

Análisis de rendimiento

Código

- Con console.log()

```
const getInfo = (req, res) => {
  logger.info(`${req.method} request from ${req.originalUrl} route`)
  console.log({
    entryArgs: JSON.stringify(args),
    platform: process.platform,
    nodeVersion: process.version,
    memory: process.memoryUsage().rss,
    path: process.execPath,
    processId: process.pid,
    dir: process.cwd()
  })
  res.render('info', {
    entryArgs: JSON.stringify(args),
    platform: process.platform,
    nodeVersion: process.version,
    memory: process.memoryUsage().rss,
    path: process.execPath,
    processId: process.pid,
    dir: process.cwd()
  })
}
```

- Sin console.log()

```
const getInfo = (req, res) => {
  logger.info(`${req.method} request from ${req.originalUrl} route`)
  // console.log({
  //   entryArgs: JSON.stringify(args),
  //   platform: process.platform,
  //   nodeVersion: process.version,
  //   memory: process.memoryUsage().rss,
  //   path: process.execPath,
  //   processId: process.pid,
  //   dir: process.cwd()
  // })
  res.render('info', {
    entryArgs: JSON.stringify(args),
    platform: process.platform,
    nodeVersion: process.version,
    memory: process.memoryUsage().rss,
    path: process.execPath,
    processId: process.pid,
    dir: process.cwd()
  })
}
```

Gzip.

- Sin compression

Nombre	Estado	Tipo	Inicia...	Tamaño	Hora	Cascada
info	200	doc...	Otro	1.5 kB	24 ms	

podemos observar que sin compression el documento pesa 1.5 kB

- Con compression

Nombre	Estado	Tipo	Inicia...	Tamaño	Hora	Cascada
info	200	doc...	Otro	1.0 kB	79 ms	

utilizando compression podemos observar que el peso se reduce a 1.0 kB

Resultado de Artillery.

- Con console.log().

```
-----
Summary report @ 18:24:41(-0300)
-----

http.codes.200: ..... 1000
http.request_rate: ..... 965/sec
http.requests: ..... 1000
http.response_time:
  min: ..... 1
  max: ..... 53
  median: ..... 8.9
  p95: ..... 21.1
  p99: ..... 37
http.responses: ..... 1000
vusers.completed: ..... 50
vusers.created: ..... 50
vusers.created_by_name.0: ..... 50
vusers.failed: ..... 0
vusers.session_length:
  min: ..... 49.9
  max: ..... 328.8
  median: ..... 214.9
  p95: ..... 308
  p99: ..... 320.6
```

- Sin console.log()

```
-----
Summary report @ 18:33:21(-0300)
-----

http.codes.200: ..... 1000
http.request_rate: ..... 1000/sec
http.requests: ..... 1000
http.response_time:
  min: ..... 0
  max: ..... 46
  median: ..... 4
  p95: ..... 8.9
  p99: ..... 21.1
http.responses: ..... 1000
vusers.completed: ..... 50
vusers.created: ..... 50
vusers.created_by_name.0: ..... 50
vusers.failed: ..... 0
vusers.session_length:
  min: ..... 22.6
  max: ..... 202.7
  median: ..... 89.1
  p95: ..... 159.2
  p99: ..... 186.8
```

- - prof
 - Con console.log()

```
[Summary]:
| ticks  total  nonlib  name
|   7    0.7%   0.8%  JavaScript
| 859   91.7%  97.7%  C++
|   16    1.7%   1.8%  GC
|   58    6.2%           Shared libraries
|   13    1.4%           Unaccounted
```

- Sin console.log()

```
[Summary]:
| ticks  total  nonlib  name
|   11    1.1%   1.2%  JavaScript
| 902   92.7%  98.3%  C++
|   15    1.5%   1.6%  GC
|   55    5.7%           Shared libraries
|    5    0.5%           Unaccounted
```

Informe con - - inspect

- Con console.log()

```
const getInfo = (req, res) => {
  const cpus = os.cpus();
  //res.setHeader('Content-Type', 'application/json');
  console.log({
    "Input Args": args.port,
    "Operating System": process.platform,
    "Node Version": process.version,
    "Memory Usage": process.memoryUsage().rss,
    "ExecPath": process.execPath,
    "Process ID (PID)": process.pid,
    "Actual Folder ": process.cwd(),
    "Total Cores ": cpus.length,
  })
  res.end(JSON.stringify({
    "Input Args": args.port,
    "Operating System": process.platform,
    "Node Version": process.version,
    "Memory Usage": process.memoryUsage().rss,
    "ExecPath": process.execPath,
    "Process ID (PID)": process.pid,
    "Actual Folder ": process.cwd(),
    "Total Cores ": cpus.length,
  }, null, 2))
}
```

