Load Test Report

Date: 7/7/2016

Test from: virginia

Query URL: http://reviewsignal-gogeek.com/
Started at: Thu Jul 7 2016, 05:50:18 -04:00
Finished at: Thu Jul 7 2016, 05:51:18 -04:00
Test link: https://www.blitz.io/to#/play

Analysis

This rush generated 26,623 successful hits in 60 seconds and we transferred 400.00 MB of data in and out of your app. The average hit rate of 444/second translates to about 38,337,120 hits/day.

The average response time was 86 ms.

You've got bigger problems, though: 0.10% of the users during this rush experienced timeouts or errors!

Response Times

Fastest: 71 ms  
Slowest: 255 ms  
Average: 86 ms

Test Configuration

Region: virginia  
Duration: 60 seconds  
Load: 1-1000 users  
Avg. Hits: 444 /sec  
Transferred: 3.67 MB  
Received: 396.33 MB

Hits

This rush generated 26,623 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>26623</td>
</tr>
</tbody>
</table>

Errors

The first error happened at 57.5 seconds into the test when the number of concurrent users was at 958. 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>1</td>
</tr>
</tbody>
</table>

Timeouts

The first timeout happened at 57.5 seconds into the test when the number of concurrent users was at 958. 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: **255 ms @ 1000 users**

The max hit rate was: **790 hits per second**