

Media Manager & HSM

Fast Archive –

Long Term Archive - Media Management

What Is a Media Manager

- A tool to move video contents between different devices
- Moving can include also changing as rewrapping or transcoding
- The Media Management movement policy is applied to get the best compromise between cost and speed

What Is An HSM

- Hierarchical Space Manager
 - HSM optimize you space according to it's cost
 - HSM use the less expensive media able to fulfill your request,
- An HSM system is a tool to move and optimize video contents between different media
- File move is necessary to save space in video servers and/or in disk libraries
- The data movement policy is applied to get the best compromise between cost and speed

How Many Archives

- A Video system has 4 archive levels:
 - Video server memory
 - Access time = 0, ready to run
 - Fast Archive
 - Access time = millisecond, ready to run after few seconds
 - Long Term Archive (data tape)
 - Access time 2 minutes, on request, the system automatically download video contents into the server
 - Standard videotape archive
 - Access time 15 minutes, the tape need to be found and ingested in the system
- Moreover a browsing system of 'unlimited' capacity is given to browse all the footage

Traditional Approach

- In a traditional approach you have 4 different systems
 - Automation
 - Media asset management
 - HSM
 - News
- All four systems share the same resources and communicate with a limited interface
- The drawback is that the four systems come from different companies and it is very difficult to make them run together and cooperate

Etere Approach

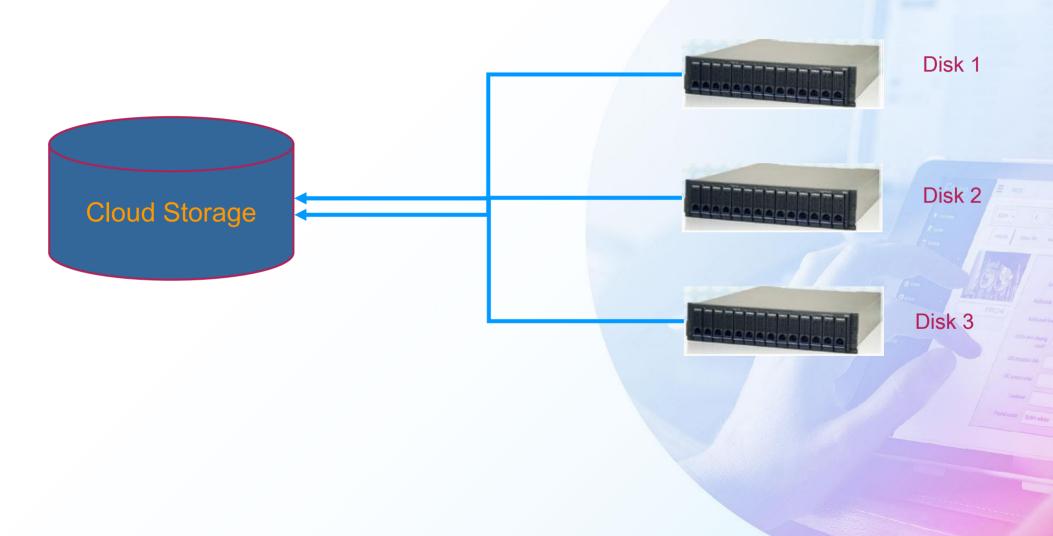
- Etere solution consists in a single framework to manage all the network activities
- This approach outdated the concepts of cache and policy
- The system cooperates in its whole making easy to trace and retrieve information
- Data are moved according to workflow integrated with alla the media management metadata, faster and efficient



Cloud Media Management

- The Key of this project was Cloud
- Etere MM create a private Cloud where to store your content
- Cloud devices are logical entities. They can be group of devices or part of one device or both
- Etere MM automatically controls the available space in the cloud Etere MM has a multi-volume management intelligence

