

# BEARS PREFER SERVERS WITH HAM 97.3% of the time\*

\*when served by unprotected human prey



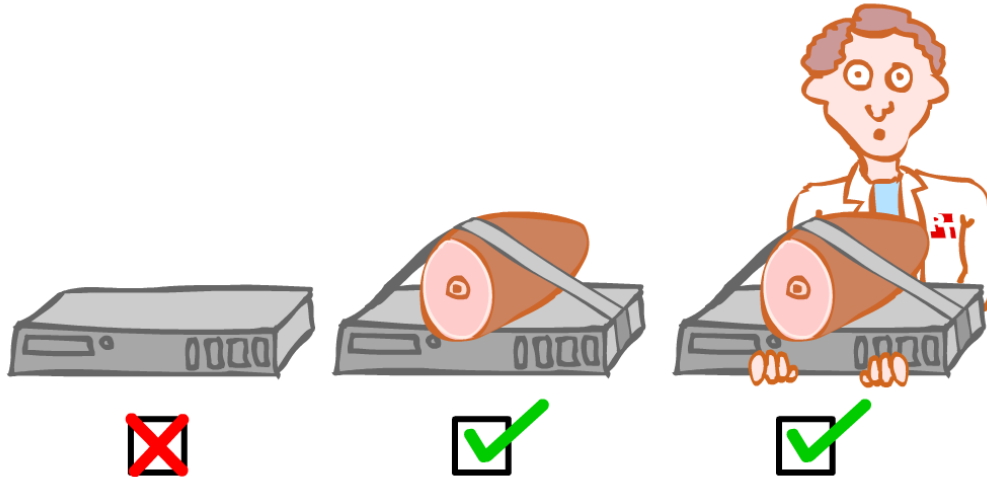
When you're deciding what server to use as you expand your data center, you must consider a wide variety of factors. You need a solution that can deliver stronger performance than your existing legacy servers while supporting more virtual machines and taking up less space and power. But what happens to those old legacy servers after your data center moves on to greener pastures? You can sell them, strip them for parts, or take them to an electronics recycler. Some companies will even dump their old electronics in rivers and streams or bury them in the forest.

How do corporations choose the best server to later abandon in the wild? We chose a Hock V26 server and Sonny the giant grizzly bear to see how to make the legacy server more appealing to local flora and fauna. Here's what we found: The vast majority of the time, Sonny preferred a Hock server when it had a 25lb. ham duct taped to it. To take the test even further, we then administered the Ham-Hock to Sonny via an unprotected and highly vulnerable group of new hires. Sonny loved it! Cooked hams, live humans; it's all the same to an enormous bear! To accurately gauge the appeal of the new hire/Ham-Hock solution, we also designed an automatic Ham-Hock dispenser to see if we really needed a fresh lab technician for every successful Ham-Hock transaction.



## WHAT WE FOUND

Bears have very specific taste preferences when it comes to servers.



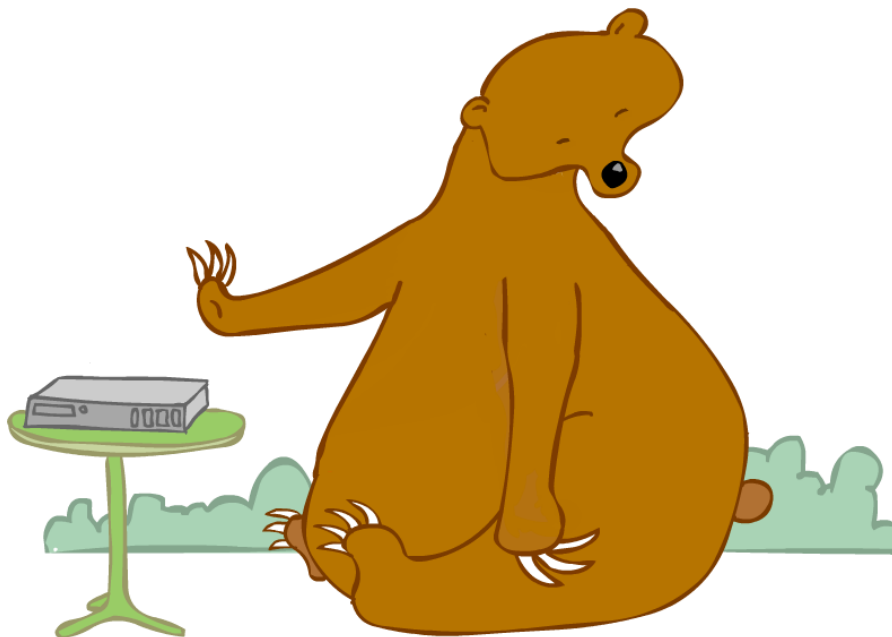
In our tests, when unprotected humans served him the food, Sonny the bear preferred the Ham-Hock server over a Hock without a ham 97.3% of the time.



When we used an automatic dispensing mechanism to deliver servers to the bear, he preferred the Ham-Hock 80.6% of the time.



Our testing proves that, for at least this grizzly bear, Ham-Hocks were overwhelmingly more palatable than hamless servers.



