

Storage Performance and Desktop Virtualization

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- WHIPTAIL incorporated in (2009) direct response to the IO challenges faced by enterprises in deploying desktop and server virtualization technologies.
- WHIPTAIL's technology stack drives down the cost and complexity of high performance storage by offering enterprise class family or arrays that dramatically increases end user productivity and slashing the cost per IOP.







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Unaccounted for Performance

CPU & Memory is easy to measure



Disk resources are not



- SBC solutions only had one OS arbitrating disk access, while VDI has THOUSANDS of INDEPENDENT operating systems with:
 - Unshared read caches
 - Virtual memory footprint for EVERY user
 - Easy user runs their own AV, security suite, inventory agent, etc.
- New class of problems (storms) introduced:
 - Boot storms
 - Patch storms



Solving the problem(s) – Host side – PCIe/Flash drive DAS

- PCle
 - Very fast and slow latency
 - Expensive per GB
 - No redundancy
 - CPU/Memory stolen from host
- Flash SATA/SAS
 - More cost effective
 - Can't get more than 2 drives per blade
 - Unmanaged can have perf/endurance issues





Solving the problem(s) – Array based cache/tiering

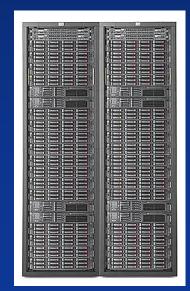
- Array flash cache
 - Typically read only
 - PVS already caches most reads
 - Effectiveness limited by storage array designed for hard disks
- Automated storage tiering
 - "Promotes" hot blocks into flash tier
 - Only effective for READ
 - Cache misses still result in "media" reads





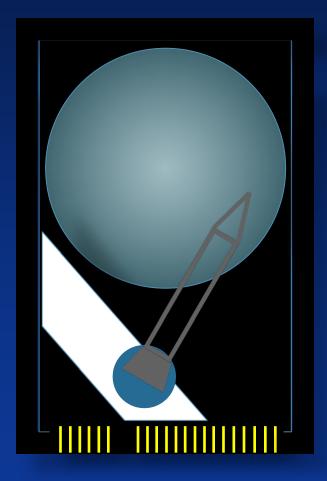
Solving the problem(s) – Flash in the traditional array

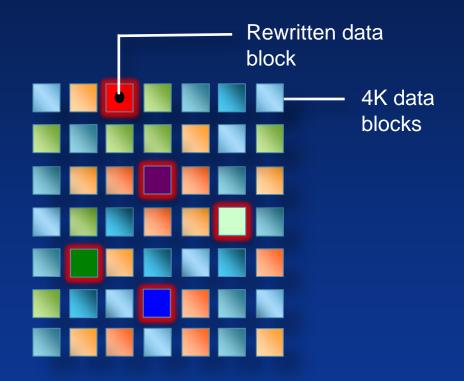
- Flash in a traditional array
 - Typically uses SLC or eMLC media
 - High cost per GB
 - Array is not designed for flash media
 - Unmanaged will result in poor random write performance
 - Unmanaged will result in poor endurance





Solid State Fundamentals: HDD Write Process Review

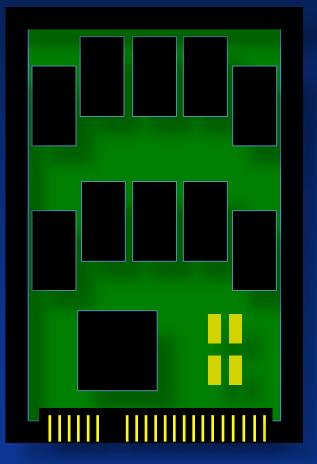




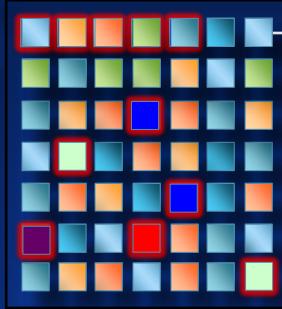
A physical HDD is a bit-addressable medium! Virtually limitless write and rewrite capabilities.



