Load Test Report

Date: 7/24/2016

Test from : virginia

Query URL: http://2016a2power.reviewsignal.com/

Started at: Sun Jul 24 2016, 08:41:03 -04:00

Finished at: Sun Jul 24 2016, 08:42:03 -04:00

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

Analysis

This rush generated **51** successful hits in **60 seconds** and we transferred **1.94 MB** of data in and out of your app. The average hit rate of **1/second** translates to about **73,440** hits/day.

The average response time was **800 ms**.

You've got bigger problems, though: **99.76%** of the users during this **rush** experienced timeouts or errors!

Response Times	Test Configuration	Other Stats
Fastest: **411** ms	Region: **virginia**	Avg. Hits: **1** /sec
Slowest: **1,047** ms	Duration: **60** seconds	Transfered: **1.08**MB
Average: **800** ms	Load: **1-1000** users	Received: **0.86**MB

Hits 0.24% (51)

Errors 65.87% (14265)

Timeouts 33.89% (7339)

Hits

This rush generated **51** 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	51

HITS

HTTP 200 OK 100% (51)

Errors

The first error happened at **10 seconds** into the test when the number of concurrent users was at **166**. 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	14265

ERRORS

Connection timeo... 100% (14265)

Timeouts

The first timeout happened at **5 seconds** into the test when the number of concurrent users was at **82**. 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.
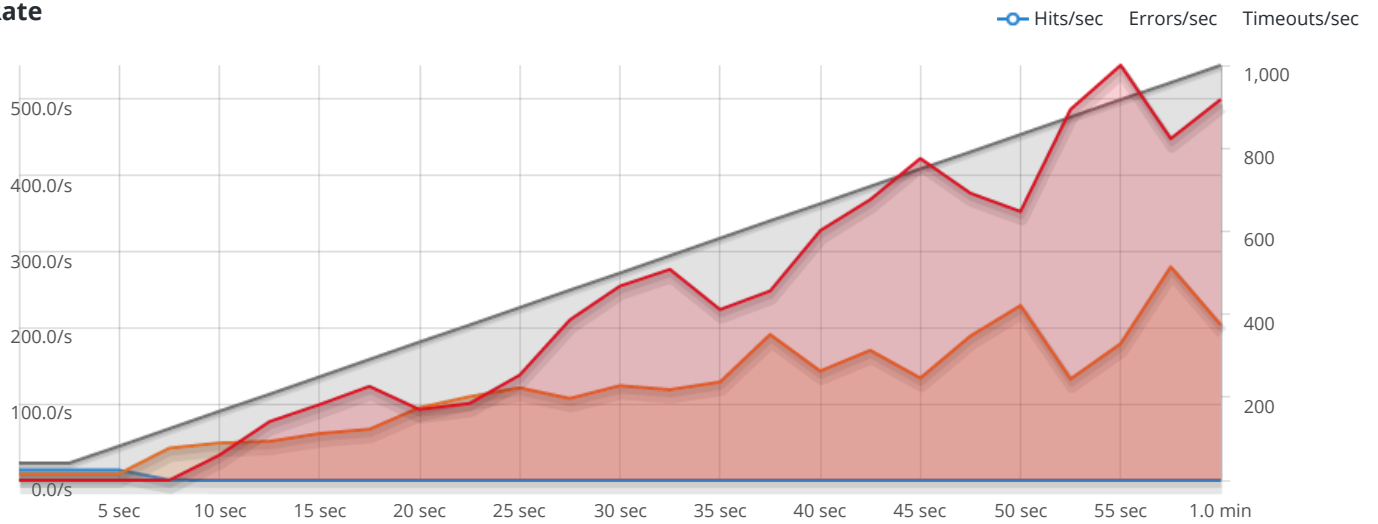
Response Times
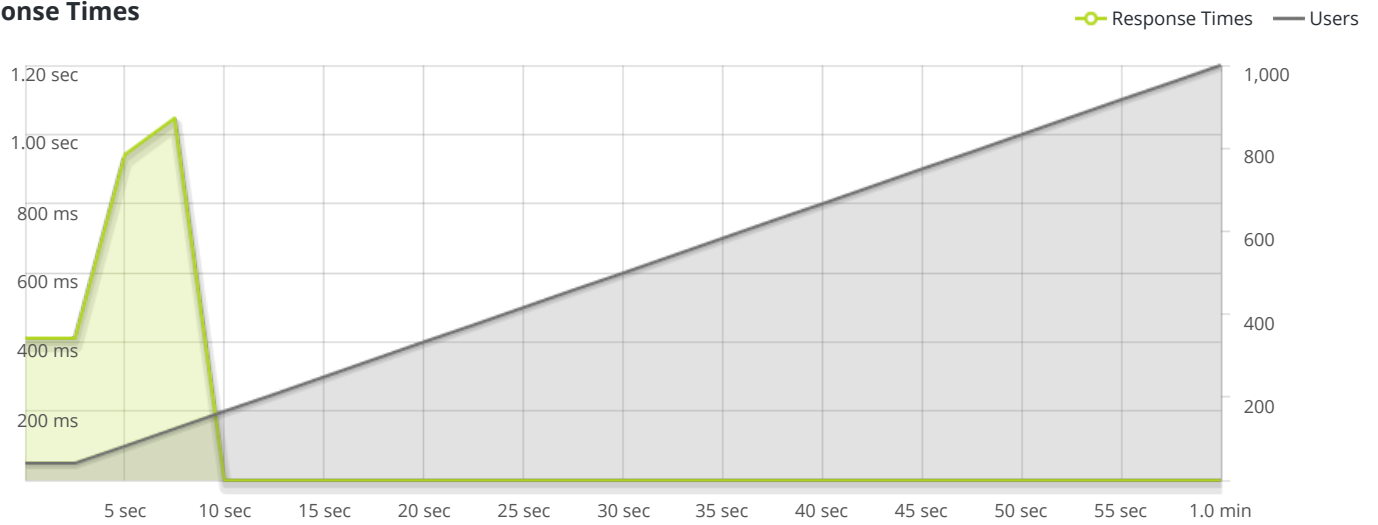
Response Times ──○── Users

The max response time was: **1047 ms @ 124 users**

Hit Rate

──○── Hits/sec   Errors/sec   Timeouts/sec

The max hit rate was: **13 hits per second**