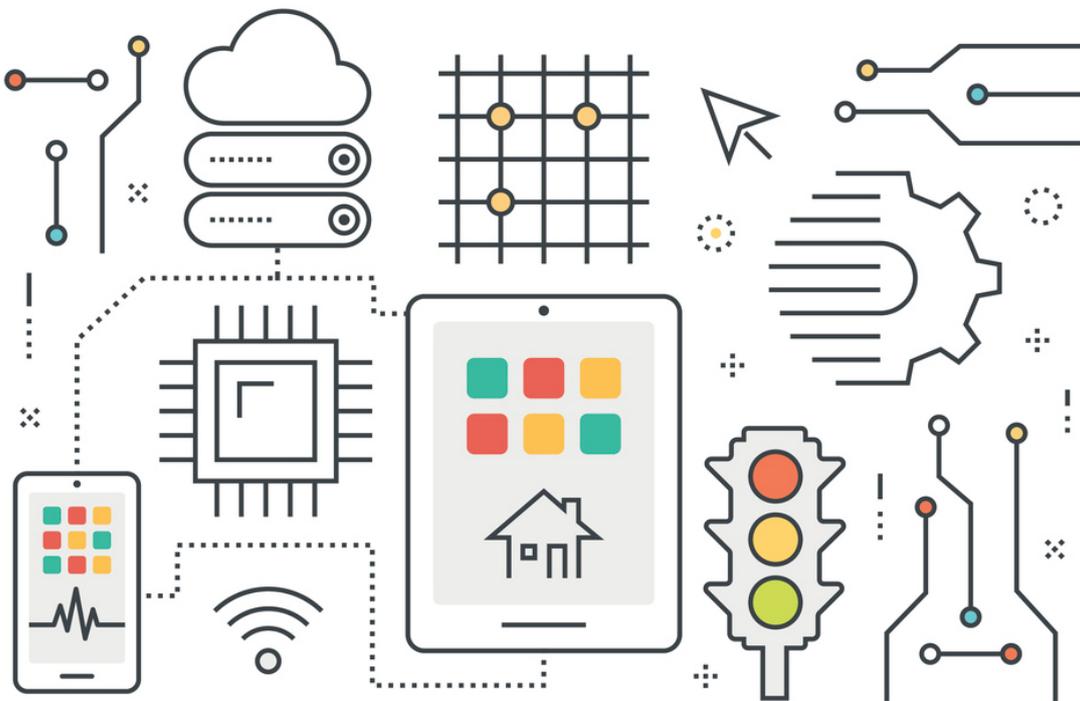


A periodic newsletter with links to blogs and industry news for subscribers to the Architecting IT blog.

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IT'S ALL ABOUT THE DATA

Last week I attended the first OpenIO Summit in France. [OpenIO](#) is at present only a small company, working on object storage with a difference. The underlying storage technology is open source. Anyone can take it and deploy their own cluster of nodes to keep their object data on-premises or even in the public cloud.

However, the more interesting part is how OpenIO is extending the data model by enabling the capability to run "serverless" code on objects that are in the store. At the most simplistic level this could mean flagging events, transcoding content or searching for data with specific value (like credit card details). The

future possibilities are more interesting as we move to edge computing and IoT.

Although object storage is important, storing data is becoming a commodity. There are many object storage platforms available today, a number of which are open source (like SwiftStack and Minio). Competition is essentially based around \$/GB, which is a sliding slope that no-one wants to follow.

Value in Content

A more interesting angle is to look at adding value to the content being stored by offering features that can analyse and otherwise process data in a more real-time and parallel fashion. This is the promise of the Internet of Things.

We also recently saw the [announcement of a new entity](#) under the Hitachi brand that takes the old Hitachi Data Systems, Pentaho and Hitachi Insight Group to create Vantara. The origins of the name seem some what convoluted, however what Hitachi have decided to do is focus on IoT solutions rather than selling hardware components and software pieces.

This could represent a move away from the tough storage market - especially in hardware, where innovation can be expensive. Instead Hitachi is focusing on the data, with storage hardware simply one part of the solution.

The Architect's View

The public cloud is obfuscating the storage of data and on-premises systems are moving further to commodity, with object being one of the easiest software-defined storage platforms to deploy. As ever, the value is in the content, not in the storage system. We should expect to see the hardware become more hidden as the focus continues to shift to the content. Object storage will lead the charge here, because it represents the most structured "unstructured content" we have.

What do you think?

Chris Evans



New Architecting IT Blog Posts...

- [Qumulo Releases QF2 - A Cross-Cloud Scale-out File System](#) (28 September 2017)
- [Measuring the Size of the Storage Market](#) (25 September 2017)
- [Object Storage Essential Capabilities #1 - Scalability](#) (22 September 2017)
- [Flash Capacities and Failure Domains](#) (19 September 2017)
- [DigitalOcean Introduces Spaces Object Storage Service](#) (21 September 2017)
- [Cloud Data Migration - Database Import Tools](#) (11 September 2017)
- [Seeding the Object Storage Market with Free Licences](#) (4 September 2017)

New Storage Unpacked Podcasts...

- [Tech Trailblazers Update with Rose Ross and Jon Toigo](#) (30 September 2017)
- [Soundbytes #010: Discussing OpenIO Nano Nodes with Enrico Signoretti](#) (28 September 2017)
- [Garbage Collection #005 - Disaggregated Storage](#) (26 September 2017)



People to Follow

Folks I follow online. Names change with each newsletter...

- [Laurent Denel](#) - CEO and Co-founder, OpenIO
- [Jean-Francois Smigielski](#) - CTO and Co-founder, OpenIO
- [Hu Yoshida](#) - CTO, Hitachi Vantara



News Worth Reading...

Click on the links to read the full story.

[The Ascendancy of Ethernet Storage Fabrics](#)

It is hard to remember that for decades, whether a system was large or small, its storage was intricately and inescapably linked to its compute. Network attached storage, as pioneered by NetApp, helped break those links between compute and storage in the enterprise at the file level....

[What's So Bad About POSIX I/O?](#)

POSIX I/O is almost universally agreed to be one of the most significant limitations standing in the way of I/O performance exascale system designs push 100,000 client nodes. The desire to kill off POSIX I/O is a commonly beaten drum among high-performance computing experts...

[Cloud computing migration: More expensive and complicated than you thought](#)

Companies keen to free up staff time and money by moving applications to the cloud could face spiralling costs if they underestimate the scale of such projects. "Moving critical applications to the cloud is much easier said than done," warns a [survey by analyst firm Forrester](#).

[Database provider MongoDB has filed to go public](#)

MongoDB, a database software company based in New York, has [filed to go public with the Securities and Exchange Commission](#) as it continues to burn a

ton of cash despite its revenue almost doubling year-over-year...

[Open Source Summit: Kubernetes as the New Linux](#)

Even as the [Linux Foundation](#) celebrates the ongoing success of its open source operating system kernel, the ever-shifting technology landscape may shuffle operating systems aside to put another player at the center of the proverbial new infrastructure stack: the container orchestration engine...

[Leaky S3 bucket slashes deets of thousands with US security clearance](#)

Thousands of files containing the personal information of US citizens with classified security clearance have been exposed by an unsecured Amazon server...

We're interested in your feedback! Is there anything you would like to see covered in these newsletters or on the blog? Do you have an opinion on any of the content? Just hit reply to this email or continue the conversation online: [@architectingit](#) on Twitter, or via [LinkedIn](#).



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