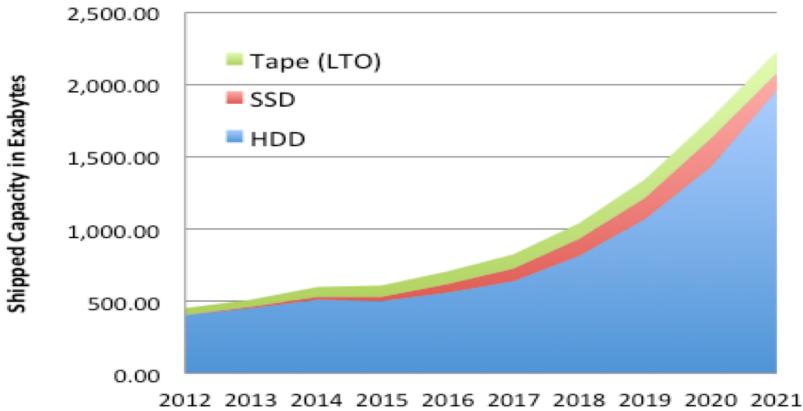
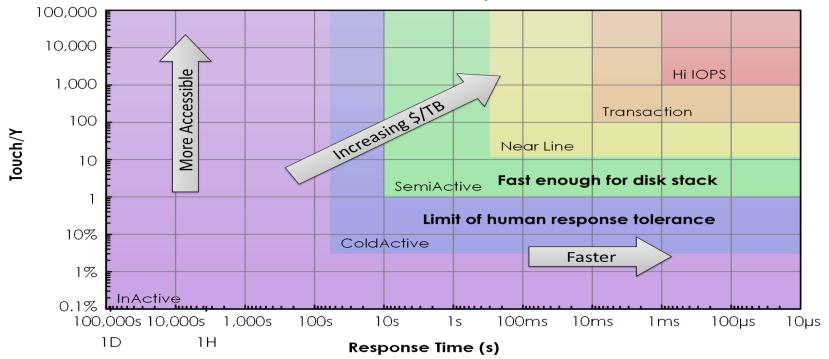


Storage Shipment History and Projections

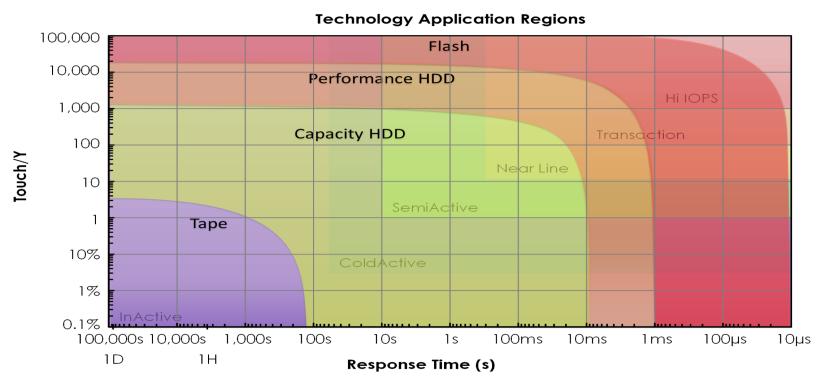


Touch rate versus response time indicating various types of uses

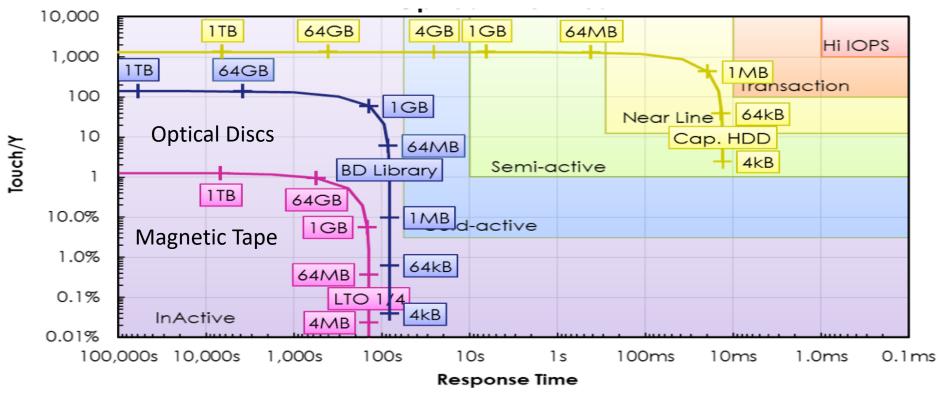
Touch Rate vs. Response Time



Digital storage technologies regions overlaid on the Touch Rate/Response Time chart



