LOAD TEST REPORT

DATE: 7/24/2014

TEST FROM : VIRGINIA

Query URL: http://reviewsignal.flywheelsites.com/

Started at: Thu Jul 24 2014, 12:26:03 -04:00

Finished at: Thu Jul 24 2014, 12:26:03 -04:00

ANALYSIS

This rush generated **56,940** successful hits in **60 seconds** and we transferred **568.67 MB** of data in and out of your app. The average hit rate of **949/second** translates to about **81,993,600** hits/day.

The average response time was **29 ms**.

You've got bigger problems, though: **0.33%** of the users during this **rush** experienced timeouts or errors!

RESPONSE TIMES

FASTEST: **27** ms

SLOWEST: **40** ms

AVERAGE: **29** ms

TEST CONFIGURATION

REGION: **VIRGINIA**

DURATION: **60** SECONDS

LOAD: **1-2000** USERS

OTHER STATS

AVG. HITS: **949** /SEC

DATA TRANSFERED:

568.67 MB

HITS **99.67%** (56940)

ERRORS **0.21%** (121)

TIMEOUTS **0.12%** (68)

HITS

This rush generated **56,940** successful hits. The number of hits includes all the responses listed below. For example, if you only want **HTTP 200 OK** responses to count as Hits, then you can specify **--status 200** in your rush.

CODE	TYPE	DESCRIPTION	AMOUNT
200	HTTP	OK	56940

HITS

HTTP 200 OK **100%** (56940)

ERRORS

The first error happened at **10 seconds** into the test when the number of concurrent users was at **331**. Errors are usually caused by resource exhaustion issues, like running out of file descriptors or the connection pool size being too small (for SQL databases).

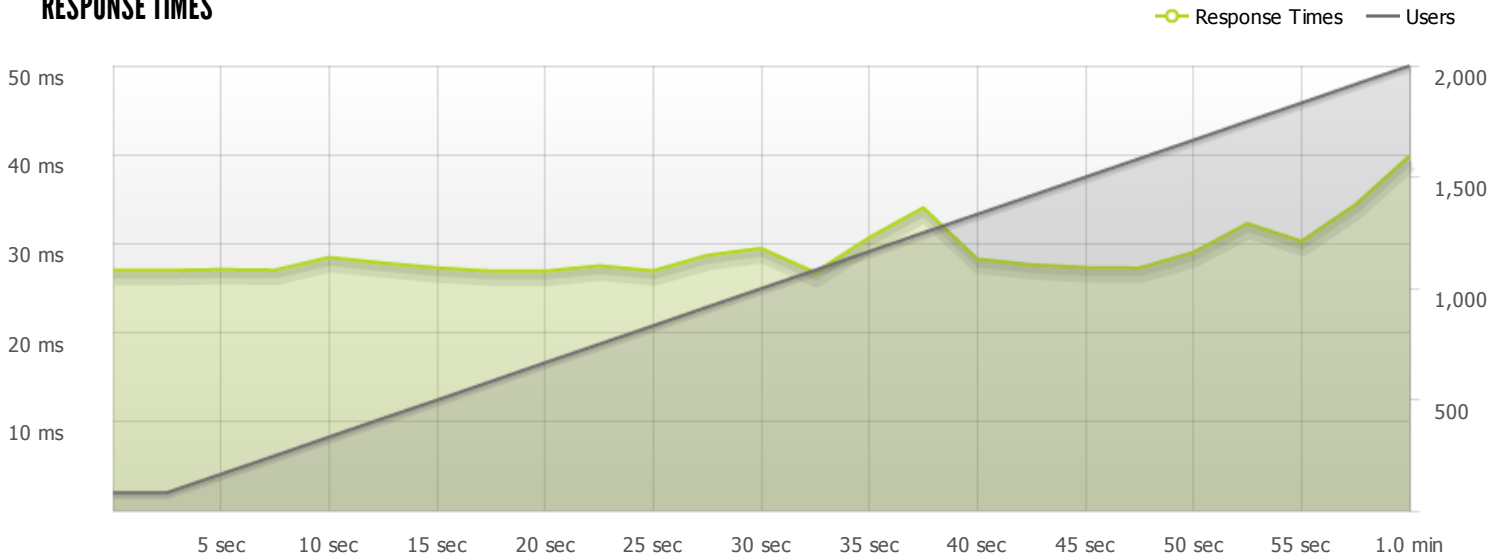| CODE	TYPE	DESCRIPTION	AMOUNT
23	TCP	Connection timeout	121

