

SCHNELLER ALS DAS BOTTLENECK

Performance-Optimierung mit K6

Dr. Markus Frank



DR. **MARKUS** FRANK
ARCHITECT @ AGVL

WIRTSCHAFTS-
INFORMATIK
B.SC

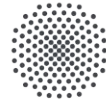


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PROMOTION



University of Stuttgart
Germany

QUALITY AND ARCHITECTURE

Model-Based Performance
Prediction for Concurrent
Software on Multicore
Architectures

FREELANCER

5 JAHRE

markuskfrank.de



WISSENSTRANSFER- INSTITUT

3 JAHRE



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✕ [mfrankTUC](https://twitter.com/mfrankTUC)

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ABOUT US

- Founded in 2007 by four students coding AI trading software
- Evolved into a 50-strong team of developers, data scientists, and consultants
- We tackle complex business problems that off-the-shelf software can't handle
- Because one size never fits all, we work with a variety of languages, frameworks, and tools

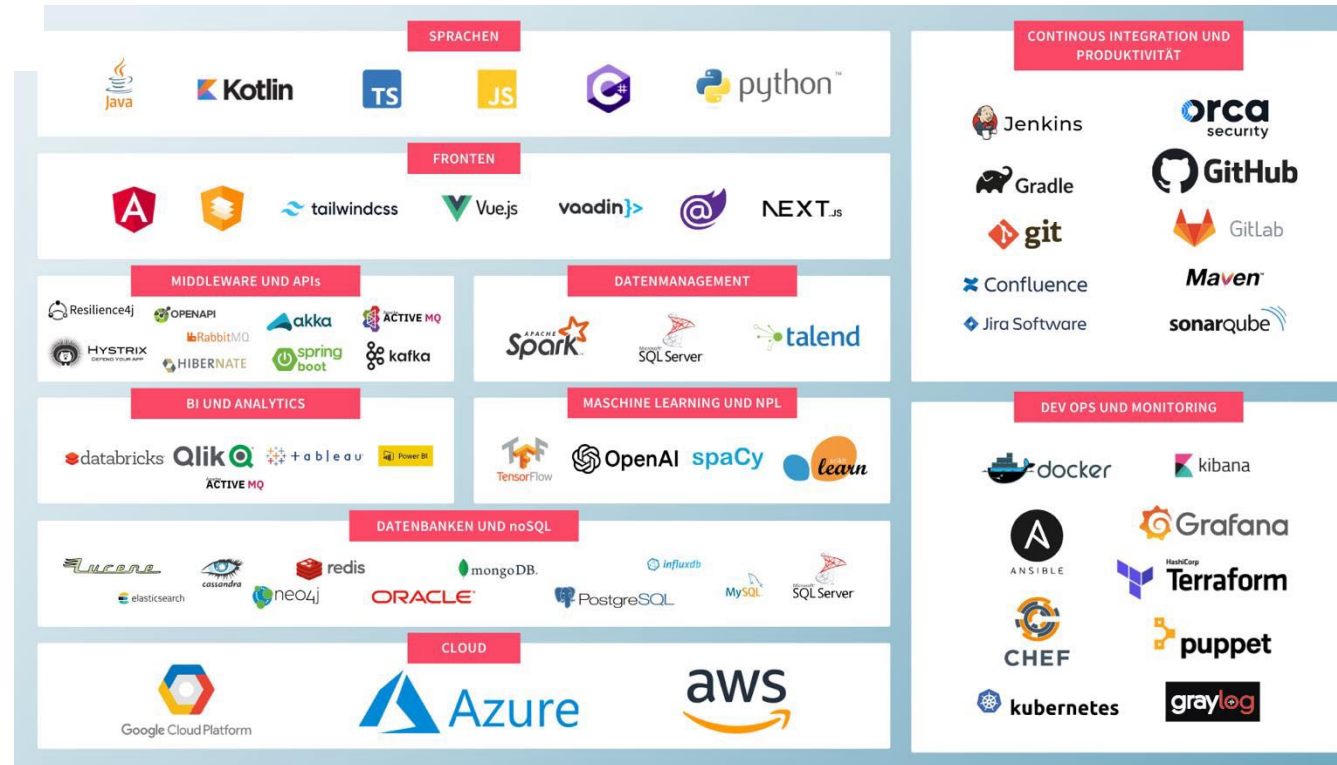
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LET ME TELL YOU A STORY ...

Once upon a time



WHAT IS IT ABOUT?

Running example



**Product
Owner**



ME



WHAT

Running example

UC1: Our **USER** need to be able to lend **books**.



User



Product
Owner



ME



WHAT IS IT ABOUT?

Running example



Product Owner



Stakeholder:
Legal, Ops, ...



6am /
8pm



2M Users



ME



WHAT IS IT ABOUT?

Running example



Product Owner



Stakeholder:
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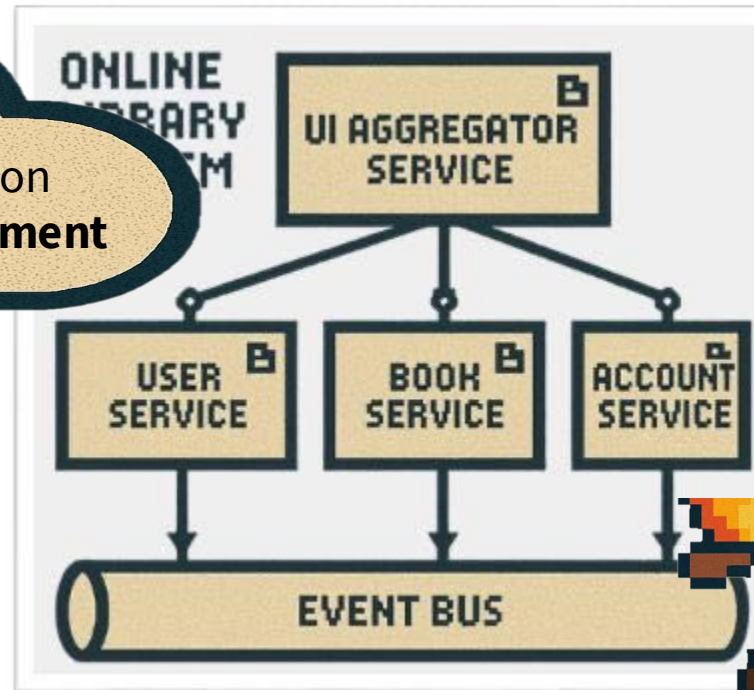
UC3: You need to run it on **bare metal** in our **basement**



6am /
8pm



2M Users



ME



WHAT IS IT ABOUT?

Running example



Product Owner



Stakeholder:
Legal, Ops, ...



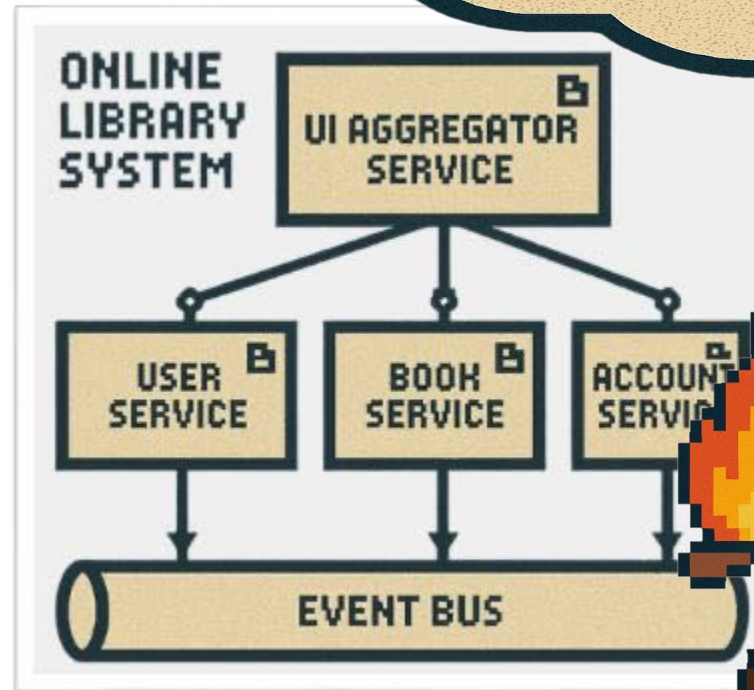
6am /
8pm



2M U



UC4: It should **always** work
without errors



Manager



ME



DEFINITION OF SLO'S

Running example



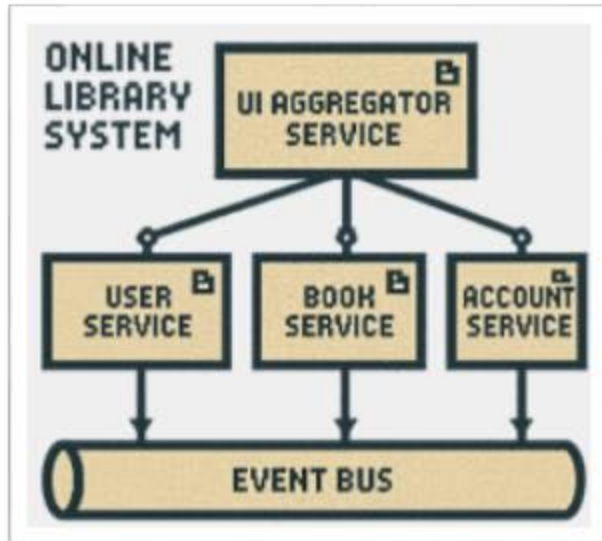
Product Owner



Stakeholder:
Legal, Ops, ...



