Load Test Report

Date: 7/19/2016

Test from: virginia

Query URL: http://2016enterpri.onpressidium.com/

Started at: Tue Jul 19 2016, 05:11:56 -04:00

Finished at: Tue Jul 19 2016, 05:12:56 -04:00

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

Analysis

This rush generated 143,452 successful hits in 60 seconds and we transferred 2.40 GB of data in and out of your app. The average hit rate of 2,391/second translates to about 206,570,880 hits/day.

The average response time was 26 ms.

Response Times
- Fastest: 24 ms
- Slowest: 35 ms
- Average: 26 ms

Test Configuration
- Region: virginia
- Duration: 60 seconds
- Load: 1-5000 users

Other Stats
- Avg. Hits: 2,391/sec
- Transferred: 20.40 MB
- Received: 2,440.14 MB

Analysis include:
- Hits 100.00% (143452)
- Errors 0.00% (0)
- Timeouts 0.00% (2)

Hits

This rush generated 143,452 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>143452</td>
</tr>
</tbody>
</table>

Timeouts

The first timeout happened at 37.5 seconds into the test when the number of concurrent users was at 3121. 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: **35 ms @ 4999 users**

The max hit rate was: **4,689 hits per second**