

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 | Test Configuration | Other Stats |
|-----------------------|-----------------------------|------------------------------|
| Fastest: 3 ms | Region: virginia | Avg. Hits: 2,437 /sec |
| Slowest: 21 ms | Duration: 60 seconds | Transferred: 19.82 MB |
| Average: 6 ms | Load: 1-5000 users | Received: 3,264.27 MB |



Hits **99.95%** (146200)

Errors **0.00%** (0)

Timeouts **0.05%** (73)

Hits

This rush generated **146,200** 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 | 146200 |

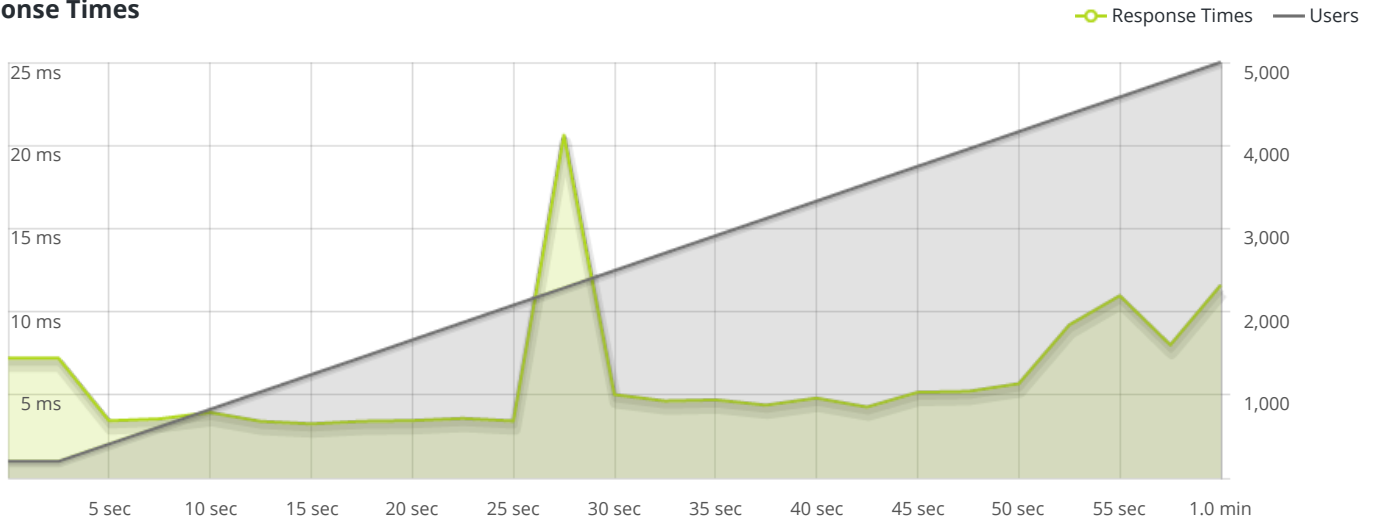


HTTP 200 OK **100%** (146200)

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.

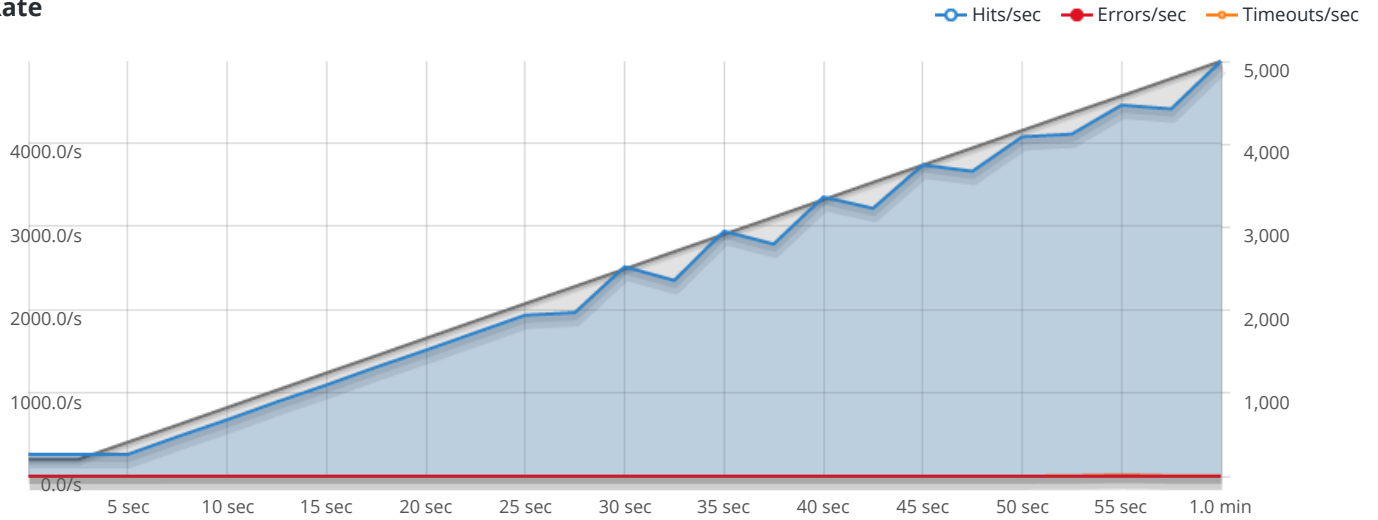
Response Times



STEP 1
Response Times

The max response time was: **20 ms @ 2286 users**

Hit Rate



STEP 1
Hits/sec Errors/sec Timeouts/sec

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