Manager



Stop!
Let's talk about SLAs first

90% of all **requests** need to have
an average response time below
500 ms

Not more than **5%** of requests are
allowed to **fail**



ME



DEFINITION OF SLO'S

Running example



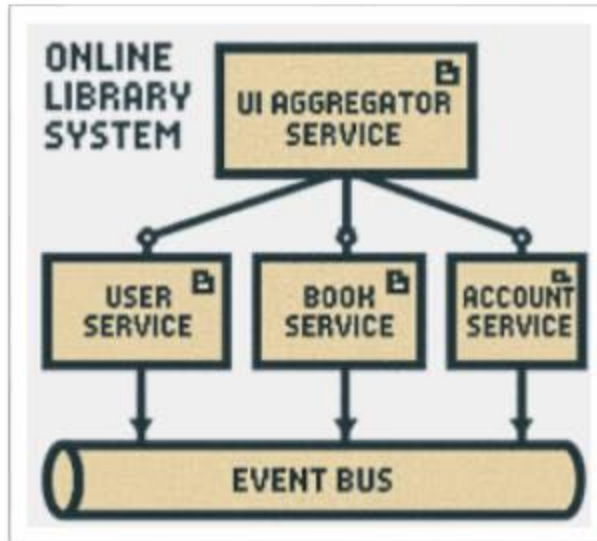
Product Owner



Stakeholder:
Legal, Ops, ...



Manager



90% of all **requests** need to have an average response time below **500 ms**

Not more than **5%** of requests are allowed to **fail**

What's the overall **QUALITY** of our software?

How can we test and ensure the quality requirements?

How can we prevent performance erosion?



ME



PERFORMANCE VS REGRESSION TESTING

Performance Testing

How can we test and ensure the quality requirements?

- Assess **responsiveness** and **stability** of a system.
- Simulates **user behavior**.
- high/specific number of **requests**.
- Tests observe:
 - System behavior
 - Collapse **thresholds**
 - Performance bottlenecks
 - **Recovery** capabilities
- Should be repeated initially and at regular intervals

Regression Testing

How can we prevent performance erosion?

- Compare method calls in a controlled, fixed environment.
- **Goal** to identify **improvements** or **regressions** in response time
- Must be executed under **consistent conditions**:
 - Same hardware
 - Same system load
 - Same test data
 - No external influences or dependencies
- Should be repeated at regular intervals



TOOLS AND FRAMEWORKS



- Quick ramp up
- Integration in Grafana
- Simple CI integration
- Lightweight



- Complex scenarios become tricky
- No build-in UI
- Growing community
- Cloud version gets pricey



- Extensive protocol support
- Large community
- Mature and well established
- GUI for beginners



- Steep learning curve
- Resource-heavy
- No native CI/CD support



- Complex scenarios
- Support for event-driven scenarios
- Performance and low resource usage



- Steep learning curve
- Complex framework (Scala?)



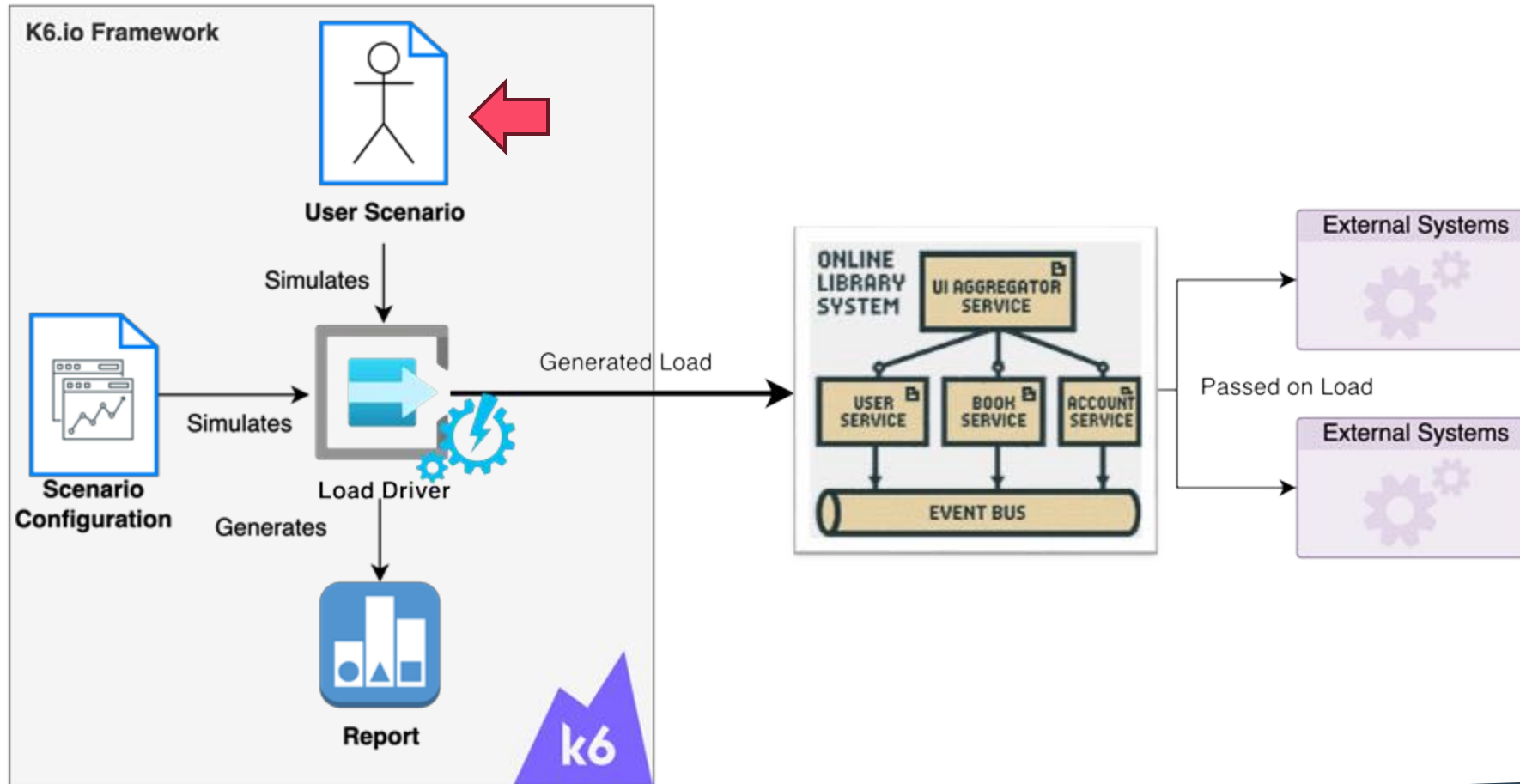
TOOLS AND FRAMEWORKS

USE WHEN:

- Dev-first, CI/CD native: **K6**
- Legacy systems, broad protocol: **JMeter**
- Complex UC + performance: **Gatling**



