

## Análisis con la salida de Artillery:

*result_fork_conCL.txt: Bloc de notas	
Archivo Edición Formato Ver Ayuda	
Summary report @ 16:32:37(-0300)	
-----	
http.codes.200:	1000
http.request_rate:	230/sec
http.requests:	1000
http.response_time:	
min:	11
max:	414
median:	179.5
p95:	247.2
p99:	273.2
http.responses:	1000
vusers.completed:	50
vusers.created:	50
vusers.created_by_name.0:	50
vusers.failed:	0
vusers.session_length:	
min:	2495.4
max:	3696.3
median:	3534.1
p95:	3678.4
p99:	3678.4

result_fork_sinCL.txt: Bloc de notas	
Archivo Edición Formato Ver Ayuda	
Summary report @ 16:31:04(-0300)	
-----	
http.codes.200:	1000
http.request_rate:	559/sec
http.requests:	1000
http.response_time:	
min:	3
max:	110
median:	40.9
p95:	74.4
p99:	92.8
http.responses:	1000
vusers.completed:	50
vusers.created:	50
vusers.created_by_name.0:	50
vusers.failed:	0
vusers.session_length:	
min:	427.5
max:	1049
median:	944
p95:	1043.3
p99:	1043.3

## Analisis con la salida de Artillery+ Built-in Profiler:

CON Console Log:	SIN Console Log:																																												
<div>[Shared libraries]:<table><tr><th>ticks</th><th>total</th><th>nonlib</th><th>name</th></tr><tr><td>18902</td><td>96.2%</td><td></td><td>C:\Windows\SYSTEM32\ntdll.dll</td></tr><tr><td>696</td><td>3.5%</td><td></td><td>C:\Program Files\nodejs\node.exe</td></tr><tr><td>11</td><td>0.1%</td><td></td><td>C:\Windows\System32\KERNELBASE.dll</td></tr><tr><td>7</td><td>0.0%</td><td></td><td>C:\Windows\System32\KERNEL32.DLL</td></tr><tr><td>1</td><td>0.0%</td><td></td><td>C:\Windows\System32\WS2_32.dll</td></tr></table></div>	ticks	total	nonlib	name	18902	96.2%		C:\Windows\SYSTEM32\ntdll.dll	696	3.5%		C:\Program Files\nodejs\node.exe	11	0.1%		C:\Windows\System32\KERNELBASE.dll	7	0.0%		C:\Windows\System32\KERNEL32.DLL	1	0.0%		C:\Windows\System32\WS2_32.dll	<div>[Shared libraries]:<table><tr><th>ticks</th><th>total</th><th>nonlib</th><th>name</th></tr><tr><td>7189</td><td>93.1%</td><td></td><td>C:\Windows\SYSTEM32\ntdll.dll</td></tr><tr><td>499</td><td>6.5%</td><td></td><td>C:\Program Files\nodejs\node.exe</td></tr><tr><td>9</td><td>0.1%</td><td></td><td>C:\Windows\System32\KERNELBASE.dll</td></tr><tr><td>3</td><td>0.0%</td><td></td><td>C:\Windows\System32\KERNEL32.DLL</td></tr></table></div>	ticks	total	nonlib	name	7189	93.1%		C:\Windows\SYSTEM32\ntdll.dll	499	6.5%		C:\Program Files\nodejs\node.exe	9	0.1%		C:\Windows\System32\KERNELBASE.dll	3	0.0%		C:\Windows\System32\KERNEL32.DLL
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# Informe *con* Inspect:

