Load Test Report

Date: 7/27/2016

Test from: Virginia

Query URL: http://wpvip.reviewsignal.com/

Started at: Wed Jul 27 2016, 05:15:42 -04:00

Finished at: Wed Jul 27 2016, 05:16:42 -04:00

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

Analysis

This rush generated 146,200 successful hits in 60 seconds and we transferred 3.21 GB of data in and out of your app. The average hit rate of 2,437/second translates to about 210,528,000 hits/day.

The average response time was 6 ms.

Response Times

<table>
<thead>
<tr>
<th>Fastest: 3 ms</th>
<th>Slowest: 21 ms</th>
<th>Average: 6 ms</th>
</tr>
</thead>
</table>

Test Configuration

<table>
<thead>
<tr>
<th>Region: Virginia</th>
<th>Duration: 60 seconds</th>
<th>Load: 1-5000 users</th>
</tr>
</thead>
</table>

Other Stats

<table>
<thead>
<tr>
<th>Avg. Hits: 2,437 /sec</th>
<th>Transferred: 19.82 MB</th>
</tr>
</thead>
<tbody>
<tr>
<td>Received: 3,264.27 MB</td>
<td></td>
</tr>
</tbody>
</table>

Timeouts

The first timeout happened at 30 seconds into the test when the number of concurrent users was at 2495. 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

The max response time was: 20 ms @ 2286 users

Hit Rate

The max hit rate was: 4,982 hits per second