COMPONENTS OF LOAD TESTING



A GOOD TEST DESIGN



„Realistic“ test scenarios



Measurable goals



Abstracting to reduce complexity



Automatisation



Have a feedback loop

 **RedLine13.com**
(Almost) Free Load Testing

Revision 6/8/2021

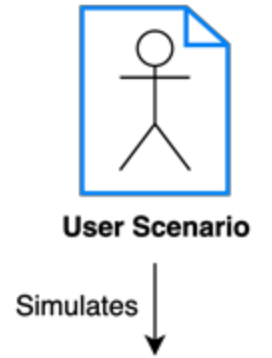
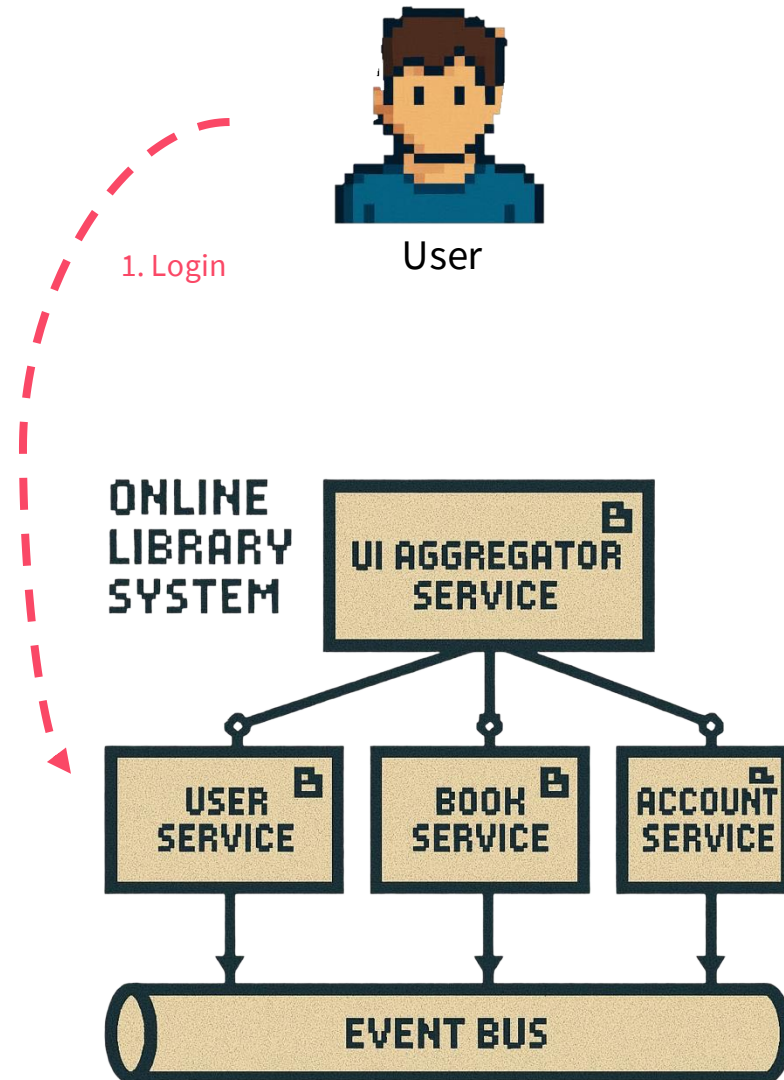
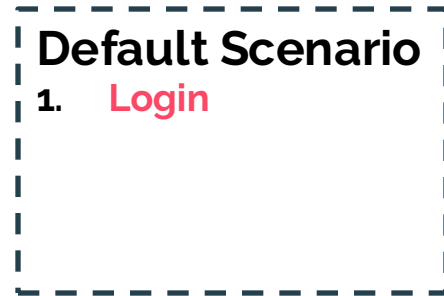
Performance Test Plan Template	
Purpose:	
Definitions:	
Performance Criteria	
Goals:	
Test Type:	
Failure Criteria:	
Technical Requirements	
Environment:	
Credentials:	
Telemetry:	
Load Profile	
User Lifecycle:	
Concurrency:	
Post-Test Analysis	
Data collection:	
Reporting:	
Summary:	

