

CLIFv2 user manual



<http://clif.ow2.org/>

Table of contents

1. Introduction.....	4
2. Key concepts.....	5
3. Registry.....	7
3.1. Rationale.....	7
3.2. Running a Registry.....	7
4. CLIF servers.....	8
4.1. Rationale.....	8
4.2. Configuring a CLIF server.....	8
4.3. Running a CLIF server.....	9
5. Probes.....	10
5.1. Rationale.....	10
5.2. Available probes.....	10
5.2.1. <i>cpu probe</i>	10
5.2.2. <i>disk probe</i>	11
5.2.3. <i>memory probe</i>	11
5.2.4. <i>network probe</i>	11
5.2.5. <i>jvm probe</i>	11
5.2.6. <i>rtp probe</i>	12
6. Load injectors and ISAC.....	13
6.1. Rationale.....	13
6.2. ISAC is a Scenario Architecture for CLIF.....	13
6.2.1. <i>behaviors</i>	13
6.2.2. <i>load profiles</i>	13
6.2.3. <i>ISAC plug-ins</i>	13
6.2.4. <i>Writing an ISAC scenario</i>	14
6.2.5. <i>Recording an ISAC scenario for Http</i>	14
6.2.6. <i>Deploying and executing an ISAC scenario</i>	15
7. Eclipse-based graphical user interface.....	16
7.1. Introduction.....	16
7.2. Run CLIF registry	16
7.3. Test plan edition.....	17
7.4. ISAC scenario edition.....	18
7.5. test deployment and execution.....	19
8. Java Swing-based graphical user interface.....	20
8.1. Introduction.....	20
8.2. Run CLIF registry	20
8.3. Test plan edition table.....	21
8.4. Performance and resource usage monitoring.....	22
8.5. File Menu.....	22
8.6. Test plan menu.....	22
8.7. Tools menu.....	22
8.7.1. <i>Basic analyzer</i>	23
8.7.2. <i>Quick graphical analyzer</i>	23

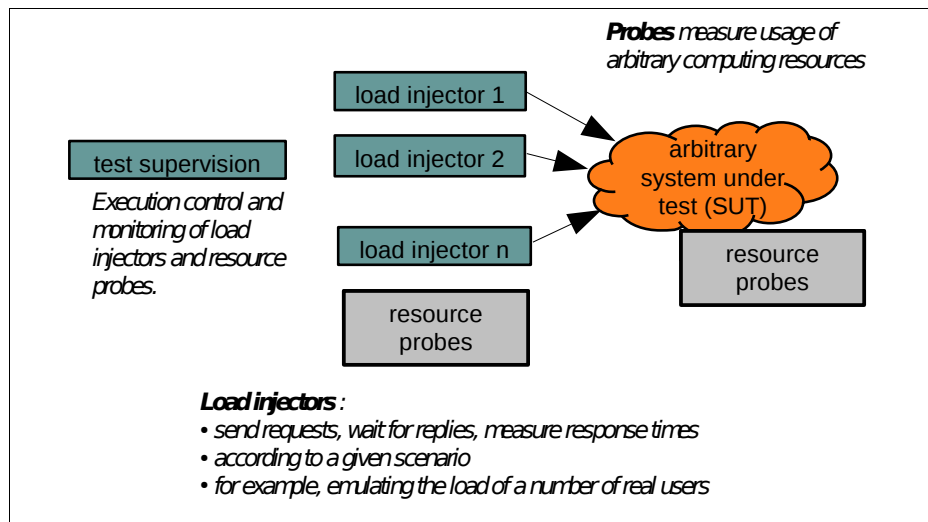
8.8. Help menu.....	27
9. Command line user interface.....	28
9.1. Introduction.....	28
9.2. Run CLIF Registry.....	28
9.3. Test plan deployment: deploy.....	28
9.4. Test initialization: init.....	28
9.5. Test execution start: start.....	29
9.6. Suspend test execution: suspend.....	29
9.7. Resume test execution: resume.....	29
9.8. Stop test execution: stop.....	29
9.9. Wait for a test execution to terminate: join.....	29
9.10. Collect test results (measurements): collect.....	29
9.11. Shortcut for full test execution process: run.....	29
9.12. Shortcut for full deployment and execution process: launch.....	30
9.13. Get specific runtime parameters of a probe or injector: params.....	30
9.14. Change a runtime parameter of a probe or injector: change.....	30
10. Test results and measurements.....	31
11. Licenses.....	32
Appendix A: system properties.....	33
Appendix A: Class and resource files (remote) loading.....	36
Appendix A: ISAC execution engine.....	37

1. Introduction

CLIF is a component-oriented software framework written in Java, designed for load testing purposes of any kind of target system. By load testing, we mean generating traffic on a System Under Test in order to measure its performance, typically in terms of request response time or throughput, and assess its scalability and limits, while observing the computing resources usage.

Basically, CLIF offers the following features:

- deployment, remote control and monitoring of distributed load injectors;
- deployment, remote control and monitoring of distributed probes;
- final collection of measurements produced by these distributed probes and load injectors.



Analysis tools for these measurements will be provided as soon as possible. For the time being, all measurements are available as CSV (comma separated values)-formatted text files.

Thanks to its component-based framework approach, CLIF is easily customizable and extensible to particular needs, for example, in terms of specific injectors and probes, definition of load generation scenarios, storage of measurements, user (tester) skills, integration to a test management platform, etc. For instance, user interfaces are available as command-line tools, Java Swing-based GUI and Eclipse-based GUI.

See installation manual for CLIF installation.

2. Key concepts

- *blade*
an active component that can be deployed within a CLIF application, under control of the supervisor component, that provides statistical information about its execution (for monitoring purpose), and produce results stored by the storage component. Blades exist either as load injectors or probes.
- *CLIF application*
set of deployed components making it possible to run a test. A CLIF application is a distributed component holding as sub-components: one supervisor, one storage, and an arbitrary number of probes and load injectors (aka blades).
- *CLIF server*
a JVM with a bootstrap component that will locally handle blade deployment requests from the supervisor. In other words, one must run a CLIF server on a given computer in order to be able to deploy load injectors and probes. CLIF server have a name. They register themselves in the Registry with this name in order to be found by the deployment process.
- *code server*
the code server is responsible for delivering Java byte-code and resource files on demand during the deployment process. This is achieved through a socket server with a specific protocol. As of current version, files greater then 2GB cannot be transfered.
- *collect, collection*
action of getting all measurements, possibly disseminated through the blades by the storage proxy feature, into the storage component. Collection should not occur before a test is terminated.
- *deployment*
local or remote instantiation of load injectors and probes (aka blades). During this process, Java byte-code and resource files may be loaded from the code server, through the network, and to the target JVM of the blade being deployed.
- *load injector*
a component that conforms to the blade component type, whose activity consists in generating traffic on an arbitrary SUT, using arbitrary protocols, according to an arbitrary scenario.
- *probe*
a component that conforms to the blade component type, whose activity consists in measuring the usage of an arbitrary computing resource. Probes may be deployed at the SUT's side, in order to better analyze and understand its performance, as well as at the load injectors' side, to check that they are performing all right (since saturating injectors may result in unreliable measurements or violated load scenarios).
- *(load) scenario*
optional concept referring to the way a single load injector generates traffic, for instance by emulating the load of a variable number of users performing a variety of requests on the SUT. In other words, a scenario defines both shape and content of the traffic generated by a load injector.
- *Storage*
centralized component for storing measurements produced by load injectors and probes (aka blades). The storage component is typically associated to a storage proxy feature supported by each blade.

CLIF user manual guide

- *Storage proxy*
local buffering of measurements feature provided by blades in order to avoid flooding the network and the storage component, which could also disturb the test and spoil measurements.
- *Supervisor or supervision console*
component responsible for controlling and monitoring of a test execution.
- *System under test (SUT)*
an arbitrary system one wants to assess the performance of. It is typically composed of one or several computers, networks, etc. It has to be reachable, either directly or indirectly via some gateway, native library or any wrapping mechanism, from the Java Virtual Machine where CLIF servers are running.
- *Registry*
a distributed naming service used by the deployment process to lookup CLIF servers and deploy load injectors and probes.
- *Test (execution)*
execution (shot) of an already deployed test plan. A test ends under 3 possible conditions: completed, manually stopped or self-aborted.
- *Test plan*
specifies a set of distributed load injectors and probes, including their instantiation arguments and the name of the CLIF servers where they must be deployed.

3. Registry

3.1. Rationale

CLIF servers are necessary to deploy any test plan, since they host load injectors and probes. CLIF servers are designated by a name, which is registered in a Registry. In order to run, CLIF servers must be able to find this Registry, which implies:

1. that the Registry must be running before a CLIF server can be launched;
2. that parameters must be given to tell the CLIF servers where to find the Registry and register themselves.

3.2. Running a Registry

There are three ways of starting a Registry: running the Java Swing console GUI (section 8), using the Eclipse-based console GUI (section 7), or using the appropriate command (section 9).

