

SOLAREYES

[General Info](#)[Resources](#)[Blitz 250](#)

RESPONSE TIME

752 MS FROM VIRGINIA

Load Test Report

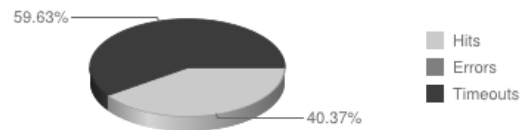
ANALYSIS

This **rush** generated **662** successful hits in **1.0 min** and we transferred **3.13 MB** of data in and out of your app. The average hit rate of **10/second** translates to about **923,112** hits/day.

The average response time of **511 ms** is considerably higher than most other s that are built to scale out. Response times less than **250 ms** are what the cool kids strive for.

You've got bigger problems, though: **59.63%** of the users during this **rush** experienced timeouts or errors!

DATE : AUGUST 19, 2013



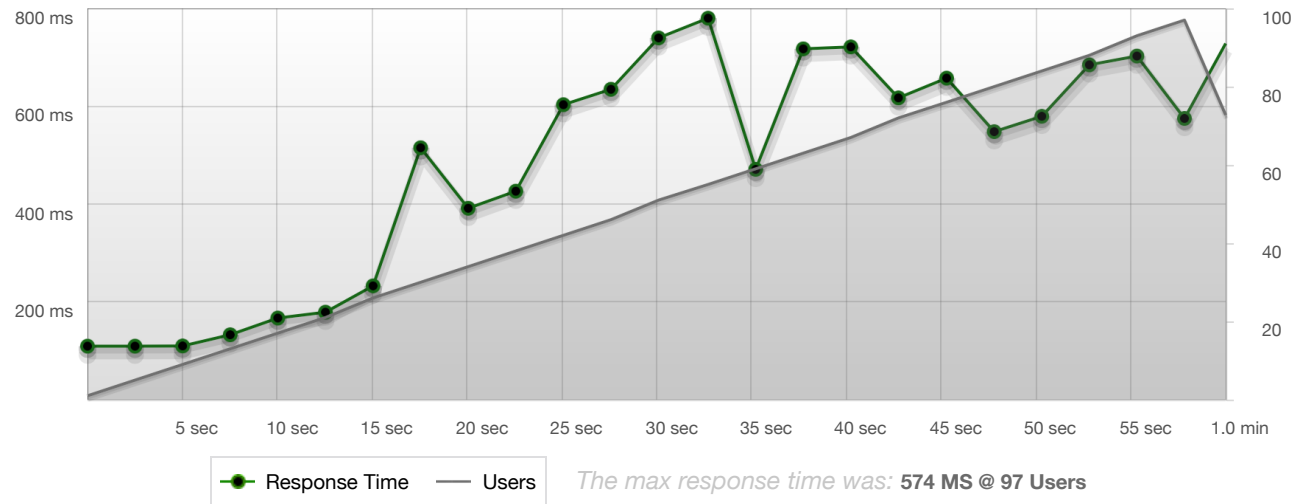
TIMEOUTS

The first timeout happened at **17.56 seconds** into the test when the number of concurrent users was at **30**. 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.

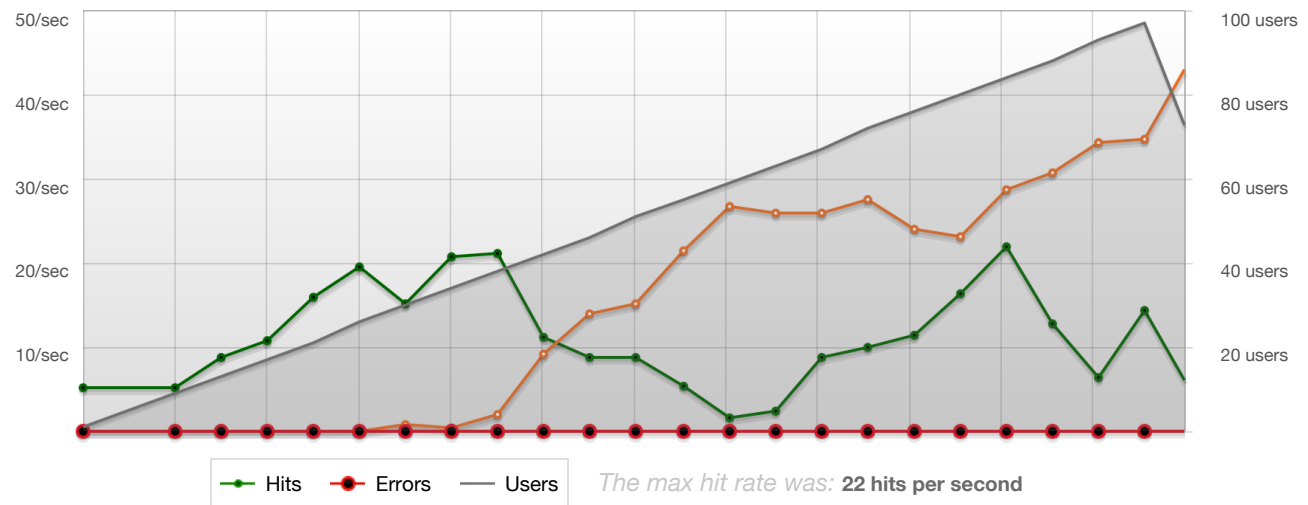
TEST (Started at: Mon Aug 19 2013 15:52:50 GMT-0400 (EDT) | Finished at: Mon Aug 19 2013 15:53:52 GMT-0400 (EDT))

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

RESPONSE TIMES



HIT RATE



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