Load Test Report

ANALYSIS
This rush generated 707 successful hits in 1.0 min and we transferred 6.19 MB of data in and out of your app. The average hit rate of 11/second translates to about 978,692 hits/day.

You got bigger problems though: 10.17% of the users during this rush experienced timeouts or errors!

TIMEOUTS
The first timeout happened at 55.27 seconds into the test when the number of concurrent users was at 37. 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.
**RESPONSE TIMES**

The max response time was: **979 MS @ 39 Users**

**HIT RATE**

The max hit rate was: **19 hits per second**