



GAME OF HRONES

Software-Defined Flash Storage and Server-Based Infrastructure Rule the Day

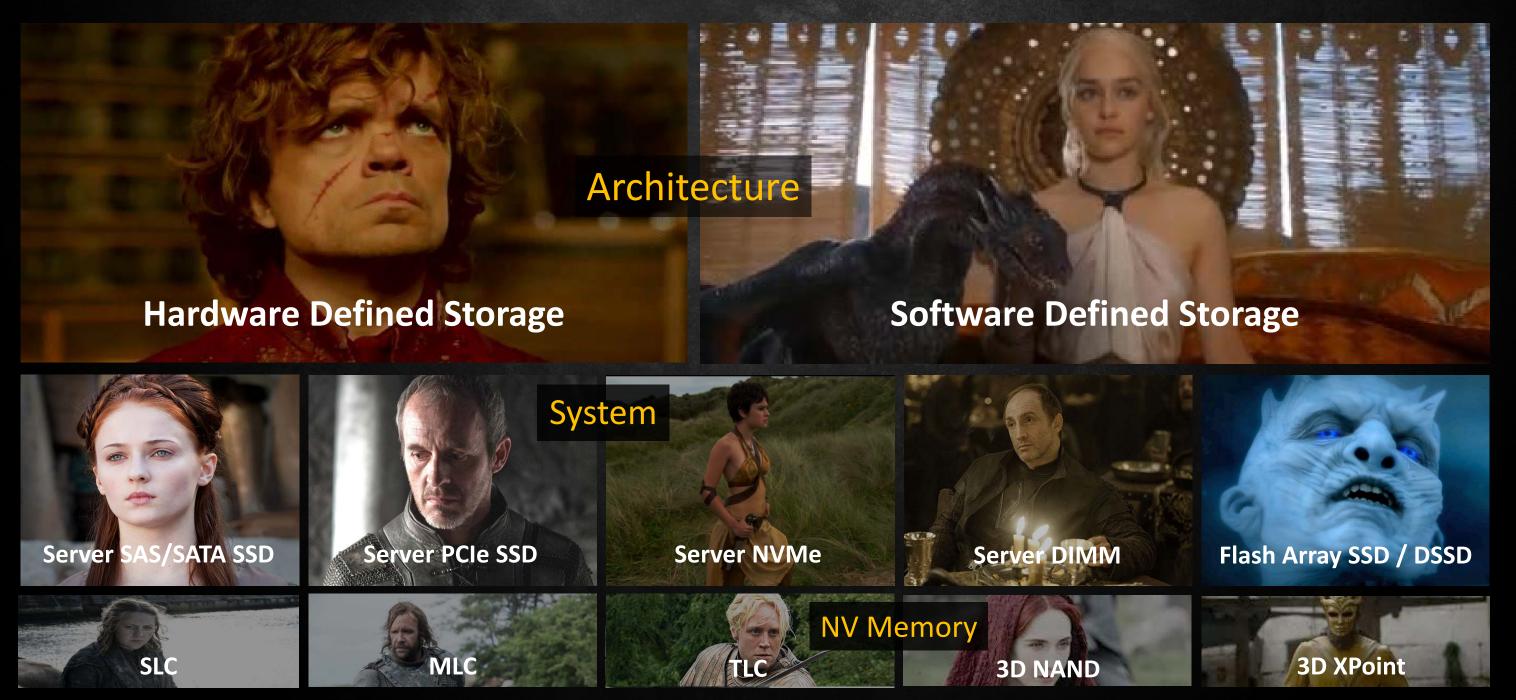
Shaun Walsh
Vice President of Corporate Marketing
QLogic Corporation



