Load Test Report

Date: 7/19/2016

Test from : virginia

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

Started at: Tue Jul 19 2016, 01:31:42 -04:00

Finished at: Tue Jul 19 2016, 01:32:42 -04:00

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

Analysis

This rush generated **54,574** successful hits in **60 seconds** and we transferred **972.18 MB** of data in and out of your app. The average hit rate of **910/second** translates to about **78,586,560** hits/day.

The average response time was **78 ms**.

Response Times	Test Configuration	Other Stats
Fastest: **77** ms	Region: **virginia**	Avg. Hits: **910** /sec
Slowest: **82** ms	Duration: **60** seconds	Transfered: **8.34**MB
Average: **78** ms	Load: **1-2000** users	Received: **963.84**MB

Hits **99.99%** (54574)

Errors **0.00%** (0)

Timeouts **0.01%** (4)

Hits

This rush generated **54,574** 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	54574

HTTP 200 OK **100%** (54574)

Timeouts

The first timeout happened at **30 seconds** into the test when the number of concurrent users was at **998**. 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
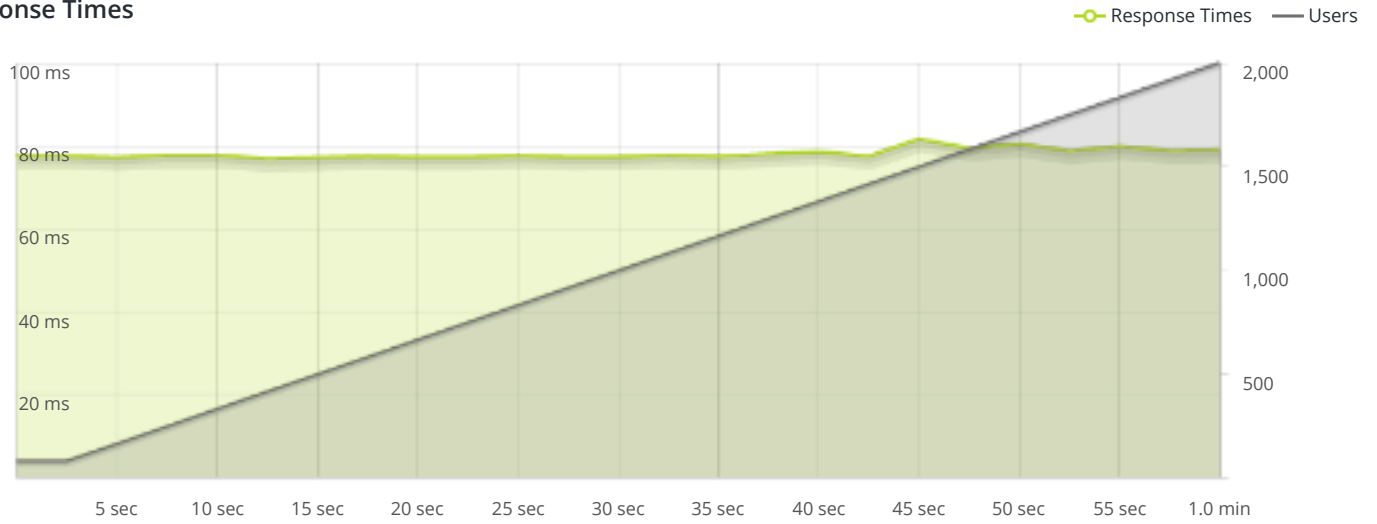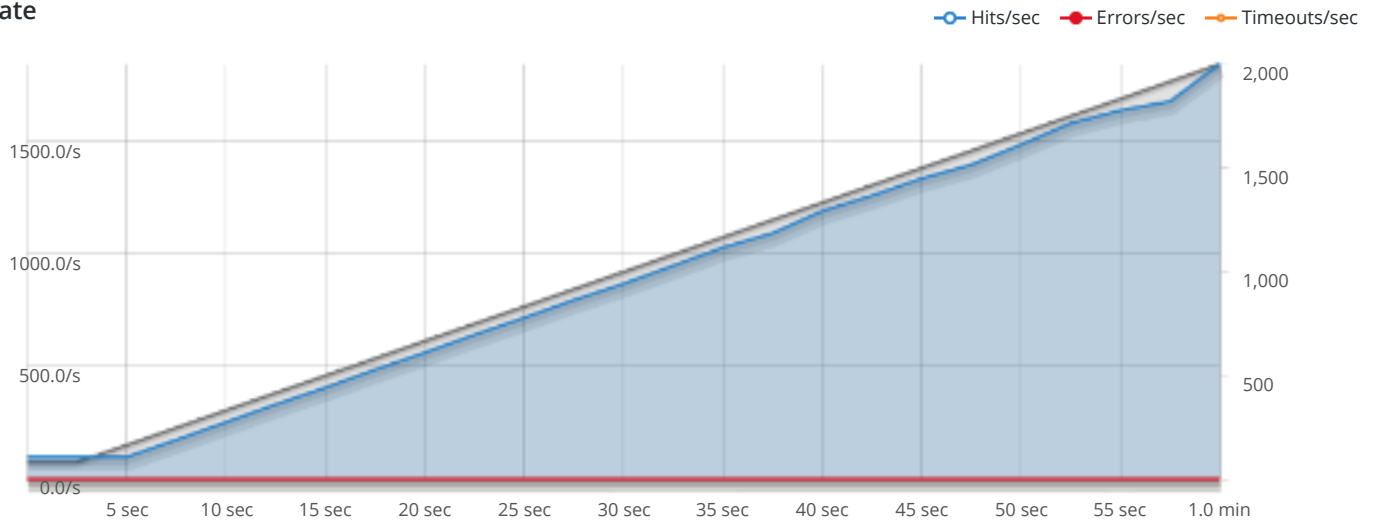

STEP 1
─○─Response Times

The max response time was: **81 ms @ 1499 users**

Hit Rate

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

The max hit rate was: **1,844 hits per second**