

**Web Map Service Performance
Testing based on Extents
Generated Randomly or
by Algorithm Simulating General
User Behaviour**

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Tests for GeoWeb services

- Based on **randomly** generated **extents**
- **Reccomendations** from several papers: Do your test as much **similar to user behaviour**
- Question: Is there a **difference** between
 - Tests based on randomly generated extents
 - Tests based on algorithm that simulates user behaviour

Simulating user behaviour

- Simple algorithm:
 - a virtual user **zooms** to a **random scale** level,
 - then he **moves randomly** (but in a way that keeps extents close to each other) in the **same scale** level,
 - then he **zooms in or out**, moves to another location and moves again.

Software and data

- **GeoServer 2.x**
- **WMS tester 1.3.4**
- Open Street Map (**OSM**) for Slovakia – vector data in PostgreSQL/PostGIS – 1 GB of data
- The Shuttle Radar Topography Mission (**SRTM**) – raster data – 2 GB of data in GeoTIFF format with pyramids and tiles

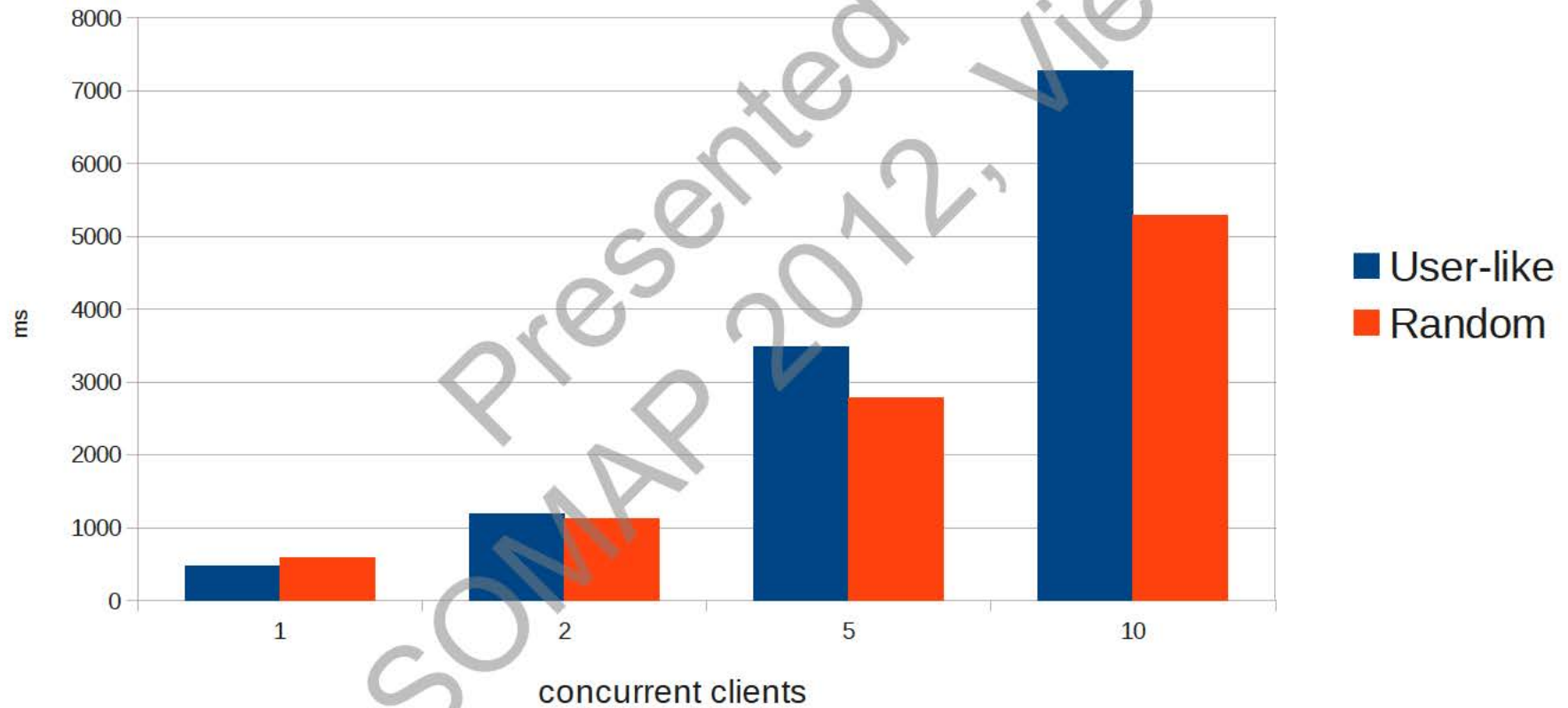
Tests

- Durations: 60, 300, 1500 s
- Clients: 1, 2, 5, 10
- Number of test: for each combination (duration + clients): 10 independent tests

