# Towards Holistic Continuous Software Performance Assessment

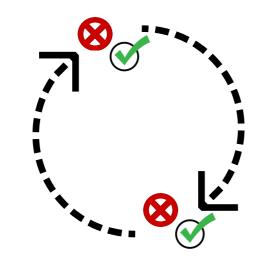
### **QUDOS 2017**

Università della Svizzera italiana Facoltà di scienze informatiche

http://benchflow.inf.usi.ch

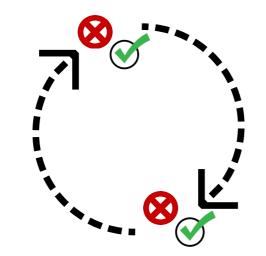
Vincenzo Ferme, Cesare Pautasso

## Software Development Nowadays



### Continuous Feedback

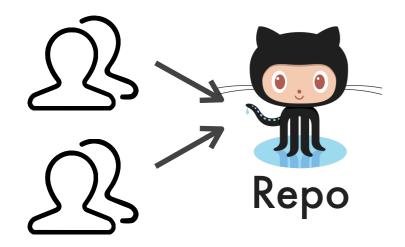
## Software Development Nowadays



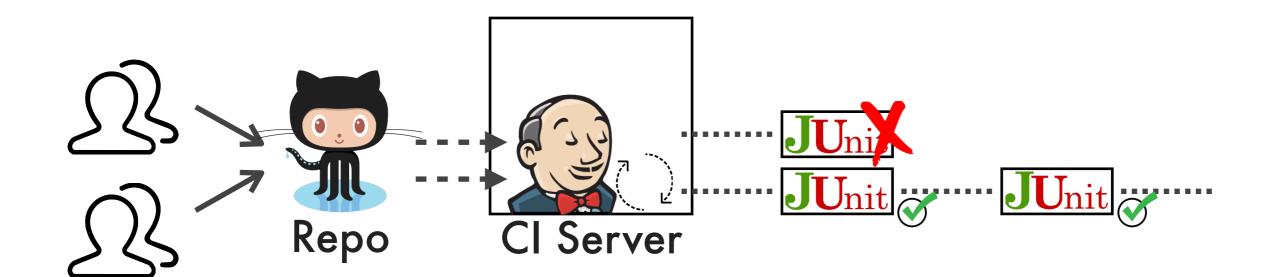
Continuous Feedback



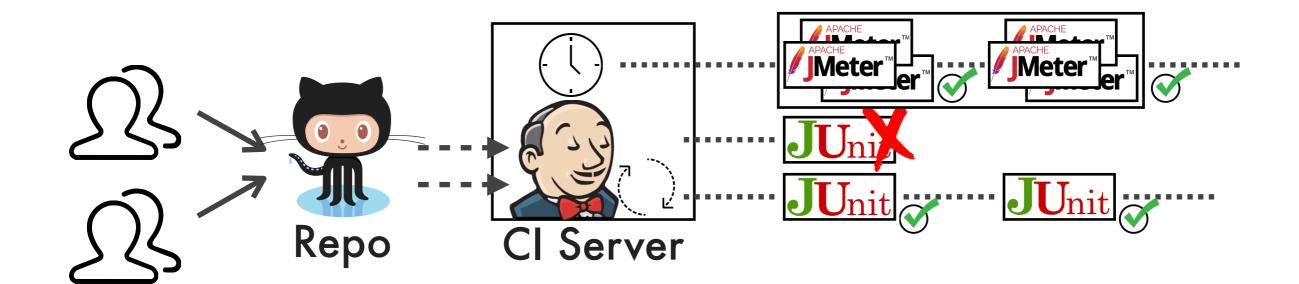
## **Continuous Feedback**



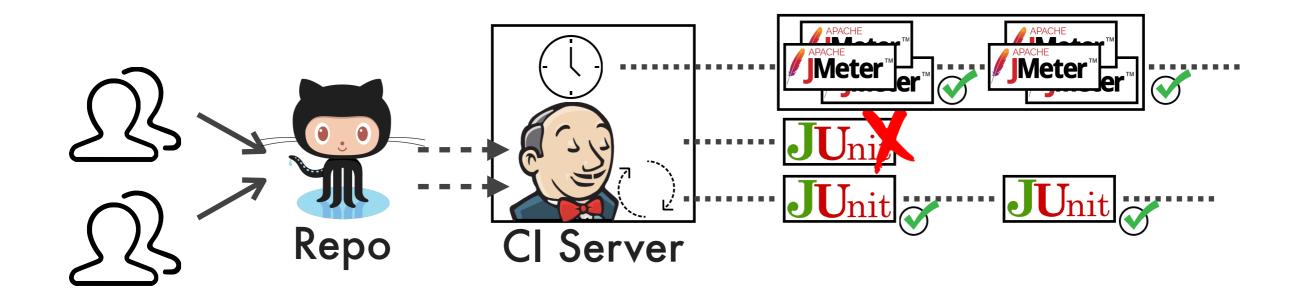
## **Continuous Feedback**

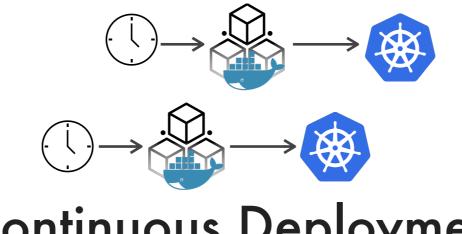


## What about performance?



## What about performance?





**Continuous Deployment** 

particularly open-source ones





particularly open-source ones







particularly open-source ones









**=**BlazeMeter

#### particularly open-source ones

DataMill

#### particularly open-source ones

DataMill

### Cloud WorkBench

#### particularly open-source ones

### DataMill

### Cloud WorkBench





inspectIT

## Limitations of Current Solutions

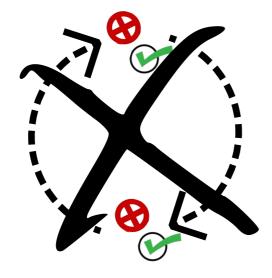


### Not integrated in CSA

(E.g., Do not Leverage Continuous Feedback)

**CSA:** Continuous Software Assessment

## Limitations of Current Solutions



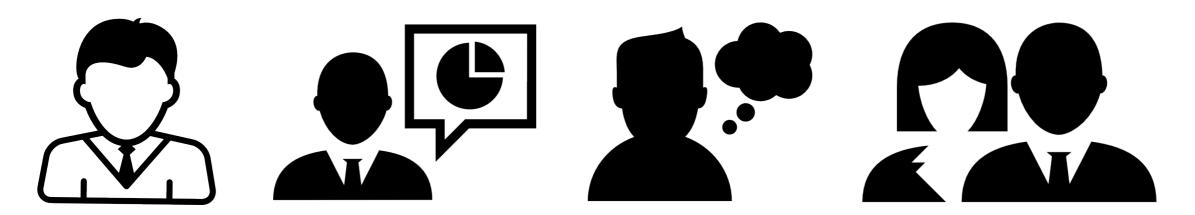


Not integrated in CSA (E.g., Do not Leverage Continuous Feedback)

CSA: Continuous Software Assessment

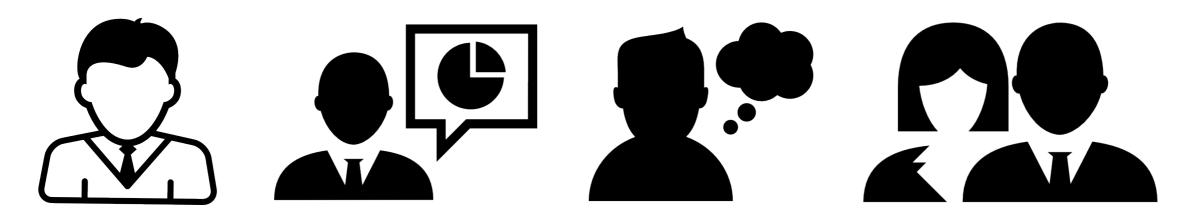
Rarely Automating the End-to-End Process

### **DevOps: Professional Profiles Perspective**

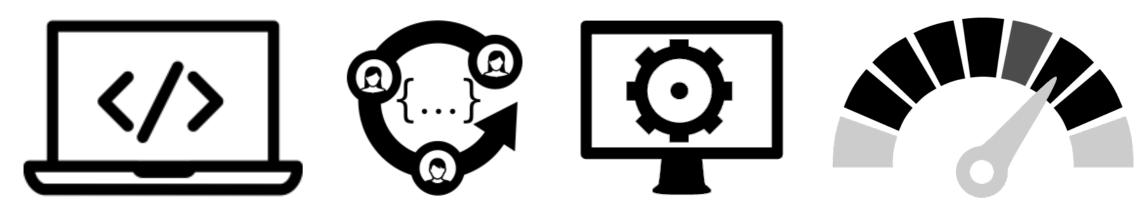


Different Professional Profiles (e.g., Developers, Q/A and Operations Engineers)

### **DevOps: Professional Profiles Perspective**



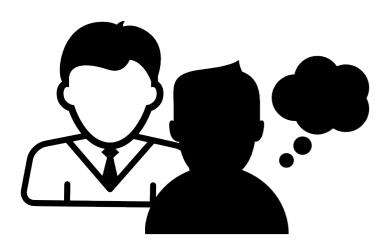
Different Professional Profiles (e.g., Developers, Q/A and Operations Engineers)



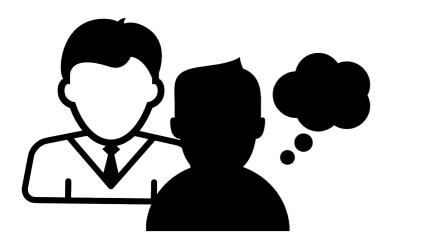
Heterogeneous and Cross-Cutting Skills

# Holistic Continuous Software Performance Assessment

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# Holistic Continuous Software Performance Assessment



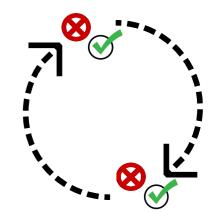


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# Holistic Continuous Software Performance Assessment







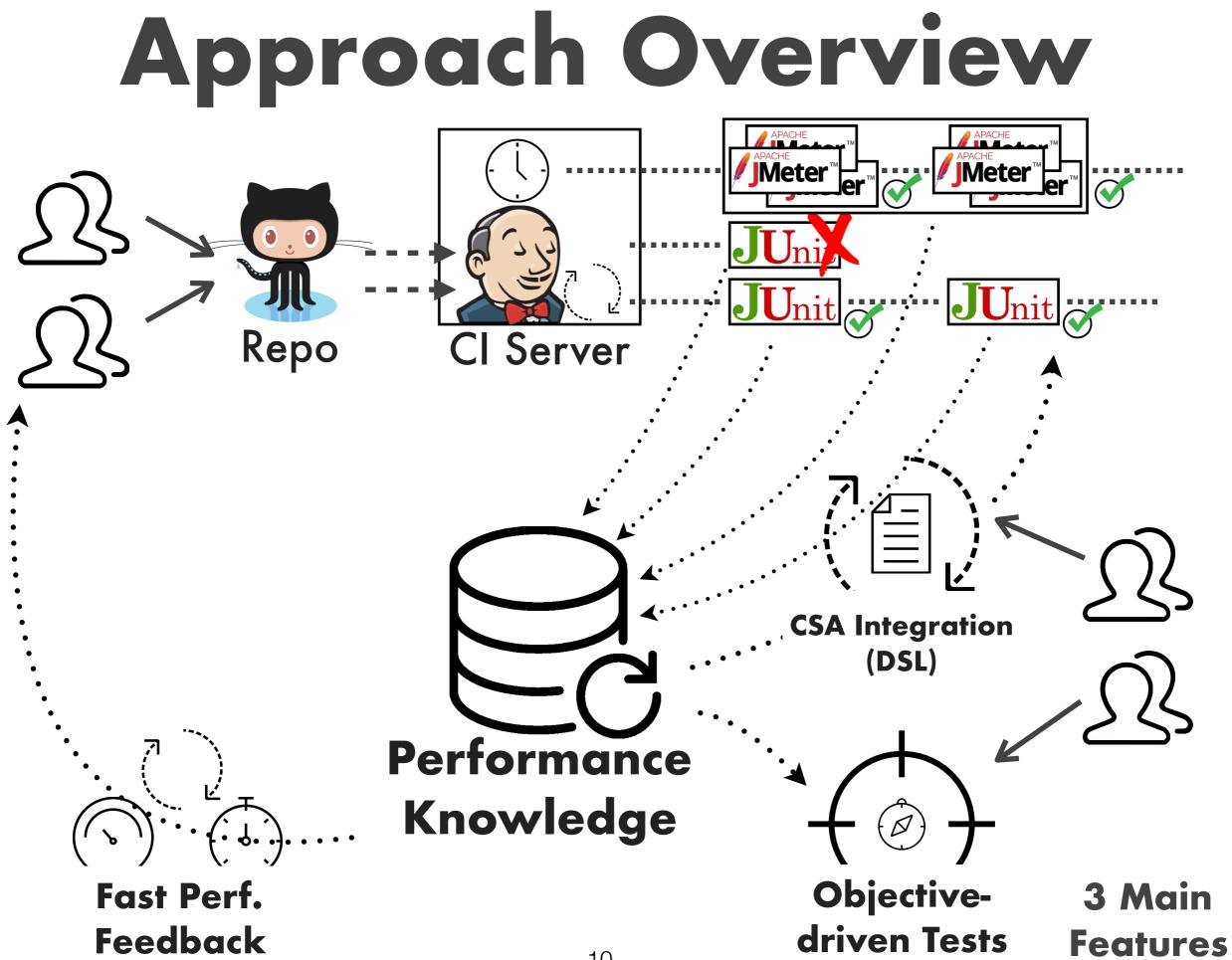
**Approach Overview** APACHE APACHE Meter Meter Er 00 Repo **CI** Server Performance Knowledge

