

# Designing Storage Architectures 2017



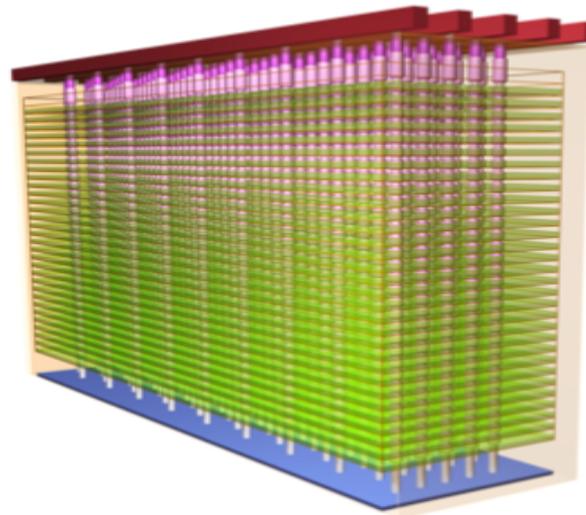
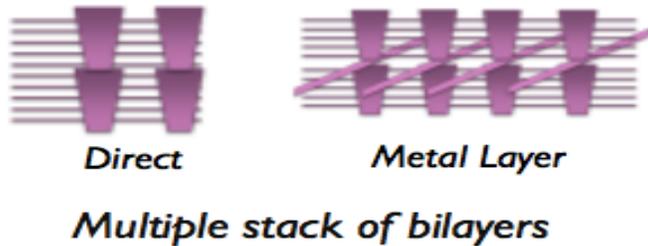
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# NAND Advancements

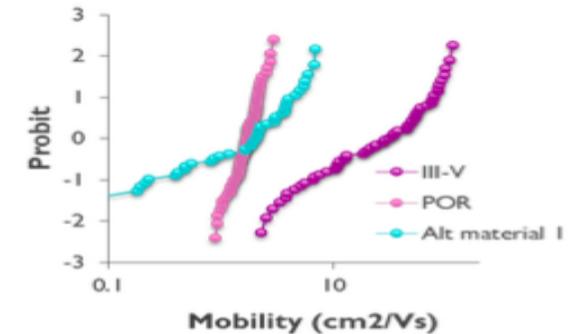
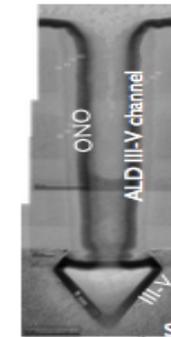
Density is King – Will Approach \$.05/GB to manufacture (\$50/TB)

## 3D NAND SCALING

### Vertical Scaling



### Device scaling



Improved cell performance/mobility with III-V channel

Year	2016-2017		2018-2019		2020-2021	2022-2023
<b>Generation 3D</b>	L48	L64	L96	L128	L256	512
<b>Die size (3b/cell)</b>	256-512 Gb	512Gb – 1Tb	512Gb-2Tb	1-3Tb	2-6 Tb	4-12Tb
<b>Hole CD</b>	65-100	65-100	65-100	65-100	65-100	65-100
<b>Slit pitch (# holes)</b>	4	4	4-8	8	8	8
<b>Vertical pitch</b>	50-70nm	40-60	40-60	40-50	40-50	40-50
<b>BL CD</b>	20	20	20 - 40	~40	~40	~40
<b>Multiple stacks</b>	No	No	No	No	Yes (2-4)	Yes (4-8)