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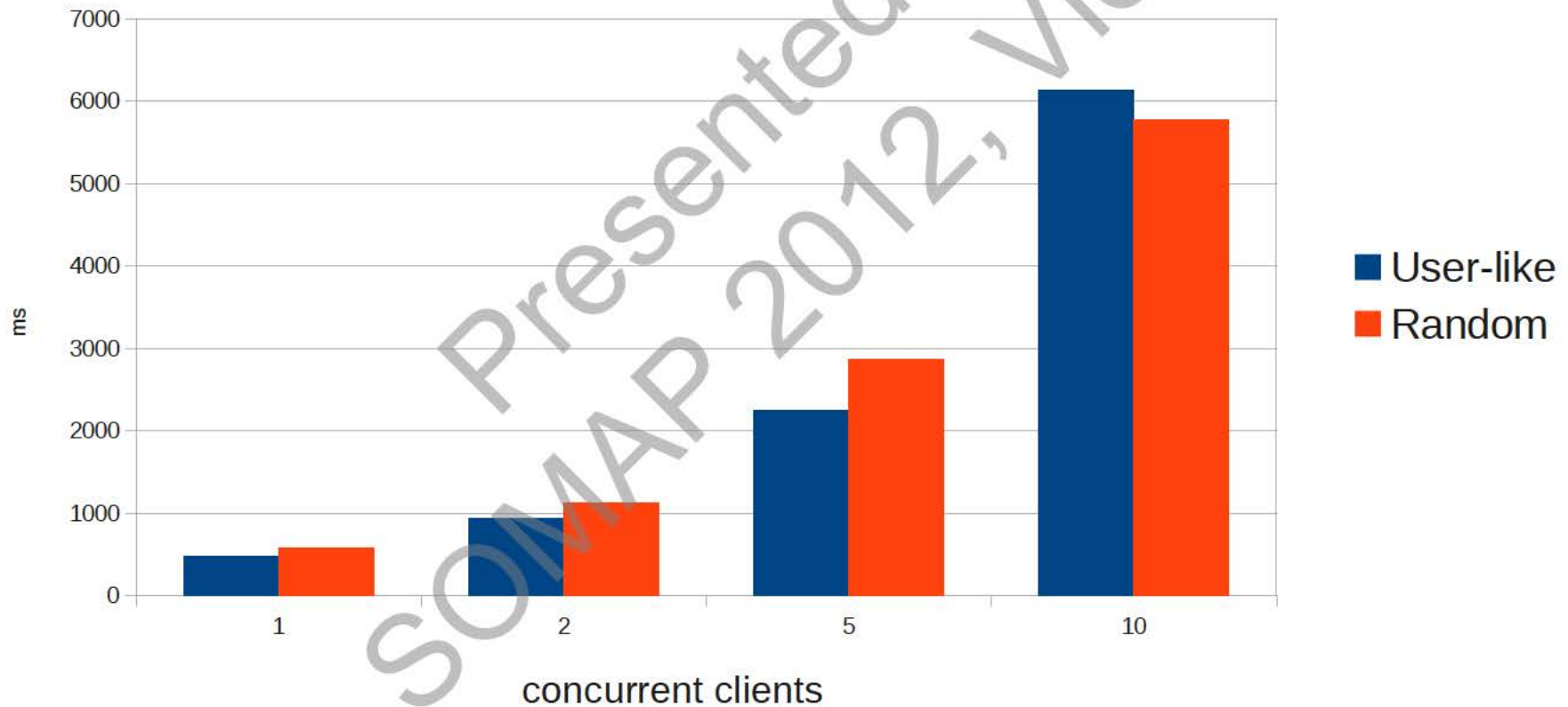
Results for 60s for OSM

