

How to use Riak incorrectly...



do it Erlang

Delete early, delete often

Deleting is O(expensive)

#riak on IRC

Don't use Secondary indexes!

Merge/Resolution code everywhere

All nodes have to be equal

No control of data location

Eventual Consistency

Resolves sibling every where

Lost 2 out of 4 nodes

Collect Stats on your cluster

Unpleasant latency, but service stayed up!

Maximum size objects < 5MB

Check out Hosted Graphite!