

STREETSIDEBITES

General Info

Resources

Blitz 250

RESPONSE TIME

30 MS FROM VIRGINIA

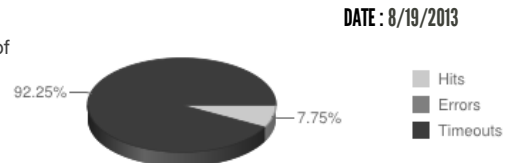
Load Test Report

ANALYSIS

This **rush** generated **293** successful hits in **1.0 min** and we transferred **1.37 MB** of data in and out of your app. The average hit rate of **5.03/second** translates to about **434,473** hits/day.

The average response time was **83 ms**.

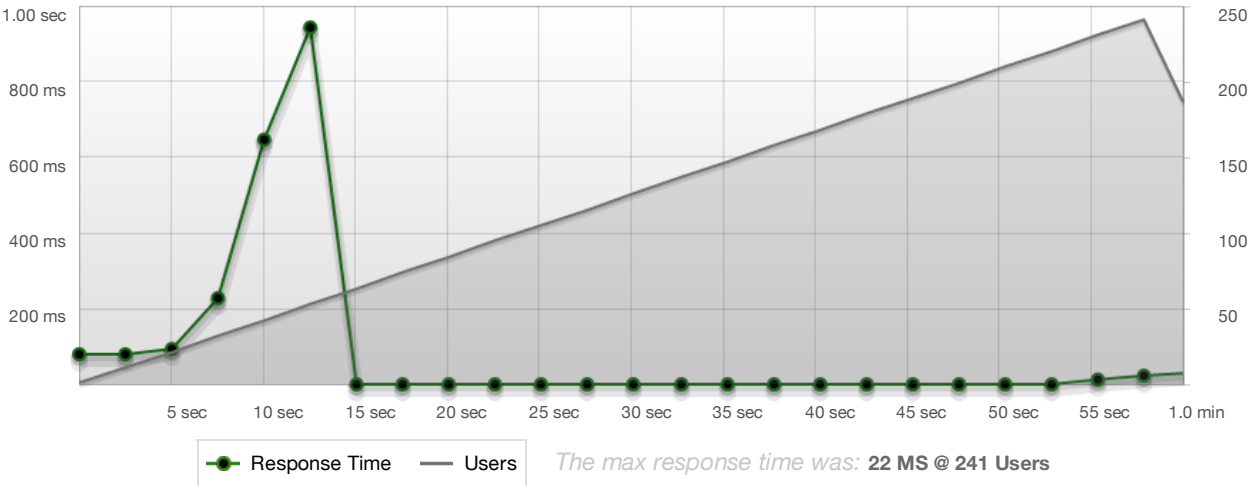
You've got bigger problems, though: **92.25%** of the users during this **rush** experienced timeouts or errors!



TIMEOUTS

The first timeout happened at **12.56 seconds** into the test when the number of concurrent users was at **53**. Looks like you've been rushing with a timeout of **1 second**. 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



HIT RATE

