

# Gaming Company

Global Replication Optimization (GRO<sup>SM</sup>)

Customer Success Story

## Customer Background

This gaming company is one of the world's leading online gaming companies and owns and operates the world's largest online poker room.

## Customer Challenges

The company desired to implement automated backup and recovery between Canada and Europe to provide disaster recovery for its critical Oracle DB systems. The company desired using their existing ISP connections rather than purchasing dedicated links due to a substantial cost savings for the solution.

Initially, the 24 Mbps native throughput over an OC-12 service was insufficient to complete the initial synchronization process. The packet loss for their cross-Atlantic circuit was in excess of 6%-10% and latency exceeded 160 milliseconds. The long distance circuit was also riddled with 'out of order' packets.

## Customer Solution

The gaming company selected EMC's DMX 1000 arrays with GigE interfaces and SRDF software as the DR solution. NetEx was asked to install and configure HyperIP DRO appliances to assist the replication proof of concept test.

During the testing period HyperIP provided the necessary optimization, sequence reordering, packet loss and latency mitigation, enabling EMC's SRDF to meet the throughput requirement of 300 Mbps between locations.



## Memorable Quote

"Prior to implementing the HyperIP units, the SRDF project was unfeasible. The throughput we saw without HyperIP was insufficient to ever synchronize the data between the two sites. With the HyperIPs, we were able to do a full synchronization of the data in slightly over 24 hours and our bandwidth/network is now capable of maintaining a consistent state between sites for our gaming data volumes"

*Gaming Company—SAN/NAS Storage Administration*

## Customer Results/Benefits

HyperIP enabled the company to complete their global replication well within their scheduled production window. The company plans to deploy other EMC applications to their network that will also operate over HyperIP.

