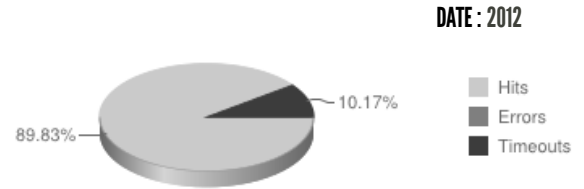# Load Test Report

ANALYSIS

This **rush** generated **707** successful hits in **1.0 min** and we transferred **6.19 MB** of data in and out of your app. The average hit rate of **11/second** translates to about **978,692** hits/day.

You got bigger problems though: **10.17%** of the users during this **rush** experie
timeouts or errors!

- Hits
- Errors
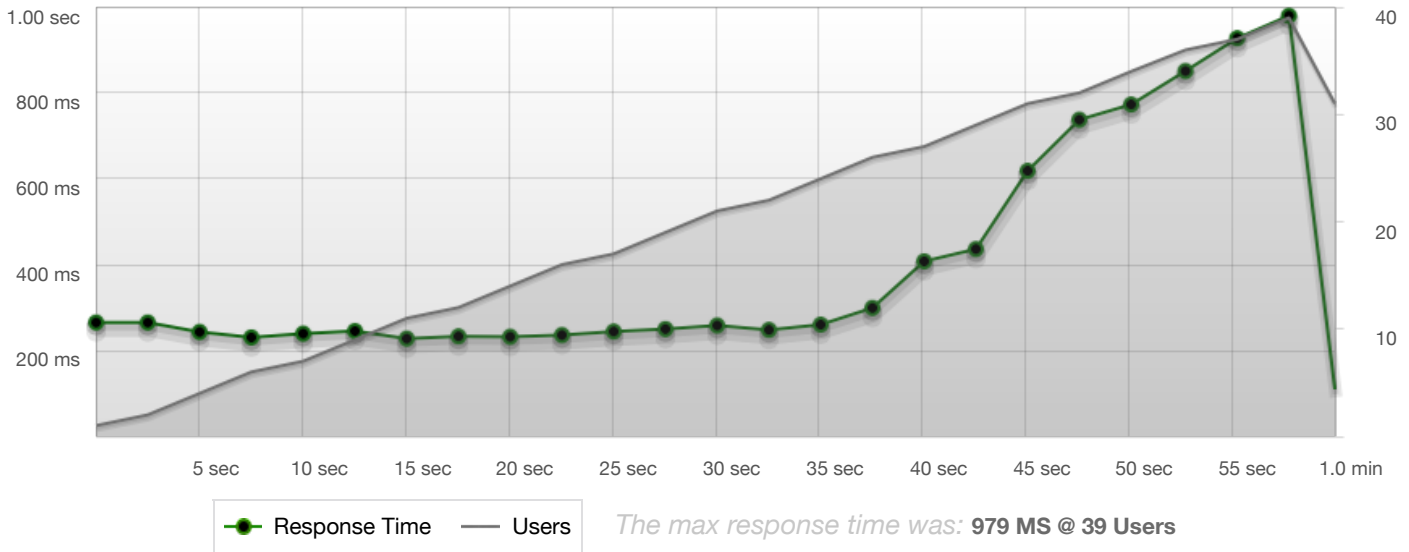- Timeouts

89.83% — 10.17%

TIMEOUTS

The first timeout happened at **55.27 seconds** into the test when the number of concurrent users was at **37**. 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.
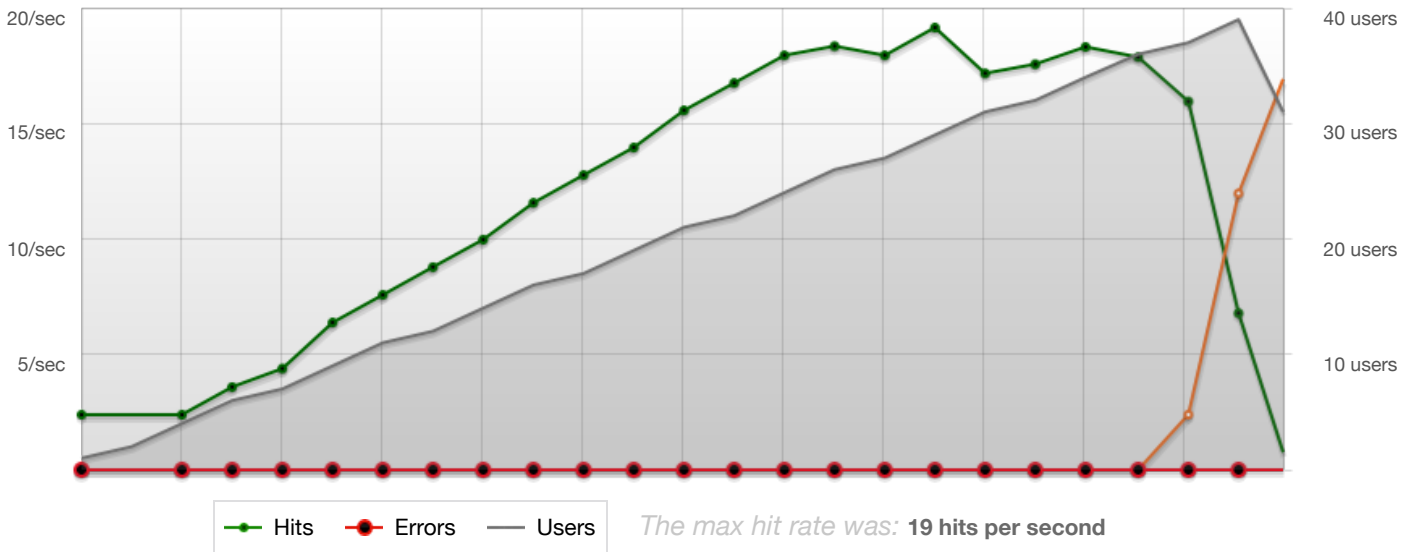
TEST

TEST   (**Started at:** Fri Apr 27 2012 10:37:17 GMT-0400 (BOT) | **Finished at:** Fri Apr 27 2012 10:38:19 GMT-0400 (BOT))
--pattern 1-40:60 http://wordpress.garron.me/wordpress/testing-and-metering-wordpress-performance-in-different-scenarios/

RESPONSE TIMES

The max response time was: **979 MS @ 39 Users**

HIT RATE

The max hit rate was: **19 hits per second**

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