Solid State Fundamentals: Flash Writes Process



2MB ERASE BLOCK



4K data blocks

1. Erase block contents are read to a buffer.

2. Erase block is wiped (aka "flashed").

3. Buffer is written back with previous data and any changed or new blocks – including zeroes.

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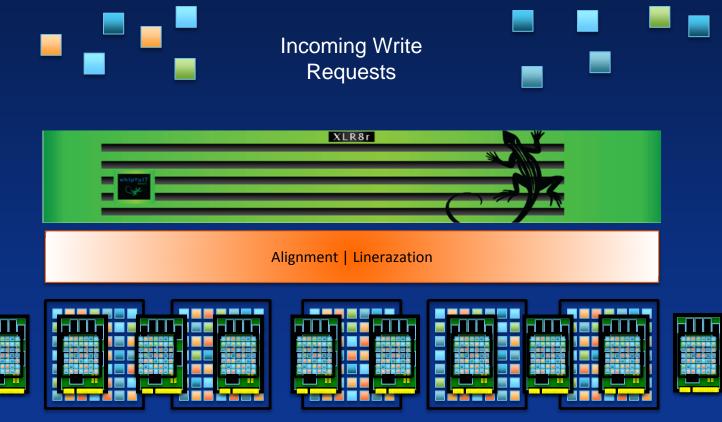


- Why does this matter?
 - Each cell has physical limits (dielectric breakdown)
 - Time to erase a block is non-deterministic (2-6ms)
 - Program time is fairly static based on geometry
 - Failure to control write amplification *will* cause wear out in a short amount of time
 - Desktop workload is one of the worst for write amplification
 - Most writes are 4-8KB



- Write amplification not only causes wear out issues, it also creates unnecessary delays in small random write workloads
- What is the point of higher cost flash storage with latency between 2-5ms?





Write requests are flushed the RAID layer as full stripes and to media as full ERASE BLOCKS



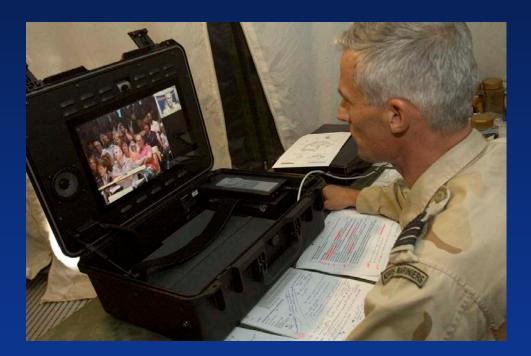
- Pod based:
 - 2500-5000 users per pod
 - Dedicated blade chassis per pod
 - N+1 pods
 - 1-2 PVS servers per pod
 - Write cache and hold image storage on WHIPTAIL
 - Profiles/home directories everywhere

- Centralized
 - X number of blade centers to support users
 - 1 INVICTA chassis per deployment
 - Gold images mirrored inside of INVICTA
 - 2-4 PVS servers per deployment
 - Write cache and gold image storage on WHIPTAIL
 - Profiles/home directories everywhere



Customer Example





Defense material Organisation Ministry of Defense

Operations/Infrastructure and Services SBR Cor van 't Hoff Sr. Designer



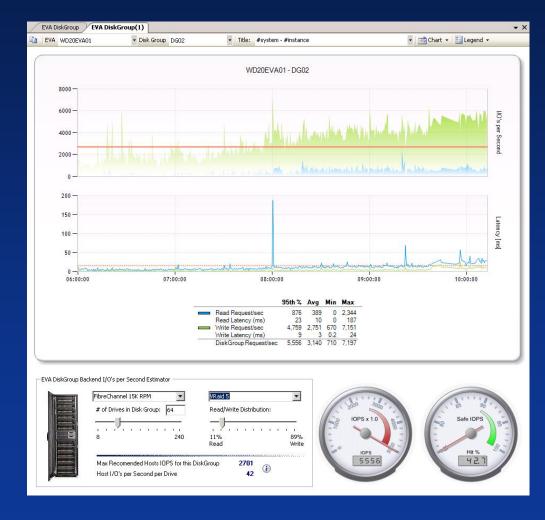
- Our key areas
 - Support for over 55.000 work stations
 - Archives of more than 13 kilometers in length
 - Research & innovation Center
 - Nation-wide fibreglass network at out disposal
 - Two command centers with 24/7 security
 - Three secured data centers
 - Owner of independent back-up center
 - Defense Service Desk en Operations Room
- Our certifications
 - Oracle Certified Partner
 - Certified as SAP Competence Centre
 - Microsoft Gold Partner
 - ISO certification for the IVENT production and services process





