

FROM DATACENTER TO EDGE : VIRTUAL EVENT APRIL 21-22, 2021

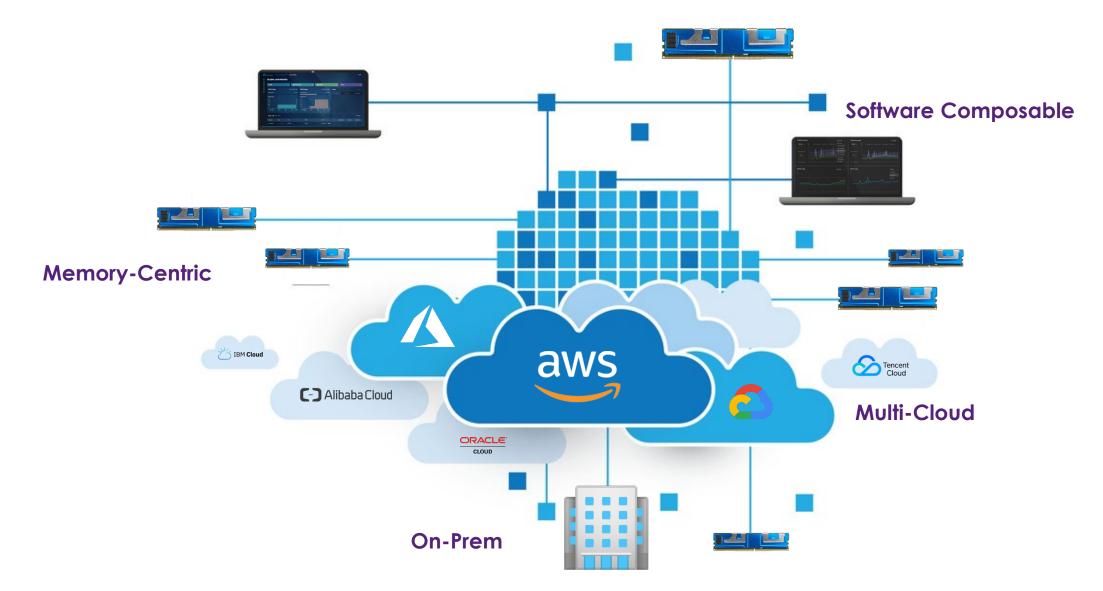


4 Top Use Cases for Big Memory Today and Tomorrow

Charles Fan, CEO & Co-Founder, MemVerge

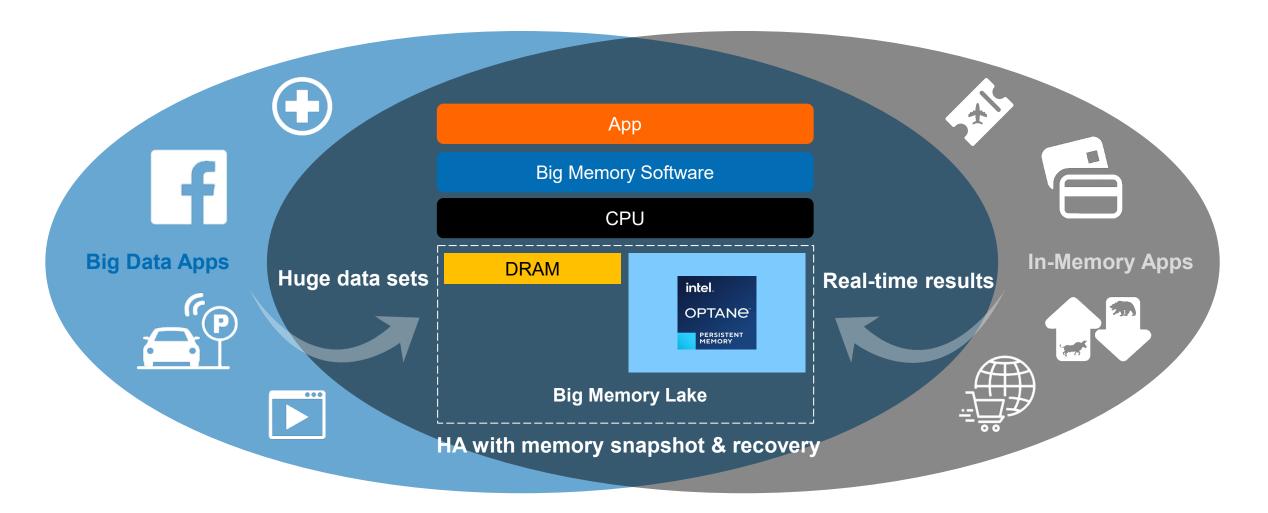
