Load Testing from Multiple Clients with a Pipeline

How we ensured the same high availability performance of our platform using Load Test as Code ran through pipelines.



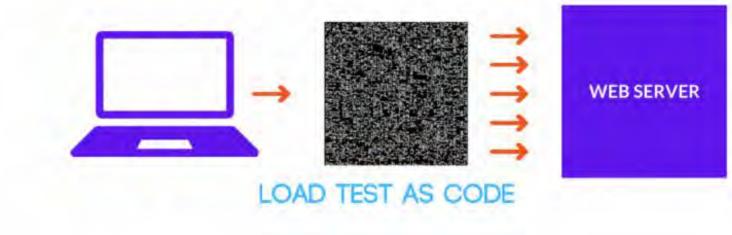


What is Load Testing?

Load testing is a type of performance test checking the upper limits of your system by subjecting it to extreme load conditions. Using automated pipelines, a load test can be further improved to simulate real world scenario, as traffic can be forced upon multiple servers (with different IPs).

WEB SERVER

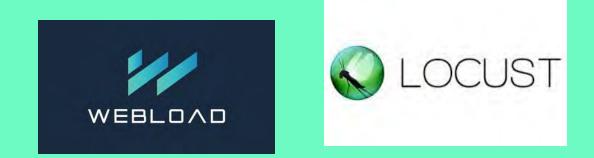
Load Test as Code



Load Testing Tools

- Open Source
- Ease of Use / Community
- Programming Language
- Trigger from Command Line
- Reports





Gatling

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```
directory {
    simulations = "../user-files/simulations"
    resources = "../user-files/resources"
    #reportsOnly = ""
    # If set, name of rep
    #binaries = ""
    # If set, name of the
    results = "results"
    # Name of the folder
}
```

Configuration File

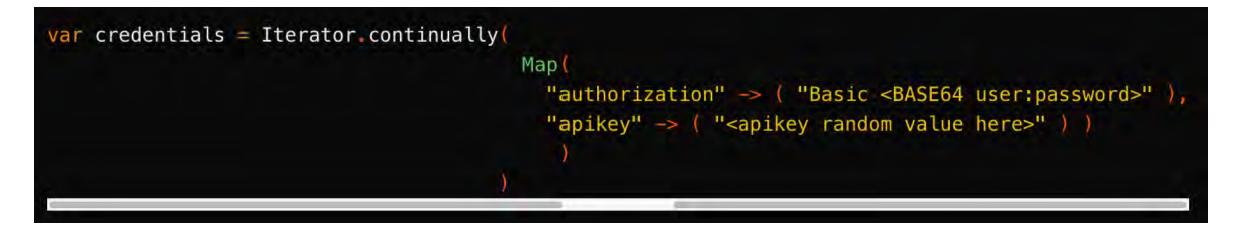
Resources

package loadtestpackage

- import io.gatling.core.scenario.Simulation
- import io.gatling.core.Predef._
- import io.gatling.http.Predef._
- import scala.concurrent.duration._

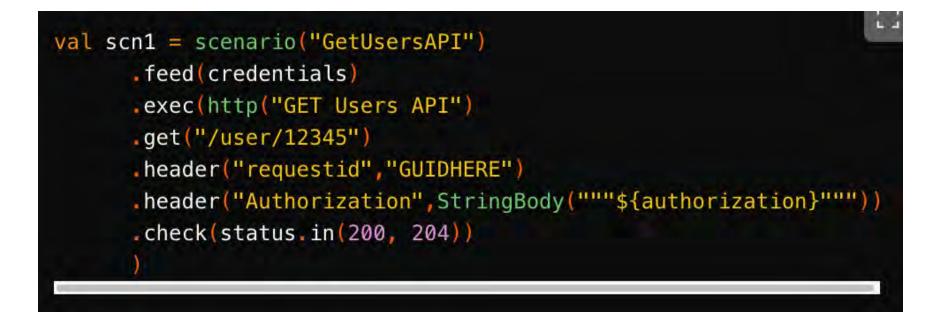
class LoadTestSimulation1 extends Simulation {

Simulations



Simulations

Simulations



Simulations



Simulations

Running the Load Test Code

\$./gatling.sh GATLING_HOME is set to /Users/karina.alvarado/workspace/gatling-c Choose a simulation number: [0] loadtestpackage.LoadTestSimulation1 [1] loadtestpackage.LoadTestSimulation2 0 Select run description (optional) Load Test Run 1 Simulation loadtestpackage.LoadTestSimulation1 started...

Simulations

Running the Load Test Code

2022-11-11 01:00:00	5s ela	osed				
Requests						
> Global	(0K=10	K0=0)			
> GET Users API	(0K=10	K0=0)			
Errors						
GetUsersAPI						
active: 20 / done: 10						
			:==			

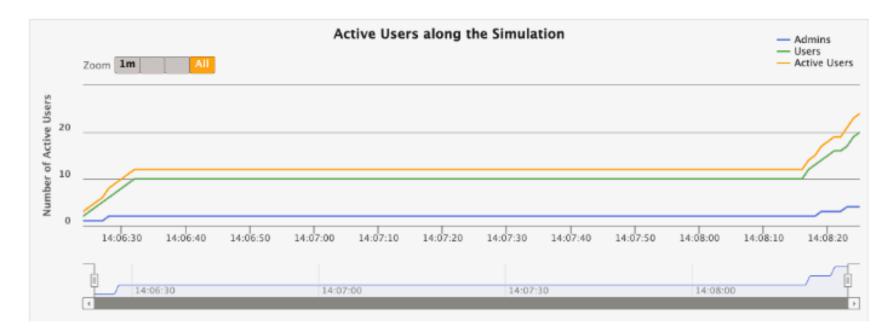
Simulations



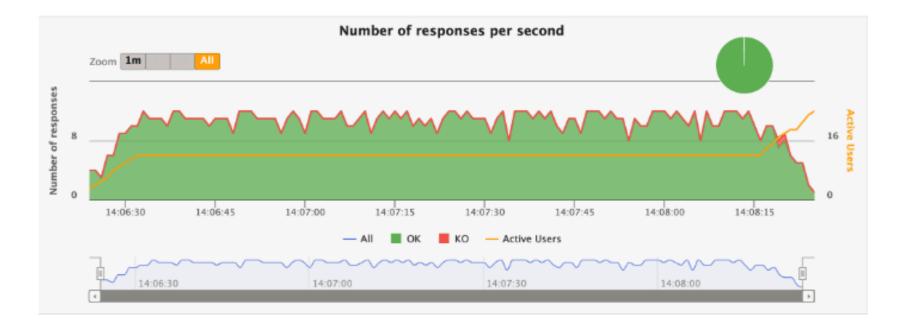


Stats Fixed height	Full size								Expand	all group:	s Col	lapse all g	roups
Requests -	O Executions				() Response Time (ms)								
	Total ‡	OK \$	ко \$	% KO \$	Cnt/s ≎	Min \$	50th pct≑	75th pct‡	95th pct‡	99th pct‡	Max ‡	Mean ‡	Std Dev \$
All Requests	1257	1255	2	0%	10.303	82	87	89	120	164	178	91	16
+ Search	12	12	0	0%	0.098	422	435	437	439	441	441	433	5
SubGroup	12	12	0	0%	860.0	252	259	261	266	267	267	259	4
Search	12	12	0	0%	0.098	84	86	88	91	92	92	87	2
Select	12	12	0	0%	0.098	83	88	89	90	91	91	87	2
Browse	12	12	0	0%	0.098	8935	9059	9128	9204	9228	9234	9067	91
▶ Edit	2	1	1	50%	0.016	253	420	503	569	583	586	420	167

Results



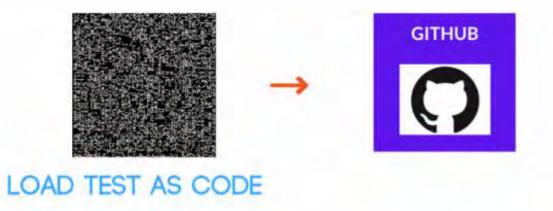
Results



Results

Platform vs Application

Adding a Pipeline



Other things to solve...

Selecting a simulation programmatically

\sim simulations

- LoadTestSimulation1.scala
- LoadTestSimulation2.scala
- LoadTestSimulation3.scala
- LoadTestSimulation4.scala
- LoadTestSimulation5.scala



Selecting a simulation programmatically

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Selecting a simulation programmatically

- name: Update Variables
| run: |
sed -i -e 's/{{ FQCN }}/\${{ github.event.inputs.simulation }}/g' ./conf/gatling.conf

Re-usable across different environments

https://{environment}/method



Problem 3 & 4

Override authentication and authorization headers Override injection rates



Just Run It

