

Performance Testing:

Throughout the Application Life-Cycle

Created for:



By:

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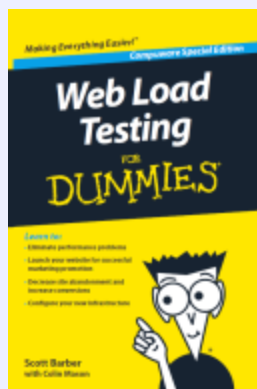
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Notes

This keynote is a sub-set of 7 days of instruction
(about the same as a 1 semester university course)

I do not believe in “Best Practices” (I believe in
problem solving via experience, experiment & education)

**Everything in this keynote is based on personal
experience in *some* context** (but not yours)

Adapt concepts to your situation/context

Do network with others who are here (I bet they have
great ideas too)

Follow-up with me (what works for you... or doesn't)

I *like* questions!

<Background>

What is Performance?

System or application characteristics related to:

Speed:

- responsiveness
- user experience



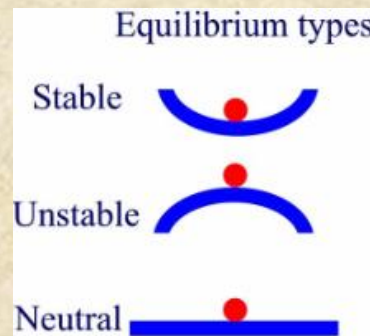
Scalability:

- capacity
- load
- volume



Stability

- consistency
- reliability
- stress



What is Performance Testing?

What mom tells people:

I help people make websites go fast.

What I tell people:

I help and/or teach individuals and organizations to *optimize software systems* by balancing:

- Cost
- Time to market
- Capacity

while remaining focused on the *quality of service to system users*.

Performance vs. Load Testing?

Performance is to Load

as

Rectangle is to Square

</Background>

Who is Responsible?

Everyone

Where Does it Fit?

Everywhere

**Allow me to
explain...**

To Prevent Poor Performance...



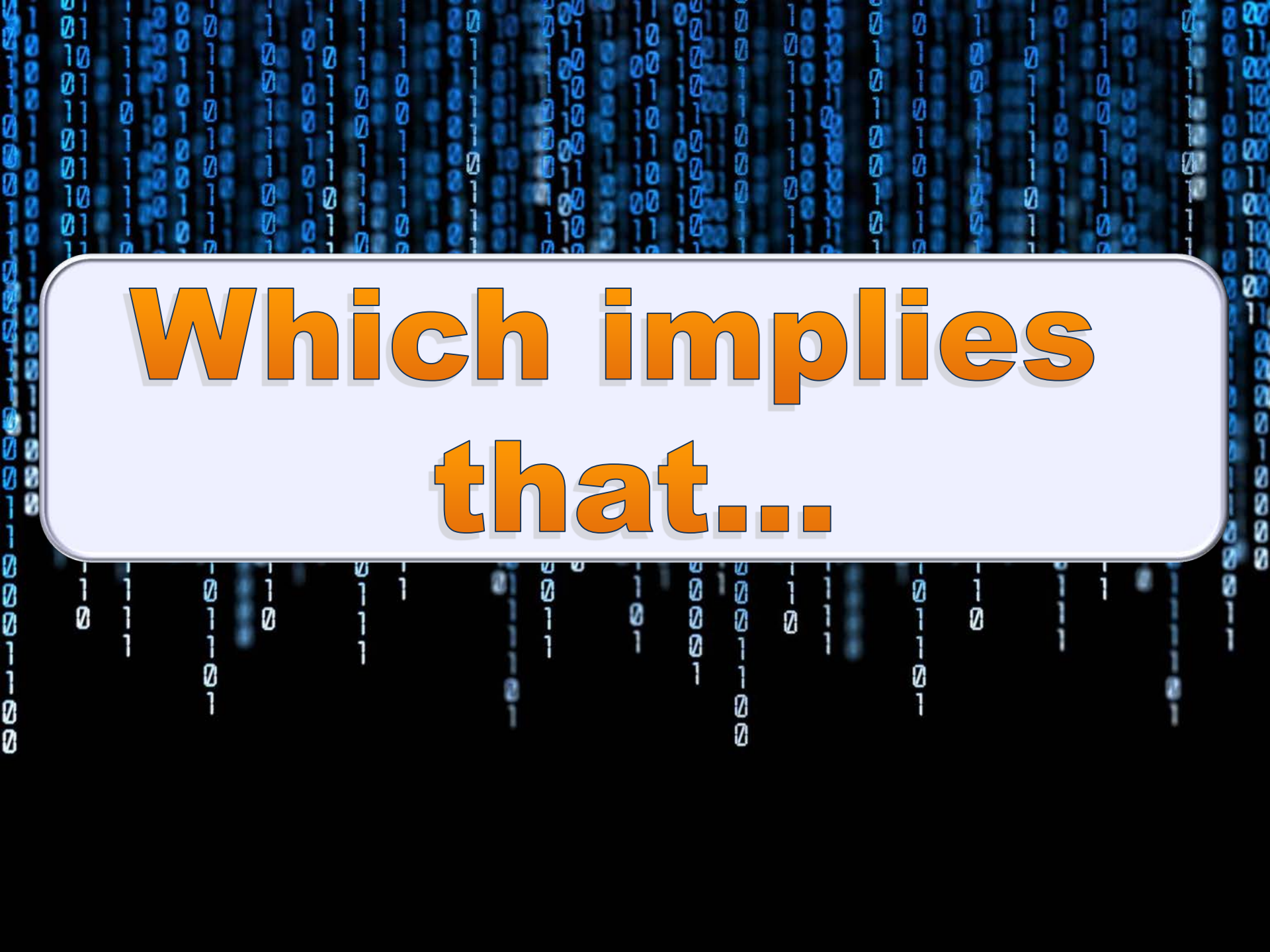
... don't just react when it happens.

An Ounce of Prevention...

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www.glasbergen.com



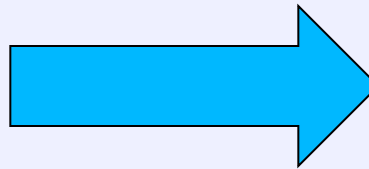
“What fits your busy schedule better, exercising one hour a day or being dead 24 hours a day?”