<https://www.redline13.com/blog/2021/06/test-plan-for-load-testing/>



EXAMPLE: USER SCENARIO

Defines the common behaviour of the user

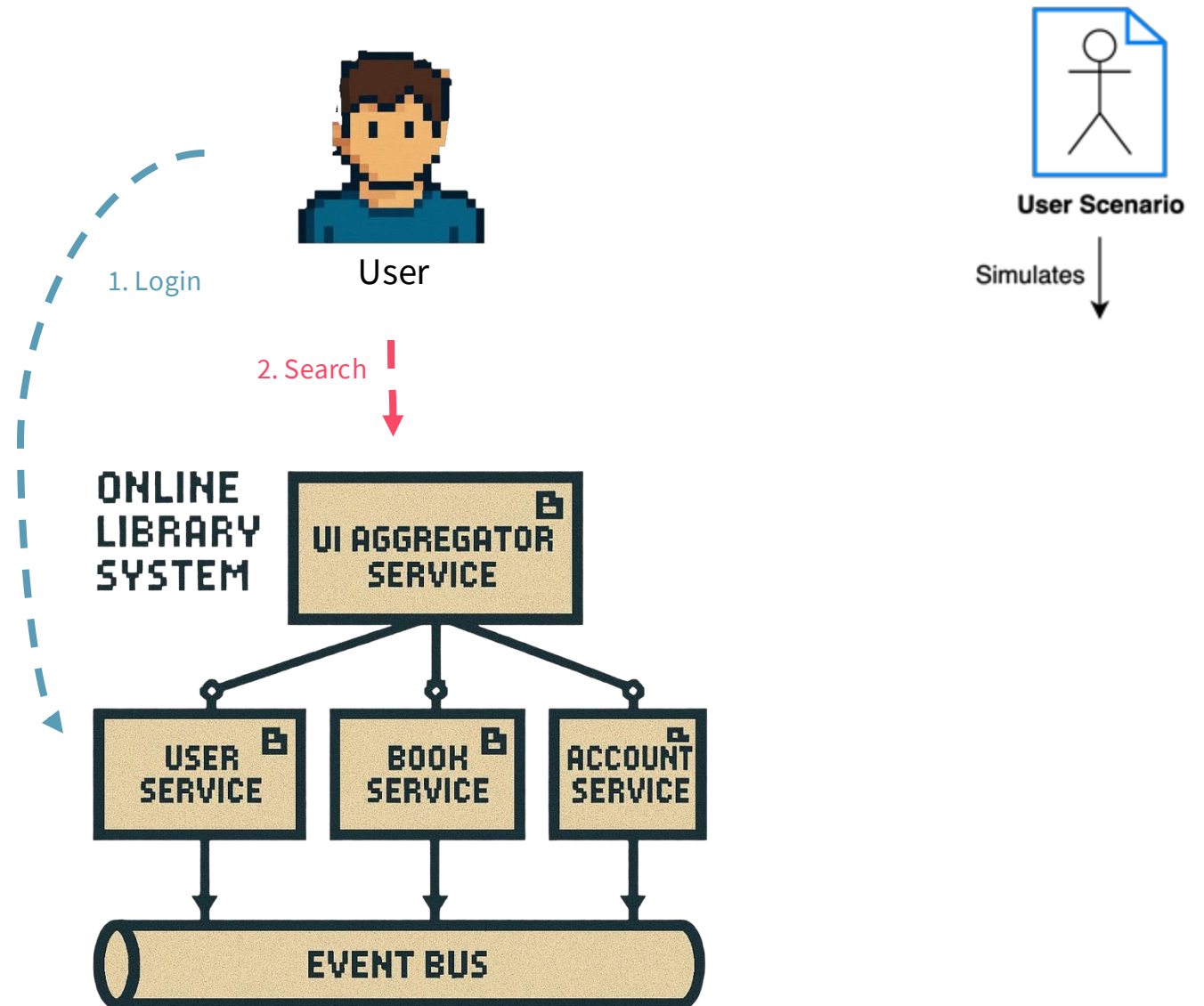


EXAMPLE: USER SCENARIO

Defines the common behaviour of the user

Default Scenario

1. Login
2. **Search**

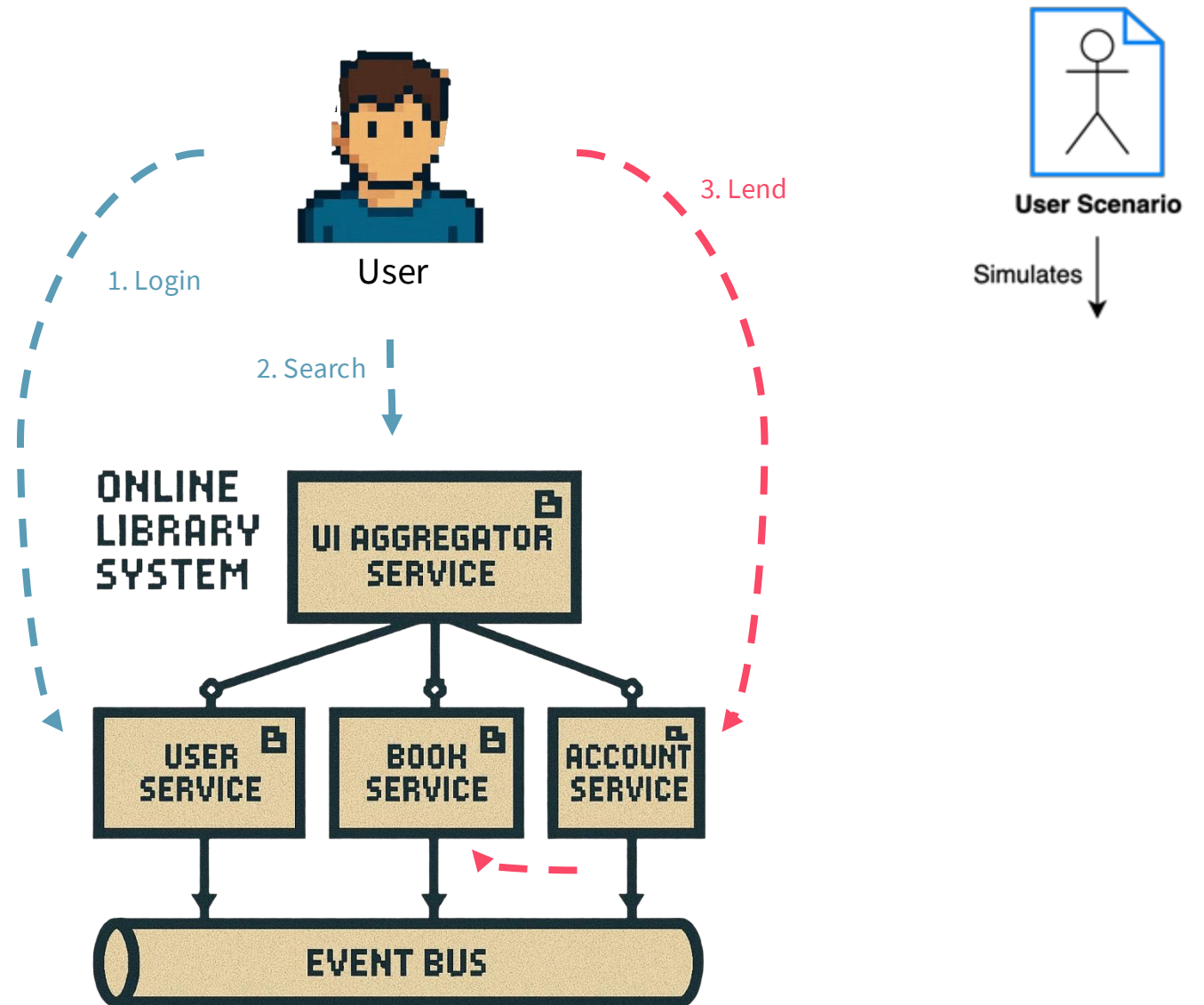


EXAMPLE: USER SCENARIO

Defines the common behaviour of the user

Default Scenario

1. Login
2. Search
3. **Lend**

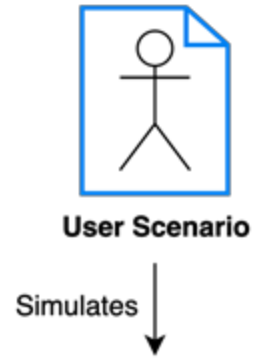
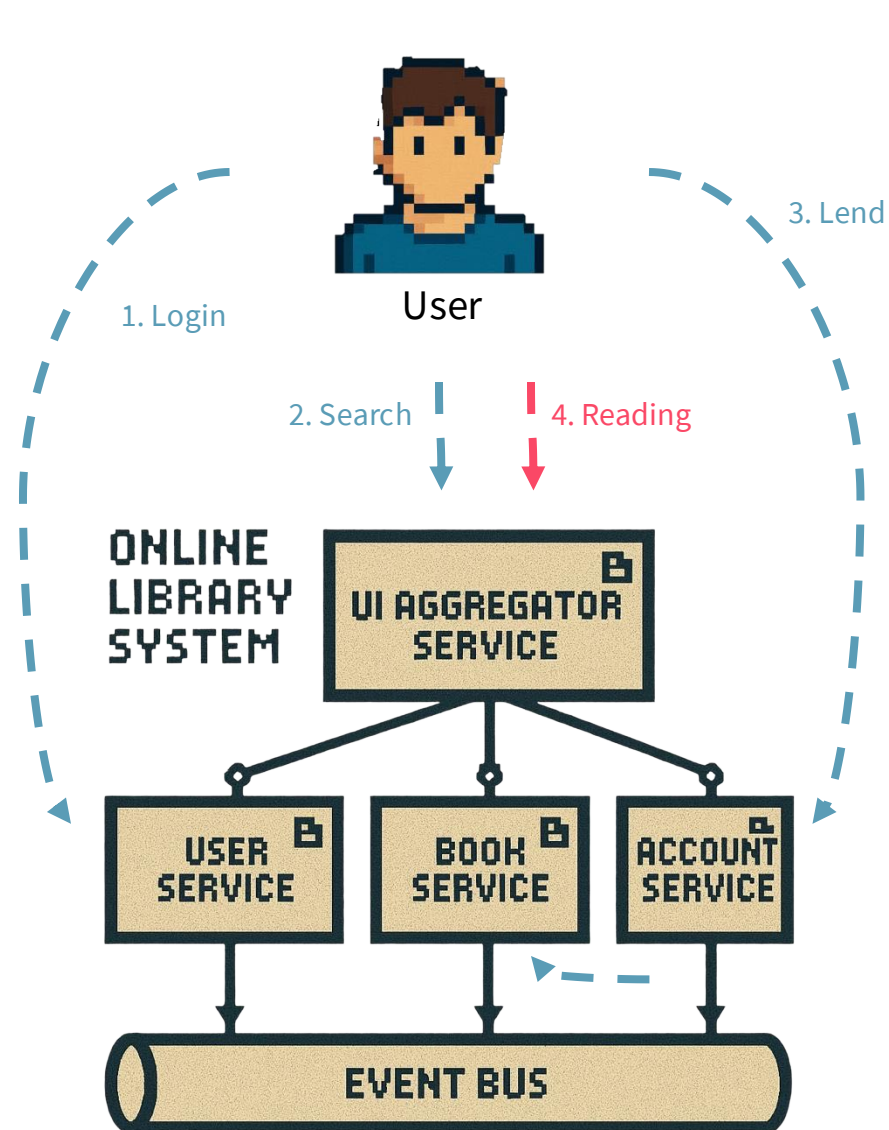


EXAMPLE: USER SCENARIO

Defines the common behaviour of the user

Default Scenario

1. Login
2. Search
3. Lend
4. **Reading**

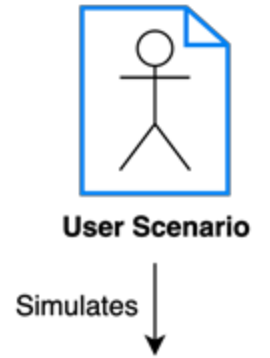
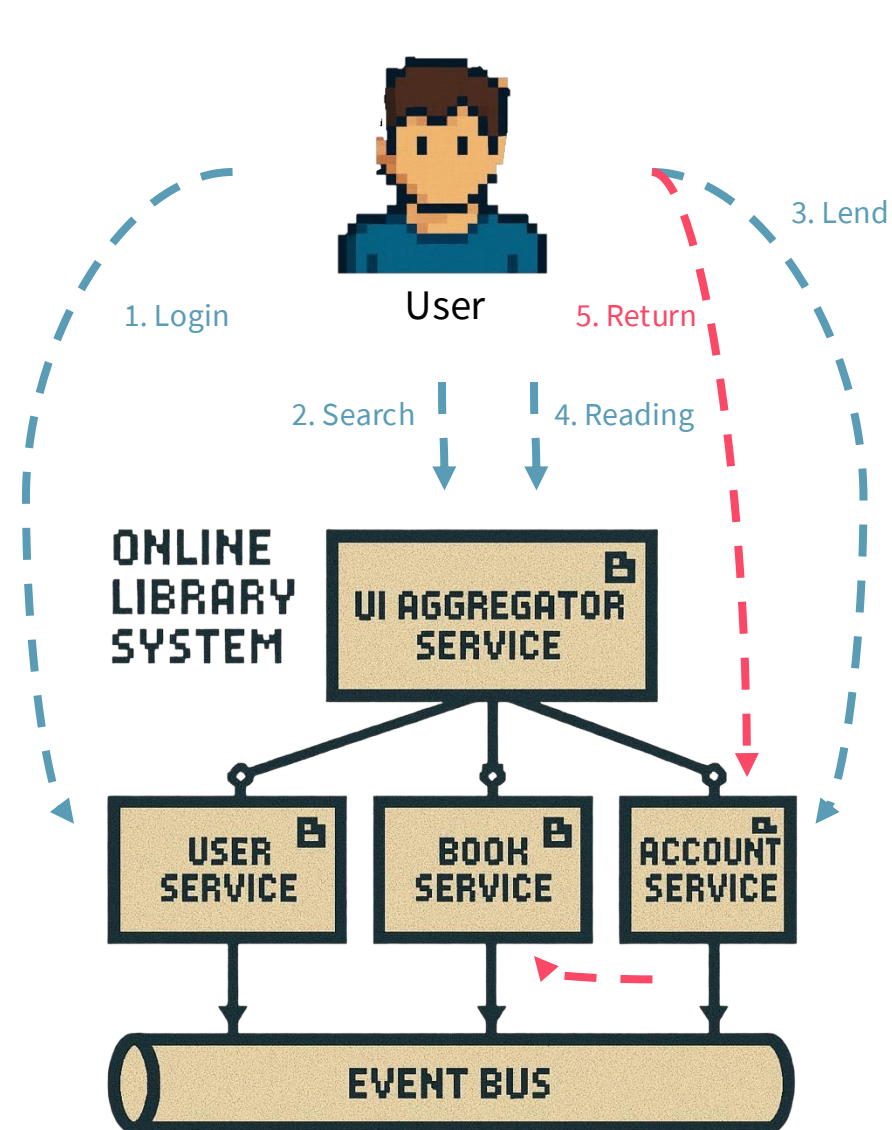


