

# Riak and Games



**\$ whoami**







riakcs

Distributed,  
incrementally scalable,  
masterless, highly-  
available key/value  
store.

**Distributed,**  
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**masterless, highly-**  
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Why should games  
use Riak?

# Massive Concurrency

# Predictable Performance

# Ease of Operations

**Death to downtime**

**Scaling up  
(or down)**

# Global Availability

# Handles Edge Cases

“The network is  
reliable”

Peter Deutsch  
The Eight Fallacies of  
Distributed Computing, #1

Coming soon in 2.0

Data types

Strong consistency

Full-text search

Security

# Data types

Strong consistency

Full-text search

Security

Simplified configuration

{ Counters  
Sets  
Maps

---

{ Registers  
Flags

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Sets  
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---

{ Registers  
Flags

Data can be divergent,  
but will eventually  
converge to the same  
result as if you had  
applied the operations  
in a serial order.

No more dealing with  
*siblings*. No more  
conflict resolution  
functions.

Data types

Strong consistency

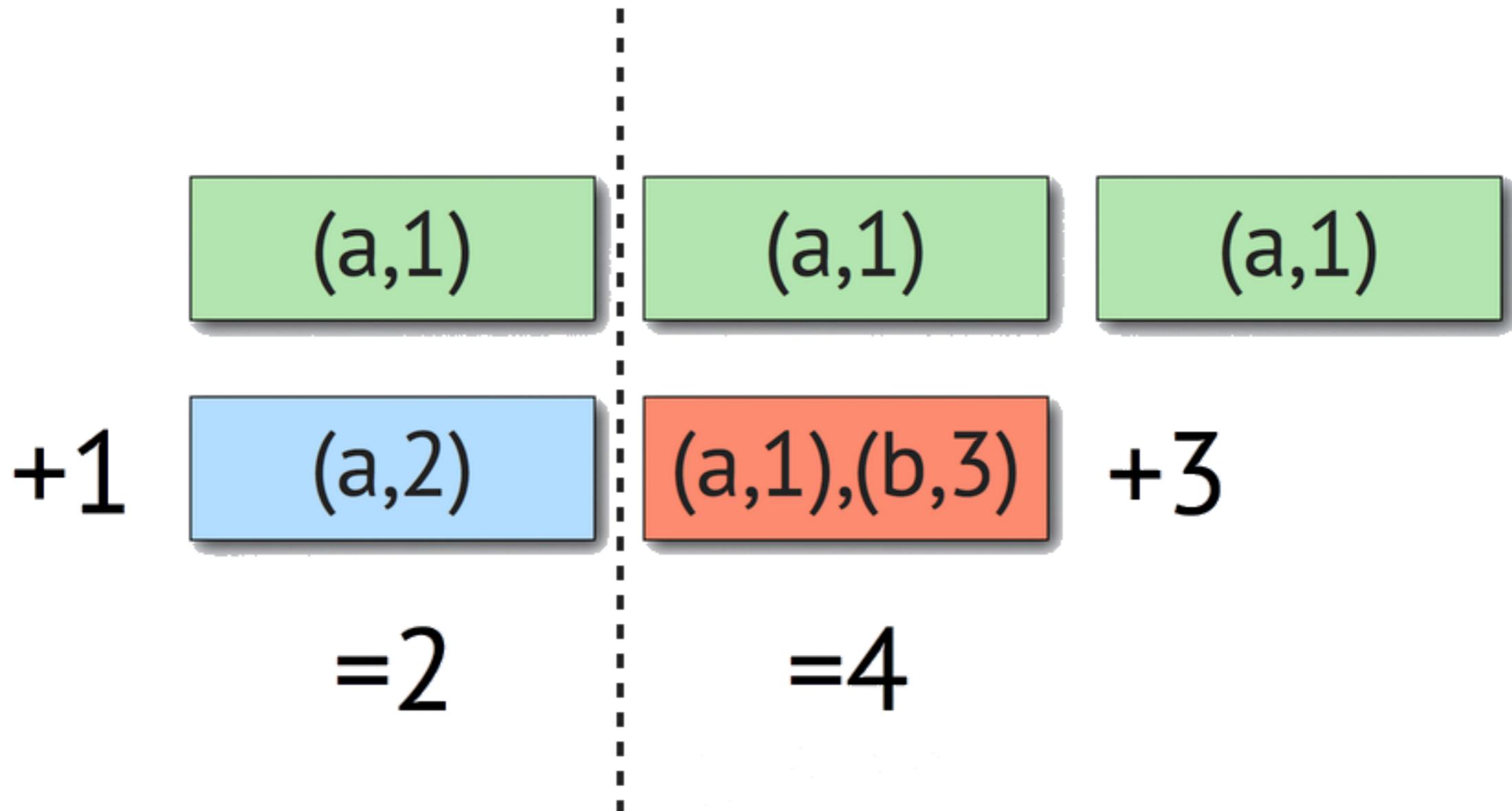
Full-text search

Security

Simplified configuration

What problems does  
**strong consistency**  
solve?

{ Recency  
Partial write failure  
Atomicity



{ Recency  
No partial write failure  
Atomicity

{ Recency  
No partial write failure  
**Atomicity**

Client A: GET /balance/saxton => \$500

Client B: GET /balance/saxton => \$500

Client A: PUT \$550 into /balance/saxton => ok

Client B: PUT \$600 into /balance/saxton => error

Client A: PUT /locks/txn123 => ok

Client B: PUT /locks/txn123 => error

Client C: PUT /locks/txn123 => error

Client A: DELETE /locks/txn123 => ok

Client B: PUT /locks/txn123 => ok

Data types

Strong consistency

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Simplified configuration



**Write it like Riak.**  
**Query it like Solr.**

```
$ curl -X PUT 'http://localhost:10018/types/my_type/buckets/  
my_bucket/keys/name' -d "Saxton Hale" -H 'content-type: text/plain'
```

**Write it like Riak.  
Query it like Solr.**

```
$ curl 'http://localhost:10018/search/my_index?q=text:Hale'