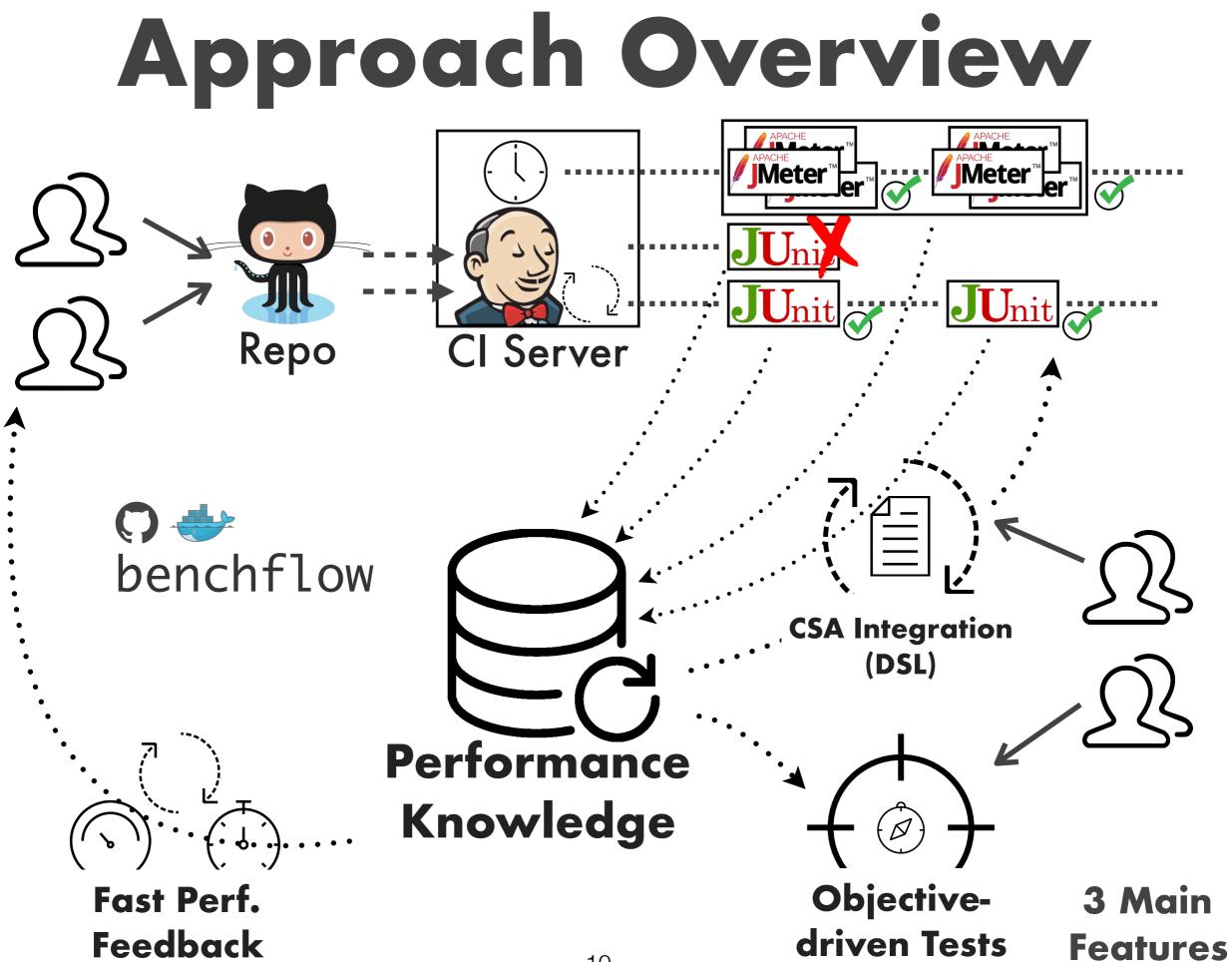
3 Main Features

**Approach Overview** APACHE APACHE Meter Meter Er • Unit Repo **CI** Server **CSA** Integration (DSL) Performance Knowledge

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**Approach Overview** APACHE APACHI Meter Meter Fr 0.0 Unit Repo **CI** Server **CSA** Integration (DSL) Performance Knowledge **Objective-**3 Main driven Tests **Features** 





# Integration in Development Lifecycles (DSL)

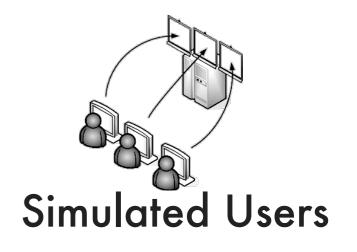


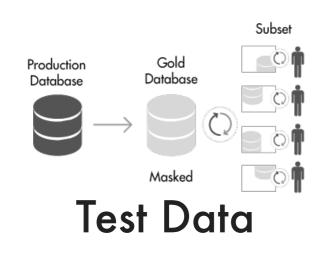
# DSL Overview (Literature)

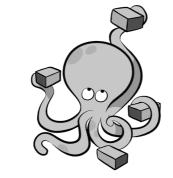


Load Functions





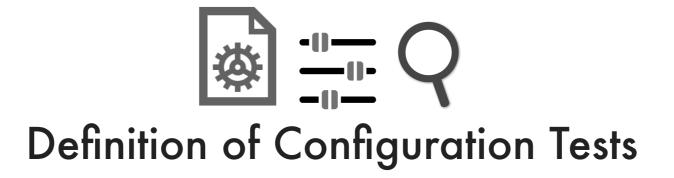




TestBed Management



Client-side Perf. Data Analysis



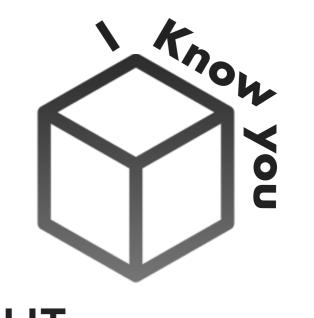


#### Integration in CSA

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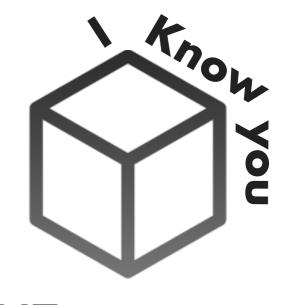
#### Integration in CSA



#### **SUT-awareness**



### Integration in CSA



#### **SUT-awareness**



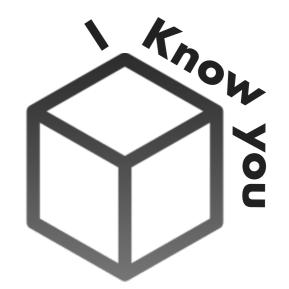
Collection and Analysis of Performance Data



### Integration in CSA



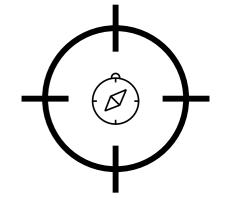
Collection and Analysis of Performance Data



### **SUT-awareness**



# **Objective-Driven Performance Testing**



# **Objectives Taxonomy**

### **Base Objectives (Test Types)**

standard performance tests, e.g., load test, stress test, spike test, and **configuration test** 

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#### Objectives

specific types of performance engineering activities, e.g., capacity planning and performance optimisations

# **Objectives Taxonomy**

**Base Objectives (Test Types)** standard performance tests, e.g., load test, stress test, spike test, and **configuration test** 

#### Objectives

specific types of performance engineering activities, e.g., capacity planning and performance optimisations

#### **Meta-Objectives**

defined from already collected performance knowledge, e.g., comparing different systems using a benchmark

objective: type: configuration

#### observation:

•••

#### exploration\_space:

•••

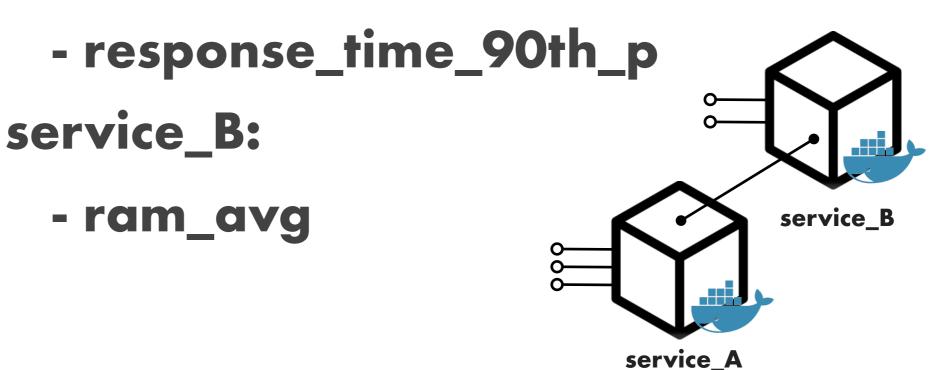
#### termination\_criteria:

- ...

