

## Load Test Report

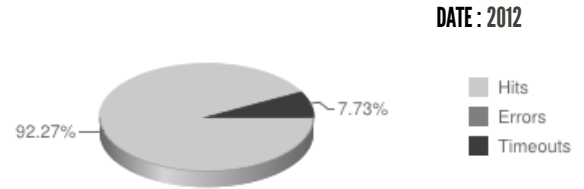
### ANALYSIS

This **rush** generated **728** successful hits in **1.0 min** and we transferred **6.41 MB** of data in and out of your app. The average hit rate of **11/second** translates to about **1,007,068** hits/day.

You got bigger problems though: **7.73%** of the users during this **rush** experien timeouts or errors!

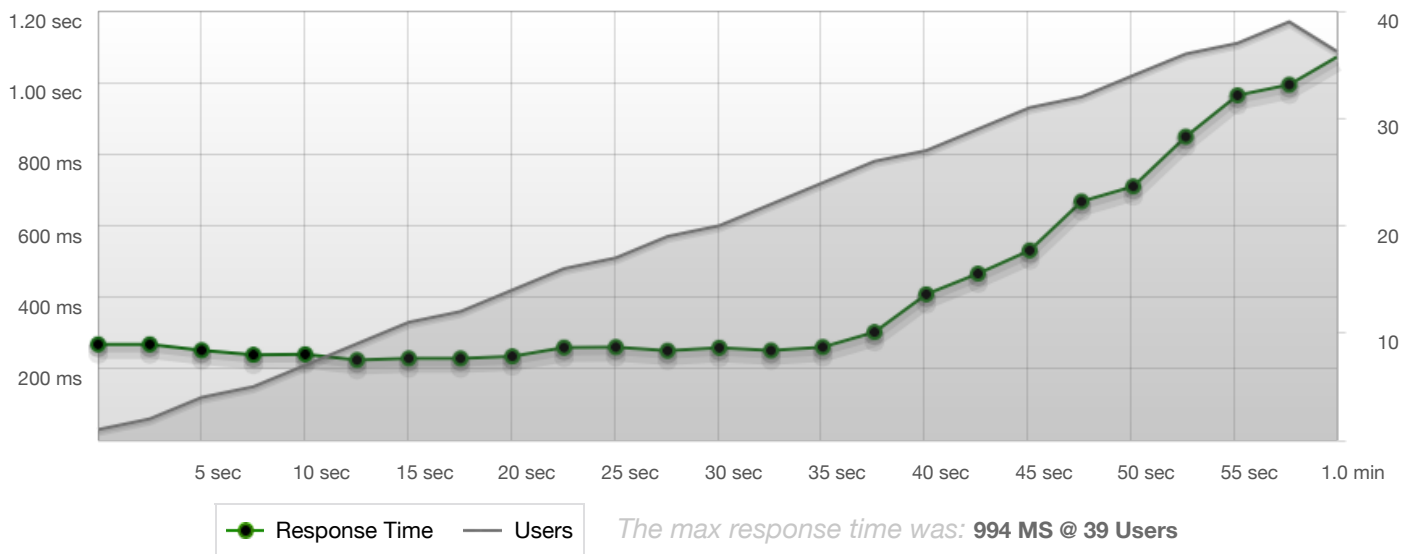
### TIMEOUTS

The first timeout happened at **50.14 seconds** into the test when the number of concurrent users was at **34**. 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.

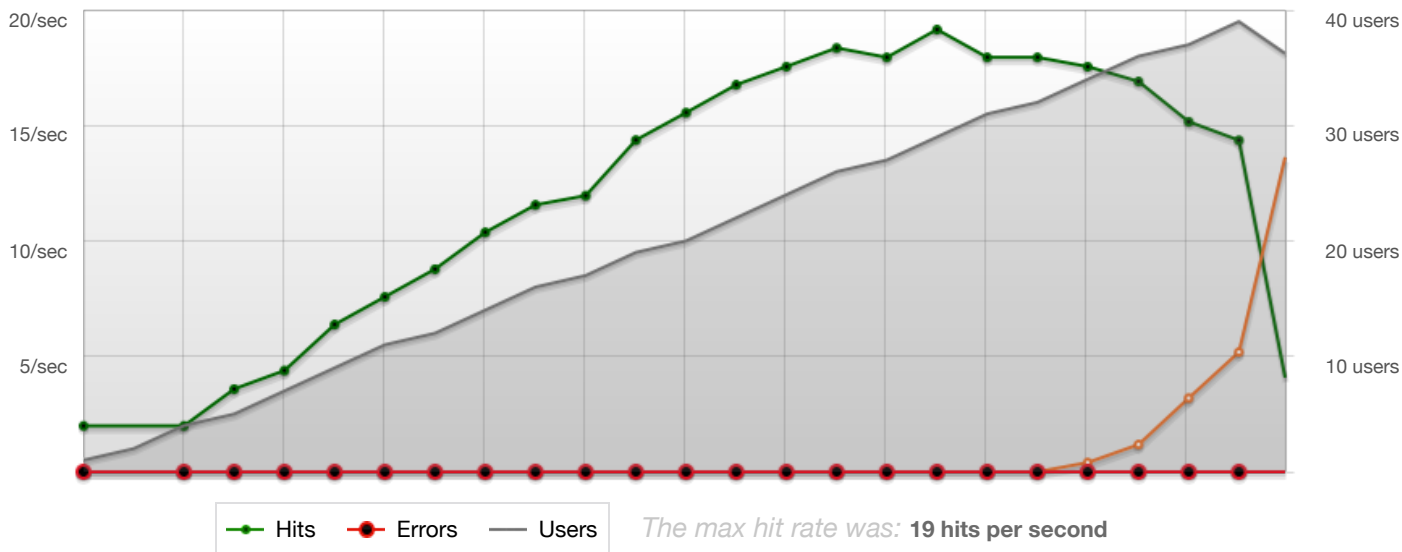


**IOI** (Started at: Fri Apr 27 2012 10:30:38 GMT-0400 (BOT) | Finished at: Fri Apr 27 2012 10:31:40 GMT-0400 (BOT))  
--pattern 1-40:60 http://wordpress.garron.me/wordpress/testing-and-metering-wordpress-performance-in-different-scenarios/

### RESPONSE TIMES



### HIT RATE



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