# **Mind-Alliance Performance Test Report**

Date: March 9, 2012

**SVN Revision: 3799** 

# Hardware and Software details:

Environment	Parameter	Value	
Channels	Hardware	Processor: Intel C2D@2.66Ghz	
		Memory: 8194MiB	
		Motherboard: DG31G	
		Hard Disk: 250 GB	
	Software	OS – Ubuntu Server 10.10	
Load Machine	Hardware	Processor: Intel Core i3 CPU@3.02Ghz	
Details		Memory: 4096 MB RAM	
		Motherboard: INSPIRON N5110	
		Hard Disk: 250 GB	
	Software	OS – Windows 7 Professional	

## **Test Overview:**

Test was conducted using JMeter for following scenarios with load details.

Sr. No	Scenario	Load (Thread)
1	About Plan-Details:-Planner A Updates the	20
	details of the Plan and if Planner B will	
	update the same plan then the lock will be	
	generated for the plan	
2	About Plan-All Events:- Planner A will add	20
	event to the Plan and if Planner B will add	
	event in the same plan then the lock will be	
	generated for the plan	
3	About Plan-All Organizations:- Planner A	20
	will add All Organizations to the Plan and	
	if Planner B will add All Organizations in	
	the same plan then the lock will be	
	generated for the plan	
4	About Plan Segment-Details:- Planner A	20
	Updates the details of the About Plan	
	Segment and if Planner B will update the	
	same Segment then the lock will be	
	generated for the plan	20
5	About Plan Segment-Goal:- Planner A	20
	adds the Goal in the Segment and if	
	Planner B will add goal the same Segment	
	then the lock will be generated for the plan	

6 About Plan - Update Task Details: Lock should be generated for user B for updating same task of about plan  7 Update Flow: Lock should be generated for user B for same updating flow  8 Phase: Lock should be generated for user B for same updating phase  9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B for same updating Roles			
same task of about plan  7	6		20
7 Update Flow: Lock should be generated for user B for same updating flow  8 Phase: Lock should be generated for user B for same updating phase  9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20		should be generated for user B for updating	
for user B for same updating flow  8 Phase: Lock should be generated for user B for same updating phase  9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20		same task of about plan	
8 Phase: Lock should be generated for user B for same updating phase  9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20	7	Update Flow: Lock should be generated	20
B for same updating phase  9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20		for user B for same updating flow	
9 Agents: Lock should be generated for user B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20 20 20 20 20 20 20 20 20 20 20 20 20 2	8	Phase: Lock should be generated for user	20
B For same updating Agent  10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20		B for same updating phase	
10 Places: Lock should be generated for user B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20	9	Agents: Lock should be generated for user	20
B For same updating Places  11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20		B For same updating Agent	
11 Transmission Media: Lock should be generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20	10	Places: Lock should be generated for user	20
generated for user B for same updating Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B  20		B For same updating Places	
Transmission Media  12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20	11	Transmission Media: Lock should be	20
12 Organization: Lock should be generated for user B for same updating Organizations  13 Roles: Lock should be generated for user B 20		generated for user B for same updating	
for user B for same updating Organizations  Roles: Lock should be generated for user B 20		Transmission Media	
Roles: Lock should be generated for user B 20	12	Organization: Lock should be generated	20
The state of general of as of 2		for user B for same updating Organizations	
for same updating Roles	13	Roles: Lock should be generated for user B	20
		for same updating Roles	

**Note:** As all the scenarios are running simultaneously hence whenever lock is release from the channel other user can perform its task.

## **E.g.**:

Suppose all 9 scenarios are executing using 10 threads (users) per scenario.

Hence if Planner A of scenario 1 is updating the details of the plan then all other planners which are logged in to the channels will not access the plan till Planner A completes its task. It may happened that Planner A of scenario 1 release the lock when Planner 5 of scenario 2 is start executing, so it will add events for Planner 5 but for Planner 1,2,3 and 4 it will not add the events because of lock. So it is depending upon the Planner when it releases the lock and which one grabs it based on requests.

Similarly sometimes Scenario 3 grabs the lock and so on...

## **Load Details:**

Total No of Threads (Users): 260

## JVM size (Heap):

Parameter	Ubuntu server	Load machine (Increased for Jmeter)
Min	4096m	4096m
Max	4096m	4096m

### **Summary:**

Refer attached files with this report for summary of tests conducted.

### **Observation**:

- During test CPU utilization was between 84%.
- Observed that for some requests Std. deviation was above 2 sec (Refer SummaryReportFor260threads.ods file)

Test area	Actual Result	<b>Expected Result</b>	Comments
Update Plan	Not updated	Updated	Due to Load some
Add Event	Not added	Added	components were not updated
Update Media	Not updated	Updated	updated
Update Agent	Updated	Updated	
Update Places	Updated	Updated	
Update Organization	Updated	Updated	
Add Goal	Added	Added	
Add Role	Updated	Updated	
Update Task	Updated	Updated	
Add Flow	Not added	Added	
Update Segment	Updated	Updated	
Update Phase	Updated	Updated	

Please refer following files for more statistics.

Sr. No.	File Name	Comments
1	SummaryReportFor260threads.ods	Contains information about response time,
		stddev and throughput etc.
2	ResultStatusFor260Threads.ods	Status of each request with respect to
		thread (user).
3	Channels.log	Channels log
3	PerformanceCounterReportFor260Threads.ods	CPU, Memory and IO etc. performance
		counter.

It is observed that with increase in threads no. (User load) operations (request) were not completed