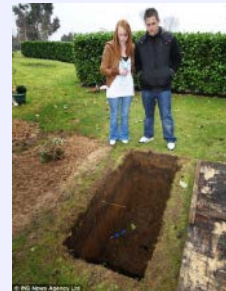
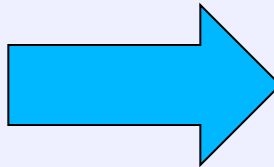
**Which implies
that...**

The Performance Lifecycle is:

Conception to Headstone



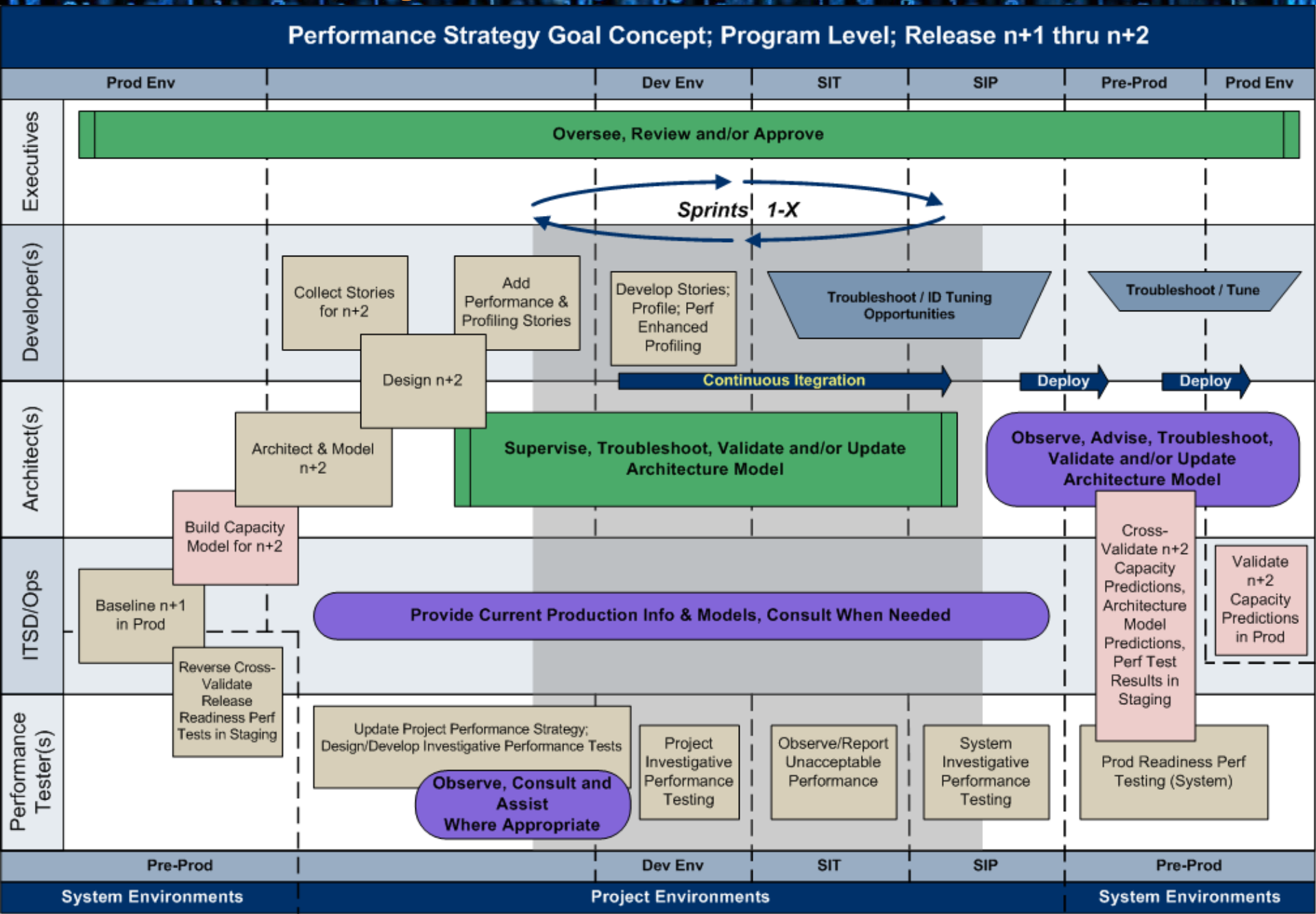
Not



Cradle to Grave

But what does
that *mean* ?!?

...Do you like Swim Lanes?



...Or maybe Circles?