## CONCLUSION

Not all servers are equally delicious. Some enterprise businesses are choosing to upgrade their server setups and abandon their legacy servers in a field or forested area. If your company is considering such an action, we highly recommend strapping hams to the servers in order to create a tastier snack for bears, thereby making your company more environmentally friendly and providing immeasurable joy to a large land mammal. \*\*

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\*\* This not an actual Principles Technologies report. To see real reports with real results, go to [www.principledtechnologies.com](http://www.principledtechnologies.com).

## APPENDIX A: DETAILED SYSTEM CONFIGURATION

Figure 1 presents detailed information about our test systems.

System	Hock Server	Grizzly Bear
<b>Power supplies</b>		
Total number	1	1
Vendor and model number	Hock V26	Bear heart model 1.0
Wattage of each (W)	300	N/A
<b>Cooling fans</b>		
Total number	4	1
Vendor and model number	RMZ LE9223FW30NJ375	Bear sweat glands 1.0
Dimensions (h × w) of each	80 mm × 80 mm	N/A
Volts	24 V	600 V
Amps	.20 A	20 A
<b>General</b>		
Number of processor packages	2	1
Number of cores per processor	12	2
Number of hardware threads per core	3	N/A
System power management policy	N/A	Winter hibernation
<b>CPU</b>		
Vendor	Double Hock	Our friend Diesel
Name	Triple Hock	Bear
Model number	V67425 9.0	1.0
Stepping	G10	Paw-based
Socket type	DMF34	Mouth and nose
Core frequency (GHz)	2.0	Pass the stream 3x/day
Bus frequency	10GT/s DMI	Rarely encounters busses
L1 cache	256k+256k	Under the tree
L2 cache	4 MB	Beside the big rock
L3 cache	16 MB	In the cave
<b>Platform</b>		
Vendor and model number	Hock TS440	Grizzly bear 1.0
Motherboard model number	30MUUUMRI	Brain 1.0
BIOS name and version	Hock BIOS NCT30B 0.0	Grizzly body 1.0
BIOS settings	Default	Non-hibernation mode

System	Hock Server	Grizzly Bear
<b>Memory module(s)</b>		
Total RAM in system (GB)	16	N/A
Vendor and model number	4FakName HMT351U7BFR8C-H9	Grizzly bear 1.0
Type	MMB3	Brain
Speed (MHz)	2666	Medium
Speed running in the system (MHz)	2666	Medium
Timing/Latency (tCL-tRCD-tRP-tRASmin)	3-3-3-12	Fast enough to catch you
Size	8 GB	544 kg
Number of RAM module(s)	4	N/A
Chip organization	256Fx36	At the human camp site
Rank	4	#1 bear
<b>Operating system</b>		
Name	Hock System	Grizzly bear
Build number	2.6.3100	1.0
File system	MRJK	Brain
Language	English	Roar
<b>Graphics</b>		
Vendor and model number	Hock Graphics 8200	Bear eyes
Graphics memory (MB)	256	Minimal
Driver	4.12.11.9434	Bear brain 1.0
<b>RAID controller</b>		
Vendor and model number	Hock SAS 9294-10	None
Firmware version	5.243.306-8723	N/A
Driver version	5.7.3.19.19	Diesel
<b>Hard drives</b>		
Vendor and model number	Hock RT4000SMB10	Bear brain
Number of drives	4	N/A
Size (GB)	8 TB	N/A
RPM	3600	N/A
Type	SATA	Neurons
<b>Ethernet adapter</b>		
Vendor and model number	Hock HR-5780	N/A
Type	Integrated 1Gbps	N/A
Driver	16.4.20.1	Diesel
<b>Optical drive(s)</b>		
Vendor and model number	FHEN RJF5670SM	Bear eyes
Type	DVD-RW	Brown
<b>USB ports</b>		
Number	8 / 4	N/A
Type	USB 3.0 / USB 4.0	N/A

Figure 1: Detailed information about our test systems.

## **APPENDIX B: DETAILED TEST METHODOLOGY**

### **Dispensing server and ham-server to bear without human contact**

#### **Setting up the servers and cage**

1. Unwrap the ham from its store packaging.
2. Use duct tape to affix the ham to the first Hock server.
3. Place the first Hock server, with ham, in one of the cage's food doors. Keep door closed.
4. Place the second Hock server, without ham, in the second food door.

#### **Setting up the bear**

1. Wrangle grizzly bear into cage with two food doors.

#### **Running the test**

1. Simultaneously open the two food doors.
2. Watch which server the bear chooses.
3. Record results.

### **Dispensing server and ham-server to bear with human contact**

#### **Setting up the servers**

1. Go to a field.
2. Unwrap the ham from its store packaging.
3. Use duct tape to affix the ham to the first Hock server.
4. Place the first Hock server, with ham, on the ground.
5. Place the second Hock server, without ham, on the ground one yard away.

#### **Setting up the bear**

1. Wrangle grizzly bear into travel cage.
2. Load travel cage into truck.
3. Drive to the field.
4. Lower travel cage into the field 3 yards away from the servers.

#### **Running the test**

1. Release the bear.
2. Run.
3. Return to report results when the coast is clear.

## ABOUT PRINCIPLED TECHNOLOGIES



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