#### observation:

service\_A:

- ram\_avg
- cpu\_avg



exploration\_space:

service\_A:

resources:

- memory:

range: 1GB... 5GB

step: +1GB

- cpus:

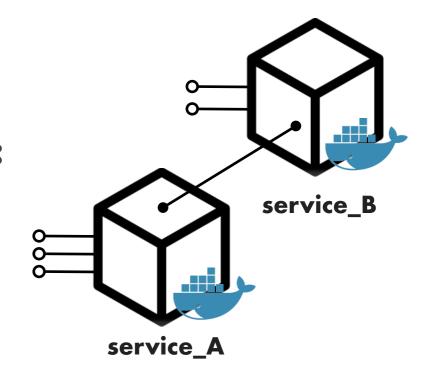
range: 1...4

environment:

- SIZE\_OF\_THREADPOOL:

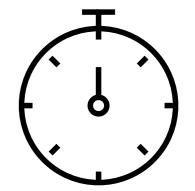
range: 5...100

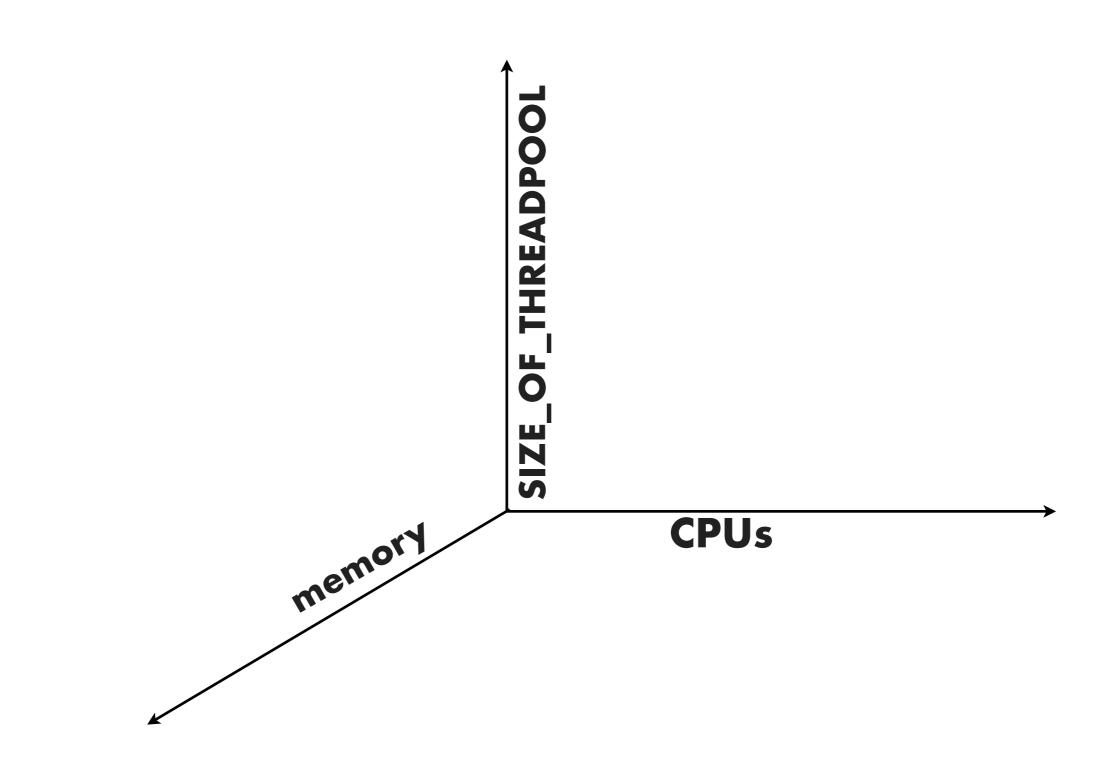
step: +5

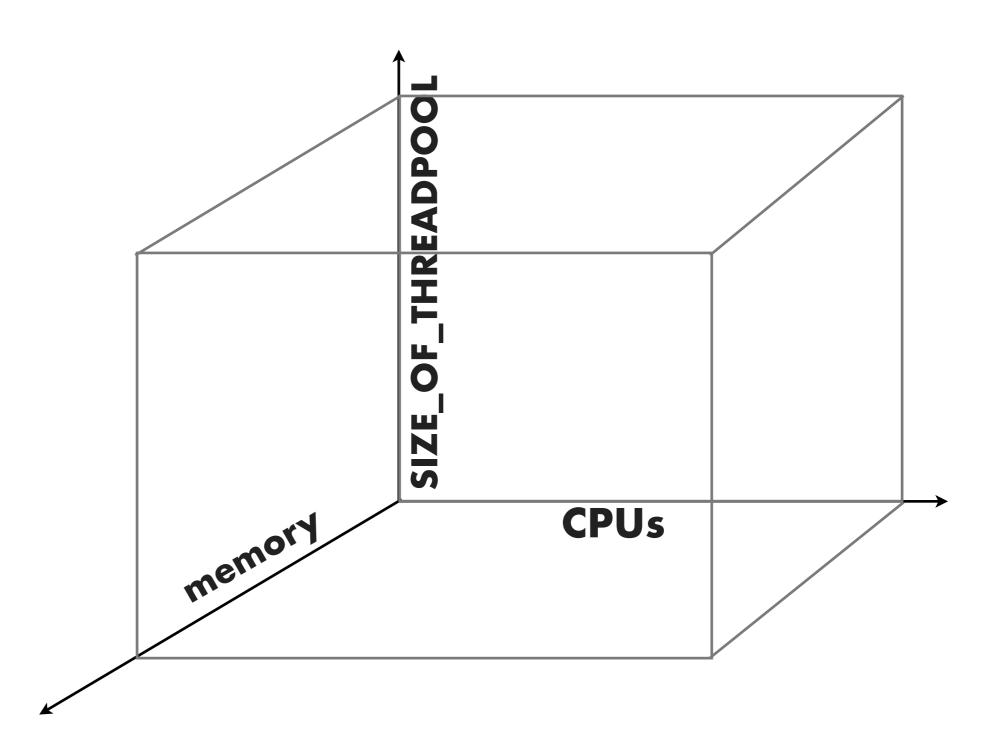


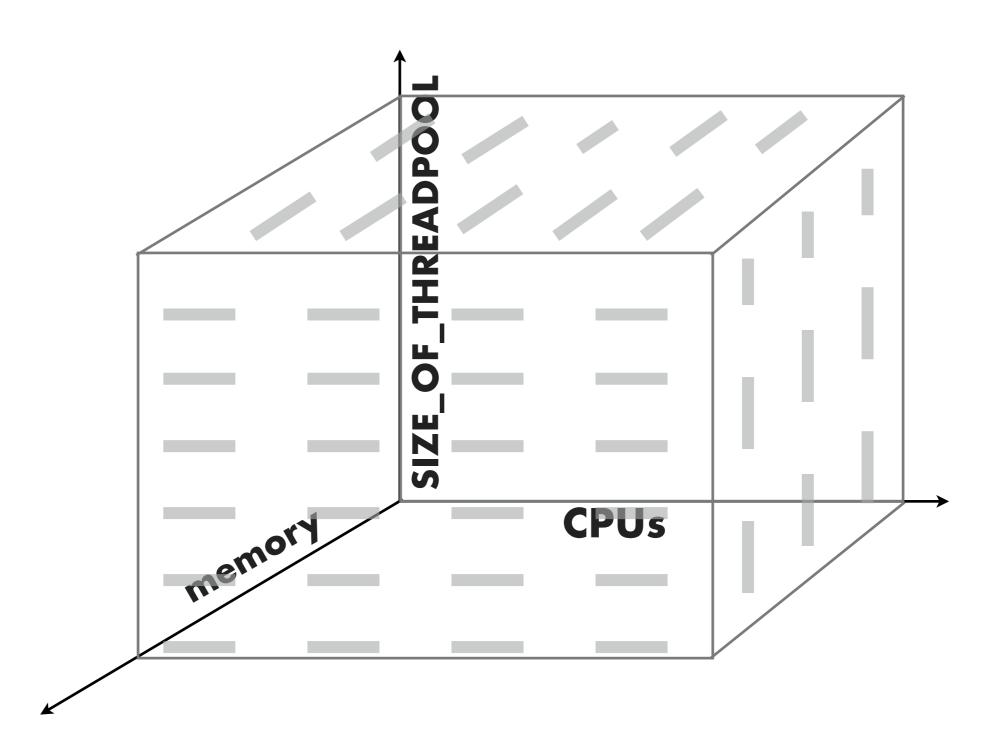
# termination\_criteria: - max\_exec\_time = 1h

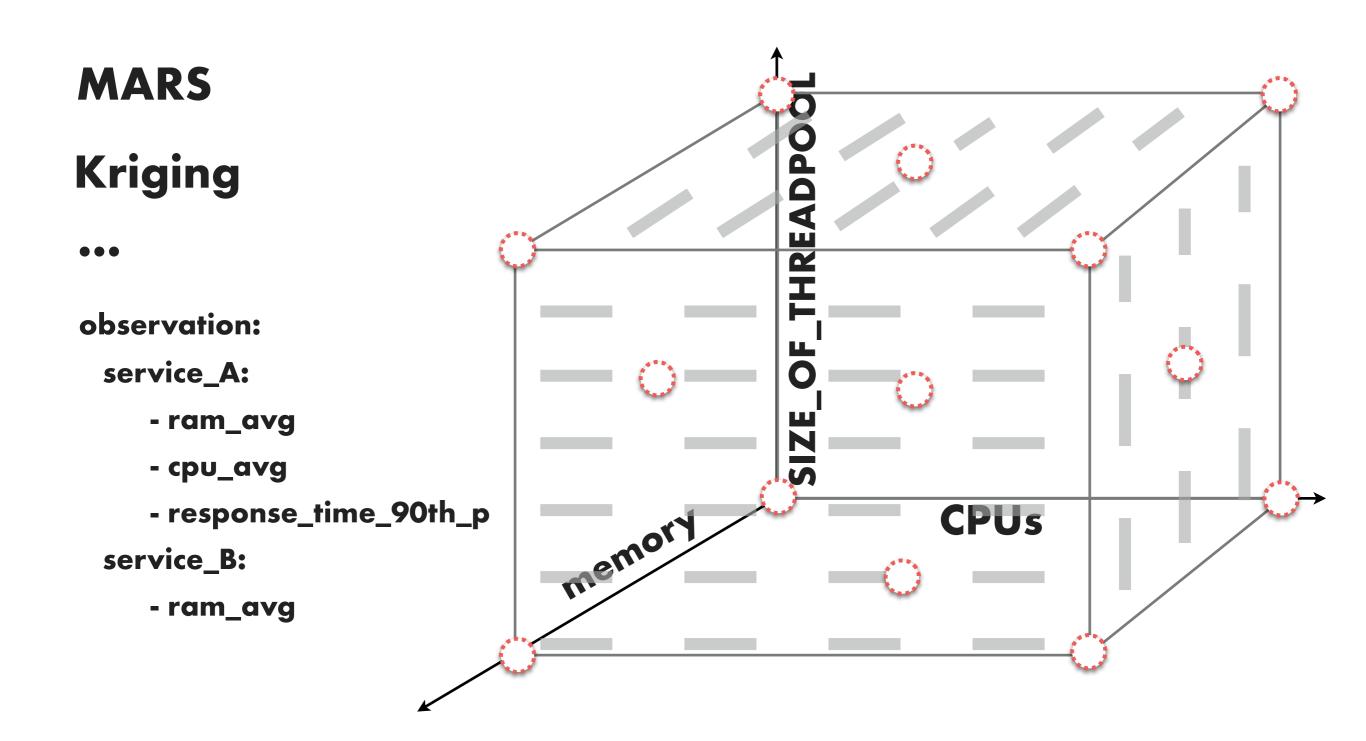
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Capacity planning (also based on some constraints)
 e.g., CPU, RAM

why? cost of resources -> important for the business

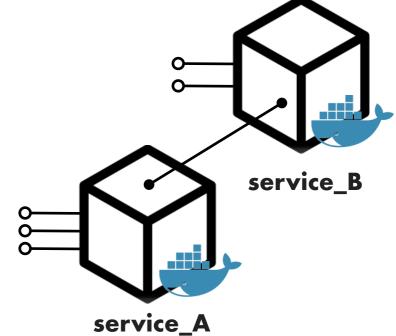
# Objectives

- Capacity planning (also based on some constraints)
   e.g., CPU, RAM why? cost of resources -> important for the business
- Performance optimisation based on some (resource) constraints
   e.g., which configuration is optimal?
   why? responsiveness -> important for the user