Source: Intel, Projected Private Cloud CPU Sales



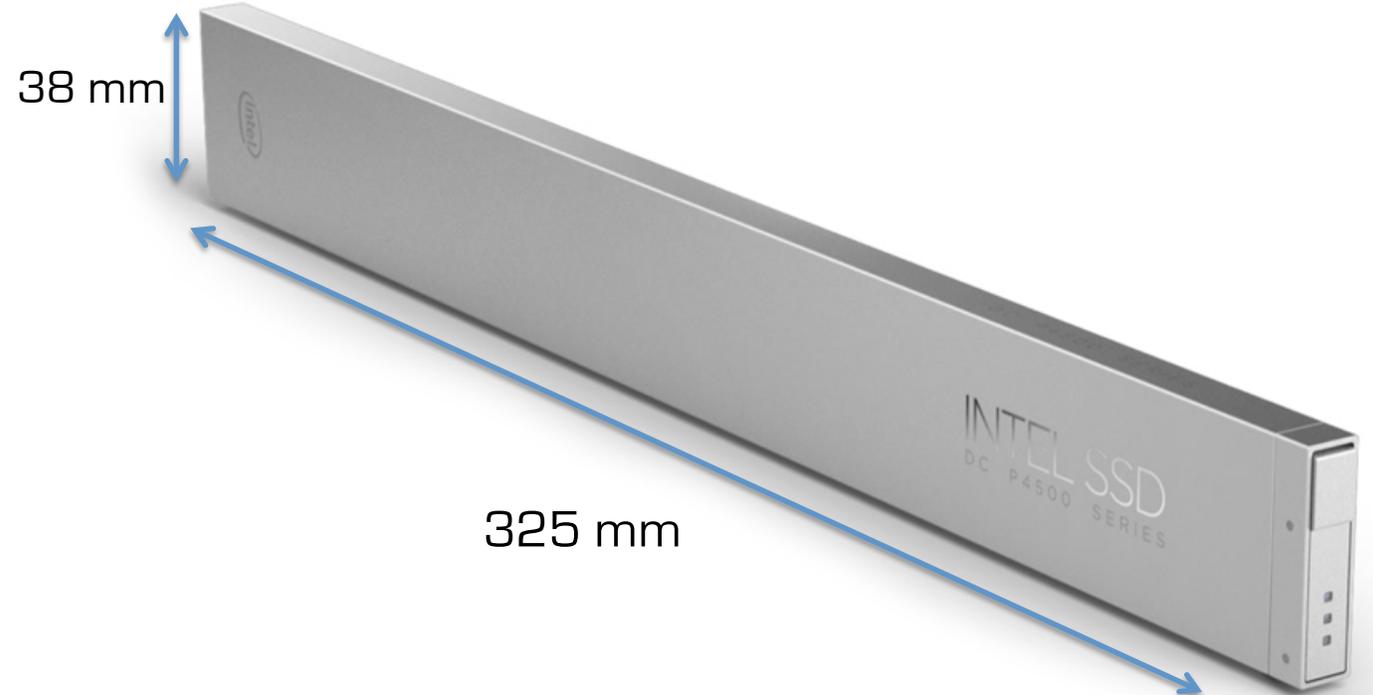
# SSD Advancements

Density is Also King – in new Form Factors



- Very small SSDs – but very dense
- Current NAND density = 500 GB
- Will reach 4 TB by 2021

- Extremely large SSDs – in non-standard form factors
- SFF TA-1002 connector (pending standardization)
- Current NAND density = 1 PB (raw)
- Will reach 8 PB by 2021



