

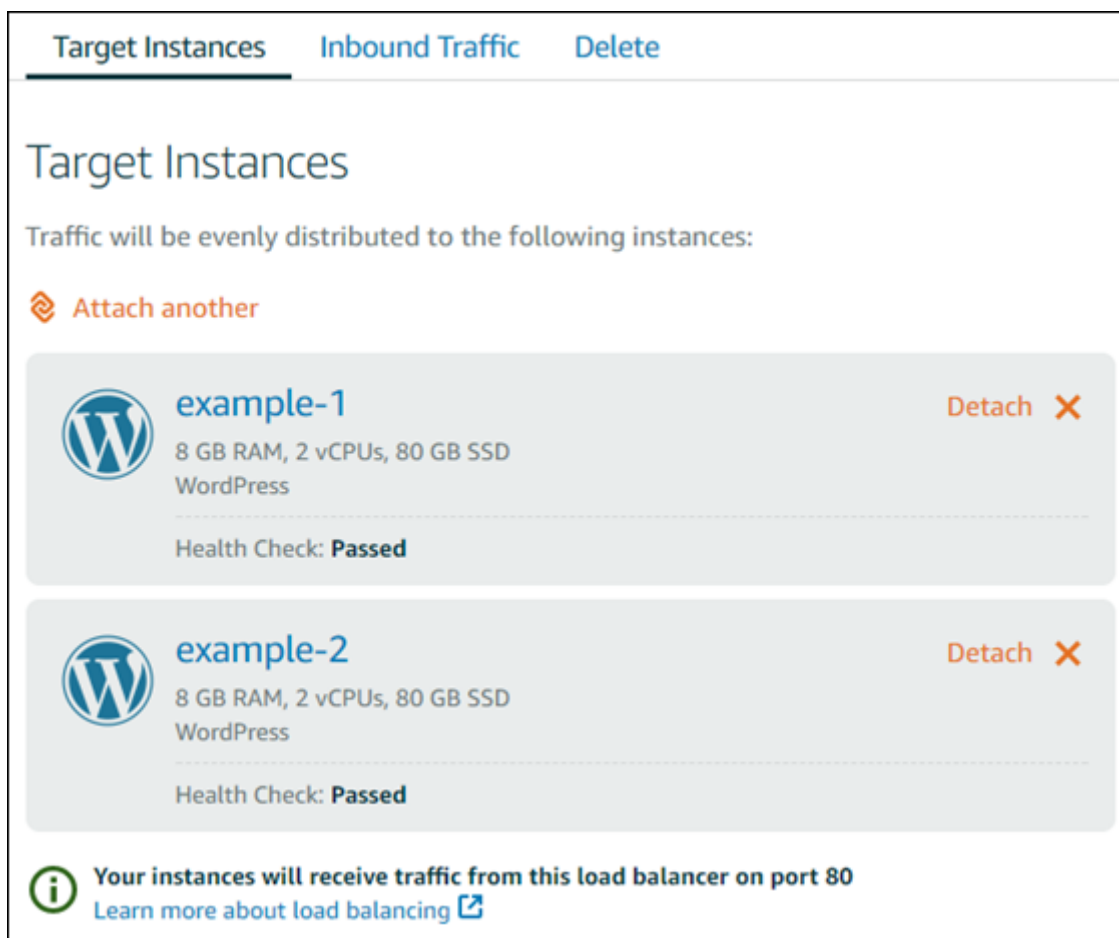
Lightsail load balancer health checking

Note

By default, Lightsail performs health checks on your instances at the root ("/") of your web application. The health checks are used to monitor the health of the target instances so that the load balancer can send requests only to the healthy instances. You'll receive a **Passed** or **Failed** message on each instance attached to the load balancer.

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Health checking starts as soon as you attach your Lightsail instances to your load balancer, and it occurs every 30 seconds thereafter. You can see the health check status on the load balancer management page.



The screenshot shows the 'Target Instances' tab in the AWS Lightsail console. At the top, there are three tabs: 'Target Instances' (selected), 'Inbound Traffic', and 'Delete'. Below the tabs, the title 'Target Instances' is displayed. A message states: 'Traffic will be evenly distributed to the following instances:'. Below this, there is a link 'Attach another' with a plus icon. Two instance cards are listed:

- example-1**: 8 GB RAM, 2 vCPUs, 80 GB SSD, WordPress. Health Check: **Passed**. A 'Detach' button with a red 'X' icon is in the top right corner.
- example-2**: 8 GB RAM, 2 vCPUs, 80 GB SSD, WordPress. Health Check: **Passed**. A 'Detach' button with a red 'X' icon is in the top right corner.

At the bottom, there is an information icon (i) and a message: 'Your instances will receive traffic from this load balancer on port 80'. Below this is a link 'Learn more about load balancing' with an external link icon.

Customize your health check path

You might want to customize your health check path. For example, if your home page loads slowly or has a lot of images on it, you can configure Lightsail to check a different page that loads faster.

1. On the Lightsail home page, choose **Networking**.
2. Choose your load balancer to manage it.
3. On the **Target instances** tab, choose **Customize health checking**.

4. Type a valid path for your health check, and then choose **Save**.

Customize Health Check

Load balancers test the health of attached instances by attempting an HTTP connection to the path below. If the connection succeeds, the instance is considered healthy and the load balancer will send it traffic.

You can choose the path the load balancers use for health checking:

http://{instance IP address}/

[Why would I customize my health check path?](#)

☒ Save ☐ Cancel

Health check metrics

The following metrics can help you diagnose health check problems. Use the AWS Command Line Interface or the Lightsail API to return information about the specific health check metric.

- **ClientTLSNegotiationErrorCount** - The number of TLS connections initiated by the client that did not establish a session with the load balancer. Possible causes include a mismatch of ciphers or protocols.

Statistics: The most useful statistic is **Sum**.

- **HealthyHostCount** - The number of target instances that are considered healthy.

Statistics: The most useful statistic are **Average**, **Minimum**, and **Maximum**.

- **UnhealthyHostCount** - The number of target instances that are considered unhealthy.

Statistics: The most useful statistic are **Average**, **Minimum**, and **Maximum**.

- **HTTPCode_LB_4XX_Count** - The number of HTTP 4XX client error codes that originate from the load balancer. Client errors are generated when requests are malformed or incomplete. These requests have not been received by the target instance. This count does not include any response codes generated by the target instances.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **HTTPCode_LB_5XX_Count** - The number of HTTP 5XX server error codes that originate from the load balancer. This count does not include any response codes generated by the target instances.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **HTTPCode_Instance_2XX_Count** - The number of HTTP response codes generated by the target instances. This does not include any response codes generated by the load balancer.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **HTTPCode_Instance_3XX_Count** - The number of HTTP response codes generated by the target instances. This does not include any response codes generated by the load balancer.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **HTTPCode_Instance_4XX_Count** - The number of HTTP response codes generated by the target instances. This does not include any response codes generated by the load balancer.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **HTTPCode_Instance_5XX_Count** - The number of HTTP response codes generated by the target instances. This does not include any response codes generated by the load balancer.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.

- **InstanceResponseTime** - The time elapsed, in seconds, after the request leaves the load balancer until a response from the target instance is received.

Statistics: The most useful statistic is **Average**.

- **RejectedConnectionCount** - The number of connections that were rejected because the load balancer had reached its maximum number of connections.

Statistics: The most useful statistic is **Sum**.

- **RequestCount** - The number of requests processed over IPv4. This count includes only the requests with a response generated by a target instance of the load balancer.

Statistics: The most useful statistic is **Sum**. Note that **Minimum**, **Maximum**, and **Average** all return **1**.