多数参加型オンラインマルティメディア制作向け PaaS の開発
- next generation online game development architecture -　弥冨　豪宏

- # I propose new server architecture called pfm(PaaS for MMO)

  ## is distribute key-value store Integreted with programming language lua

  – Binds KVS record to lua object

  – Distribution transparent method call with embedded object request broker which resolve object network address from consistent hash algorithm

  ## makes online game development significantly easy

  – You never consious this is programming on distribute computing system!

  ## achieves big saving total infrastructure cost

  – You can run multiple games with 1 set of pfm system (even consist of 1 physical node)