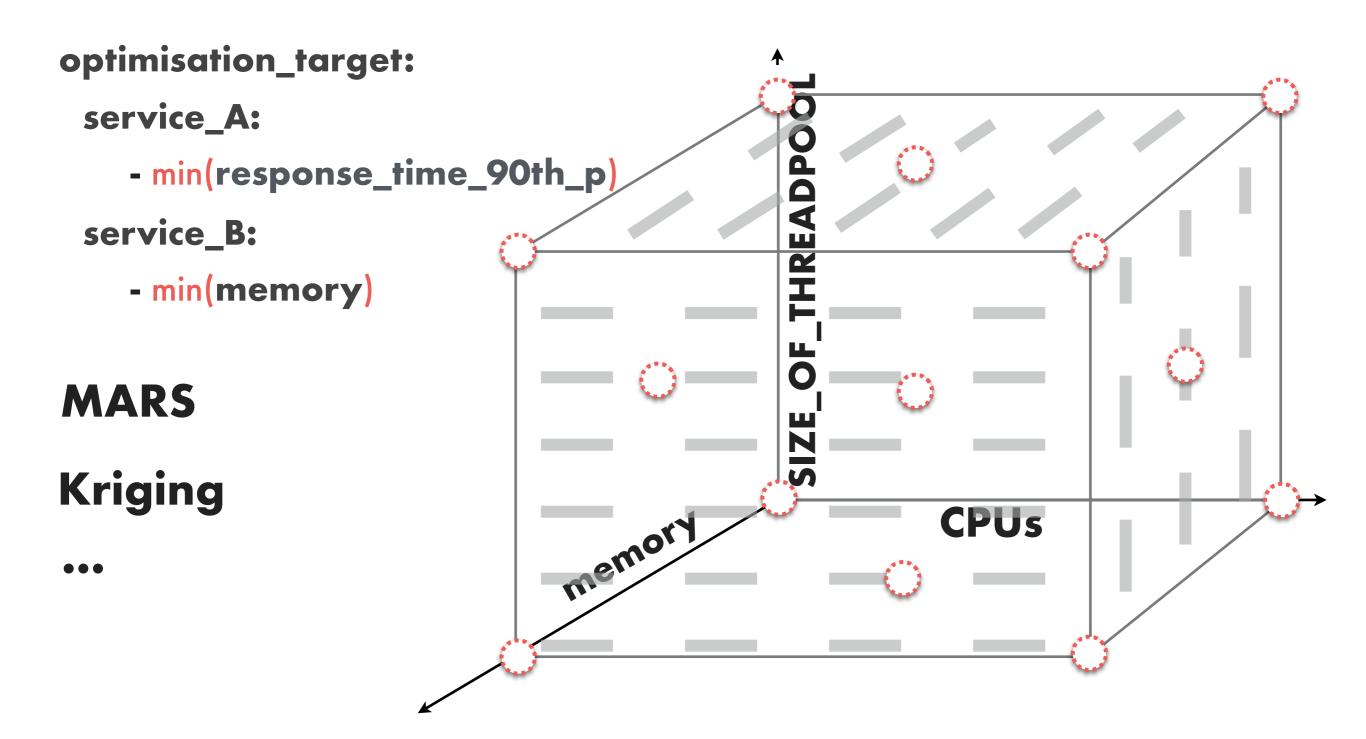
### **Example: Performance Optimisation**

optimisation\_target:
 service\_A:
 - min(response\_time\_90th\_p)
 service\_B:
 - min(memory)

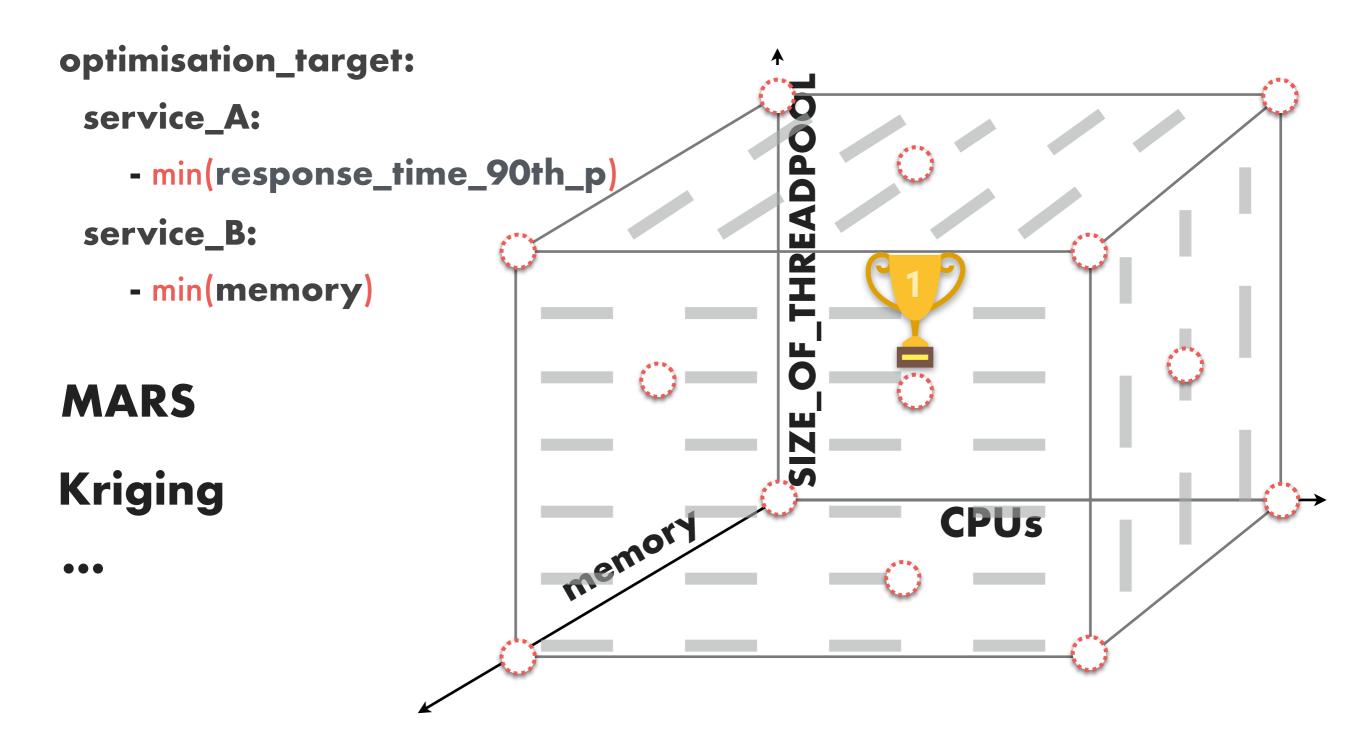
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## **Example: Performance Optimisation**



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#### Regression

-

is the performance, capacity or scalability still the same as previous tests show?

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 previous tests show?
 Output
 Description:
 Des

#### - What-If Analysis

what do we expect to happen to the output/dependent variables if we change some of the input/independent variables?

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#### **Before-and-After**

how has the performance changed given some features have been added?

#### - Regression

is the performance, capacity or scalability still the same as previous tests show?

#### - What-If Analysis

what do we expect to happen to the output/dependent variables if we change some of the input/independent variables?

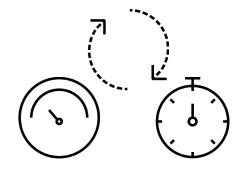
#### - Before-and-After

how has the performance changed given some features have been added?

#### - Benchmarking

how does the performance of different systems compare?

# Fast Performance Feedback



## **Different Types of Fast Feedback**



Evaluating if the System is Ready for the Defined Performance Test Objectives and Reaches Expected State

## **Different Types of Fast Feedback**

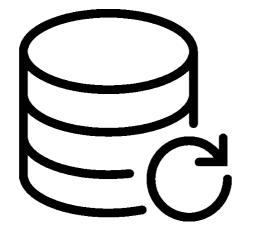


Evaluating if the System is Ready for the Defined Performance Test Objectives and Reaches Expected State

**Reusing Collected Performance Knowledge** 

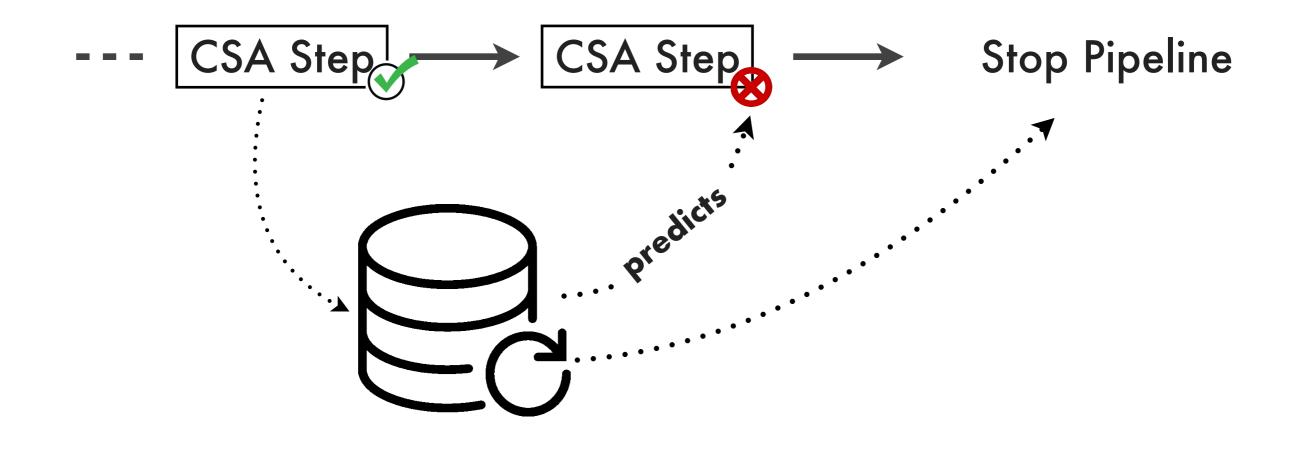
#### before the execution of a test





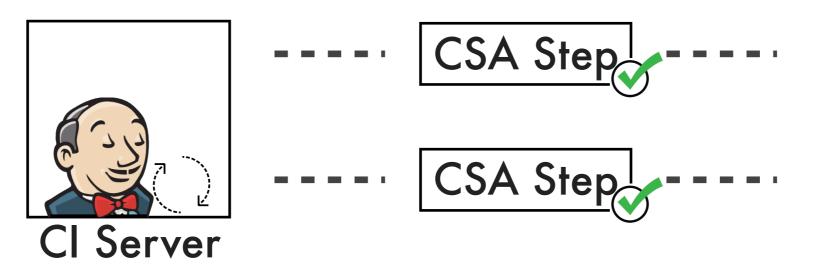
## Along the Workflow/Pipeline

#### before the execution of a test



### Along the Workflow/Pipeline

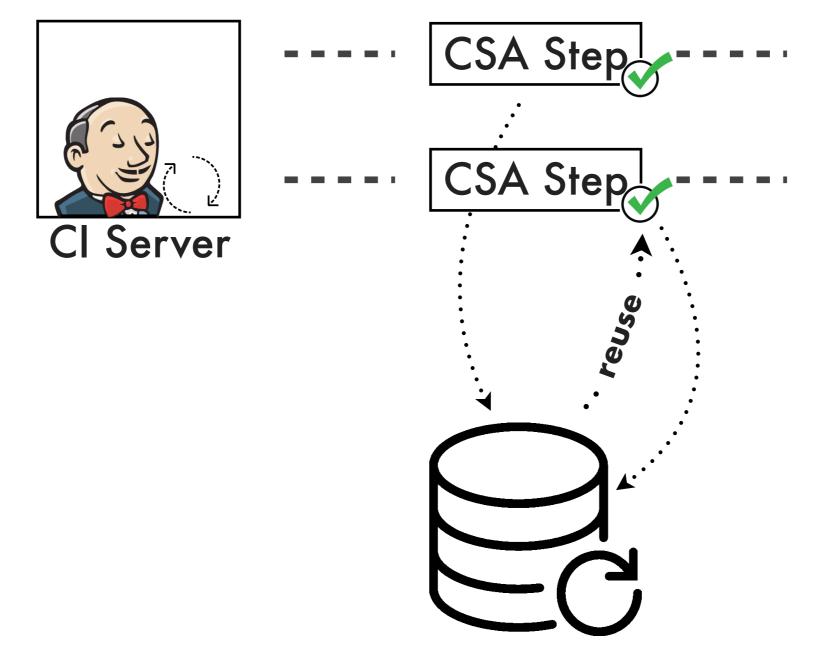
during the execution of a test





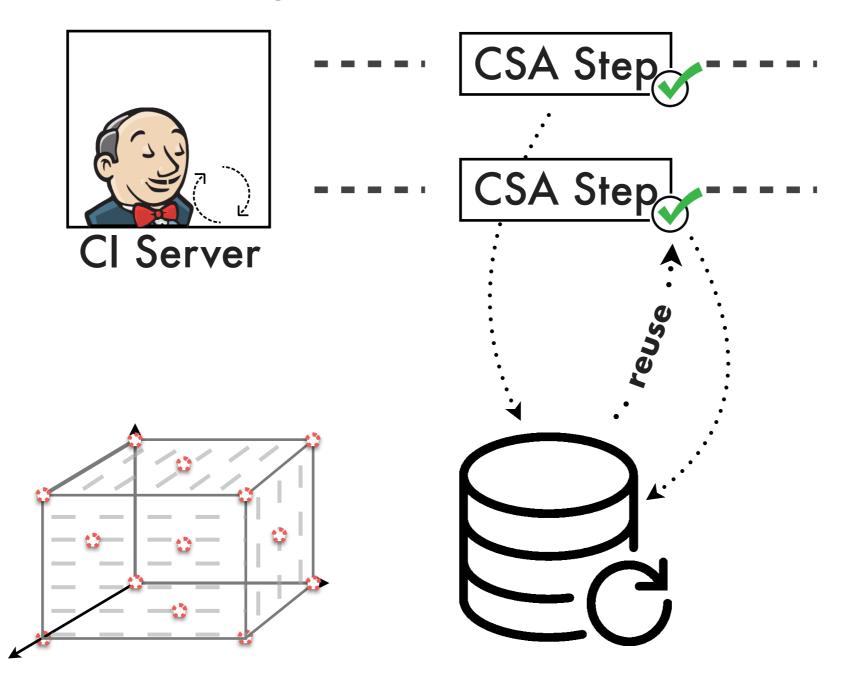
#### Across Different Iterations of the Same Test