```



Facets

Language support (32+)

Geospatial

{ Sorting  
Highlighting  
Statistics

Riak's Active Anti-  
Entropy (AAE) feature  
helps stale Solr  
indexes **heal**  
**themselves.**

**Data types**

**Strong consistency**

**Full-text search**

**Security**

**Simplified configuration**

{ Encryption  
Authentication  
Authorization

# **SSL / TLS**

{ Encryption  
Authentication  
Authorization

```
$ riak-admin security add-user saxton
$ riak-admin security add-source all 127.0.0.1/32 trust
$ riak-admin security add-source saxton 10.0.0.0/24 password
$ riak-admin security add-source all 0.0.0.0/0 pam service=login
$
$ riak-admin security add-user dev
$ riak-admin security add-user ops
$ riak-admin security add-user saxton roles=dev,ops
```

{ Encryption  
Authentication  
Authorization

```
$ riak-admin security grant riak_kv.get ON default bucket TO saxton  
$ riak-admin security revoke riak_kv.put ON ANY TO saxton  
$ riak-admin security grant riak_kv.delete ON ANY to saxton
```

**Data types**

**Strong consistency**

**Full-text search**

**Security**

**Simplified configuration**

```
## The enabled Yokozuna set this 'on'.
yokozuna = off

## The port number which Solr binds to.
yokozuna.solr_port = 8093

## The port number which Solr JMX binds to.
yokozuna.solr_jmx_port = 8985

## The data under which to store all Yokozuna related data.
## Including the Solr index data.
yokozuna.data_dir = ./data/yz

--- snip --- snip --- snip --- 

## Name of the riak node
nodename = riak@127.0.0.1

## Cookie for distributed node communication. All nodes in the same cluster
## should use the same cookie or they will not be able to communicate.
distributed_cookie = riak

erlang.async_threads = 64
```

```
$ cat riak.conf | grep anti_entropy
```

```
$ cat riak.conf | grep anti_entropy
anti_entropy = on
anti_entropy.build_limit.number = 1
anti_entropy.build_limit.per_timespan = 1h
anti_entropy.expire = 1w
anti_entropy.concurrency = 2
anti_entropy.tick = 15s
anti_entropy.data_dir = ./data/anti_entropy
anti_entropy.write_buffer_size = 4MB
anti_entropy.max_open_files = 20
$
```

**Who else uses Riak?**

# FLYCLOPS



GAMES



# Questions?

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