Load Test Report

Date: 7/19/2016

Test from : virginia

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

Started at: Tue Jul 19 2016, 05:11:56 -04:00

Finished at: Tue Jul 19 2016, 05:12:56 -04:00

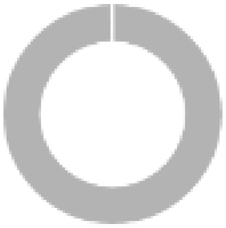
Test link: https://www.blitz.io/to#/play

Analysis

This rush generated **143,452** successful hits in **60 seconds** and we transferred **2.40 GB** of data in and out of your app. The average hit rate of **2,391/second** translates to about **206,570,880** hits/day.

The average response time was **26 ms**.

Response Times	Test Configuration	Other Stats
Fastest: **24** ms	Region: **virginia**	Avg. Hits: **2,391** /sec
Slowest: **35** ms	Duration: **60** seconds	Transfered: **20.40**MB
Average: **26** ms	Load: **1-5000** users	Received: **2,440.14**MB



Hits

This rush generated **143,452** 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.

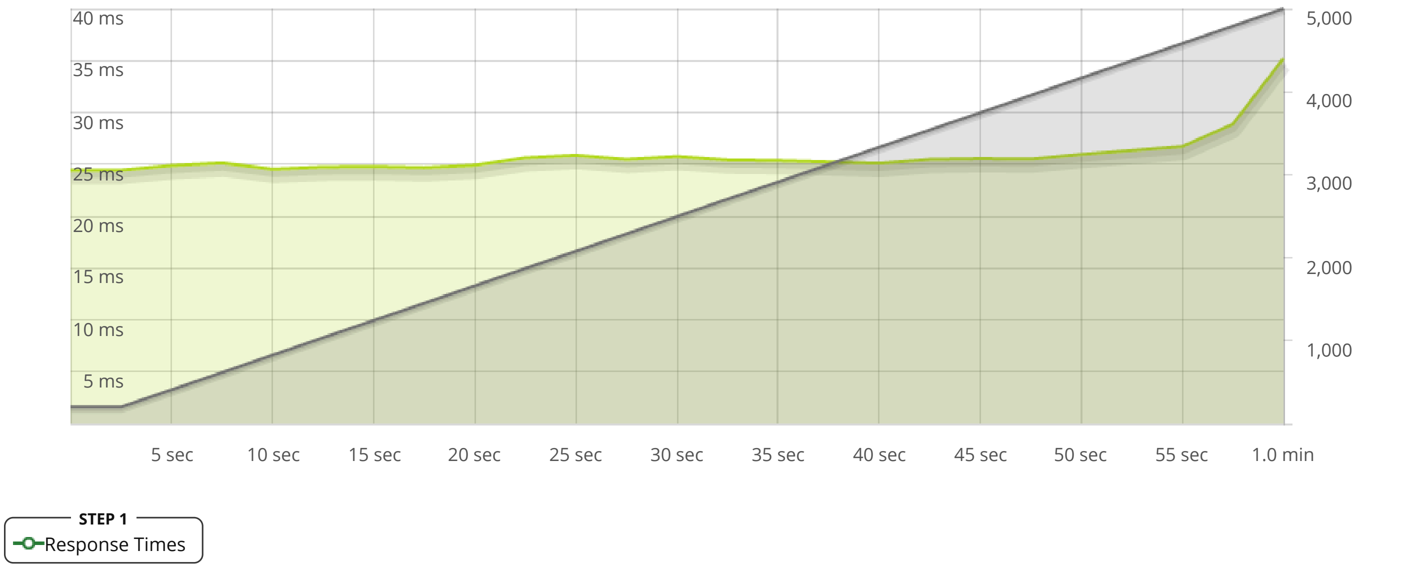
Code	Type	Description	Amount
200	HTTP	OK	143452

HITS
HTTP 200 OK 100% (143452)

Timeouts

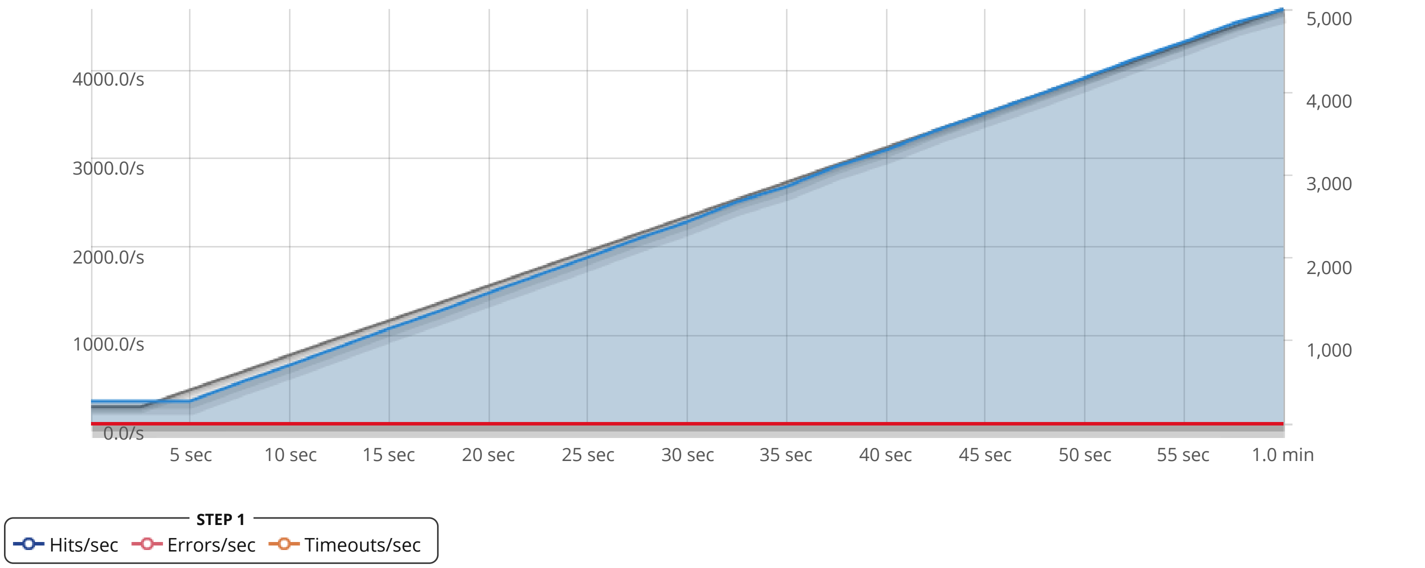
The first timeout happened at **37.5 seconds** into the test when the number of concurrent users was at **3121**. Looks like you've been rushing with a timeout of **1000 ms**. Timeouts tend to increase with concurrency if you have lock contention of sorts. You might want to think about in-memory caching using redis, memcached or varnish to return stale data for a period of time and asynchronously refresh this data.

Response Times



The max response time was: **35 ms @ 4999 users**

Hit Rate



The max hit rate was: **4,689 hits per second**