EXAMPLE: USER SCENARIO

Defines the common behaviour of the user

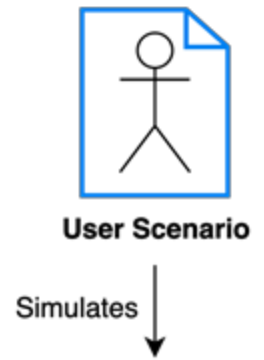
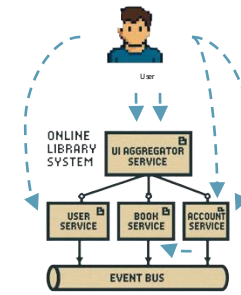
Default Scenario

1. Login
2. Search
3. Lend
4. Reading
5. **Return**



USER SCENARIO

Defines the common behaviour of the user



Scenarios define a user journey

```
export function scenarioA()  
  
  group('login', function () {},  
  
  group('browse', function () {})  
  
  group('search', function () {})  
  
}
```

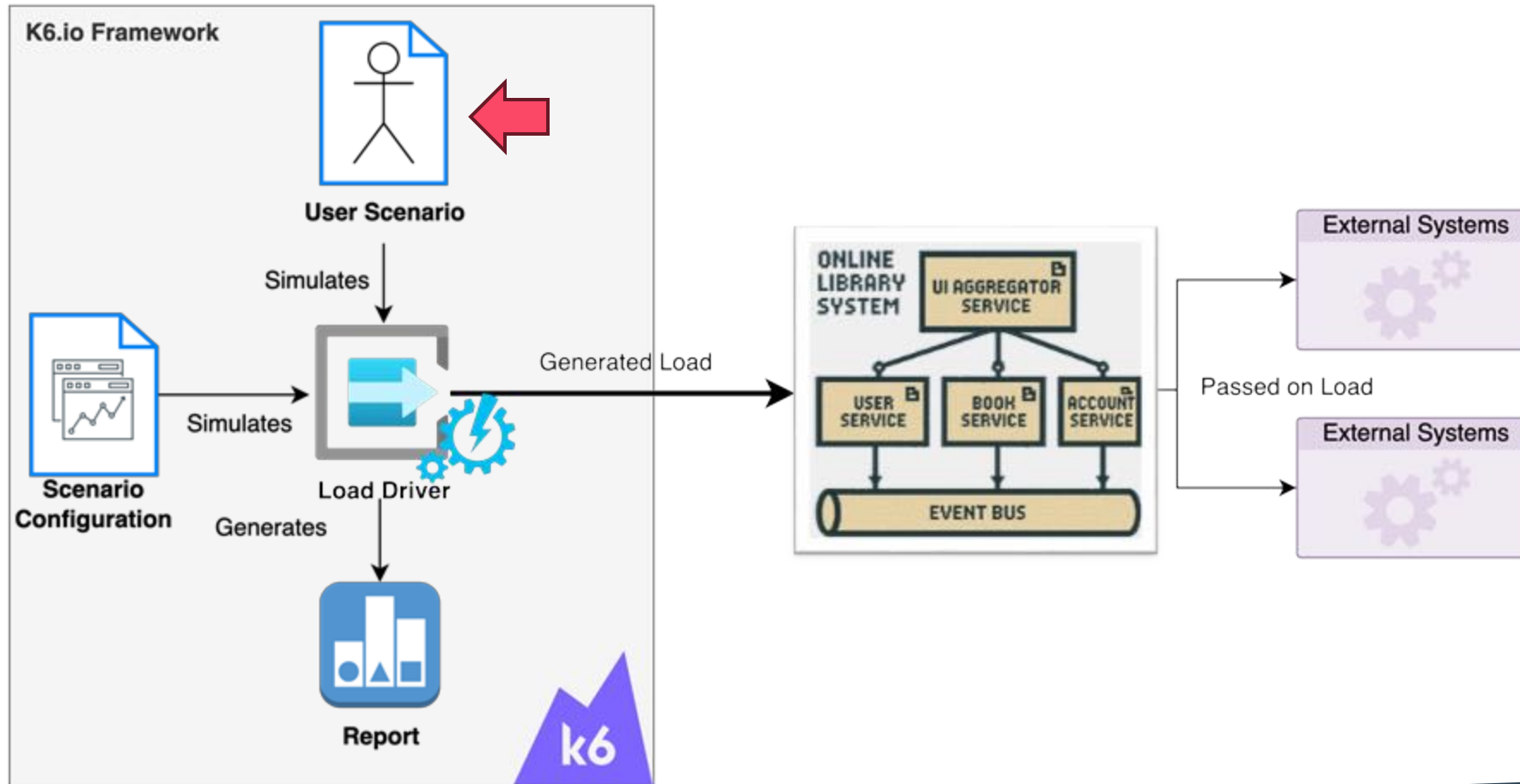
Groups help you structure code and reports

```
    ('login', function () {  
      let login_user = getRandomData(loginUsers)  
      let payload = JSON.stringify({  
        login_user.username,  
        login_user.password,  
        login_user.libraryId  
      })  
  
      let headers = {  
        'Content-Type': 'application/json',  
      }  
  
      let response = http.post('https://${user_service_url}/v1/auth/login', payload, {  
        headers: headers, tags: {name: "login"}});  
      sleep(0.25); // after making the request wait  
    })  
  })  
}
```

Tip: use tags to group requests in reports.

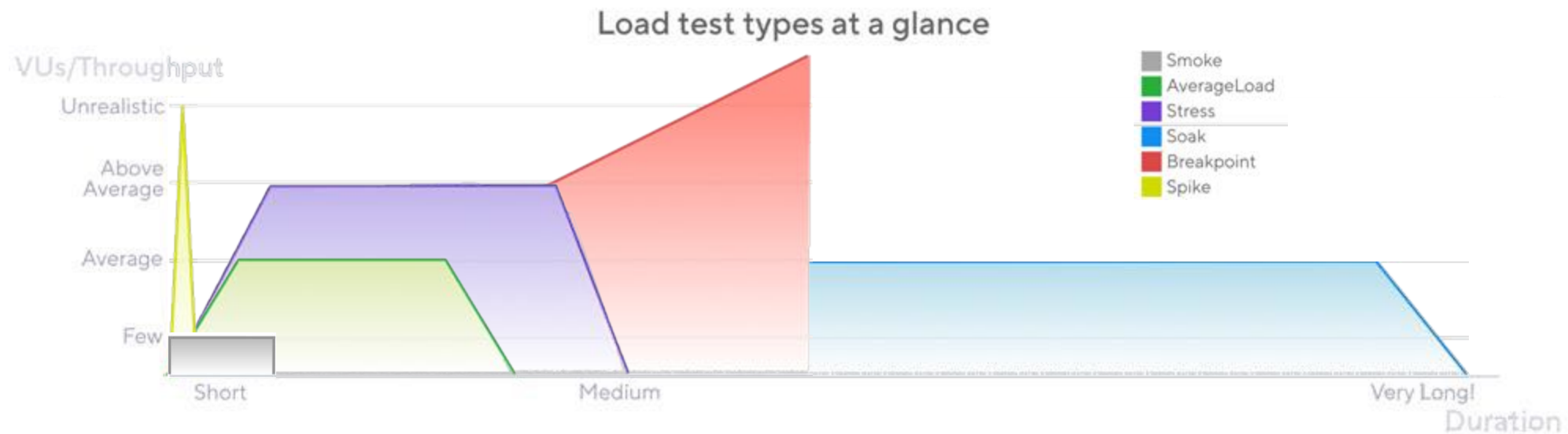
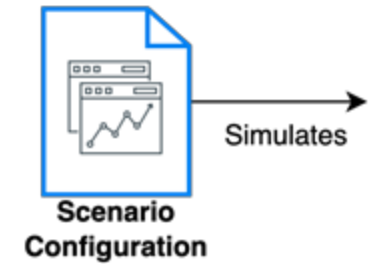