Source: Intel, Projected Private Cloud CPU Sales

# The Tape Industry

## Headed towards a Monopoly



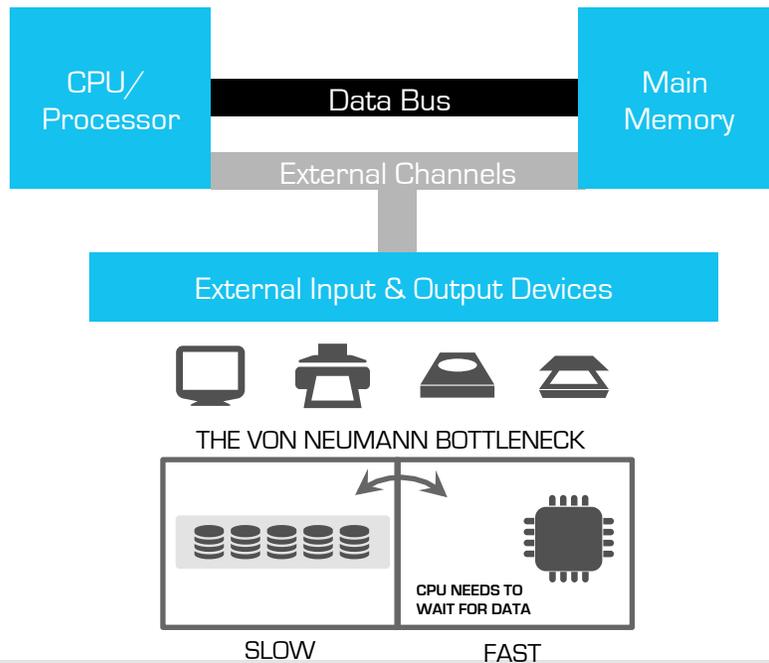
- IBM and Spectra now the only manufacturers of robotic tape libraries
- Oracle/STK cancelled next-gen T10000 drive in March 2017
- One more mid-range Oracle/STK library release – then no more
- Everyone using T10000 drives/carts must migrate to LTO
- Spectra Logic emphasizing Black Pearl – tape-to-cloud, tape-to-flash
- TCO of operating large tape-based archives is bad and getting worse
  - Compared to dense NAND – and doesn't count cost of migrations
- It's not the cost of the tape cartridge – it's everything around it
  - Library & drive h/w, s/w, maintenance, support
  - Drive h/w, f/w, maintenance, support
  - Disk array(s), data channels, filesystems in front of tape

