

## GUARDED-LAKE-5491

General Info

Resources

Blitz 250

## RESPONSE TIME

**74 MS** FROM VIRGINIA

## Load Test Report

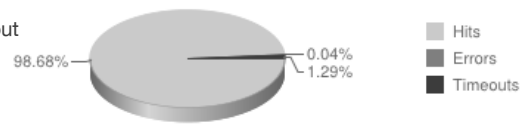
## ANALYSIS

This **rush** generated **2,609** successful hits in **1.0 min** and we transferred **12.65 MB** of data in and out of your app. The average hit rate of **41/second** translates to about **3,597,966** hits/day.

The average response time was **106 ms**.

You've got bigger problems, though: **1.32%** of the users during this **rush** experienced timeouts or errors!

DATE : AUGUST 19, 2013



## ERRORS

The first error happened at **37.81 seconds** into the test when the number of concurrent users was at **63**. 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).

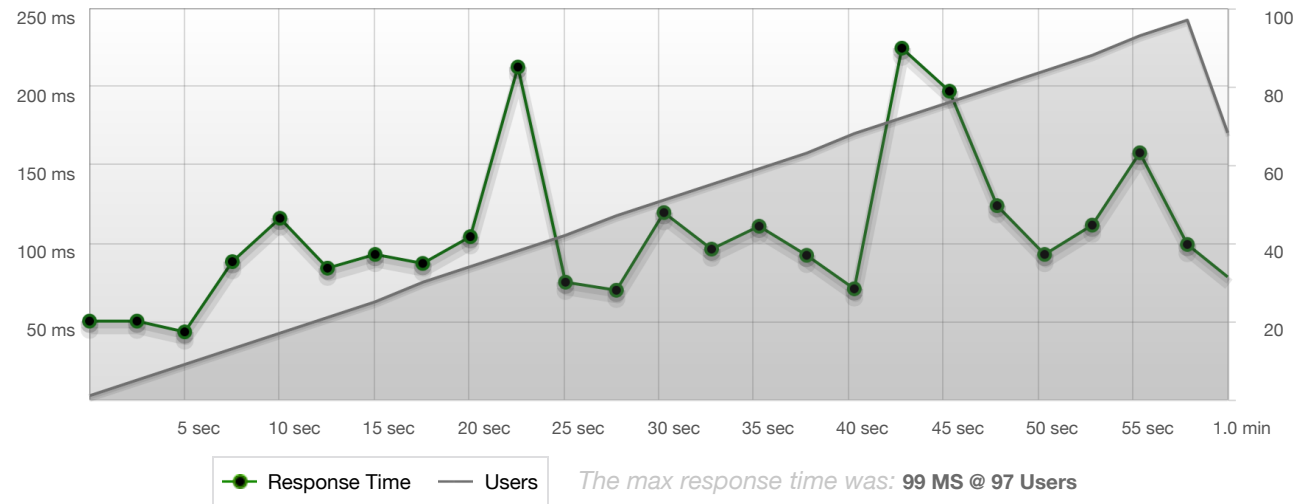
## TIMEOUTS

The first timeout happened at **22.58 seconds** into the test when the number of concurrent users was at **38**. 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.

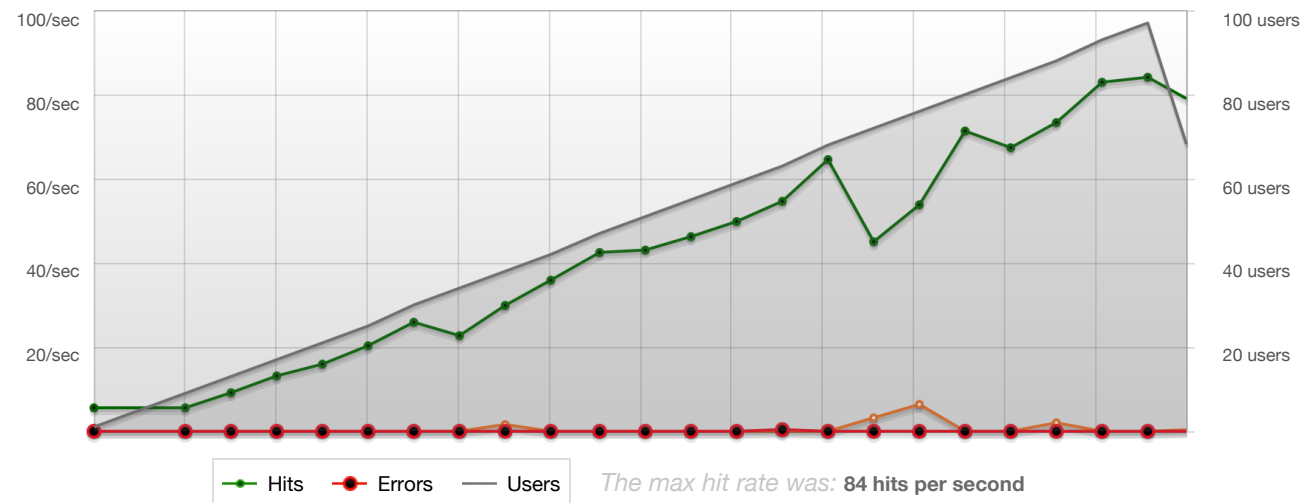
**TEST** (Started at: Mon Aug 19 2013 16:54:57 GMT-0400 (EDT) | Finished at: Mon Aug 19 2013 16:55:59 GMT-0400 (EDT))

-p 1-100:60 <http://www.solarey.es/home>

### RESPONSE TIMES



### HIT RATE



**BLITZ** 