A Grid Infrastructure for Online Games

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ABSTRACT

Running Jake2 (Quake2 port to Java) on a grid is not a trivial task. For that purpose, we had to migrate a networking client-server model to a grid-based model. Online games are just computational systems that can benefit from this migration, in particular in the management and optimization of resources (i.e. processor and memory usage), as needed to get improved load balancing, more scalability, and low latency from the server side.

Categories and Subject Descriptors C.2.4 [**Computer-Communication Networks**]: Distributed Systems – *client/server, distributed applications.* I.3.2 [**Computer Graphics**]: Graphics Systems – *distributed/network graphics.*

General Terms Algorithms, Management, Measurement, Performance, Design, Experimentation, Security, Human Factors, Standardization, Languages.

Keywords MMOGs, Grid Computing, Online Games, First Person Shooter.