TAPE IS NOT DEAD – BUT IT IS FAST BECOMING A TECHNOLOGY TO AVOID – POOR TCO

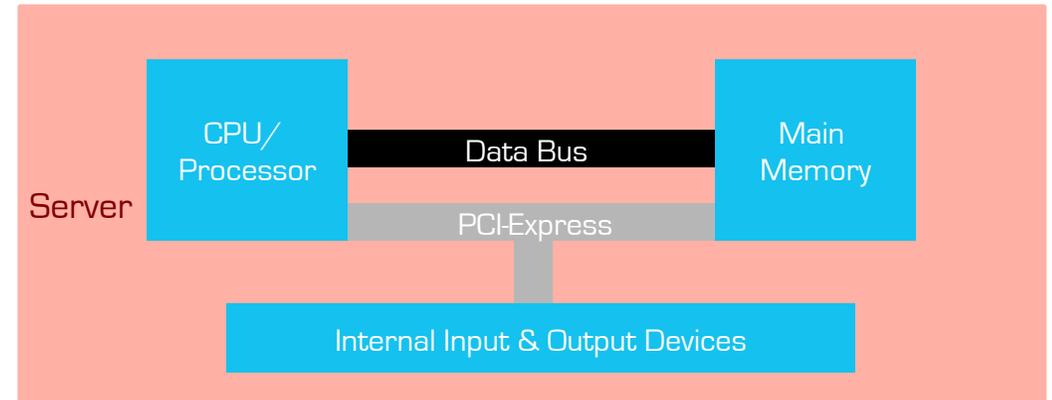
# Implications on Storage Architectures

It's all about the Servers

## Computer Architecture Von Neumann Architecture



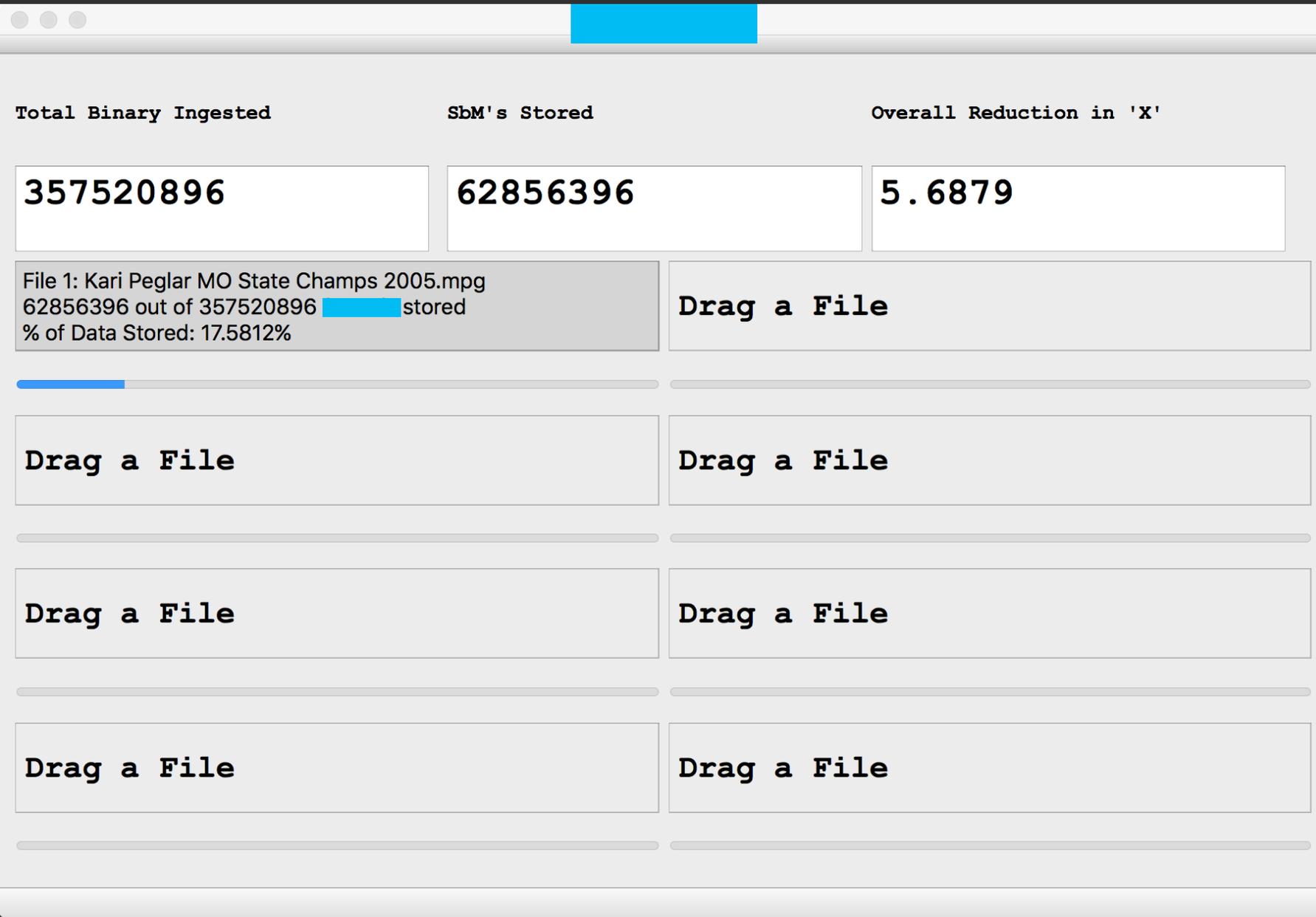
## In-Server Storage is not just Feasible but Optimal



- Aggregate across servers – no more external Arrays
- Software controls the aggregation
- Built into all OSES today (e.g. Linux, Windows)
- Shared or non-shared – partitioning, clustering
- Very efficient scale-out (e.g. Ceph, GPFS, etc.)