4. CLIF servers

4.1. Rationale

CLIF servers are necessary to deploy any test plan, since they host load injectors and probes. CLIF servers are designated by a name, which is registered in a Registry. In order to run, CLIF servers must be able to find this Registry, which implies that:

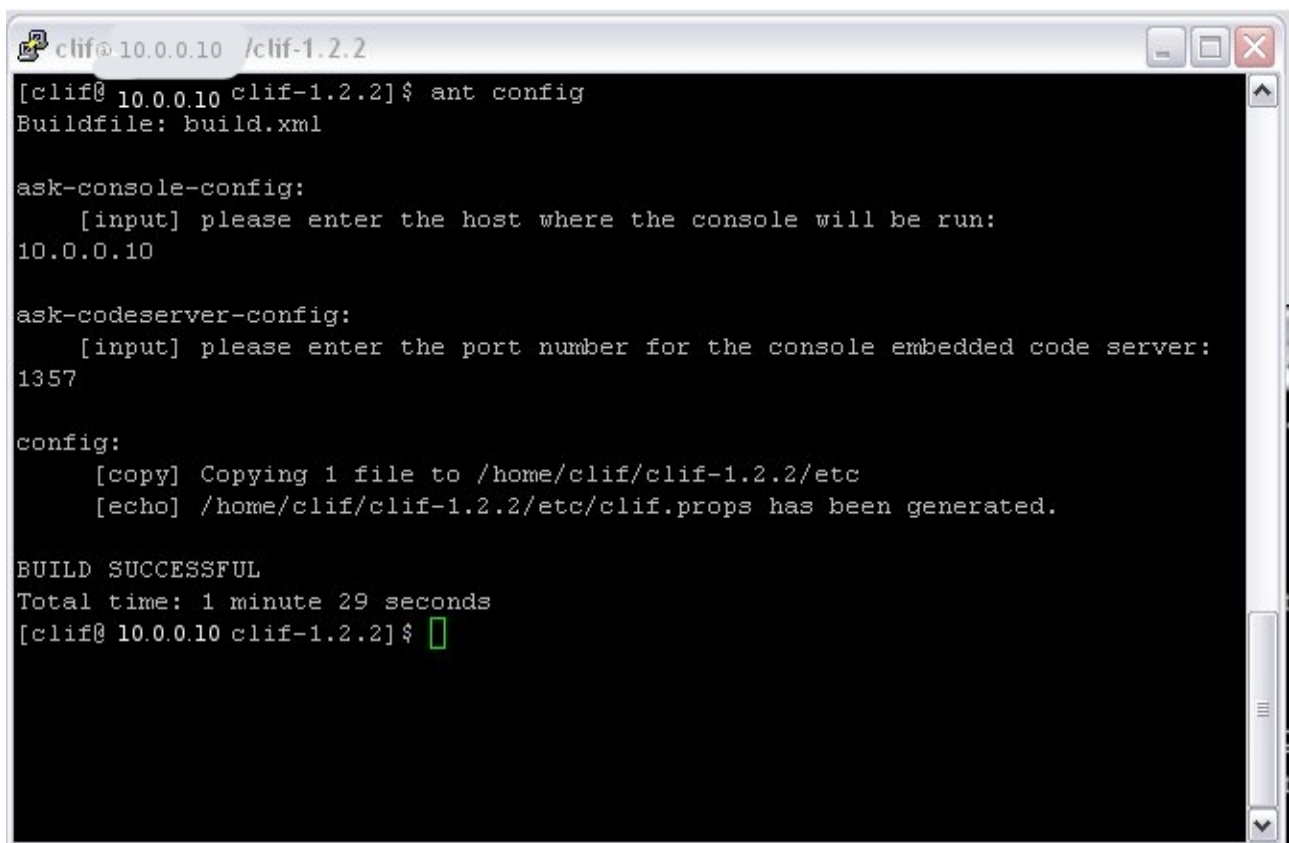
1. the Registry must be running before a CLIF server can be launched;
2. parameters must be given to tell the CLIF servers where to find the Registry and register themselves.

4.2. Configuring a CLIF server

You may configure CLIF either by editing file `clif.props` in the `etc/` subdirectory, or by using command `"ant config"`. In the latter case, the following questions will be asked:

- *please enter the host where the console will be run:*
enter the IP address or name of the computer where you will run the Registry, either embedded in the Swing or Eclipse GUI, or launched by command line.
- *please enter the port number for the console embedded code server:*
enter the port number used by the code server, for example 1357.

This configuration operation must be done everywhere you want to run a CLIF server or a console. You may also make this configuration step only once, and copy the resulting file `etc/clif.props` wherever needed.



```

clif@10.0.0.10 /clif-1.2.2
[clif@ 10.0.0.10 clif-1.2.2]$ ant config
Buildfile: build.xml

ask-console-config:
    [input] please enter the host where the console will be run:
10.0.0.10

ask-codeserver-config:
    [input] please enter the port number for the console embedded code server:
1357

config:
    [copy] Copying 1 file to /home/clif/clif-1.2.2/etc
    [echo] /home/clif/clif-1.2.2/etc/clif.props has been generated.

BUILD SUCCESSFUL
Total time: 1 minute 29 seconds
[clif@ 10.0.0.10 clif-1.2.2]$

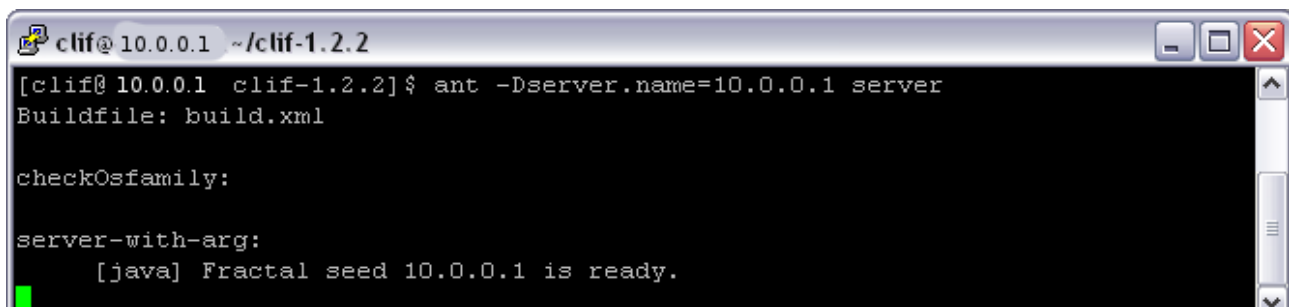
```

4.3. Running a CLIF server

CLIF must be configured on each host you plan to run a CLIF server, accordingly to where your Registry is running. Your Registry must be running to be able to launch Clif server. Then, run a CLIF server with command:

- **ant server** to create a CLIF server that registers with the local host name as CLIF server name
- **ant -Dserver.name=myFirstServer server** to create a CLIF server that registers with the provided name

The second solution is a good practice for defining test plans regardless of the actual execution computers you will have, since the CLIF servers' names are not computer names. You may even first locally try a distributed test plan by running as many CLIF servers as needed on a single computer, with different CLIF server names.



```

clif@10.0.0.1 ~/clif-1.2.2
[clif@ 10.0.0.1 clif-1.2.2]$ ant -Dserver.name=10.0.0.1 server
Buildfile: build.xml

checkOsfamily:

server-with-arg:
    [java] Fractal seed 10.0.0.1 is ready.

```

5. Probes

5.1. Rationale

When load testing, it is often a good idea to check the usage of computing resources, both at the SUT side and the injectors' side. For instance, one may imagine system probes measuring CPU usage percentage, memory consumption, network bandwidth, etc. But other probes may be imagined that measure the size of a request queue length, a cache usage, or any activity data of any kind of middleware/software element involved in the SUT.

With CLIF, you may include probes in a test plan, as a complement to load injectors. Probes are supposed to have their own activity, typically (but not necessarily) consisting in polling a resource to measure its usage. All measurements are available from the Storage component once the test execution is over and the collection process has completed, while statistical values may be retrieved by the supervision console for monitoring purpose during test execution, directly from the probe. These statistical values are moving statistics computing on the period between two consecutive retrievals.

5.2. Available probes

Probes delivered with CLIF all consist in a periodic measure of the resource. They all take two arguments that must be specified in the test plan: the polling period (in milliseconds) and the execution duration (in seconds). Although probes start measuring once initialized for convenience, this execution time is counted once actually running (i.e. started and not suspended). When terminated, no measure is performed anymore.

To set a probe in a test plan:

- enter its family name as the “class name” information field;
- select the “probe” type;
- select the CLIF server where to deploy this probe, making sure that the target CLIF server actually runs on a computing environment (hardware, operating system or whatever) that is compatible with the probe family (see table below);
- enter the specific argument line, as explained hereafter.

5.2.1. cpu probe

family/class name	cpu
measurements	global used CPU %, user used CPU %, kernel/privileged used CPU %
alarms	<i>none</i>
arguments	polling period (ms), execution duration (s)
compatibility	Linux 2.4/2.6, MacOS.X 10.4, Windows XP

5.2.2. disk probe

family/class name	disk
measurements	# issued read operations, # of sectors read, # issued write operations, # of sectors written, time spent for I/O (ms), time spent for read operations (ms), time spent for write operations (ms).
alarms	<i>none</i>
arguments	polling period (ms), execution duration (s), disk name (e.g. hda or sda for Linux, disk0 for MacOS.X, C: for Windows XP)
compatibility	Linux 2.4/2.6, MacOS.X 10.4, Windows XP

5.2.3. memory probe

family/class name	memory
measurements	used RAM %, used RAM (MB), cached memory (MB), buffers size (MB), used swap %, used swap (MB)
alarms	<i>none</i>
arguments	polling period (ms), execution duration (s)
compatibility	Linux 2.4/2.6, MacOS.X 10.4, Windows XP

5.2.4. network probe

family/class name	network
measurements	received KB, # of packets received, sent KB, # of packets sent
alarms	<i>none</i>
arguments	polling period (ms), execution duration (s), network adapter name (e.g. eth0 for Linux, en0 for MacOS.X, Broadcom NetXtreme 57xx Gigabit Controller for Windows XP)
compatibility	Linux 2.4/2.6, MacOS.X 10.4, Windows XP

5.2.5. jvm probe

family/class name	jvm
measurements	free memory in currently allocated heap (MB), used memory % with regard to currently allocated heap, free % of maximum allocatable memory heap
alarms	An alarm with severity level “Info” is generated at each JVM garbage collection.
arguments	polling period (ms), execution duration (s)
compatibility	system independent

5.2.6. rtp probe

family/class name	rtp
measurements	number of packets per second, cumulative number of packets lost, minimum time jitter (ms), maximum time jitter (ms), average time jitter (ms), standard deviation of time jitter (ms), number of jumps per second, number of inversions per second.
alarms	none
arguments	polling period (ms), execution duration (s), port to listen. Examples for port argument: <ul style="list-style-type: none">● 40000-40002 to listen on ports 40000 to 40002● 40000 to listen on port 40000● 40000-40004/2 to listen on ports 40000, 40002, 40004
compatibility	system independent

6. Load injectors and ISAC

6.1. Rationale

Load injectors are set in a CLIF test plan in order to generate traffic on the SUT. With CLIF, you may use and imagine any kind of way to define and execute your load scenarios, on any kind of SUT. You may even mix a variety of load injectors in the same test plan. This is the reason why you must set a class name for each load injector you define in a test plan, and set an arbitrary line of arguments, specifically to the actual load injector you use. Fortunately for non-programmers, CLIF comes with the ISAC extension in order to provide an easy, powerful and user-friendly way to define load scenarios. Luckily for Java programmers, they may also define their own load injectors.