during the execution of a test



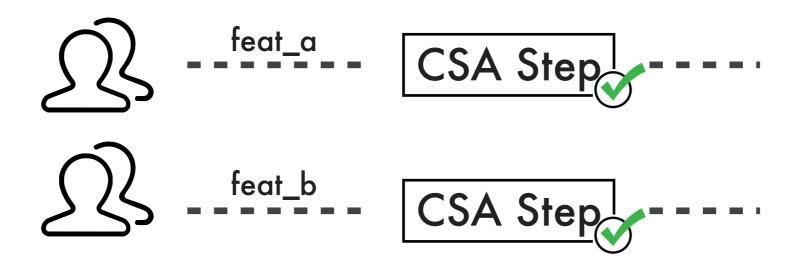
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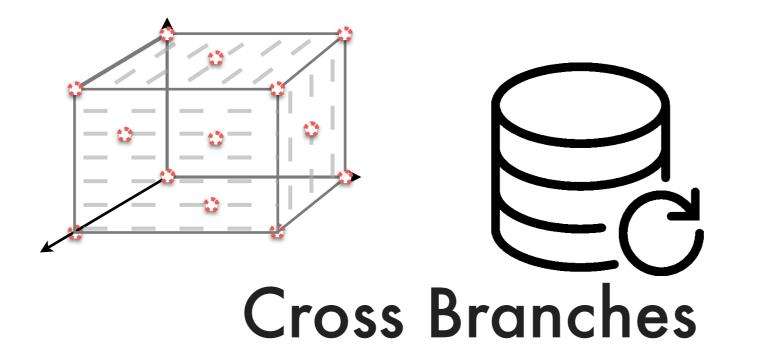
during the execution of a test



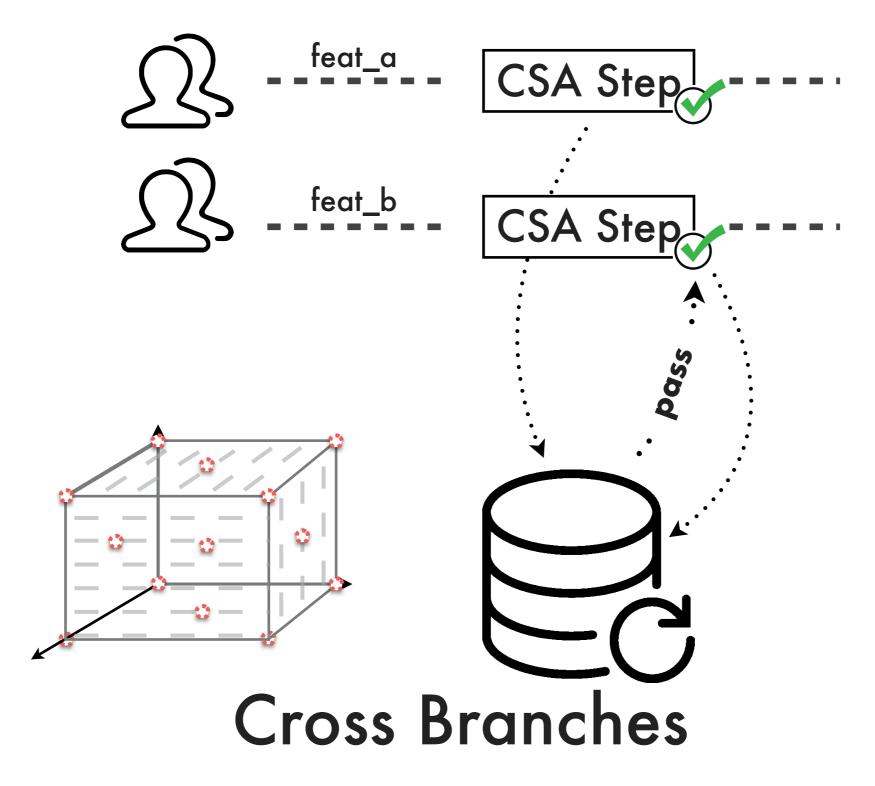
Across Different Iterations of the Same Test

after the execution of a test





after the execution of a test

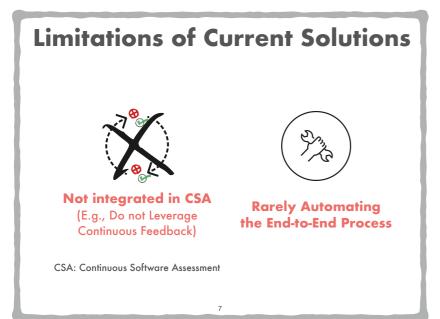


# Highlights

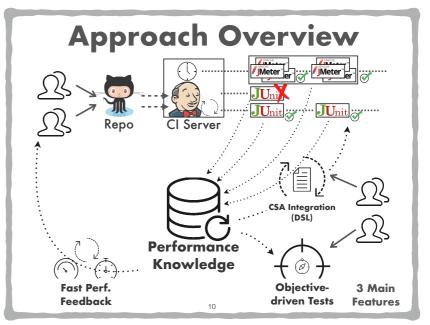
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**Current Solutions + Limitations** 

# Highlights

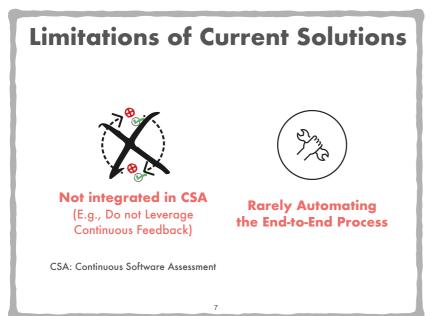


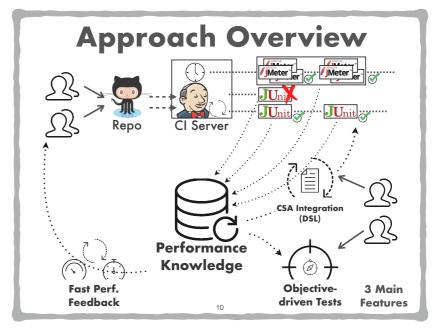
**Current Solutions + Limitations** 



#### Approach Overview

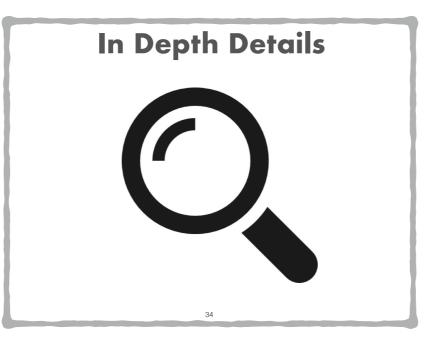
# Highlights





Current Solutions + Limitations

#### Approach Overview



#### **Approach Details**

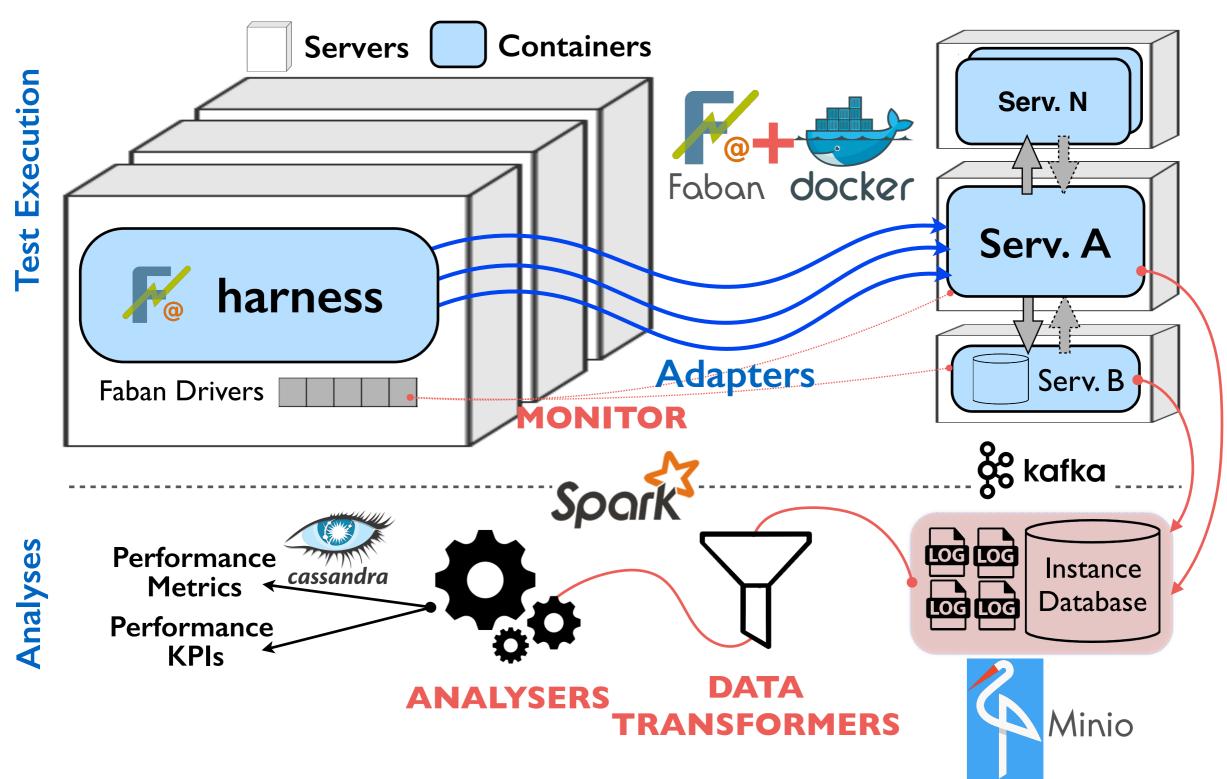
# 

benchflow
 http://benchflow.inf.usi.ch

⊠ vincenzo.ferme@usi.ch

# **Backup Slides**

# **BenchFlow Tool Overview**



COLLECTORS

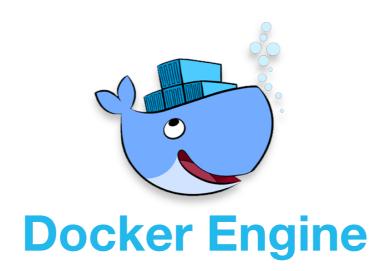
# **Docker Performance**

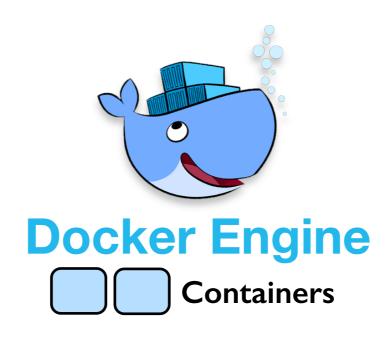
[IBM '14] W. Felter, A. Ferreira, R. Rajamony, and J. Rubio. **An updated performance comparison of virtual machines and Linux containers.** IBM Research Report, 2014.

<sup>66</sup>Our results show that containers result in equal or better performance than VMs in almost all cases. **99** 

Although containers themselves have almost no overhead, Docker is not without performance gotchas. Docker volumes have noticeably better performance than files stored in AUFS. Docker's NAT also introduces overhead for workloads with high packet rates. These features represent a tradeoff between ease of management and performance and should be considered on a case-by-case basis.

