Load Test Report

Date: 7/8/2016

Test from : virginia

Query URL: http://2016pro.onpressidium.com/

Started at: Fri Jul 8 2016, 06:39:59 -04:00

Finished at: Fri Jul 8 2016, 06:40:59 -04:00

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

Analysis

This rush generated **57,348** successful hits in **60 seconds** and we transferred **966.83 MB** of data in and out of your app. The average hit rate of **956/second** translates to about **82,581,120** hits/day.

The average response time was **27 ms**.

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

Hits 100.00% (57348)

Errors 0.00% (1)

Timeouts 0.00% (0)

Response Times	Test Configuration	Other Stats
Fastest: **25** ms	Region: **virginia**	Avg. Hits: **956** /sec
Slowest: **30** ms	Duration: **60** seconds	Transfered: **7.93**MB
Average: **27** ms	Load: **1-2000** users	Received: **958.90**MB

Hits

This rush generated **57,348** 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.

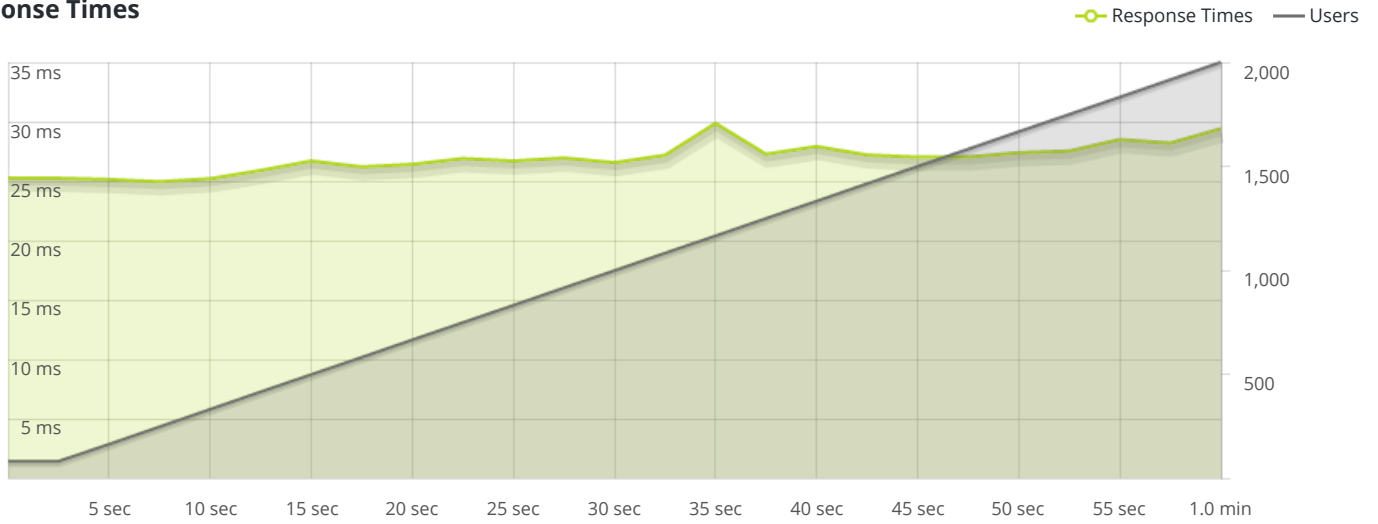| Code	Type	Description	Amount
200	HTTP	OK	57348

HITS

HTTP 200 OK 100% (57348)

Errors

The first error happened at **57.5 seconds** into the test when the number of concurrent users was at **1916**. 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).

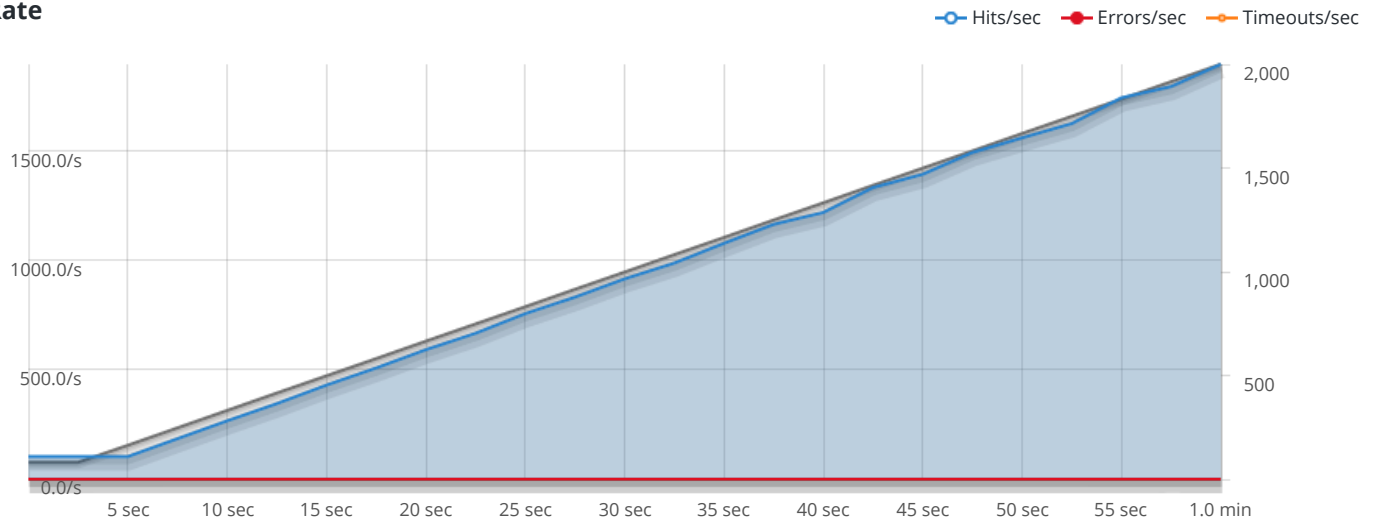| Code	Type	Description	Amount
23	TCP	Connection timeout	1

ERRORS

Connection timeo... 100% (1)

Response Times

STEP 1
○ Response Times

The max response time was: **29 ms @ 1165 users**

Hit Rate

○ Hits/sec ● Errors/sec ● Timeouts/sec

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

The max hit rate was: **1,899 hits per second**

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