Load Test Report

Date: 7/25/2016

Test from : virginia

Query URL: http://2016a2sprint.reviewsignal.com/

Started at: Mon Jul 25 2016, 03:42:45 -04:00

Finished at: Mon Jul 25 2016, 03:43:45 -04:00

Test link: https://www.blitz.io/to#/play

Analysis

This rush generated **120** successful hits in **60 seconds** and we transferred **5.23 MB** of data in and out of your app. The average hit rate of **2/second** translates to about **172,800** hits/day.

The average response time was **518 ms**.

You've got bigger problems, though: **99.82%** of the users during this **rush** experienced timeouts or errors!

Response Times	Test Configuration	Other Stats
Fastest: **304** ms	Region: **virginia**	Avg. Hits: **2** /sec
Slowest: **733** ms	Duration: **60** seconds	Transfered: **3.19**MB
Average: **518** ms	Load: **1-3000** users	Received: **2.04**MB

Hits **0.18%** (120)

Errors **66.51%** (43508)

Timeouts **33.30%** (21784)

Hits

This rush generated **120** 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	120

HTTP 200 OK **100%** (120)

Errors

The first error happened at **2.5 seconds** into the test when the number of concurrent users was at **121**. 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).

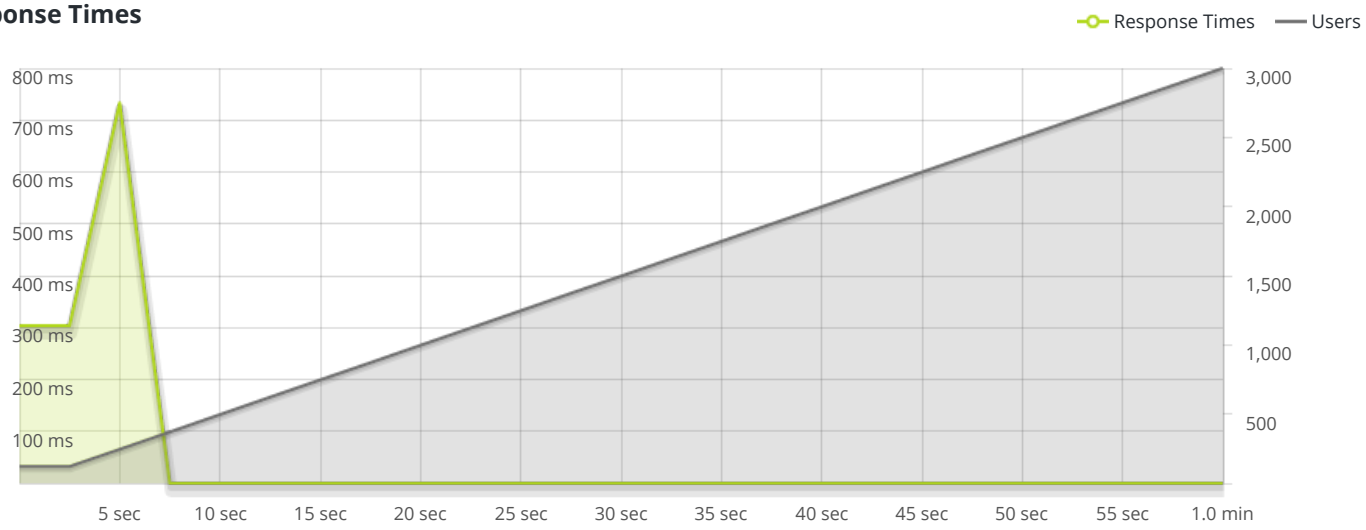
Code	Type	Description	Amount
23	TCP	Connection timeout	43508

Connection timeo... **100%** (43508)

Timeouts

The first timeout happened at **5 seconds** into the test when the number of concurrent users was at **245**. 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.

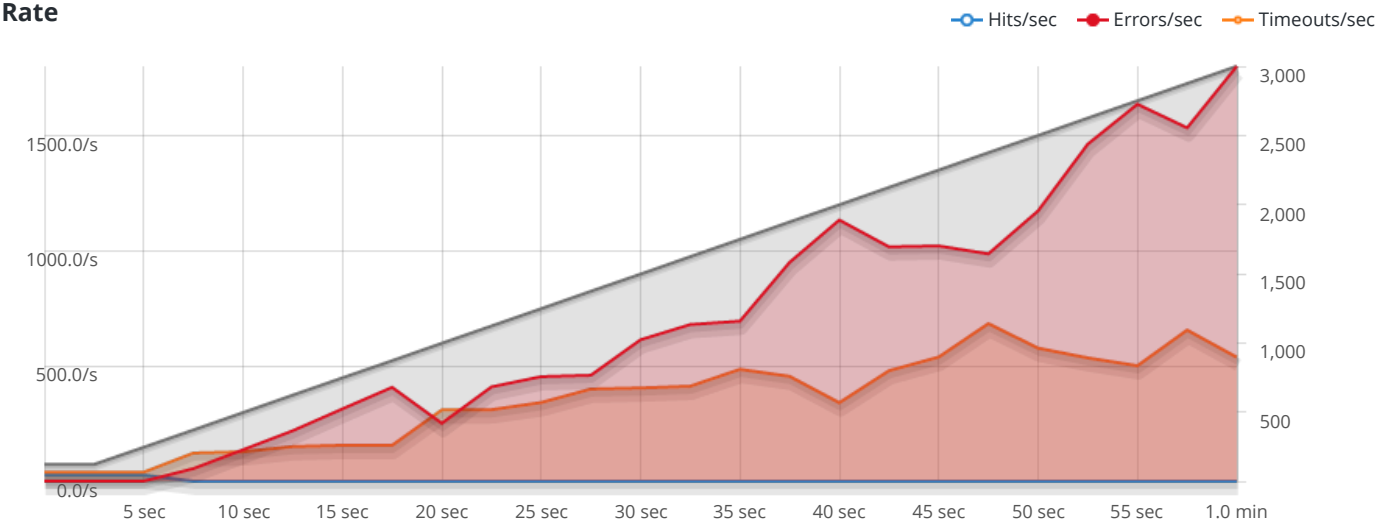
Response Times



STEP 1
Response Times

The max response time was: **733 ms @ 245 users**

Hit Rate



STEP 1
Hits/sec Errors/sec Timeouts/sec

The max hit rate was: **26 hits per second**