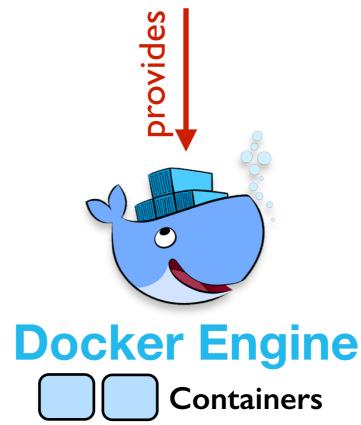
**BenchFlow Configures Docker for Performance by Default** 





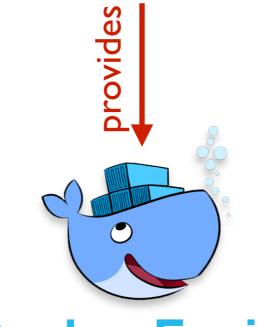


### **Docker Machine**





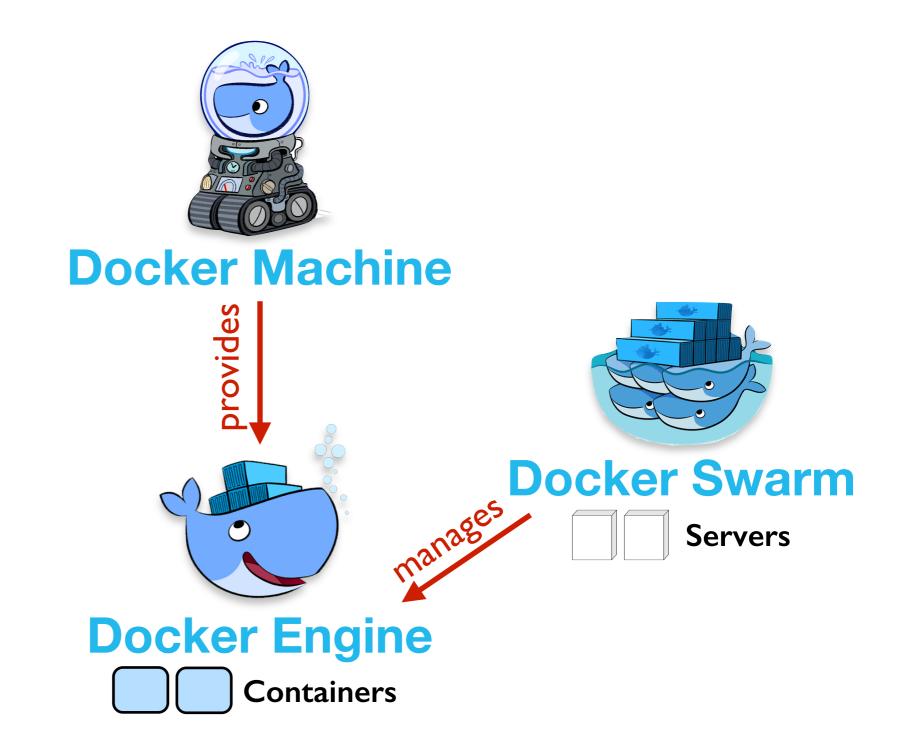
### **Docker Machine**

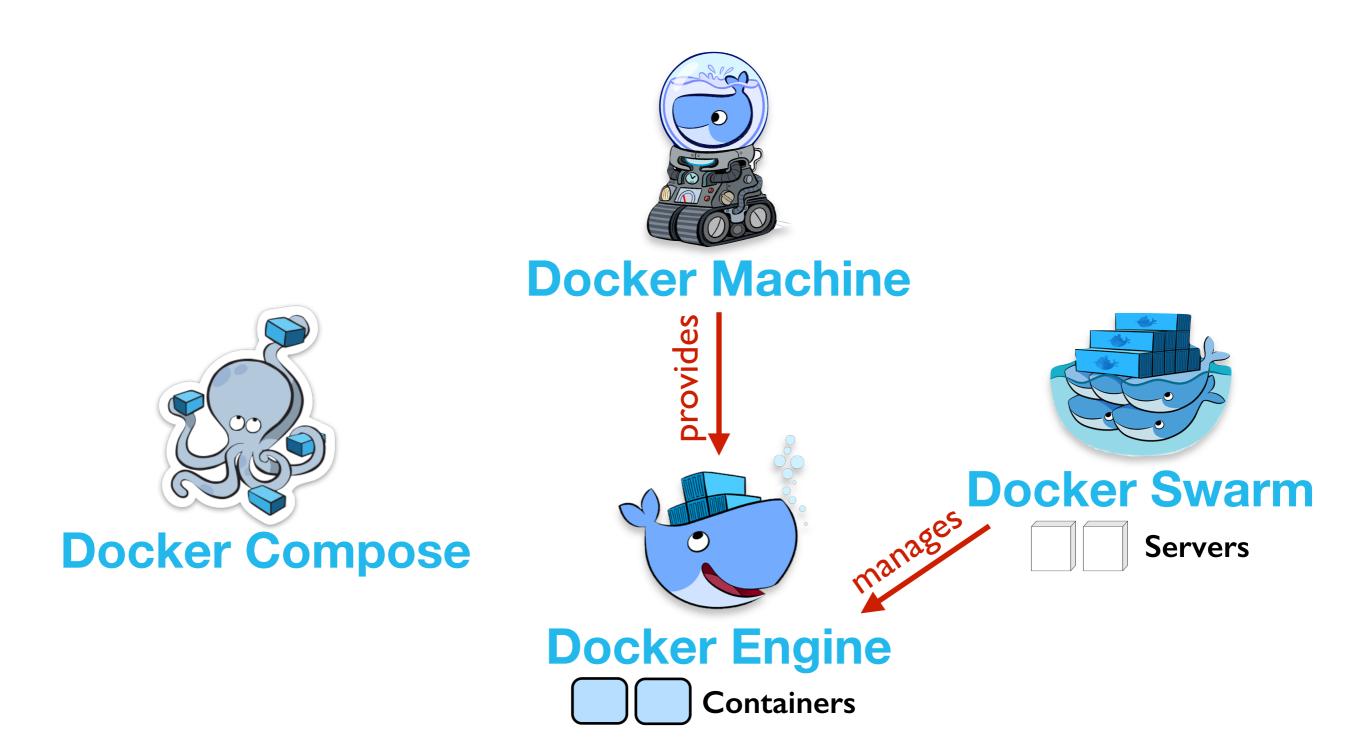


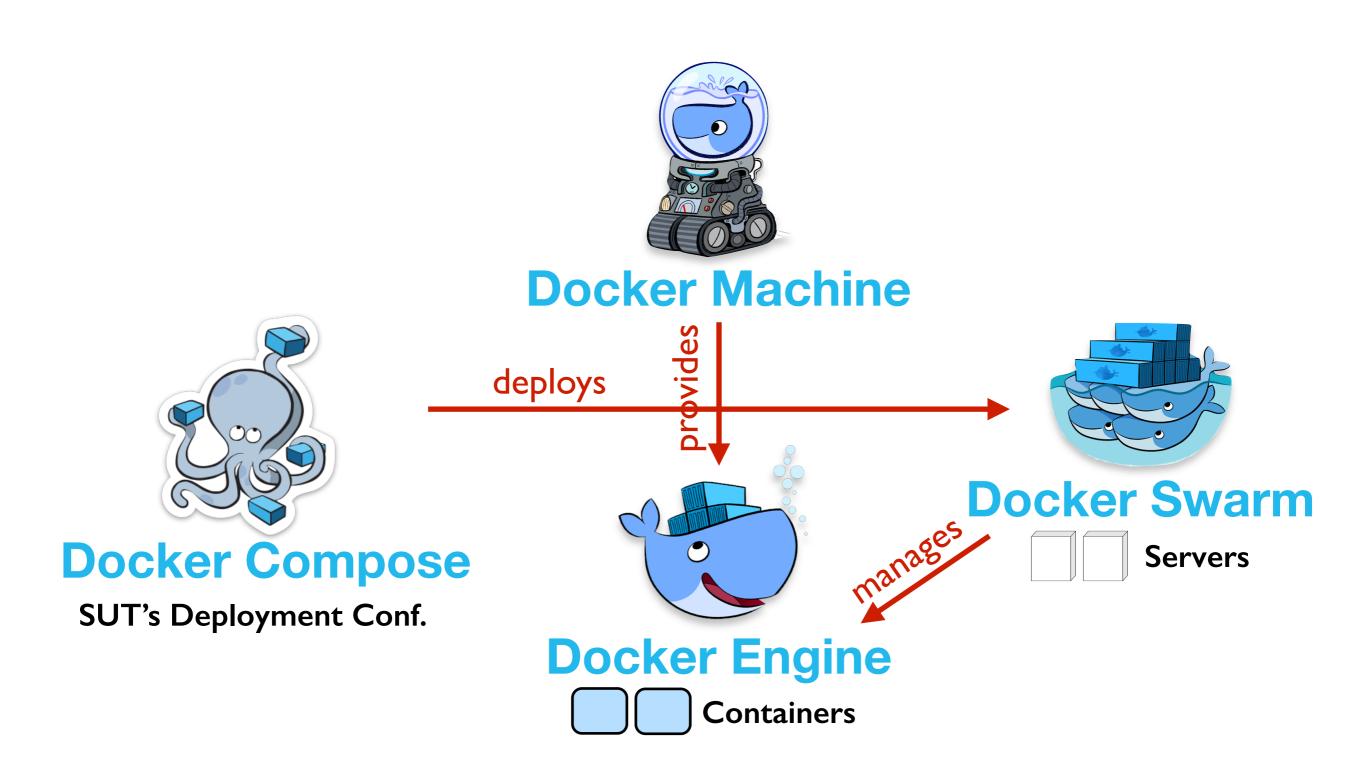


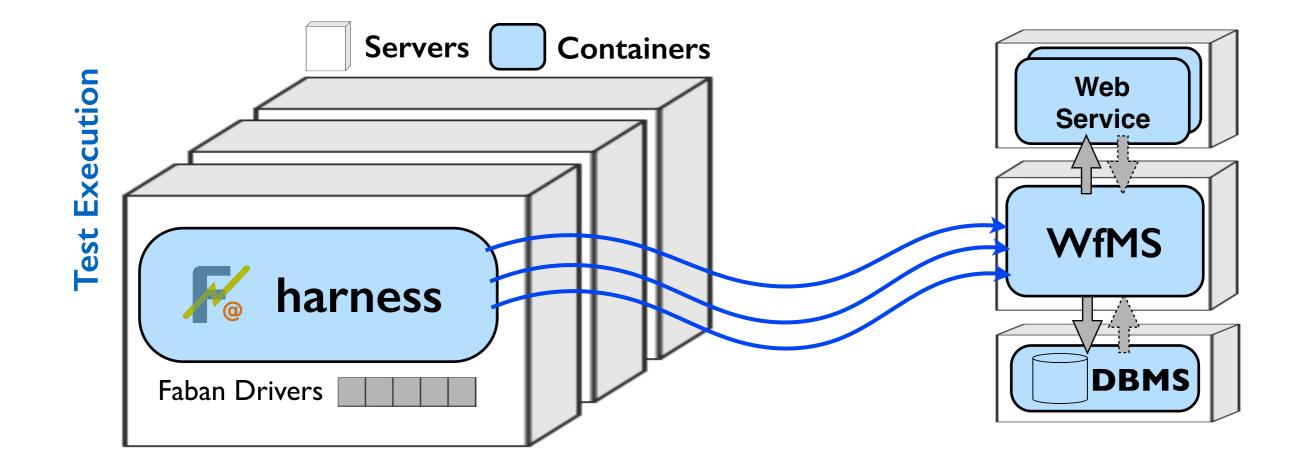
### **Docker Swarm**

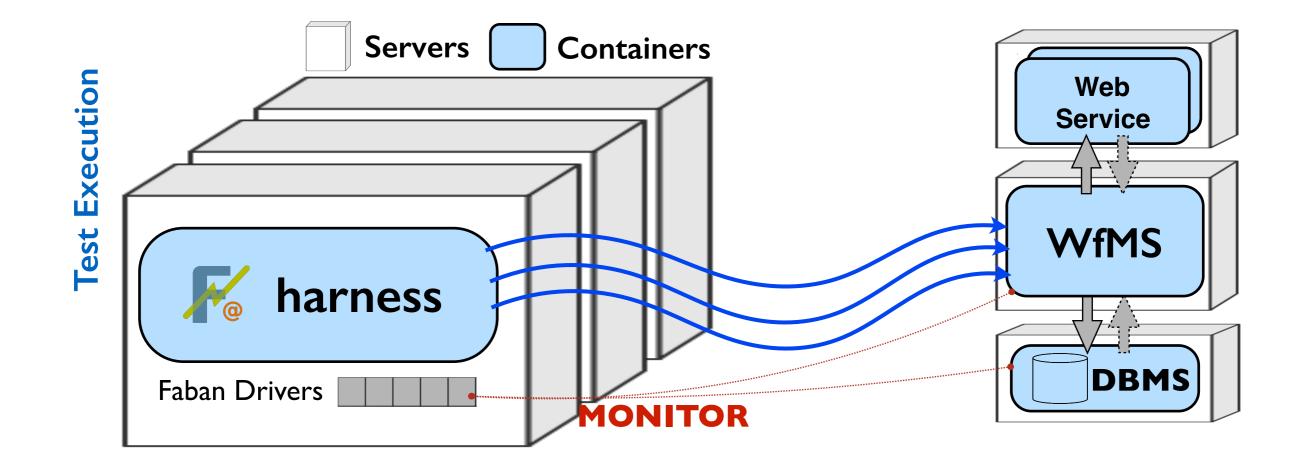
# Docker Engine Containers

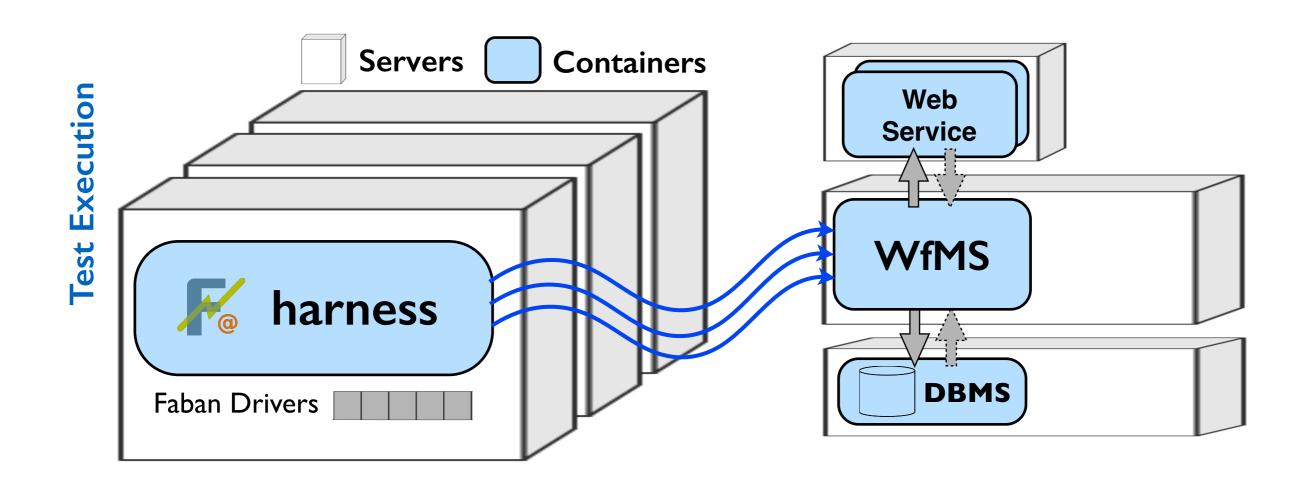










