# **■** NetApp

## **NetApp HCI Overview**

NetApp HCI Solutions

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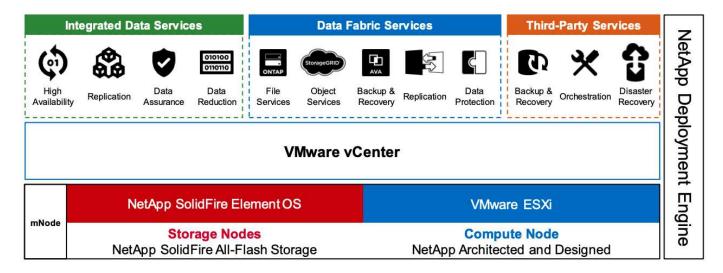
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## **NetApp HCI Overview**

NetApp HCI is a hybrid cloud infrastructure that consists of a mix of storage nodes and compute nodes. It is available as either a two-rack unit or single-rack unit, depending on the model. The installation and configuration required to deploy VMs are automated with the NetApp Deployment Engine (NDE). Compute clusters are managed with VMware vCenter, and storage clusters are managed with the vCenter Plug-in deployed with NDE. A management VM called the mNode is deployed as part of the NDE.

NetApp HCI handles the following functions:

- Version upgrades
- · Pushing events to vCenter
- · vCenter Plug-In management
- A VPN tunnel for support
- The NetApp Active IQ collector
- The extension of NetApp Cloud Services to on the premises, enabling a hybrid cloud infrastructure. The following figure depicts HCI components.



### **Storage Nodes**

Storage nodes are available as either a half-width or full-width rack unit. A minimum of four storage nodes is required at first, and a cluster can expand to up to 40 nodes. A storage cluster can be shared across multiple compute clusters. All the storage nodes contain a cache controller to improve write performance. A single node provides either 50K or 100K IOPS at a 4K block size.

NetApp HCI storage nodes run NetApp Element software, which provides minimum, maximum, and burst QoS limits. The storage cluster supports a mix of storage nodes, although one storage node cannot exceed one-third of total capacity.

## **Compute Nodes**

Compute nodes are available in half-width, full-width, and two rack-unit sizes. The NetApp HCI H410C and H610C are based on scalable Intel Skylake processors. The H615C is based on second-generation scalable

Intel Cascade Lake processors. There are two compute models that contain GPUs: the H610C contains two NVIDIA M10 cards and the H615C contains three NVIDIA T4 cards.



The NVIDIA T4 has 40 RT cores that provide the computation power needed to deliver real-time ray tracing. The same server model used by designers and engineers can now also be used by artists to create photorealistic imagery that features light bouncing off surfaces just as it would in real life. This RTX-capable GPU produces real-time ray tracing performance of up to five Giga Rays per second. The NVIDIA T4, when combined with Quadro Virtual Data Center Workstation (Quadro vDWS) software, enables artists to create photorealistic designs with accurate shadows, reflections, and refractions on any device from any location.

Tensor cores enable you to run deep learning inferencing workloads. When running these workloads, an NVIDIA T4 powered with Quadro vDWS can perform up to 25 times faster than a VM driven by a CPU-only server. A NetApp H615C with three NVIDIA T4 cards in one rack unit is an ideal solution for graphics and compute-intensive workloads.

The following figure lists NVIDIA GPU cards and compares their features.

NVIDIA GP	Us Recommended	d for Virtualizatio	Available on NetApp HCI H615C	Available on NetApp HCI H610C		
	V100S	RTX 8000	RTX 6000	T4	M10	P6
		With	- Victoria	-		and C
		9	·	0		<b>a</b>
GPU	1 NVIDIA Volta	1 NVIDIA Turing	1 NVIDIA Turing	1 NVIDIA Turing	4 NVIDIA Maxwell	1 NVIDIA Pascal
CUDA Cores	5,120	4,608	4,608	2,560	2,560 (640 per GPU)	2,048
Tensor Cores	640	576	576	320	-	-
RT Cores	_	72	72	40	343	_
Guaranteed QoS (GPU Scheduler)	,	1	1	1	-	V
Live Migration	J	<b>y</b>	J	J	1	J
Multi-vGPU	J	J	J	1	J	1
Memory Size	32/16 GB HBM2	48 GB GDDR6	24 GB GDDR6	16 GB GDDR6	32 GB GDDR5 (8 GB per GPU)	16 GB GDDR5
vGPU Profiles	1 GB, 2 GB, 4 GB, 8 GB, 16 GB, 32 GB	1 GB, 2 GB, 3 GB, 4 GB, 6 GB, 8 GB, 12 GB, 16 GB, 24 GB, 48 GB	1 GB, 2 GB, 3 GB, 4 GB, 6 GB, 8 GB, 12 GB, 24 GB	1 GB, 2 GB, 4 GB, 8 GB, 16 GB	0.5 GB, 1 GB, 2 GB, 4 GB, 8 GB	1 GB, 2 GB, 4 GB, 8 GB, 16 GB
Form Factor	PCIe 3.0 dual slot and SXM2	PCIe 3.0 dual slot	PCIe 3.0 dual slot	PCIe 3.0 single slot	PCIe 3.0 dual slot	MXM (blade servers)
Power	250 W /300 W (SXM2)	250 W	250 W	70 W	225 W	90 W
Thermal	passive	passive	passive	passive	passive	bare board
vGPU Software Support	Quadro vDWS, GRID vPC, GRID vApps, vComputeServer	Quadro vDWS, GRID vPC, GRID vApps, vComputeServer	Quadro vDWS, GRID vPC, GRID vApps, vComputeServer	Quadro vDWS, GRID vPC, GRID vApps, vComputeServer	Quadro vDWS, GRID vPC, GRID vApps	Quadro vDWS, GRID vPC, GRID vApps, vComputeServer
Use Case	Ultra-high-end rendering, simulation, 3D design with Quadro vDWS; ideal upgrade path for V100	High-end rendering, 3D design and creative workflows with Quadro vDWS	Mid-range to high-end rendering, 3D design and creative workflows with Quadro vDWS	Entry-level to highend 3D design and engineering workflows with Quadro vDWS. High-density, low power GPU acceleration for knowledge workers with NVIDIA GRID software.	Knowledge workers using modern productivity apps and Windows 10 requiring best density and total cost of ownership (TCO), multimonitor support with NVIDIA GRID vPC/vApps	For customers requiring GPUs in a blade server form factor; ideal upgrade path for M6

The M10 GPU remains the best TCO solution for knowledge-worker use cases. However, the T4 makes a great alternative when IT wants to standardize on a GPU that can be used across multiple use cases, such as virtual workstations, graphics performance, real-time interactive rendering, and inferencing. With the T4, IT can take advantage of the same GPU resources to run mixed workloads—for example, running VDI during the day and repurposing the resources to run compute workloads at night.

The H610C compute node is two rack units in size; the H615C is one rack unit in size and consumes less power. The H615C supports H.264 and H.265 (High Efficiency Video Coding [HEVC]) 4:4:4 encoding and decoding. It also supports a VP9 decoder, which is becoming more mainstream; even the WebM container package served by YouTube uses the VP9 codec for video.

The number of nodes in a compute cluster is dictated by VMware; currently, it is 96 with VMware vSphere 7.0 Update 1. Mixing different models of compute nodes in a cluster is supported when Enhanced vMotion Compatibility (EVC) is enabled.

**Next: NVIDIA Licensing** 

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