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By fellow Alberto Rosales

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Specs of my PC

MOTHERBOARD: GIGABYTE B500M AORUS ELITE

- Socket AM4
- Maximum RAM: 128GE
- RAM slots: 4
- Channel architecture: Dual-channel

CPU: RYZEN 5 5600X

- Cores: 6
- Frequency: 3.7 GHz up to 4.6 GHz
- Integrated Graphics: N/A
- Memory Support: DDR4-3200MHz
 Dual-channel

RAM: XPG GAMMIX D10

- Memory Type: DDR4
- Speed: 3200MHz (XMP 2.0)
- Capacity: 8GB x 4 (32GB Total)

GPU: MSI VENTUS 2X - GeForce RTX 3060 Ti 8GB

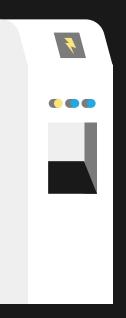
- Interface: PCI Express Gen 4
- Core Clocks Boost: 1695 MHz
- Memory Speed: 14 Gbps

STORAGE: XPG SPECTRIX S40G

- Capacity: 1TB
- Factor: M.2
- Interface
- PCIe Gen3x4
- Sequential Read (Max): Up to 3500 MB/s
- Sequential Write (Max): Up to 3000 MB/s







First with 1 instance of the model I'll be making iterations of the test, the limit will be 1000 users in each iteration, I'll be increasing the spawn rate of users randomly in every test until failure.

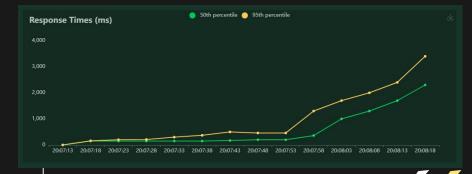
After that, I will repeat the same conditions, but this time with 2 instances of the model.

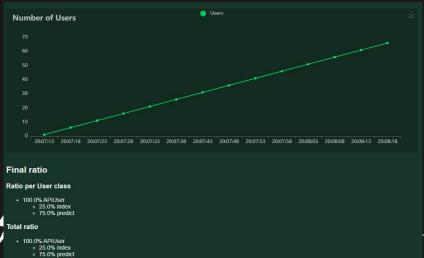
During this test I'll try to keep my RAM usage from other apps as low as possible, currently using 2 Chrome tabs, VS Code, and Docker.

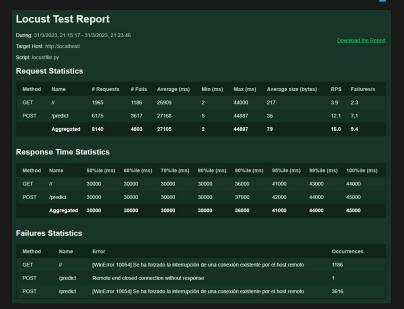






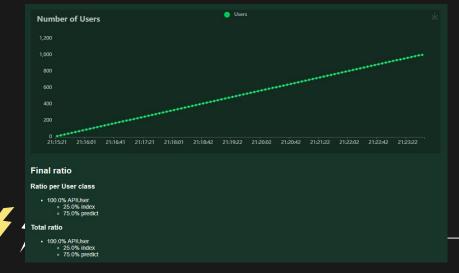




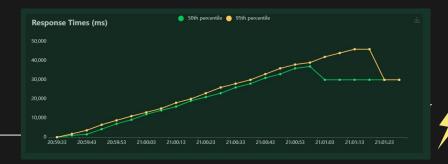




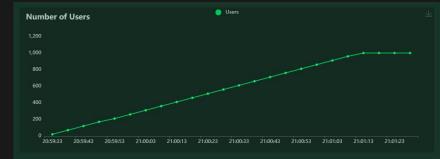




Locust Test Report During: 31/3/2023, 20:59:32 - 31/3/2023, 21:01:29 Target Host: http://localhost/ Script: locustfile.py **Request Statistics** Min (ms) Max (ms) Average size (bytes) Method # Fails Average (ms) RPS Failures/s 448 /predict 46434 1787 713 25715 46434 115 15.3 6.1 **Response Time Statistics** 60%ile (ms) 70%ile (ms) 80%ile (ms) 90%ile (ms) 95%ile (ms) 99%ile (ms) 100%ile (ms) Method 45000 30000 30000 30000 30000 38000 41000 45000 46000 46000 30000 39000 42000 46000 **Failures Statistics** Occurrences [WinError 10054] Se ha forzado la interrupción de una conexión existente por el host remoto Remote end closed connection without response IWinError 100541 Se ha forzado la interrupción de una conexión existente por el host remoto 509