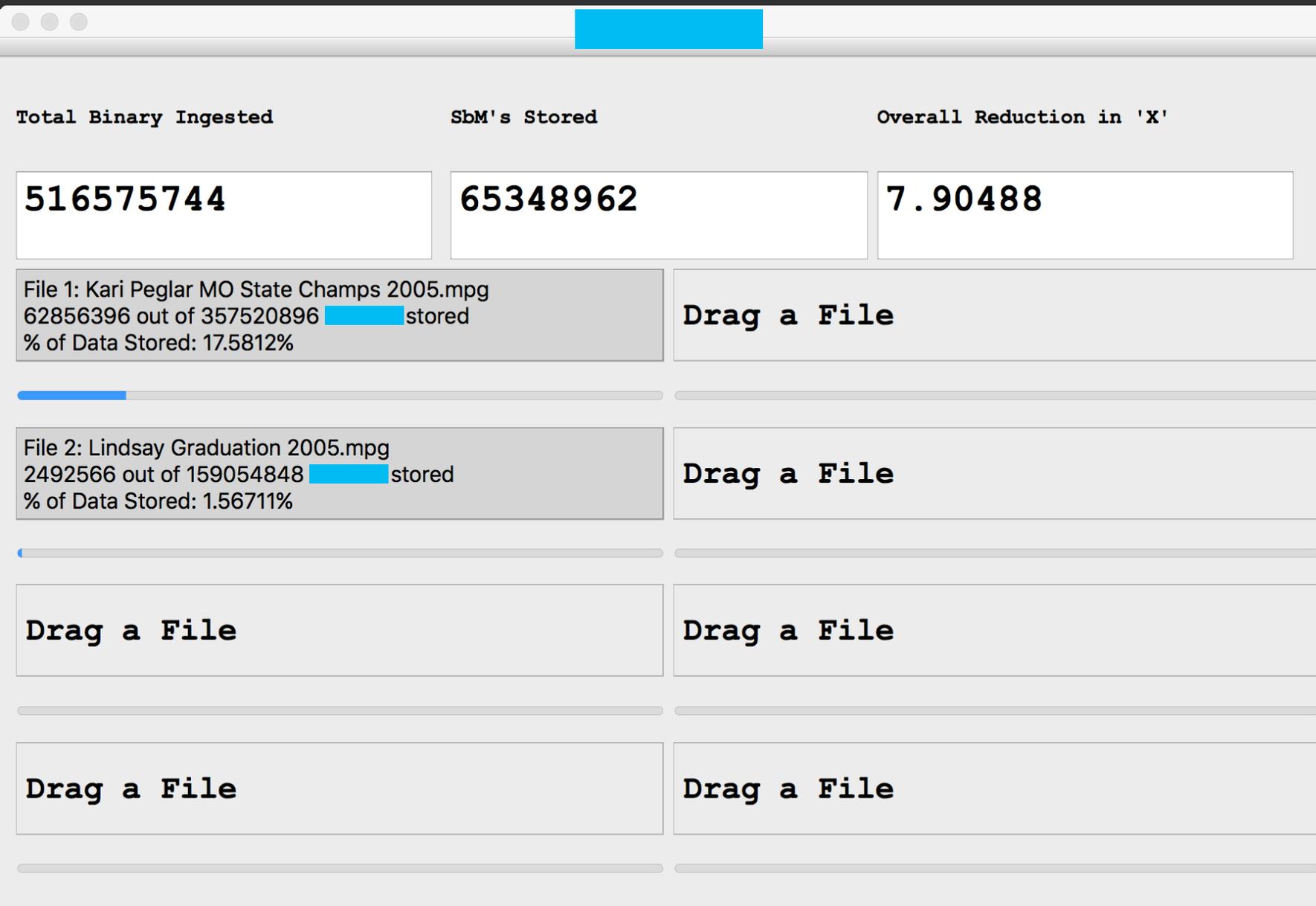
**Combine Compute and Storage – Reduce Complexity and Management**  
**You Need Compute Anyway – Might as well have it Close to Data**

# Implications for the Library of Congress - Example 1



- 1.43 GB MPEG-4p2 file
- 357,520,896 4KB blocks
- Reduced down to
- 62,285,396 4KB blocks
- 251 MB on disk
- Amp factor 5.6879

# Implications for the Library of Congress - Example 2



- Added a new 636 MB file
- 159,054,848 4KB blocks
- Total 516,575,744 blocks
- Reduced down to
- 63,348,962 4KB blocks
- 253 MB on disk
- Amp factor 7.90488

# Conclusion



**ELECTRIC LIGHT DID NOT COME FROM THE CONTINUOUS  
IMPROVEMENT OF CANDLES**

**1 trillion**

connected objects and devices on the planet generating data in 2017

**2.5 billion**

gigabytes of data are generated every day

**44 ZB of data by 2020**

of which 80% is unstructured

**\$ 266 B**

WWW data spend by 2017

According to IDC