

# Load Test Report

Date: 7/14/2016

Test from : virginia

Query URL: http://u55703.user.hosting-agency.de/wordpress/

Started at: Thu Jul 14 2016, 06:53:24 -04:00

Finished at: Thu Jul 14 2016, 06:54:24 -04:00

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

## Analysis

This rush generated **662** successful hits in **60 seconds** and we transferred **12.39 MB** of data in and out of your app. The average hit rate of **11/second** translates to about **953,280** hits/day.

The average response time was **630 ms**.

You've got bigger problems, though: **97.37%** of the users during this **rush** experienced timeouts or errors!

| Response Times           | Test Configuration          | Other Stats                 |
|--------------------------|-----------------------------|-----------------------------|
| Fastest: <b>400</b> ms   | Region: <b>virginia</b>     | Avg. Hits: <b>11</b> /sec   |
| Slowest: <b>1,556</b> ms | Duration: <b>60</b> seconds | Transferred: <b>0.66</b> MB |
| Average: <b>630</b> ms   | Load: <b>1-1000</b> users   | Received: <b>11.73</b> MB   |



Hits **2.63%** (662)  
Errors **82.87%** (20862)  
Timeouts **14.50%** (3649)

## Hits

This rush generated **662** 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          | 662    |



HTTP 200 OK **100%** (662)

## Errors

The first error happened at **12.5 seconds** into the test when the number of concurrent users was at **208**. 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 | 20862  |

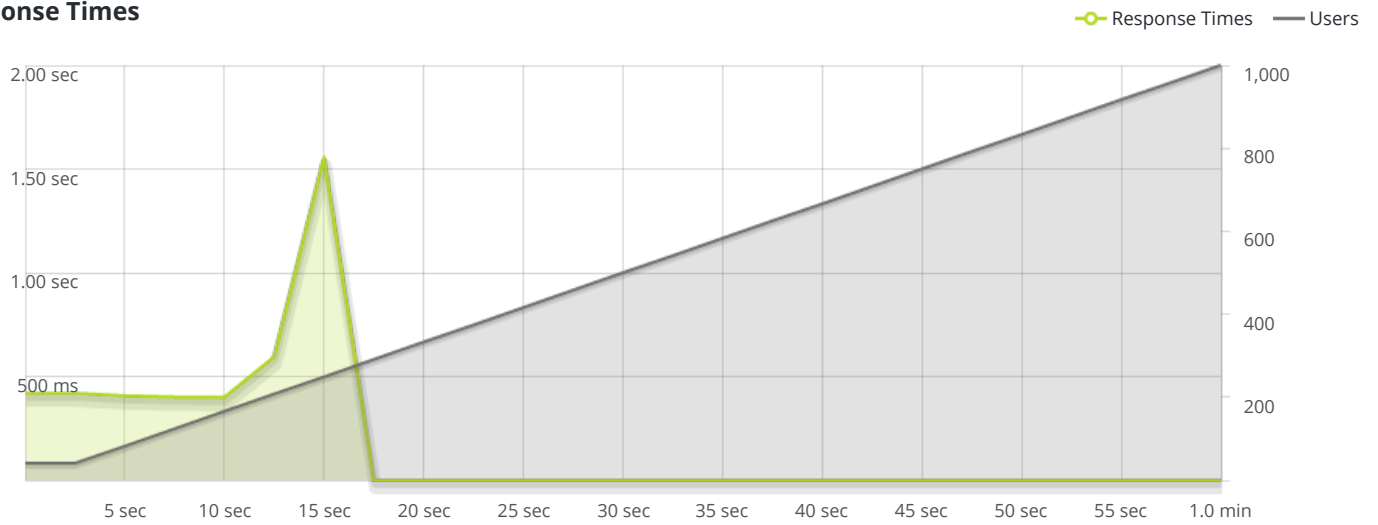


Connection timeo... **100%** (20862)

## Timeouts

The first timeout happened at **12.5 seconds** into the test when the number of concurrent users was at **208**. 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.

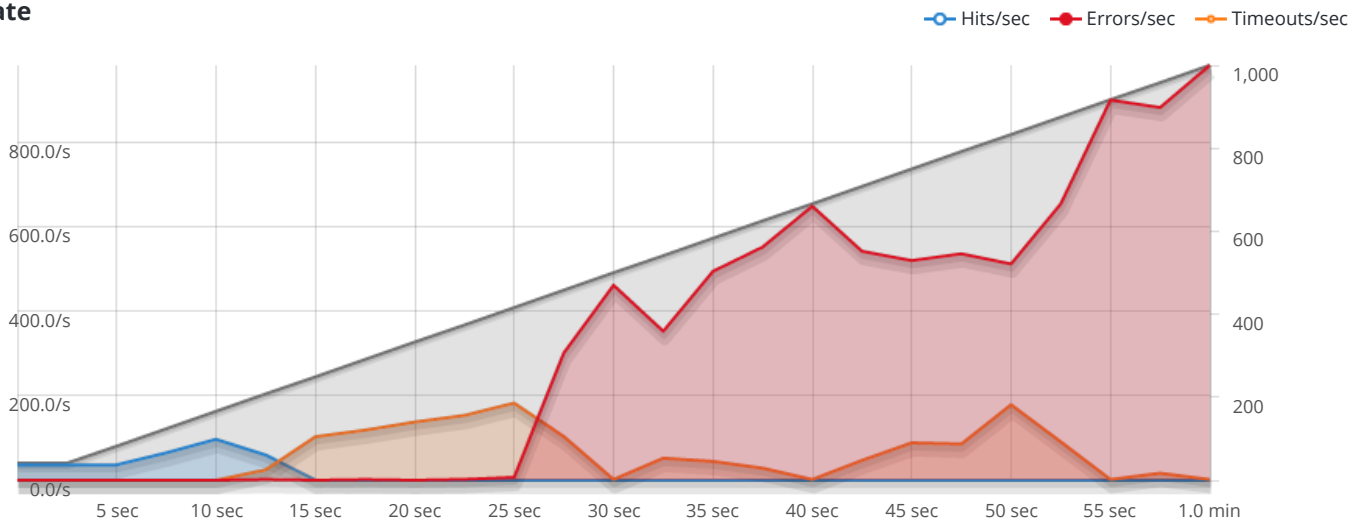
## Response Times



STEP 1  
Response Times

The max response time was: **1556 ms @ 249 users**

## Hit Rate



STEP 1  
Hits/sec Errors/sec Timeouts/sec

The max hit rate was: **97 hits per second**