Load Test Report

Date: 6/9/2015

Test from : virginia

Query URL: http://cloud.kevinohashibenchmark.com/

Started at: Tue Jun 9 2015, 01:15:28 -04:00

Finished at: Tue Jun 9 2015, 01:16:28 -04:00

Test link: https://www.blitz.io/to#/play/input/virginia:15a02c9373c598e9059056ba8a216e47

Analysis

This rush generated **35,721** successful hits in **60 seconds** and we transferred **486.41 MB** of data in and out of your app. The average hit rate of **595/second** translates to about **51,438,240** hits/day.

The average response time was **238 ms**.

You've got bigger problems, though: **11.07%** of the users during this **rush** experienced timeouts or errors!

Hits **88.93%** (35721)

Errors **0.19%** (75)

Timeouts **10.88%** (4371)

Response Times	Test Configuration	Other Stats
Fastest: **82** ms	Region: **virginia**	Avg. Hits: **595** /sec
Slowest: **491** ms	Duration: **60** seconds	Transfered: **5.90**MB
Average: **238** ms	Load: **1-2000** users	Received: **480.50**MB

Hits

This rush generated **35,721** 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.

HTTP 200 OK **100%** (35721)

Code	Type	Description	Amount
200	HTTP	OK	35721

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).

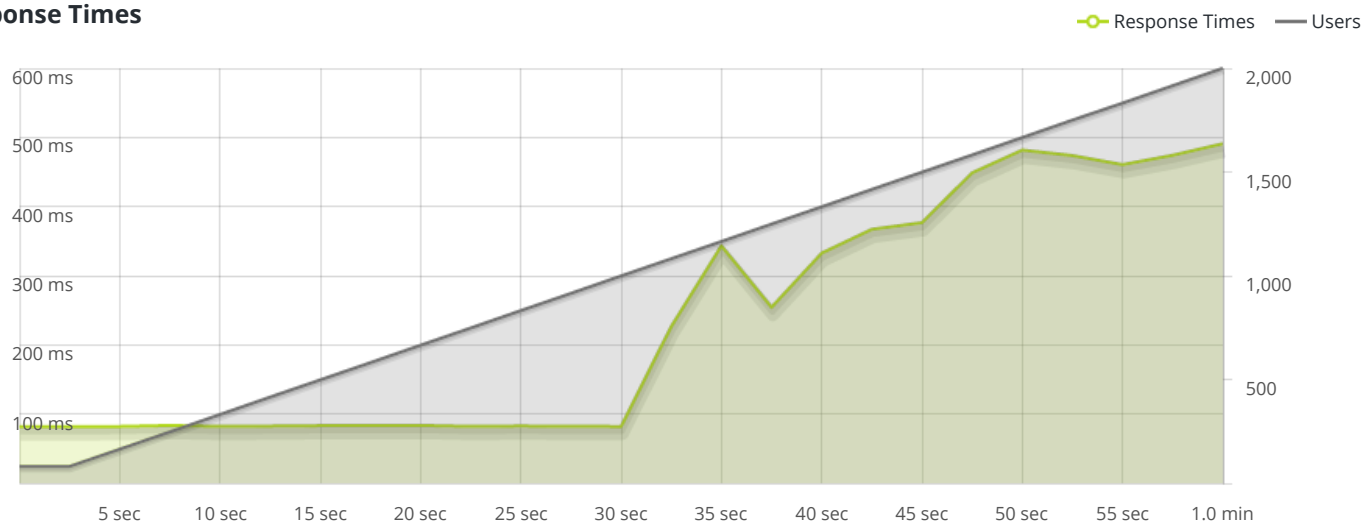
Connection time... **100%** (75)

Code	Type	Description	Amount
23	TCP	Connection timeout	75

Timeouts

The first timeout happened at **32.5 seconds** into the test when the number of concurrent users was at **1082**. 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.

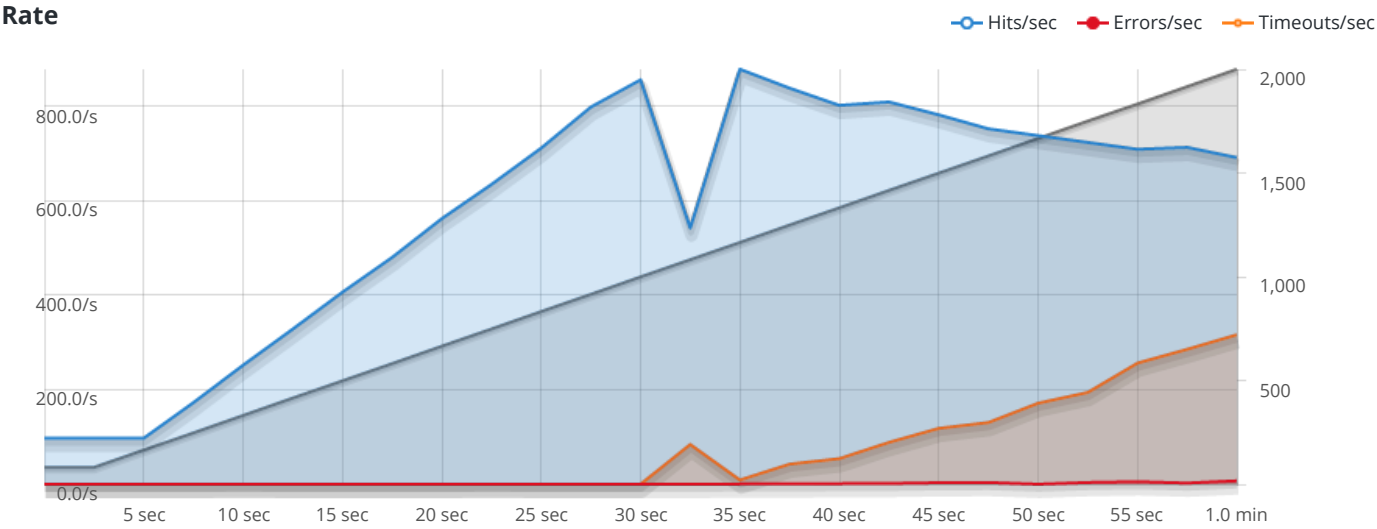
Response Times



STEP 1
Response Times

The max response time was: **490 ms @ 2000 users**

Hit Rate



STEP 1
Hits/sec Errors/sec Timeouts/sec

The max hit rate was: **878 hits per second**