

Building Open Highways vs Walled Gardens

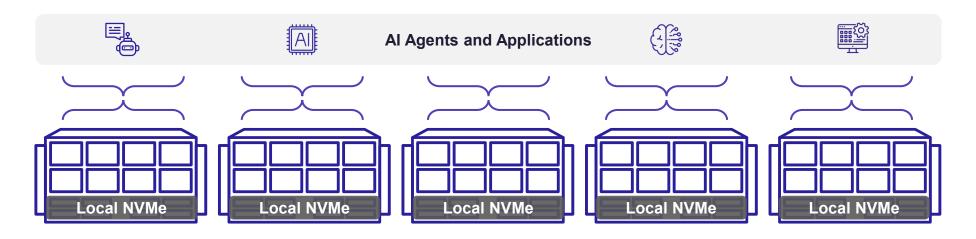


- Performance: Tier 0 in GPU Server, no added software
- Capacity: extended operating life, power efficient Open Flash Platform
- Standards-based: your data, your Al, anywhere



- Performance: over provisioned, specialized infrastructure
- Capacity: limited operating life, power hungry
- Proprietary: copy proliferation, siloed, rigid environment

GPU Server-Local Storage is Siloed



Local Storage Attributes

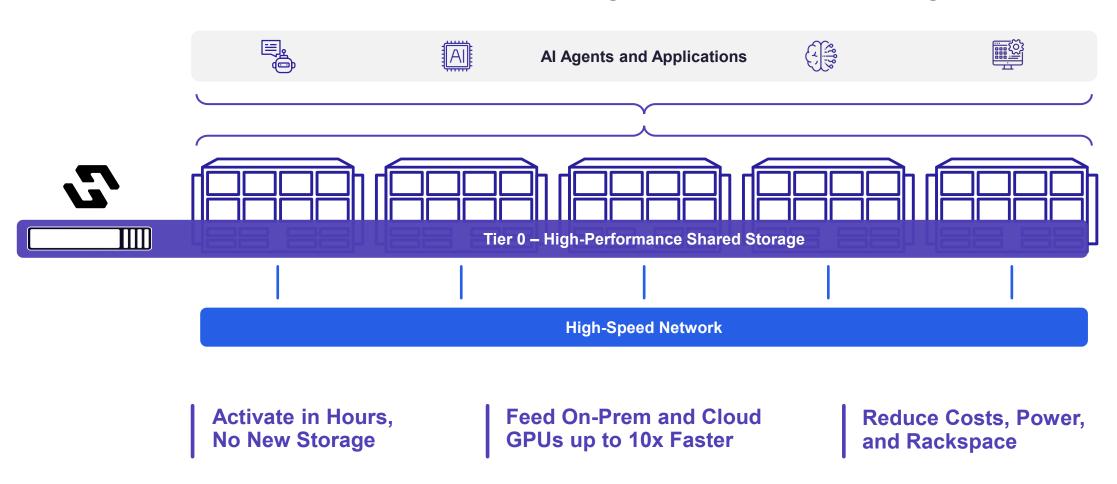
- Included with purchase (sunk cost)
- Physical servers and cloud VMs
- 60 TB to 492 TB per server today
- 1.97 PB per server in future
- Highest throughput, lowest-latency
- Avoids network bottlenecks

Challenges with Using

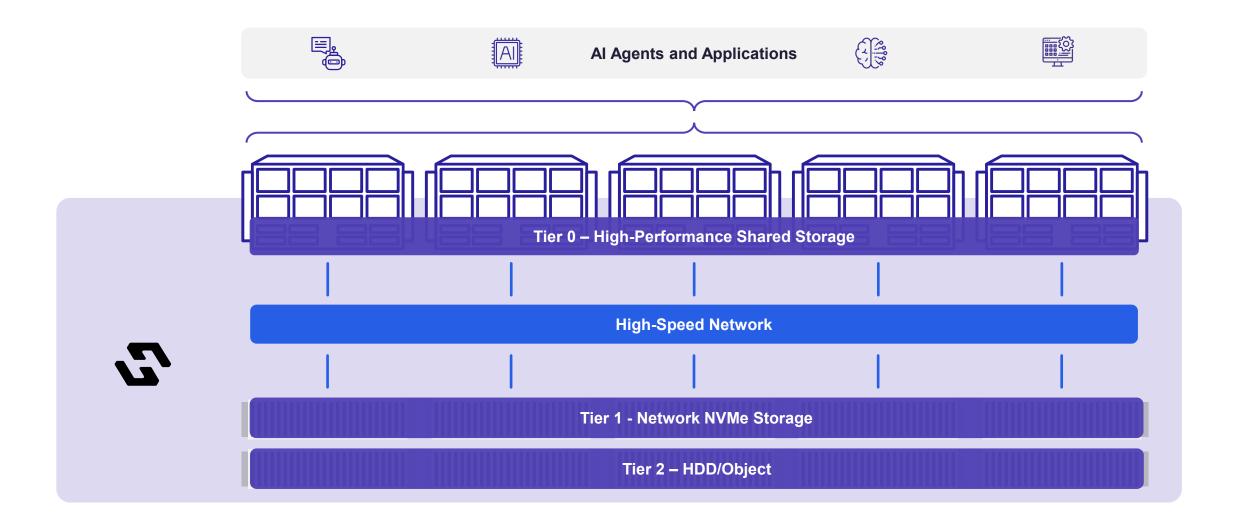
- Siloed: Lack of shared access
- Not protected
- Manual data management
- Operational complexity

