Raftian: Pygame Meets Raft

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The problem of shared consensus in a distributed system is both older than a millennium and more relevant than ever: while in the Aegean island of Paxos the challenge was to keep track of the many laws passed in a parliament where legislators had better to do than attend sessions full-time, nowadays the ubiquity of web-based architectures and applications (from a simple cloud storage to the whole banking system) gives daily headaches to developers and system administrators alike. To reduce ibuprofen consumption in the IT sector, Ongaro and Ousterhout devised an easily understandable and implementable alternative to the Paxos algorithm, namely the Raft consensus algorithm, which we employ in this work to implement communication via XML-RPC between multiple Pygame applications, each running a game instance that aims to simulate a simplified version of a real-time strategy game.

1 INTRODUCTION

From sharing spreadsheets between a handful of laptops in a small basement office, through large-scale rendering on a supercomputer, to the entire global finance system, distributed computing has become an essential component of the modern world that we almost take for granted: nowadays, what most people need a computer for can be done in the browser thanks to services like email clients, cloud calendars, media streaming platforms and web-based office suites (like Google Docs) that expose word editors, spreadsheets managers, presentations programs and more, all while being constantly synchronized to the cloud, which not only ensures data persistence and availability, but also enables sharing and collaboration between users.

It does not end here: other examples of distributed applications include cloud storage services like Dropbox, Google Drive or OneDrive, streaming services like Netflix, YouTube or Spotify, distributed computing like blockchain technologies or AWS, online banking services (the banking system itself is distributed since way before), social networks, and even maritime and aircraft traffic control systems. Moreover, the rise of the gaming industry played a significant role in pushing forward distribution: in 2024 the gaming market revenue was estimated to be 187.7 billion U.S. dollars [2], making it a hefty slice of the pie that is the entertainment industry [13], with 111 billions generated by free-to-play games [3] (70 billions from social and casual games alone [8]), which interests us since their business model often relies on cosmetics, game passes and advertisements, forcing them to be constantly on-line.

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Let's now define what distribution *is*: a distributed system is a computer system whose inter-communicating components are located on different networked computers [1, 17], which coordinate their actions via message-passing to achieve a common goal. There are three significant challenges to overcome: maintaining components' concurrency [1], eliminating global-lock reliance and managing the independent failure of components, all while ensuring scalability (often the purpose is scaling itself) and transparency to the user, meaning interactions with any exposed interface must be done while being unaware of the complexity behind them.

Most importantly, shared consensus must be guaranteed: it does not require much thought to see that all servers in a cluster should agree on one or more shared values, lest becoming a collection of un-related components that have little to do with collaboration (thus distribution). In the most traditional single-value consensus protocols, such as Paxos [10], cooperating nodes agree on a single value (e.g., an integer), while multi-value alternatives like Raft [11] aim to agree on a series of values (i.e., a log) growing over time forming a sort-of cluster's history. It is worth noting that both goals are hindered by the intrinsically asynchronous nature of real-world communication, which make it impossible to achieve consensus via deterministic algorithms, as stated by Fischer, Lynch and Paterson in their FLP impossibility theorem [5]. Thankfully this can be circumvented by injecting some degree of randomness.

1.1 Project's Contributions

The concepts and examples we mentioned so far allow us to finally present the goal of this project: we will create a simplified clone of Travian [2], an old real-time [3] player-versus-player [4] strategy game [5], where players build their own city and wage war on one another (less wrinkly readers may be more familiar with the modern counterpart Clash of Clans [6]), built with Pygame [7], a Python library that creates and manages all necessary components to run a game such as game-engine, graphical user interface, sounds, plyer inputs and the like, where each player resides in a separate server (or node) that communicate with the others via an algorithm modelled after Raft's specifications.

This choice follows the authors' interest in exploring Raft capabilities and ease of implementation in a fun and novel way, using a language that while extremely popular is seldom used in such a fashion and, as far as we can tell, never with this mixture of libraries.

