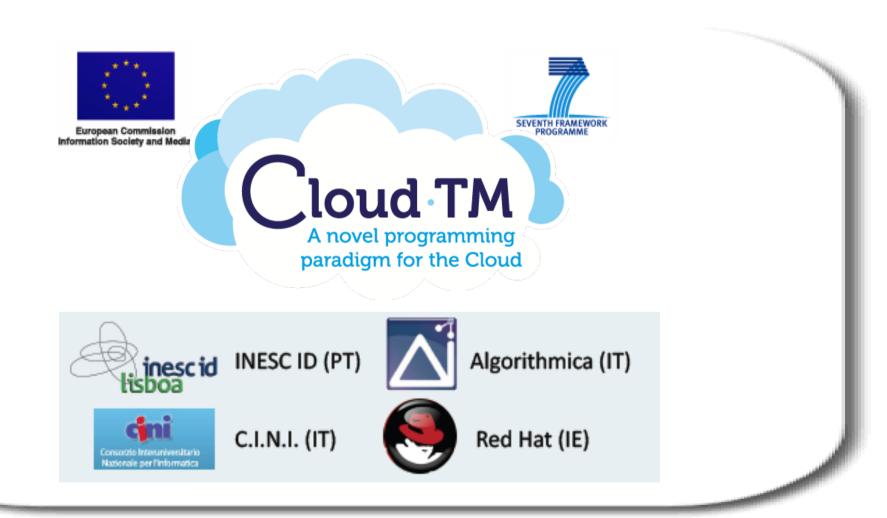


an Al approach to web gaming in the cloud

Vittorio Amos Ziparo @OWF 2011

△ Algorithmica

Cloud-TM



co-financed by the European Commission through the contract no. 257784.

Web Games

Browser Games



Flash Games



Gameforge > 300M reg users! Zynga has 50% of facebook users!

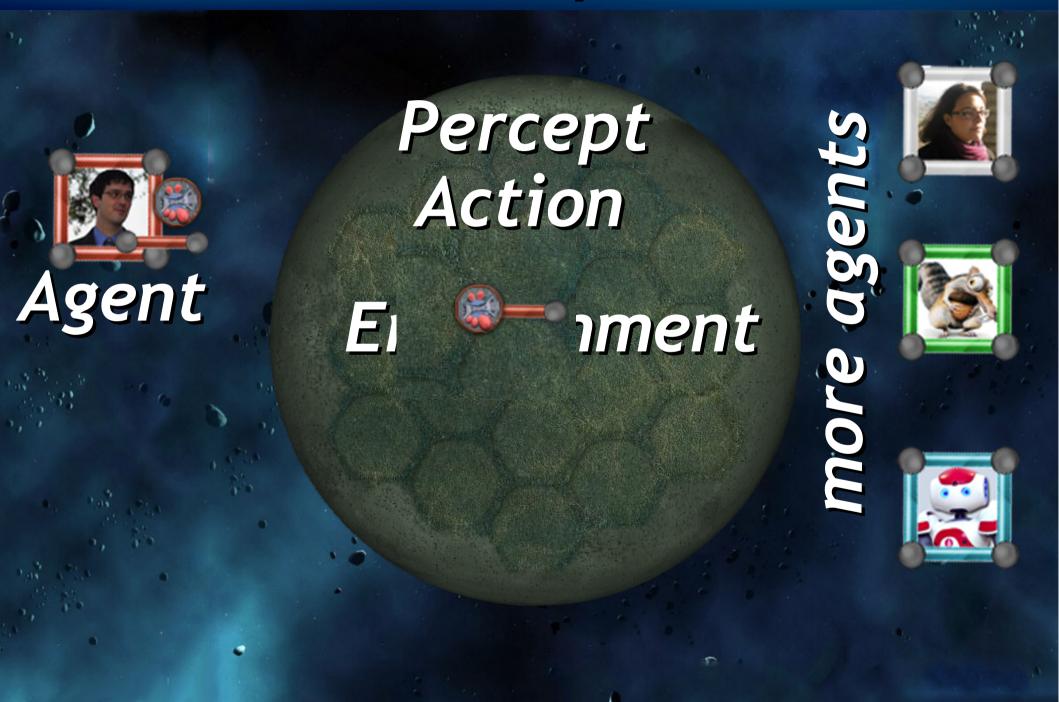


Outlook

- an Al design pattern
- scaling in the Cloud

an Al design pattern

MAS: an Al pattern

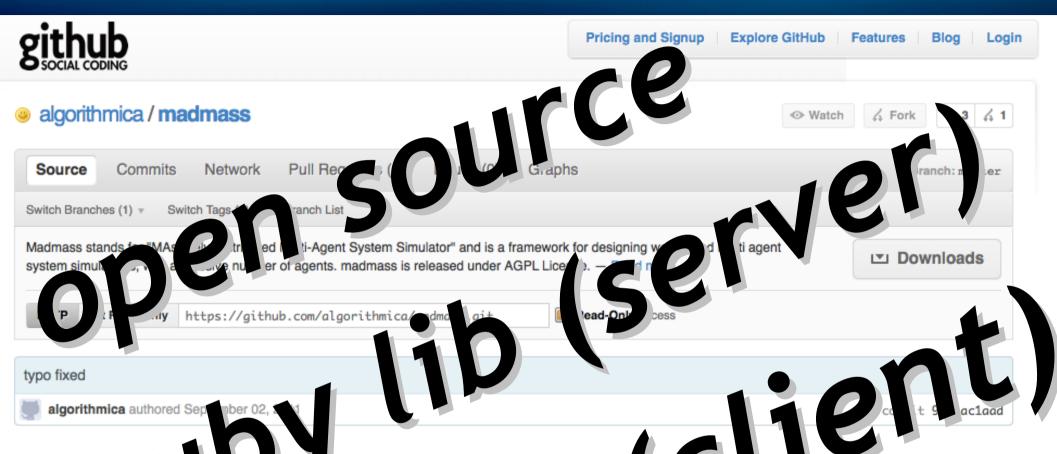


Why MAS?