6.2. ISAC is a Scenario Architecture for CLIF

With ISAC, testers are given a way to define load scenarios by combining:

- definitions of elementary behaviors, typically representing users;
- optional definitions of load profiles setting the population (i.e. the number of active instances) of each behavior as a function of time.

6.2.1. behaviors

An ISAC behavior basically consists in a sequence of actions (requests) on the SUT interlaced with delays (think times). It may be enriched with the following constructs:

- conditional loop: while <condition>
- conditional branches: if <condition> then <true_branch> else <false_branch>
- probabilist branches: nchoice <weight_1, branch_1> <weight_2, branch_2>, ... <weight_n, branch_n>
where weight_i is an integer representing the chance of executing branch_i (in other words, probability of executing branch_i equals weight_i divided by $\sum \text{weight}_j$)
- preemptive condition: preemptive <condition, branch>
program branch will exit as soon as condition is true (this condition is actually evaluated before executing each instruction of branch)

6.2.2. load profiles

Load profiles enables predefining how the population of each behavior will evolve, by setting the number of active instances according to time. A load profile is a sequence of lines or squares. For each load profile, a flag states if active instances shall be stopped to enforce a decrease of the population, or if the extra behaviors shall complete in a kind of a “lazy” approach.

6.2.3. ISAC plug-ins

A behavior can be understood as a logic definition, a kind of a skeleton. In order to actually generate traffic on the SUT, this skeleton must be associated to one or more ISAC plug-ins. Plug-ins are external Java libraries, that are responsible for:

- performing actions (i.e. generating requests) on the SUT, whose response times will be measured, using and managing specific protocols (e.g. HTTP, DNS, JDBC, TCP/IP, DHCP, SIP, LDAP or whatever);
- providing conditions used by the behaviors' conditional statements (if-then-else, while, preemptive);
- providing timers to implement delays (think time), for example with specific random distributions or computed in some arbitrary way;
- providing ad hoc controls for the plug-in itself (e.g. to change some settings);
- providing support for external data provisioning (e.g. a database of product references or a file containing identifier-password pairs for some user accounts), used as parameters by the behaviors.

6.2.4. Writing an ISAC scenario

ISAC scenarios are stored in and read from XML files, with extension ".xis" (standing for XML Isac Scenario). An ISAC scenario holds three main sections:

1. a section for plug-in imports, where default/initialization parameters can be set. A plug-in may be imported more than once if necessary: for each imported plug-in, each instance of each behavior will hold a sort of private context (called session object). Each imported plug-in is designated via a unique identifier.
2. a section for behaviors definition. All actions (aka samples), conditions (aka tests), controls and delays (aka timers) must refer to an imported plug-in using its identifier. For each call to the plug-in, specific parameter strings may be set. Those strings may hold variables: when the pattern `${plugin-identifier:key}` is found, it is replaced at runtime by a value that the designated plug-in associates with the provided key string. The designated plug-in must be a "data provider" type plug-in, and the interpretation of the key depends on it (refer to the documentation of the data provider plug-in).
3. an optional section for load profiles, with (at most) one profile per behavior.

The most user-friendly way to edit a scenario is to use the Eclipse-based ISAC graphical editor (see section 7). The alternative is to use an XML or text editor (the DTD of ISAC scenarios is given in appendix page).

6.2.5. Recording an ISAC scenario for Http

In order to make realistic scenarios corresponding to real users behaviors, session web can be recorded in ISAC scenario. It consists on using a proxy called MaxQ, available here: <http://maxq.tigris.org/>, which will capture user sessions.

To record an ISAC scenario:

1. You have to edit the maxq.properties file and to choose which timer will be used during the injection (ConstantTimer and RandomTimer are available). You can also specify on which port starts MaxQ. By default, it starts on the port 8090.
2. You have to configure your web browser to go through a proxy for Http requests.
3. Then you have to click on "File" -> "New" -> "ISAC scenario". At this point, the proxy is started but doesn't record ISAC scenario yet: it works as a transparent proxy.

4. Click on "Test" -> "Start Recording". Now, all requests going from the web browser to a server will be stored in the ISAC scenario.
5. At the end of the web session, click on "Test" -> "Stop Recording". A pop-up appears to select a name and a destination to save the file. Give a name with the extension ".xis". Then save.

Now you have a scenario corresponding to a user behavior. You can import it in your Clif Console to edit the load profile in order to replay it on a large scale.

6.2.6. Deploying and executing an ISAC scenario

Remember that a scenario is local to each load injector. When editing your test plan, the key idea is to use the ISAC execution engine as a load injector, and to set the test plan file as argument:

- class name: `IsacRunner`
- arguments: `myScenario.xis`

Your code server path should include the directory where your scenario file is, in order to benefit from the automatic remote loading of the scenario file by every remote ISAC execution engine you may have defined in your test plan (see appendix in Developer Manual).

A number of the execution engine's parameters may be modified, including at runtime:

- about the engine itself (size of the thread pool, polling period for load profile management, tolerance on deadlines);
- about the active scenario, in particular the number of active instances (population) of each behavior.

ISAC scenarios end on completion (load profiles time have elapsed), failure (abort), or manual stop. As soon as at least one behavior population has been manually set, or when no load profile is defined for any behavior, the scenario must be manually stopped.

7. Eclipse-based graphical user interface

7.1. Introduction

CLIF comes with an Eclipse-based Graphical User Interface. This GUI has 3 functions:

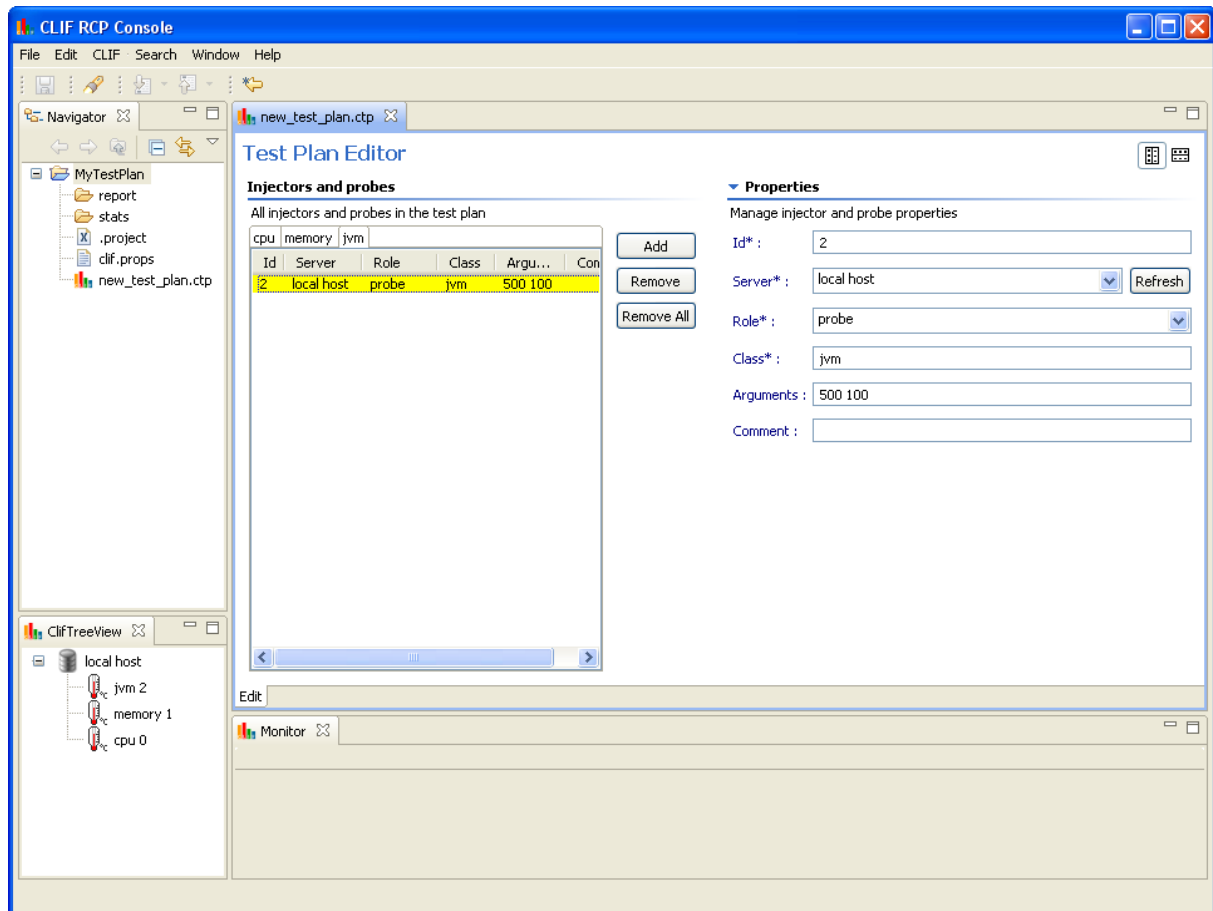
- a CLIF console for test deployment, execution and monitoring, including a test plan editor;
- a graphical editor for ISAC scenarios;
- a programming environment for ISAC plug-ins.

To install and run the Eclipse-based Graphical user interface, see the Install Manual.