Agile Performance Testing Activities

1. Understand Project Vision and Context

2. Identify Reasons for Testing Performance

3. Identify Value of Testing Performance

4. Configure or Update Tools and Load Generation Environment

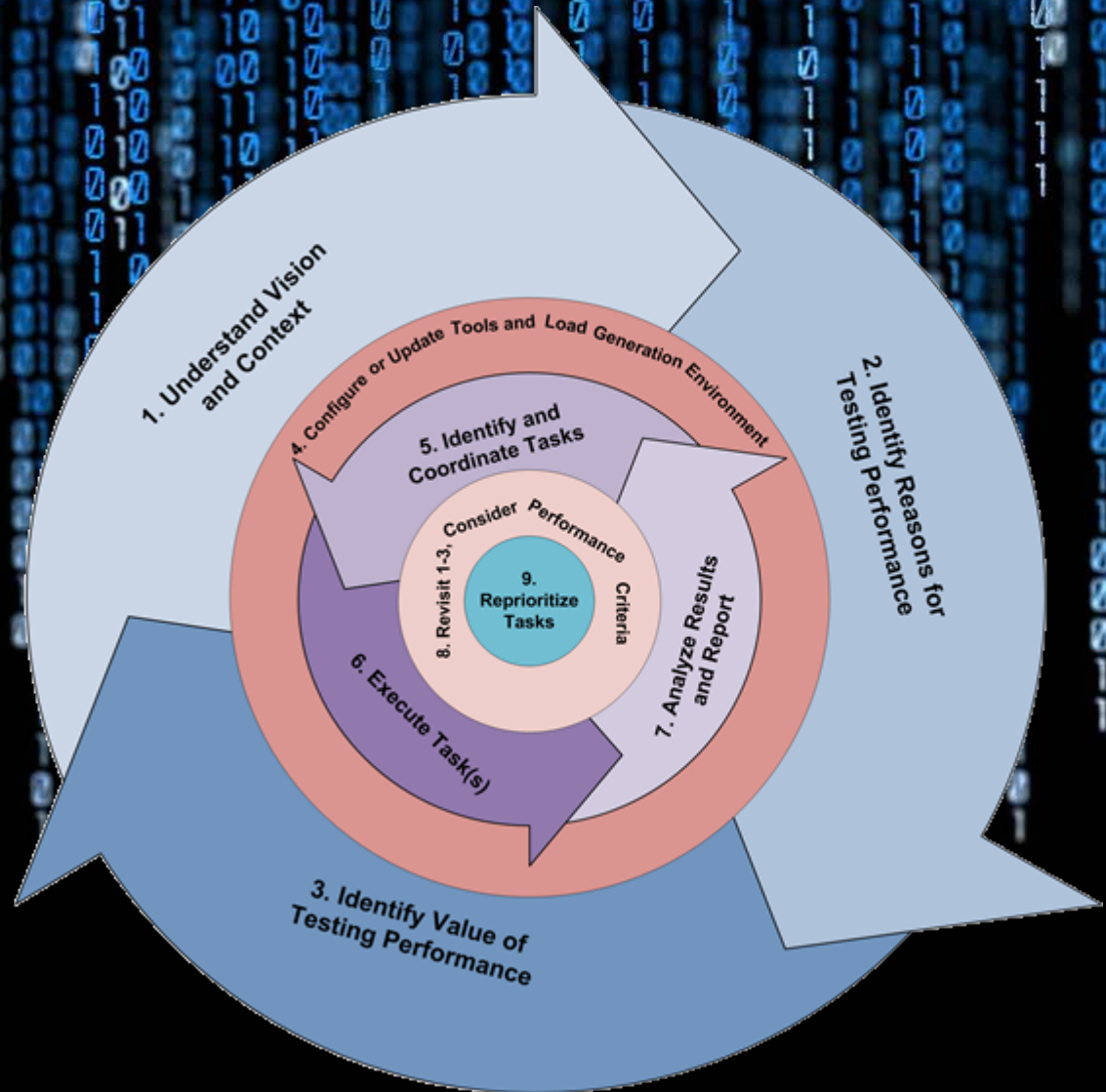
5. Identify and Coordinate Tasks

6. Execute Task(s)

7. Analyze Results and Report

8. Revisit 1-3, Consider Performance Criteria

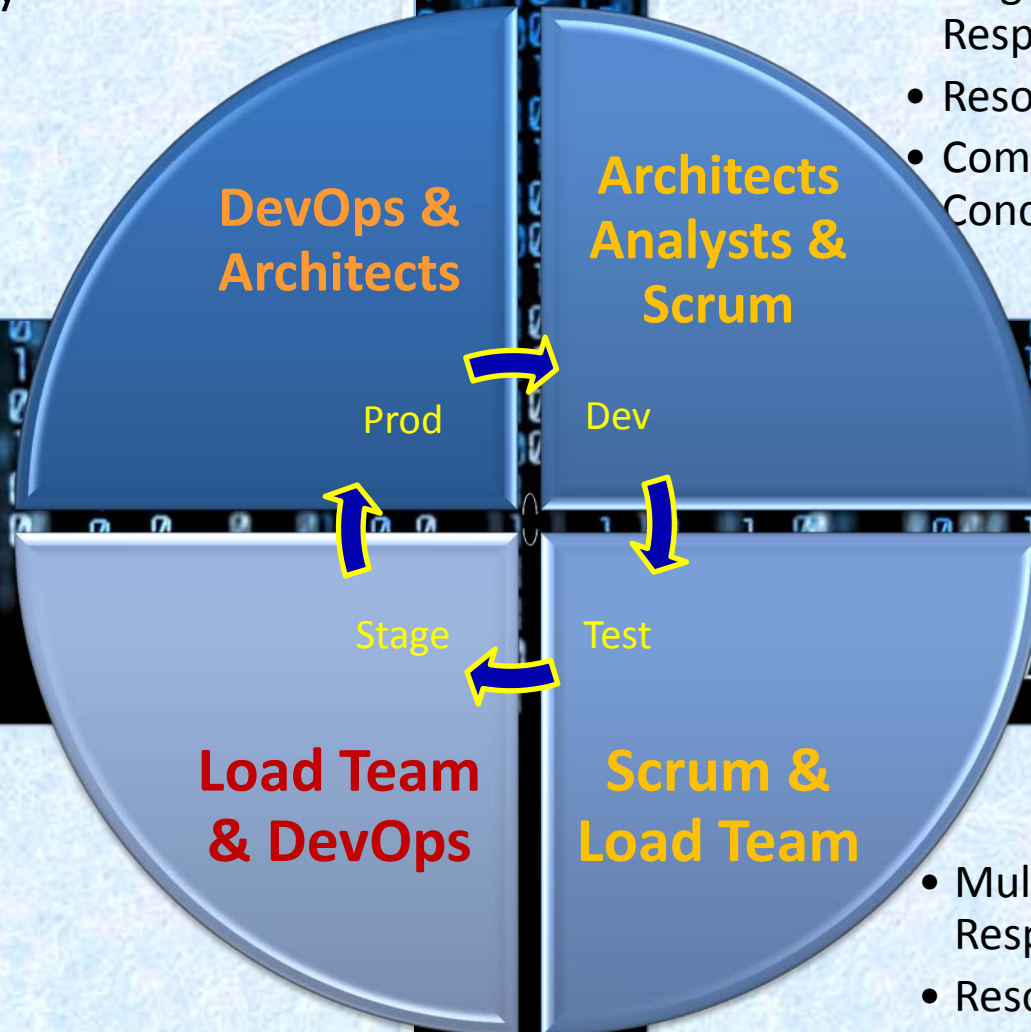
9. Reprioritize Tasks



...Or Annotated Pie Charts?