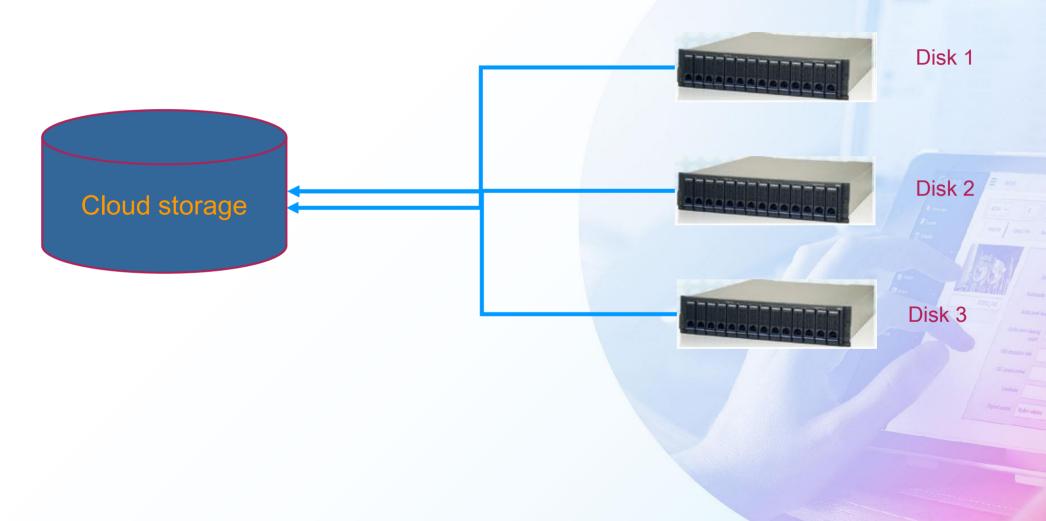
Cloud devices



Join Devices

- One metadevice join multiple physical devices
- Files are spread out in the metadevice by Etere MM
- You can add disk to the metadevices without changing the archiving workflow

