

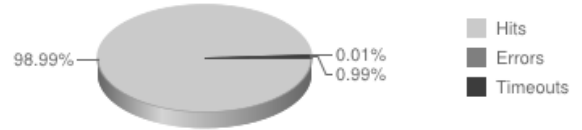
# Load Test Report

## 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** experien timeouts or errors!

DATE : 2012



## 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).

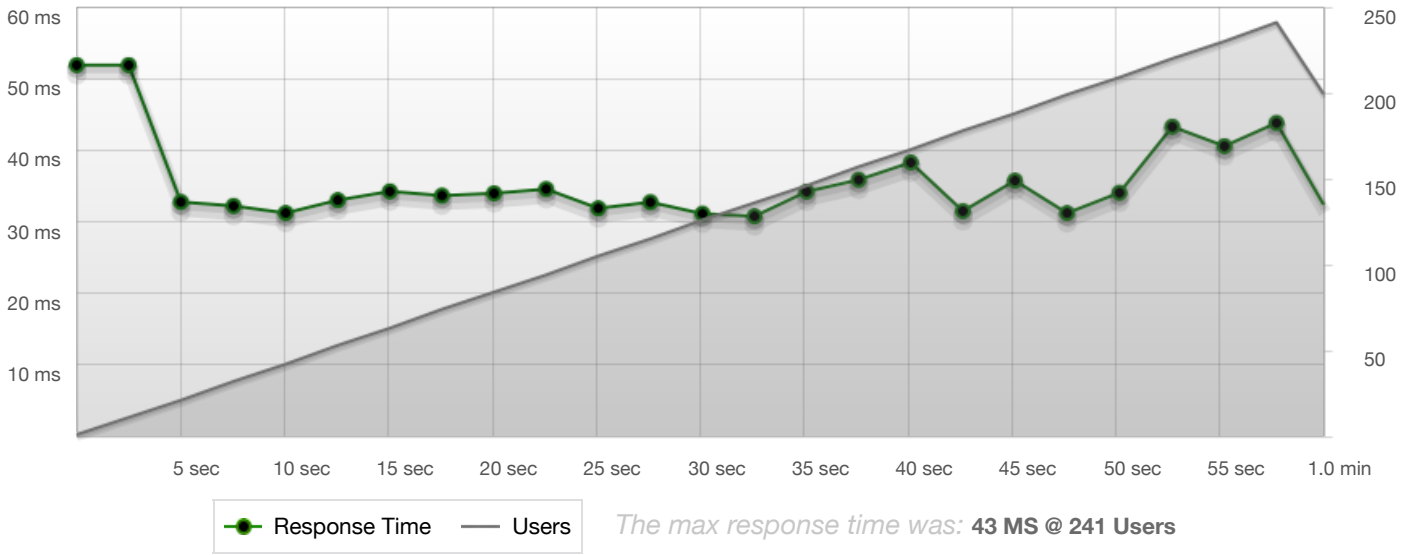
## TIMEOUTS

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.

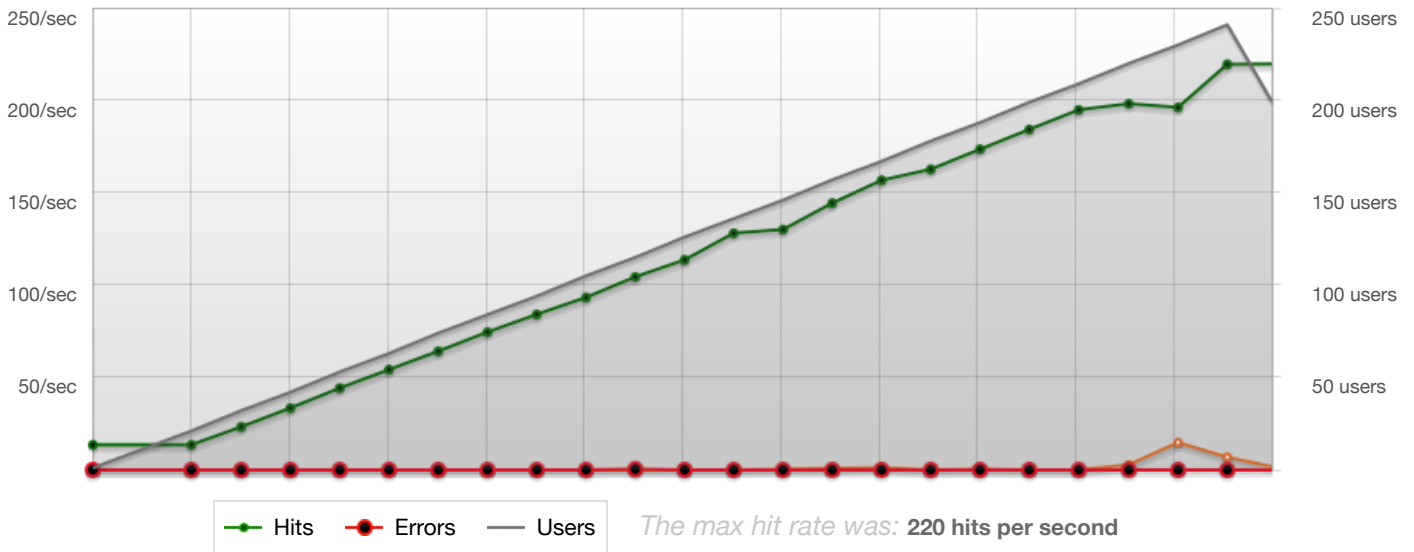
TEST

Blitz (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