Both game and algorithm implementations have been reduced to a reasonably complex proof of concept to keep the project scope manageable: it is possible to instantiate games up to five players, each of which is restricted to the only action of attacking the others, while Raft's functionalities are limited to log replication and overwriting.

Experiments were conducted to evaluate both game responsiveness and the communication algorithm correctness.

All source code is visible at the following link: https://github.com/mhetacc/RuntimesConcurrencyDistribution/blob/main/raftian/raftian.py.

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[1]Concurrency refers to the ability of a system to execute multiple tasks through simultaneous execution or time-sharing (context switching), sharing resources and managing interactions. It improves responsiveness, throughput, and scalability [6, 12, 14, 16, 18].

[2]Travian: Legends is a persistent, browser-based, massively multiplayer, online real-time strategy game developed by the German software company Travian Games. It was originally written and released in June 2004 as "Travian" by Gerhard Müller. Set in classical antiquity, Travian: Legends is a predominantly militaristic real-time strategy game. Source: https://www.travian.com/international

[3]Real-time games progresses in a continuous time frame, allowing all players (human or computer-controlled) to play at the same time. By contrast, in turn-based games players wait for their turn to play.

[4]Player-versus-player (PvP) is a type of game where real human players compete against each other, opposed to player-versus-environment (PvE) games, where players face computer-controlled opponents.

[5]Strategy video game is a major video game genre that focuses on analyzing and strategizing over direct quick reaction in order to secure success. Although many types of video games can contain strategic elements, the strategy genre is most commonly defined by a primary focus on high-level strategy, logistics and resource management. [15]

[6]Clash of Clans: https://supercell.com/en/games/clashofclans/

[7]Pygame: https://www.pygame.org/docs/

2 PYTHON

We will now discuss the technologies employed in the development the the project (section 2) as well as presenting our implementation of the algorithm Raft (section ??).

Python is a high-level, dynamically typed and interpreted programming language that is often used for scripting, data analysis and developing small applications, making it a non-obvious choice for this project, which is nothing of the above.

As a language, it has two main of advantages compared to others: first of all it is undoubtedly the most popular and widely used in the world (figure 1) [4, 7] which translates to abundant documentation and resources, and secondly it has a huge ecosystem of libraries that implement all the functionalities we need for this project, namely: *xmlrpc* for the remote procedure calls (RPCs), *threading* to handle local concurrency and *Pygame* to manage everything game-related.
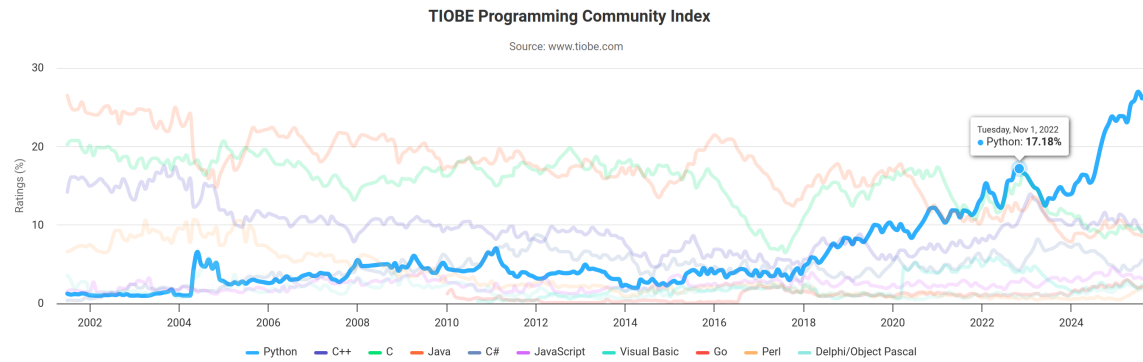

Fig. 1. TIOBE Programming Community Index, focus on Python statistics, 2025. (https://www.tiobe.com/tiobe-index/).