- Current Capacity
- Projections
- Scalability Plan
- Reliability

- Single User Responsiveness
- Resource Management
- Component-Level Concurrency

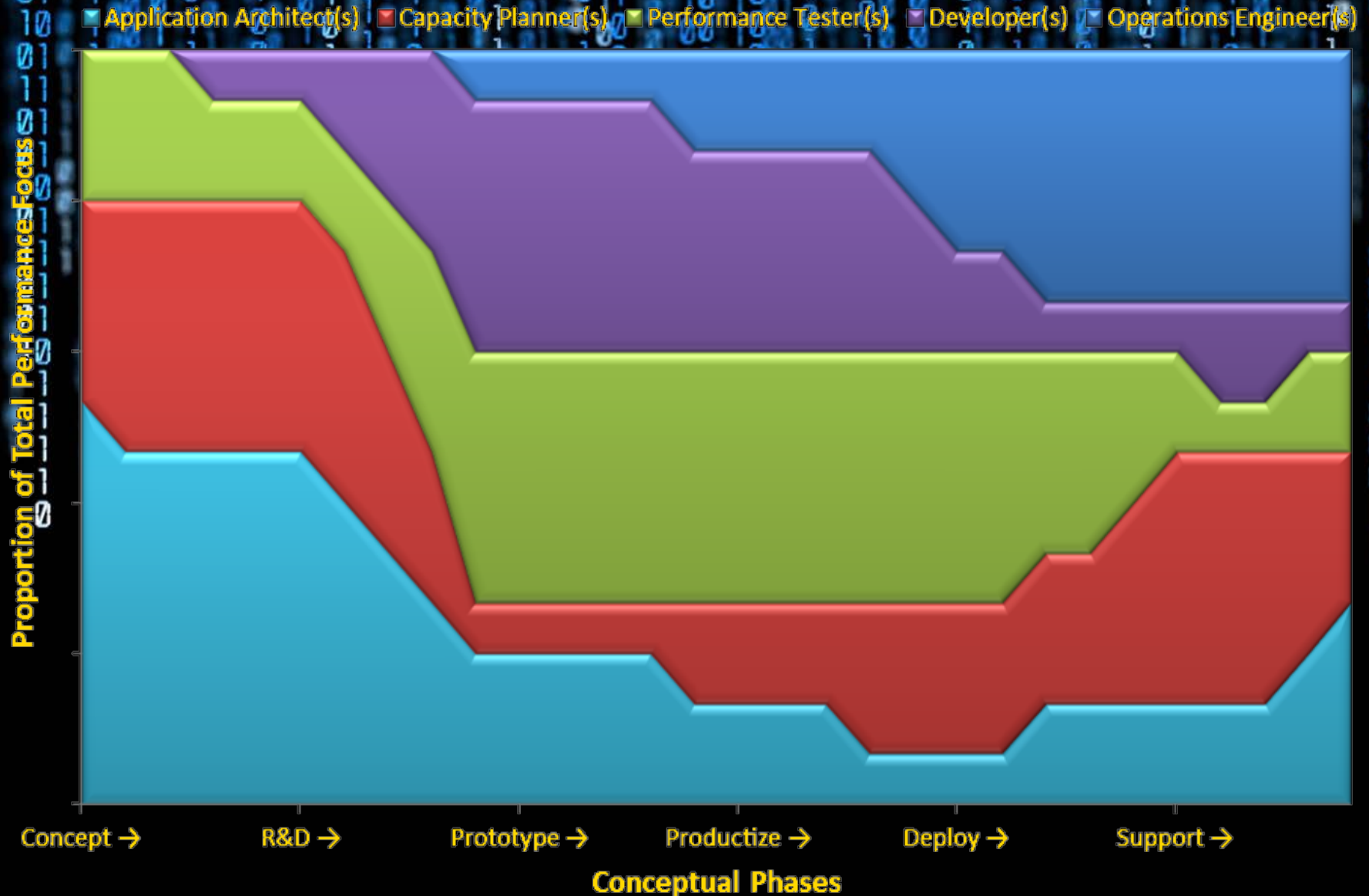


- Prepare for Prod
- Tune/Optimize
- Predict
- Early Warning Identification

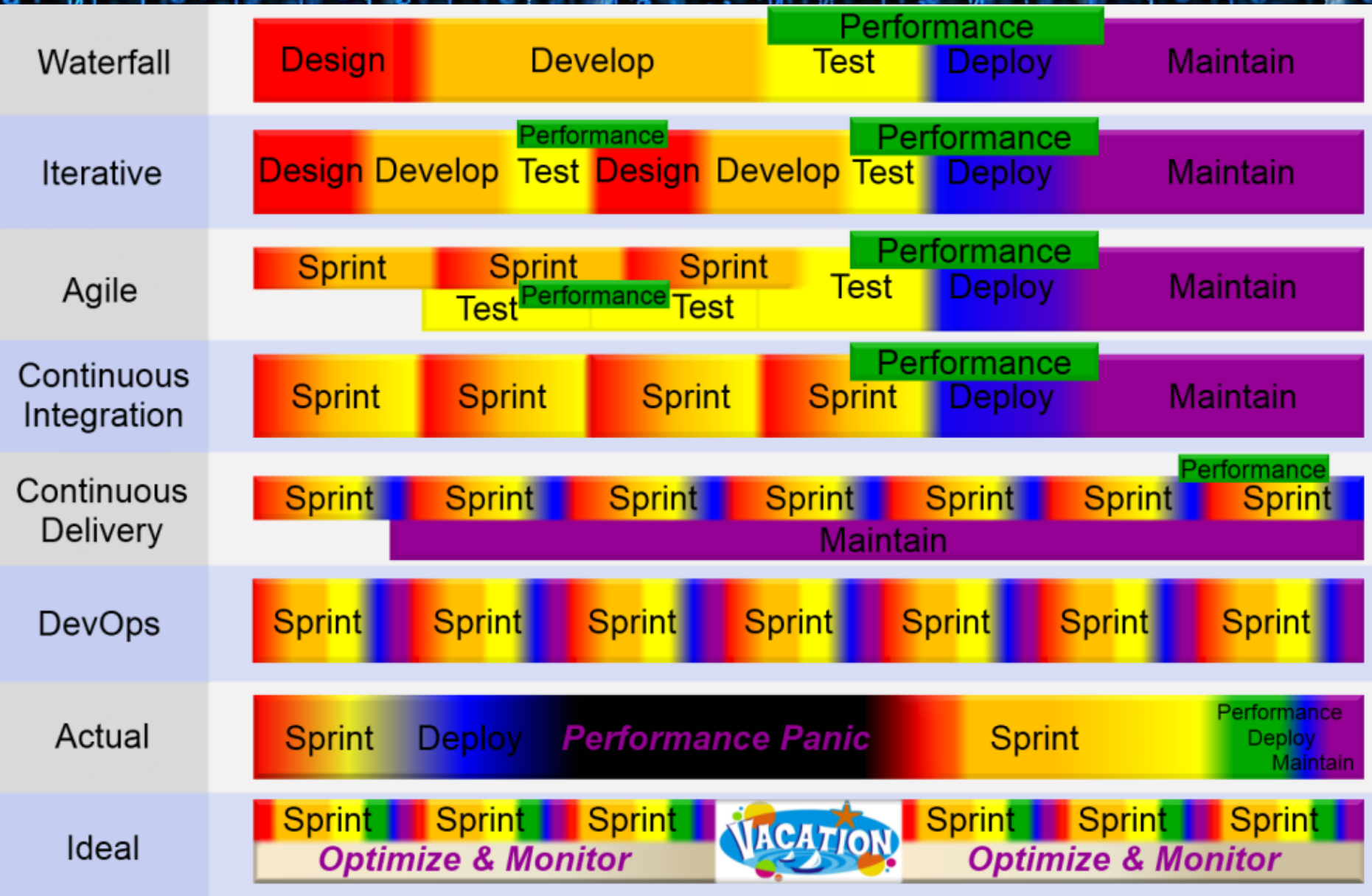
- Multi-User Responsiveness
- Resource Trending
- Limit Identification

...Relativistic Comparisons?