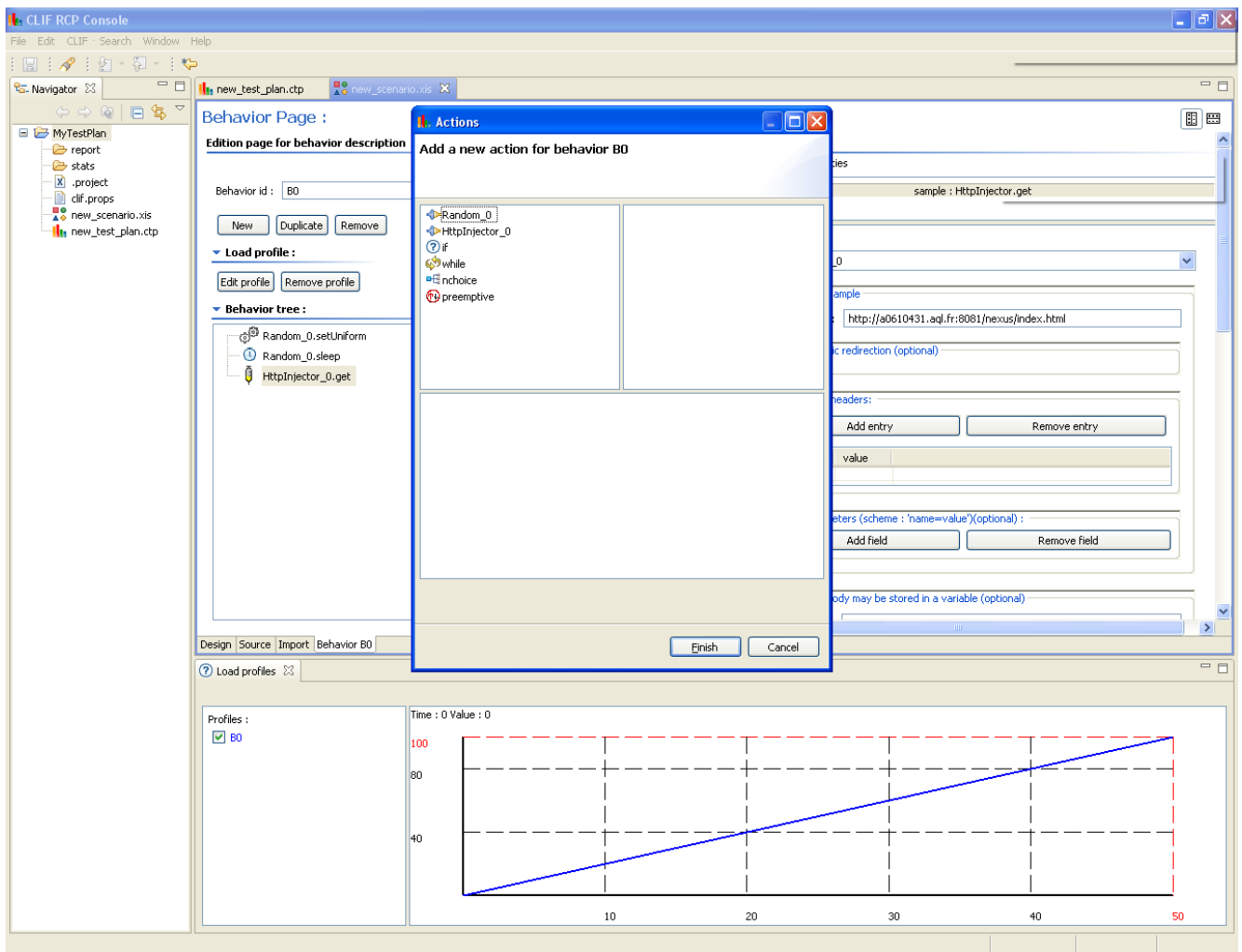
7.2. Run CLIF registry

The GUI try to connect when necessary on the registry configured in `clif.props`. If it can't connect, it will create and connect on a local registry.

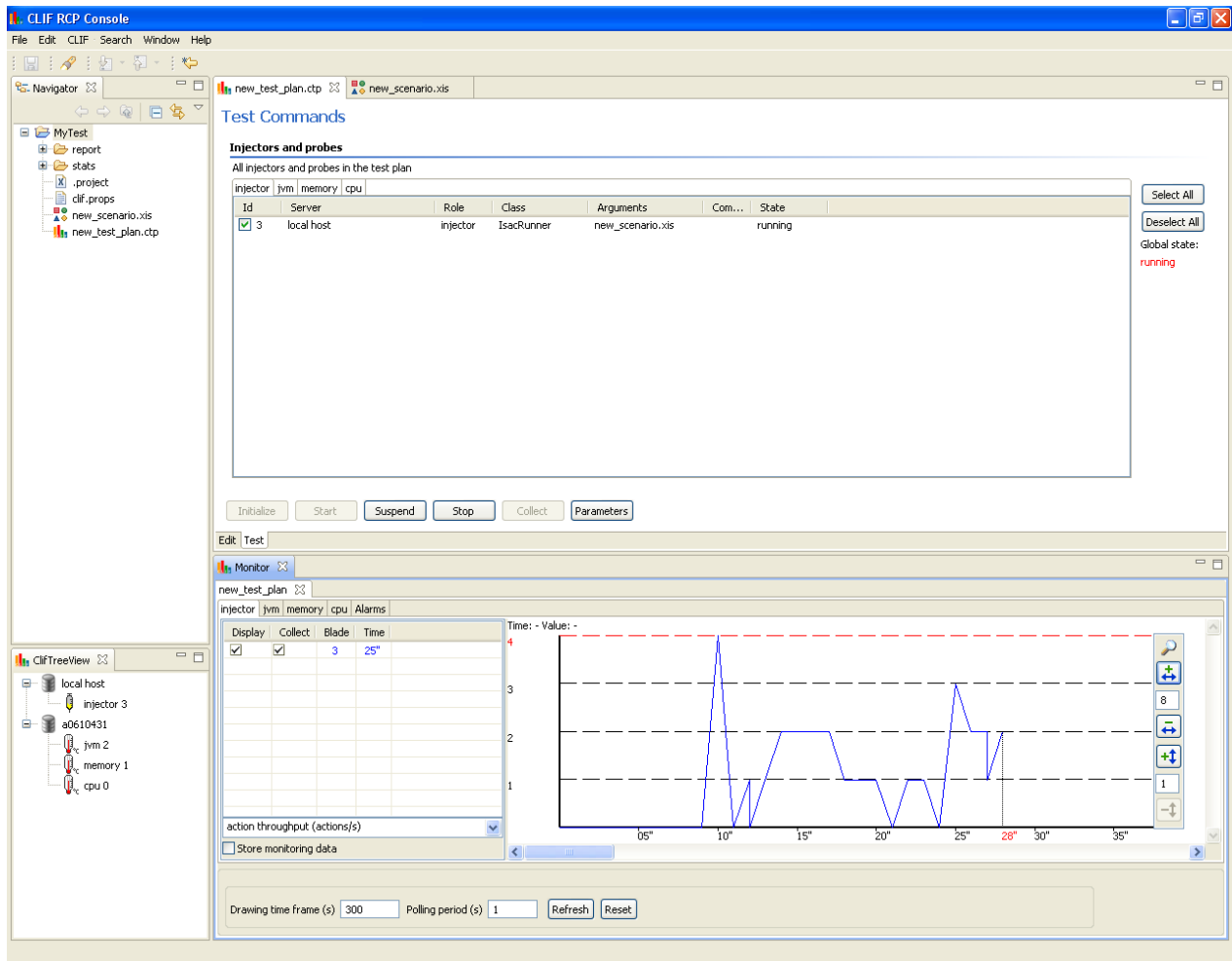
7.3. Test plan edition



7.4. ISAC scenario edition



7.5. test deployment and execution



8. Java Swing-based graphical user interface

8.1. Introduction

CLIF comes with a Java/Swing-based Graphical User Interface. This GUI consists of a console for test deployment, execution and monitoring, including a test plan editor. It also provides an analysis tool to help produce test reports.

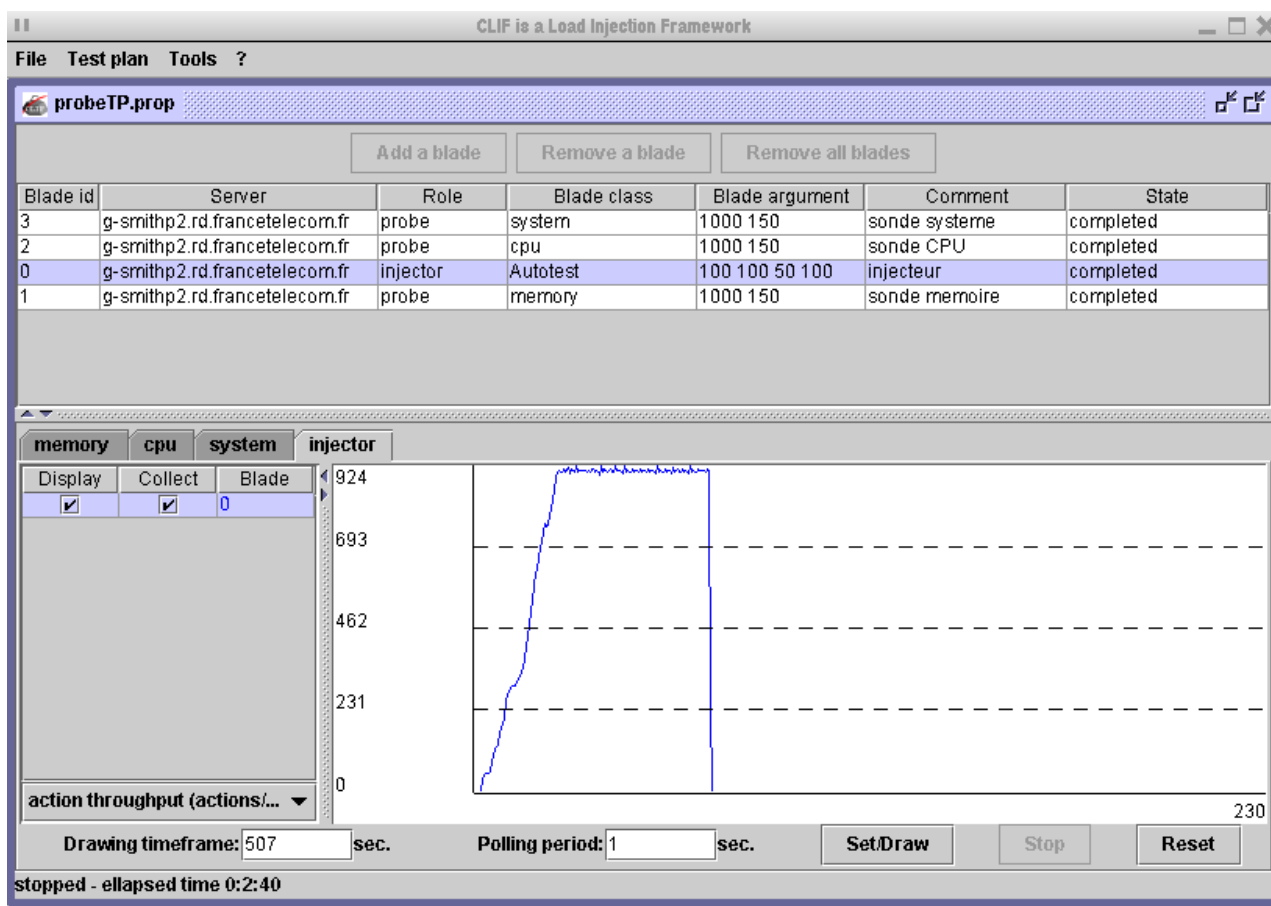
Compared to the Eclipse RCP-based console (see section 7), the Swing-based console has the advantage of light-weight, simplicity and operating-system independence. On the negative side, its simplicity springs from a reduced set of features. In particular, it does not provide an ISAC scenario editor nor an ISAC plug-ins creation wizard. As far as the test results analysis is concerned, the consoles provide different tools that suit different needs. The one provided by the Swing console is probably more straightforward to use, and rapidly gives graphical views, while the one provided by the Eclipse console is suited to the creation of long reports based on well-structured report templates. Of course, once a test has been run, any analysis tool may be used regardlessly of the user interface that has been used to run the test.