- Sin console.log()

```
const getInfo = (req, res) => {
  const cpus = os.cpus();
  //res.setHeader('Content-Type', 'application/json');
  /*
    console.log({
      "Input Args": args.port,
      "Operating System": process.platform,
      "Node Version": process.version,
      "Memory Usage": process.memoryUsage().rss,
      "ExecPath": process.execPath,
      "Process ID (PID)": process.pid,
      "Actual Folder ": process.cwd(),
      "Total Cores ": cpus.length,
    }) */
  res.end(JSON.stringify({
    "Input Args": args.port,
    "Operating System": process.platform,
    "Node Version": process.version,
    "Memory Usage": process.memoryUsage().rss,
    "ExecPath": process.execPath,
    "Process ID (PID)": process.pid,
    "Actual Folder ": process.cwd(),
    "Total Cores ": cpus.length,
  }, null, 2))
}
```

Flame Graph 0x con Autocannon

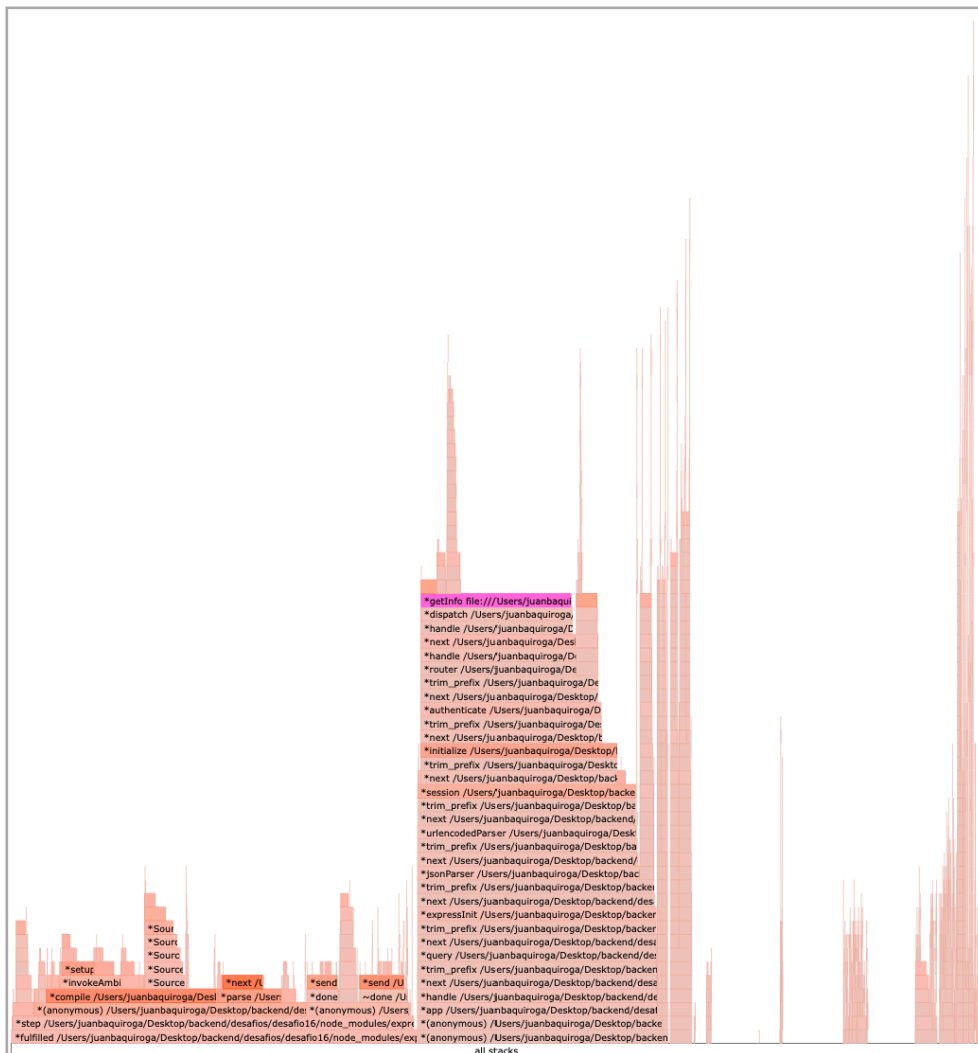
- Con console.log()