The Heirs to the Storage Kingdom



8/11/2015

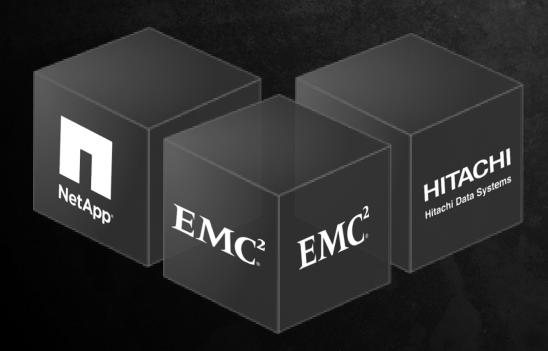


Who Will Rule the Day



Hardware Defined Storage

Software Defined Storage



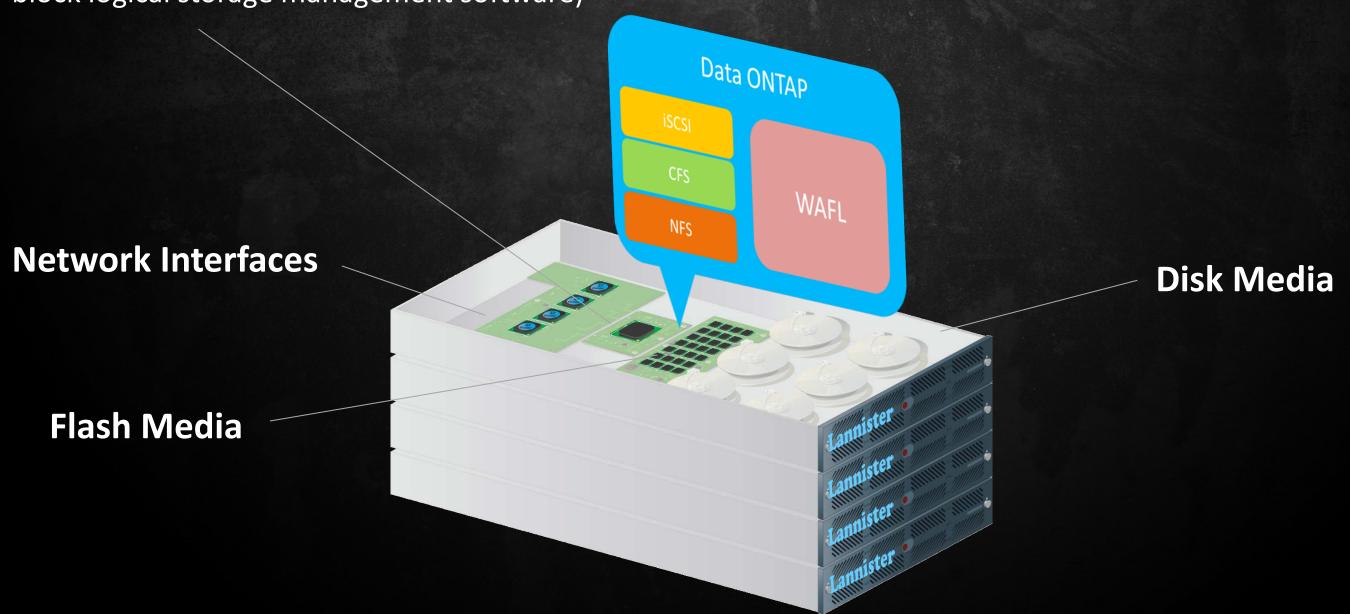


All system and memory technologies will serve these families *Eventually one will rule*

Hardware Defined Storage



Storage Array Controller (proprietary, firmware-resident, media management + object, file and/or block logical storage management software)



Software Defined Storage



x86 Server (Apps for media management + object, file and/or block logical storage management)

Ceph
Object
Storage
Storage
File
Storage

Flash Media

Disk Media

Server Cluster

(storage nodes)

