



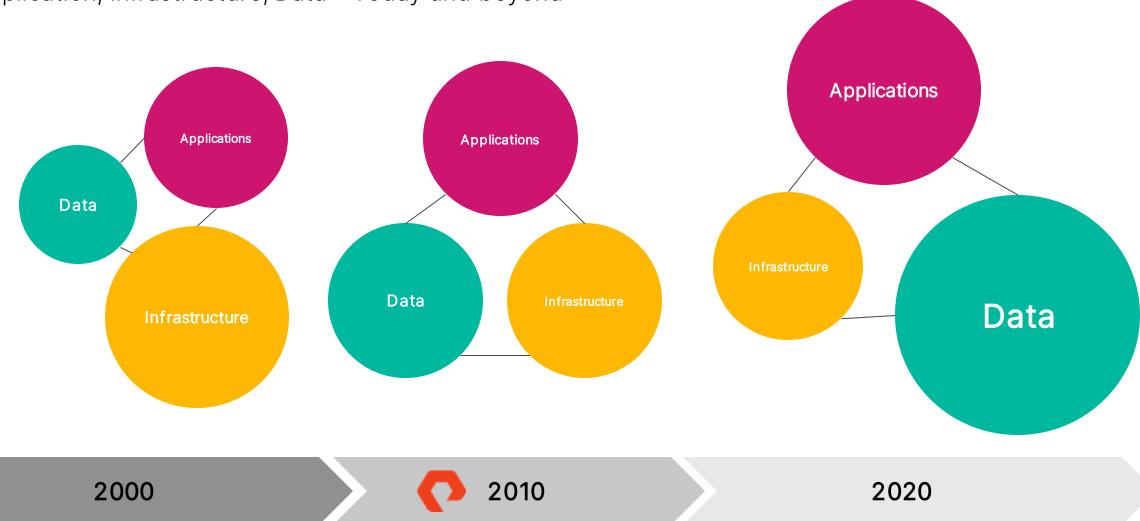




What is DevOps?

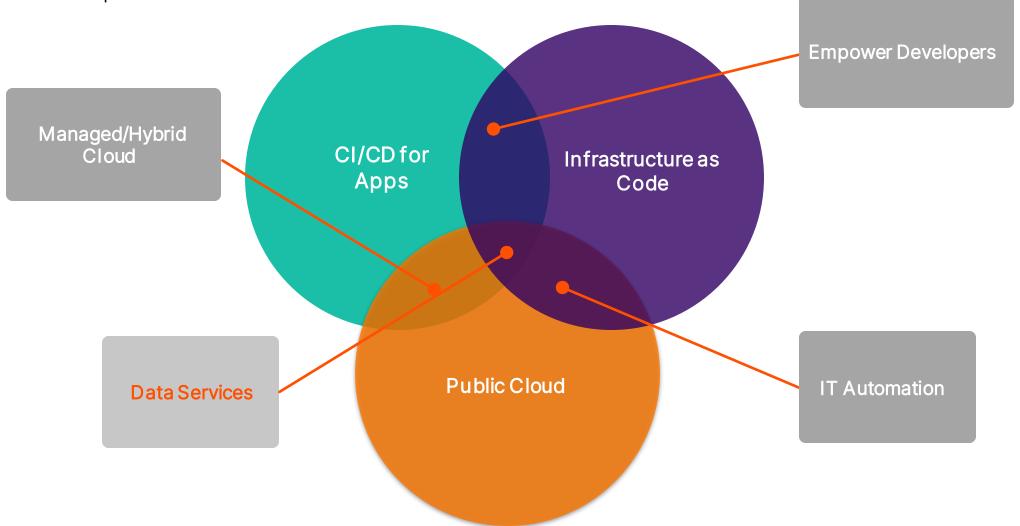
What does the trend look like?

Application, Infrastructure, Data - Today and beyond



Evolving Trend

Software Development Process and Infrastructure trends



What is DevOps?



