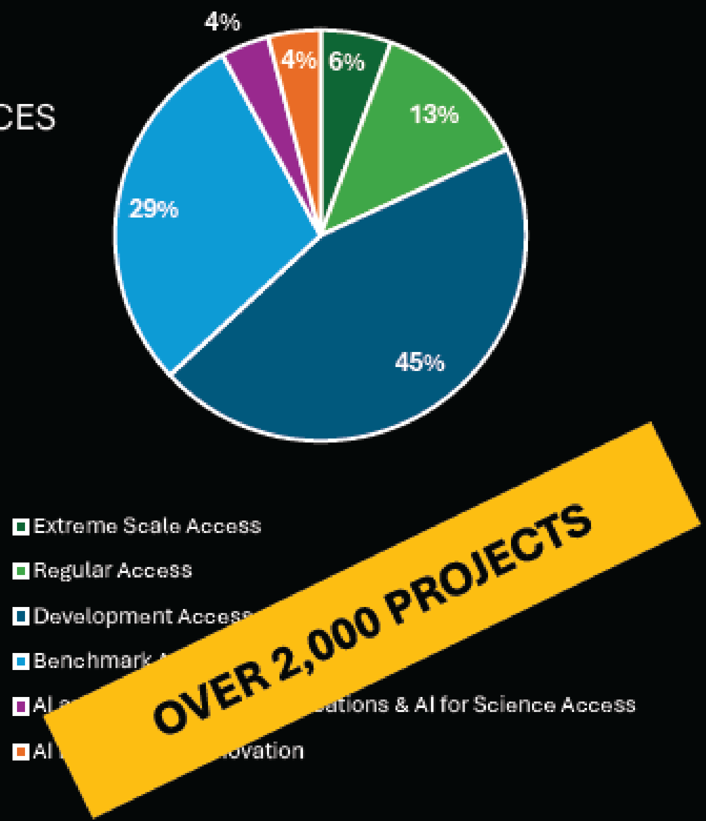
It is crucial to have all this in the application – for external reviewers and majority of panel members.

STATISTICS

ALL ACCESS MODES - AWARDED RESOURCES SHARES



ALL ACCESS MODES - AWARDED PROPOSALS SHARES



AWARDED PROPOSALS AND RESOURCES PER ACCESS MODE		
ACCESS MODE	PROPOSALS AWARDED	NODE HOURS AWARDED
EXTREME SCALE ACCESS (Dec 2022-Apr 2025)	130	87,978,597
REGULAR ACCESS (Dec 2021-Mar 2025)	293	36,530,037
DEVELOPMENT ACCESS (Jan 2022-Sep 2025)	1,050	7,951,567
BENCHMARK ACCESS (Jan 2022-Sep 2025)	676	3,459,667
AI and Data-Intensive Applications Access (Apr 2024-Apr 2025)	79	3,266,600
AI for Science and Collaborative EU Projects Access (June 2025)	10	496,000
Playground Access (April 2025-Sep 2025)	48	49,375
Fast Lane Access (April 2025-Sep 2025)	28	195,678
Large Scale Access (April 2025-Sep 2025)	20	5,234,375
TOTAL	**2,334**	**145,161,896**

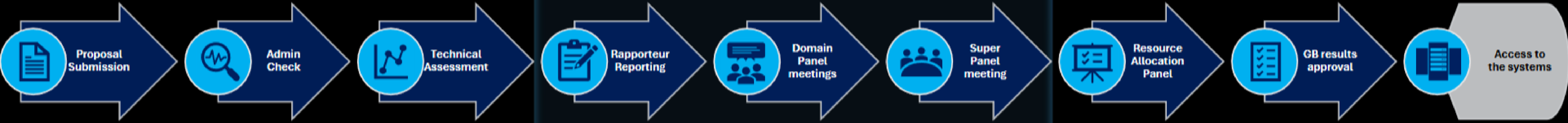
Peer-Review Process

BENCHMARK AND DEVELEOPMENT ACCESS

Access available on petascale and pre-exascale systems

Peer-Review Process

REGULAR ACCESS



Evaluation criteria:

Excellence
Innovation and Impact
Quality and Efficiency of the Implementation

Scoring system:

- Grade **0-5** per criterium
- Minimum grade per criterium – **3**
- Overall grade sum **0-15**
- Overall grade sum minimum - **10**

Access available on petascale and pre-exascale systems

ACCESS TRACKS:

SCIENTIFIC

INDUSTRY

PUBLIC ADMINISTRATION

Peer-Review Process

AI AND DATA INTENSIVE APPLICATIONS ACCESS

Evaluation criteria:

Excellence
Innovation and Impact
Quality and Efficiency of the Implementation

Scoring system:

- Grade **0-5** per criterium
- Minimum grade per criterium – **3**
- Overall grade sum **0-15**
- Overall grade sum minimum - **10**

Access available on GPU partitions of petascale and pre-exascale systems

Peer-Review Process

EXTREME SCALE ACCESS

Evaluation criteria:

Excellence
Innovation and Impact
Quality and Efficiency of the Implementation

Scoring system:

- Grade **0-5** per criterium
- Minimum grade per criterium – **3**
- Overall grade sum **0-15**
- Overall grade sum minimum - **10**

Access available on pre-exascale systems

ACCESS TRACKS:

SCIENTIFIC

INDUSTRY

PUBLIC ADMINISTRATION

WHO IS ELIGIBLE?

EURO CZECHIA

Industrial enterprises and SMEs

Academic and research institutions

public + private

Public sector organisations

EURO
CZECHIA

Is there anything more you'd like to know?

You can reach EuroCC Czechia at any time!

Tomáš Karásek
tomas.karasek@vsb.cz
www.eurocc-czechia.cz

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MINISTRY OF EDUCATION, YOUTH AND SPORTS

EuroHPC