Server Cluster

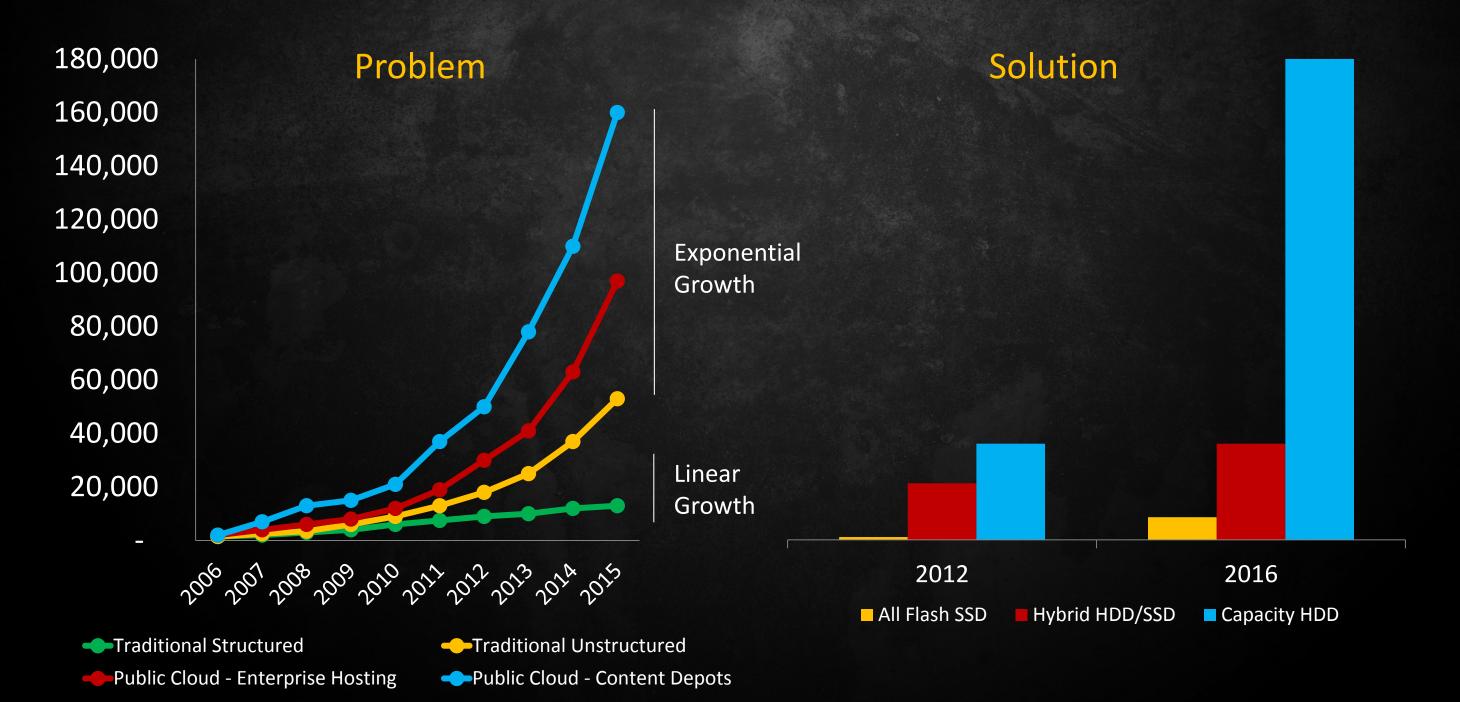
(management nodes)

QLOGIC

Network Interfaces

The Catalyst for Change was Bulk Storage

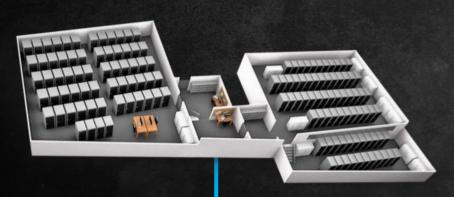




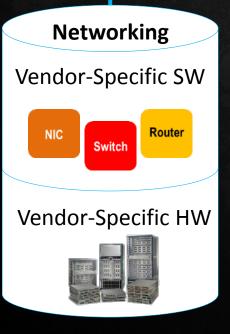
Enterprise Storage and Network Infrastructure Transforming into Apps