Average responses for OSM in 60 s tests



Results for 300s for OSM

Average responses for OSM in 300 s tests



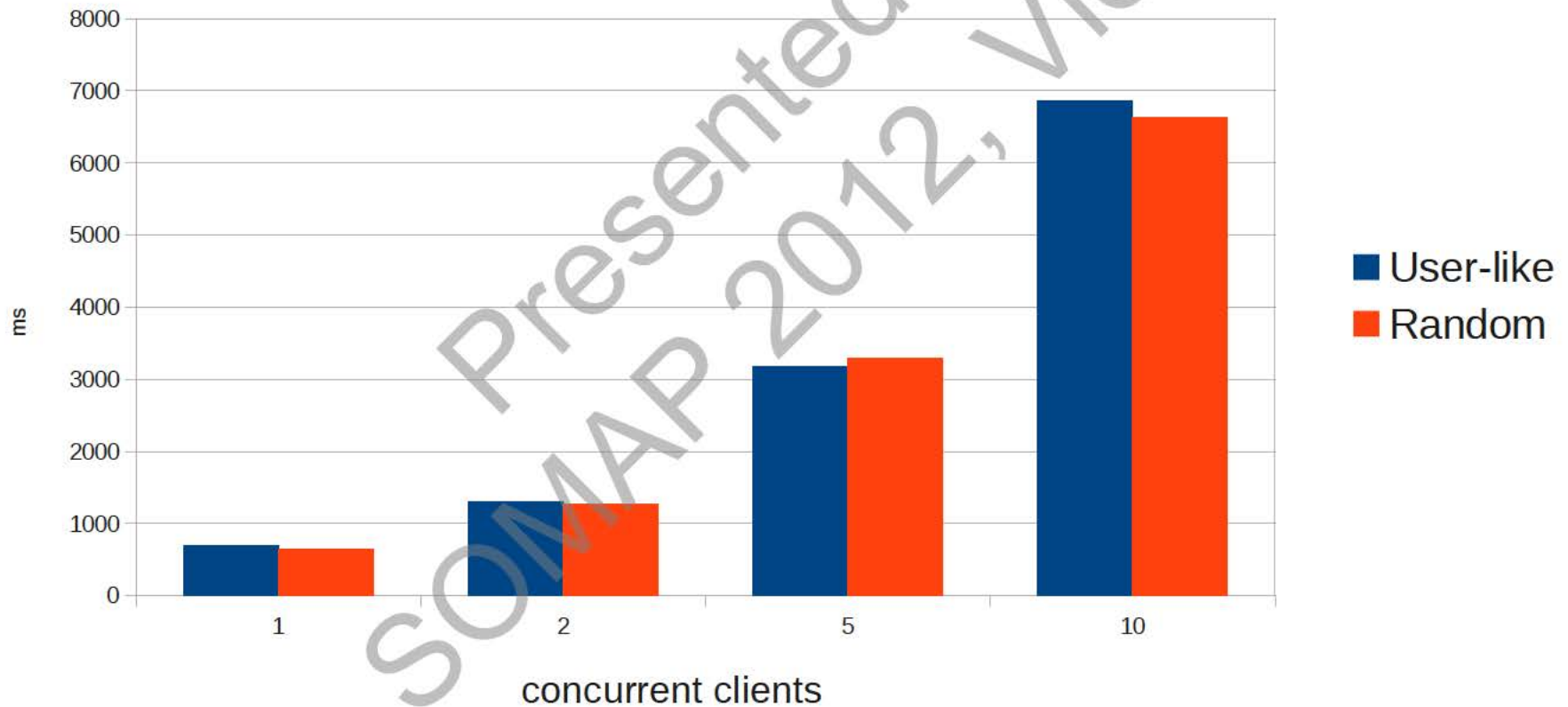
Results for 1500s for OSM

Average responses for OSM in 1500 s tests



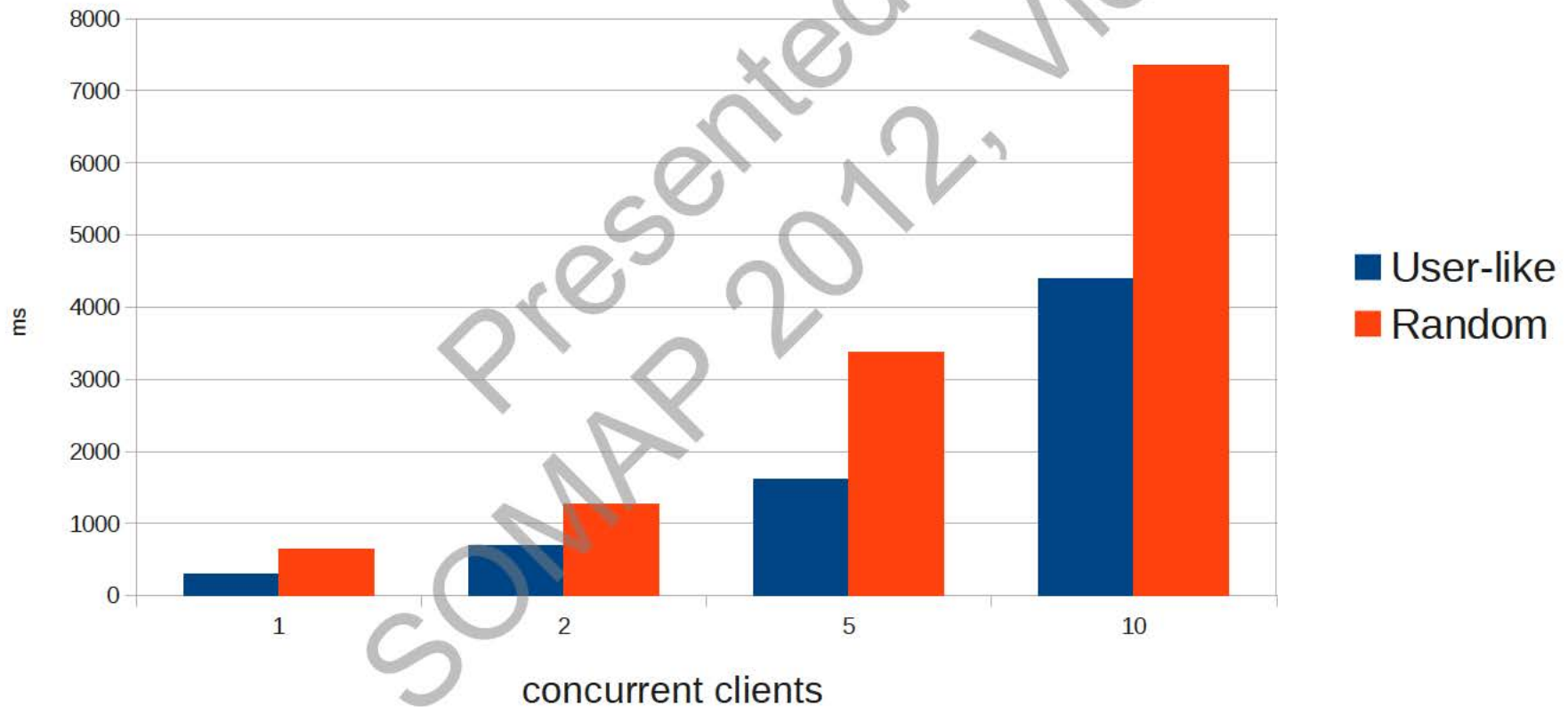
Results for 60s for SRTM

Average responses for SRTM in 60 s tests



