Desafío Back End Coder House

Loggers, gzip y análisis de performance

Ruta /info con compresión



Ruta /info sin compresión



Profiling con - -prof (ver carpeta src/performanceAnalisys)

Prof con Console.log

Prof sin Console.log

Artillery con console.log

http.codes.200:	1000
http.request_rate:	47/sec
http.requests:	1000
http.response_time:	
min:	1
max:	
median:	153

Artillery sin console.log

http.codes.200:	1000
http.request_rate:	57/sec
http.requests:	1000
http.response_time:	
min:	1
max:	1983
median:	149.9

Autocannon con console.log

Running 20s test @ http://localhost:8080/info 100 connections

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	199 ms	961 ms	1218 ms	1877 ms	896.34 ms	275.76 ms	2792 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	51	51	110	120	107.25	14.4	51
Bytes/Sec	39.7 kB	39.7 kB	85.8 kB	93.4 kB	83.5 kB	11.2 kB	39.7 kB

Req/Bytes counts sampled once per second.

of samples: 20

2k requests in 20.17s, 1.67 MB read

Autocannon sin console.log

Running 20s test @ http://localhost:8080/info 100 connections

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	146 ms	966 ms	1151 ms	1906 ms	890.54 ms	288.21 ms	2847 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	62	62	111	120	107.75	12.43	62
Bytes/Sec	48.3 kB	48.3 kB	86.5 kB	93.5 kB	83.9 kB	9.68 kB	48.3 kB

Req/Bytes counts sampled once per second.

of samples: 20

2k requests in 20.14s, 1.68 MB read

Diagrama de flama con console.log



Diagrama de flama sin console.log



En mi caso no note gran diferencia en rendimiento al hacer los test con y sin el console.log de la ruta /info

Si se aprecia una gran diferencia al usar app.use(compression())