CAPHYON LIGHTNING TALKS

Quick Bench

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What is Quick-Bench ?

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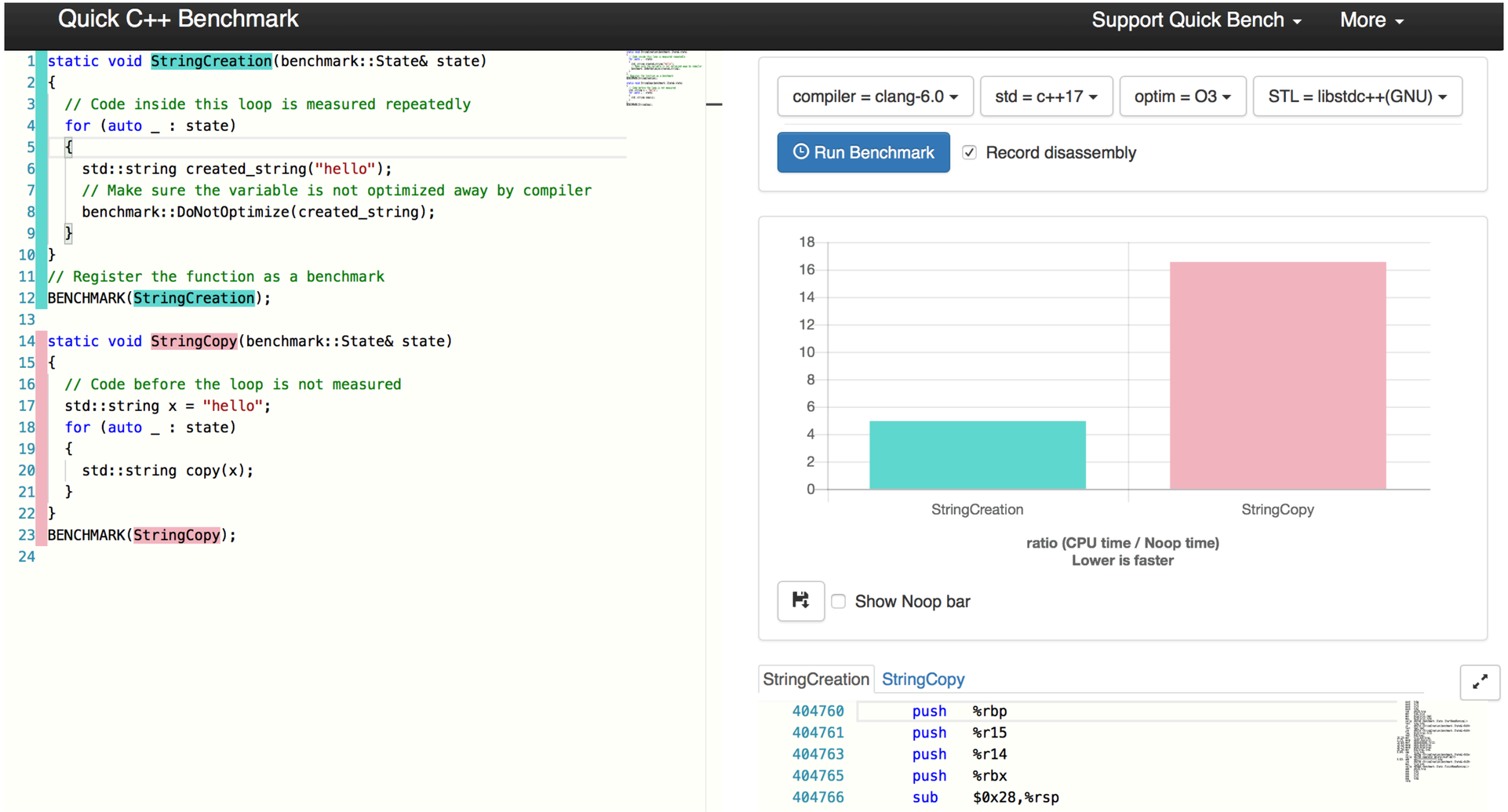
Quick-bench is a micro benchmarking tool intended to quickly and simply *compare* the performances of two or more code snippets.

https://github.com/FredTingaud/quick-bench-front-end

https://github.com/FredTingaud/quick-bench-back-end

What is Quick-Bench ?



http://quick-bench.com

CPU Time / Noop Time

Why display a `ratio` of (CPU time / Noop time)
instead of actual time (`ms`) ?

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AWS

The benchmark runs on a pool of AWS machines whose **load** is unknown, potentially next to multiple other benchmarks.

Any duration it could output would be meaningless.

http://quick-bench.com

CPU Time / Noop Time

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instead of actual time (`ms`) ?

It can however give a reasonably good **comparison** between two snippets of code run in the *same conditions*.

http://quick-bench.com

CPU Time / Noop Time

Why display a `ratio` of (CPU time / Noop time)
instead of actual time (`ms`) ?

Using a ratio over an *empty function* (Noop) also has another advantage:

If one of your benchmarks runs as fast as Noop,
the optimizer probably optimized your code away ⚡

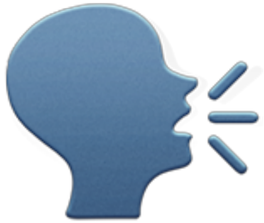
http://quick-bench.com

Demo Time

Demo Highlights

- Overview of UI
- Examples:
  - http://quick-bench.com/y9Kk6PD_HCZinL0wAvJ2MXnH5q8
  - http://quick-bench.com/H31pGfwdQuJmyGdopFri6rZMmrQ
  - http://quick-bench.com/1znr74hCCqwygqBs0obdBI4b924
  - http://quick-bench.com/7ZPj38EHdRzg__LHP9H_Cl2omGY
  - http://quick-bench.com/BqET5XvNLJGJkROFHENsF05sYwc

Questions



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