LOAD TEST REPORT

DATE: 7/24/2014

TEST FROM : VIRGINIA

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

Started at: Thu Jul 24 2014, 12:51:30 -04:00

Finished at: Thu Jul 24 2014, 12:51:30 -04:00

ANALYSIS

This rush generated **35,547** successful hits in **60 seconds** and we transferred **370.77 MB** of data in and out of your app. The average hit rate of **592/second** translates to about **51,187,680** hits/day.

The average response time was **326 ms**.

You've got bigger problems, though: **13.76%** of the users during this **rush** experienced timeouts or errors!

RESPONSE TIMES

FASTEST: **7** MS

SLOWEST: **752** MS

AVERAGE: **326** MS

TEST CONFIGURATION

REGION: **VIRGINIA**

DURATION: **60** SECONDS

LOAD: **1-2000** USERS

OTHER STATS

AVG. HITS: **592** /SEC

DATA TRANSFERED:

370.77 MB

HITS **86.24%** (35547)

ERRORS **9.96%** (4105)

TIMEOUTS **3.81%** (1569)

HITS

This rush generated **35,547** 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	35547

HITS

HTTP 200 OK **100%** (35547)

ERRORS

The first error happened at **32.5 seconds** into the test when the number of concurrent users was at **1081**. 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	4104
		Response duration overlimit	1

ERRORS

CONNECTION TIMEOUT **100%** (4104)

RESPONSE DURATION O... **0%** (1)

TIMEOUTS

The first timeout happened at **35 seconds** into the test when the number of concurrent users was at **1165**. 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
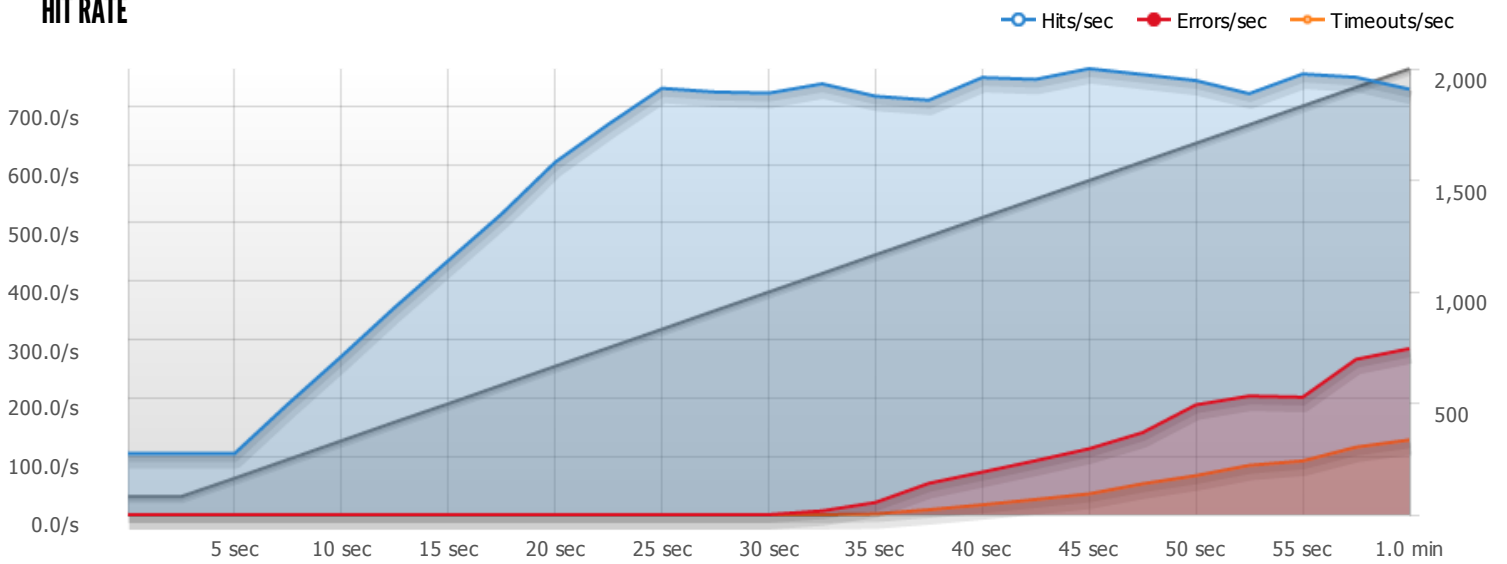

Legend: Response Times, Users

| 800 ms | | | | | | | | | | | | 2,000 |
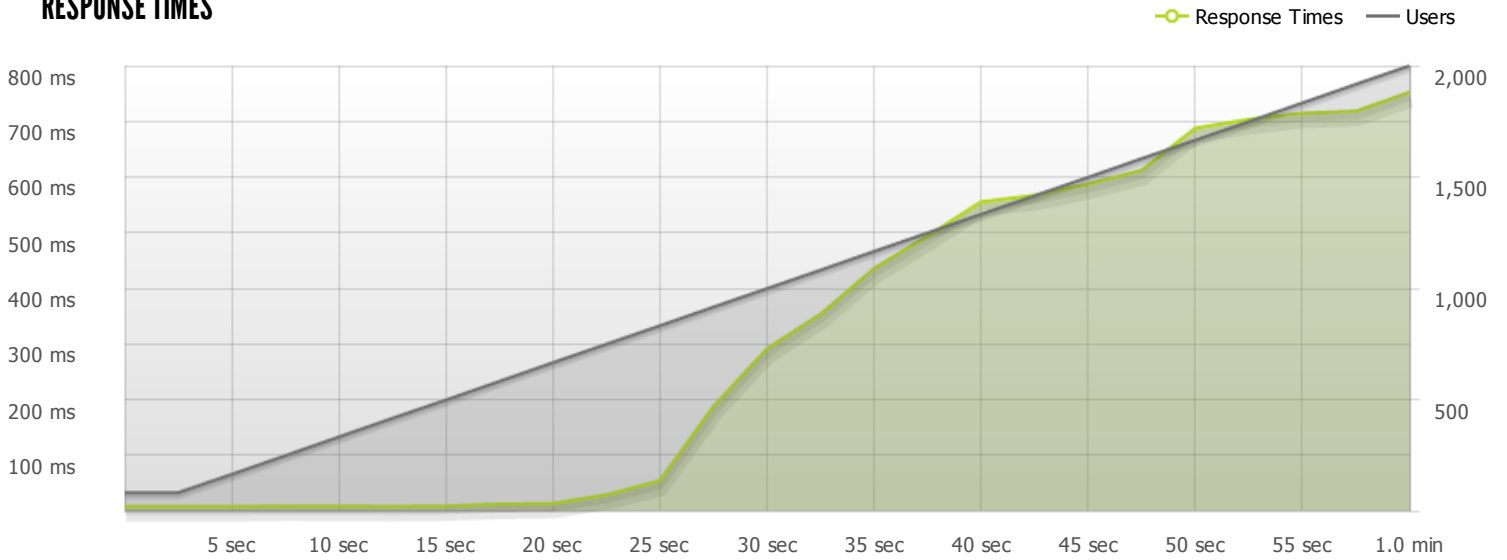
STEP 1
Response Times

The max response time was: **752 ms @ 1999 users**

HIT RATE

Legend: Hits/sec, Errors/sec, Timeouts/sec

STEP 1
Hits/sec, Errors/sec, Timeouts/sec

The max hit rate was: **764 hits per second**

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