2.1 Remote Procedure Calls

In Raft's specifications it is stated that nodes communicate with each other via remote procedure calls [11], which in distributed computing is when a program causes a procedure (or subroutine) to execute in another address space (commonly on another computer on a shared network) calling it as if it were local (that is, the programmer writes the same code whether the subroutine is local or remote).

There are many libraries that implement this functionality, like gRPC (https://grpc.io/) which is a high performance open source RPC framework used by many big players, like Netflix [8] and Cockroach Labs [9], available for many languages (Python included), but we opted for the standard library *xmlrpc* [10] thanks to its promised simplicity and ease of use.

The library provides both server and client implementations, encapsulating the former in its own loop, while the latter can be fired as needed allowing a bit more flexibility in its usage.

In the following code `client` encapsulates a server living in its own networked location and is used to call the remote procedure `test_foo` like it was a local one.

```
with xmlrpc.client.ServerProxy('http://localhost:8000', allow_none=True) as client:
    print(client.test_foo(42)) # print returned value
```

[8]Netflix Ribbon is an Inter Process Communication library built in software load balancers: https://github.com/Netflix/ribbon
[9]Cockroach Labs is the company behind CockroachDB, a highly resilient distributed database: https://www.cockroachlabs.com/
[10]XML-RPC is a Remote Procedure Call method that uses XML passed via HTTP as a transport: https://docs.python.org/3/library/xmlrpc.html

The server must be instantiated and left alive, and all remote procedure calls registered with `register_function`.

```python
with SimpleXMLRPCServer (('localhost', 8000)) as server:
    def test_foo(number):
        return f'The number is {number}'

    server.register_function(test_foo)
    server.serve_forever() # keep server alive
```

For this project we extend *SimpleXMLRPCServer* to create a class that implements the Raft protocol (more details in section ??)

2.2 Concurrency

In this project the need for concurrent programming arises from two challenges: every server have an internal timer that fires at certain intervals, and every node have to run a game engine and the server itself at the same time, both of which can be simplified as two *"while true"* loops.

Most Raft implementations achieve concurrency with asynchronous programming, using libraries such as *asyncio* [11], which while powerful and efficient, makes writing code a bit awkward and cumbersome. We thus opted for a more traditional approach using multithreaded programming: in computer science, a thread of execution is the smallest sequence of programmed instruction that can be managed independently by the scheduler [9], and multiple threads may be executed concurrently sharing resources such as memory, which is directly counterpointed to multiprocessing where each process has its own storage space (moreover, processes are typically made of threads).

In Python there are modules in the standard library for both of them, respectively *threading* [12] and *multiprocessing* [13]. It is fundamental to note that the former does not provide real multi-threading since, due to the Global Interpreter Lock of CPython (the, for want of a better word, "official" Python implementation), only one thread can execute bytecode at once. To cite directly from the documentation: *"[GIL is] The mechanism used by the CPython interpreter to assure that only one thread executes Python bytecode at a time. This simplifies the CPython implementation by making the object model (including critical built-in types such as dict) implicitly safe against concurrent access. Locking the entire interpreter makes it easier for the interpreter to be multi-threaded, at the expense of much of the parallelism afforded by multi-processor machines."* [14].

Thankfully, this does not apply with the *multiprocessing* module, which creates separate processes instead, offering both local and remote concurrency effectively side-stepping the Global Interpreter Lock, allowing programmers to fully leverage multi-processors machines. As previously stated, processes are much heavier than threads and thus more expensive to create, but do not incur the risks of shared memory.

2.2.1 Comparison. To evaluate which of the two modules is more suited for our purposes, we devised a simple experiment: we created two game instances with one hundred and one thousands coloured dots respectively (figure 2),

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[11]asyncio is a library to write concurrent code using the async/await syntax: https://docs.python.org/3/library/asyncio.html

[12]The threading module provides a way to run multiple threads (smaller units of a process) concurrently within a single process: https://docs.python.org/3/library/threading.html

[13]The multiprocessing module is a package that supports spawning processes using an API similar to the threading module: https://docs.python.org/3/library/multiprocessing.html

[14]Global Interpreter Lock: https://docs.python.org/3/glossary.html#term-global-interpreter-lock

that move around the screen offsetting their position each frame by a random amount between minus five and plus five pixels (pseudocode 2.2.1).