Distribution of Responsibility for System Performance



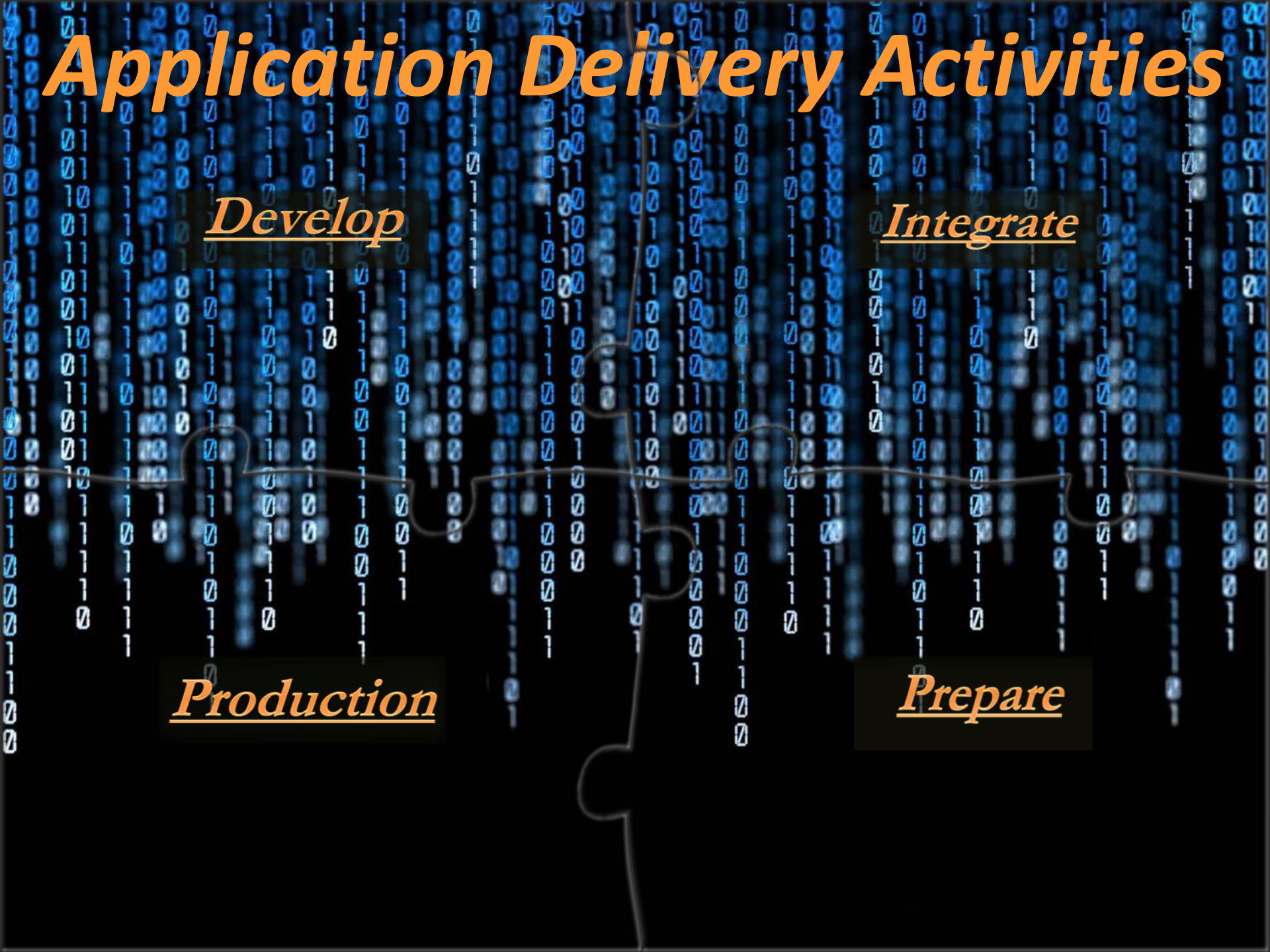
...How about Colors?



**I've tried all
of those...**

... But now
I prefer...

...the
Performance
Puzzle.



Application Delivery Activities

To simple?
I agree...
How 'bout...

Develop

(Sprint, Iteration, etc.)

Goals/Budgets

Unit Tests/Trends

Story Acceptance

Build Validation/Regression

Production

Deployments

Maintenance

Rapid Response

Data Forward

Integrate

(Build, Merge, Promote, etc.)

Features

Target Load Profiles

Peak Load Profiles

Weakness Identification

Prepare

(Major Release, Configure, Certify, etc.)

External Integrations

Infrastructure/Tuning

Break Point Identification

Capacity Planning

**Better, but I
like the puzzle
analogy!**

Units

Budgets

Features

Limited Load

Develop

Integrate

Acceptance

BVT

Infrastructure

Weaknesses

*Trend
Forward*

Deployment

Infrastructure

*Peak
Load*

Production

Prepare

*Rapid
Response*

Monitor

Break Points

Configure

**...and your team
can improve
performance
on each puzzle
piece!**

... with just
a *little* work...
every day...
from *every* one.



**Want to
know how?**

With:



A ***“Test-Driven”*** Application
Performance Management Model



Huh?
What's that,
you ask?

The four T's stand for...

Proactive
Micro & Macro
Establish Goals
Update Targets

Units
Stories
Tiers
Resources
Goals

Dev & Prod
Times
Resources
Sizes
Frequencies
Dashboard!

Assess
Compare
Investigate
Accept
Answer



... and you can
apply them
like...