The Future of Infrastructure





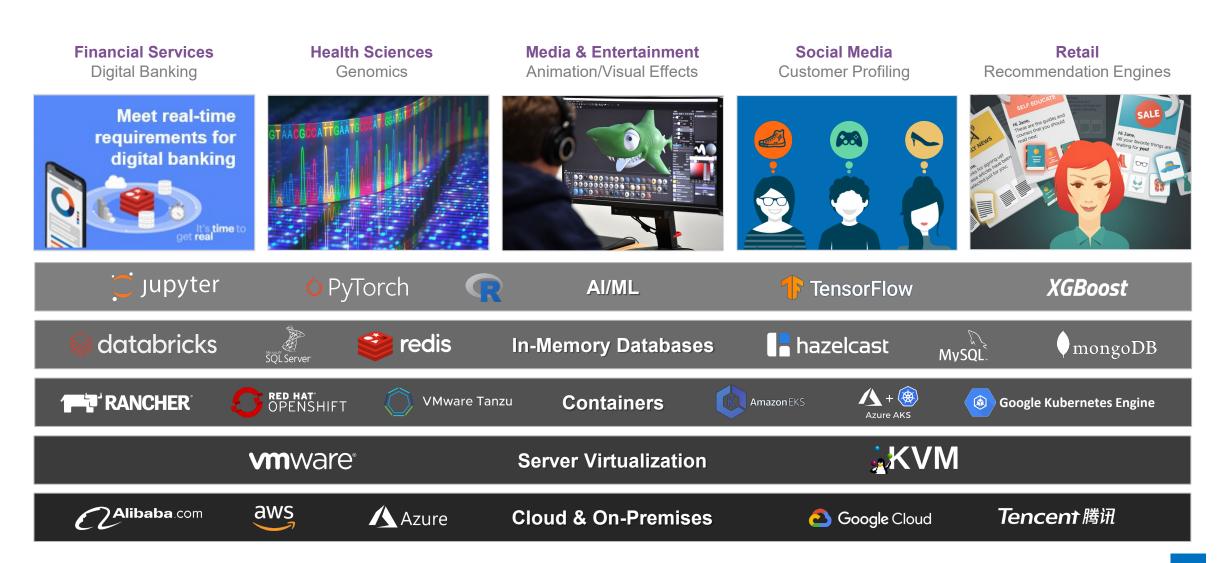
Big Memory Computing for Big and Fast Data





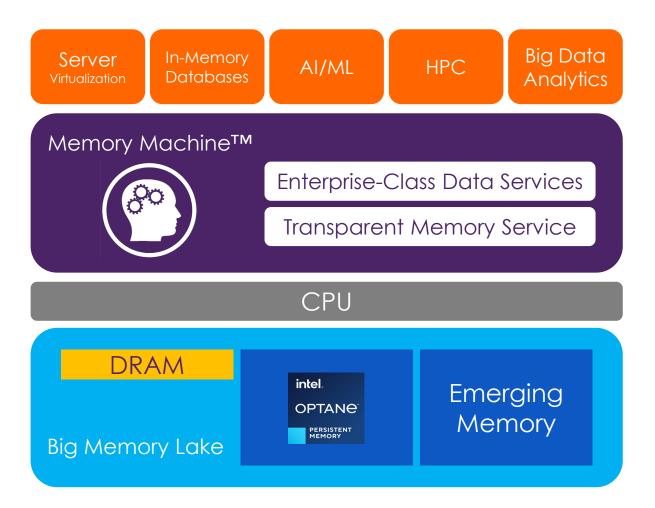
Platforms & Apps Needing Lower Cost, Higher Capacity, and HA Memory





