Load Test Report

Date: 7/21/2016

Test from : virginia

Query URL: http://2016reviewsignalturbo.a2hosted.com/

Started at: Thu Jul 21 2016, 03:04:57 -04:00

Finished at: Thu Jul 21 2016, 03:05:57 -04:00

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

Analysis

This rush generated **590** successful hits in **60 seconds** and we transferred **10.30 MB** of data in and out of your app. The average hit rate of **10/second** translates to about **849,600** hits/day.

The average response time was **92 ms**.

You've got bigger problems, though: **97.91%** of the users during this **rush** experienced timeouts or errors!

Hits **2.09%** **(590)**

Errors **96.53%** **(27255)**

Timeouts **1.38%** **(390)**

Response Times	Test Configuration	Other Stats
Fastest: **55** ms	Region: **virginia**	Avg. Hits: **10** /sec
Slowest: **167** ms	Duration: **60** seconds	Transfered: **2.18**MB
Average: **92** ms	Load: **1-1000** users	Received: **8.12**MB

Hits

This rush generated **590** 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	590

HTTP 200 OK **100%** **(590)**

Errors

The first error happened at **15 seconds** into the test when the number of concurrent users was at **249**. 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
17	TCP	Connection reset	13677
23	TCP	Connection timeout	13578

Connection reset **50%** **(13677)**

Connection timeo... **50%** **(13578)**

Timeouts

The first timeout happened at **7.5 seconds** into the test when the number of concurrent users was at **124**. 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.
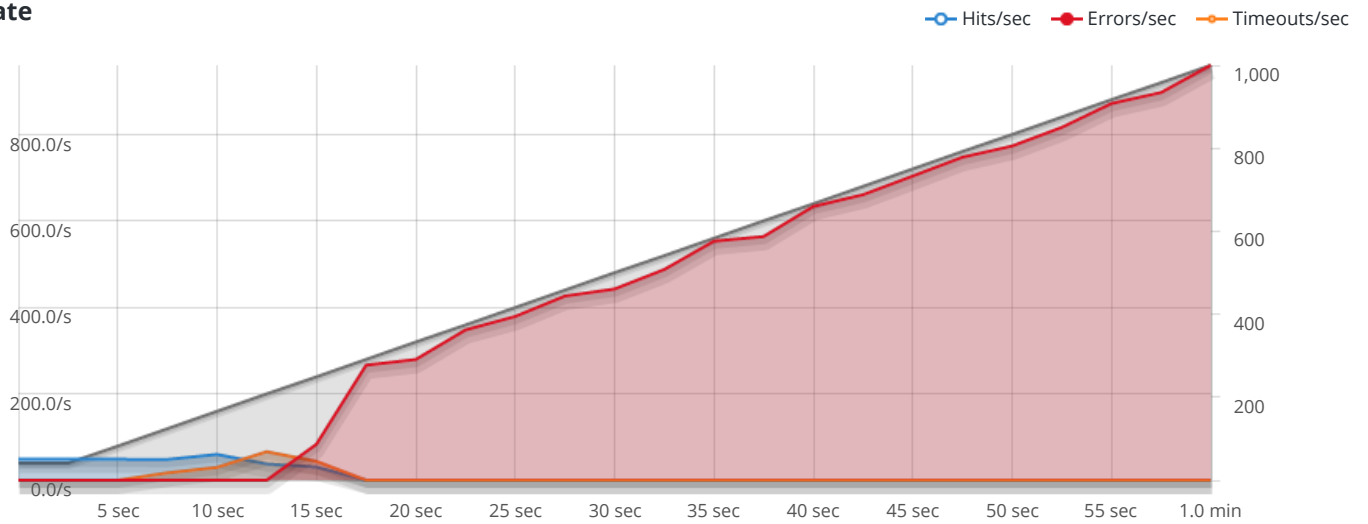
Response Times
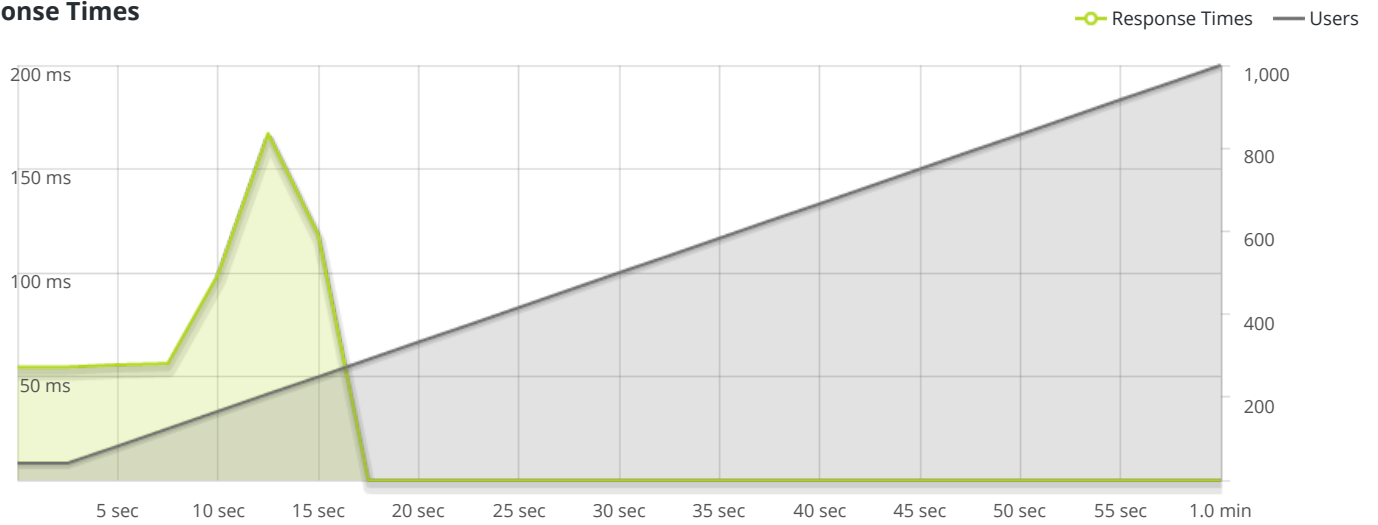
STEP 1
─○─ Response Times

The max response time was: **167 ms @ 208 users**

Hit Rate

○ Hits/sec ● Errors/sec ● Timeouts/sec

STEP 1
─○─ Hits/sec ─○─ Errors/sec ─○─ Timeouts/sec

The max hit rate was: **60 hits per second**

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