Target

Develop

Integrate

Turn

T4

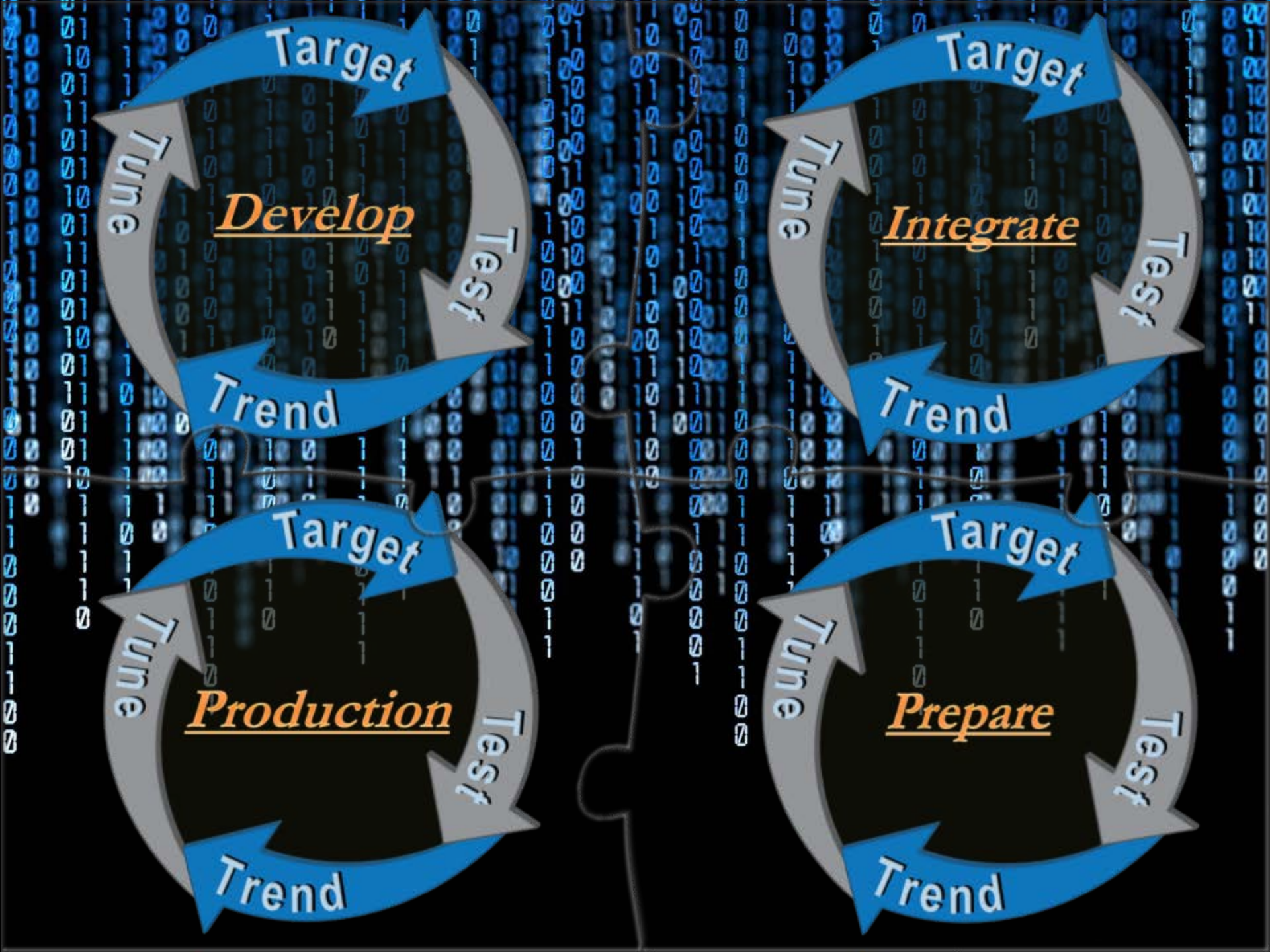
Test

Production

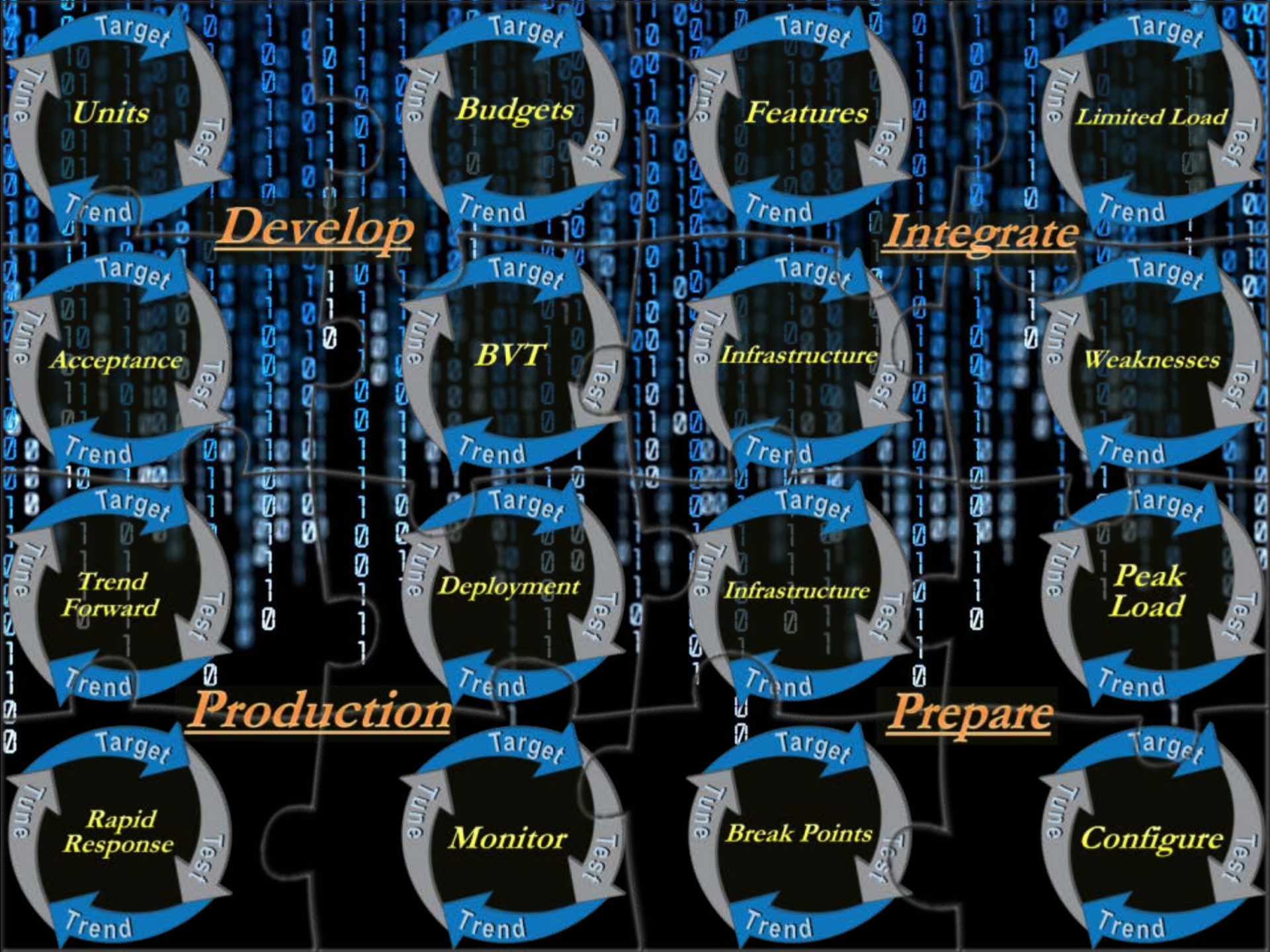
