Load Test Report

Date: 7/27/2016

Test from : virginia

Query URL: http://live-2016elite.pantheonsite.io/

Started at: Wed Jul 27 2016, 05:06:18 -04:00

Finished at: Wed Jul 27 2016, 05:07:18 -04:00

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

Analysis

This rush generated **138,607** successful hits in **60 seconds** and we transferred **2.44 GB** of data in and out of your app. The average hit rate of **2,310/second** translates to about **199,594,080** hits/day.

The average response time was **62 ms**.

You've got bigger problems, though: **0.02%** of the users during this **rush** experienced timeouts or errors!

Hits **99.98%** (138607)

Errors **0.00%** (4)

Timeouts **0.02%** (27)

Response Times	Test Configuration	Other Stats
Fastest: **60** ms	Region: **virginia**	Avg. Hits: **2,310** /sec
Slowest: **80** ms	Duration: **60** seconds	Transfered: **19.86**MB
Average: **62** ms	Load: **1-5000** users	Received: **2,478.62**MB

Hits

This rush generated **138,607** 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	138607

HITS

HTTP 200 OK **100%** (138607)

Errors

The first error happened at **22.5 seconds** into the test when the number of concurrent users was at **1870**. 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	4

ERRORS

Connection timeo... **100%** (4)

Timeouts

The first timeout happened at **2.5 seconds** into the test when the number of concurrent users was at **201**. 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
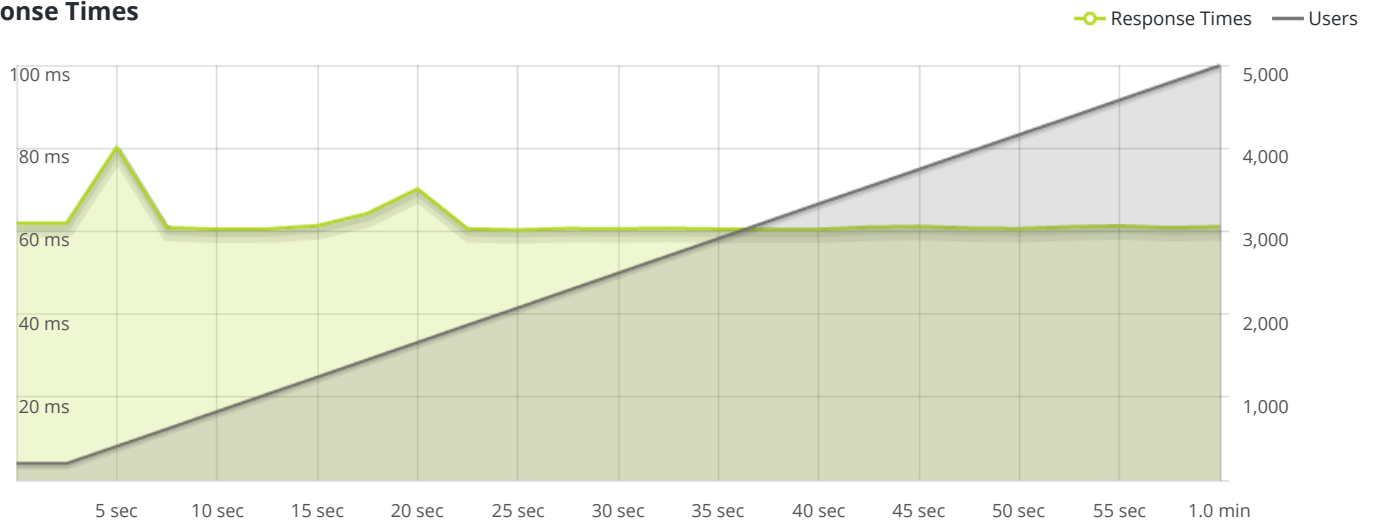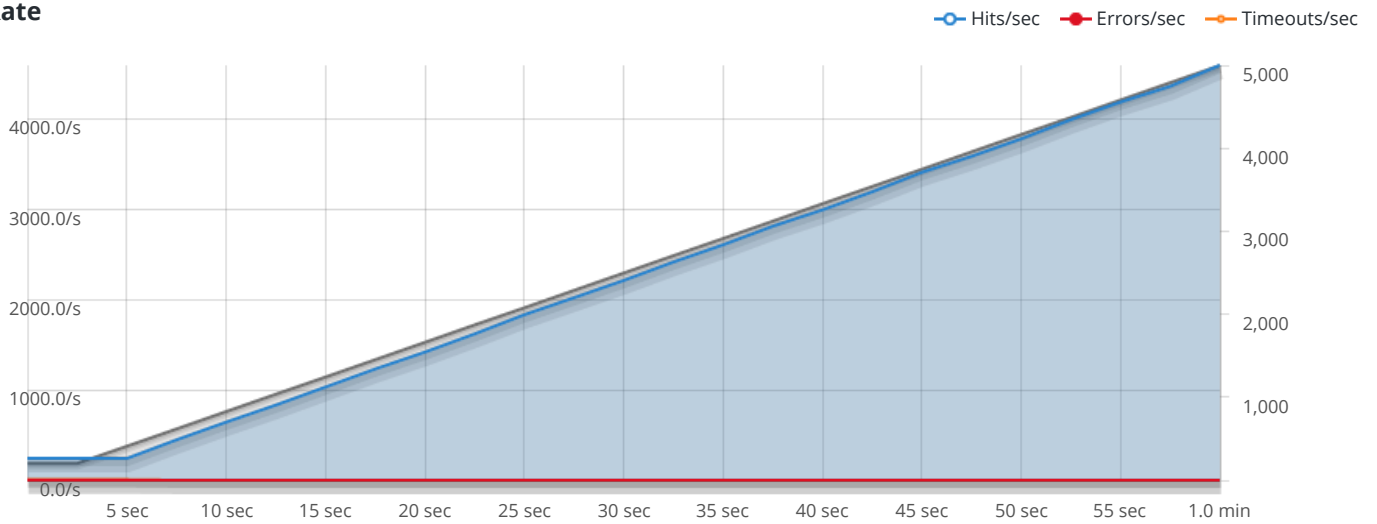
STEP 1
-O-Response Times

The max response time was: **80 ms @ 408 users**

Hit Rate

Hits/sec — Errors/sec — Timeouts/sec

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

The max hit rate was: **4,592 hits per second**

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