COMPONENTS OF LOAD TESTING



SCENARIO CONFIGURATION

Defines the test configuration, behaviour, and type

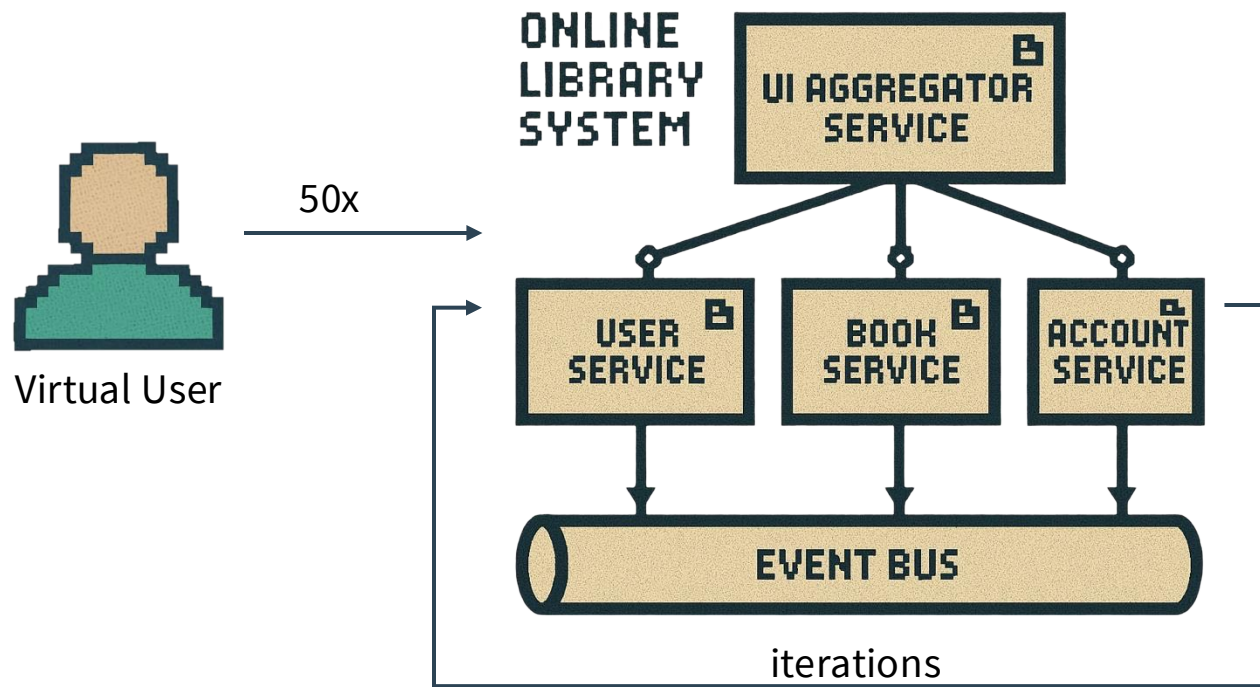
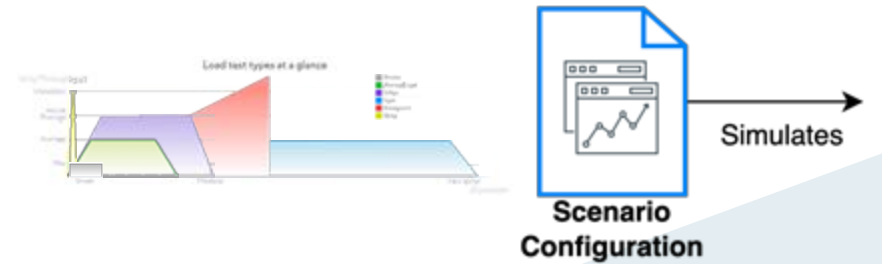


<https://k6.io/docs/test-types/load-test-types/>



SCENARIO CONFIGURATION

Open vs Closed Workload



Closed Workload

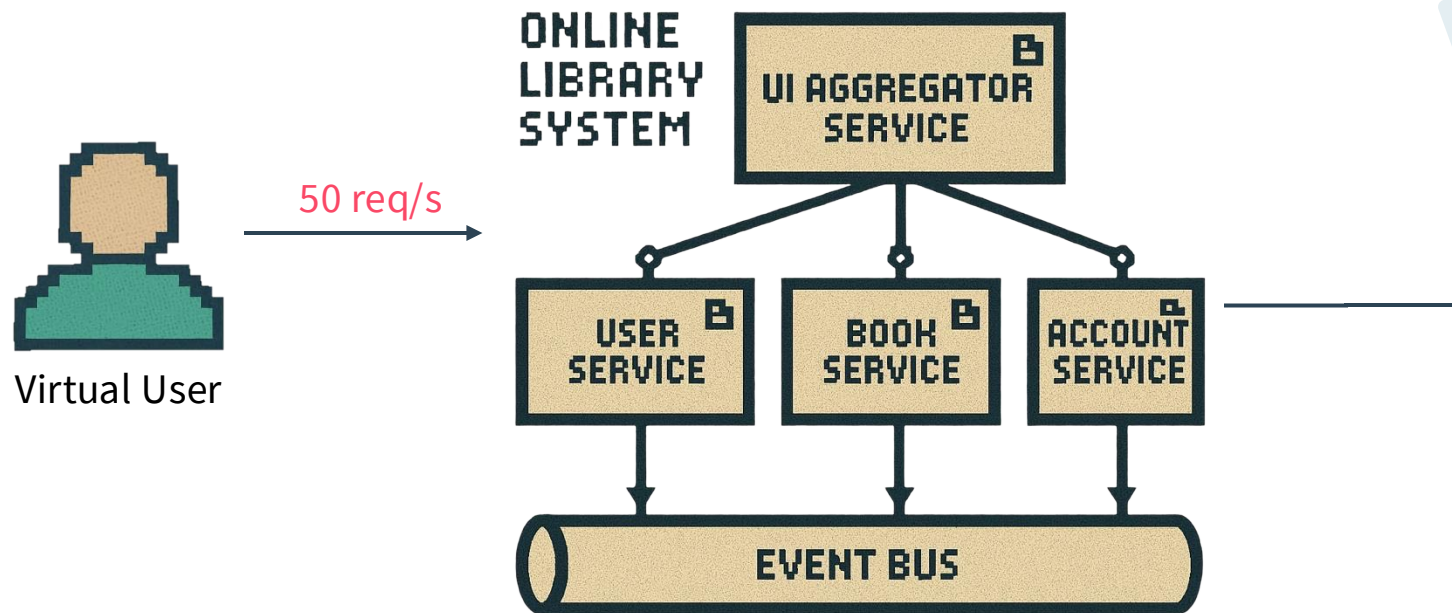
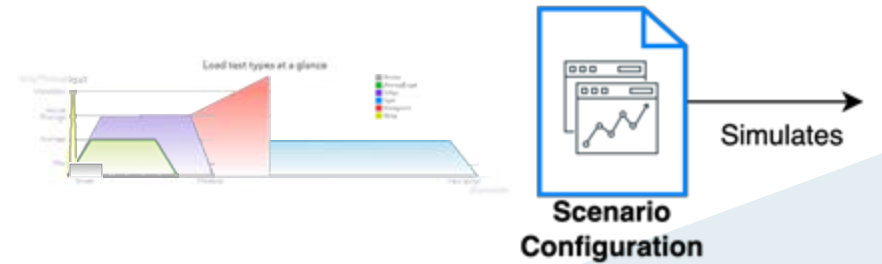
Characteristics:

- Fixed number of **VU**
 - Waits for response
 - Repeat
 - Simulate parallel users
- constant-vus
ramping-vus



SCENARIO CONFIGURATION

Open vs Closed **Workload**



Open Workload

Characteristics:

- Fixed number of **arrival rate**
 - Focus on request volume
 - Simulates traffic
- constant-arrival-rate,
ramping-arrival-rate



SCENARIO CONFIGURATION

Stress Test – Closed Workload

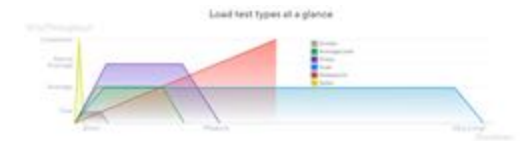
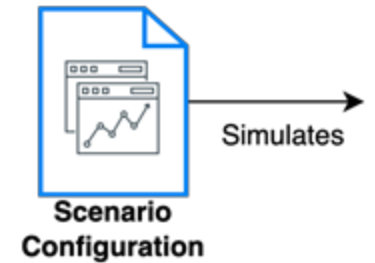
```
stress_test: {  
  executor: 'ramping-vus', // slowly ramp up to target  
  stages: [  
    { target: 20, duration: '2m' }, // load Stage zero  
    { target: 50, duration: '2m' }, // load Stage one  
    { target: 100, duration: '2m' }, // load Stage two  
    { target: 100, duration: '30s' }, // slowly ramp down  
  ],  
  gracefulRampDown: '30s', // slow ramp down  
  gracefulStop: '1m', // wait for open requests at the end of the test  
  exec: 'scenarioA',  
},
```

Alternatives: constant-vus

Load Test Specifications

Slowly ramps down user at the end of the test.

