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AWS-DATA

General Info

Resources

DATE: 4/28/2013

Hits

Errors Timeouts

44.86%

Blitz 250

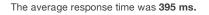
RESPONSE TIME

609 MS FROM VIRGINIA

Load Test Report

ANALYSIS This rush generated 2,423 successful hits in 1.0 min and we transferred 52.38 MB of data in and out of your app. The average hit rate of 38/second translates to

about 3,350,510 hits/day.



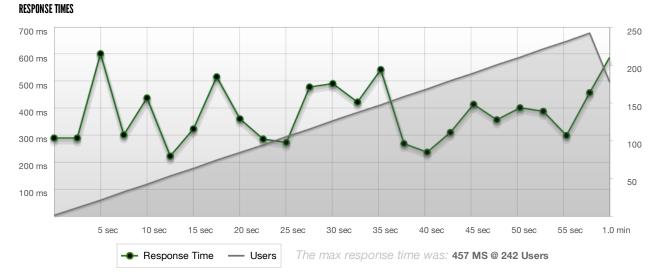
You've got bigger problems, though: 44.86% of the users during this rush experienced timeouts or errors!

TIMEOUTS

The first timeout happened at 5.02 seconds into the test when the number of concurrent users was at 21. 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 inmemory caching using redis, memcached or varnish to return stale data for a period of time and asynchronously refresh this data.

1/2 https://www.blitz.io/play#

(Started at: Sun Apr 28 2013 21:32:27 GMT-0700 (PDT) | Finished at: Sun Apr 28 2013 21:33:29 GMT-0700 (PDT)) -p 1-250:60 http://aws-data.herokuapp.com/aws_instances/index?region=us-east



HIT RATE



BLITZ **II**

https://www.blitz.io/play# 2/2