Note that the Swing console is actually embedded in the CLIF Eclipse-RCP distribution, since it provides the so-called CLIF runtime environment directory, located in the console plug-in path, i.e. something like `plugins/org.ow2.clif.console.plugin_x.x.x/`.

To install and run the Java Swing-based graphical user interface, see the Install Manual.

8.2. Run CLIF registry

The GUI try to connect when necessary on the registry configured in `clif.props`. If it can't connect, it will create and connect on a local registry.



8.3. Test plan edition table

A test plan defines the probes and the injectors to be used, with their parameters, and where to deploy them. Remember that injectors and probes are uniformly designated as "blades". The table in the upper part is the test plan editor. Note that the bottom part (monitoring) is hidden as long as the test is not initialized. Note also that the test plan is not editable when the monitoring area is shown.

Each row of the test plan table defines a blade configuration, through 6 columns:

- **Blade id** is a unique identifier for the injector or probe to be deployed. A default id is automatically set when adding a new blade, but it may be freely changed by the user as long as it remains unique within current test plan;
- **Server** offers a choice between available CLIF servers, where the blade is to be deployed. The list of CLIF servers may be updated using option "Window > Refresh server list";
- **Role** specifies whether the blade is a probe or an injector;
- **Blade class** is where the user sets:
 - either the Java class to be instantiated as a load injector (fully qualified name, without trailing .class extension - see section 6),
 - or a family name in case of a probe (see section 5);
- **Blade argument** is an argument line that will be passed to the new blade instance at deployment time;
- **Comment** is an arbitrary user comment line.

The last column **State** is not editable. It shows state information about the blade (undeployed, deploying, deployed, starting, running, stopping, suspending, resuming, completed, aborted...).

Test plans may be saved and restored using options in the File menu.

8.4. Performance and resource usage monitoring

As soon as the test plan is deployed and initialized, the monitoring area pops up in the test plan window's bottom part. This area holds a set of tabbed panels:

- one for all injectors
- one for each probe family

For each panel, the user may set the monitoring time-frame, the polling period, and start or stop the monitoring process. Moreover, a check-box table at the left side of each panel makes it possible to selectively disable or enable the collect and display of monitoring data, for each blade.

8.5. File Menu

From this menu, the user can find options for saving and loading a test plan.

This menu also holds the "Quit" option to exit from CLIF console, which also terminates the registry where CLIF servers are registered. As a result, whenever you terminate a CLIF console, any remaining CLIF server will then become unreachable - you may stop these unreachable CLIF servers manually. Running the CLIF console again will create a new, empty registry, and then you may launch new CLIF servers. The user may not quit the console while a test is running (other wise, the behavior is undefined).

8.6. Test plan menu

This menu holds test deployment and control commands. There are 2 subsets of options:

- the first set holds test plan definition and deployment commands
 - option **Refresh server list** updates the list of available CLIF servers,
 - option **Edit** switches to test plan edition mode, when enabled (i.e. when not already in edition mode, and when no deployed test is currently running),
 - option **Deploy** deploys the probes and injectors defined by current test plan
- the second set holds test control commands
 - command **initialize** initializes all the blades so that they are actually ready to start;
 - commands **start**, **suspend**, **resume** and **stop** respectively start, suspend, resume and stop the execution of all blades;
 - command **collect** tells the storage system to collect all test data from the blades (the actual effect of this command fully depends on the Storage component). This option may be used only after a test run. Collecting more than once after a test run has no effect; collecting is not mandatory, which means that the user may not collect data if s/he is not interested in the test results.

8.7. Tools menu

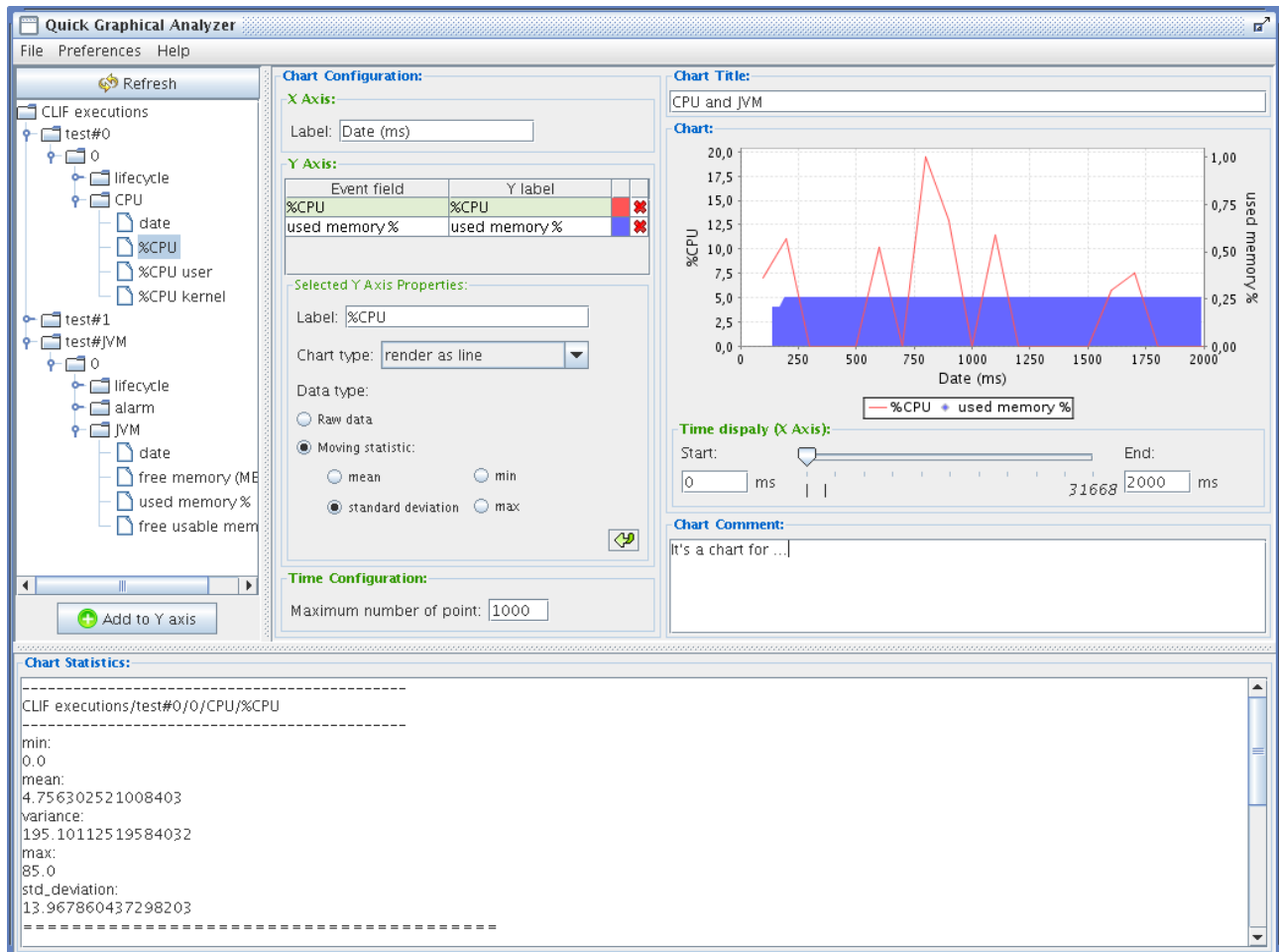
This menu displays on/off additional tools:

8.7.1. Basic analyzer

Basic analyzer tool provides an analysis tool/sample of test results (after test run) - this is just a preview.

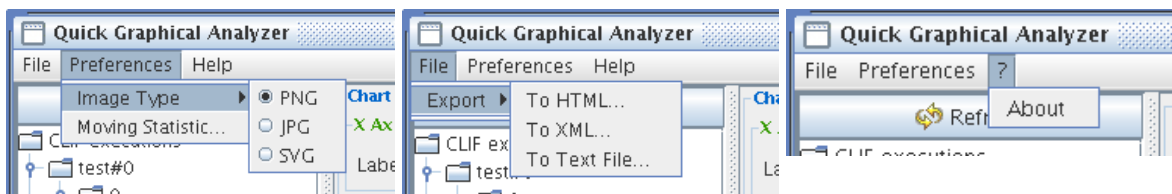
8.7.2. Quick graphical analyzer

Graphical analyzer tool provides functions to analyze quickly test results after test run.