Memory Machine[™] Big Memory without Compromises





New Memory Price/Performance

- 30-40% memory cost savings
- Same DRAM-like performance

Now Practical to Put all Data in Memory

- Solving performance problems due to datagreater-than-memory (DGM)
- By eliminating IO to storage

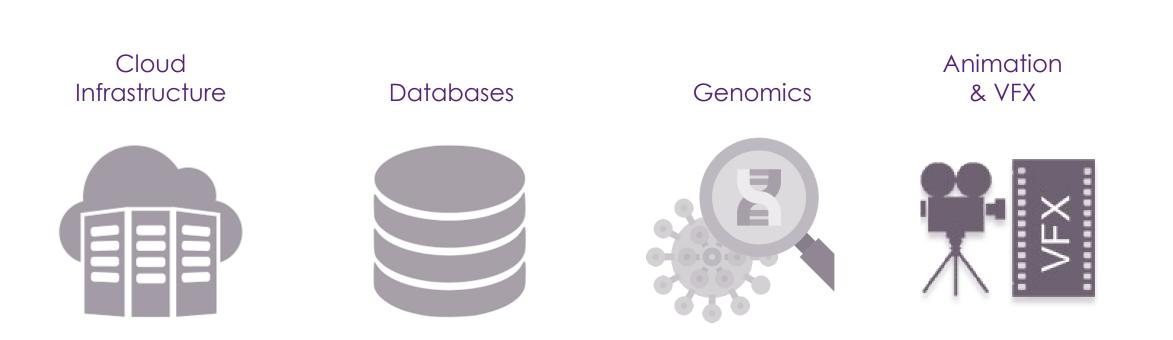
Unleashes New Class of Memory-based Data Services for Higher Availability and Productivity

- ZerolO[™] in-memory snapshots
- HA with auto save, time machine, replication, and instant recovery
- Higher productivity with cloning of IMDBs
 and ML stages

All With No Changes to Your Application!

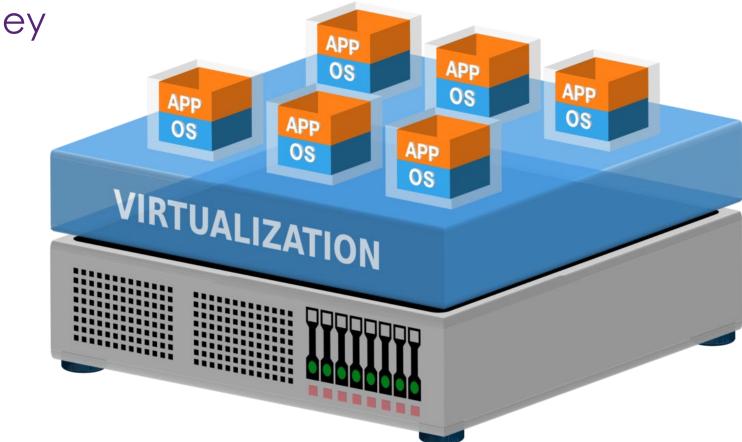
Top 4 Use Cases Today





Top 4 Big Memory Use Cases Today Cloud Infrastructure





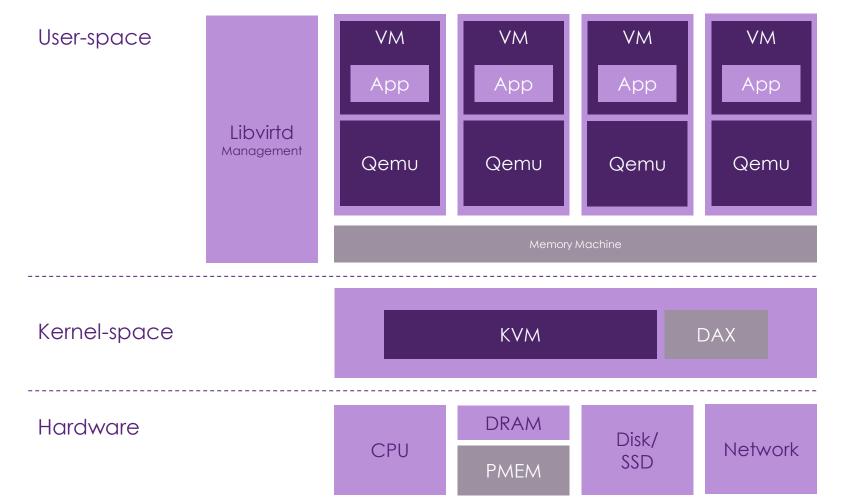
VM density is money

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Top 4 Big Memory Use Cases Today