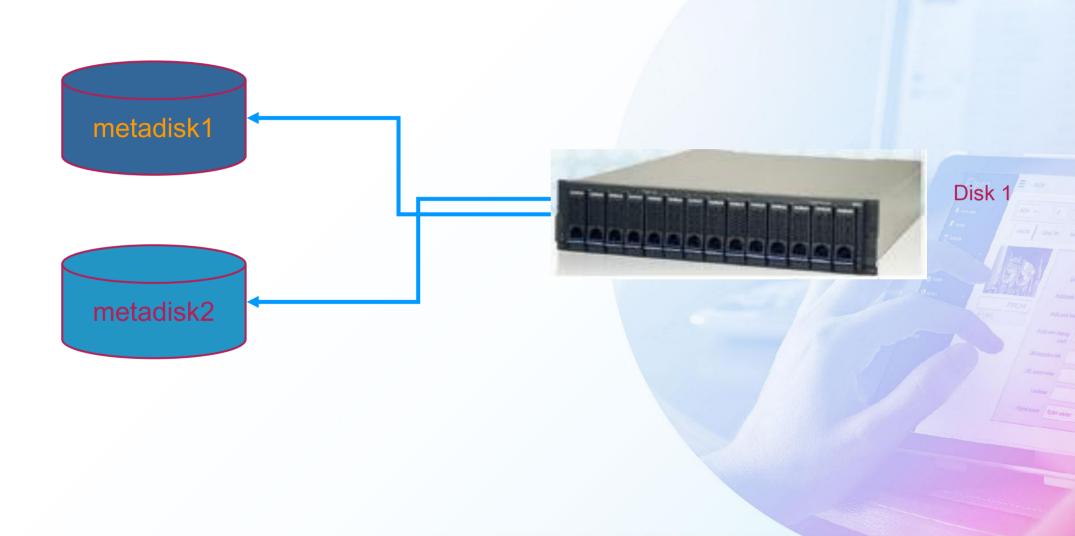
Join storages



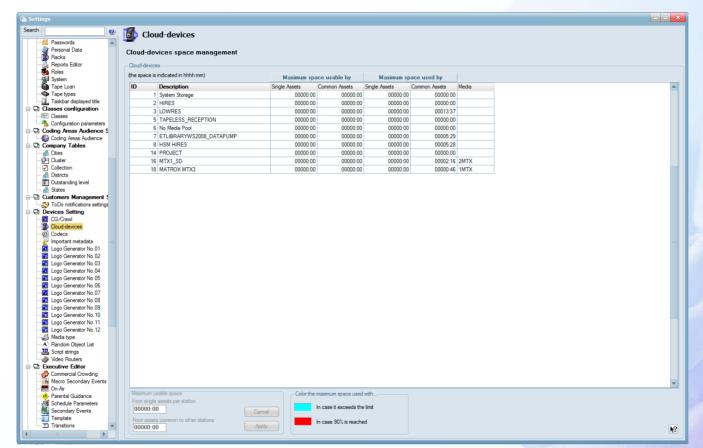
Partition Devices

- One metadevice is part of a bigger array
- The logical space is limited using Etere configuration
- You can change the space changing one configuration on Etere, no partition is necessary
- Useful if you wish to divide the spave between promo and commercial for example

Partition Device



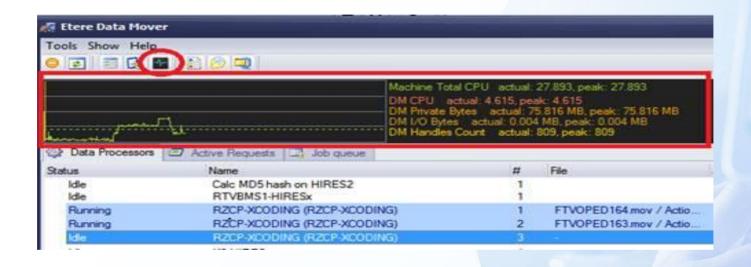
Space Limit Settings



Free To Design

- Etere media manager allow you a free design of the system
- Choose the logical metadevices as your convenience
- Choose the phisical metadevices as the best price/performances in the market
- Join them together using Etere media manager
- Create your workflow to use them as your wish

Load Balancing



Cloud Storage Capabilities

- Load balancing
 - Multiple Media Management sharing the same job
- Space aggregation
- Lan and Wan transfer
 - FTP Active
 - FTP Passive
 - FTP Server to Server
 - NTFS-NFS
 - UDP file transfer
- All those features allow you to use standard IT storage instead of special solutions



Etere HSM Design

- Etere HSM has a very open design
- It use the standard windows technologies to interface any library
- The hardware design allows system with the performance ratio required by the customer
- In the following slides it shows different approach to design an environment with a tape library and 2 drives
- The drawing does not show the ETERE Automation part as
 - Database server
 - Ingest
 - Videoservers

Solution 1 CUT The Cost

- In this you have a single windows server that runs media manager and ETERE HSM
- The server has a cache that is 2 times the drive capacity.
- This is a good trial system or a system to choose where there is low traffic between the library and the system

Solution 1 CUT The Cost



System 2 Performance

- This is the system if you need performances
- The Robot mover is on the media manager PC while 2 data pumps moves data to the drives at the maximum speed
- The cache is MINIMUM 2 times the drive capacity.

