Load Test Report

Date: 7/25/2016

Test from: virginia

Query URL: http://reviewsignal4.wpengine.com/
Started at: Mon Jul 25 2016, 02:55:54 -04:00
Finished at: Mon Jul 25 2016, 02:56:54 -04:00
Test link: https://www.blitz.io/to#/play

Analysis

This rush generated 26,281 successful hits in 60 seconds and we transferred 442.05 MB of data in and out of your app. The average hit rate of 438/second translates to about 37,844,640 hits/day.

The average response time was 117 ms.

You've got bigger problems, though: 0.26% of the users during this rush experienced timeouts or errors!

Response Times

<table>
<thead>
<tr>
<th>Fastest</th>
<th>Slowest</th>
<th>Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>114 ms</td>
<td>127 ms</td>
<td>117 ms</td>
</tr>
</tbody>
</table>

Test Configuration

Region: virginia
Duration: 60 seconds
Load: 1-1000 users

Other Stats

Avg. Hits: 438 /sec
Transferred: 3.67 MB
Received: 438.38 MB

Hits

This rush generated 26,281 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>26281</td>
</tr>
</tbody>
</table>

Errors

The first error happened at 12.5 seconds into the test when the number of concurrent users was at 208. Errors are usually caused by resource exhaustion issues, like running out of file descriptors or the connection pool size being too small (for SQL databases).

<table>
<thead>
<tr>
<th>Code</th>
<th>Type</th>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>TCP</td>
<td>Connection timeout</td>
<td>69</td>
</tr>
</tbody>
</table>
Response Times

The max response time was: **126 ms @ 750 users**

Hit Rate

The max hit rate was: **888 hits per second**