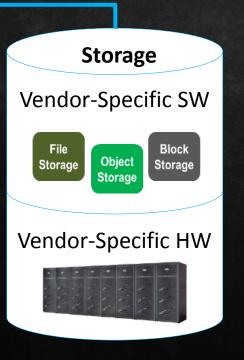


Hardware Defined Data Centers Today

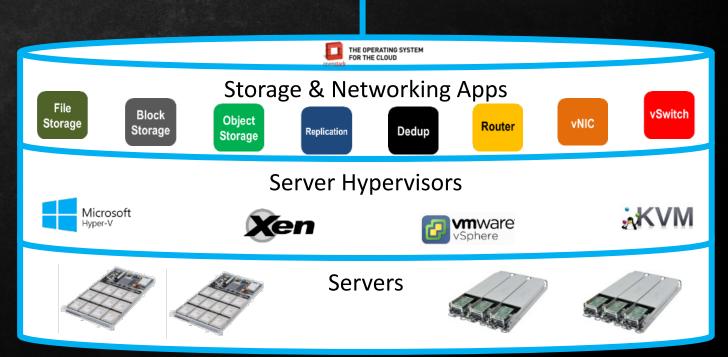


Any Hypervisor Microsoft Hyper-V Wmware VSphere Any Server



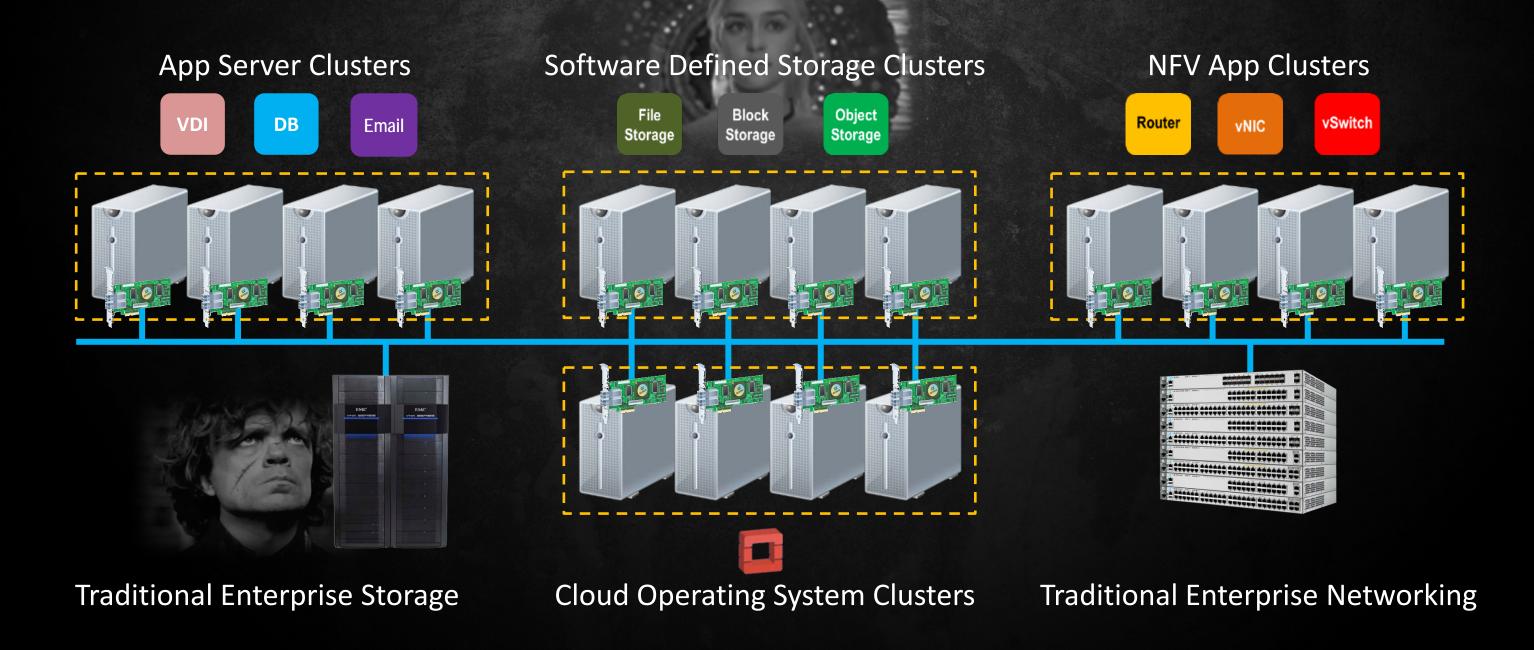