## CON Console Log

Heavy (Bottom Up) ▾ 🔍 ✕ ↺					info&rnd.controller.js ✕	
Self Time		Total Time		Function		
54327.0 ms		54327.0 ms		(idle)	1	import { args } from "../server.js";
2021.0 ms	31.30 %	3259.6 ms	50.47 %	▼ consoleCall	2	//import util from "util";
2021.0 ms	31.30 %	3259.6 ms	50.47 %	▼ getInfo	3	import { fork } from "child_process";
2021.0 ms	31.30 %	3259.6 ms	50.47 %	▼ handle	4	//OS Information to get CPU qty
2021.0 ms	31.30 %	3259.6 ms	50.47 %	▶ next	5	import os from "os";
929.6 ms	14.39 %	929.6 ms	14.39 %	▶ writeUtf8String	6	
461.8 ms	7.15 %	490.8 ms	7.60 %	▶ getCallers	7	const getInfo = (req, res) => {
300.1 ms	4.65 %	300.1 ms	4.65 %	▶ getCPUs	8	const cpus = os.cpus();
94.2 ms	1.46 %	94.2 ms	1.46 %	(program)	9	//res.setHeader('Content-Type', 'application/json');
88.9 ms	1.38 %	88.9 ms	1.38 %	(garbage collector)	0	console.log({
82.6 ms	1.28 %	5240.4 ms	81.15 %	▶ initialize	1	"Input Args": args.port,
71.3 ms	1.10 %	71.3 ms	1.10 %	▶ writev	2	"Operating System": process.platform,
68.8 ms	1.07 %	759.7 ms	11.76 %	▶ pino	3	"Node Version": process.version,
59.1 ms	0.91 %	4151.4 ms	64.28 %	▶ getInfo	4	"Memory Usage": process.memoryUsage().rss,
51.7 ms	0.80 %	99.6 ms	1.54 %	▶ nextTick	5	"ExecPath": process.execPath,
51.1 ms	0.79 %	51.1 ms	0.79 %	▶ getColorDepth	6	"Process ID (PID)": process.pid,
48.9 ms	0.76 %	51950.2 ms	804.44 %	▶ next	7	"Actual Folder ": process.cwd(),
45.3 ms	0.70 %	5524.8 ms	85.55 %	▶ session	8	"Total Cores ": cpus.length,
44.6 ms	0.69 %	56020.3 ms	867.46 %	▶ handle	9	})
43.8 ms	0.68 %	149.2 ms	2.31 %	▶ hash	0	res.end(JSON.stringify({
41.9 ms	0.65 %	87.0 ms	1.35 %	▶ normalizeArgs	1	"Input Args": args.port,
36.4 ms	0.56 %	69.5 ms	1.08 %	▶ writeHead	2	"Operating System": process.platform,
33.6 ms	0.52 %	383.2 ms	5.93 %	▶ end	3	"Node Version": process.version,
32.8 ms	0.51 %	32.8 ms	0.51 %	▶ Hash	4	"Memory Usage": process.memoryUsage().rss,
29.8 ms	0.46 %	63.8 ms	0.99 %	▶ deserializeObject	5	"ExecPath": process.execPath,
29.5 ms	0.46 %	30.5 ms	0.47 %	▶ genLsCache	6	"Process ID (PID)": process.pid,
					7	"Actual Folder ": process.cwd(),
					8	"Total Cores ": cpus.length,
					9	}, null, 2))
					0	}
					1	}