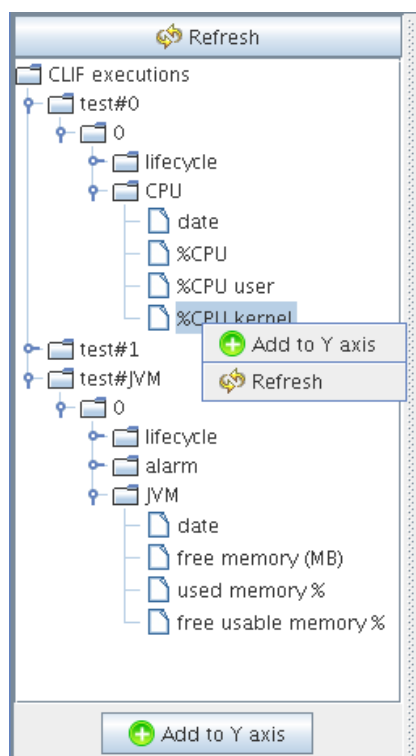
Menu:

By the file menu, the user can export his analyze in various formats (Text, XML or HTML).



The Preferences menu contains export options and moving statistics options.

The help menu holds a single About entry which displays informations about the graphical analyzer.



Execution tree:

The test execution tree lists the available tests under a tree representation with the following hierarchy: *test / blade / event / event field*

If a test execution doesn't appear in the hierarchy the user can press the “Refresh” button to update the tree.


The “Add to Y axis” button add the value of the selected leaf to the chart. The user can also add it by doing a double click on the leaf

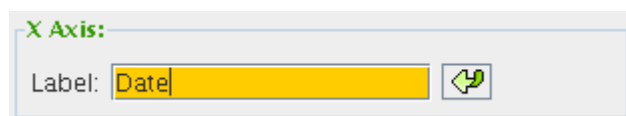
A double click on a leaf do the same action. The user can do this action by doing a “right click” in the tree.

Chart configuration:

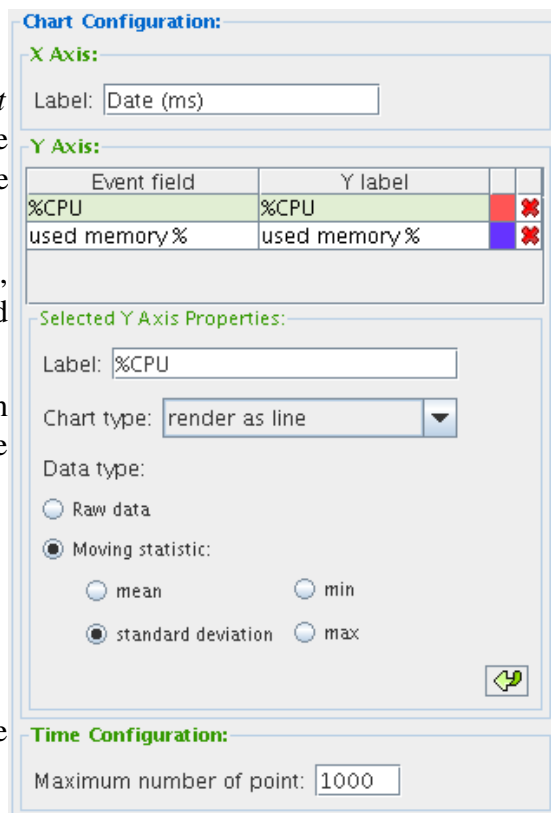
The user can configure the chart using the “chart configuration” frame. In this frame he can define the X axis label, modify the curve, and define the maximum number of point to display.

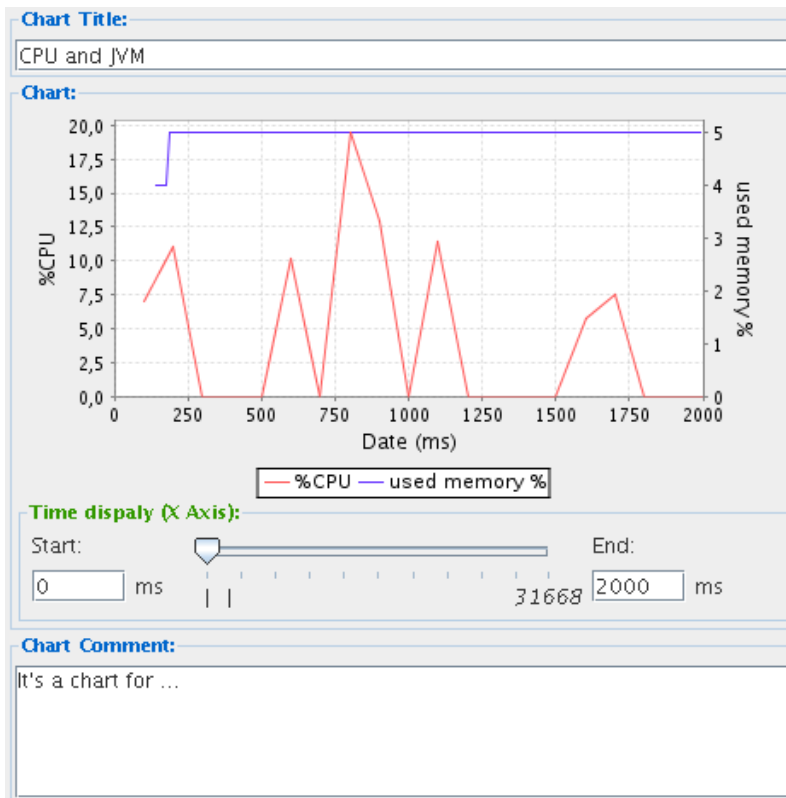
You can configure the curve by modifying her label, her color, her appearance (line, dot, area or bar), and the type of data to display (raw or moving statistic).

After modifying a value, this values is colored in yellow and to apply the modification you validate them by clicking on the  button.



To remove an event field from the chart select the event in the table and click on the red cross.



**Chart panel:**

The chart panel displays the chart generate using the chart configuration.

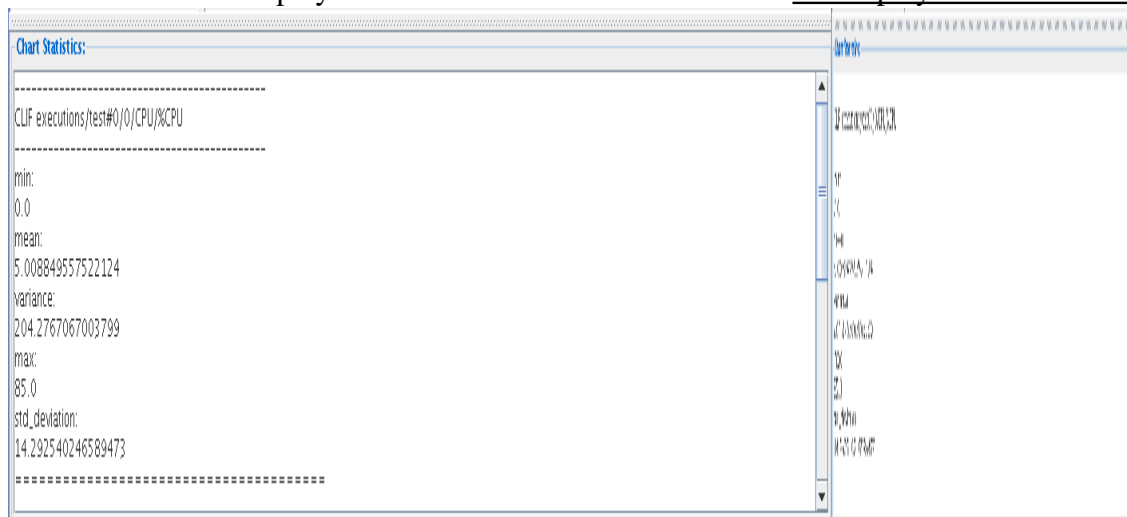
At the top of the panel you can add a title to the chart.

There is a time line under the chart. Using the cursor, the user can modify the time window to display. He can also modify this time window by modifying the start and stop values. To validate the modifications he should click on the validation button.

At the bottom of the frame, a text area allows the user to comment the chart.

Statistics frame:

The Statistics frame display statistics about each event field for the displayed time window.

**Export chart:**

The chart export create various file in accordance with the type of export.

Export as text:

When the user export the chart as text three files are created: a picture, a text file that contains the comments and one that contains statistics.

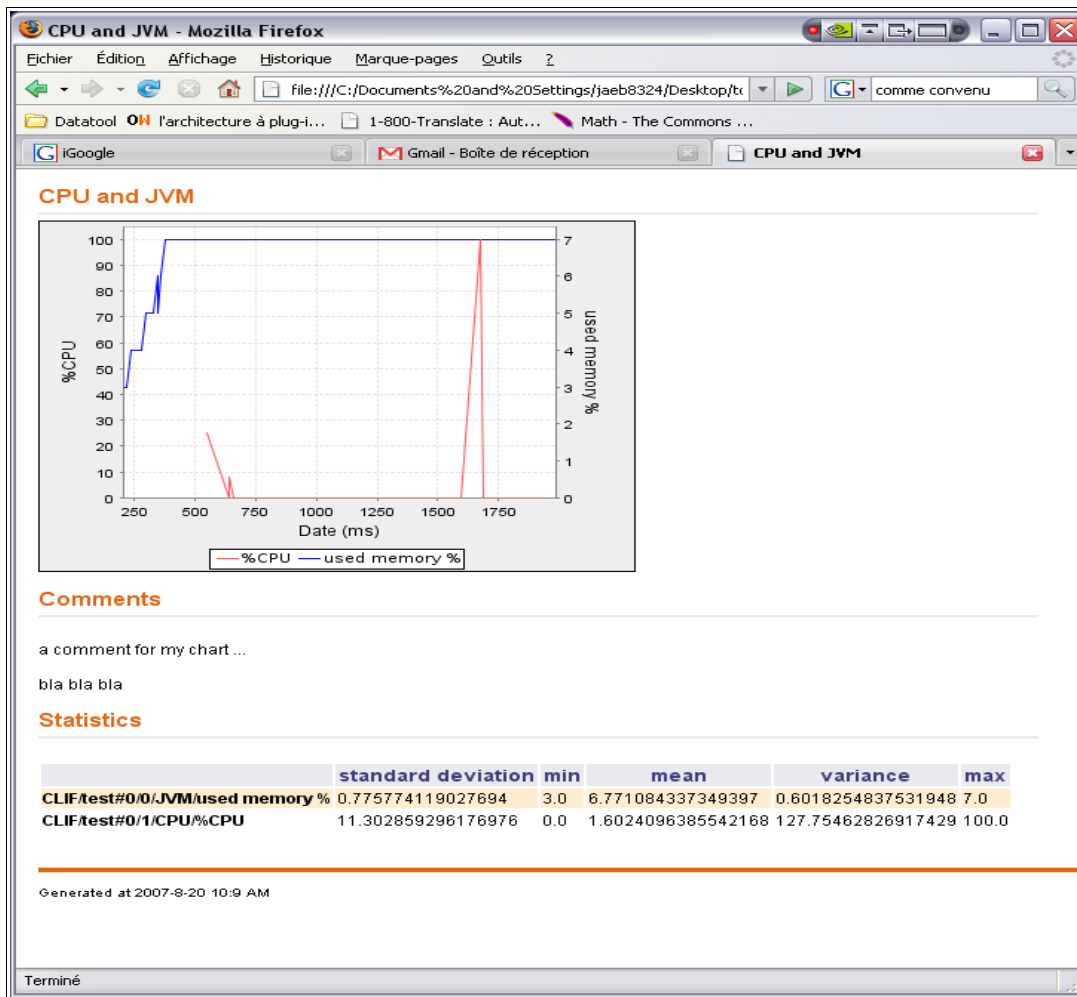
Export as XML:

