

Licensing in a Virtual Environment

Metric	Traditional Environment		Virtual Environment	
Components	Pros	Cons	Pros	Cons
Server/Host	<ul style="list-style-type: none"> Simple pricing Simple tracking Simple compliance 	<ul style="list-style-type: none"> Limited scalability Limited correlation to usage/value Constantly changing Hardware may 	<ul style="list-style-type: none"> Simple pricing Simple tracking Simple compliance 	<ul style="list-style-type: none"> Lack of granularity may drive high price perception Limited scalability Limited correlation to usage/value Under/over pricing in virtualized environments
Processor/Socket	<ul style="list-style-type: none"> Simple pricing Simple tracking Simple compliance 	<ul style="list-style-type: none"> Limited correlation to usage/value 	<ul style="list-style-type: none"> Simple tracking Simple compliance 	<ul style="list-style-type: none"> Doesn't contemplate the virtual processor concept May drive perception of high price Limited scalability Limited correlation
Core	<ul style="list-style-type: none"> Granular, simple pricing Scalable pricing Simple tracking Simple compliance 	<ul style="list-style-type: none"> Core performance doesn't scale linearly 	<ul style="list-style-type: none"> Simple tracking Simple compliance 	<ul style="list-style-type: none"> Doesn't contemplate the virtual processor concept May drive perception of high price Limited scalability Limited correlation to usage/value
User	<ul style="list-style-type: none"> Simple pricing Simple tracking Simple compliance Scalable 	<ul style="list-style-type: none"> May not be easily applicable to infrastructure software 	<ul style="list-style-type: none"> Metric is equally applicable to traditional versus virtual environments 	
Instance	<ul style="list-style-type: none"> Simple pricing Simple tracking Simple compliance 	<ul style="list-style-type: none"> Limited scalability 	<ul style="list-style-type: none"> Metric is equally applicable to traditional versus virtual environments 	