## SIN Console Log

				info&rnd.controller.js x	
Self Time		Total Time	Function		
24766.5 ms		24766.5 ms	(idle)	2	//import util from "util";
293.7 ms	13.96 %	313.5 ms	14.90 % ▼getCallers	3	import { fork } from "child_process";
293.6 ms	13.96 %	313.4 ms	14.90 % ▼pino	4	//OS Information to get CPU qty
293.6 ms	13.96 %	313.4 ms	14.90 % ▼consoleLogger	5	import os from "os";
293.6 ms	13.96 %	313.4 ms	14.90 % ▶urlRegister	6	
0.1 ms	0.01 %	0.1 ms	0.01 % ▼consoleLogger	7	const getInfo = ((req, res) => {
0.1 ms	0.01 %	0.1 ms	0.01 % ▶urlRegister	8	const cpus = os.cpus();
244.3 ms	11.61 %	244.3 ms	11.61 % ▼getCPUs	9	//res.setHeader('Content-Type', 'application/json');
244.3 ms	11.61 %	244.3 ms	11.61 % ▶cpus	10	/* console.log({
71.8 ms	3.42 %	71.8 ms	3.42 % (program)	11	"Input Args": args.port,
59.9 ms	2.85 %	59.9 ms	2.85 % (garbage collector)	12	"Operating System": process.platform,
57.6 ms	2.74 %	1316.3 ms	62.57 % ▶initialize	13	"Node Version": process.version,
47.2 ms	2.25 %	47.2 ms	2.25 % ▶writev	14	"Memory Usage": process.memoryUsage().rss,
44.8 ms	2.13 %	490.3 ms	23.31 % ▼pino	15	"ExecPath": process.execPath,
44.7 ms	2.12 %	490.2 ms	23.30 % ▶consoleLogger	16	"Process ID (PID)": process.pid,
0.1 ms	0.01 %	0.1 ms	0.01 % ▶urlRegister	17	"Actual Folder ": process.cwd(),
31.6 ms	1.50 %	12905.9 ms	613.50 % ▶next	18	"Total Cores ": cpus.length,
31.5 ms	1.50 %	1512.7 ms	71.91 % ▶session	19	}) */
31.0 ms	1.47 %	100.5 ms	4.78 % ▶hash	20	res.end(JSON.stringify({
30.3 ms	1.44 %	61.5 ms	2.92 % ▶normalizeArgs	21	"Input Args": args.port,
28.0 ms	1.33 %	13447.8 ms	639.27 % ▶handle	22	"Operating System": process.platform,
24.6 ms	1.17 %	49.3 ms	2.34 % ▶nextTick	23	"Node Version": process.version,
24.1 ms	1.15 %	40.2 ms	1.91 % ▶writeHead	24	"Memory Usage": process.memoryUsage().rss,
				25	"ExecPath": process.execPath,
				26	"Process ID (PID)": process.pid,
				27	"Actual Folder ": process.cwd(),
				28	"Total Cores ": cpus.length,
				29	}, null, 2))
				30	}

## Diagrama de Flama 0x con Autocannon

*CON console Log*

```
Running tests in parallel
Running 20s test @ http://localhost:8080/info
100 connections
```

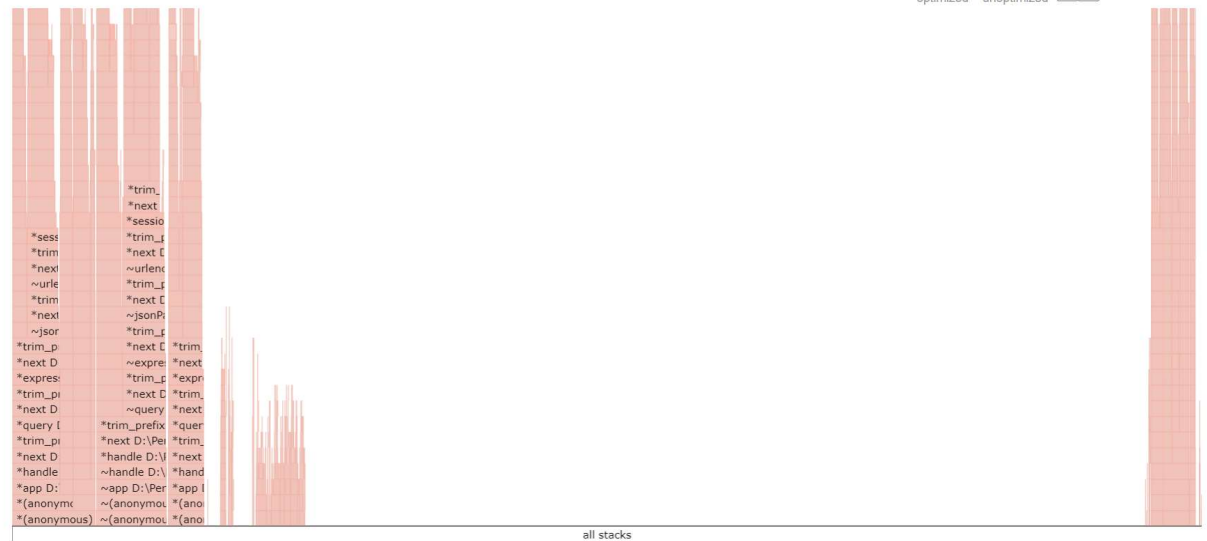
Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	115 ms	219 ms	427 ms	487 ms	231.96 ms	78.06 ms	637 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	326	326	437	497	429.3	46.43	326
Bytes/Sec	146 kB	146 kB	196 kB	223 kB	192 kB	20.8 kB	146 kB

```
Req/Bytes counts sampled once per second.
# of samples: 20
```

