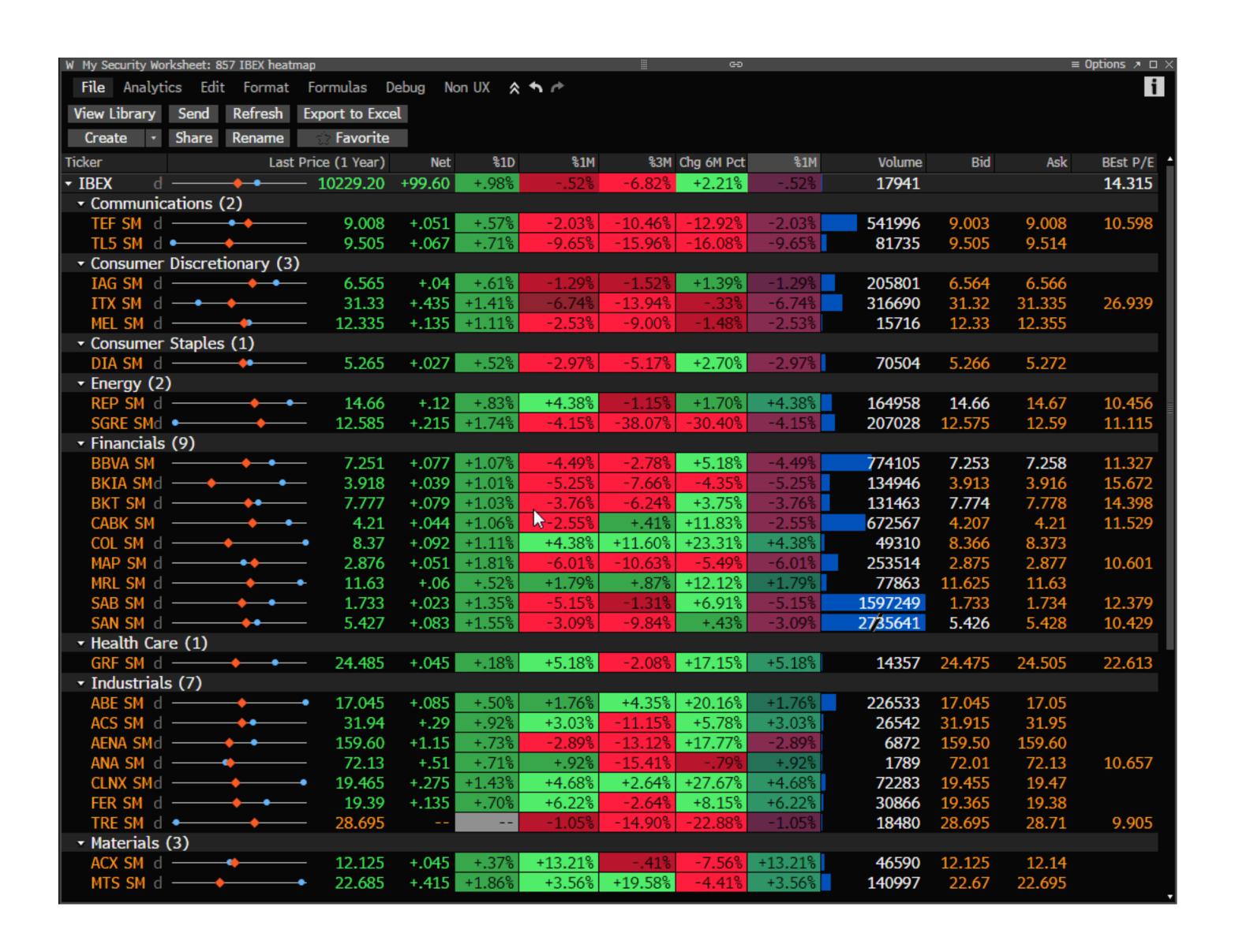
Load Testing with Locust

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What is your capacity?



Explore system qualities







Does the system respond quickly enough?







Does the system respond quickly enough?

Can the system grow to handle future volumes?









Does the system respond quickly enough?

Can the system grow to handle future volumes?

Does the system behave correctly under load?





