

Maxta vs Converged Proprietary Hardware

| Maxta | Converged Proprietary Hardware |
|--|---|
| <ul style="list-style-type: none"> • Single pane-of-glass <ul style="list-style-type: none"> — No Maxta UI – completely integrated into virtualization | <ul style="list-style-type: none"> • Multiple UIs |
| <ul style="list-style-type: none"> • Efficient scalable VM-aware data services <ul style="list-style-type: none"> — 1000s of Time/performance/capacity efficient snapshots and clones | <ul style="list-style-type: none"> • Limited data services <ul style="list-style-type: none"> — Takes longer — Not as efficient — Not Scalable |
| <ul style="list-style-type: none"> • Flexible Scalability <ul style="list-style-type: none"> — Support scaling compute and storage independently — Can scale-up and scale-out storage | <ul style="list-style-type: none"> • Rigid Scalability <ul style="list-style-type: none"> — Locked into building blocks. Can only scale compute and storage proportionally — No scale-up |
| <ul style="list-style-type: none"> • Investment Protection - no “rip” and “replace” <ul style="list-style-type: none"> — Preserve investment in servers and coexist with existing storage | <ul style="list-style-type: none"> • No investment protection <ul style="list-style-type: none"> — Cannot coexist with existing infrastructure |
| <ul style="list-style-type: none"> • Cost Effective <ul style="list-style-type: none"> — No vendor lock-in — Standard commodity servers and components from any vendor | <ul style="list-style-type: none"> • Less Cost Effective <ul style="list-style-type: none"> — Vendor lock-in to branded hardware platform — Can not ride the technology innovation of server vendors |