LOAD TEST REPORT

DATE: 7/24/2014

TEST FROM: VIRGINIA

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

Started at: Thu Jul 24 2014, 12:26:03 -04:00

Finished at: Thu Jul 24 2014, 12:26:03 -04:00

ANALYSIS

This rush generated 56,940 successful hits in 60 seconds and we transferred 568.67 MB of data in and out of your app. The average hit rate of 949/second translates to about 81,993,600 hits/day.

The average response time was 29 ms.

You've got bigger problems, though: 0.33% of the users during this rush experienced timeouts or errors!

HITS

This rush generated 56,940 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.

<table>
<thead>
<tr>
<th>CODE</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
<th>AMOUNT</th>
</tr>
</thead>
<tbody>
<tr>
<td>200</td>
<td>HTTP</td>
<td>OK</td>
<td>56940</td>
</tr>
</tbody>
</table>
ERRORS

The first error happened at 10 seconds into the test when the number of concurrent users was at 331. 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).

<table>
<thead>
<tr>
<th>CODE</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
<th>AMOUNT</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>TCP</td>
<td>Connection timeout</td>
<td>121</td>
</tr>
</tbody>
</table>

TIMEOUTS

The first timeout happened at 7.5 seconds into the test when the number of concurrent users was at 247. 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.
The max response time was: **39 ms @ 1999 users**

The max hit rate was: **1,858 hits per second**