

# Performance Analysis Report

## Overview

This report aims to analyze and summarize the results of stress tests conducted on MemAppender, ConsoleAppender, and FileAppender. The purpose of the tests is to evaluate the performance of different log appenders when handling a large volume of log events, especially under various maxSize configurations. The test results will help us understand performance differences under different configurations and provide a basis for future optimizations.

## Testing Environment

IDE: IntelliJ IDEA

Java Version: Java 21

Operating System: Windows 11

Performance Analysis Tool: IntelliJ Profiler

Test Tool: JUnit 5

Log Appenders: MemAppender, ConsoleAppender, FileAppender

Test Data Volume: 100, 1000, 10000 log messages

Test Type: Performance test, including time consumption and memory usage

## Test Results

### 1. MemAppender Performance Test

#### Performance Comparison Using ArrayList and LinkedList

ArrayList MemAppender:

Maximum Log Count: 100

Discarded Log Count: 40800

Time Consumption: 559399 ns

LinkedList MemAppender:

Maximum Log Count: 100

Discarded Log Count: 41800

Time Consumption: 894400 ns

## Comparison with Different maxSize Values

ArrayList MemAppender (maxSize=1000):

Discarded Log Count: 42800

Time Consumption: 825199 ns

LinkedList MemAppender (maxSize=1000):

Discarded Log Count: 43800

Time Consumption: 1116300 ns

ArrayList MemAppender (maxSize=10000):

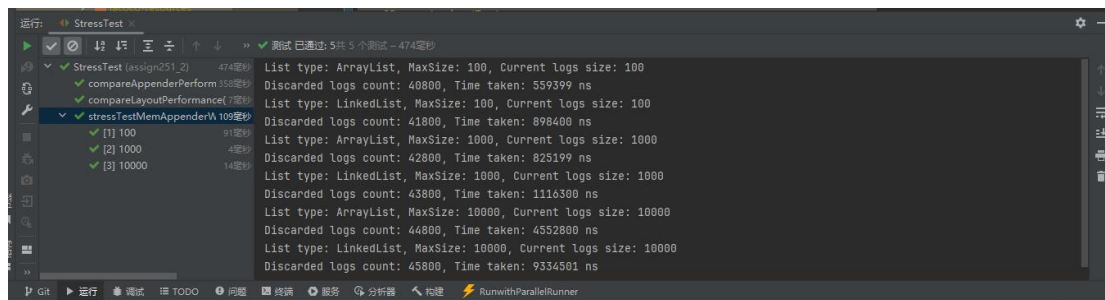
Discarded Log Count: 44800

Time Consumption: 4552800 ns

LinkedList MemAppender (maxSize=10000):

Discarded Log Count: 45800

Time Consumption: 9334501 ns



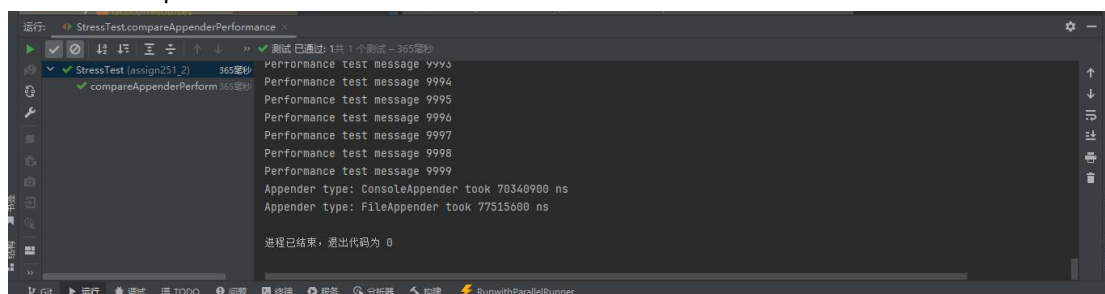
## 2. ConsoleAppender and FileAppender Performance Test

ConsoleAppender:

Time Consumption: 70340900 ns

FileAppender:

Time Consumption: 77515600 ns



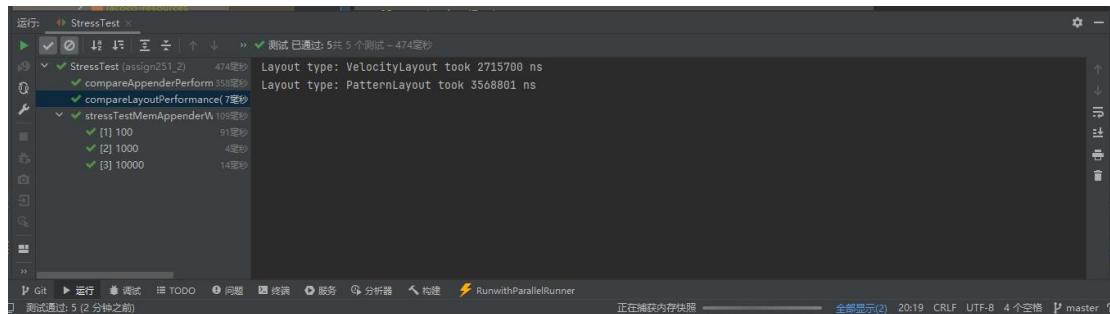
### 3. Performance Comparison of Different Layouts

VelocityLayout:

Time Consumption: 2715700 ns

PatternLayout:

Time Consumption: 3568801 ns



## Conclusion

ArrayList provides better performance than LinkedList when used as the underlying data structure for MemAppender, especially when the log count reaches the maximum limit.

As maxSize increases, the time consumption of MemAppender also increases, but ArrayList still outperforms LinkedList.

ConsoleAppender and FileAppender show significantly lower performance when handling a large volume of logs compared to MemAppender, with FileAppender being the slowest, likely due to disk I/O overhead.

VelocityLayout is more efficient in formatting log messages than PatternLayout.

## Recommendations

For scenarios requiring high-performance logging, it is recommended to use MemAppender with ArrayList.

For applications that need to persist logs to disk, the performance impact of FileAppender should be considered, and optimizations should be made when necessary.

In practical applications, the choice of log appender and layout should be based on specific needs, taking into account the impact of maxSize configuration on performance.

## Appendix

[illegible]

all		
com.intellij.rt.junit.JUnit4Runner.main	startLocalManagementAgent	j.l.Thread.run
com.intellij.rt.junit.JUnit4Runner.prepareStreamsAndStart		j.l.Thread.runWith
com.intellij.rt.junit.IdeaTestRunner\$Repeater.startRunnerWithArgs		run
com.intellij.rt.execution.junit.TestsRepeater.repeat		
org.junit.platform.launcher.core.SessionPerRequestLauncher.execute		
org.junit.platform.launcher.core.DelegatingLauncher.execute		
org.junit.platform.launcher.core.DefaultLauncher.execute		
org.junit.platform.launcher.core.DefaultLauncher.execute	DefaultLauncher.discover	
accept		
o.j.p.l.c.EngineExecutionOrchestrator.execute		
o.j.p.e.s.h.NodeTestTask.executeRecursively		
o.j.p.e.s.h.NodeTestTask.executeRecursively		
invokeAll		
NodeTestTask.executeRecursively		
execute	execute	
invoke	execute	
proceed	forEach	
invoke	accept	
append		
write		