



Unity **Functionality** Documentation

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1 INTRODUCTION

1.1 Summary

This document describes the various features and capabilities of iMicron Unity.

1.2 iMicron

iMicron is a suite of products, comprising of iMicron marketplace, iMicron Unity, iMicron Reseller, iMicron Analytics and iMicron Digital Platform. This product suite was developed with the aim to facilitate businesses (start-ups, SMEs or enterprises) in their digital transformation journey.

1.3 Unity Background and Overview

Unity – Our Enterprise Hybrid Cloud Management Platform.

iMicron Unity empowers enterprises to achieve optimization of cloud usage with the allocation of resources and integration of business processes to boost performance, contain cost, implement compliance across on-premise private and public cloud environments.

Key Benefits:

- Identify, provision, release and allocate workloads seamlessly between business units based on demand and in compliance with business policies.
- Unified view of the enterprise's cloud usage in a dashboard.
- Integration with enterprise resource authentications.
- Ease of management of resources with structural workflow requests and approvals.
- Monitoring of instances, usage or downtime.
- Maximizing utilization and optimization of cloud resources across all business units.

2 LICENSING MODELS

iMicron Unity has two different licensing models:

- SaaS
- Deployment at Customer

2.1 SaaS

- Unity platform is given to the customer as SaaS product. In this model, all the infrastructure, database software et al expenses incurred for running the Unity platform are borne by Techwave Consulting Inc.
- Entire application management activities like Network and Security, Anti-Virus, Performance monitoring, Performance tuning, Patch Management, Database Management et cetera are taken care by the 24 / 7 operations team of Techwave.
- As per the plan opted (tier chosen), customer would be able to manage so many VMs/IT resources through Unity for the agreed subscription period.
- 1 slot of user training to be provided to the customers.

2.2 Deployment at Customer Ecosystem

- Unity platform application is exclusively deployed in the customer's environment. Based on customer's preference application can be deployed, setup and configured in on-premise cloud.
- In this model, all the infrastructure, database software et al expenses incurred for running the Unity platform are to be borne by the customer.

- Onus of entire application management activities like Network and Security, Anti-Virus, Performance monitoring, Performance tuning, Patch Management, Database Management et cetera, on the customer.
- All features as mentioned in the pricing section below, will be available for the customer.
- 1 week of hyper care provided after deployment
- 2 slots of user training to be provided.

3 FUNCTIONALITIES

This section demonstrates various functionalities of iMicron Unity.

3.1 Dashboard

Dashboard gives a single pane view of entire IT resources in an organization. Click on any of the view we want, say Hybrid cloud, Public cloud, Private cloud or On-Premise. This would land us on the dashboard screen for that environment.

3.1.1.1 Resources Numbers

We get to see the total number of resources, allocated resources, and resources in pool for the current month and based on some algorithm prediction for next three months as well.

3.1.1.2 Cost

In the cost section, we can see the corresponding monthly cost for the total number of resources, allocated resources, and resources in pool both for the current month and next three months as well.

3.1.1.3 Monitoring

The health of the IT resources is as important as the monthly cost incurred for them. The dashboard has a dedicated section giving an overview of the availability of the VMs and their utilization.

Availability of VMs is shown in three categories:

- Green (those VMs which are 100-80% available during the last 30 days)
- Amber (those VMs which are 80-50% available during the last 30 days)
- Red (those VMs which are < 50% available during the last 30 days)

Utilization – Both numerical and graphical representation is available.

Right, Over and Under Utilization is captured using two parameters:

- Based on Memory Utilization
- Based on Disk Utilization

3.1.1.4 Support

Gives overview of the various support issues raised regarding the working of IT resources. The total number of tickets raised, new, in progress, on hold and closed tickets. These numbers pertain to the current calendar month of that organization unit level.

3.2 Operations Dashboard

Provides the organization chart and OU wise allocated resources, on the left-hand side. On the right-hand side, two leader boards are displayed. Top one corresponds to the current resources and the one below it corresponds to resources usage and cost for the next three months. Both have graphical view as well.

It displays total number of resources, allocated resources, and resources in pool.

These numbers change based on the OU selected.

3.3 Governance

Through governance we set the ownership rights on various resources, compliance is implemented, and cloud cost optimization is achieved. All the inventory is classified and listed at various OU levels.

3.4 Compliance

Unity users need to select from the available rules, what rules to be turned on ie make them Active. Click on any one of the active rules, respective instance count gets displayed, which are in Compliant, At risk and non- compliant and total instances which are under compliance surveillance. Click on the number displayed under each bucket we get the list of VMs. These VMs are clickable, when clicked we get the detailed information of each.

3.5 Optimization

Provides insights into the various cost reports and potential savings employing various cloud cost optimization techniques like right sizing, spot instance conversion, scheduling the VMs, conversion to RIs etc.

List of various instances, on which optimization techniques can be applied is given. Max potential savings %, Max potential savings in USD on the present cloud spend is also given for each such instance.

3.5.1 Manage

Manage offers the Unity users to perform various activities like start/stop, schedule options on VMs (public cloud). All inventory is listed under various segments. Clicking on individual resource gives us detailed information about it.

3.5.2 User Management

Super admin gets created while setting up Unity for any customer. There after this super admin creates, edits, and deletes users in Unity. Users can be owners or members. Member group is a subset of owner group. Users are assigned to various OUs created from the configuration page. Password is emailed to the newly created user's email id using which user logs into Unity. On logging in, user can then click on *change password* and change his password.

Users' access rights and privileges can be changed anytime by super admin clicking on edit.

A single user may be assigned multiple OUs as member or owner. But at any point, there can only be one owner for an OU. Super admin can delete any user of Unity as well.

Workflows: Workflow settings can be altered from the set-up page or configuration page of Unity. These changes can be done only by super admin. What activities can be done by which user group? What action requires which level of authorization (Lo and L1)? Super admin can define all of these in the workflow section.