Prepare

Trend

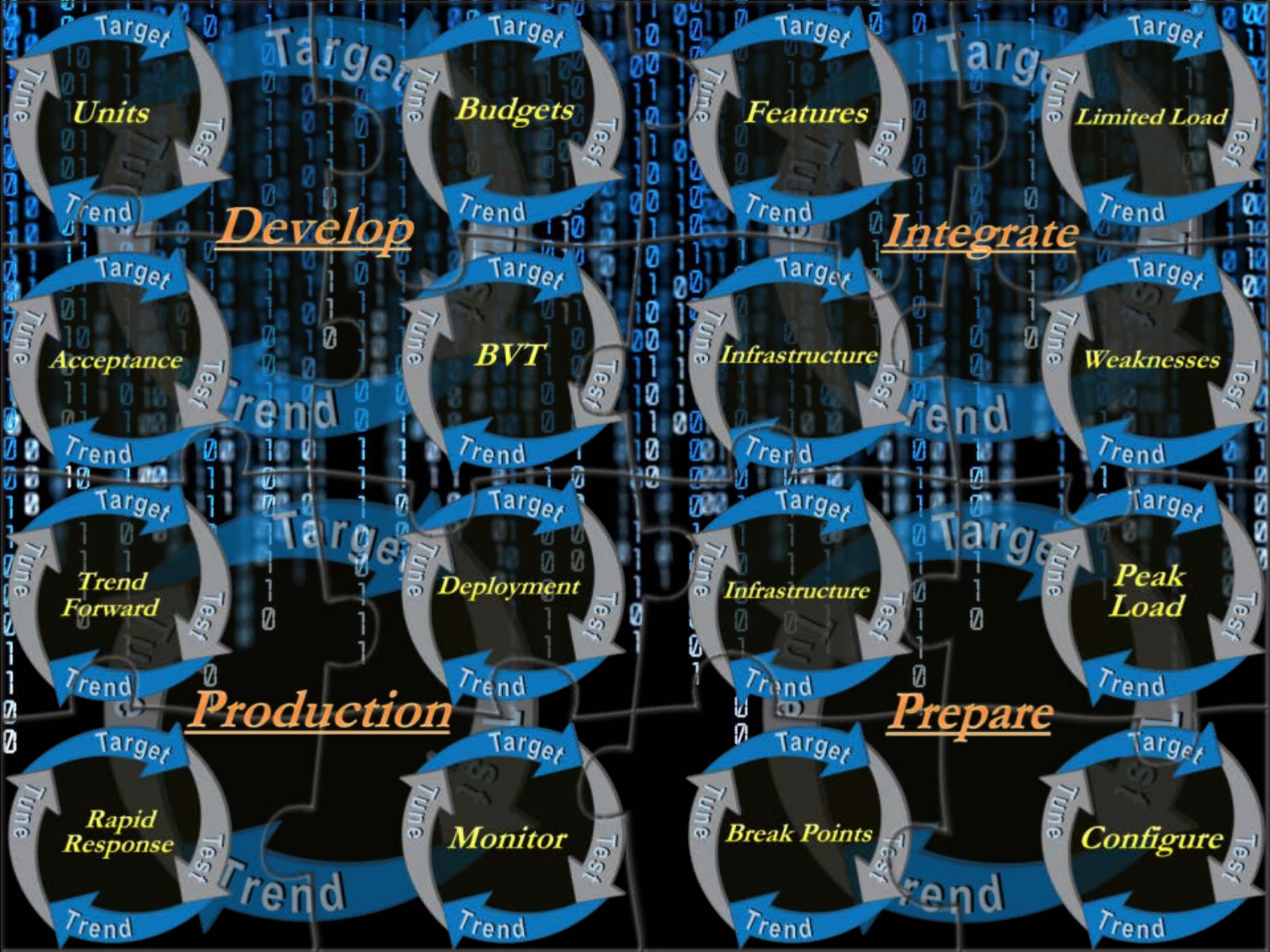
... or ...



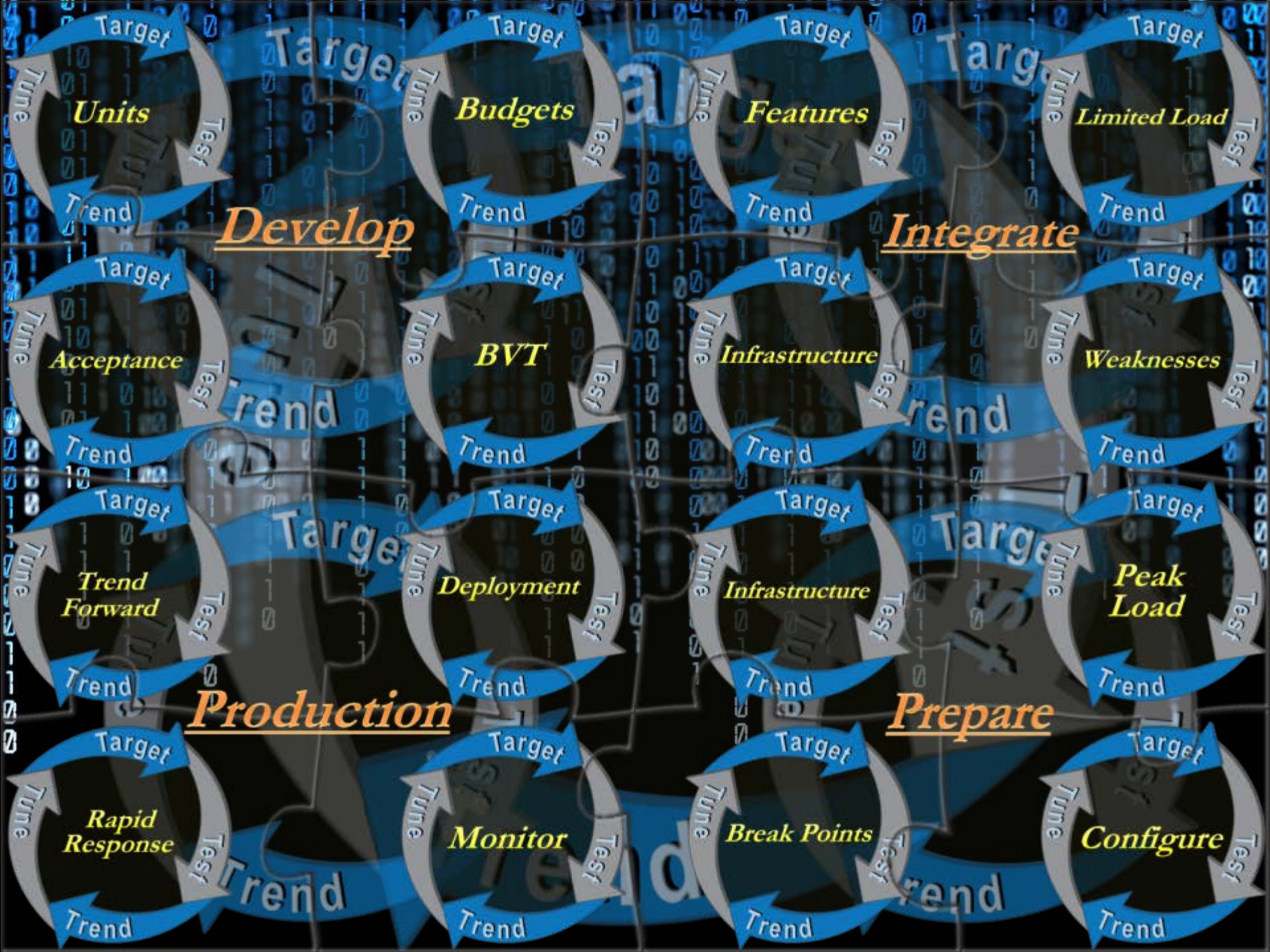
... or ...