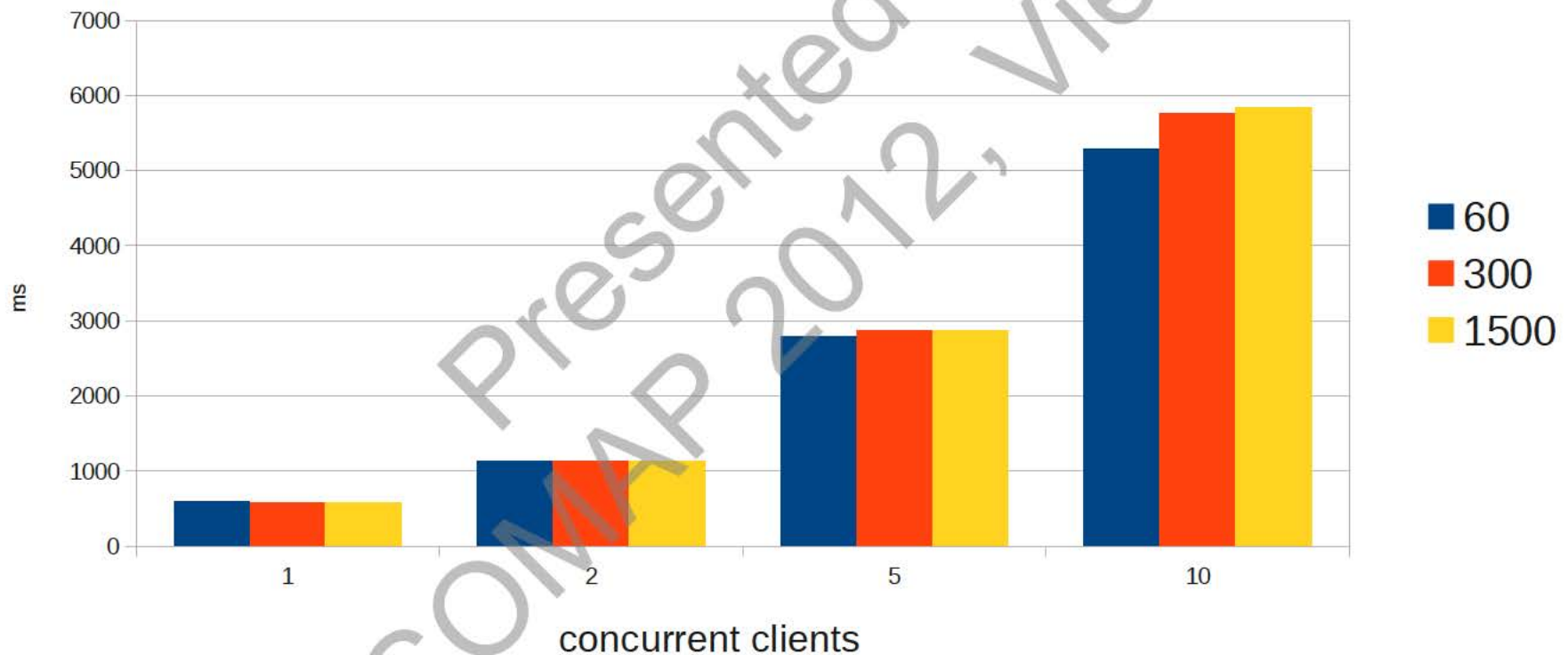
Results for 1500s for SRTM

Average responses for SRTM in 1500 s tests



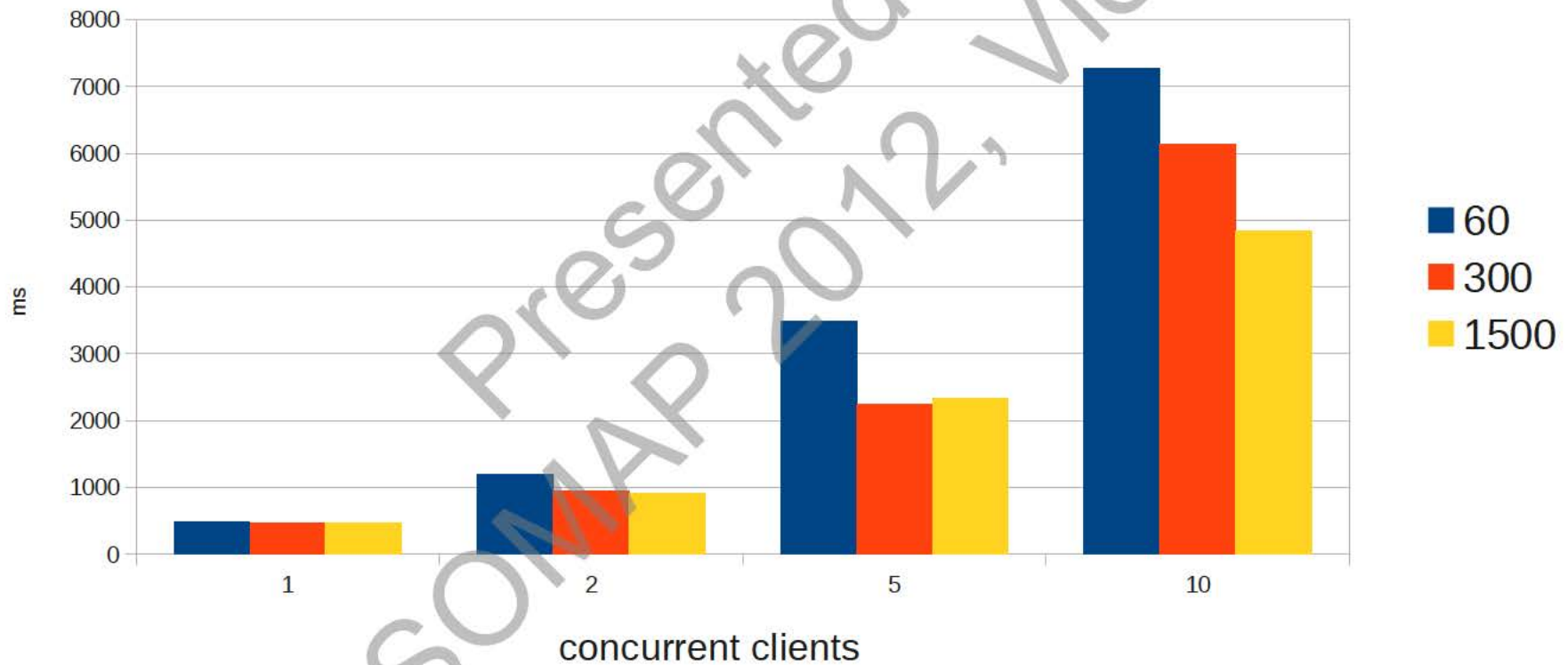
Responses for OSM - Random

Average responses for OSM with random algorithm



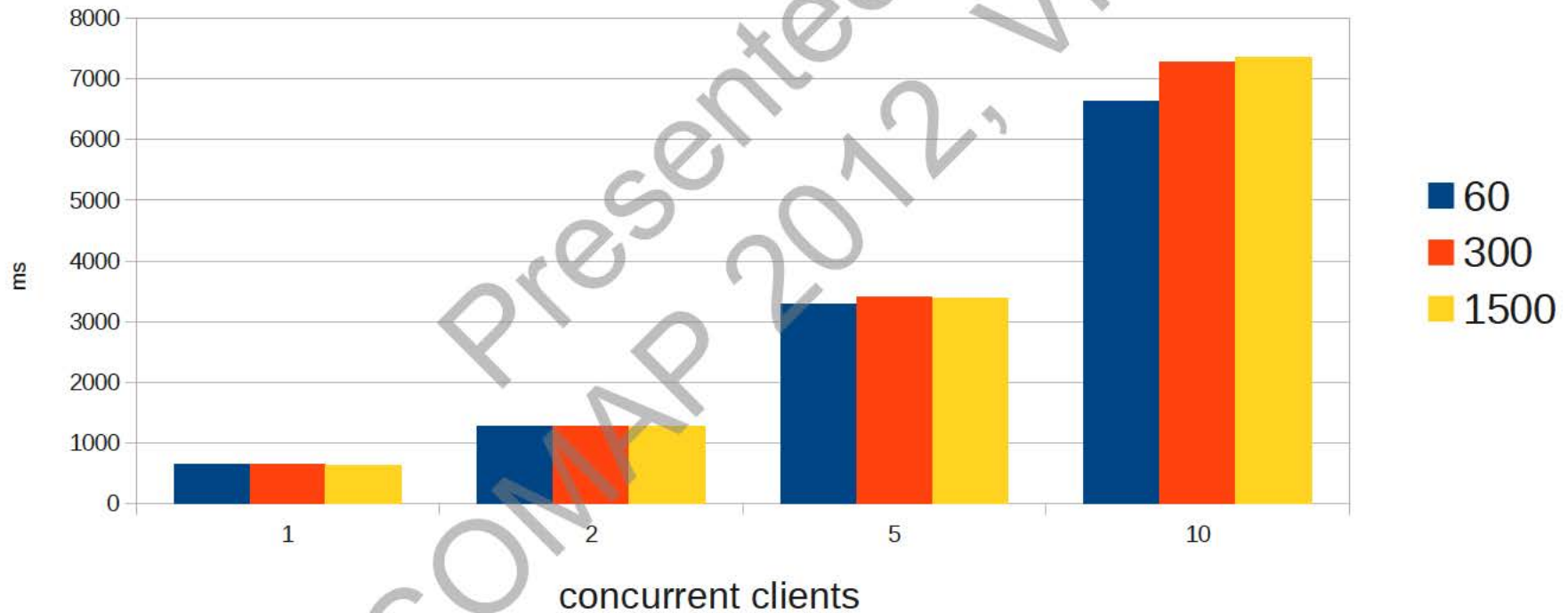
Responses for OSM – User-like