Then we ran both of them in various scenarios: with the game instance alone (baselines), with a server alive in a thread and with a server alive in a process, and we measured the *frames per second* (FPS) [15] in each case, since it is the most common metric to evaluate game performance. Higher FPS-count translates to a smoother and more responsive, i.e., better, gaming experience.

```
# create random offsets for both x and y coordinates
xmov = random.randint(-5,5)
ymov = random.randint(-5,5)


# move the dot by a certain offset
dot.move_by(xmov, ymov)
```
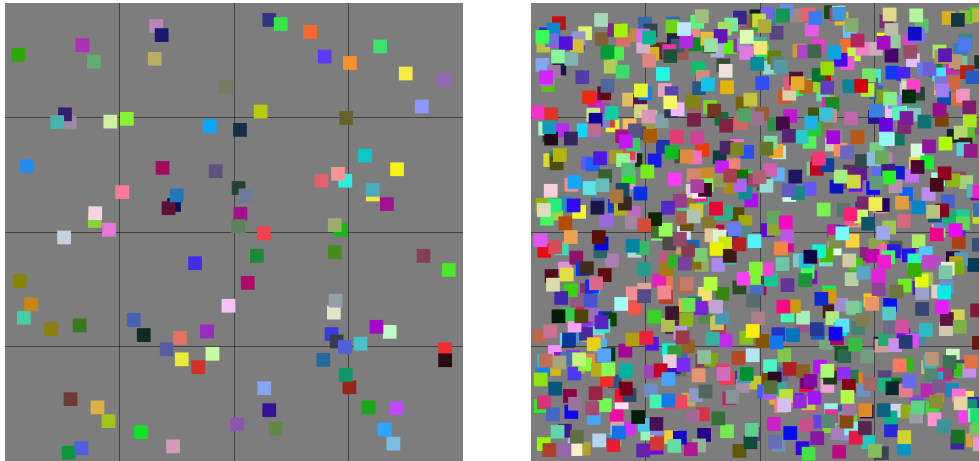

Fig. 2. Two game instances made with Pygame, with respectively 100 and 1000 dots that randomly move around.

Results, shown in the graph at figure 3 shows us that:

- Increasing the number of dots from 100 to 1000 halves the FPS count;
- Adding a server in a separate thread halves performances;
- Using *multiprocessing* yields worse performances than *threading* in the 100-dots scenario (about -30%) while performs similarly in the 1000-dots one.

This leads us to conclude that, for our specific purposes, the *threading* module is the best choice, especially since the final game will be way less computationally expensive from a graphical standpoint, hence using a lighter weight alternative should be even more beneficial than tested.

All tests have been performed with the following machine:

