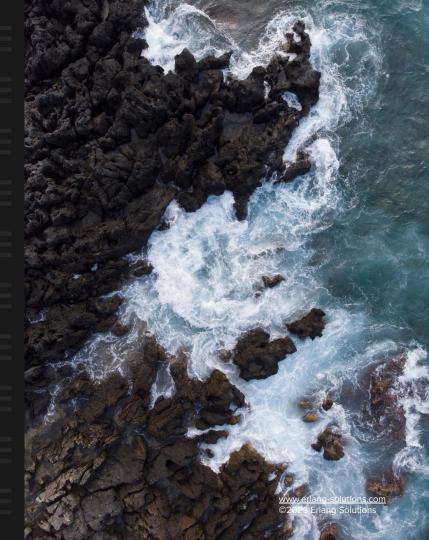


The Actor Model as a Load Testing Framework

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The Tacoma Bridge





The Tacoma Bridge

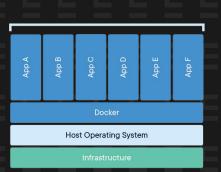






The (virtual) Tacoma Bridges











The (virtual) Tacoma Bridges

- Interactions?
- Traffic capacity?
- Amplifying factor?
- Old forces that only now start to matter?







Framework

- A framework is a generic term commonly referring to an essential supporting structure which other things are built on top of. [Wikipedia]
- A supporting structure around which something can be built [Cambridge dictionary]
- A system of rules, ideas, or beliefs that is used to plan or decide something [Cambridge dictionary]





Framework



A system of rules, ideas, or beliefs that is used to plan or decide something

[Cambridge dictionary]

Model



A system of postulates, data, and inferences presented as a mathematical description of an entity

[Merriam-Webster]



Testing

The process of using or trying something to see if it works, is suitable, obeys the rules, etc.

[Cambridge dictionary]

Load

A mass or quantity of something taken up and carried, conveyed, or transported [Thesaurus]





Load Testing

The process of trying something can carry a mass or quantity of work, and verify how it behaves under varying such quantities

- Performance at minimum load
- Load at very high load
- Stress at failure





Load Testing Framework

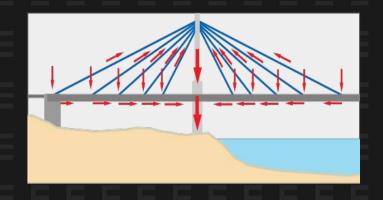
A system of tools and ideas to apply loads in all the possible ways the system *allows*:

- Unit of measurement
- Interactions





The loads



The forces



The users

Actors

An Actor can, in response to a message it receives:

- send a finite number of messages to other Actors
- create a finite number of new Actors
- designate the behavior to be used for the next message it receives





The universal primitive

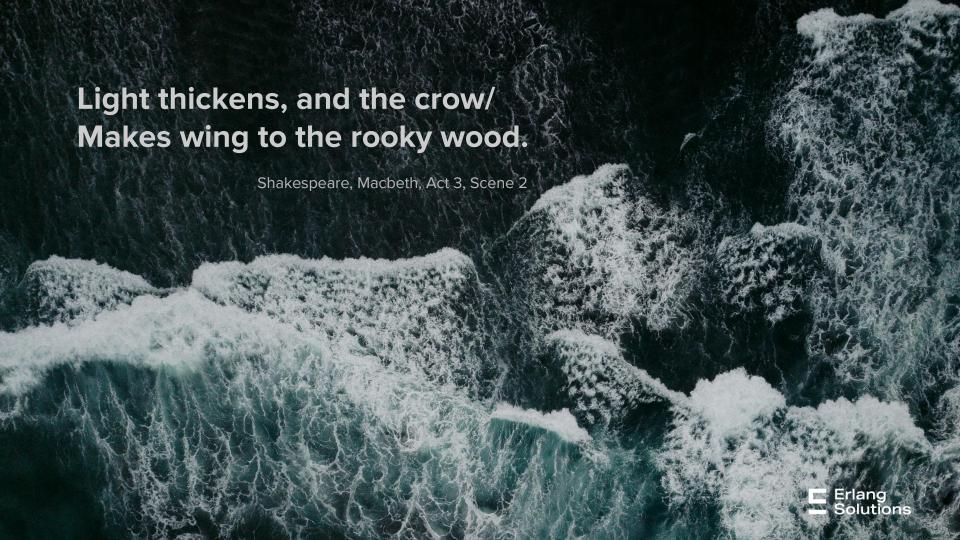
Everything is a...











A Murder of Crows

- Interactions?
- Traffic capacity?
- Amplifying factor?
- Old new forces?





Forces in play

Say we have a chat system:

- Session establishment
- Send messages
- Fetch your archives
- Join/leave group-chats
- (And much more stuff)





Run all the actors

- *init* a scenario, once
 - Metrics, conditions, databases
- Start all the actors, every single time
 - Each actor executes its force
- Run the scenario
 - Locally or distributed





Throttle

Set a Rate per Interval for an action

- Progressive rate control
- Actors wait for throttler's approval
- Actors ask other actors to wait for throttler's approval





Coordinate

- Pick a number of users for an action
 - o all
 - a list
 - a set of distinct pairs
- Users are given to a callback as they join the coordination plan











esi/MongooseiM





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