

TOP REASONS: WHY CUSTOMERS USE UNITY XT CLOUD TIERING APPLIANCE TO EXPAND TO THE CLOUD



Cloud Tiering Appliance (CTA) helps customers achieve many benefits, which include reducing capital expenses by reclaiming capacity on primary storage, lowering operating expenses by reducing the number of administrative tasks and improving performance by reducing backup times. By leveraging CTA to move data to the cloud, there is less data to be managed, backed up and more capacity is available for active business data – improving your total cost of ownership. Implementing CTA is simple and flexible with a virtual deployment and the choice to deploy a complimentary High Availability (HA) option for file recalling purposes.

CTA ESSENTIALS

- **Cloud Repositories:**
 - Amazon S3
 - Microsoft Azure
 - IBM Cloud Object Storage
 - Dell EMC ECS
- **Simple:**
 - No-cost license
 - HTML5 management
 - Fully automated
 - Policy-based data movement
 - Simulation mode
- **Data Protection:**
 - Compression
 - Encryption & Key Management
- **Flexible Deployment:**
 - Virtual appliance
 - HA option
- **CTA Infrastructure:**
 - REST API
 - VMware; SLES
 - SMB, NFS; iSCSI Protocols
 - DHSM

1. FILE TIERING

CTA file tiering will automate Unity XT file data transfers cost effectively and efficiently to the cloud of choice freeing up valuable primary storage capacity. Unity XT storage arrays implement a native DHSM API, which moves a file from the array to the cloud. Moving the file leaves behind a small stub pointer in the file's original location ensuring that file access is seamless and transparent to the user and NDMP backups can be made stub-aware. File tiering also decreases the time required to backup file data, because it eliminates the need to back up the full-size original files.

2. BLOCK SNAPSHOT ARCHIVING

CTA's block archiving feature enables you to more efficiently use your storage system by freeing up space on your Unity XT array by deleting source snapshots after they are backed up to the cloud. Block archiving can also fulfill any compliance need that you might have for your data. CTA leverages Unity XT's native snapshot differentials API to efficiently take backups of the block data to the cloud. Users can archive a full copy of a LUN, Consistency Group or Thin Clone to the cloud as well as all subsequent snapshots. By default, every 30th archived snapshot is a full-copy baseline snapshot. This can be customize using the Common Base Frequency attribute in the CTA management GUI. By setting this attribute to a custom value, CTA can establish a baseline for the restore operation.

3. FILE DATA AND STUB MIGRATION

CTA file migration moves files from one location to another while preserving stubs and without needing to rehydrate the data. Administrators can use CTA to move data from a legacy array to Unity XT with minimal disruption to the clients and with full read/write access during the migration. CTA can perform multi-protocol, incremental, stub-aware, cross-vendor migrations that can greatly reduce the effort and complexity when replacing legacy arrays and implementing their NAS environment on a Unity XT array. CTA supports VNX and NetApp arrays as file migration source platforms over SMB, NFS and multi-protocol file systems. As an alternative to the CTA file migration feature, you can migrate stubs in a VNX system to Unity XT systems without recalling the files.

4. CLOUD REPOSITORY MIGRATION

CTA's Cloud Repository Migration is the ability to take tiered files and move them between supported cloud repositories. The repository migration task generates a list of files to migrate by querying the CTA database for all tiered files on the source repository and copies them to the destination repository – or the new cloud. The repository migration task can be scheduled to run once in the future, or it can also be run as simulation to determine the effects of the migration ensuring business access to the data. Once data is migrated, the file stubs are updated accordingly to reflect the change of repository.

5. POLICY-BASED AUTOMATION, SIMULATION AND REPORTING

Policy-based Automation

The CTA's jobs and tasks can be run based on parameters set with the CTA scheduler to automate operations such as task start time or capacity-based scheduling for file tiering. CTA's HTML5 management interface enables you to define a task to perform a series of actions such as move any files that are larger than 10MB and have not been accessed in 30 days to the cloud and move any block snapshots that are more than 60 days old to the cloud. A policy can be set for one or more user-created rules that can be associated with an action including an archive, recall, or restore action. When a policy is applied to a storage resource in CTA, the rules are applied to each share or snapshot under the storage resource. If a file or snapshot falls within the rule, the action is taken.

Simulation

You can schedule a task with a policy and then run the task as a simulation. CTA simulations scan the source shares and apply the policy rules against each one. CTA will track the number of files and amount of data it would have tiered. You can view a report at the end of the simulation by navigating to the History (Simulation) option for a task. Simulation is an efficient way to test the policy's effectiveness and to edit the policy rules before you run a real job.

Reporting

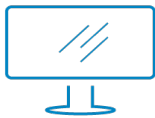
CTA includes a robust HTML5 interface with robust reporting that provides valuable insight into the efficacy of file tiering and block archiving policies. CTA only reports on the data it transfers to the cloud by providing policy-based information about files and snapshots that are scheduled to be transferred to the cloud.



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