Running 20s test @ http://localhost:8081/info
100 connections

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	48 ms	53 ms	79 ms	86 ms	55.7 ms	10.03 ms	195 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	1139	1139	1805	1896	1777.65	166.4	1139
Bytes/Sec	1.74 MB	1.74 MB	2.75 MB	2.89 MB	2.71 MB	253 kB	1.73 MB

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



Flame Graph 0x con Autocannon

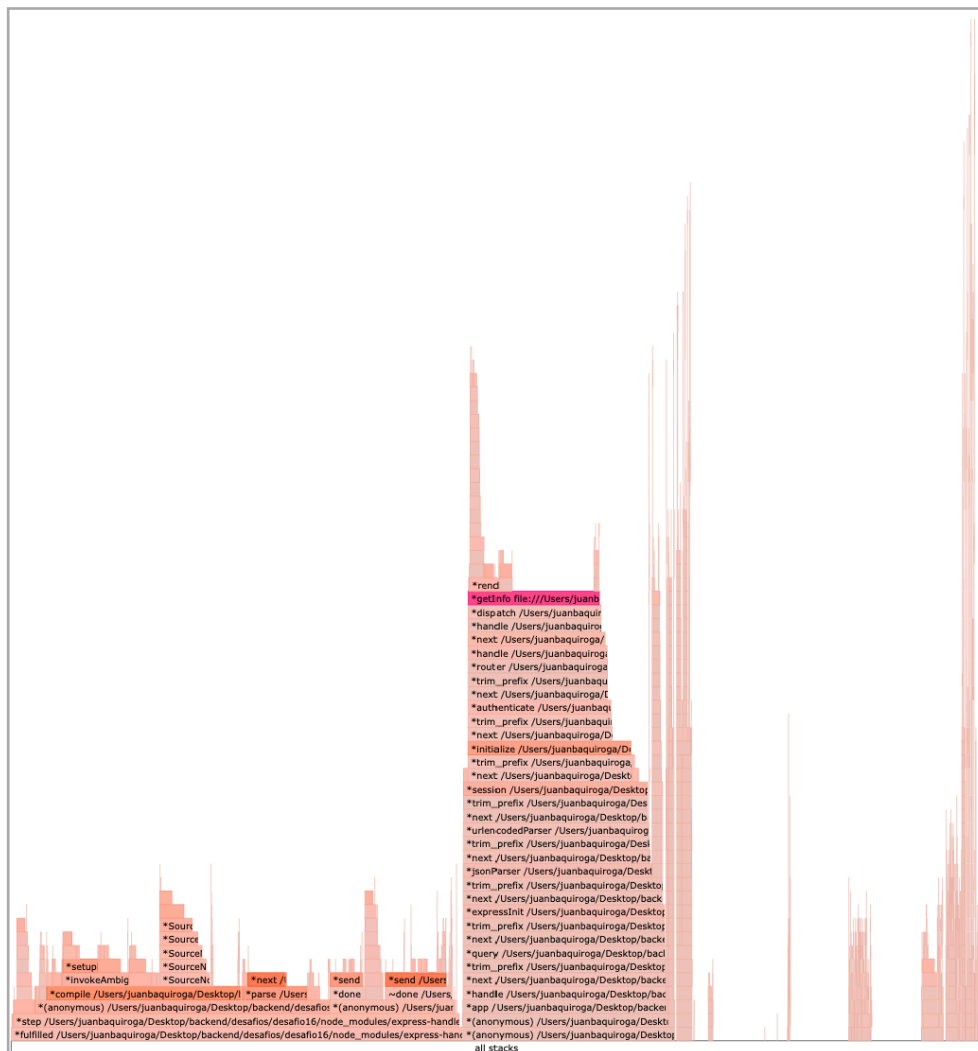
- Sin console.log()

```
Running 20s test @ http://localhost:8081/info
100 connections
```

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	44 ms	46 ms	70 ms	76 ms	48.7 ms	8.75 ms	188 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	1233	1233	2099	2147	2030.95	199.43	1233
Bytes/Sec	1.88 MB	1.88 MB	3.2 MB	3.27 MB	3.09 MB	304 kB	1.88 MB

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



Conclusion personal

Mi conclusión es que el uso excesivo de `console.log` puede tener un impacto significativo en la eficiencia y la velocidad de una aplicación en entornos de producción. Recomendaría evitar su uso en producción y limitar su uso para fines de desarrollo y pruebas. En lugar de `console.log`, se deben utilizar herramientas de registro y seguimiento de errores dedicadas para recopilar información de depuración y diagnóstico en tiempo real. De esta manera, se puede garantizar una mejor eficiencia y velocidad en la aplicación en entornos de producción.