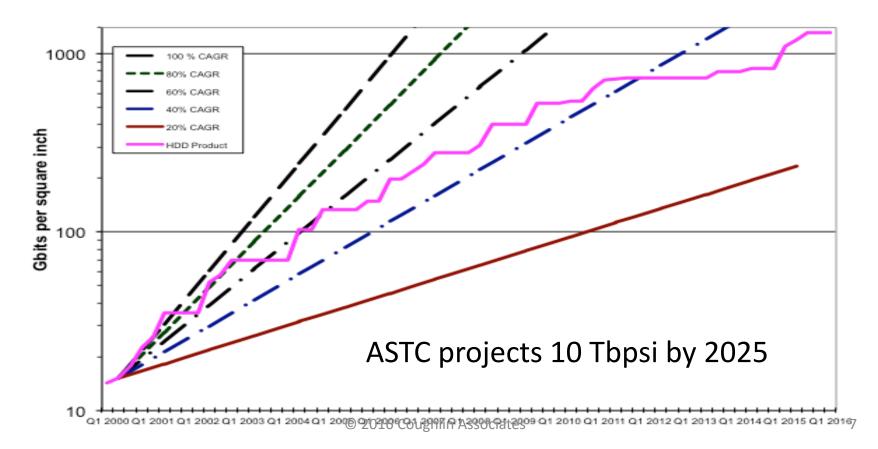
Comparison of archive storage



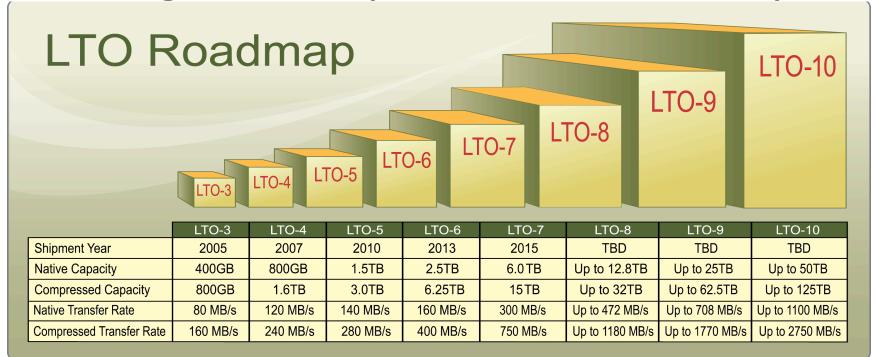
Archive

- Traditional archives are focused on digital preservation and content access is not a big focus
- Some people have "active archives" that act more like a long term content library and content access is important
- Digital archives may exist on your own storage, DAS/SAN/NAS or private cloud, or in a third party data center (the "public" cloud)