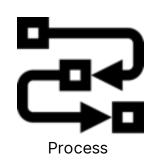
Culture Autonomy











Tools
Workflows









Technology

Workloads
Consolidation



Automation Containers





Cloud



Application Workflows & Workloads

Commercial Applications Enterprise Applications

WORKFLOWS						
CI/CD	loT/Edge	Batch	Streaming	ML	ETL	Data Mining

Develop/Deploy Test/Automation Analytics Al Databases ERP

WORKLOADS

ORCHESTRATORS/CONTAINERS

BARE METAL MACHINES

PORTWORX

VMs - ON-PREMISE/CLOUD









Cloud native Reference Architecture

Application Development Workflows/tools

(Software Development Lifecycle(SDLC), Databases, Analytics)









Orchestration/ Serverless Computing

(Policy & Event driven, Monitoring, logging, Scaling and Routing)

Runtime

(Abstracted and managed hardware resources and software needed for program execution and operation)











Provisioning

(Configuration Management)







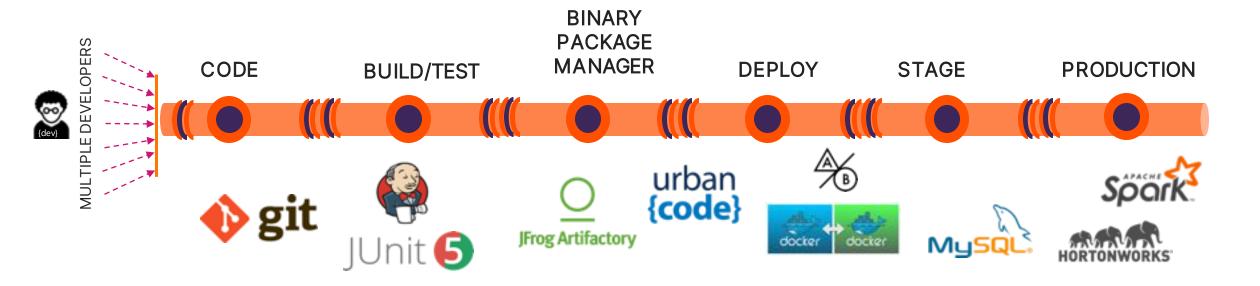
Infrastructure & Services
(Compute, Network, Storage, ELB, EMR, ECS)





Traditional way of application development

Software Development Process and Infrastructure trends



Scalability – Performance and Capacity

Manageability – Server sprawl

Service Level Objectives – Latency, IOPs, Bandwidth

Data mobility – Network Utilization

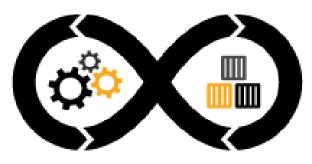


Differentiation

Pure Storage differentiators for CI/CD workflow

Improve code quality Auto – healing & scaling for various workloads & reliability Speed of software Adaptive SLO for heterogeneous workloads delivery Array-level compression for entire data Reduced 03 cost & IT pipeline productivity 04 Data management capabilities for multi cloud Data homogeneity & continuity 05 Simple & Easy REST APIs for Zero Storage Touch Improve customer experience

What is Continuous?



Continuous Everything



Continuous Integration (CI)



Continuous Deployment (CD)



Continuous Testing (CT)



Continuous Delivery (CD)

Identifying bugs at very early part of the development cycle

Reduced build time driving innovation

Provides flexibility to test a feed of small code changes

Promoting and reverting releases between prod., test before release

Appropriate tests run for every code change; Part of the pipeline

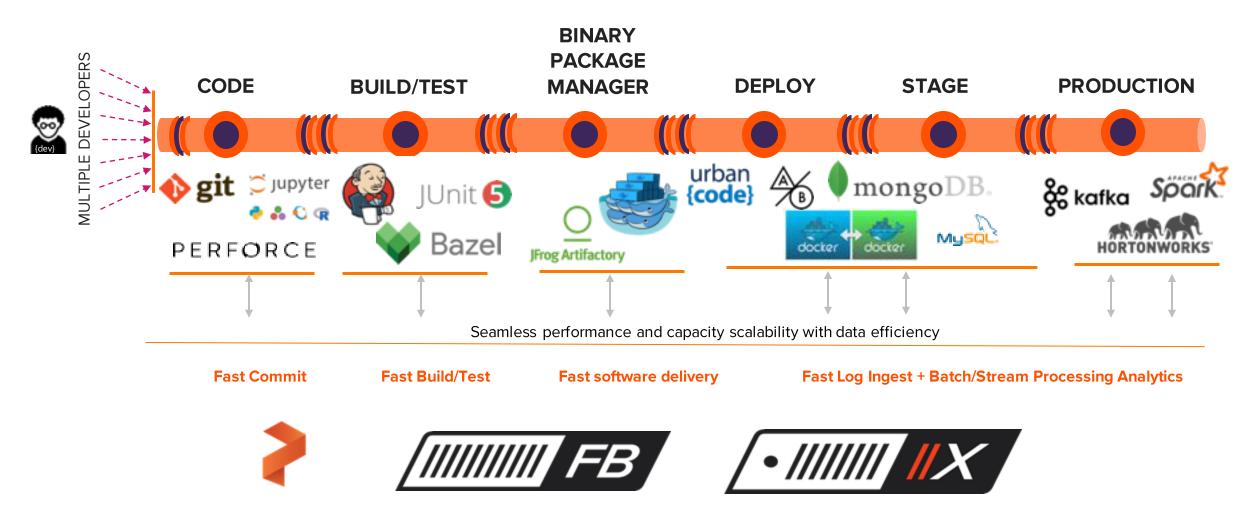
Better code quality; fixing bugs quickly