ERRORS

CONNECTION TIMEOUT **100%** (121)

TIMEOUTS

The first timeout happened at **7.5 seconds** into the test when the number of concurrent users was at **247**. Looks like you've been rushing with a timeout of **1000 ms**. Timeouts tend to increase with concurrency if you have lock contention of sorts. You might want to think about in-memory caching using redis, memcached or varnish to return stale data for a period of time and asynchronously refresh this data.
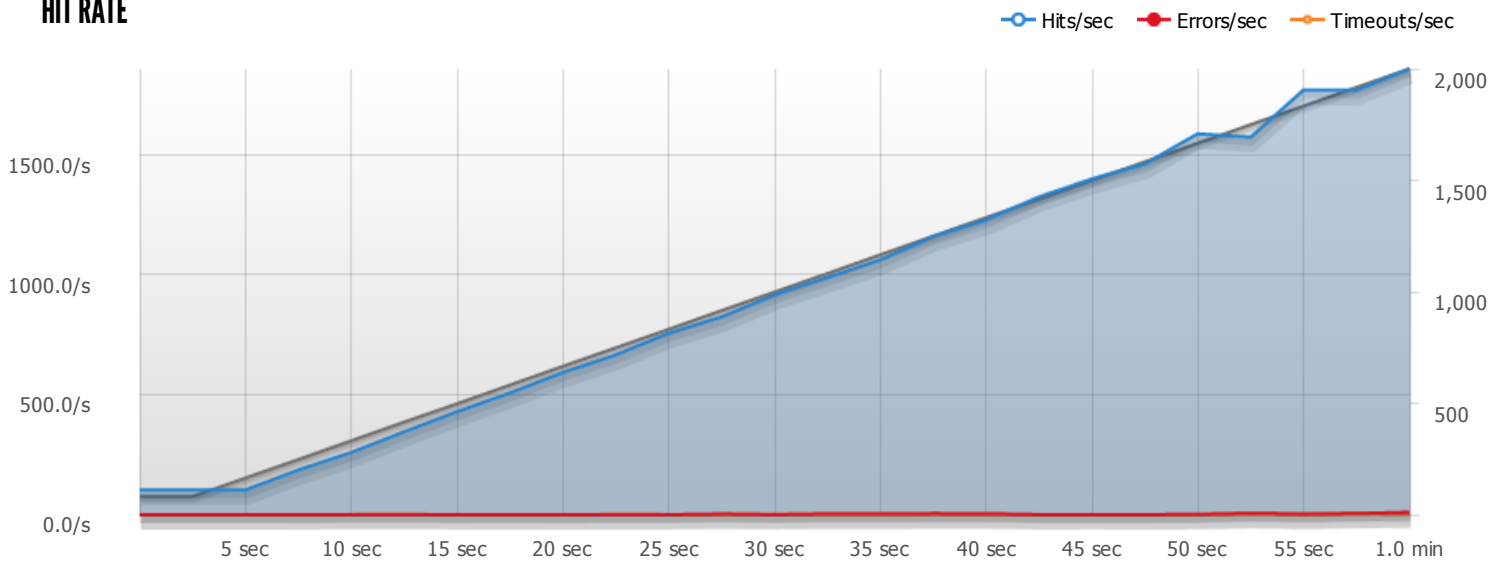

RESPONSE TIMES

Legend: —O— Response Times —— Users

STEP 1
—O— Response Times

The max response time was: **39 ms @ 1999 users**

HIT RATE

Legend: —O— Hits/sec —O— Errors/sec —O— Timeouts/sec

STEP 1
—O— Hits/sec —O— Errors/sec —O— Timeouts/sec

The max hit rate was: **1,858 hits per second**

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