```
– name: Install JAVA dependency
 uses: actions/setup-java@v3
 with:
    distribution: 'zulu'
    java-version: '17'
- name: Run the Load Test
  run:
   #change directory to display compile errors if any
    cd bin
    ./gatling.sh
    cd ..
```

Reports?

- name: Output the Gatling Test Results
 uses: actions/upload-artifact@v2
 with:
 name: GatlingArtifact
 path: results

GitHub Artifact

Artifacts		
Produced during runtime		
Name	Size	
GatlingArtifact	9.42 MB	Û

Important!









Breaking Point?

Scheduled Runs



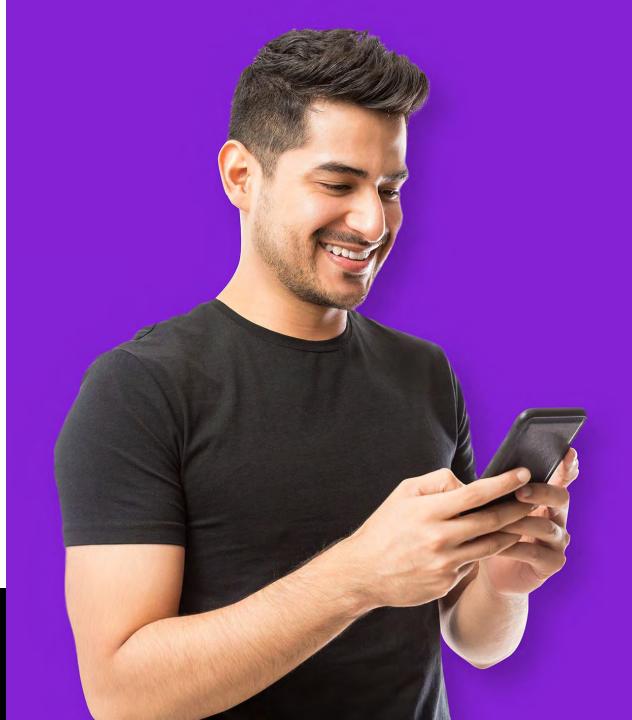
Serverless

What?

Load-Test-as-Code for Non-Coders

https://dev.to/devsatasurion/load-test-ascode-for-non-coders-31g8





Keep it simple.