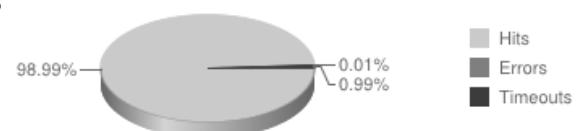


Load Test Report

ANALYSIS

This **rush** generated **7,068** successful hits in **1.0 min** and we transferred **62.16 MB** of data in and out of your app. The average hit rate of **113/second** translates to about **9,766,095** hits/day.



You got bigger problems though: **1.01%** of the users during this **rush** experienced timeouts or errors!

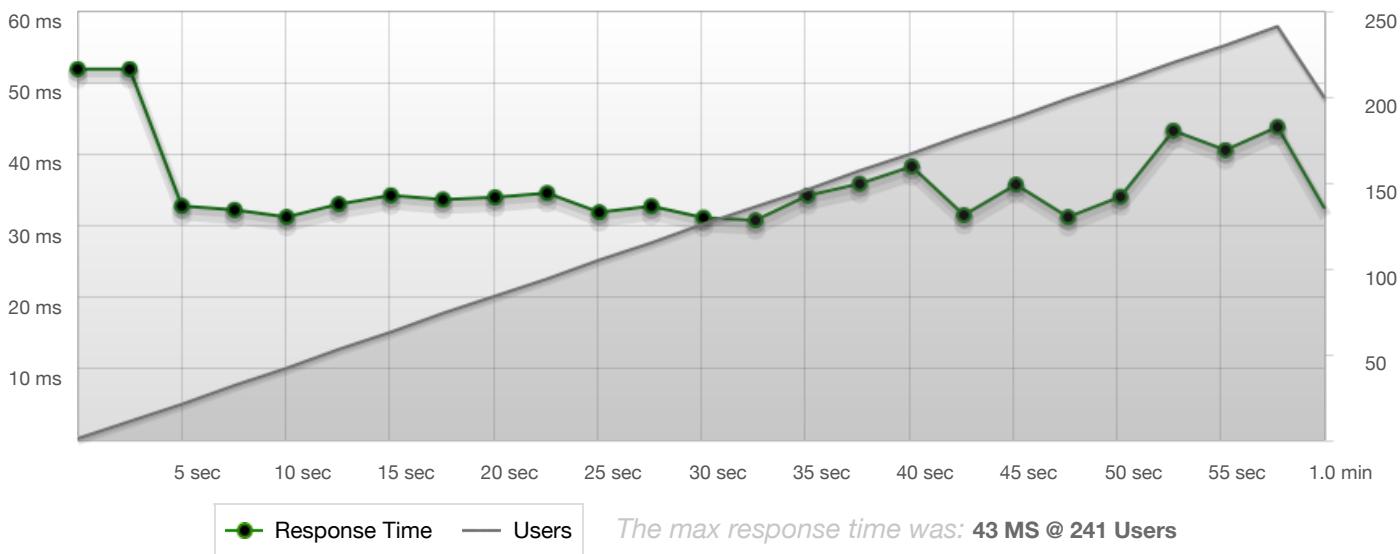
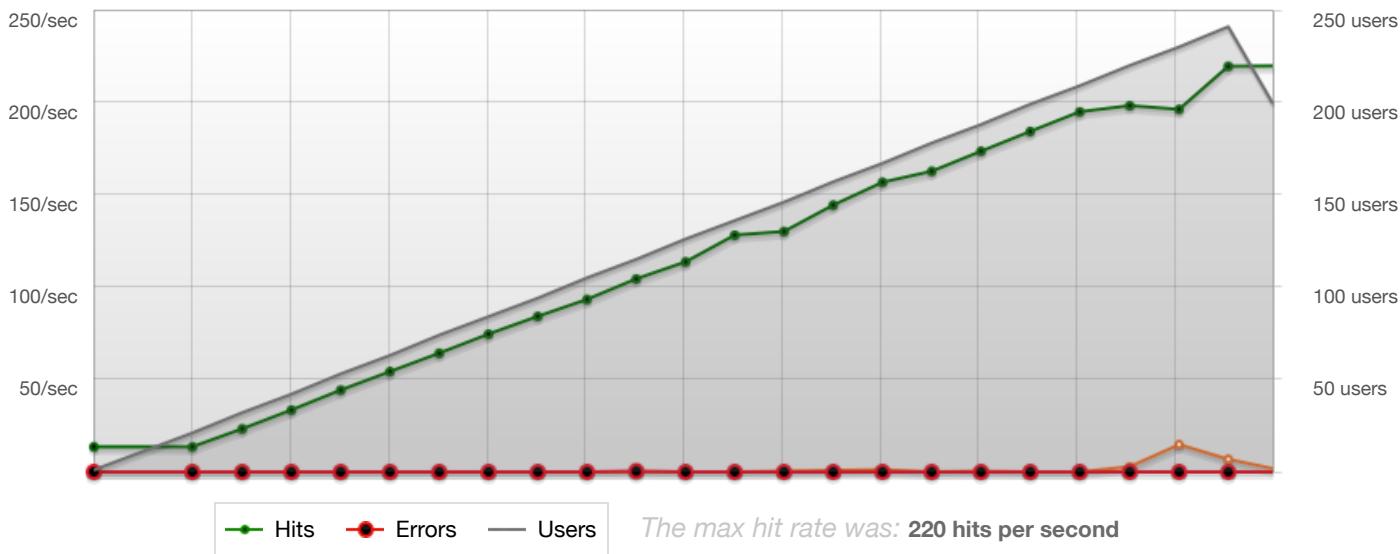
ERRORS

The first error happened at **27.61 seconds** into the test when the number of concurrent users was at **115**. 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 **35.12 seconds** into the test when the number of concurrent users was at **146**. 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.

INFO (Started at: Fri Apr 27 2012 15:29:32 GMT-0400 (BOT) | Finished at: Fri Apr 27 2012 15:30:34 GMT-0400 (BOT))
--pattern 1-250:60 http://wordpress.garron.me/wordpress/testing-and-metering-wordpress-performance-in-different-scenarios/

RESPONSE TIMES**HIT RATE**

POWERED BY Mu Dynamics