Software Defined Data Centers in 10 Years



Servers Host Business and Infrastructure Apps





Open Source SW and HW Driving Down Costs







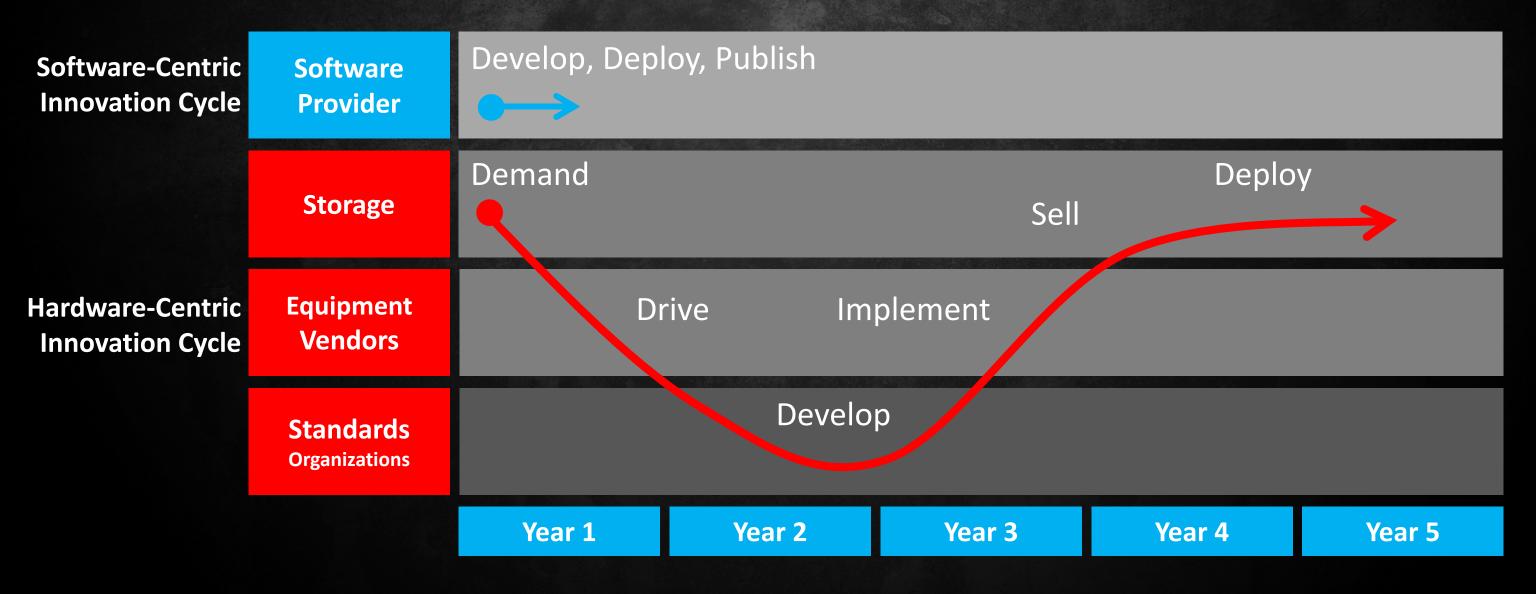






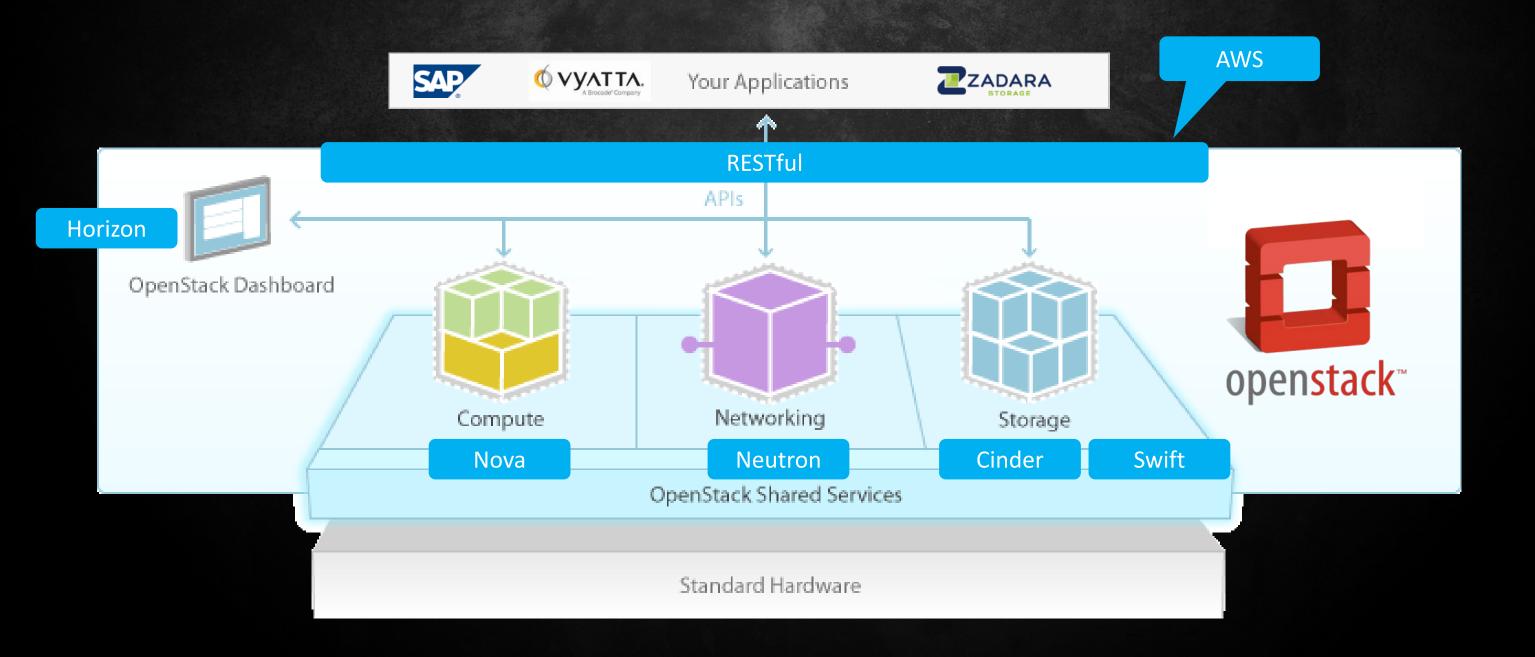
Innovation Accelerates





