Load Test Report

Date: 7/19/2016

Test from : virginia

Query URL: http://kinsta400.kinsta.com/

Started at: Tue Jul 19 2016, 03:45:21 -04:00

Finished at: Tue Jul 19 2016, 03:46:21 -04:00

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

Analysis

This rush generated **81,386** successful hits in **60 seconds** and we transferred **1.33 GB** of data in and out of your app. The average hit rate of **1,356/second** translates to about **117,195,840** hits/day.

The average response time was **84 ms**.

You've got bigger problems, though: **0.00%** of the users during this **rush** experienced timeouts or errors!

Response Times	Test Configuration	Other Stats
Fastest: **84** ms	Region: **virginia**	Avg. Hits: **1,356** /sec
Slowest: **86** ms	Duration: **60** seconds	Transfered: **10.89**MB
Average: **84** ms	Load: **1-3000** users	Received: **1,348.81**MB

Hits **100.00%** (81386)

Errors **0.00%** (3)

Timeouts **0.00%** (0)

Hits

This rush generated **81,386** 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	81386

HITS

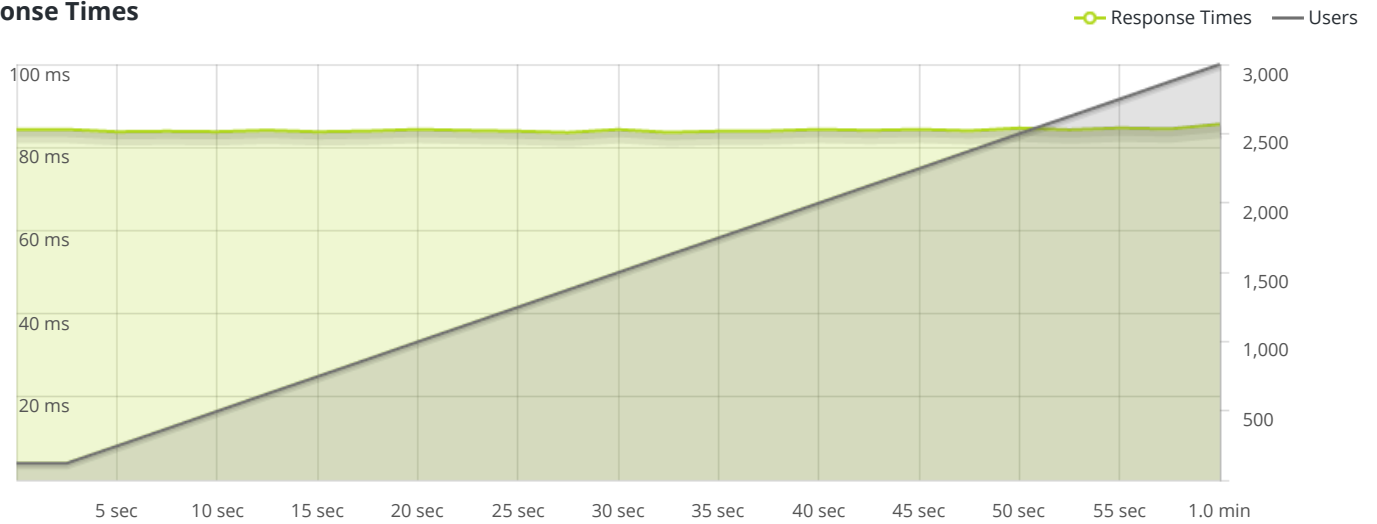**HTTP 200 OK 100%** (81386)

Errors

The first error happened at **15 seconds** into the test when the number of concurrent users was at **746**. 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	3

ERRORS

Connection timeo... 100% (3)

Response Times

100 ms | 3,000
80 ms | 2,500
60 ms | 2,000
 | 1,500
40 ms | 1,000
20 ms | 500

5 sec 10 sec 15 sec 20 sec 25 sec 30 sec 35 sec 40 sec 45 sec 50 sec 55 sec 1.0 min

STEP 1
—O—Response Times

The max response time was: **85 ms @ 2999 users**

Hit Rate
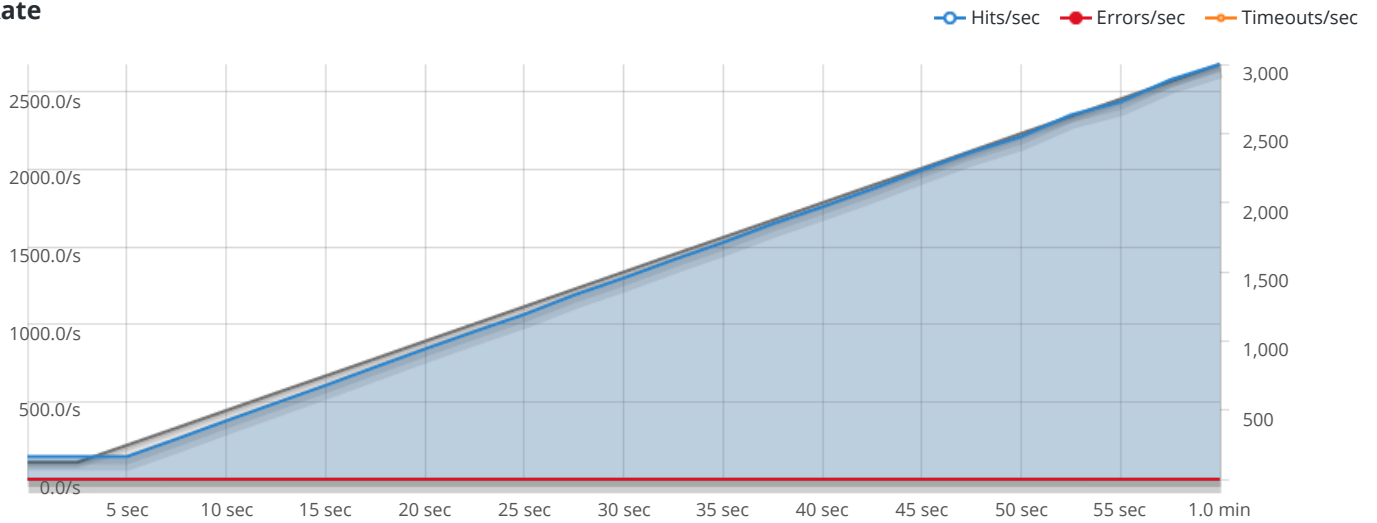
—O— Hits/sec —●— Errors/sec —●— Timeouts/sec

2500.0/s | 3,000
 | 2,500
2000.0/s | 2,000
1500.0/s | 1,500
1000.0/s | 1,000
500.0/s | 500
0.0/s |

5 sec 10 sec 15 sec 20 sec 25 sec 30 sec 35 sec 40 sec 45 sec 50 sec 55 sec 1.0 min

STEP 1
—O— Hits/sec —O— Errors/sec —O— Timeouts/sec

The max hit rate was: **2,678 hits per second**