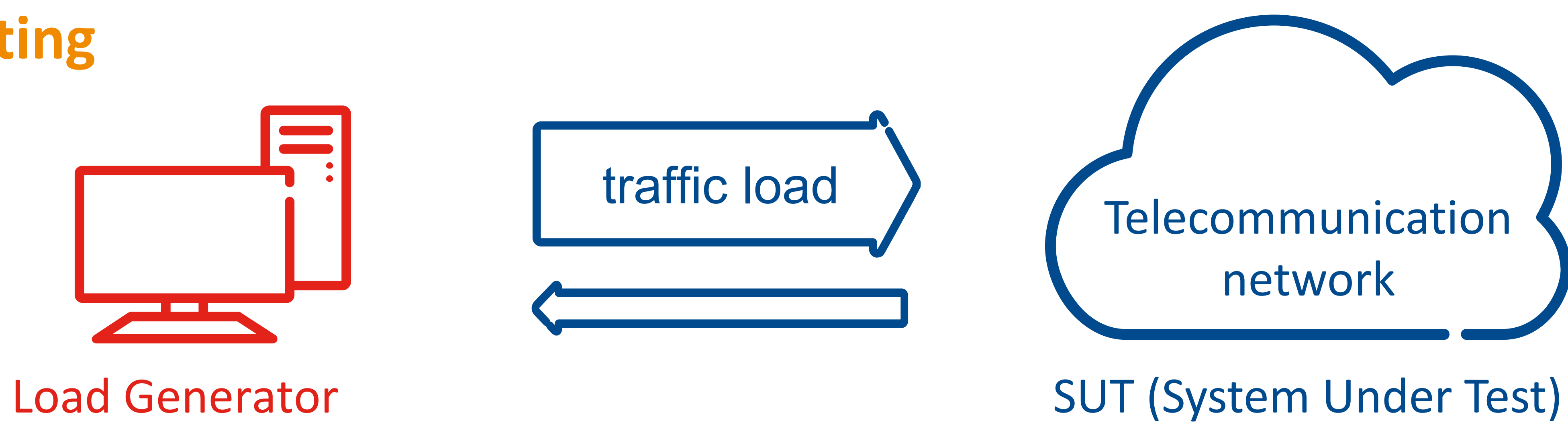


A FINITE STATE MACHINE-BASED DESCRIPTION IN PERFORMANCE TESTING

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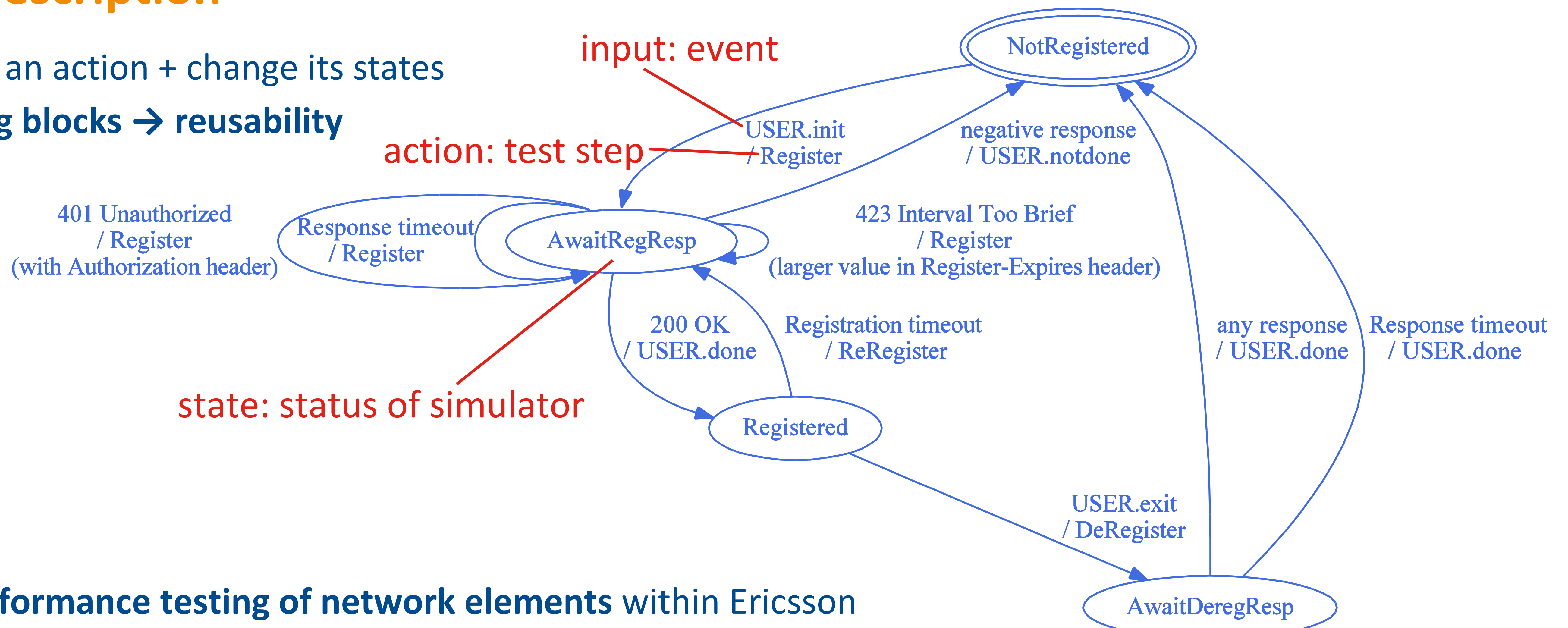
Performance testing



Alternatives for behavior description	Simplicity	Complex behavior	Description can evolve with SUT
Hardwired (Packet generators)	✓	✗	✗
Call-flow (Traffic playback tools)	✓	✗	~
Program code	✗	✓	~
EFSMs (Extended Finite State Machines)	✓	✓	✓

EFSM-like description

- input → runs an action + change its states
- using **building blocks** → reusability



TitanSim

- Used for performance testing of network elements within Ericsson
 - Simulate users, different nodes of the network and their interactions
 - ~ 100.000 users / 12-core server
 - Scales for massive users (plan: 8 Million)
 - ~ 1.000 parallel calls / 12-core server
 - Simulate complex behaviors
 - Alternative flows
 - Realistic traffic mix
- Based on TITAN
- Developed in Ericsson R&D Hungary

