



# Continuous Performance

Load testing for developers with Gatling

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# Let's meet



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# Outline

- Performance testing process
- Introduction to Gatling
- Demo
- Results
- Looking forward
- Summary
- Q&A



# How it all started...



Performance testing should be  
part of the process



# Performance testing traditionally...

...happens several times per year

...and/or at major releases

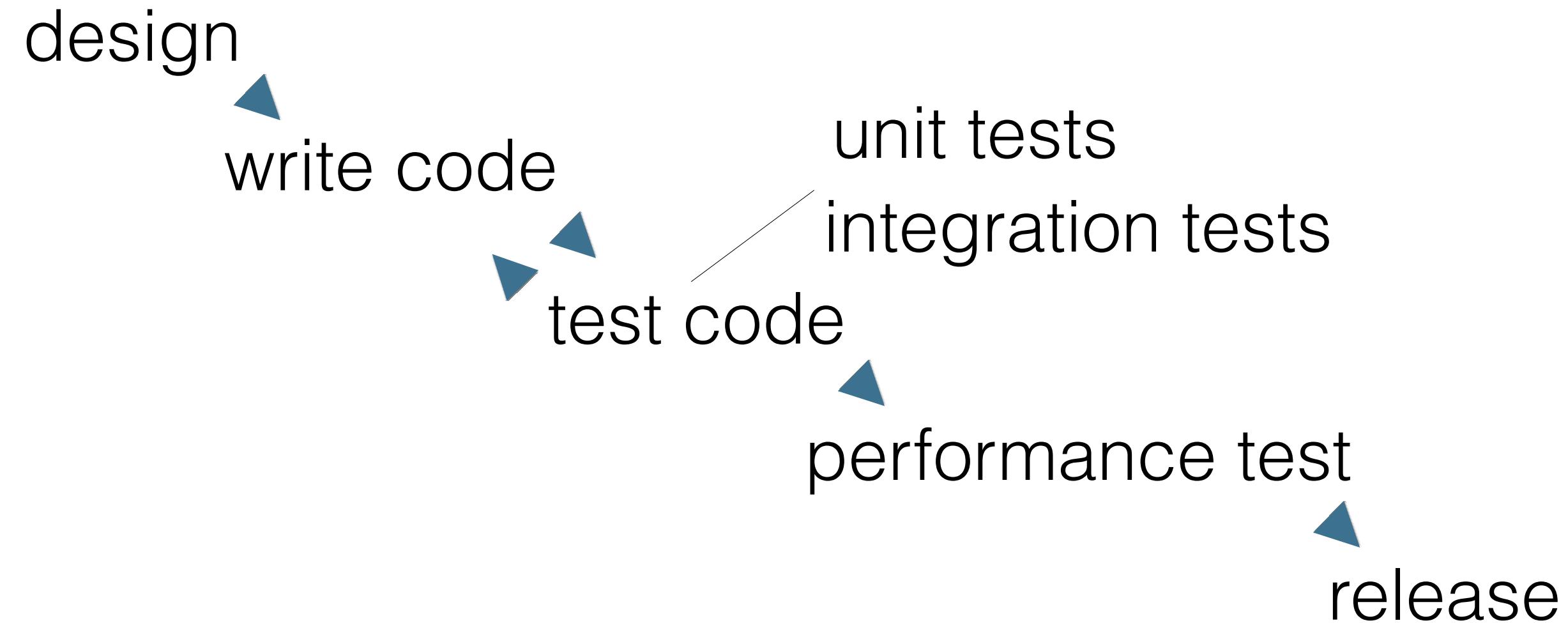
...is performed by specialists

**.. which is far from ideal:**

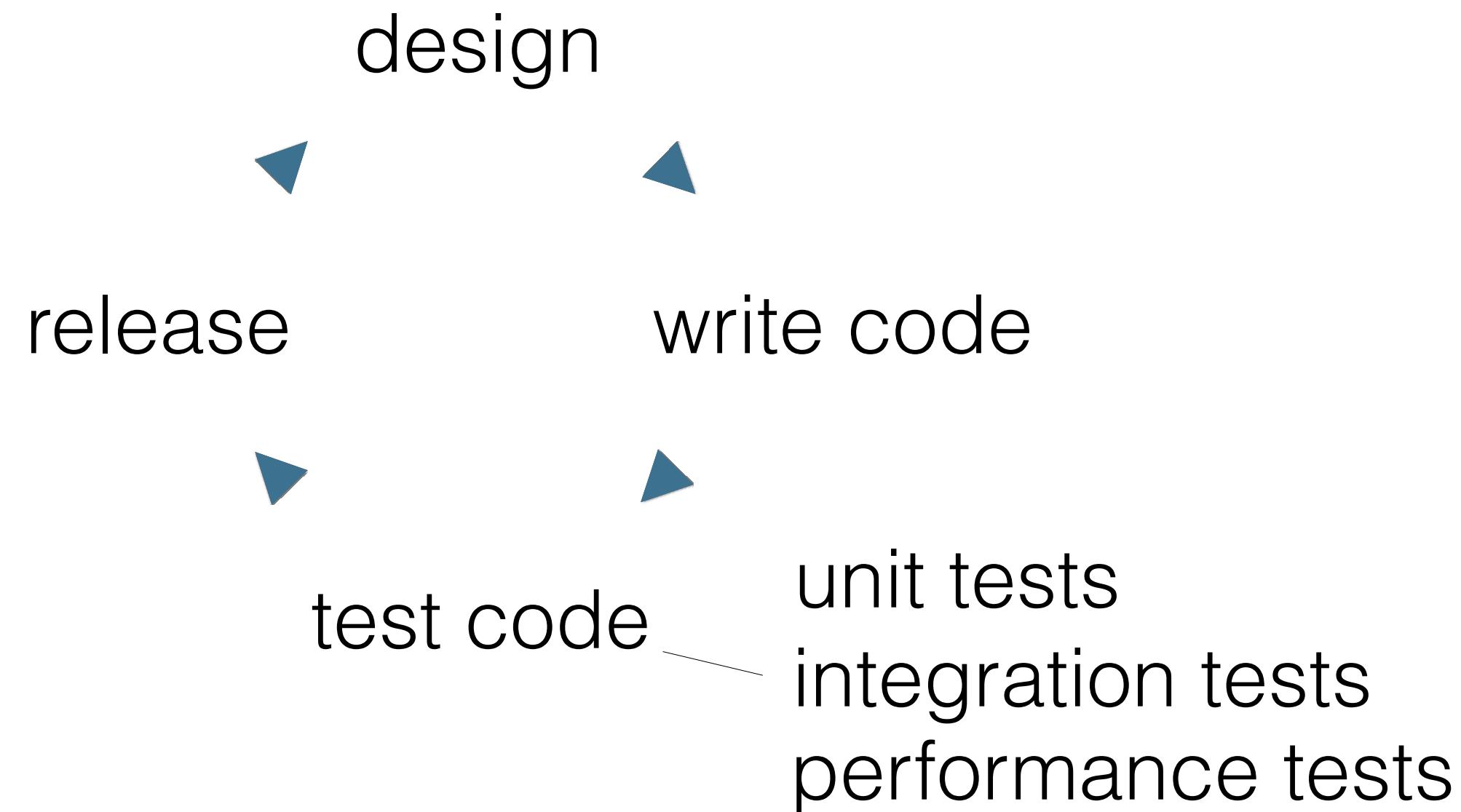
- changes were made long ago
- many different code changes
- at a certain moment in time
- when is a test required?



# Traditional performance testing



# Performance testing in continuous delivery



# Continuous Delivery

## **Demands code to be**

Always production ready

Short feedback cycles

Maintained by self-supporting teams

## **In regard to performance**

Has to be under control

Effects should be clear ASAP

No external specialists



# Part of the process

**With the same level of support as**

- Unit tests and integration tests
- Continuous Integration
- Zero-downtime deployments

