Load Test Report

Date: 7/14/2016

Test from : virginia

Query URL: http://personal.reviewsignal.com/

Started at: Thu Jul 14 2016, 06:17:32 -04:00

Finished at: Thu Jul 14 2016, 06:18:32 -04:00

Test link: https://www.blitz.io/to#/play/result/virginia:b3d4ce86fef76f73f20089f4910827ee

Analysis

This rush generated **15,255** successful hits in **60 seconds** and we transferred **255.35 MB** of data in and out of your app. The average hit rate of **254/second** translates to about **21,967,200** hits/day.

The average response time was **200 ms**.

You've got bigger problems, though: **42.48%** of the users during this **rush** experienced timeouts or errors!

Hits 57.52% (15255)

Errors 42.46% (11260)

Timeouts 0.02% (5)

Response Times	Test Configuration	Other Stats
Fastest: **188** ms	Region: **virginia**	Avg. Hits: **254** /sec
Slowest: **318** ms	Duration: **60** seconds	Transfered: **2.13**MB
Average: **200** ms	Load: **1-1000** users	Received: **253.22**MB

Hits

This rush generated **15,255** 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	15255

HITS

HTTP 200 OK 100% (15255)

Errors

The first error happened at **2.5 seconds** into the test when the number of concurrent users was at **41**. 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).

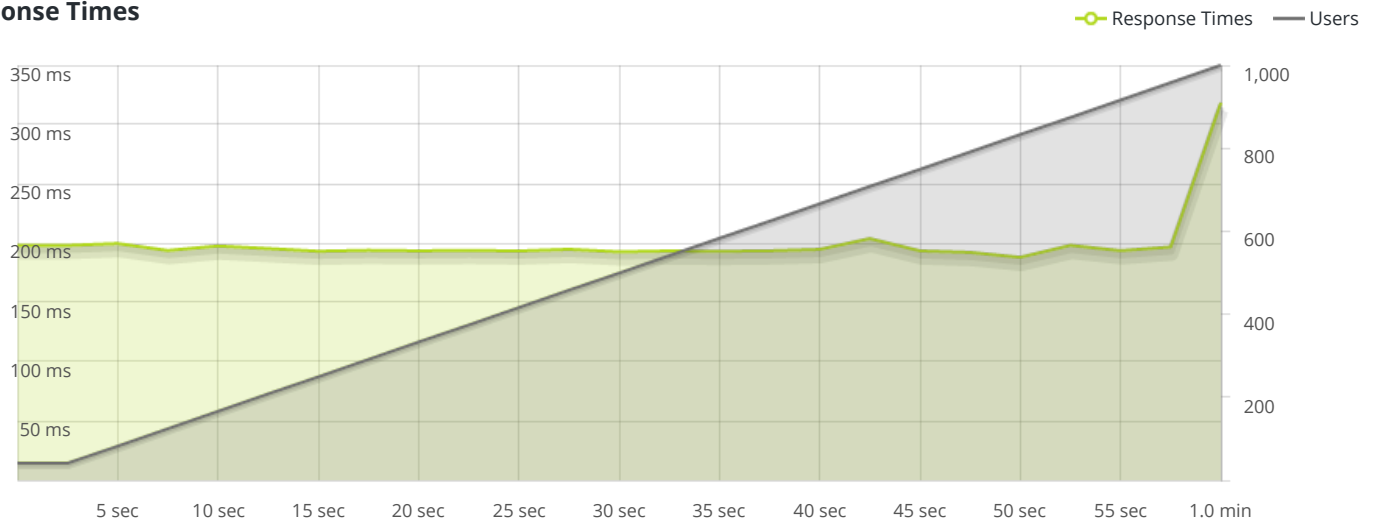| Code	Type	Description	Amount
23	TCP	Connection timeout	11260

ERRORS

Connection timeo... 100% (11260)

Timeouts

The first timeout happened at **25 seconds** into the test when the number of concurrent users was at **416**. 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
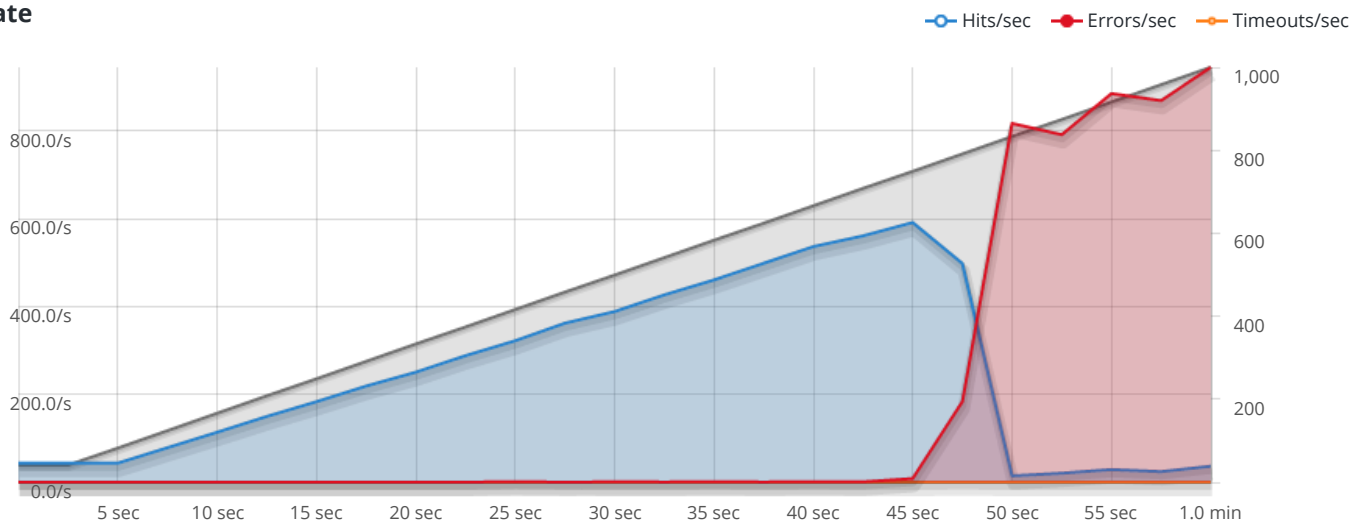

Response Times — Users

350 ms												1,000
300 ms												800
250 ms												
200 ms												600
150 ms												400
100 ms												
50 ms												200

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
Response Times

The max response time was: **318 ms @ 1000 users**

Hit Rate

Hits/sec — Errors/sec — Timeouts/sec

800.0/s												1,000
												800
600.0/s												600
400.0/s												400
200.0/s												200
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
Hits/sec — Errors/sec — Timeouts/sec

The max hit rate was: **591 hits per second**

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