Load Test Report

Date: 7/19/2016

Test from: virginia

Query URL: http://2016liquidwebpersonal.reviewsignal.com/

Started at: Tue Jul 19 2016, 01:31:42 -04:00

Finished at: Tue Jul 19 2016, 01:32:42 -04:00

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

Analysis

This rush generated 54,574 successful hits in 60 seconds and we transferred 972.18 MB of data in and out of your app. The average hit rate of 910/second translates to about 78,586,560 hits/day.

The average response time was 78 ms.

Response Times  Test Configuration  Other Stats
Fastest: 77 ms  Region: virginia  Avg. Hits: 910 /sec
Slowest: 82 ms  Duration: 60 seconds  Transferred: 8.34MB
Average: 78 ms  Load: 1-2000 users  Received: 963.84MB

Hits

This rush generated 54,574 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>54574</td>
</tr>
</tbody>
</table>

HTTP 200 OK 100% (54574)

Timeouts

The first timeout happened at 30 seconds into the test when the number of concurrent users was at 998. 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: **81 ms @ 1499 users**

The max hit rate was: **1,844 hits per second**

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