Big Memory for Virtualized Servers





Memory Virtualization

KVM allocates memory from a tiered memory pool of software-defined memory (DRAM + PMEM)

glibc compatible

No application change, rewrite or recompile is needed

Provisioning on a per-app basis:

Maximum DRAM and PMEM Different DRAM and PMEM ratios Dynamic tuning of DRAM tier size for each VM

Resource isolation on a per-app basis

Allocate from different memory pools, avoiding noisy neighbours

Monitoring and visualization

of memory usage of multiple physical servers and each app

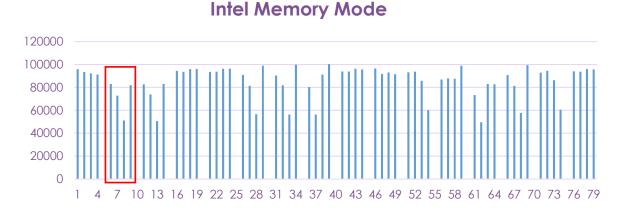
High performance

DRAM + PMEM pool at near-DRAM performance

Cloud Server Consolidation & Lower TCO

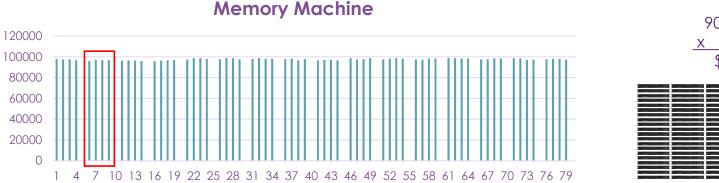
By Eliminating Noisy Neighbors & Increasing Memory Density





768GB DRAM 245 Servers \$7.65/GB \$2,500 x 245 Servers Total Х \$612,500 \$1,439,424 \$2,051,924

With Intel® Optane[™] Persistent Memory and DRAM capacity @ 2:1



Memory Machine

90 Servers <u>x \$4,500</u> \$405,000	768GB DRAM \$7.65/GB <u>x 90 Servers</u> \$528,768	1.5TB PMEM \$4.00/GB <u>x 90 Servers</u> \$552,960	<u>Total</u> \$1,486,728

With DRAM DIMMs-Only

Top 4 Big Memory Use Cases Today Databases



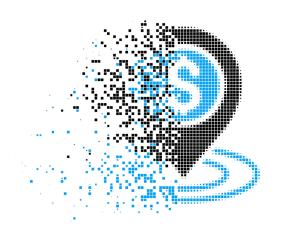




Scaling DRAM to improve performance is **expensive**



Big memory blast zone is big making recovery from storage slow and **disruptive**



