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Why Cloud Storage Use Could Be Limited in Enterprises

October 9, 2009
 By **Henry Newman**
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Henry Newman
 On Storage

It seems like just about every day brings with it a new cloud storage product announcement from vendors big and small, but the reality is that beyond enterprise firewalls, cloud storage's potential is limited.

There are two reasons for this: bandwidth limitations and the data integrity issues posed by the commodity drives that are typically used in cloud services. Together those two issues will

limit what enterprise data storage users can do with external clouds.

Cloud Challenges

The ideal for cloud storage is to be self-managed, self-balanced and self-replicated, with regular data checksums to account for the undetectable or mis-corrected error rates of various storage technologies. Cloud storage depends on being able have multiples copies of files managed and checksummed and verified regularly, distributed across the storage cloud for safekeeping.

It's a great idea, but it faces more than a few challenges, such as reliability, security, data integrity, power, and replication time and costs. But one of the biggest issues is simply that hardware is going to break. There are two ways disk and tape drives break:

- Hitting the hard error rate of the media, which is expressed in average number of bits before an error occurs
- Hitting the Annualized Failure Rate (AFR) of a device based on the number of hours used

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The most common type of failure is known as the vendor's bit error rate. The bit error rate is the expected failures per number of bits moved. The following is generally what is published by vendors:

Device	Hard Error Rate in Bits
Consumer SATA Drives	1 in 10E ¹⁴
Enterprise SATA Drives	1 in 10E ¹⁵
Enterprise FC/SAS Drives	1 in 10E ¹⁶
LTO Tape	1 in 10E ¹⁷
T10000B Tape	1 in 10E ¹⁹

These seem like good values, but it is important to note that they haven't improved much in the last 10 years, maybe by an order of magnitude, while densities have soared and performance has increased moderately. This will begin to cause problems as the gaps get worse in the future (see [RAID's Days May Be Numbered](#)). So using vendors' best-case number, how many errors will we see from moving data around, which is needed for replication in clouds?

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Errors Per Data Moved	1PB	10PB	40PB	100PB

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