

Customer Case Study: SONY ONLINE ENTERTAINMENT

REPLACING ORACLE WITH ENTERPRISEDB

Massively multiplayer online games leader chose EnterpriseDB because of its compatibility with Oracle, enterprise-class stability and performance, and extraordinary technical support. For each online game deployed on EnterpriseDB, a database TCO savings of about 80% is expected, as measured against its current costs.

Massively Multiplayer Online Gaming

Sony Online Entertainment LLC (SOE) is a recognized worldwide leader in massively multiplayer online games, with millions of gamers around the globe having enjoyed the company's products over the years. SOE has developed or published many ground-breaking and genre-defining games, including EverQuest®, EverQuest® II, *Star Wars Galaxies*®, PlanetSide®, *The Matrix Online*™, and many more.

SOE's database needs are considerable, and its database applications are the very definition of mission-critical: hundreds of thousands of online users play SOE's games around the clock, and each game is an extraordinarily database-intensive application. Before SOE selected EnterpriseDB, dozens of Oracle 9i RAC clusters were in use. In addition, SOE deploys databases in its back-office operations and to support its user forum and online auction websites.

Examining its business, SOE found that its Oracle databases were extremely expensive and that Oracle's licensing practices were inflexible and restrictive. At the same time, the company experienced a constant demand for the creation and maintenance of additional databases. Like many other companies today, SOE hoped that open source software might provide a solution to this business challenge.

Building on a History of Open Source Success

SOE has a history of success with open source software. The company has already successfully deployed Linux, Tomcat, Apache, and Hibernate. As early as 2005, the company began to investigate open source alternatives to Oracle that would both have a lower TCO and greater licensing flexibility. SOE also sought to leverage their valuable asset of in-house Oracle talent. SOE used four primary criteria in its selection of an open source database:

- Ability to leverage its existing database administrator and developer talent
- Ease of moving SOE's existing Oracle applications to the new database
- Commercial-grade quality and reliability, including backup and recovery standards, to support mission-critical applications
- Scalable, high-performance execution

EnterpriseDB: A Clear Winner

At the end of a thorough review and selection process, SOE chose EnterpriseDB Advanced Server. An important factor in SOE's decision was EnterpriseDB Advanced Server's ability to run database applications written for Oracle. SOE found that 80% of the applications it had selected to move from Oracle ran on EnterpriseDB with little or no modification and that its Oracle-trained staff could

KEY FACTS:

- > Sony Online Entertainment (SOE) is a worldwide leader in massively multiplayer online games
- > SOE evaluated available open source databases and chose EnterpriseDB because of its compatibility with Oracle, enterprise-class stability and performance, and extraordinary technical support
- > 80% of SOE's selected Oracle applications required little or no re-coding to run on EnterpriseDB
- > For each online game deployed on EnterpriseDB, SOE expects a database TCO savings of about 80%, as measured against its current costs.

immediately work comfortably and efficiently with EnterpriseDB. Another important factor was EnterpriseDB Advanced Server's PostgreSQL foundation, which guaranteed the reliability and stability that SOE required. EnterpriseDB is the world's largest provider of PostgreSQL-based products and services. Finally, EnterpriseDB Advanced Server is available for only a small fraction of the cost of Oracle.

The Matrix Online: From Oracle to EnterpriseDB

SOE has evaluated the move of the massively multiplayer game *The Matrix Online* from Oracle to EnterpriseDB, and the company is planning the transition for later this year. SOE is very pleased with the results of its testing to date, and it anticipates that new massively multiplayer online games will be deployed on EnterpriseDB. At least three new games are expected to be deployed on EnterpriseDB in 2007-2008. When the deployments are complete, EnterpriseDB databases will be running on hundreds of SOE servers around the world. *For each game deployed, SOE expects a database TCO savings of about 80%, as measured against its current costs.*

High Availability on EnterpriseDB

SOE's online games require high-availability database solutions. To achieve this, SOE will run EnterpriseDB on a multi-node cluster with an idle node available for failover. Tests run by SOE have shown a very reasonable failover time using EnterpriseDB in this configuration, when scripted at the operating system level. The renowned stability of PostgreSQL additionally means that EnterpriseDB's failover capability will seldom be needed.

SOE Infrastructure: Live on EnterpriseDB

SOE has also begun to transition portions of its internal IT infrastructure to run on EnterpriseDB databases. As one example, an application to audit customer service activities (e.g., charge-backs) has gone live on EnterpriseDB. This is an application that was originally written for Oracle, but never deployed as a result of the costly Oracle license that would have been required. Soon, this two-processor, dual-core application will handle 40,000 audits per month.

Online Game User Forums on EnterpriseDB

SOE uses custom J-Forums to power the user forums for its online games. Previously, SOE used a hosted forum solution that ran on MySQL. When SOE found that the hosted solution couldn't easily be modified and new features couldn't easily be added, J-Forum was brought in-house and run on EnterpriseDB. The deployment so far has been a resounding success. Half of SOE's online forums are now live on EnterpriseDB, and the remainder will go live on EnterpriseDB in the coming months.

World-Class Technical Support from EnterpriseDB

SOE is receiving terrific technical support from the EnterpriseDB team. Call-backs have been rapid, and the abundance of helpful solutions and example code compares very favorably with the technical support SOE receives from Oracle.

What's Next for SOE and EnterpriseDB?

SOE is extremely pleased with the success it has already had with EnterpriseDB and plans to continue moving applications from Oracle to EnterpriseDB to realize even greater cost savings. SOE's future massively multiplayer online games are expected to be deployed solely on EnterpriseDB and, within 18 months, hundreds of servers around the world will run EnterpriseDB. *Open source software from EnterpriseDB has indeed provided SOE with a solution to its business challenge – SOE has found both a way to reduce its database TCO by nearly 80% and also the licensing flexibility that is critical to its organization.*

“**EIGHTY PERCENT OF OUR APPLICATIONS DON'T HAVE TO BE REWRITTEN TO WORK WITH ENTERPRISEDB.**”

*David Manifold,
Director of Database Services,
Sony Online Entertainment*

Contact EnterpriseDB today to learn how your organization can benefit from EnterpriseDB Advanced Server. Free downloads of EnterpriseDB Advanced Server are available at <http://www.enterprisedb.com/products/download.do>

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