25% Greater Capacity Utilization





Installed = 384GB DRAM + 1,536GB of PMEM = 1,920GB



More & Bigger Shards & Members/Node





DRAM + PMEM + Memory Machine



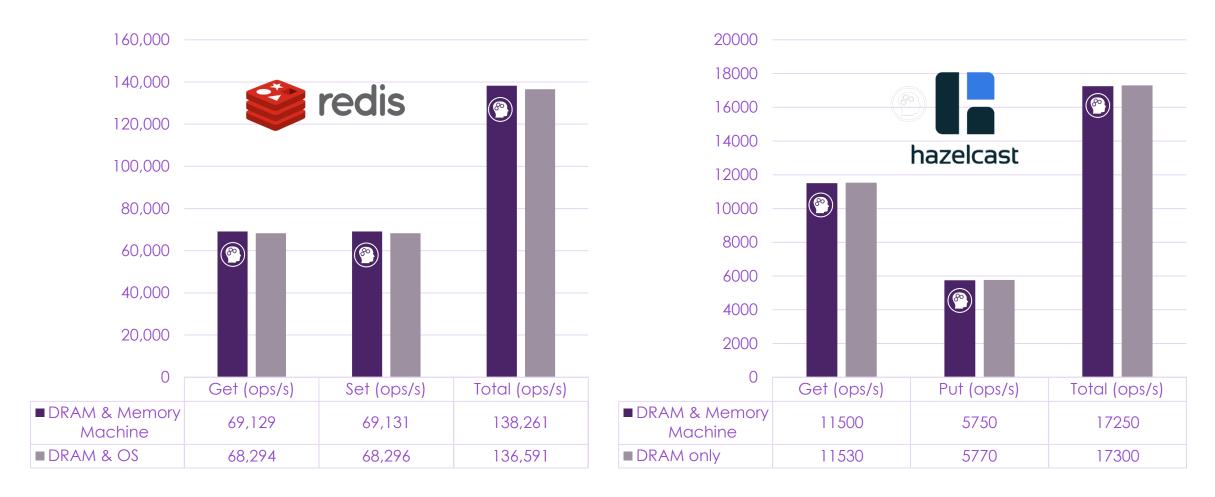


DRAM + PMEM + Memory Machine



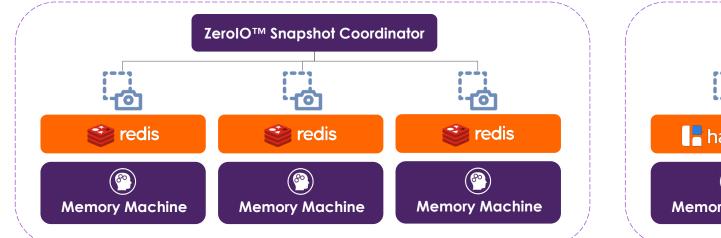
No Memory Virtualization Overhead

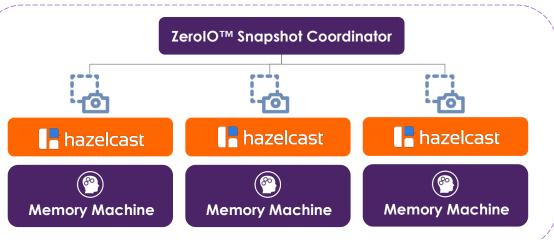




Restore Entire Cluster in Seconds







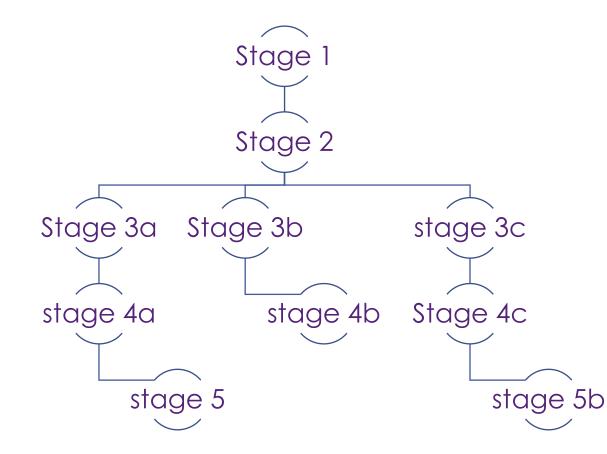
Recover from storage



Recover from PMEM



Top 4 Big Memory Use Cases Today **Genomics**





Workload Attributes

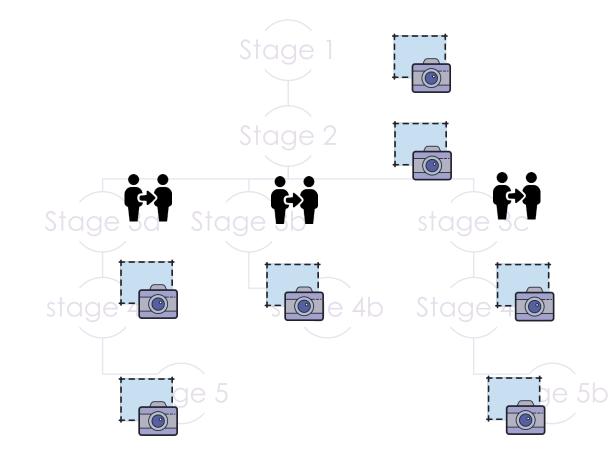
- Large datasets
- Multi-stage pipeline
- Requires frequent checkpoints of intermediary stage results
- Frequent Rollbacks to tune parameters
- Branching to support what-if analyses