Performed by the development team



# Performance testing process

Design ► Record ► Operationalise ► Execute ► Report



# Designing scenarios

Generic tests used to test core functionality

Specialised tests used to test specific features



Tool support is key for  
performance test adoption



# Gatling



```
package computerdatabase // 1

import io.gatling.core.Predef._ // 2
import io.gatling.http.Predef._
import scala.concurrent.duration._

class BasicSimulation extends Simulation { // 3

    val httpConf = http // 4
        .baseURL("http://computer-database.gatling.io") // 5
        .acceptHeader("text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8") // 6
        .doNotTrackHeader("1")
        .acceptLanguageHeader("en-US,en;q=0.5")
        .acceptEncodingHeader("gzip, deflate")
        .userAgentHeader("Mozilla/5.0 (Windows NT 5.1; rv:31.0) Gecko/20100101 Firefox/31.0")

    val scn = scenario("BasicSimulation") // 7
        .exec(http("request_1") // 8
            .get("/") // 9
            .pause(5) // 10
        )

    setUp( // 11
        scn.inject(atOnceUsers(1)) // 12
    ).protocols(httpConf) // 13
}
```



# Alternative tools



And many more...



# Gatling core concepts

**Gatling DSL** Easy-to-read, developer-friendly way of defining tests

**Scenario** A sequence of http requests used to simulate application usage

**Feeder** A tool used to fill request parameters

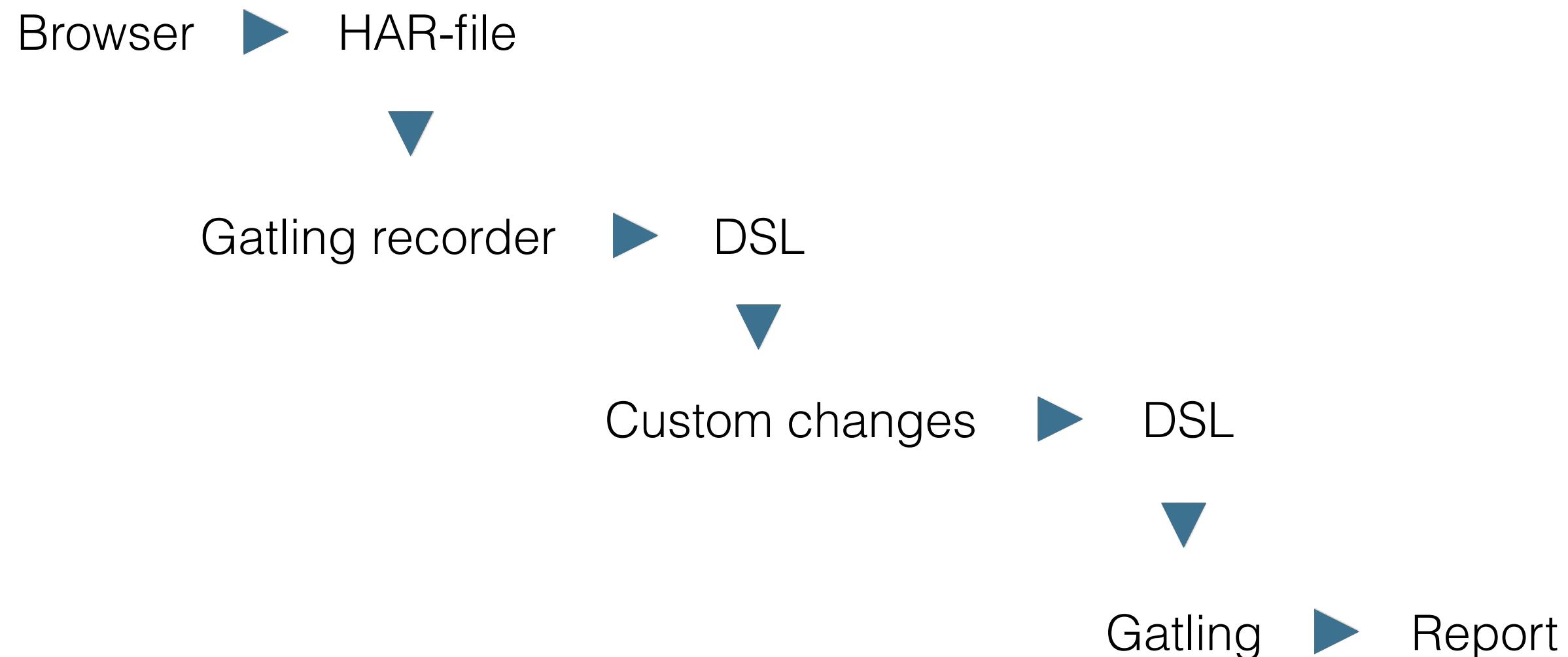
**Recorder** The tool used to record http requests or take a HAR-file and convert it to Gatling DSL