Time to wait for open requests at the end of the test



SCENARIO CONFIGURATION

Breakpoint Test – Open Workload

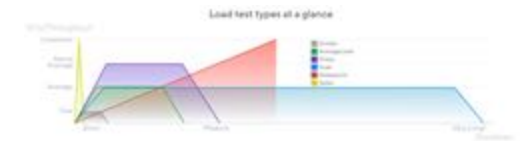
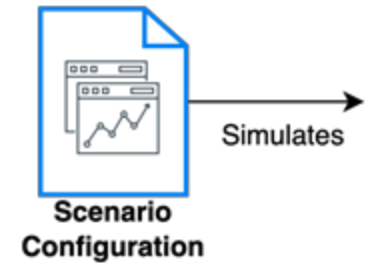
```
break_through_test: {  
  executor: 'ramping-arrival-rate',  
  startRate: 10, // Start iterations per unit  
  timeUnit: '10s', // Start `startRate` iterations per unit  
  preAllocatedVUs: 1000, // how many VUs to pre-allocate  
  
  stages: [  
    { target: 10, duration: '30s' },  
    { target: 100, duration: '1m' },  
    { target: 1000, duration: '2m' },  
  ],  
  
  exec: 'scenarioA',  
},
```

Open Workload

Warmup

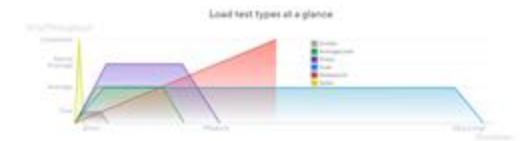
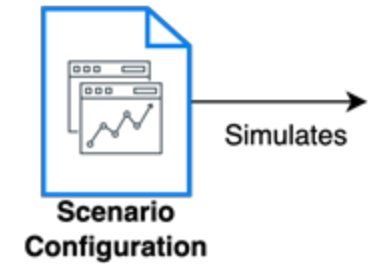
preAllocatedVUs

Slowly ramps up arrival rate



SCENARIO CONFIGURATION

Thresholds



```
thresholds: {  
  http_req_failed: ['rate<0.05'], // http errors should be less than 5%  
  http_req_duration: ['p(90)<500'], // 90% of requests should be below 500ms  
},
```

```
break_through_test: {  
  executor: 'ramping-arrival-rate', // As we load increase if the system slows  
  startRate: 10, // Start iterations per 'timeUnit'  
  timeUnit: '10s', // Start's arrival rate iterations per minute  
  preAllocatedVUs: 100, // how large the initial pool of VUs would be  
  stages: [  
    {target: 10, duration: '30s'},  
    {target: 100, duration: '1m'},  
    {target: 1000, duration: '2m'},  
  ],  
  exec: 'scenario_1',  
},
```



SCENARIO CONFIGURATION

Custom Checks

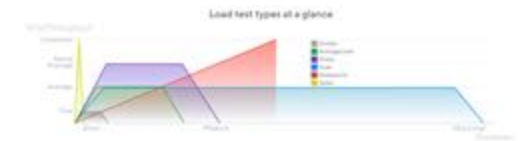
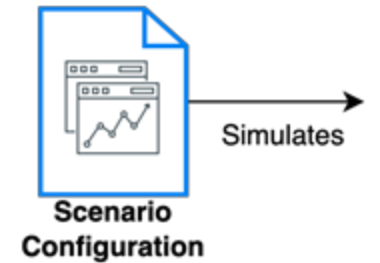
Definition of custom check:

```
check(response, {  
  'Lend completed in time': (r) =>  
    r.body.includes('DONE'),  
});
```

Checks do not fail tests by default

Ensuring Checks

```
thresholds: {  
  http_req_failed: ["rate<0.05"], // http errors should be less than 5%  
  http_req_duration: ["p(90)<500"], // 90% of requests should be below 1s  
  checks: ['rate > 0.99'], // Ensure high success rate for checks  
}
```



```
break_through_test: {  
  executor: 'ramping-arrival-rate', //Assure load increase if the system slows  
  startRate: 10, // Start iterations per 'timeUnit'  
  timeUnit: '10s', // Start's unitRate' iterations per minute  
  preAllocatedVUs: 100, // how large the initial pool of VUs would be  
  stages: [  
    {target: 10, duration: '30s'},  
    {target: 100, duration: '1m'},  
    {target: 1000, duration: '2m'},  
  ],  
  exec: 'scenario_1',  
}
```



SCENARIO CONFIGURATION

Custom Checks

Definition of custom check:

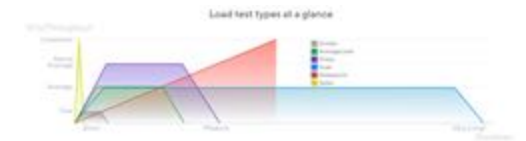
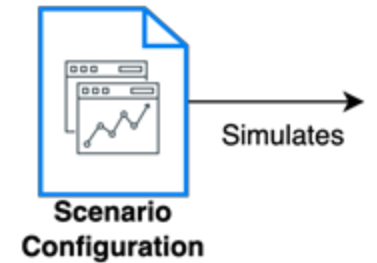
```
check(response, {  
  'Lend completed in time': (r) =>  
    r.body.includes('DONE'),  
}, { myTag: 'lendTime' });
```

Checks do not fail tests by default

Ensuring Checks

```
thresholds: {  
  http_req_failed: ["rate<0.05"], // http errors should be less than 5%  
  http_req_duration: ["p(90)<500"], // 90% of requests should be below 1s  
  "checks{myTag:lendTime}": ["rate > 0.99"], // Ensure high success rate for checks  
}
```

Thresholds can be grouped by tags



```
break_through_test: {  
  executor: 'ramping-arrival-rate', //Assure load increase if the system slows  
  startRate: 10, // Start iterations per timeUnit  
  timeUnit: '10s', // Start's arrivalRate iterations per minute  
  preAllocatedVUs: 100, // how large the initial pool of VUs would be  
  
  stages: [  
    {target: 10, duration: '30s'},  
    {target: 100, duration: '1m'},  
    {target: 1000, duration: '2m'},  
  ],  
  
  exec: 'scenario_1',  
}
```

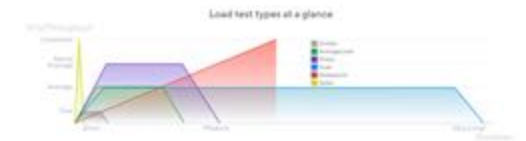
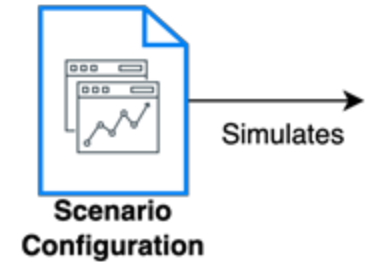