Pain Points

- Checkpoint to disk and rollback extremely timeconsuming
- Data loss risk
- Computation memory intensive

Big Memory Solution





Memory Snapshots

- ZerolO[™] snapshot: zero disk I/O
- Instant rollbacks
- Protects against data loss

Cloning

- Automatic Dedupe via copy-on-write
- Supports multi-branch what-if analyses

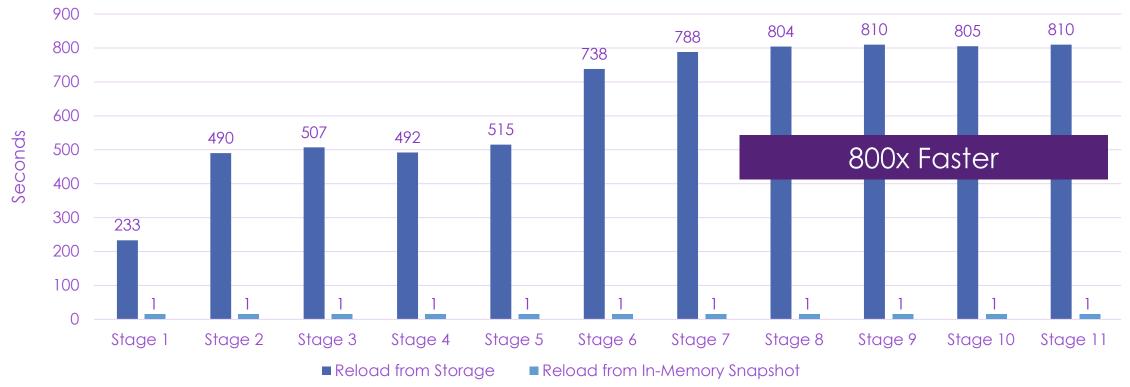
Memory Capacity

- Virtualize physical memory types
- Optimized performance

Time to Restore a Compute Stage



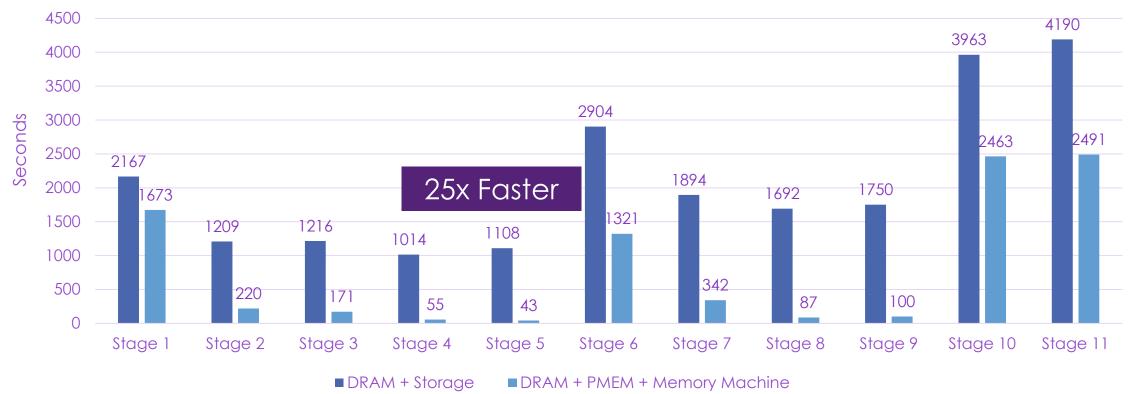
Time to restore a compute stage for parameter tuning & debugging

