Load Test Report

ANALYSIS

This **rush** generated **574** successful hits in **1.0 min** and we transferred **3.23 MB** of data in and out of your app. The average hit rate of **9.45/second** translates to about **816,509** hits/day.

The average response time of **1.25 seconds** 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 got bigger problems though: **88.86%** of the users during this **rush** experienced timeouts or errors!

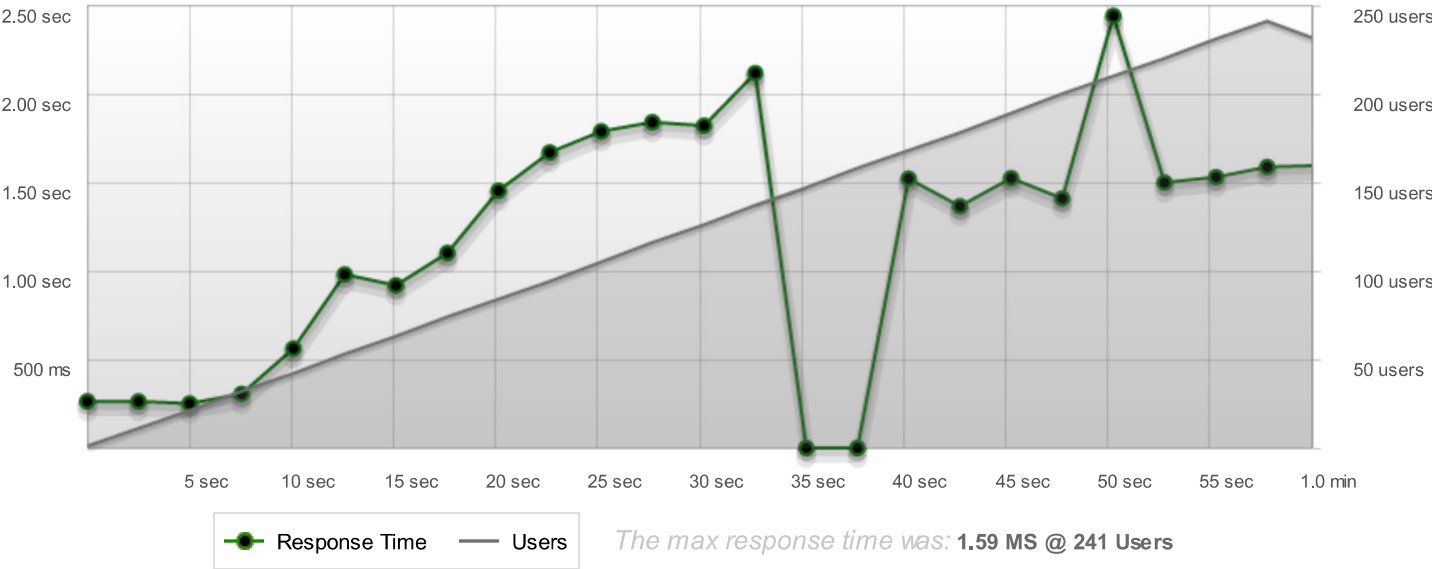88.86%

11.14%

- Hits
- Errors
- Timeouts

TIMEOUTS

The first timeout happened at **12.61 seconds** into the test when the number of concurrent users was at **53**. Looks like you've been rushing with a timeo **second**. Timeouts tend to increase with concurrency if you have lock contention of sorts. You might want to think about in-memory caching using   re memcached or   varnish to return stale data for a period of time and asynchronously refresh this data.
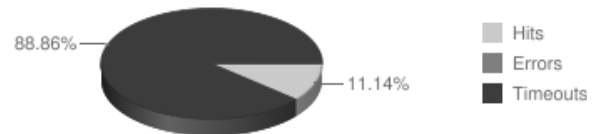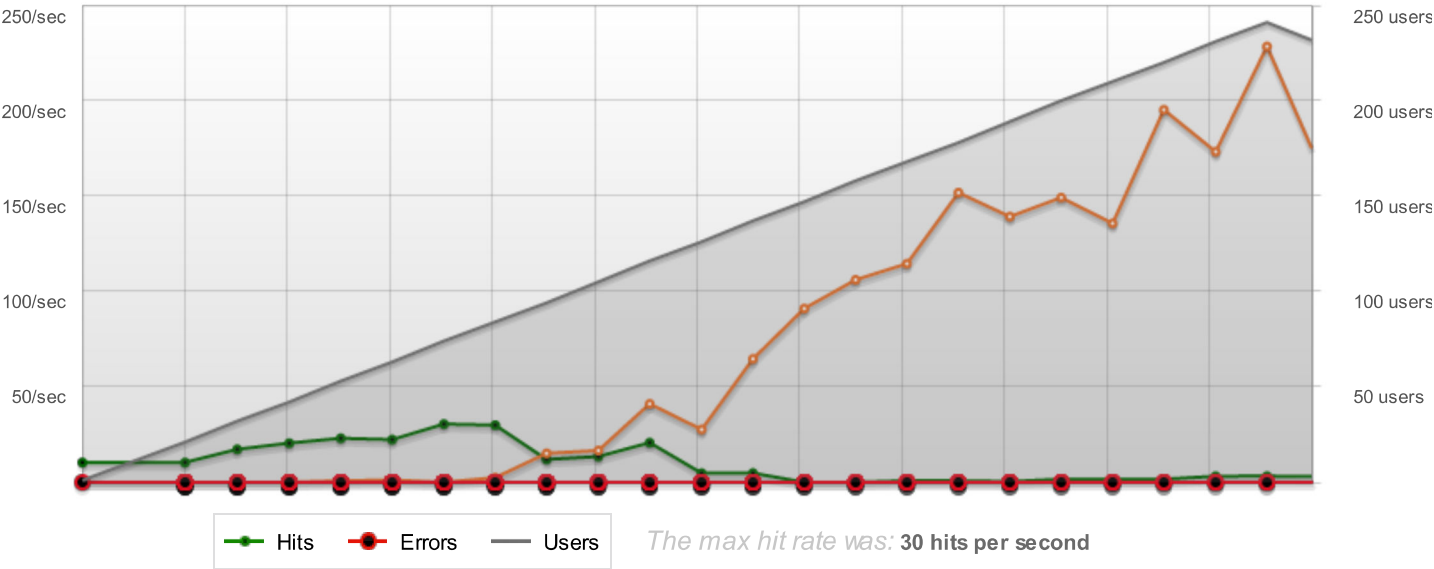
TEST   (**Started at:** Fri Feb 10 2012 23:36:17 GMT-0600 (Central Standard Time) | **Finished at:** Fri Feb 10 2012 23:37:19 GMT-0600 (Central Standard Time))

-p 1-250:60 https://www.quizzic.us/blitz/

RESPONSE TIMES

Response Time — **Users**

The max response time was: **1.59 MS @ 241 Users**

HIT RATE

Hits — **Errors** — **Users**

The max hit rate was: **30 hits per second**

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