Open Interfaces Unchain the Software Defined Kingdom





Let's Build a Software Defined Storage System & Compare



Block, File and Object Storage



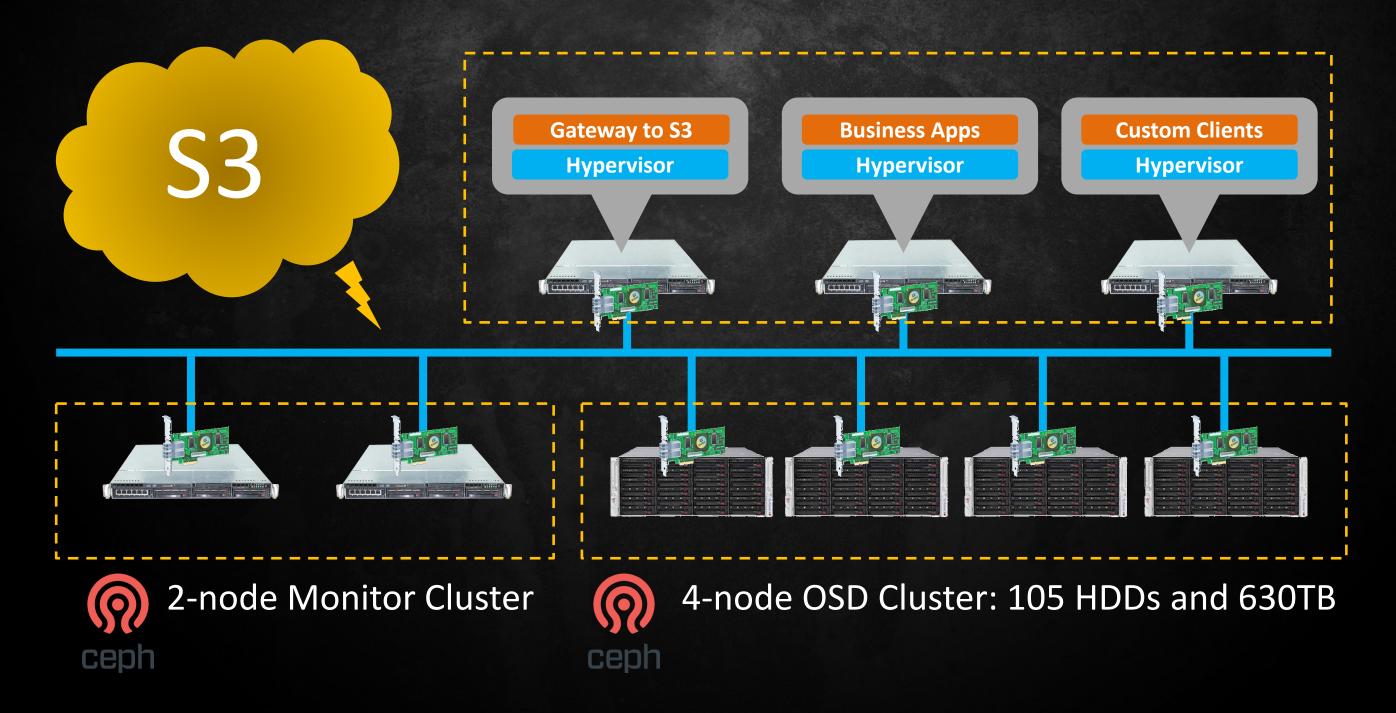
x86 Server with High Storage Capacity