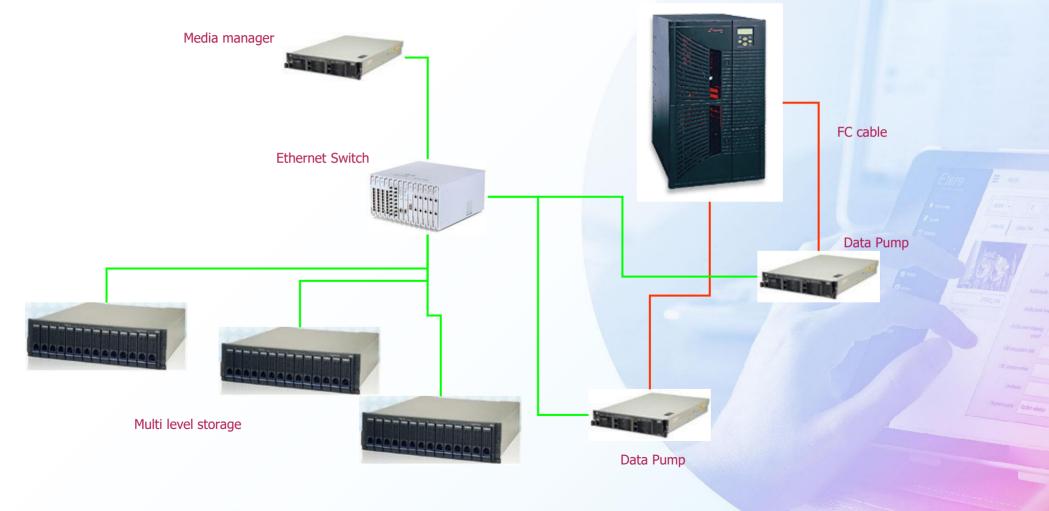
System 2 Performance



System 3 Bestperformance

- This is the system if you need best performance and integration
- The cache is 2 complete 3 level cache managed by ETERE HSM
- The perfect engine of ETERE HSM gives tyou the best performances against any competitor system even with less HW resources

System 3 Best Performance

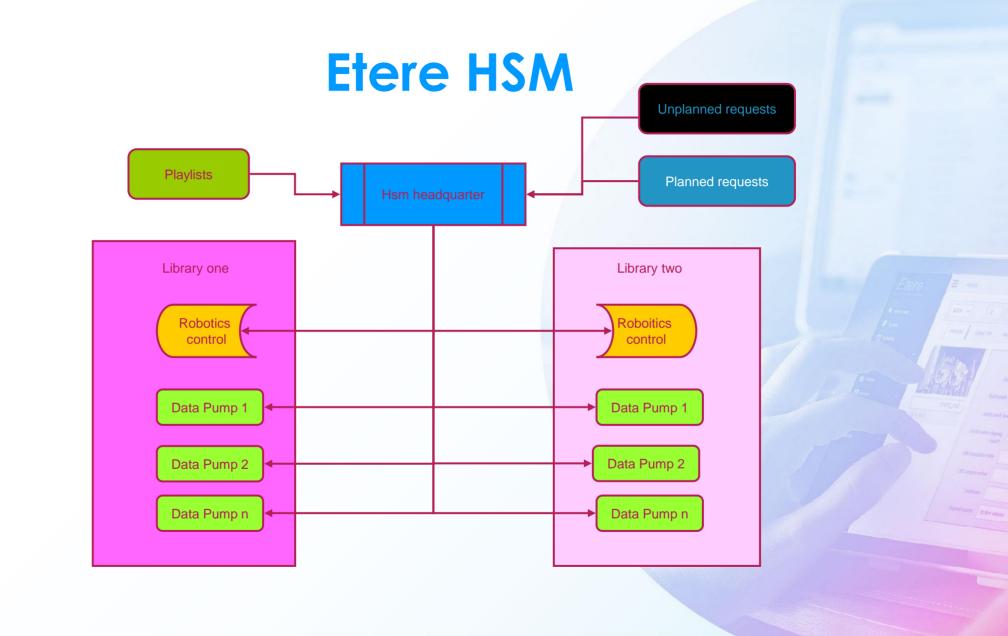


Etere HSM

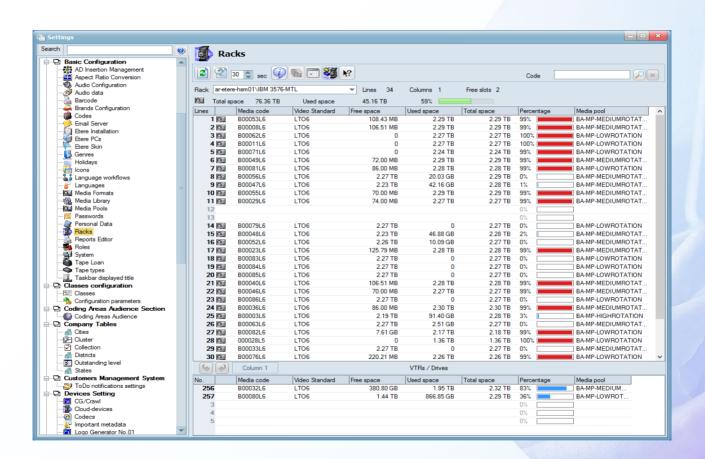
- This system ensures the best performances and integration
- Etere HSM + MM the the only system in the market with an embedded multi level and multi rule cache
- Etere HSM intelligent engine ensures the best performances with less HW involvement than that required by Etere competitors
- Etere HSM allows you to design your logical system without limits