PERFORMANCE TESTING

- Evaluate component performance
- No heavy load
- Tuning

- Do not aim to find defects
- Establish the benchmark behaviour



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- Feed the system the largest task it can handle
- Increase the load
- Simulate with virtual users

- Expose defects
- Determine the upper limit for all components



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- Do not aim to find defects
- Establish the benchmark behaviour

- Feed the system the largest task it can handle
- Increase the load
- Simulate with virtual users

- Attempt to break the system down
- Overwhelm its resources
- Take resources away

- Expose defects
- Determine the upper limit for all components
- Graceful failure and recovery
- Define application behaviour after failure



Before you invest

Have monitoring tools

Identify usage patterns

Define success criteria in measurable terms

Isolate the testing environment



Isolate the testing environment



Locust (locust.io)

Open source

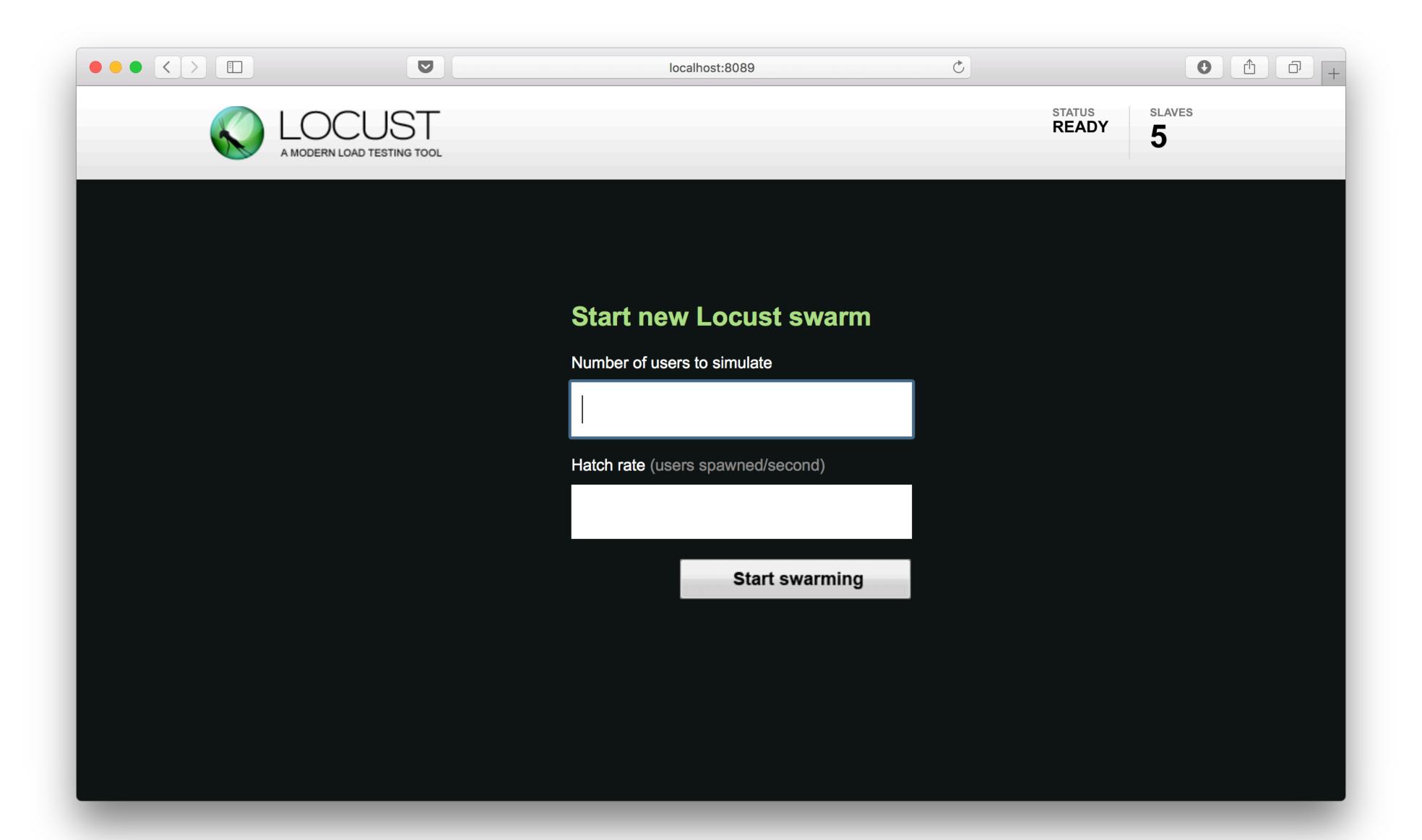
User behaviour in code (Python)