250TB of Bulk Storage Growing 25% Per Year





Flash Inside Servers Allows SDS Apps to Address I/O Intensive Applications

HDD

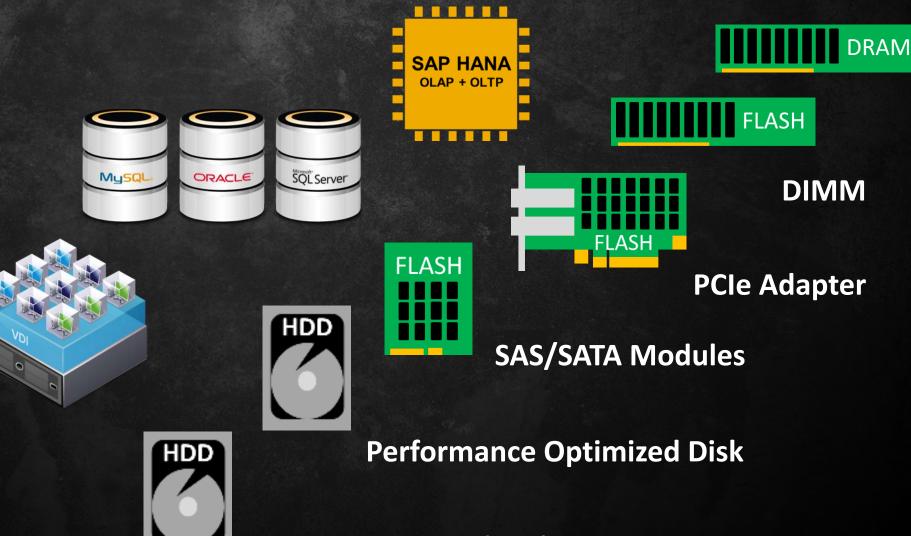


Tier 0 (Hot Data)

Tier 1
(Active Data)

Tier 2 (Less Active Data)

Tier 3 (Cold Data)