System 4 SAN

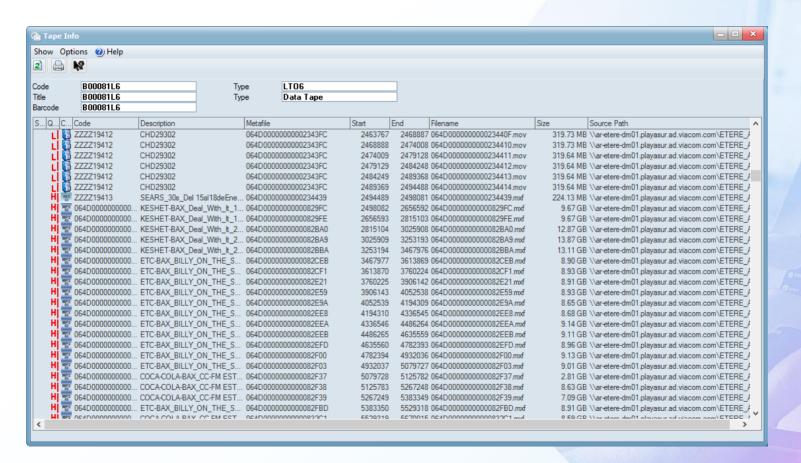
- SAN is not a Must with ETERE, a distributed system can perform even better under ETRE control
- But ETERE fully support SAN systems



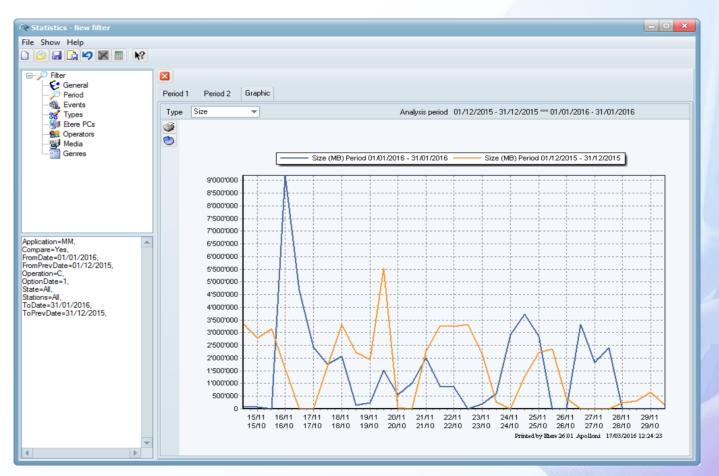
HSM Library Status



Digital Tape Content



From Log to Statistics



Etere Cloud HSM Features

- Optimized for broadcast use, archives long term media and restores as fast as it's possible
- Each drive can be assigned as R/W according to timeslots in the day and the week
- Online and offline tape management
- SMPTE 2034 (AXF) archive format for long life
- LTFS format as a free option
- Background defragmentation
- Dynamic media pools
- Integrated tape migration
- Touch function to test file integrity periodically
- Conforming to Open Archival Information System (or OAIS) procedures

Etere Hybrid Cloud

Etere HSM supports Hybrid Cloud

- A mix of public, private cloud and on premise cloud
- A single management console
- Manages storage that uses local & off-site resources
- Multiple storage tiers to mix different storage types
- Move data to the cloud to accommodate workflow-driven demands and dynamic requirements
- Supports a highly agile business