- 1. Benefits of a cmd pattern
- 2. Guarantees on correctness

3. Easy to plug in AI and MAS code

MadMass

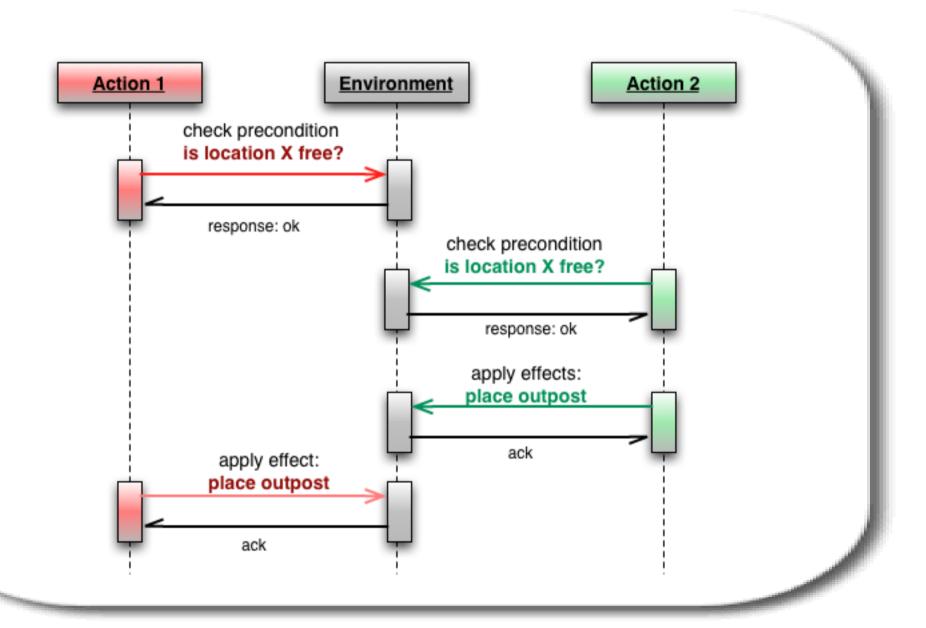


madmass /

name	dge	message	history
config/	August 19, 2011	added c figure ion come ication, tent and acti [algorithmica]	
□ lib/	September 02 2011	typo fix [al it rea]	
i test/	September 02)	ntegratiowith rails apps [algorithmica]	
.document	July 28, 2011	rirst commit [algorithmica]	
gitignore	July 28, 2011	ignored netbeans files [algorithmica]	

scaling in the Cloud

The price of scaling





A DSTM data layer



Distributed Software Transactional Memory

... imagine a memory that elastically scales,

that transparently persists data,

and that deals for you with concurrency issues

A Red Hat Backbone

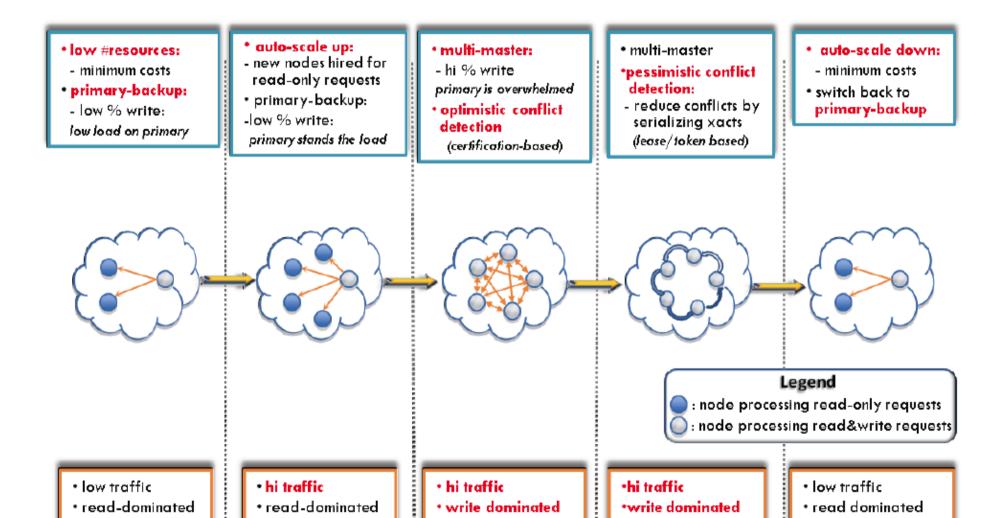
Infinispan



TorqueBox 2 3 10 10



Autonomic Self-Optimization



low conflict

•hi conflict

low conflict

low conflict.

low conflict

Want to know more?

oludap.com

github.com/algorithmica/madmass

cloudtm.eu

www.hibernate.org/subprojects/ogm

www.jboss.org/infinispan

torquebox.org

Thanks!