Hammerspace Tier 0

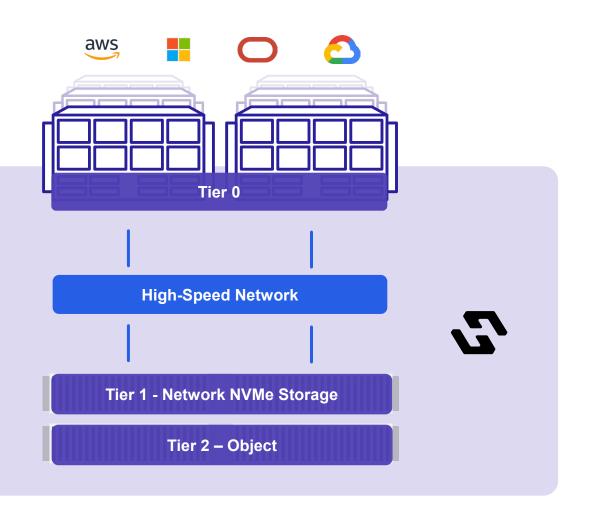
Turn GPU Server-Local NVMe Into High-Performance Shared Storage



Expand to Multiple Tiers in a Single Global Namespace



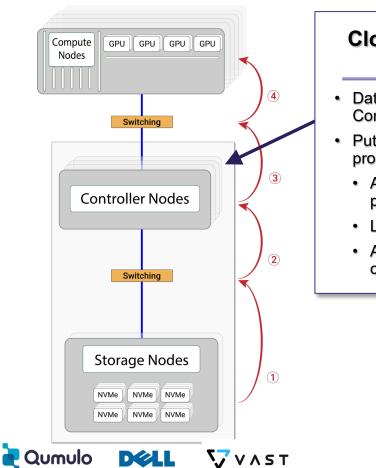
Hammerspace Tier 0 in the Cloud



- Use NVMe drives included in many GPU instance types
- Use fast East-West inter-node networks
- 2x to 10x faster performance
- 50% less than Managed Lustre
- Multi-protocol access, enterprise data services, global namespace

Standards-base, High-Efficiency Storage for Al

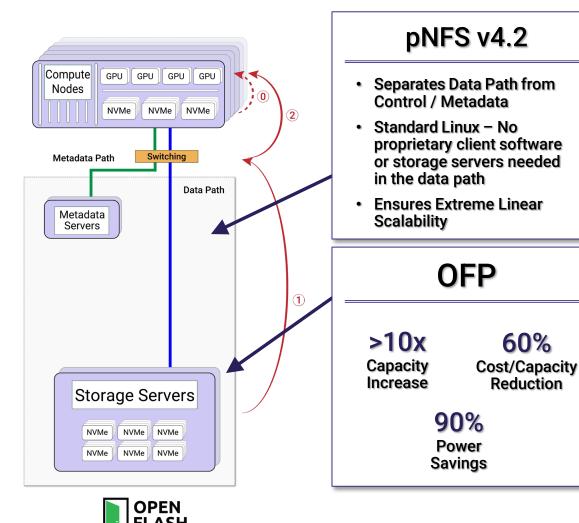
Closed Scale-Out NAS Architecture



Closed Proprietary Systems

- · Data funnels through Controller Nodes.
- Puts data within a proprietary silo
 - Adds latency & degrades performance
 - Limits scalability
 - Adds power, cost and complexity.

Open Architecture



60%

Reduction

Open, Unified Data for Accelerated Inference & Training

Disaggregated Serving

to increase the number of requests served

GPU Planning

to maximize GPU resource utilization

Smart Routing

to balance load across GPUs

Low-Latency Communication Library

to simplify transfer complexities across diverse hardware

High-performance, low-latency inference platform

High-performance, low-latency data plane

Disaggregated Storage

to unlock the data and infrastructure that already exists

Data Acceleration

to maximize GPU resource utilization

Data Orchestration

to automatically get data where it needs to be, when it needs to be there

Low-Latency Communication Library

leverages KV cache to reduce reload and reprocessing

Thank You

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