If the user choose to export as XML, two files are create the picture of the chart and an XML file with the following Document Type Definition:

```
<!ELEMENT chart (image, comments, statistics, generation)>
<!ATTLIST chart    title CDATA #REQUIRED>
<!ELEMENT image >
<!ATTLIST image    file CDATA #REQUIRED>
<!ELEMENT comments (#PCDATA)>
<!ELEMENT statistics (serie)>
<!ELEMENT serie (measure)>
<!ATTLIST serie    name CDATA #REQUIRED >
<!ELEMENT measure >
<!ATTLIST measure  name CDATA #REQUIRED
                  value CDATA #REQUIRED>
<!ELEMENT generation (#PCDATA)>
```

Export as HTML:

At last if the user choose the HTML format, an HTML file and a folder are created.



8.8. Help menu

This menu holds a single "**About...**" option, which displays CLIF version and compilation information. This information is important to get and mention whenever you report a problem using CLIF.

9. Command line user interface

9.1. Introduction

Once you have created a test plan file (either using the Eclipse-based or the Java Swing-based GUI, or editing a text file with the appropriate syntax), you may deploy and run tests using the following commands. Those commands are packaged as Apache ant targets defined in the build.xml file available at CLIF runtime environment's root.

Prior to any command, one Registry must be run for the whole test. It will be used by every command to register or lookup the components of the deployed test plan (aka CLIF application): injectors, probes, supervisor, storage.

Most of these commands apply either to every probe and injectors from a deployed test plan, or to a subset of them. To do this, you must specify an extra argument to give the list of the target injectors and probes identifiers (so-called blade identifier, as defined in the test plan): -Dblades.id=id1:id2:...idn. Note that separately managing probes and injectors can become tricky in big test plans... A typical usage of CLIF may not need this feature, and would only make use of the commands' default global scope.

Note that authorized commands depend on the state of the injectors and probes. Refer to appendix page Developer Manual for details about the blade life-cycle.

9.2. Run CLIF Registry

`ant registry`

Runs a Registry on the local host. All CLIF servers that will be involved in the test plan the user is planning to deploy must then be launched with the right configuration. See Installation Manual and for details. Only one Registry shall be launched on a given host (further attempts will just fail).

9.3. Test plan deployment: deploy

`ant -Dtestplan.name=name -Dtestplan.file=myTestPlan.ctp deploy`

Deploys a new test plan (probes and injectors) as defined by a given test plan file. This deployed test plan is given a name that is further required for all others commands. When successful, this command does not return, and should not be manually terminated as long as you want to use the deployed test plan. The resulting process' role is similar to a (graphical) console's role, in that it contains the Supervisor and Storage components, as well as the code server.

9.4. Test initialization: init

`ant -Dtestplan.name=name -Dtestrun.id=testId [-Dblades.id=id1:id2:...idn] init`

Initializes all probes and injectors in a deployed test plan, or just a subset of them when mentioned. The target deployed test plan is designated by its name (as set with deploy command). An identifier for this new test being initialized must be provided. This identifier will only be used to identify this test run, for instance when accessing to results.

9.5. Test execution start: start

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] start`

Starts probes and injectors of the given deployed test plan, or just a subset of them when mentioned. They must be initialized prior to this command.

9.6. Suspend test execution: suspend

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] suspend`

Suspends probes and injectors of the given deployed test plan, or just a subset of them when mentioned. They must be running (started or resumed) prior to this command.

9.7. Resume test execution: resume

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] resume`

Resumes probes and injectors of the given deployed test plan, or just a subset of them when mentioned. They must be suspended prior to this command.

9.8. Stop test execution: stop

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] stop`

Definitively and immediately (in a best effort sense) stops probes and injectors of the given deployed test plan, or just a subset of them when mentioned. Stopping is possible for both running and suspended probes/injectors, as well as right after initialization. Don't forget to use the collect command to gather all measurements to the local site. Once a test is stopped, the same deployed test plan may be initialized again to run another test.

9.9. Wait for a test execution to terminate: join

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] join`

Waits until the probes and injectors of the given deployed test plan, or just a subset of them when mentioned, terminate. Probes and injectors should be running to prevent this command from blocking forever.

9.10. Collect test results (measurements): collect

`ant -Dtestplan.name=name [-Dblades.id=id1:id2:...:idn] collect`

Collects results generated by the probes and injectors of the given deployed test plan, or just a subset of them when mentioned. Collecting is optional, i.e. the user may not collect results s/he is not interested in. Injectors and probes must be terminated prior to this command.

9.11. Shortcut for full test execution process: run

`ant -Dtestplan.name=name -Dtestrun.id=testId [-Dblades.id=id1:...:idn] run`

Shortcut for init, start, join and collect on the probes and injectors of the given deployed test plan, or just a subset of them when mentioned.

9.12. Shortcut for full deployment and execution process: launch

ant -Dtestplan.name=name -Dtestrun.id=testId -Dtestplan.file=myTestPlan.ctp launch

Shortcut for deploy, init, start, join and collect on all probes and injectors of the given test plan. The command exits when the full process is complete. As a major difference with the use of target deploy that enables several consecutive runs on the same deployed test plan, here the test plan is deployed and executed only once.

9.13. Get specific runtime parameters of a probe or injector: params

ant -Dtestplan.name=name -Dblade.id=id params

Lists all parameters of a probe or injector that may be changed (including while running). These parameters and corresponding possible values are specific to the target probe or injector.

9.14. Change a runtime parameter of a probe or injector: change

ant -Dtestplan.name=name -Dblade.id=id -Dparam.name=param -Dparam.value=value change

Changes a parameter's value for a given injector or probe in a given deployed test plan.

10. Test results and measurements

CLIF tests gather the following data:

- test plan copy,
- Java system properties at test execution time for all probes and injectors,
- measurements from all probes and load injectors,
- life-cycle events for all probes and injectors,
- alarms generated by injectors or probes (if any).

As of current Storage component implementation, all these data are gathered in a hierarchy of CSV-files in a subdirectory of CLIF's runtime environment named "report" by default. This target directory may be changed with a system property (see appendix 11).

Both the Eclipse RCP-based console (section 16) and the Java Swing-based console (section 8) provide graphical and statistical analysis tools.

11. Licenses

CLIF is open source software licensed under the [GNU Lesser General Public License \(LGPL\)](#).

CLIF comes with facilities including the following open source software libraries:

- [Jakarta commons HttpClient](#), from the Apache Software Foundation, released under [Apache License](#);
- [OpenLDAP](#) from the OpenLDAP Foundation, released under [OpenLDAP Public License](#)
- [Htmlparser from Source Forge](#), released under [LGPL license](#);
- [Eclipse](#) graphical user interface libraries and Rich Client Platform, released under [Common Public License](#);
- [PostgreSQL JDBC driver](#), released under [BSD license](#);
- [DnsJava](#) for DNS injection support, released under BSD License;
- [JDOM](#) for XML parsing in ISAC, released with a [specific license](#).

Appendix A: system properties

A number of Java system properties are set in file etc/clif.props of CLIF runtime environment. This file is used by the helper ant targets provided in file build.xml located at the root of CLIF runtime environment. Should you need to use CLIF without ant, don't forget to set all these system properties when launching the appropriate class in your Java Virtual Machine.