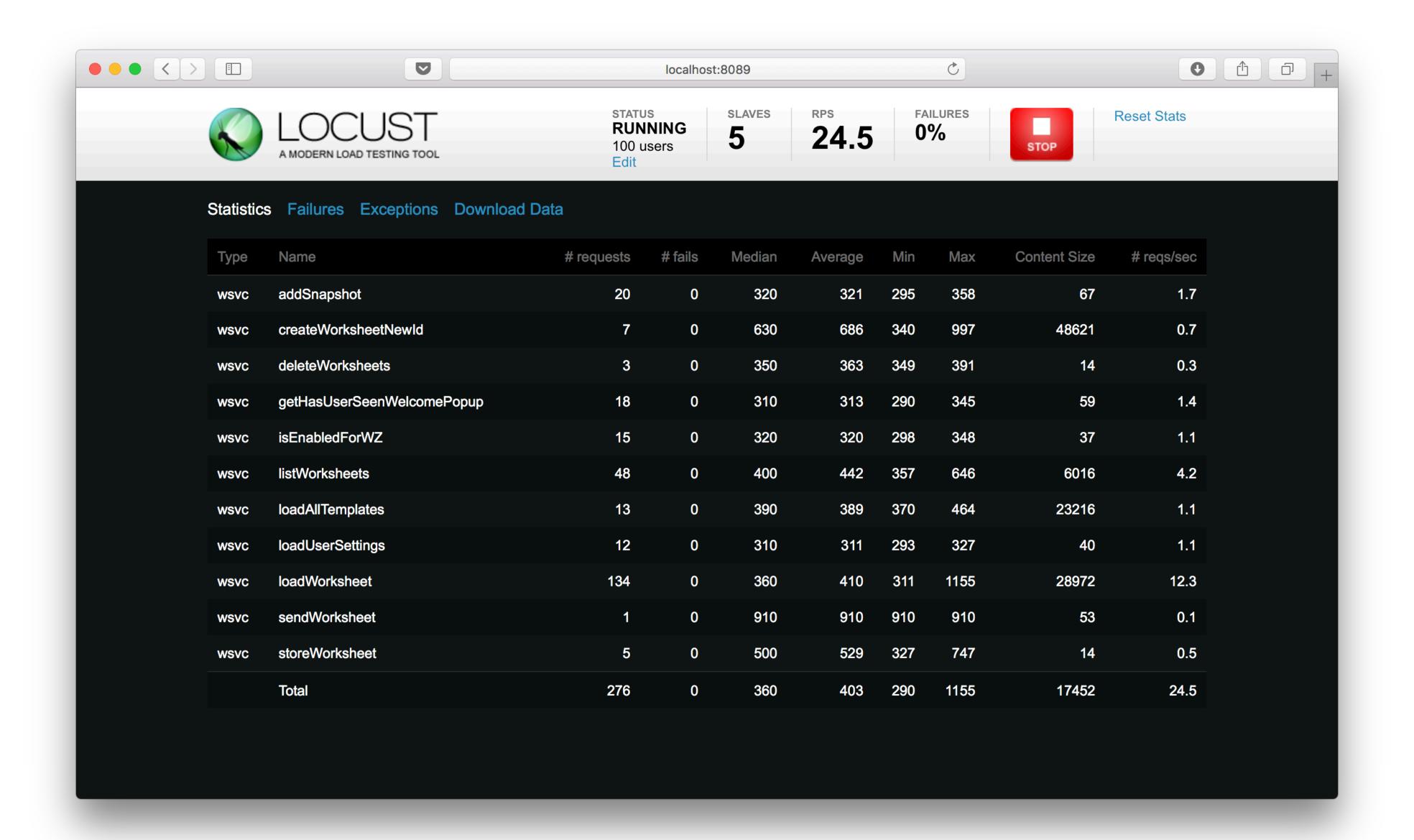
Based on co-routines, async approach

Distributed and scalable

Battle tested

```
1 $ locust --no-web \
2     -f locustfile.py \
3     -c 100 \
4     -r 10 \
5     -n 1000 \
6     --print-stats
```





```
1 from locust import HttpLocust, TaskSet, task
 3 class WebsiteTasks(TaskSet):
      def on_start(self):
           self.client.post("/login", {
               "username": "kubilay",
 6
               "password": "******
           })
 8
 9
      atask(4)
10
      def home(self):
11
           self.client.get("/home")
12
13
      atask(2)
14
      def profile(self):
           self.client.get("/profile")
16
17
18 class WebsiteUser(HttpLocust):
       task_set = WebsiteTasks
      min_wait = 5000
20
      max_wait = 15000
```

```
1 from locust import Locust, events
 2 from my_protocol import Client
 3 import time
 5 class CustomClient():
      def __init__(self):
           self.client = protocol.Client()
      def sendRequest(self, request):
           params = {
10
               'request_type': request['type'],
11
               'name': request['name']
12
13
14
           event = None
15
           start_time = time.time()
16
17
           try:
               self.client.send(request)
18
           except Exception as e:
19
               params['exception'] = e
20
               event = events.request_failure
21
                                                       # FAILURE
22
           else:
23
               event = events.request_success
                                                       # SUCCESS
           finally:
24
               params['response_time'] = int((time.time() - start_time) * 1000)
25
               event.fire(**params)
```

```
1 from locust import Locust
2
3 class CustomLocust(Locust):
4    def __init__(self, *args, **kwargs):
5        super(CustomLocust, self).__init__(*args, **kwargs)
6        self.client = CustomClient()
```



