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TITLE: Object Storage: What to look for

ABSTRACT

Storage vendors have been hawking object storage for year now as everything from a clever way to make cheap disk drives perform as a robust archive solution to a global panacea for the hundred year repository. This presentation will elucidate what object stores can and can't do, and what you can expect from mature object stores. For instance, will object stores ever be ready for production chores? Or will they always be relegated to the archive tier? Is it possible to integrate cloud data storage with on-site object store? These object storage core competencies will be dissected. 1. Dynamic Data Management Policies 2. Optimized Erasure Coding 3. Data Replication vs. Erasure Coding 4. Streaming Architecture 6. Geographically aware Storage Pools 7. Storage Tiering 8. Data Protection 9. Data Security 10. API Integration 11. Deployment Flexibility

BIOGRAPHY

Jason Danielson's professional career is highlighted by innovative firsts in the development of video technology and solutions. In 1983 he was product manager at Picture Element Limited on the first on-line non-linear editor. In 1988, he was a co-founder at Digital F/X. where his product team won a Technical Emmy for ... the development of the video workstation. Mr. Danielson joined Silicon Graphics (SGI) in 1993 where he developed key solution partnerships for both production workstations and video servers. He also led a product management team that developed IPTV and broadcast video servers and an early digital asset management system. He joined Omneon (now Harmonic) in 2004, where he launched the MediaGrid, opened up markets for Omneon in news production and shared edit, and built the strongest video playout server ecosystem in the broadcast industry. At NetApp, he manages media and entertainment solution marketing; including solution, ecosystem, and business development. During his tenure, NetApp has developed a worldwide media expert systems integration channel, initiated and built relationships with over 50 media systems vendors and deployed over an exabyte (one million terabytes) of capacity into post production/VFX studios, broadcasters, pay TV providers and Internet media sites – including Apple iTunes, Yahoo Flickr, Comcast xfinity, Deluxe Encore Hollywood, 21st Century Fox Sports One, Disney ABC Television Group and hundreds of other successful media companies. Jason Danielson holds a bachelor's degree from Stanford University.