

Load Test Report

Date: 7/12/2016

Test from : virginia

Query URL: http://reviewsignals.breakwph.com/

Started at: Tue Jul 12 2016, 04:28:55 -04:00

Finished at: Tue Jul 12 2016, 04:29:55 -04:00

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

Analysis

This rush generated **29,337** successful hits in **60 seconds** and we transferred **447.12 MB** of data in and out of your app. The average hit rate of **489/second** translates to about **42,245,280** hits/day.

The average response time was **4 ms**.

Response Times	Test Configuration	Other Stats
Fastest: 3 ms	Region: virginia	Avg. Hits: 489 /sec
Slowest: 7 ms	Duration: 60 seconds	Transferred: 4.14 MB
Average: 4 ms	Load: 1-1000 users	Received: 442.97 MB



Hits **100.00%** (29337)

Errors **0.00%** (0)

Timeouts **0.00%** (1)

Hits

This rush generated **29,337** 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	29337

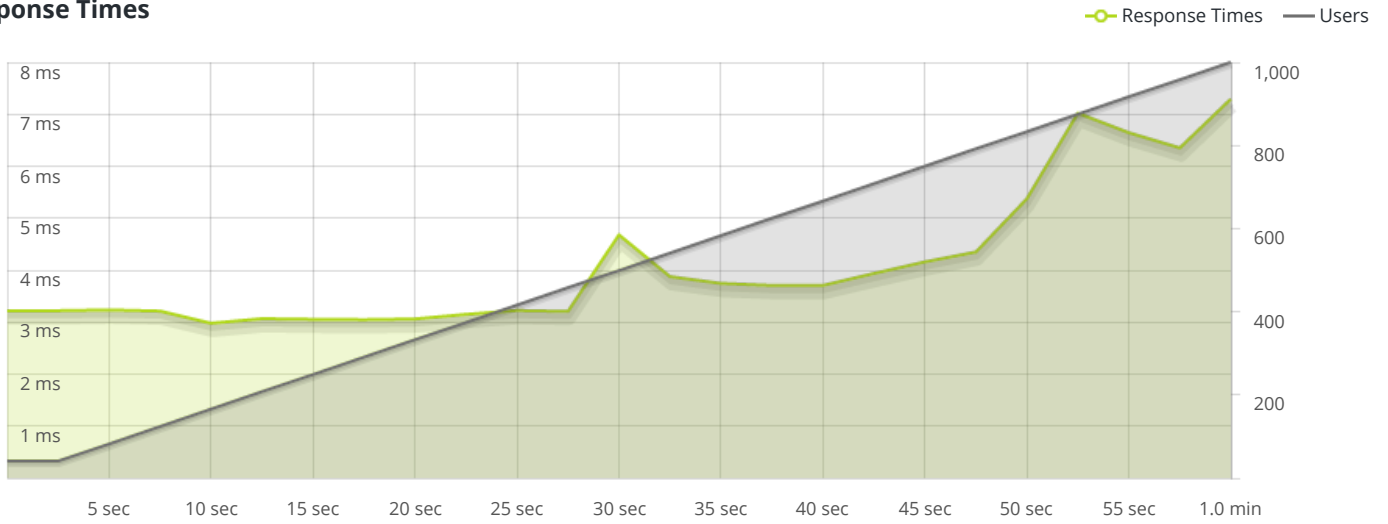


HTTP 200 OK **100%** (29337)

Timeouts

The first timeout happened at **35 seconds** into the test when the number of concurrent users was at **583**. 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.

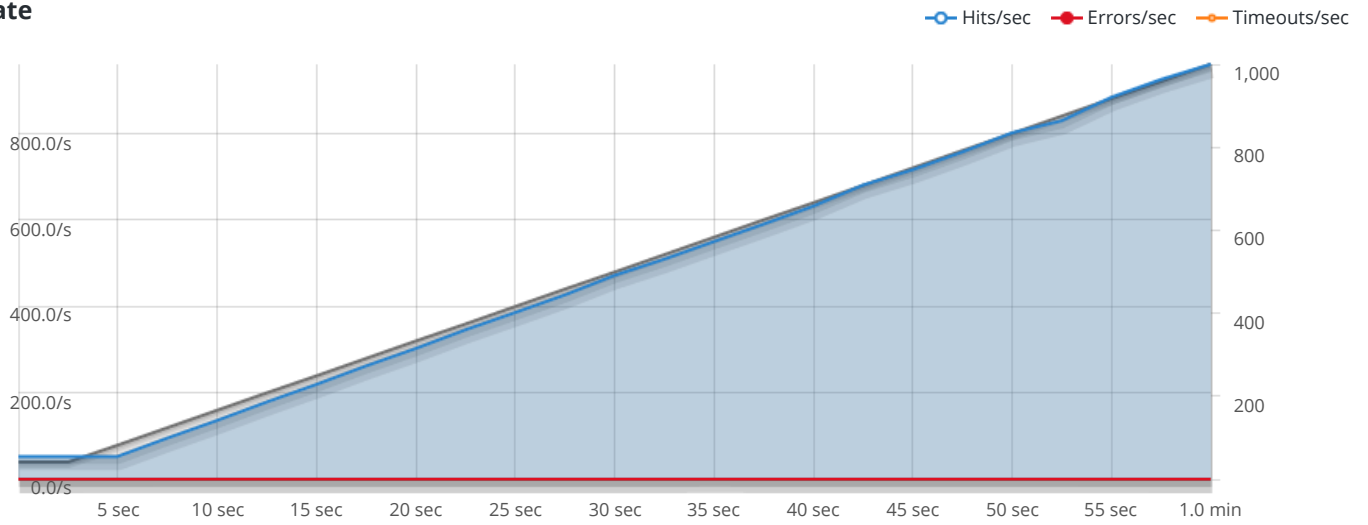
Response Times



STEP 1
Response Times

The max response time was: **7 ms @ 1000 users**

Hit Rate



STEP 1
Hits/sec Errors/sec Timeouts/sec

The max hit rate was: **961 hits per second**