9k requests in 20.11s, 3.85 MB read

```
node ./src/server.js
```





SIN Console Log:

Runing tests in parallel  
Running 20s test @ http://localhost:8080/info  
100 connections

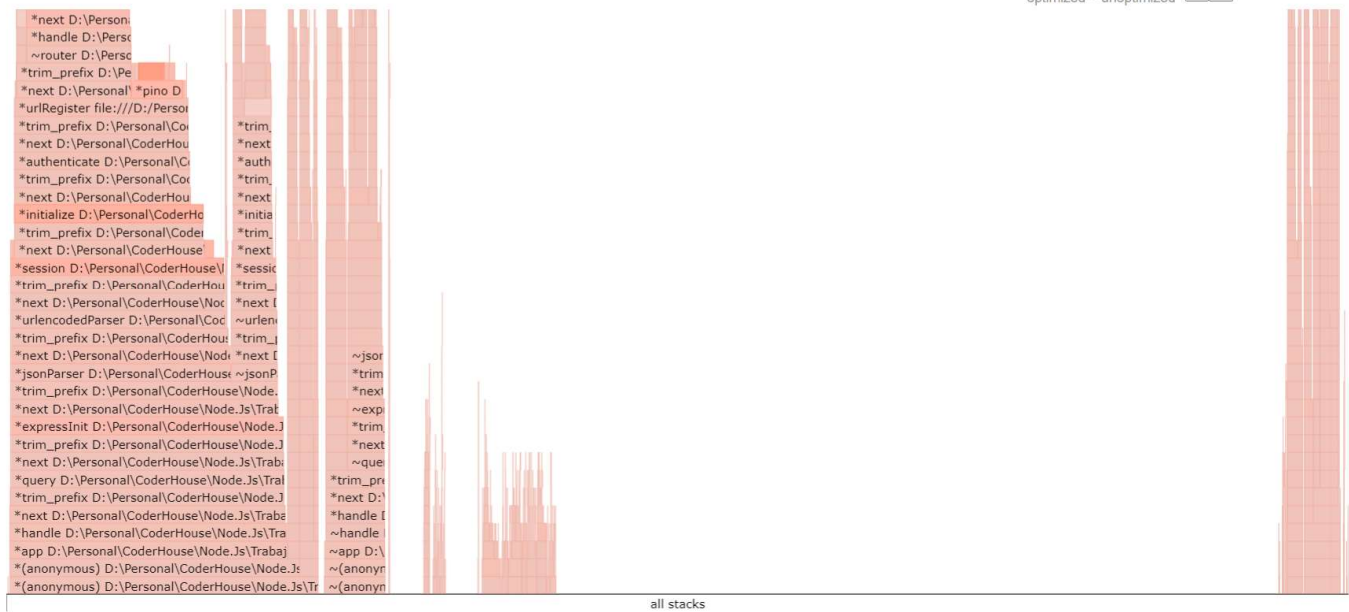
Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	53 ms	108 ms	193 ms	218 ms	113.47 ms	37.45 ms	330 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	693	693	871	1003	875.7	86.52	693
Bytes/Sec	311 kB	311 kB	390 kB	450 kB	392 kB	38.8 kB	310 kB

Req/Bytes counts sampled once per second.  
# of samples: 20

18k requests in 20.06s, 7.85 MB read

node ./src/server.js



## **CONCLUSION y Notas:**

Se puede ver una perdida de performance cuando colocamos la sentencia de `console.log` antes de responder la request.

Para Artillery y el informe generado con profiler, se ve que la tasa de request es mayor son el CL y que los tiempos de respuesta, también.

Con Inspect de chrome , claramente vemos los tiempos dentro del método de `GetInfo` y se nota que , obviamente, tenemos mas líneas y mas tiempo de ejecución , con esto trayendo mas tiempo para la misma.

Para el informe con Autocannon , y 0x, vemos también esta diferencia, en la latencia y los B/seg enviados.

Viendo que la caída es grande, claramente se recomienda no utilizar `console.log` fuera de un ámbito de desarrollo y test ya que multiplicar esta degradación de performance por cada `console.log` en el código bajaría drásticamente la misma.