Average responses for OSM with user-like algorithm



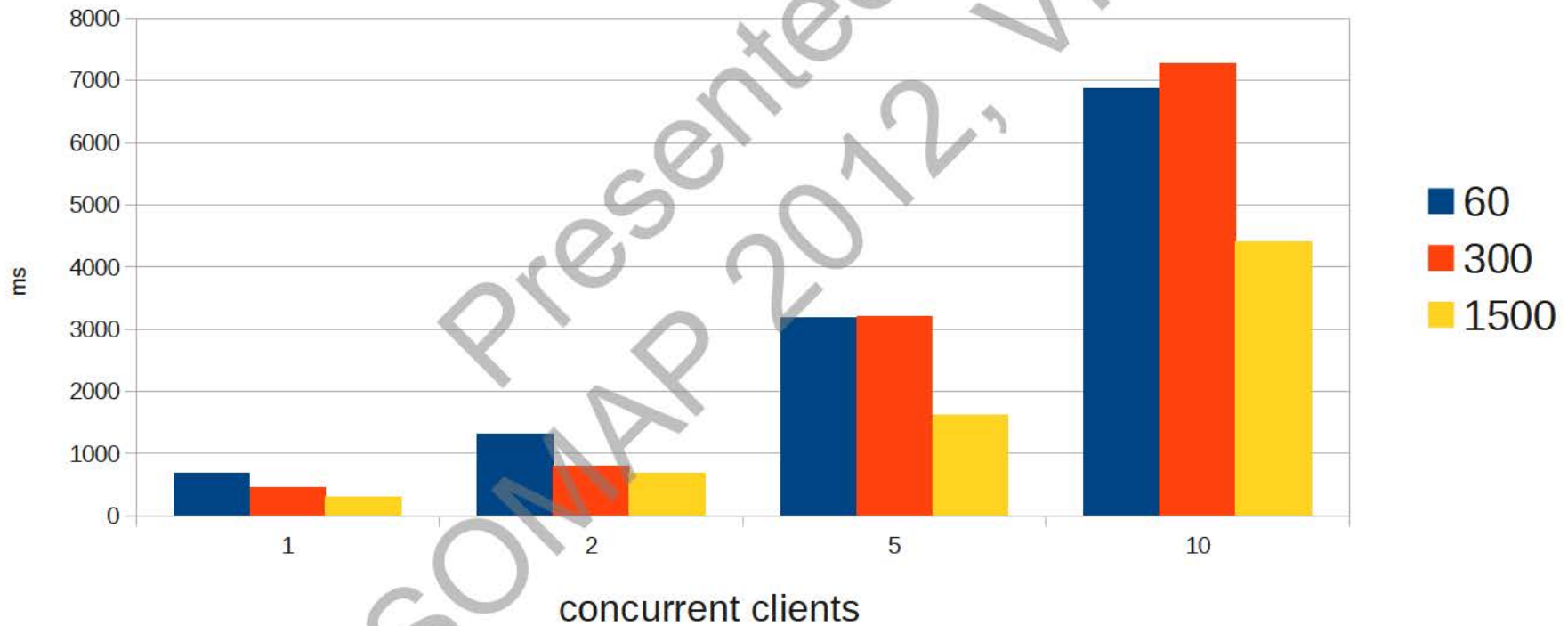
Responses for SRTM – Random

Average responses for SRTM with random algorithm



Responses for SRTM – User-like

Average responses for SRTM with user-like algorithm



Conclusions

- Implemented algorithm that simulates user-like behaviour gives average time response significantly smaller than the random testing for long time tests.
- Random testing gives stable results for all durations of the tests.
- Use Random algorithm until the new algorithm simulating user behaviour is tested.

New algorithm simulating user behaviour

- Developed in September
- Now under testing
- Based on user behaviour **patterns** extracted from **logs of real map servers**
- Is going to be presented at **GIS Ostrava 2012**
 - 21-23, January 2012
 - <http://gis.vsb.cz/gisostrava/>

Thank you for your attention

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