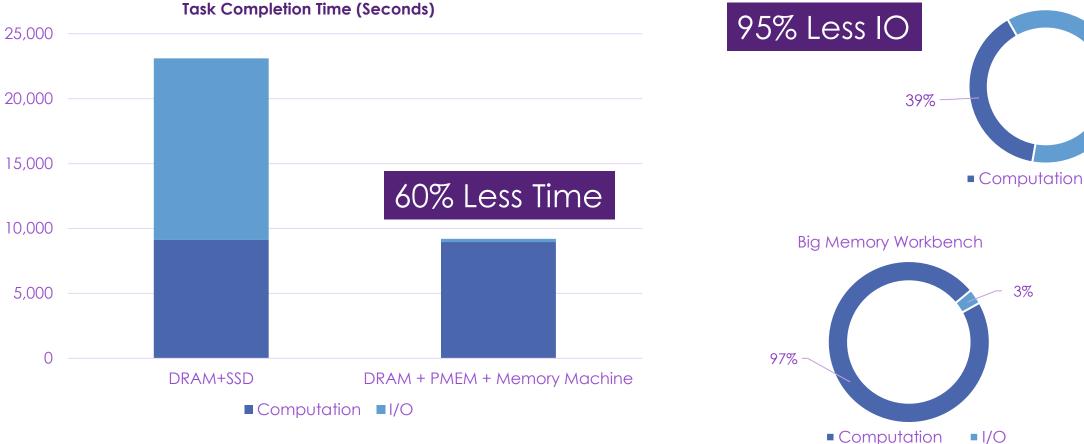




Mouse Cell Atlas (GSE108097), 176 Samples, Matrix Size 31787 x 813348

Execution time of each analysis stage: compute + storage IO or in-memory snapshot









DRAM+SSD

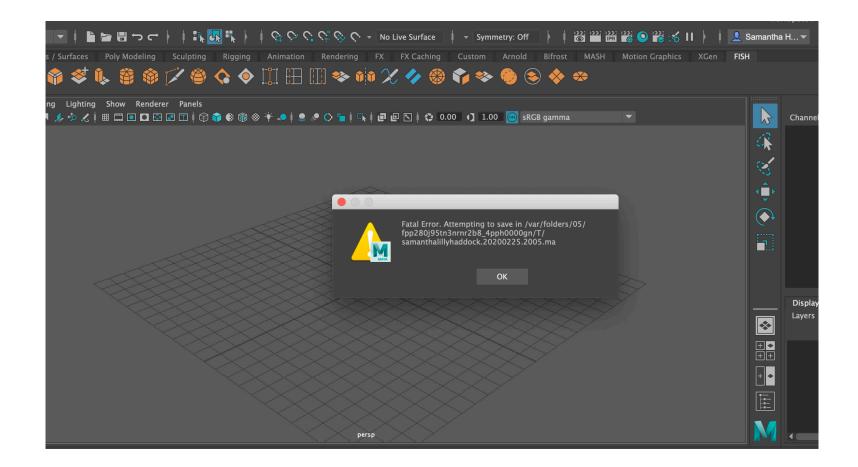
61%

I/O

Top 4 Big Memory Use Cases Today Animation & VFX



- Bleeding edge
 visual effects
 provided by
 fragile plug-ins
- Frequent crashes
- Artists out of the zone after 30 seconds



Top 4 Big Memory Use Cases Today Animation & VFX



Keeping artists in the zone

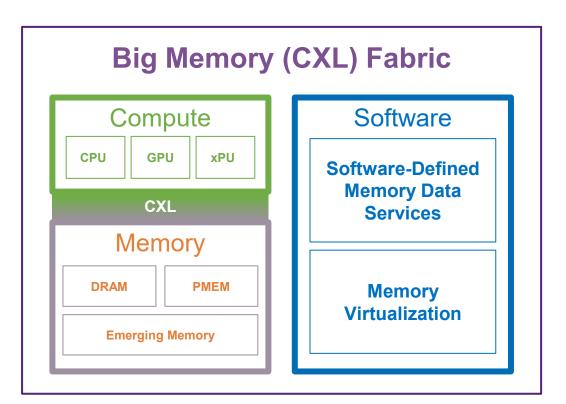


"Initially, we opened a poly-dense scene in Maya and it took two-and-a-half minutes. Then, we opened a scene from a snapshot we'd taken with Memory Machine and it took eight seconds. In addition to opening exponentially faster, another benefit of the Memory Machine snapshot is that it gets an artist right to the spot in the application where they were when they created a snapshot, there's no need to repopulate the entire application." - Mark Wright, Technology Manager for Chapeau Studios