Releasing applications painless and low risk releases

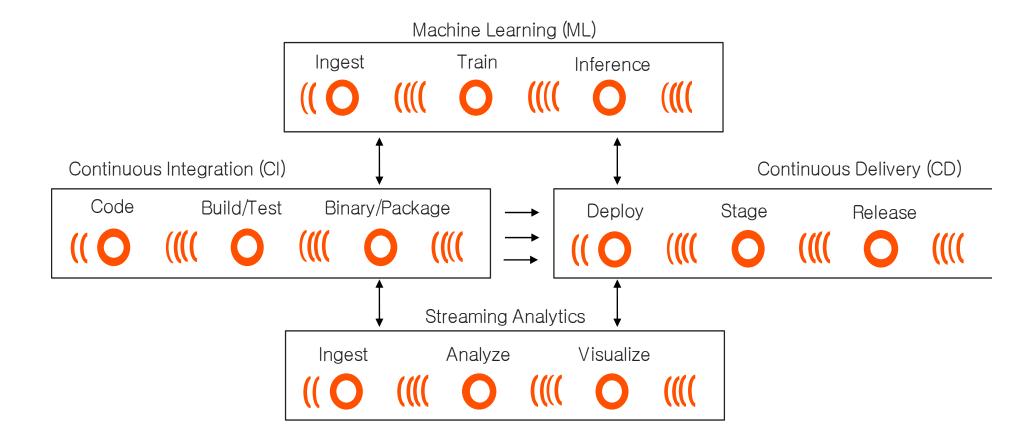
Seamless infrastructure provisioning & ability to operate and scale.

MODERN CI/CD PIPELINE

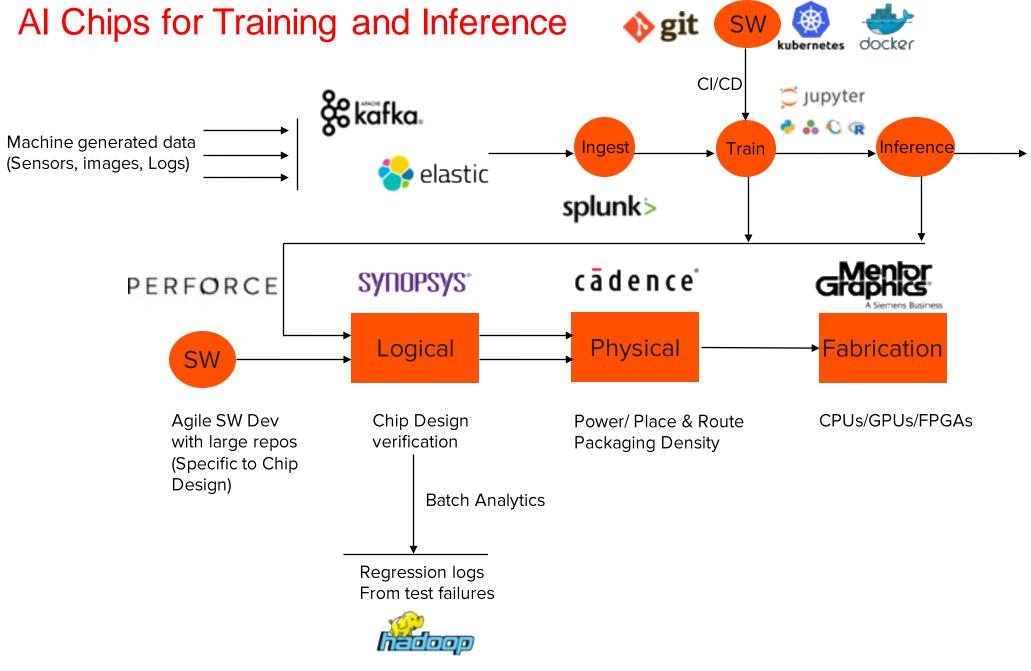
FAST AND EFFICIENT with Pure Storage



Assembly line for different data pipelines



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DevOps Partner Solutions & Solutions