... but *and*
is better ...



... and more
ands are
even better!





**Let me help
you convince
the others...**

Value Proposition

***A Few Minutes,
Every Day***

***Minimizes
Surprises***

***Methodology /
Tool Agnostic***

***Adapts to
Current
Priority or
Risk***

***Big Visible
Dashboards***

***No Purchase
Necessary***

***Simplifies
Root-Cause
Analysis***

Collaborative



Challenges

*Some
Education
Required*

*Demands
Discipline*



*Culture
Change
is Hard*

*Several
Cycles
to Full
Value*

Footnote 1:

**For best results
I recommend
bundling with...**

Rapid Performance Testing

What is it?

An approach to respond to a specific performance-related question after 4 or fewer hours of team effort with 1 or more of:

A) The answer

B) A partial answer

- To determine the value of additional effort*
- The level of effort to provide the answer*

C) Better questions to address the underlying concern

... and ...

The image features a human brain as the central background. Overlaid on the brain are several performance metrics and a title. In the top left, a circular gauge shows values from 10.00 to 60.00, with a needle pointing to approximately 45. In the top right, a digital display shows '14'. At the bottom, three rectangular boxes display memory usage statistics. The title 'Heuristic Load Testing' is written in a large, blue, 3D-style font across the center of the brain. Three overlapping circles (green, yellow, and red) are positioned behind the text.

Heuristic Load Testing

Total Physical Free : 41 %

Total Virtual Free : 97 %

Total Page Free : 47 %

Total Memory Loaded : 42 %



Load Testing Principles

Context

Project context is central to successful testing.

Criteria

Business, project, system, & user success criteria.

Design

Identify system usage, and key metrics; plan and design tests.

Instrument

Install and prepare environment, tools, & resource monitors.

Script

Script the tests as designed.

Execute

Run and monitor tests. Validate tests, test data, and results.

Analyze

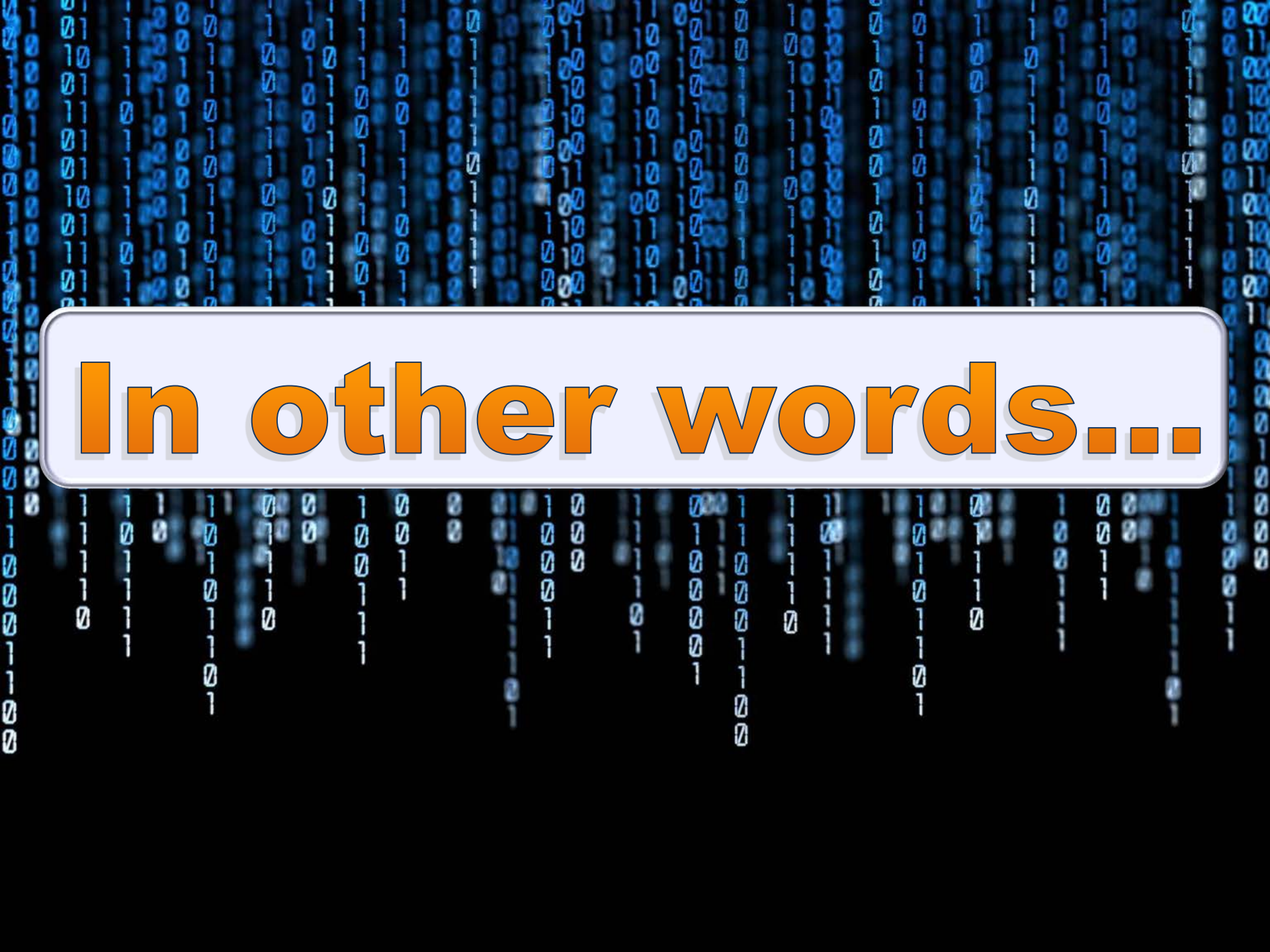
Analyze the data individually and as a cross-functional team.

Report

Consolidate and share results, customized by audience.

Iterate

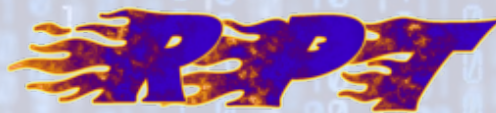
"Lather, rinse, repeat" as necessary.



In other words...



APM™



***A Practical & Holistic
Approach for Achieving
Fast & Scalable Systems***

Footnote 2:

Unit-Level Testing Tools

('cause folks always ask)

[FireBenchmarks; Performance testing addin for NUnit](#)

[JUnitPerf; a collection of JUnit test decorators for performance](#)

[Firefox Performance Tester's Pack](#)

[HTTPerf](#)

Footnote 3:

These slides have been given to ignite to post/distribute & they will go on my site shortly.

Questions?





Preventing Poor Performance with
a *little* work...
every day...
from *every* one.

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Review & Questions

Did we learn anything?