# Demo



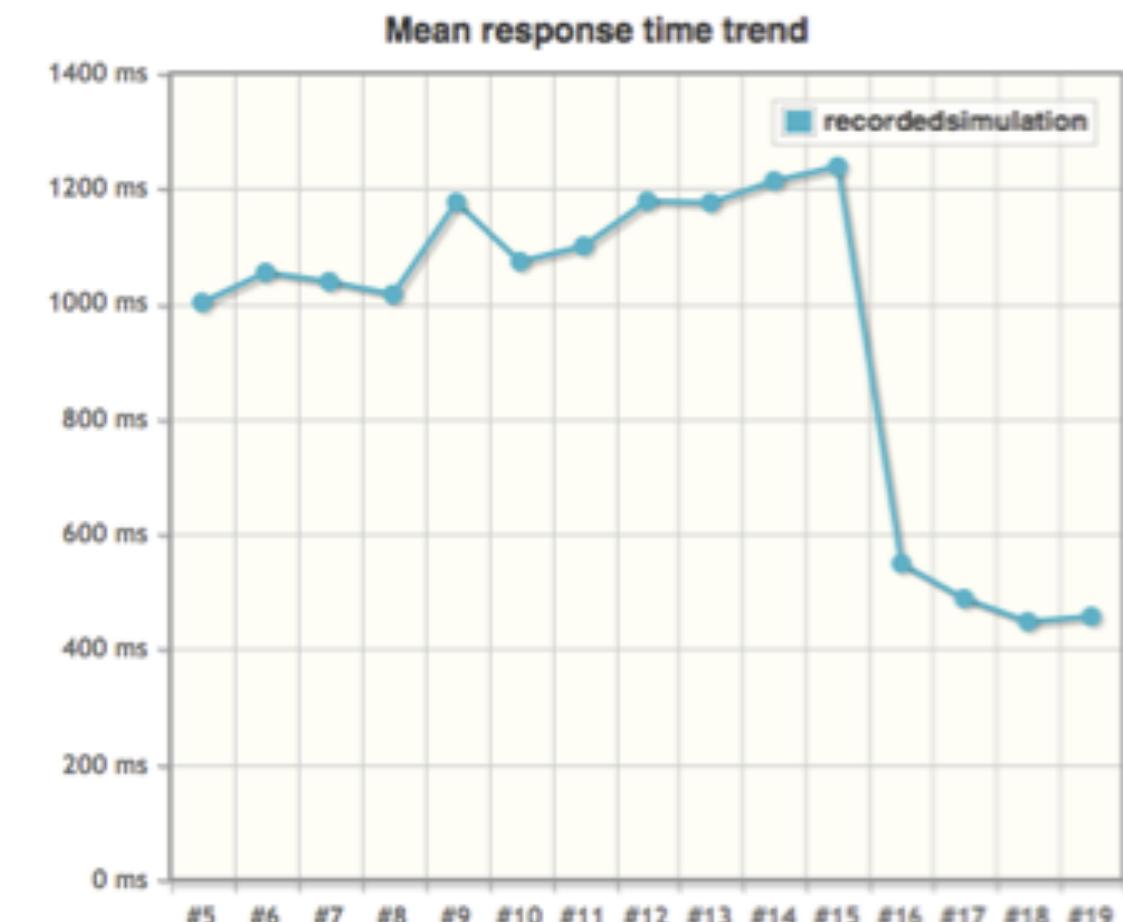
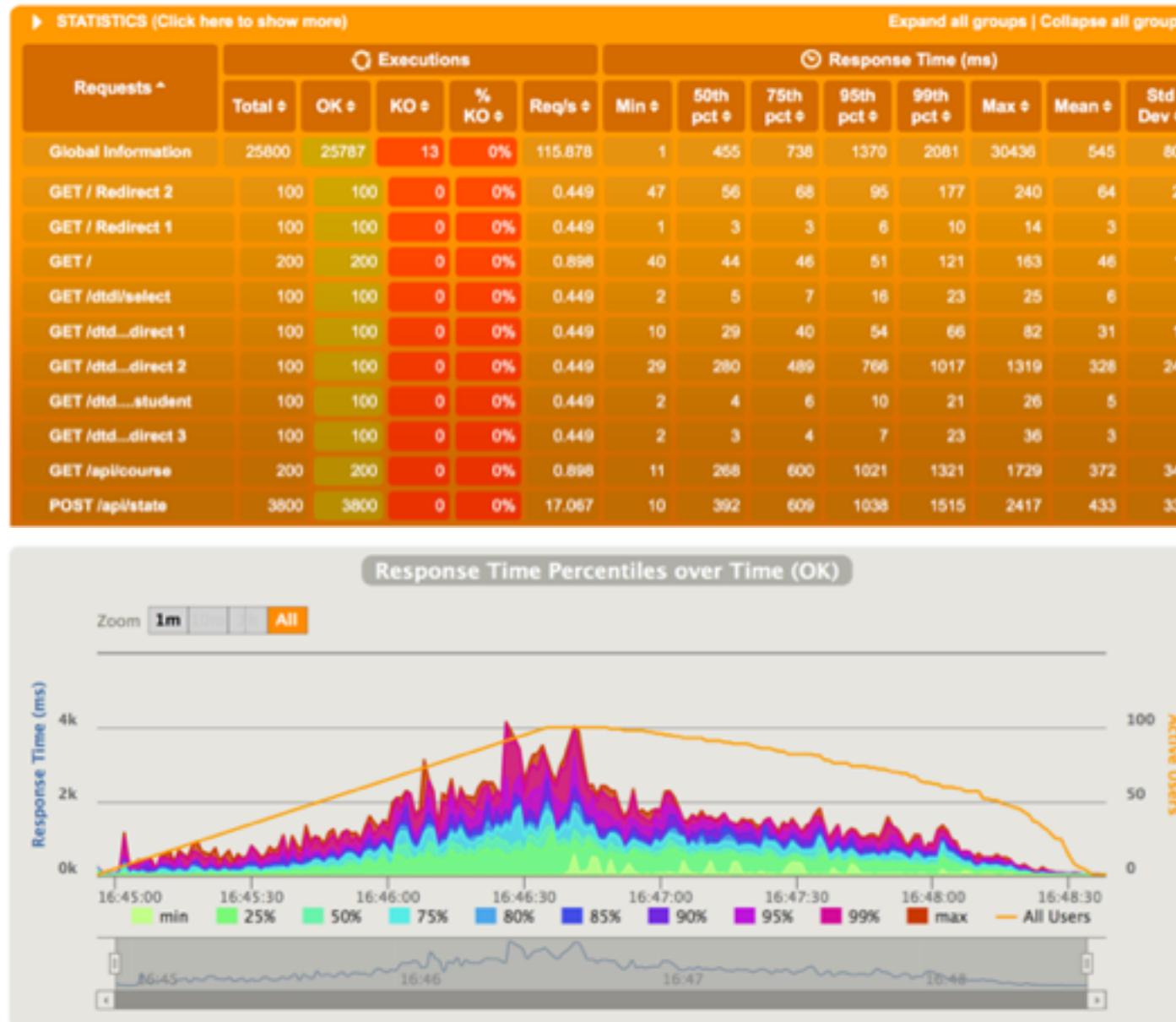
# Scenario to outcome



# Demo



# Reports



# Interpretations

## We can

See how changes affect performance

Have feedback on performance in short amount of time

## We cannot

See which load the application can endure in production



# Results so far

- Prevented multiple issues in production
- Helped testing performance fixes and database tuning
- Discovered configuration error in test infrastructure
- Helped track down and validate a fix for a memory leak
- Helped tweak database indexes



# Further development

- Automate (re-)recording process
- Re-use functional test scenarios as performance tests
- Eliminate custom code changes



# Summary



# Some take-aways

- Performance testing should be a first class citizen in your development cycle
- Frontend changes can impact backend performance
- Gatling is an awesome programmer friendly tool for load testing
- The approach we shared monitors performance trends - it does NOT determine the maximum load a production environment can endure



<https://github.com/timve/continuous-performance-demo>  
<https://github.com/bertjan/gatling-seed>





# Questions?



# Thanks for your time!

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