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[15]Frame rate, most commonly expressed in frames per second or FPS, is typically the frequency (rate) at which consecutive images (frames) are captured or displayed. This definition applies to film and video cameras, computer animation, and motion capture systems, while in the context of computer graphics is the rate at which a system, particularly the graphic card, si able to generate frames. Source: https://en.wikipedia.org/wiki/Frame_rate
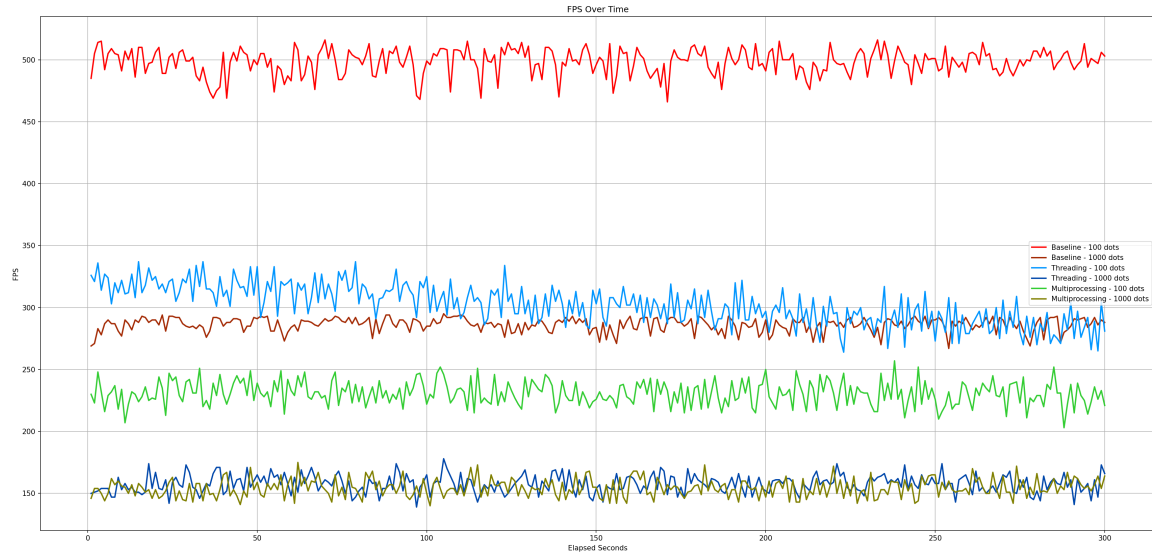
Fig. 3. Performance evaluation graph: red hues for baselines, blue hues for threading and green hues for multiprocessing. Darker shades for 1000 dots and lighter shades for 100 dots game instances.

- OS: Ubuntu 24.04.1 LTS x86_64;
- Kernel: 6.8.0-52-generic;
- Shell: bash 5.2.21;
- CPU: 13th Gen Intel i7-13620H;
- GPU: NVIDIA GeForce RTX 4050 Laptop GPU;
- Memory: 15610MiB;
- Python version: 3.12.3;
- Power Mode: Balanced;
- Alimentation: 100W via type C.

3 ACKNOWLEDGMENTS

Identification of funding sources and other support, and thanks to individuals and groups that assisted in the research and the preparation of the work should be included in an acknowledgment section, which is placed just before the reference section in your document.

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so that the information contained therein can be more easily collected during the article metadata extraction phase, and to ensure consistency in the spelling of the section heading.

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4 APPENDICES

If your work needs an appendix, add it before the "\end{document}" command at the conclusion of your source document.

Start the appendix with the "appendix" command:

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and note that in the appendix, sections are lettered, not numbered. This document has two appendices, demonstrating the section and subsection identification method.

5 MULTI-LANGUAGE PAPERS

Papers may be written in languages other than English or include titles, subtitles, keywords and abstracts in different languages (as a rule, a paper in a language other than English should include an English title and an English abstract). Use language=... for every language used in the paper. The last language indicated is the main language of the paper. For example, a French paper with additional titles and abstracts in English and German may start with the following command

\documentclass[sigconf, language=english, language=german,
                language=french]{acmart}

The title, subtitle, keywords and abstract will be typeset in the main language of the paper. The commands \translatedXXX, XXX begin title, subtitle and keywords, can be used to set these elements in the other languages. The environment translatedabstract is used to set the translation of the abstract. These commands and environment have a mandatory first argument: the language of the second argument. See sample-sigconf-i13n.tex file for examples of their usage.

6 SIGCHI EXTENDED ABSTRACTS

The "sigchi-a" template style (available only in LaTeX and not in Word) produces a landscape-orientation formatted article, with a wide left margin. Three environments are available for use with the "sigchi-a" template style, and produce formatted output in the margin:

sidebar: Place formatted text in the margin.

marginfigure: Place a figure in the margin.

margintable: Place a table in the margin.

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A RESEARCH METHODS

A.1 Part One

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A.2 Part Two

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B ONLINE RESOURCES

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