

SFD22 - Intel

@IntelBusiness

Byte-addressable (memory) vs block-addressable (storage)

Kristie Mann
Storage hierarchy

Nash Kleppan

Content Delivery Networks

Getting 4K to the end user has been challenging. 5G helps. Library sizes have been growing, trying to serve more customers, more resolutions

Goal of CDNs is to cache as much as possible and save on traffic to the next tier up

Live-linear video CDNs - use memory for endurance and performance
Video on Demand CDNs - flash devices and some memory at the edge. Hottest content stored in DRAM

“Varnish started as an internally developed cache system for Norway's largest online newspaper.” - Christian Mohn

200Gbps for CDN edge nodes - cost / performance crossover point
760 channels per server (each with multiple resolutions).

VoD - more manageable performance targets

Elsa

Optimising space and operational efficiency
Solving for throughput efficiency
Scaling to more and richer / better quality content

*Lightbits Labs
Vivek Sarathy

Improve resource utilisation
Scale efficiently
Improve performance

Sagi Grimberg

*DAOS 2.0 - Kelsey Prantis

Need nodes to be homogeneous

*VMware

Biswapati Bhattacharjee