Load Test Report

Date: 7/13/2016

Test from: virginia

Query URL: http://2016pressable5.reviewsignal.com/

Started at: Wed Jul 13 2016, 04:10:07 -04:00

Finished at: Wed Jul 13 2016, 04:11:07 -04:00

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

Analysis

This rush generated 25,914 successful hits in 60 seconds and we transferred 468.68 MB of data in and out of your app. The average hit rate of 432/second translates to about 37,316,160 hits/day.

The average response time was 134 ms.

Response Times  Test Configuration  Other Stats
Fastest: 134 ms Region: virginia Avg. Hits: 432 /sec
Slowest: 136 ms Duration: 60 seconds Transferred: 3.77 MB
Average: 134 ms Load: 1-1000 users Received: 464.91 MB

Hits

This rush generated 25,914 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>25914</td>
</tr>
</tbody>
</table>

HTTP 200 OK 100% (25914)

Timeouts

The first timeout happened at 35 seconds into the test when the number of concurrent users was at 583. 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: **135 ms @ 875 users**

The max hit rate was: **850 hits per second**