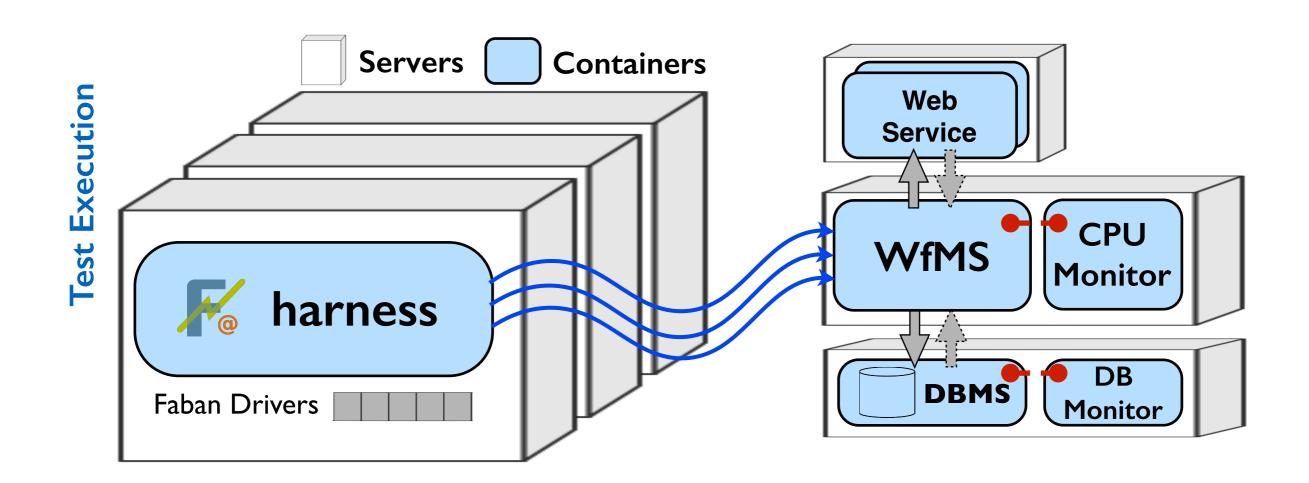


#### **Monitors' Characteristics:**

- RESTful services
- Lightweight (written in Go)
- As less invasive on the SUT as possible

#### **Examples of Monitors:**

- CPU usage
- Database state

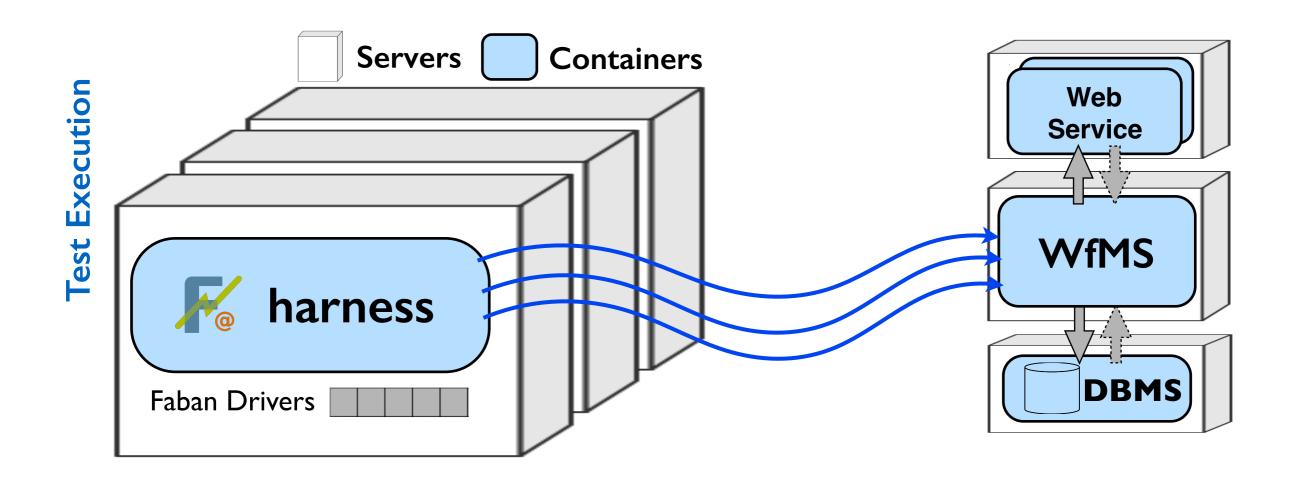


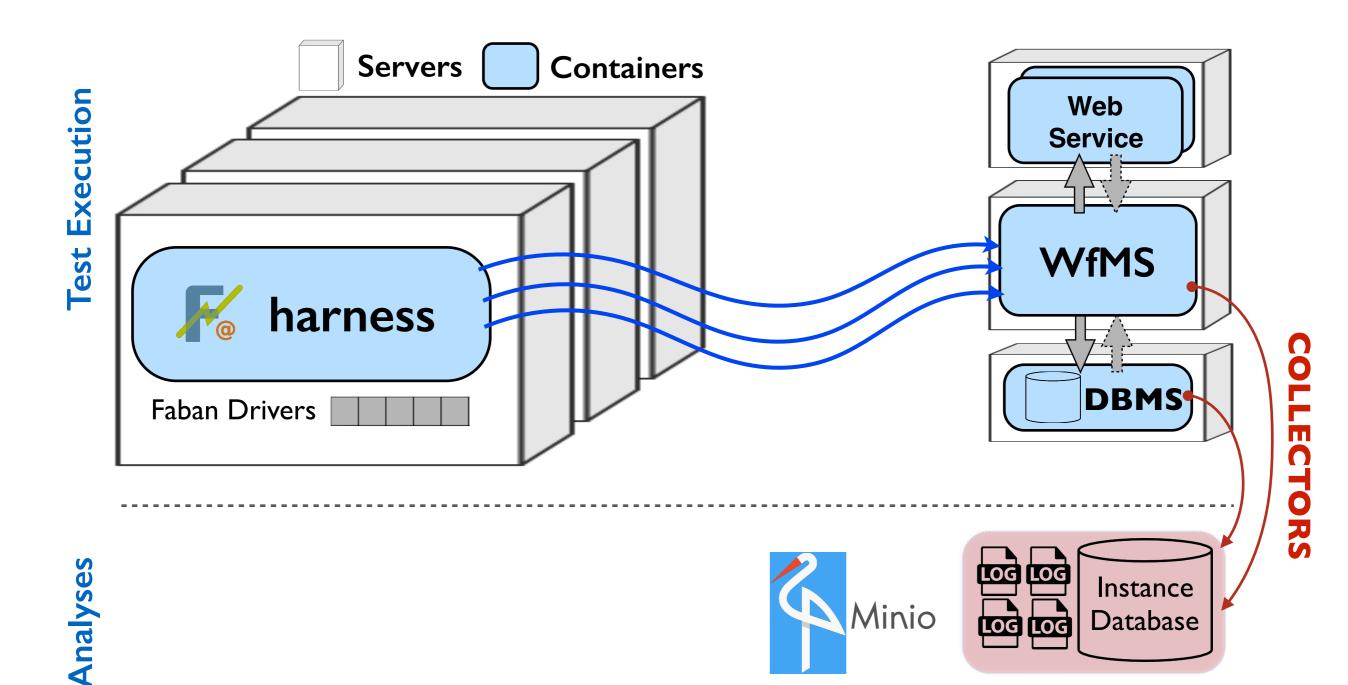
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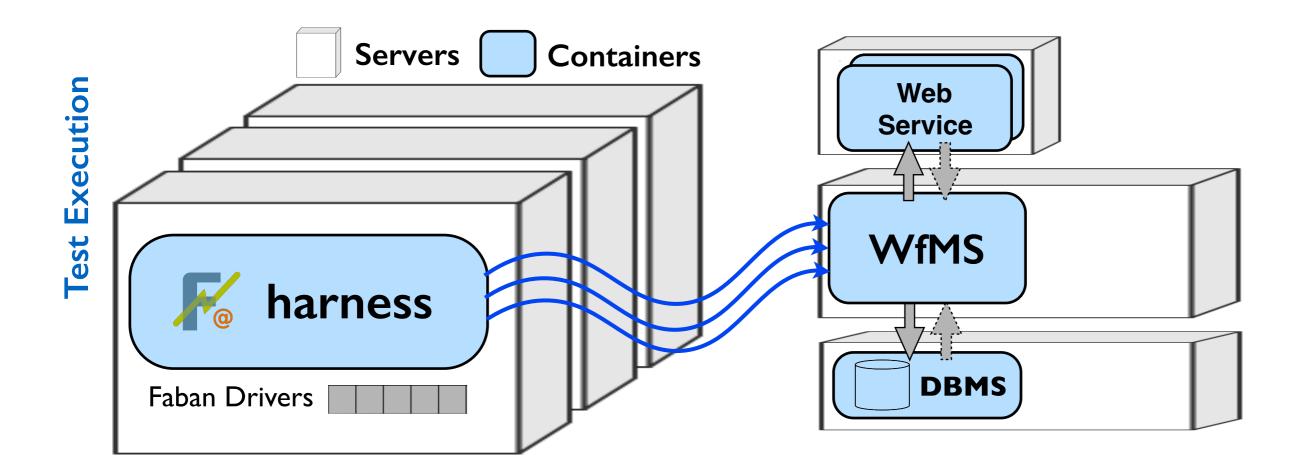
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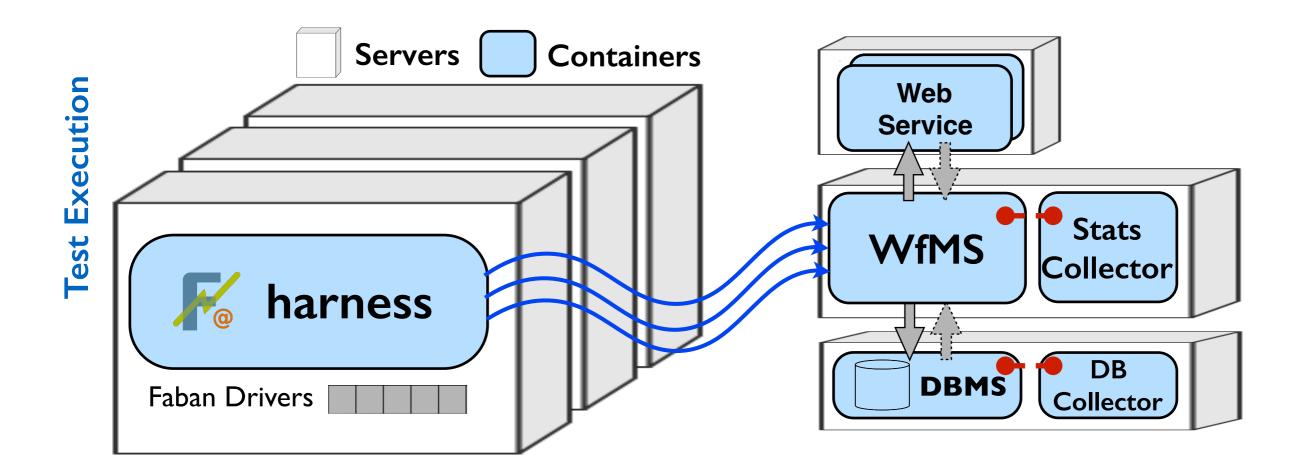