System properties used by CLIF are listed in the table hereafter:

system property	comment	default value in file etc/clif.props	default value in binary code
java.security.policy	set Java security policy file	etc/java.policy	<i>none</i>
fractal.provider	set Fractal implementation	org.objectweb.fractal.julia.Julia	<i>none</i>
fractal.registry.host	set hostname running FractalRMI registry. The registry is now integrated to the console (so the host is the console's host)	localhost	
fractal.registry.port	set port number for the FractalRMI registry launched by the console.	1234	
julia.config	using Julia as Fractal implementation, set Julia configuration file	etc/julia.cfg	<i>none</i>
julia.loader	using Julia as Fractal implementation, set class loader	org.objectweb.fractal.julia.loader.DynamicLoader	<i>none</i>
clif.codeserver.port	set port number for class and resource server embedded in the console	1357	<i>none</i>
clif.codeserver.host	set host name for class and resource server embedded in the console	localhost	<i>none</i>

clif.codeserver.path	ordered set of directories where the codeserver may look for classes and resources it is asked for, separated by ; character. Note that, whatever the value of this property, classes and resources are first looked for in the jar files in lib/ext/ directory, and in the console's current directory. Absolute paths are used as is, while relative paths are interpreted from the root of CLIF's runtime environment.	examples/classes/ <i>(just to make examples run)</i>	<i>none</i>
clif.datacollector.delay_s	Sets the delay (in seconds) before writing an event to the storage system. Typical value should be greater than the variation of response times to get events stored in chronological order.	10	10
clif.filestorage.dir	Sets the file system directory to be created (if necessary) and used to store the generated measures. An absolute path is used as is, while a relative path is interpreted from the root of CLIF's runtime environment.	<i>none</i>	report
clif.isac.threads	Size of ISAC execution engine's pool of thread. The optimal value depends on the average requests throughput and the average response time.	10	10
clif.isac.groupperiod	update period (in ms) of active virtual users populations to match the specified load profiles	100	100
clif.isac.schedulerperiod	polling period (in ms) for the threads of the thread pool asking for something to do	1	1
clif.isac.jobdelay	When positive, gives the delay threshold (in ms) before an alarm is generated when a think time is longer than specified. -1 disables this feature.	-1	-1

<code>clif.filestorage.host</code>	sets a local IP address or a subnet number to be elected by the filestorage component when collecting events through TCP/IP sockets	<i>commented out</i>	<i>random choice among locally available</i>
<code>jonathan.connectionfactory.host</code>	sets a local IP address or a subnet number to be used by the FractalRMI remote object references	<i>commented out</i>	<i>random choice among locally available</i>

Other system properties may be useful for a variety of use cases (they are given in comments in file `etc/clif.props.template`):

- for remote Java debugging:
`-agentlib:jdwp=transport=dt_socket,address=8000,server=y,suspend=n`
- for SSL certificates (for example for HTTPS support):
`-Djavax.net.ssl.trustStore=/path/to/keystore`
`-Djavax.net.ssl.trustStorePassword=the_keystore_password`

Appendix A: Class and resource files (remote) loading

Principle

When components are deployed in a CLIF server (probe, injector), the corresponding classes are automatically downloaded from the console if they are locally missing. Moreover, those components may require resource files (see `webtest.urls` file in `webtest` example, or `helloworld.xis` file in `isac-helloworld` example), which the user would rather not have to copy on every CLIF server. The content of these resource files can be remotely read via the console too.

This feature relies on a specific Java class loader and its associated system property `clif.codeserver.path` on the one hand, and on a so-called "code server" embedded in the console on the other hand.

Where classes and resource files are looked for?

The code server embedded in the console looks for the requested classes and resources successively in the following places:

- jar files in CLIF distribution's `lib/ext/` directory where the console is running. Note: since the code server indexes the contents of all jar files in `lib/ext/` at console start-up, all necessary jar files must be present before running the console;
- the console's current directory (which should be CLIF's root directory);
- the directories declared by `clif.codeserver.path` property, relative to the console's current directory.

See appendix on system properties page on User Manual for details on how to set the `clif.codeserver.path` property, and how to set the port number for the code server.

Appendix A: ISAC execution engine

The ISAC execution engine is the interpreter class for ISAC scenarios. When editing a test plan, just select the “injector” role and type `IsacRunner` in the “class” field. Then, fill the “arguments” field with the file name of the ISAC scenario you want to run. As a general advice, don't set the full path name but simply the file name, and add the directory where the scenario file resides to the code server path (see appendix p.). When using the Eclipse console, the file typically resides in the project directory.

The ISAC thread pool

The ISAC execution engine uses a pool of threads to run virtual users (aka behavior instances). When a virtual user is engaged in a think time, its execution thread is used to activate another virtual user. This way, the size of the thread pool is typically far smaller than the maximum of simultaneously running virtual users that is specified by the load profile. This pool has a default size that may be changed:

- before runtime:
 - either by setting system property `clif.isac.threads`
 - or by adding option `threads=my_custom_pool_size` in the “arguments” field;
- at runtime, by changing the value of parameter “threads”.

Millions of virtual users per execution engine can easily be reached. The issue is that the think times must be much greater than the response times in order to really support such a number of virtual users without violating the specified behaviors. The theoretical optimal thread pool size is:

$$\text{optimal pool size} = \frac{\text{maximum number of virtual users} * \text{average response time}}{(\text{average think time} + \text{average response time})}$$

The actual optimal pool size shall be a little greater to face possible transient variations of the global activity (when many virtual users simultaneously exit from a think time) and the overhead of context switching between virtual users. The default size is 10, but should be adjusted to your particular test case. Of course, setting an over-sized pool of threads will waste computing resources and result in performance degradation.

Deadline violation alarms (Job delay)

When the execution engine becomes overloaded, a consequence is that virtual users' think times become longer than specified. In other words, the deadline for performing the action next to the think time is violated. It is possible to get an alarm event when a given tolerance threshold is reached. This feature is enabled as soon as a positive value is set for this threshold, expressed in milliseconds. To set the threshold:

- before runtime:
 - either set system property `clif.isac.jobdelay`
 - or add option `jobdelay=my_custom_threshold_in_ms` to the “arguments” field;
- at runtime, by changing the value of parameter “jobdelay”.

Note that enabling this alarm results in a slight overhead in the execution engine functioning. Moreover, setting a small threshold value may result in a profusion of meaningless alarms: a small deadline violation from time to time does not necessarily mean the engine is overloaded. The

relevant threshold value depends a lot on your use case, but a 100ms to 1000ms delay is probably a good order of magnitude. However, when analyzing the meaning of such an alarm, be careful also about the Java garbage collector that blocks the JVM and may cause deadline violations.

The default value is -1 (disabled).

Group period

The execution engine periodically checks if the current number of virtual users matches the specified load profile: in case some virtual users are missing, new ones are instantiated; in case virtual users are too numerous, some of them are stopped once their current action is complete. Stopping virtual users before the normal completion of their behaviors is performed only if the “force stop” option has been enabled in the load profile definition. Otherwise, the execution engine will just wait for the population to naturally decrease as behaviors complete.

The population checking period is set in milliseconds:

- before runtime:
 - by setting system property `clif.isac.groupperiod`
 - or by adding option `groupperiod=my_custom_group_period_ms` to the “arguments” field;
- at runtime, by changing the value of parameter “groupperiod”.

The good period value is a trade-off between performance and accuracy of the engine: a short period will increase the engine overhead but the virtual users' population will be closer to the load profile specification. The default 100ms period is probably a good order of magnitude for common test cases.

Scheduler period

When a thread from the pool has just completed an action for a virtual user which is entering a think time period, it asks the engine for an action to do for another virtual user. If there is nothing to do at this time, the thread makes a small sleep before asking again, and so on until it gets something to do. The small sleep duration is given in milliseconds by the scheduler period parameter. This parameter may be changed:

- before runtime:
 - by setting system property `clif.isac.schedulerperiod`
 - or by adding option `groupperiod=my_custom_scheduler_period_ms` to the “arguments” field;
- at runtime, by changing the value of parameter “schedulerperiod”.

The good period value is a trade-off between engine reactivity and performance. A zero value should be avoided since the threads waiting for something to do would enter a frenetic polling loop on interrogating the engine, which typically wastes all processing power. A big value should be avoided too for the sake of think times accuracy. The formula below gives the possible variation range of think times:

$$\text{specified think time} \leq \text{actual think time} \leq \text{specified think time} + \text{scheduler period} + \text{context switching overhead}$$

The default 1ms value seems to be a good value for common test cases. In the general case, you should ensure that: (1) the scheduler period is significantly less than the think times, and (2) the scheduler period is significantly less than the job delay setting (when positive/enabled).

Storage options

As a CLIF load injector, the ISAC execution engine produces a number of events:

- one life-cycle event is produced each time the engine state changes: initializing, initialized, starting, running, suspended, etc. (see appendix p. for details about the life-cycle specification);
- one action event is produced for each request (aka sample) on the SUT;
- one alarm event may be generated each time a think time is actually longer than specified, according to the given tolerance threshold (see Job delay parameter described above).

These events are stored unless you specify not to do so, through the following parameters:

- `store-lifecycle-events`
- `store-action-events`
- `store-alarm-events`

Acceptable enabling values are: on yes true

Acceptable disabling values are: off no false

Disabling storage for an event type has the following advantages: increased ISAC engine power, reduced time for final data collection, reduced storage space. As a matter of fact, some test cases may generate gigabytes of data that may be too heavy to analyze. Moreover, high events throughputs (thousands of events per second) may overwhelm the disk transfer rate. The drawback of disabling event storage is that you won't keep any data for this event type on this injector.

A possible smart use of this feature is to disable action events storage for some massive load injectors (heavy background load), but to store and analyze the results from a couple of load injectors generating a light load. This way, you get a reduced amount of data, and data is quite accurate because the corresponding load injectors were far from saturating.

Note that disabling storage of life-cycle events and alarm events is possible but not recommended in common test cases:

- life-cycle events give an interesting and very lightweight trace of the injector's activity steps, whatever the test duration, with no noticeable impact on the engine performance;
- the occurrence of alarm events shows that something did wrong during the test, which is key to the test analysis, while no alarm event is generated when everything goes well.

As a conclusion, storage of life-cycle and alarm events is commonly always useful and never disturbing.

Dynamic load profile change

In case your scenario defines no load profile, or when you want to dynamically change the predefined load profile while a test is running, you can change parameter "population" of the ISAC execution engine. This parameter has the following form: $b_1=n_1; b_2=n_2; \dots$ where b_i is the name of a behavior in the ISAC scenario and n_i is the number of instances (aka virtual users) of this behavior.

When getting the current value of "population" parameter, if the current population is ruled by a specified load profile, you will get empty values: $b_1=;$ $b_2=;$... Since the population may change accordingly to the load profile, no value is given. Once a population is set for a behavior, the population for this behavior becomes constant and the load profile for this behavior is definitively lost. As a result, the test will never complete by itself: you will have to stop it by yourself, at the moment that seems relevant for you.

Note that increasing a behavior's population through the setting of "population" parameter should be made carefully: all necessary new virtual users are created at once, and may result in a brutal load increase on your injector and SUT. Depending on the desired effect, it might be wise to add a linearly distributed random think time at the beginning of your behavior definition so that virtual users don't simultaneously start their actual load activity even though they are created at the same time. Of course, you must anticipate on this when writing the scenario.