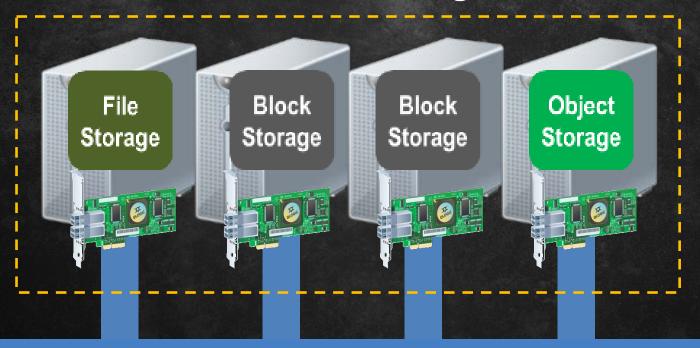
Capacity Optimized Disk

Massive Arrays of Idle Disk

Key Server Networking Enhancements for SDS



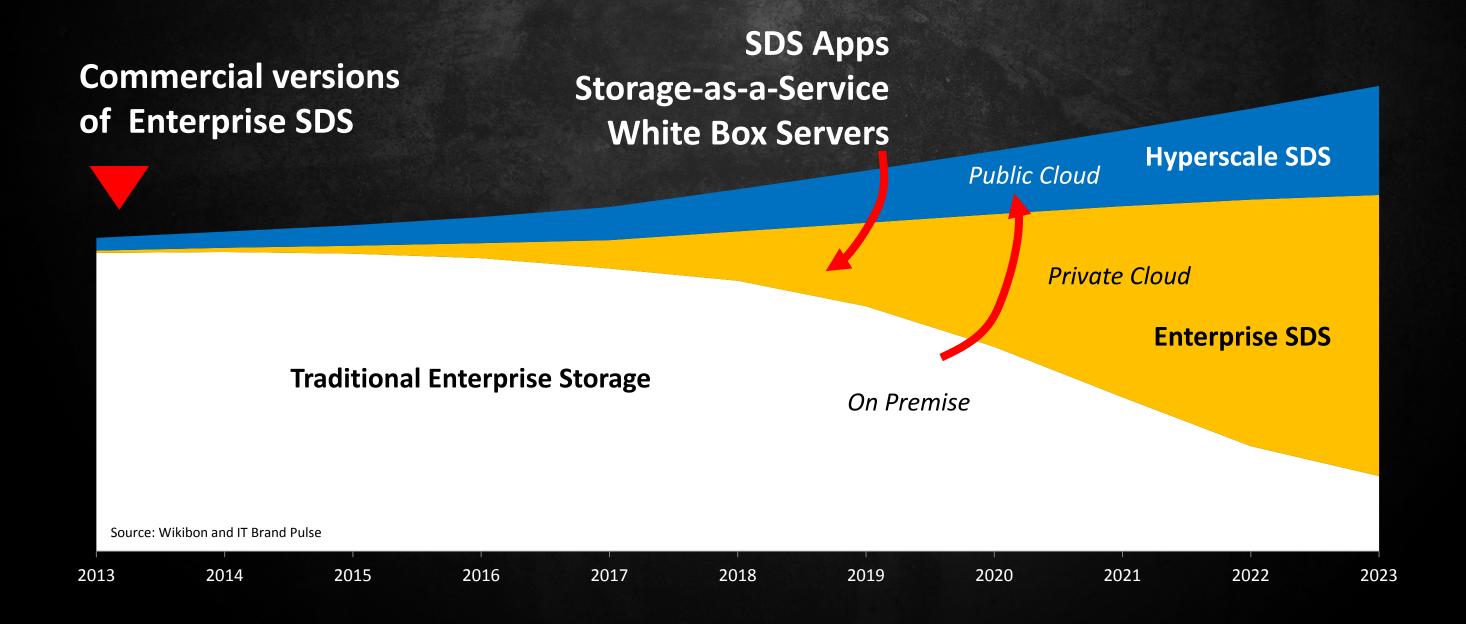
Software Defined Storage Cluster



Network partitioning (NPAR) to create virtual networks to VMs iSCSI over RDMA for low-latency NVMe fabrics SRIOV to bypass vSwitch and accelerate I/O HW offload of iSCSI, iSER, Geneve, and VXLAN protocol processing 25G, 50G and 10G Ethernet for high bandwidth

Software Define Storage Ascends over 10 Years







25G SEE 10G