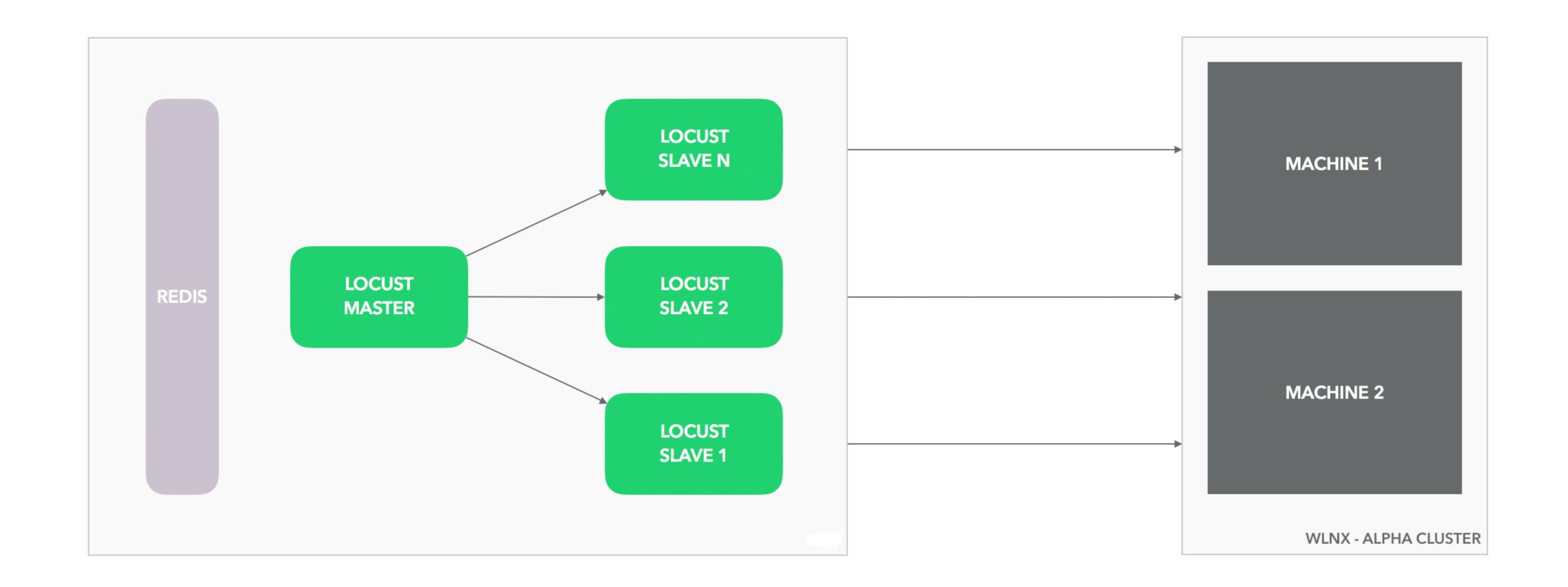
Containers FTW

Lightweight

Well suited to singular tasks

Simple to deploy

Distributed





Test runs

Many dropped requests

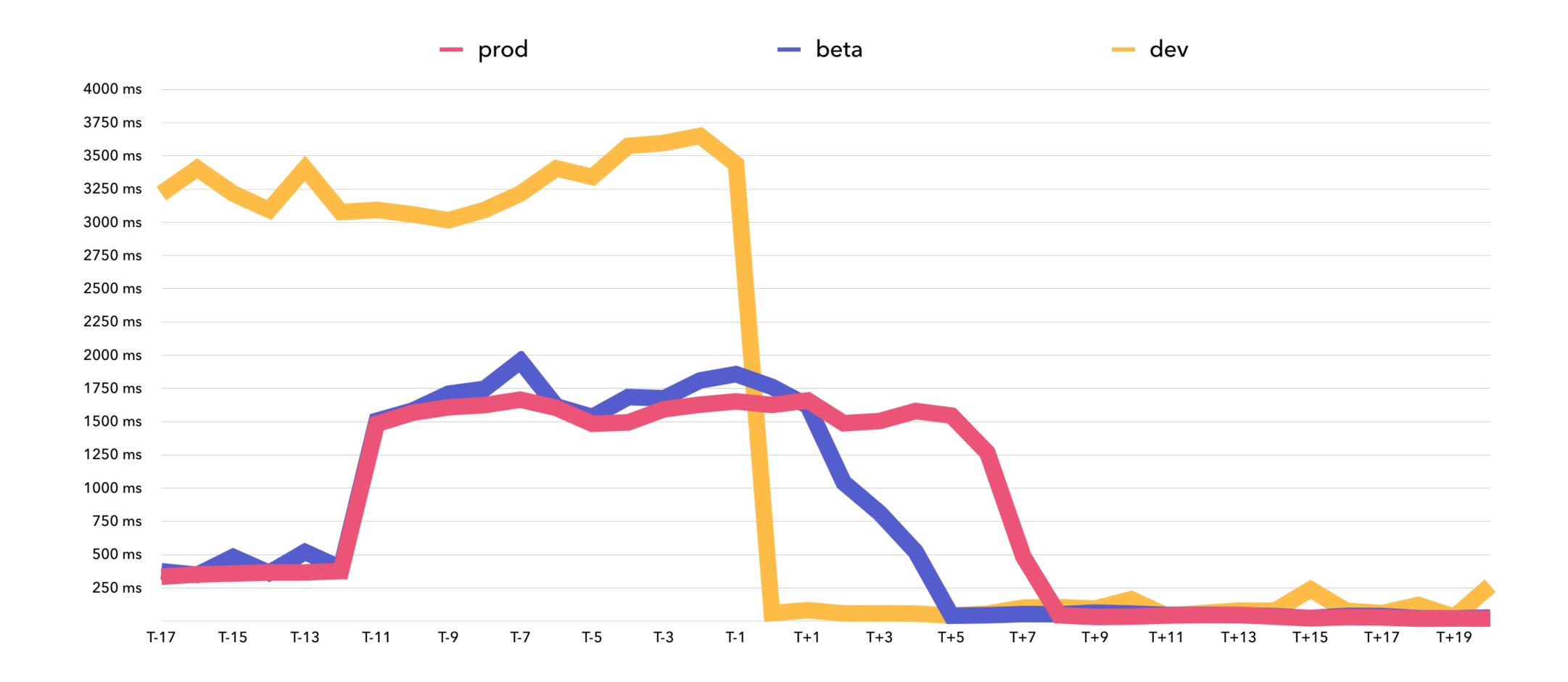
Single request taking too long, blocking others

Queues filled up pretty quickly

More instrumentation

Regression in DB access

Fix and ship



Average Response Time





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