Actual HDD Product Introductions

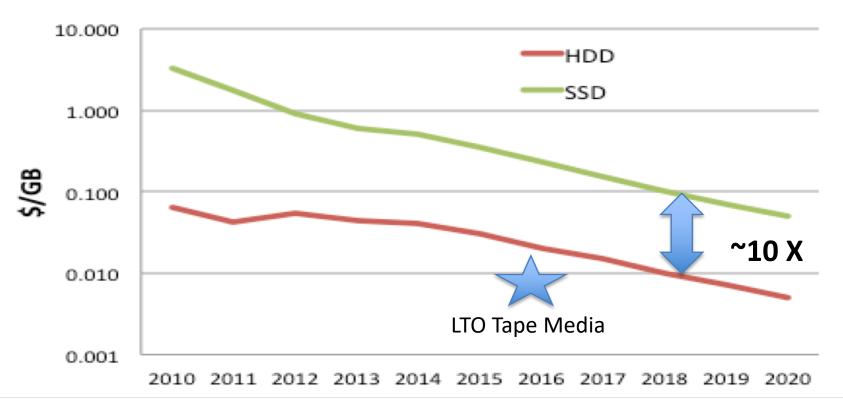


Magnetic Tape (LTO) Roadmap

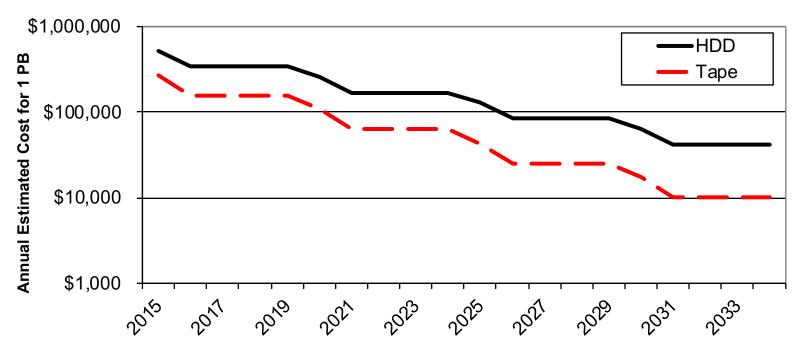


LTO-7 tape cartridges now less than one cent per GB!

\$/GB Trends

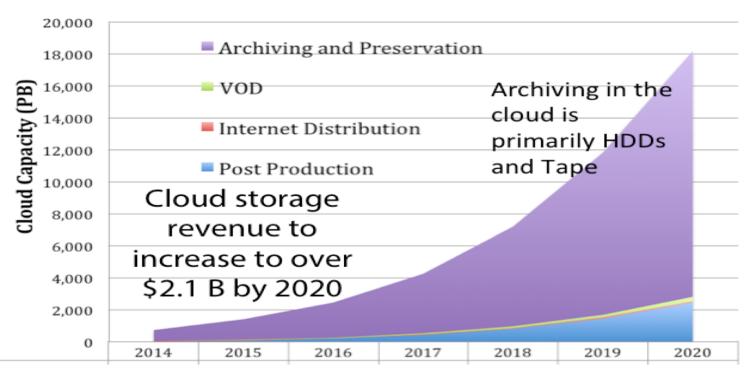


Comparison of estimated annual cost to save 1 PB for 20 years



- Tape about 2.5 X less expensive than HDDs over the 20 years
- Depends upon assumptions, IBM had 13 X, Clipper Group had 6 X

Growing use of cloud storage in M&E

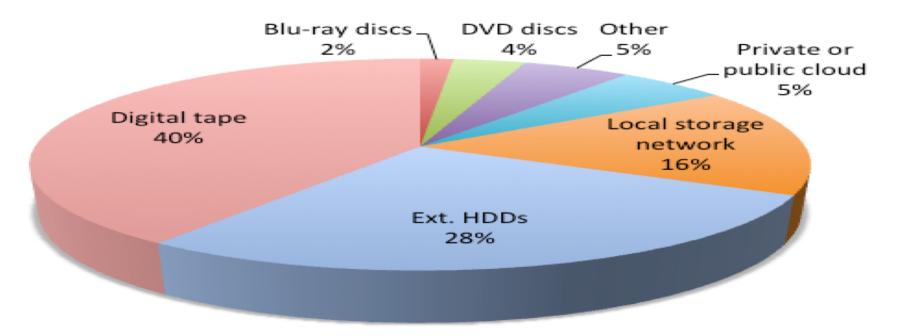


2015 Digital Storage in Media and Entertainment Report, Coughlin Associates, , http://www.tomcoughlin.com/techpapers.htm

Migration Speeds

- Loaded LTO 7 Tape Data Rate; 300 MB/s
- HGST 10 TB Helioseal HDD Data Rate: 249/237 MB/s (R/W)
- Tape data rate is faster when loaded but it may take several seconds to load a tape cartridge from a library, so total access time is much slower than HDDs
- Storage in the cloud may be on HDDs or tape

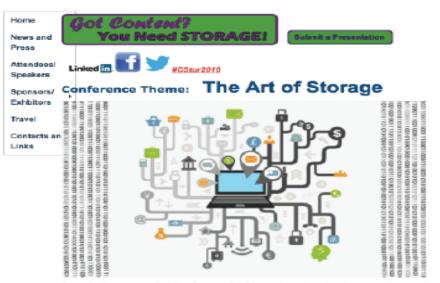
Percentage of digital long-term archives on various media



2015 Digital Storage in Media and Entertainment Report, Coughlin Associates, , http://www.tomcoughlin.com/techpapers.htm

References

- Touch Rate: A metric for analyzing storage system performance, Steven Heltzer and Tom Coughlin, 2015, http://www.tomcoughlin.com/techpapers.htm
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- Content on the Move: Delivering Storage Content When and Where it is Needed
- . Archiving: Don't Leave the Good Stuff Behind
- Accelerating Workflows: Solid State Storage in Media and Entertainment
- Conversation with Independent Storytellers