Problems using traditional storage for VDI

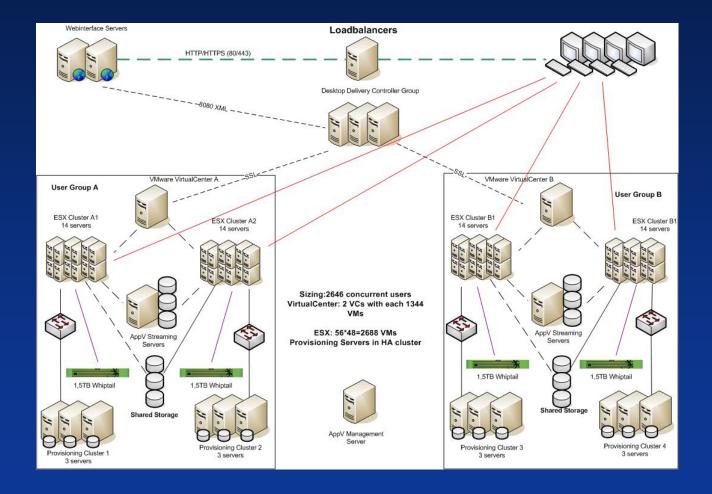
- Running VDI on our existing hard disk array didn't take off
- During testing less than half of the projected 2600 VDI users could log in
- IOPS were more than the array could handle
- Latency would rise to unaccaptable levels





- Add extra disks to the array
 - o Array was already full
- Buy other hard disk arrays
 - Expensive and would require lots of power and space
- Use flash based PCIe cards
 - o No shared storage
- Purchase a flash based Whiptail
 - ✓ Requires less power and space
 - ✓ Shared storage
 - ✓ No I/O bottleneck for the foreseeable future

2650 concurrent user environment

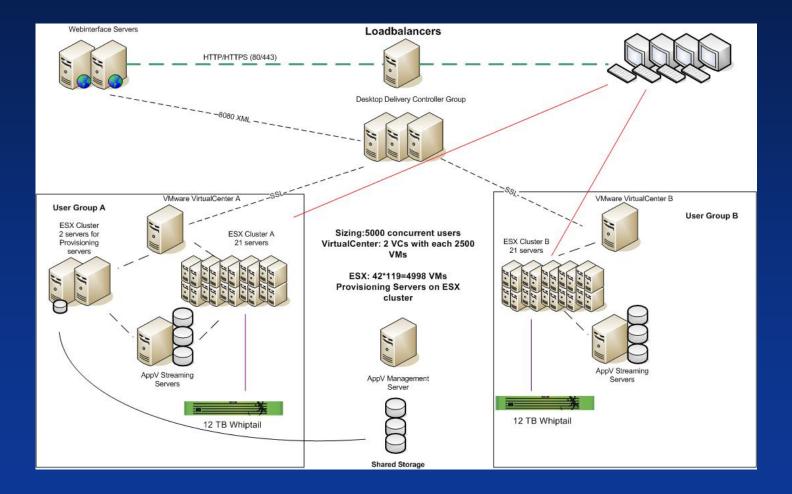


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SUMMIT

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Current

- 1 environment 2650 concurrent users
- 1 environment 5000 concurrent users

Planned this year

- 1 environment 2650 concurrent users
- Scale the 5000 concurrent user POD to 7000 users
- Deploy 2 PODs



Thank you



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