SCENARIO CONFIGURATION

Distribution

Only available in K6 Cloud

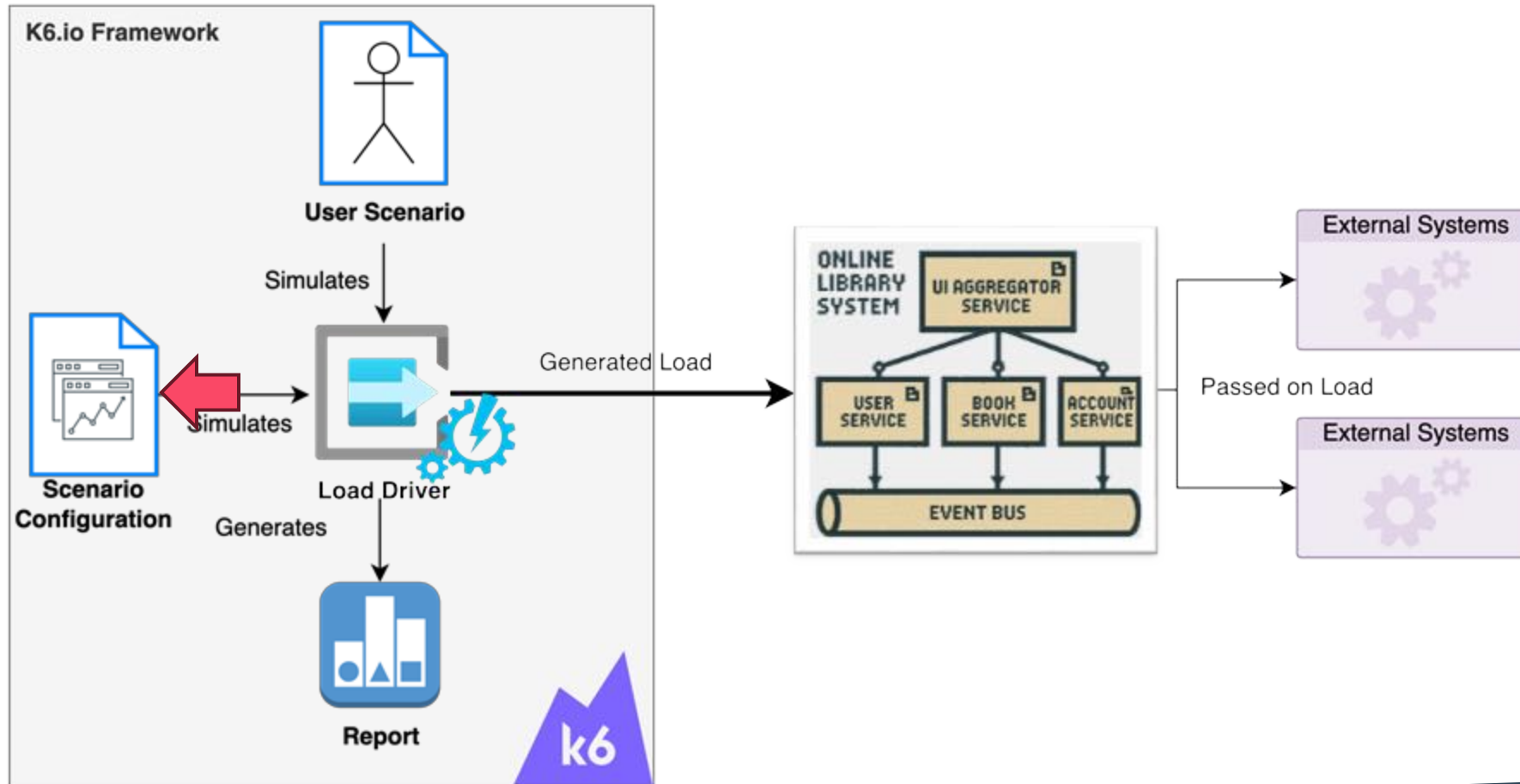
```
cloud: {
  name: 'Online Library Default User Test',
  projectID: 12345678,
  distribution: {
    distributionLabel1: { loadZone: 'amazon:de:frankfurt', percent: 50 },
    distributionLabel2: { loadZone: 'amazon:it:milan', percent: 50 },
  },
}
```



```
break_through_test: {
  executor: 'ramping-arrival-rate', // As we load increase if the system slows
  startRate: 10, // Start iterations per timeUnit
  timeUnit: '10s', // Start iterations per minute
  preAllocatedVUs: 100, // how large the initial pool of VUs would be
  stages: [
    { target: 10, duration: '30s' },
    { target: 100, duration: '1m' },
    { target: 1000, duration: '2m' },
  ],
  exec: 'scenario_1',
}
```



COMPONENTS OF LOAD TESTING



LIVE DEMO



LIVE DEMO

End



GOOD TO KNOW

Twelve takeaways to remember

There are no guarantees ...

1. Keep test **simple**
 1. VUs are not real users
 2. Use `sleep()` wisely to simulate think times
2. Do **not** mistake for **functional tests**
3. Use **multiple** scenarios for different user journeys
4. Remember **3rd-party** service impact
5. Use **realistic** environments
6. **Ramp-Up** matters
7. Test data creation can be tricky
8. K6 Browsers is available for **End2End** tests
9. K6 Browsers Plugin can **>record< scenarios**
10. Yes, you can also write **TypeScript** (via esbuild)
11. **Limited npm** support (no Node.js core modules).
12. Remember to use **setup()** or **teardown()**



LESSONS LEARNED

90% of all requests need to have an average response time below 500 ms

Not more than 5% of requests are allowed to fail

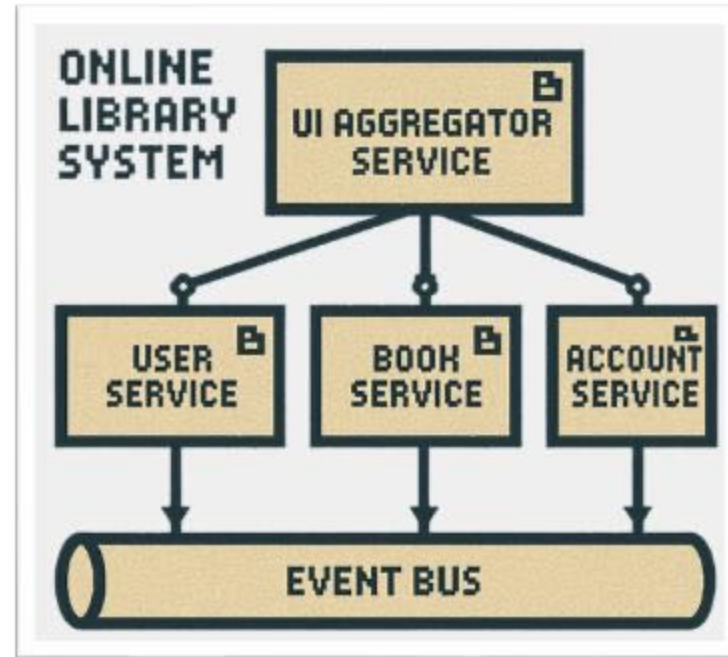
6am /
8pm



2M Users



UC4: It should **always** work **without errors**



Manager



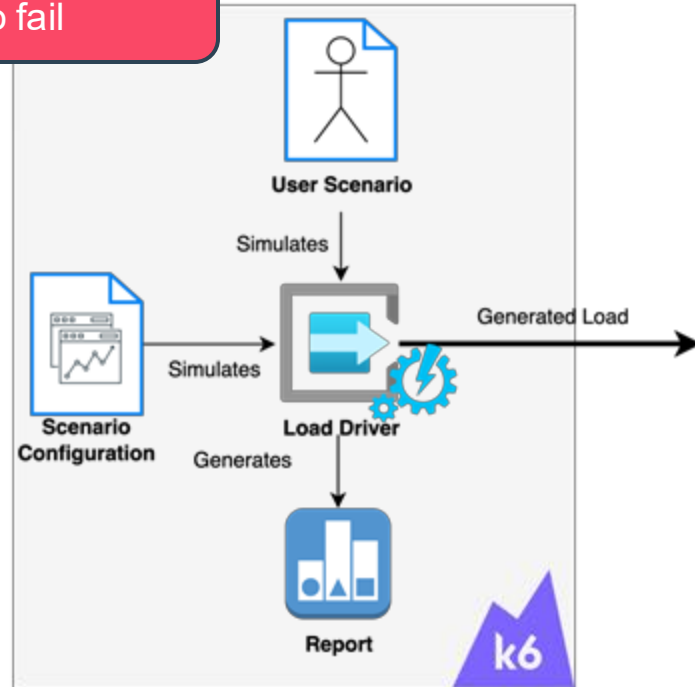
ME



LESSONS LEARNED

90% of all requests need to have an average response time below 500 ms

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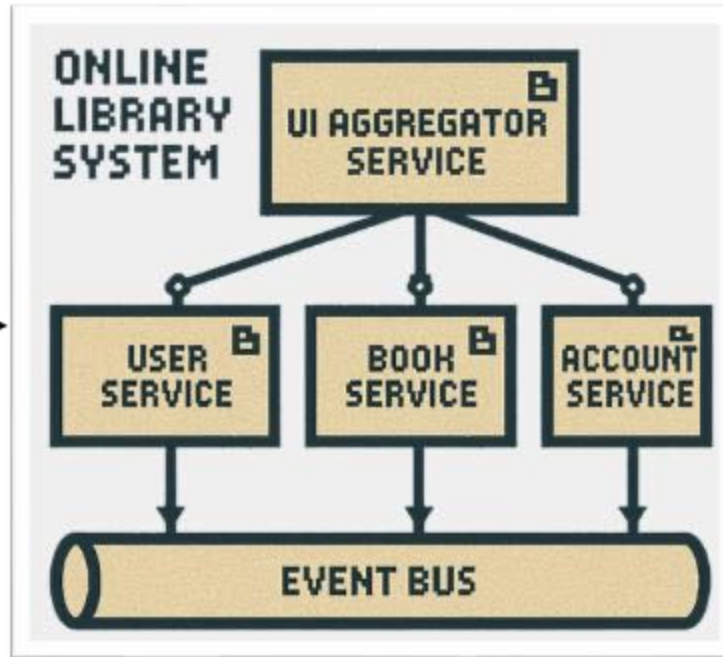
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2M Users



UC4: It should **always** work **without errors**



Manager



ME