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- RESTful services
- Lightweight (written in Go)
- Two types: online and offline
- Buffer data locally

#### **Examples of Collectors:**

- Container's Stats (e.g., CPU usage)
- Database dump
- Applications Logs

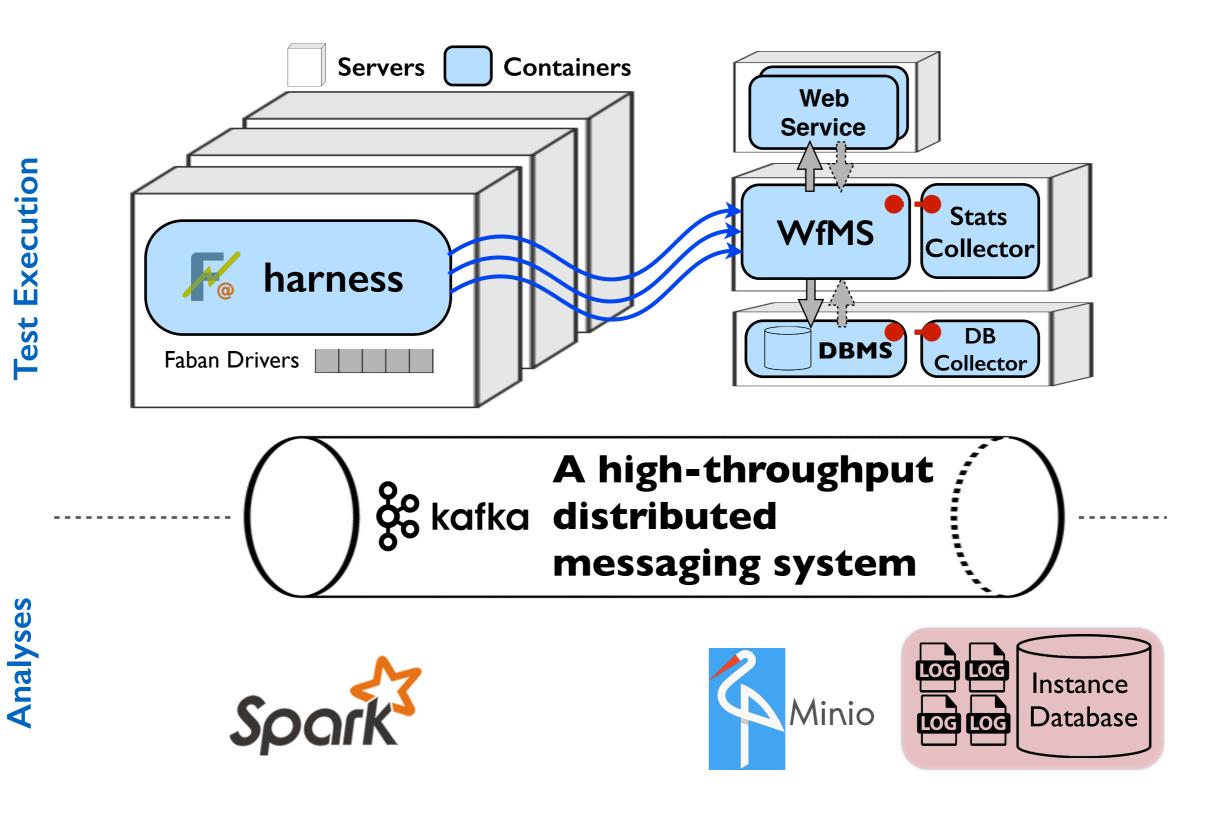


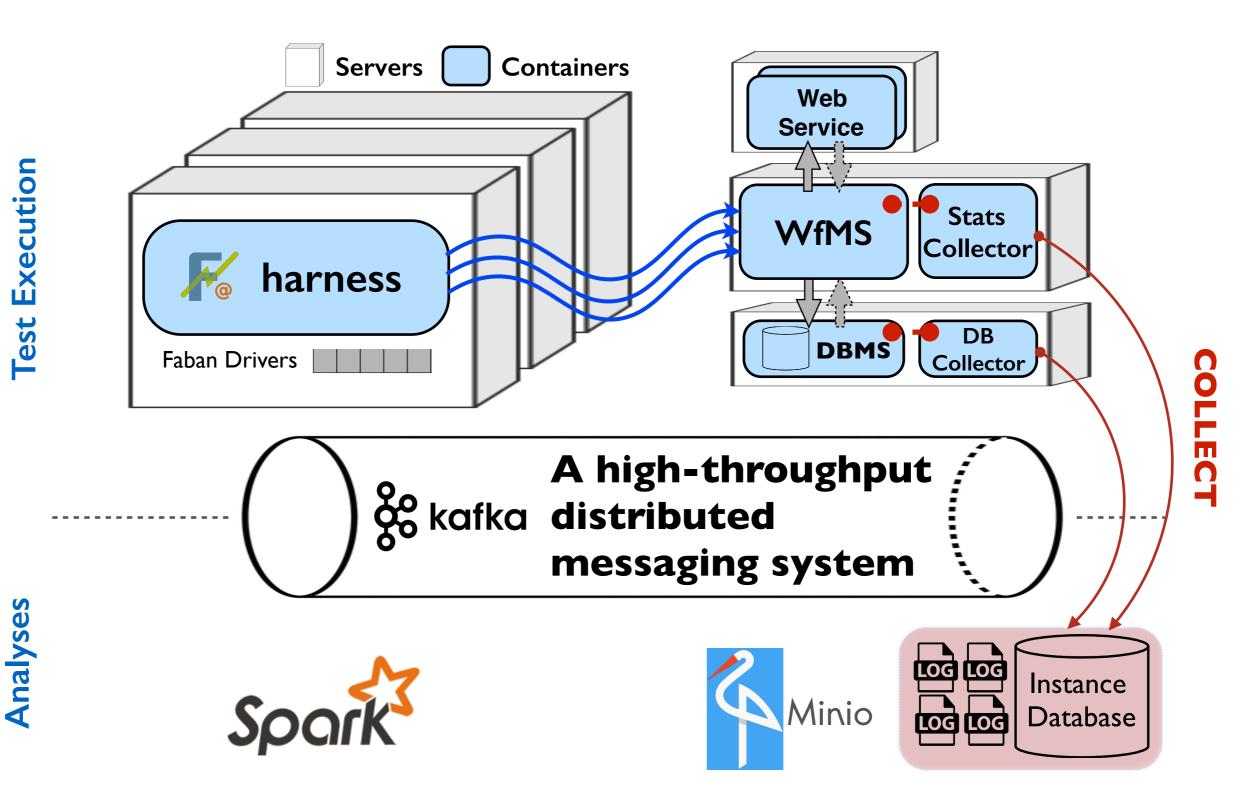
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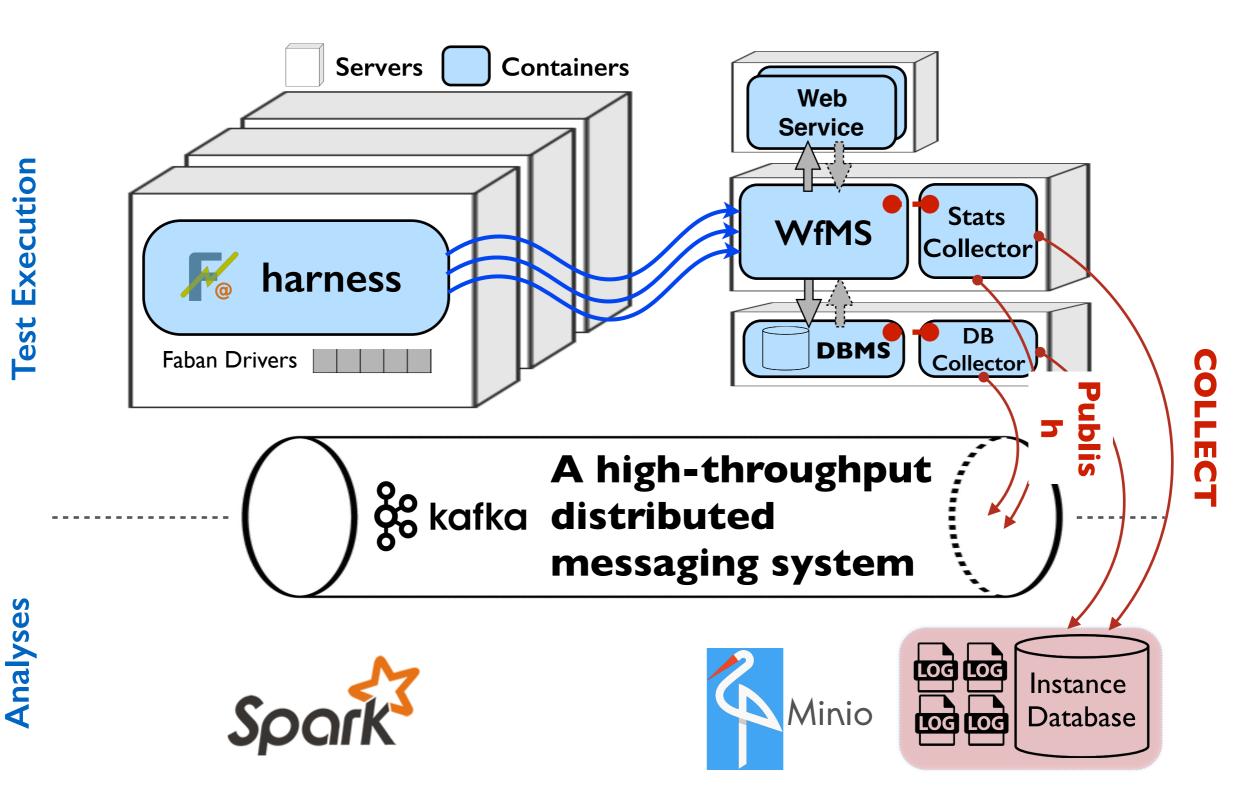
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