

Load Test Report

Date: 2/9/2017

Test from : ireland

Query URL: http://188.166.157.159/

Started at: Thu Feb 9 2017, 03:17:00 +00:00

Finished at: Thu Feb 9 2017, 03:18:00 +00:00

Test link: https://www.blitz.io/to#/play/result/ireland:d3fb5a18e42027a9d988ad2895e9821e

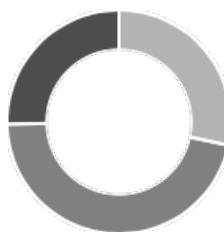
Analysis

This rush generated **525** successful hits in **60 seconds** and we transferred **26.31 MB** of data in and out of your app. The average hit rate of **9/second** translates to about **756,000** hits/day.

The average response time was **422 ms**.

You've got bigger problems, though: **71.67%** of the users during this **rush** experienced timeouts or errors!

Response Times	Test Configuration	Other Stats
Fastest: 86 ms	Region: ireland	Avg. Hits: 9 /sec
Slowest: 1,022 ms	Duration: 60 seconds	Transferred: 0.24 MB
Average: 422 ms	Load: 1-100 users	Received: 26.06 MB



Hits **28.33%** (525)
 Errors **25.31%** (469)
 Timeouts **46.36%** (859)

Hits

This rush generated **525** 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	525



HTTP 200 OK **100%** (525)

Errors

The first error happened at **47.5 seconds** into the test when the number of concurrent users was at **80**. 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).

Code	Type	Description	Amount
502	HTTP	Bad Gateway	469

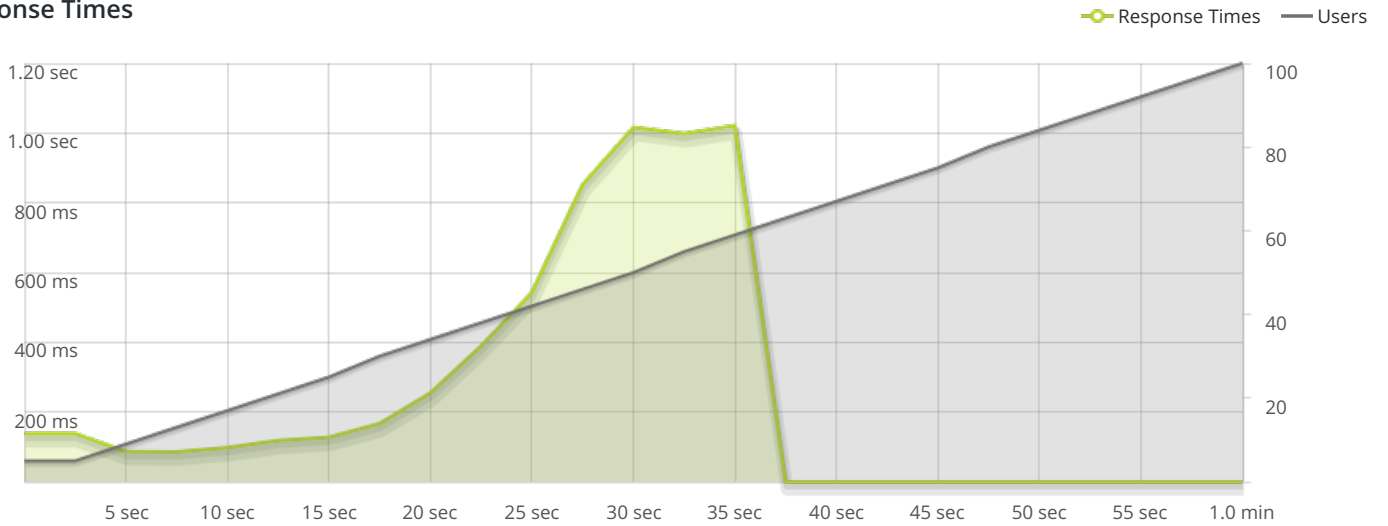


HTTP 502 Bad Gat... **100%** (469)

Timeouts

The first timeout happened at **27.5 seconds** into the test when the number of concurrent users was at **46**. 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.

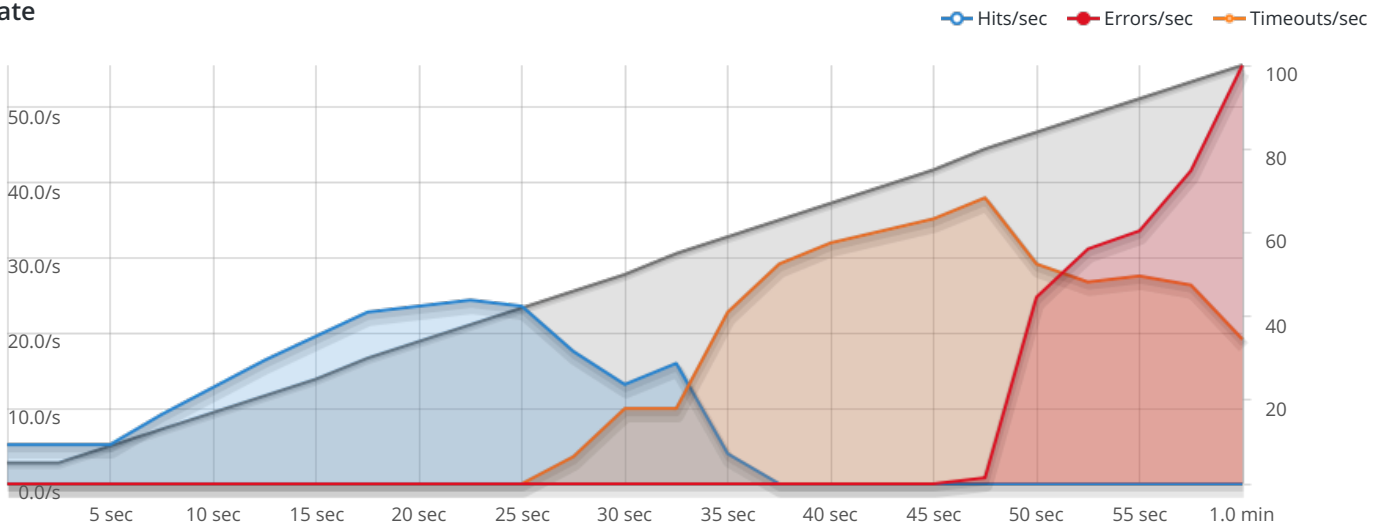
Response Times



STEP 1
- Response Times

The max response time was: **1021 ms @ 59 users**

Hit Rate



STEP 1
- Hits/sec - Errors/sec - Timeouts/sec

The max hit rate was: **24 hits per second**