Tomorrow: Big Memory Unleashes Composable Memory Infrastructure

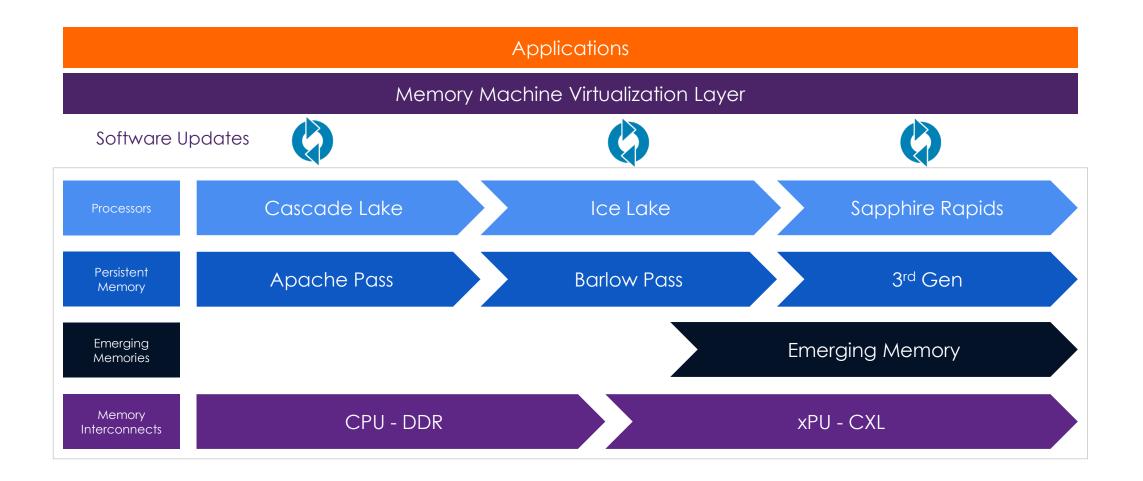


"...the ultimate vision of composable infrastructure includes a comprehensive range of disaggregated resources, including multiple processor, memory, cache and storage types. **Today, composable infrastructure is held back by a lack of technology to disaggregate DRAM from processors, industry-standard configurable fabrics** and cross-vendor APIs." – *Gartner: Understand the Hype, Hope and Reality of Composable Infrastructure*



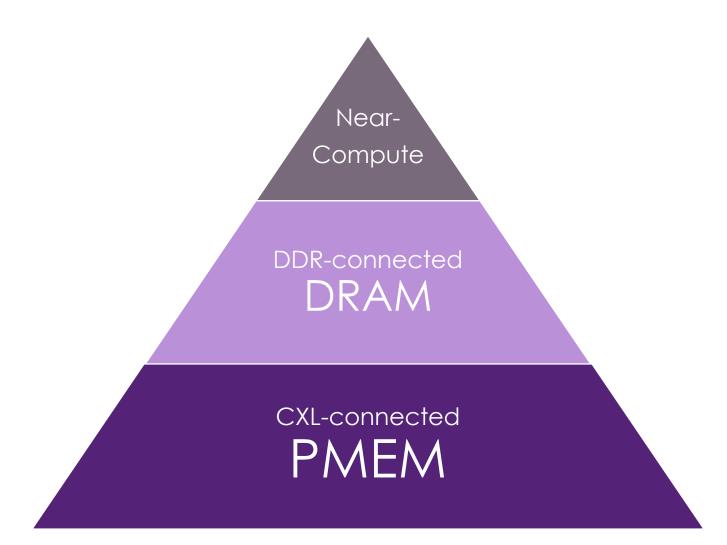
Memory Tier Leverages New Technology Without Changes to Apps





The New Memory Pyramid









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Thank you

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