

Load Test Report

Date: 7/16/2016

Test from : virginia

Query URL: http://2016pressable30.reviewsignal.com/

Started at: Sat Jul 16 2016, 08:05:21 -04:00

Finished at: Sat Jul 16 2016, 08:06:21 -04:00

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

Analysis

This rush generated **77,652** successful hits in **60 seconds** and we transferred **1.38 GB** of data in and out of your app. The average hit rate of **1,294/second** translates to about **111,818,880** hits/day.

The average response time was **134 ms**.

Response Times	Test Configuration	Other Stats
Fastest: 133 ms	Region: virginia	Avg. Hits: 1,294 /sec
Slowest: 141 ms	Duration: 60 seconds	Transferred: 11.22 MB
Average: 134 ms	Load: 1-3000 users	Received: 1,398.23 MB



Hits **99.99%** (77652)

Errors **0.00%** (0)

Timeouts **0.01%** (4)

Hits

This rush generated **77,652** 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	77652

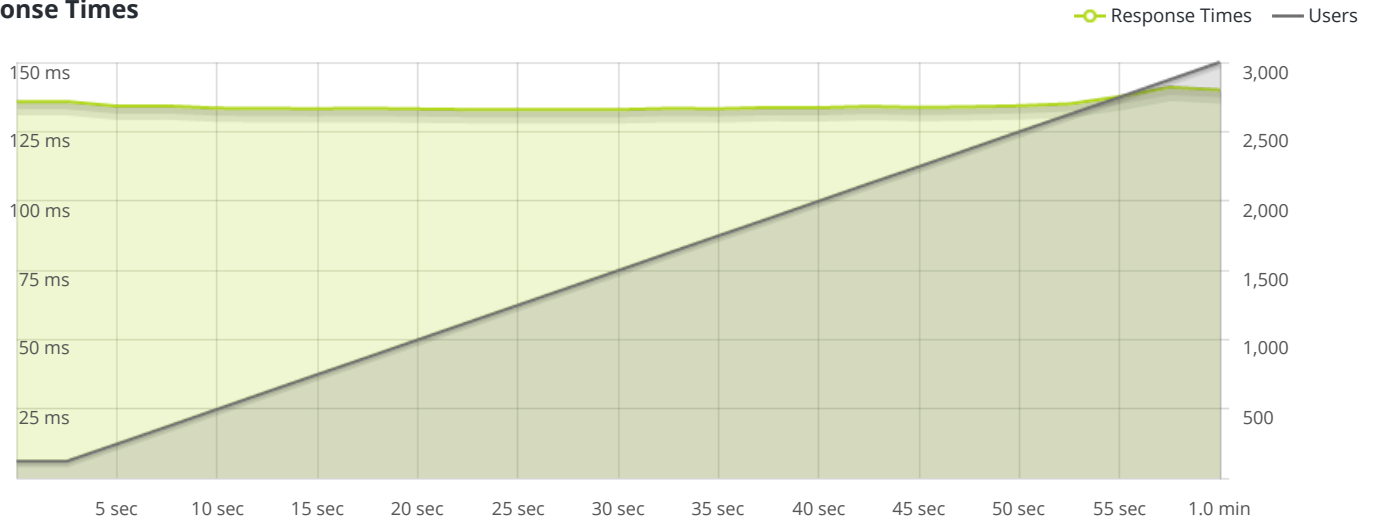


HTTP 200 OK **100%** (77652)

Timeouts

The first timeout happened at **10 seconds** into the test when the number of concurrent users was at **496**. 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.

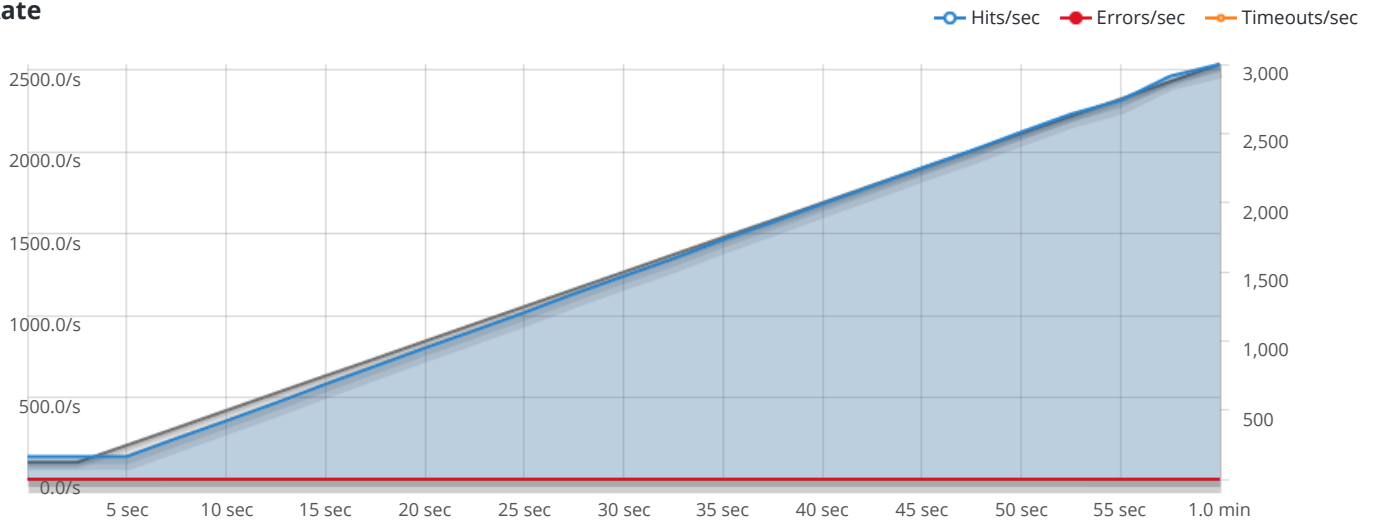
Response Times



STEP 1
Response Times

The max response time was: **140 ms @ 2874 users**

Hit Rate



STEP 1
Hits/sec Errors/sec Timeouts/sec

The max hit rate was: **2,537 hits per second**