Final ratio

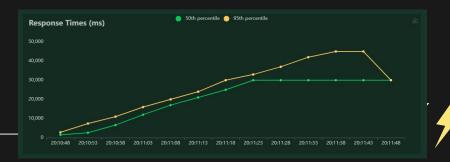
Ratio per User class

- 100.0% APIUser
 25.0% index
- 75.0% predict

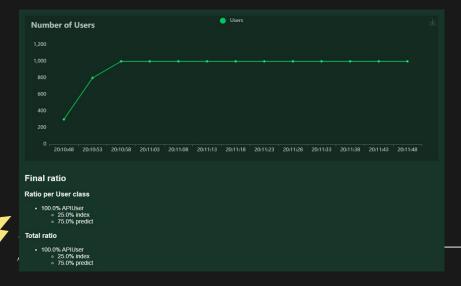
Total ratio

- 100.0% APIUser
 25.0% inde
- 25.0% index
 75.0% predict

Locust Test Report												
During 31/3/2023, 20.10.45 - 31/3/2023, 20.11.48 Target Host. http://locathos/ Script. locustifie.py Request Statistics												
Metho	d Name	# Requests	# Fails	Average (ms)	Min (ms)	Max (ms)	Average size (b	ytes)	RPS	Failures/s		
GET		350		25815		45019	216			3.4		
POST	/predict	1018	590	26561		46088			16.2	9.4		
	Aggregated	1368	802	26370	54	46088	81		21.7	12.7		
Response Time Statistics												
Metho	d Name	50%ile (ms)	60%ile (ms)	70%ile (ms)	80%ile (ms)	90%ile (ms)	95%ile (ms)	99%ile	(ms)	100%ile (ms)		
GET		30000	30000	30000	30000	35000	39000	44000		45000		
POST	/predict	30000	30000	30000	30000	35000	41000	45000		46000		
	Aggregated	30000	30000	30000	30000	35000	41000	45000		46000		
Failures Statistics												
Metho	d Name	Error								Occurrences		
GET		Remote end	Remote end closed connection without response									
GET		[WinError 10054] Se ha forzado la interrupción de una conexión existente por el host remoto 201										
POST	/predict	Remote end closed connection without response 23										
POST	/predict	[WinError 10054] Se ha forzado la interrupción de una conexión existente por el host remoto										









We can see that the computer could hold up to around 600 users before it started to fail, if we let it run a bit longer it fails tremendously, the response time gets low to a certain level and is maintained at the same level the whole time after the failure and practically every request fails.

Now let's go ahead with 2 instances of the model.

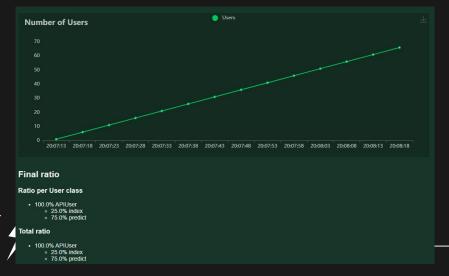


2 instances - 1 spawn rate

Locust Test Report												
During: 31/3/2023, 21:54:25 - 31/3/2023, 21:57:17 Download the Report												
Target Host: http://localhost/												
Script: locustille.py												
Request Statistics												
Method	Name	# Requests	# Fails	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)		RPS	Failures/s		
GET		725		1792		4882	548		4.2	0.0		
POST	/predict	2130		2223	107	5424	85		12.4	0.0		
	Aggregated	2855	0	2114	2	5424	202		16.6	0.0		
Response Time Statistics												
Method	Name	50%ile (ms)	60%ile (ms)	70%ile (ms)	80%ile (ms)	90%ile (ms)	95%ile (ms)	99%ile	(ms)	100%ile (ms)		
GET		1400	2100	3300	3700	3900	4400	4700		4900		
POST	/predict	2000	2700	3700	4100	4400	4800	5200		5400		
	Aggregated	1900	2600	3600	4000	4400	4700	5100		5400		





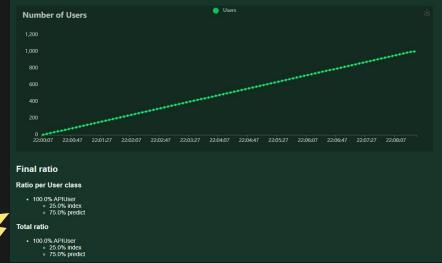


2 instances - 2 spawn rate











As a final result we can also see that with 2 instances of the model, the test still fails at around 600 users, just as intense as with 1 instance.