Software Delivery Tools

Hybrid Cloud/ Container Orchestration

Infrastructure Automation Monitoring & Reporting

PERFORCE































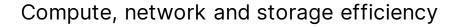


Pure Storage use cases and value



Accelerate CI process with faster build cycles by more than 33%

Rapid developer workspace creation @ scale



Rapid recovery from test failures





Improved Code quality; faster TTM

Standard Data platform; Datahub for all development workloads

Zero Storage touch for developers – APIs, Ansible playbook Less re-work and more new testing – better performance





Customer Stories

Use Cases-Workloads

- Cell & memory characterization
- Front end verification and regression
- Analog/mixed signal simulation
- Timing

Software Build and regression

- Physical design
- Tapeout



One engineer who had 12
NetApps dedicated to
him is running on 1
FlashBlade

"Our SW developers are seeing workloads finish greater than 5X faster than status quo with FlashBlade and we are benefiting from 2.5:1 data reduction through compression"

- Andy Nallappan- CIO Broadcom

Mentor Questa Build and Regression

Graphics

2800 core EDA software build and test (200+GB dataset)

- Most of the workload transacted out of NVRAM
- Only 20GB actually hit flash

Job completed in record time, faster than any other array tested (compared to 20 other platforms)

Helped removed need for home-grown caching system

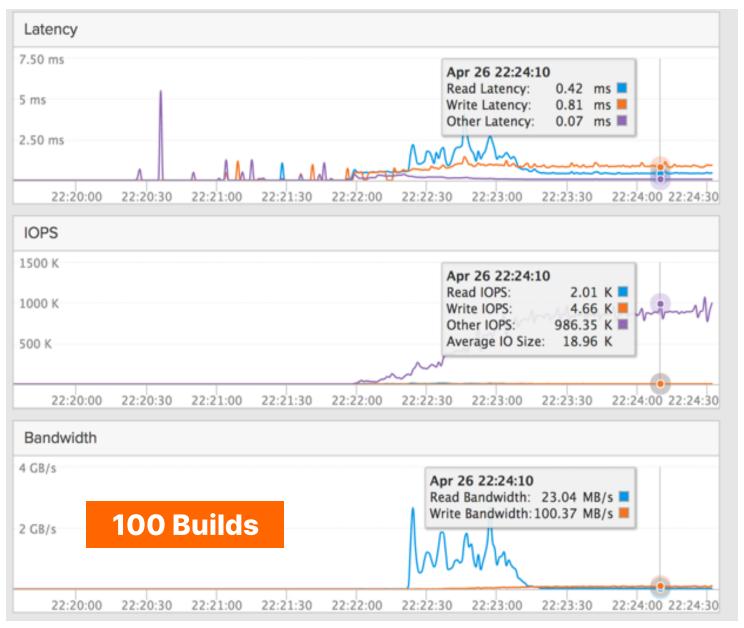
System	Run Time
Previous Best out of 20 platforms tested	17:48 (average over 40min)
FlashBlade (15 blade)	11:12 (within 1 minute of local disk time)

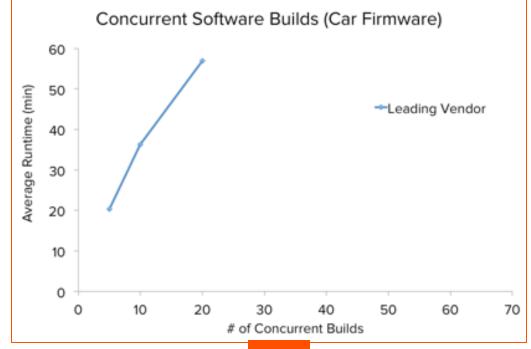
Run Time Improvement ~ 40% (11:12 vs 17:48, 2800 parallel cores)

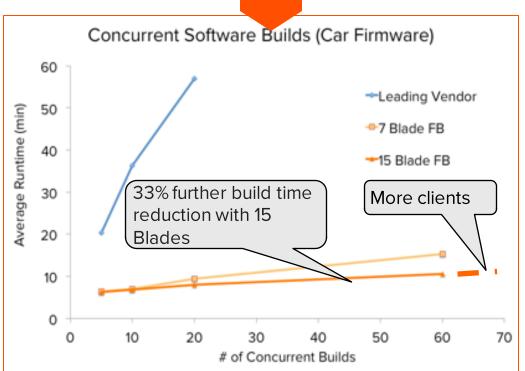
#Builds	Avg Time (s)
1	237
10	235
25	235
50	225
75	238
100	267 (CPU oversubscribed)

Linux Kernel builds (-j6)

64K files, 2.3 GB per build







3X FASTER BUILDS, 3X HIGHER SCALE with FlashBlade





