What Web Developers can Learn from Game Developers

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Hello, I'm Armin!

We do Internet for Pointy Shooty Games.
* this graph is not very scientific
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Why is Python not used in Games?
Slow?
Slow?
Community & Concurrency
someone starts
gets successful
others follow
someone starts
gets successful
others follow

and that’s why everybody used PHP
nobody has been fired for choosing Unreal
60fps \approx 16ms
Each Actor runs a “Thread”

work → suspend → wait → work → suspend → work → ...

The Industry Standard

Lua

JavaScript

C#

Unreal Script
Playstation 3

256MB + 256MB RAM
3.2 GHz Processor
6 +1 SPUs
Playstation 3

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that's not a lot
What does that have to do with Web?
Remember the Heroku Rap-Genius Incident?
Task Queues >> Random Routing
we do things because others do it too

and that's not always good :-(

Python is not going to get better at concurrency :-(
Queue all the Things!
ALL THE THINGS!
Optimize the right things
Tools are Important
That's it.
Now ask questions.

And add me on twitter: @mitsuhiko
Like my work? gittip.com/mitsuhiko
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