

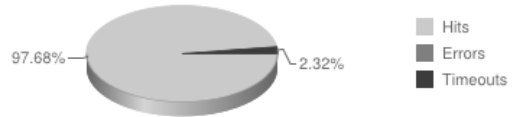
Load Test Report

ANALYSIS

This **rush** generated **6,947** successful hits in **1.0 min** and we transferred **99.99 MB** of data in and out of your app. The average hit rate of **110/second** translates to about **9,590,199** hits/day.

You got bigger problems though: **2.32%** of the users during this **rush** experienced timeouts or errors!

DATE : MAY 09, 2012



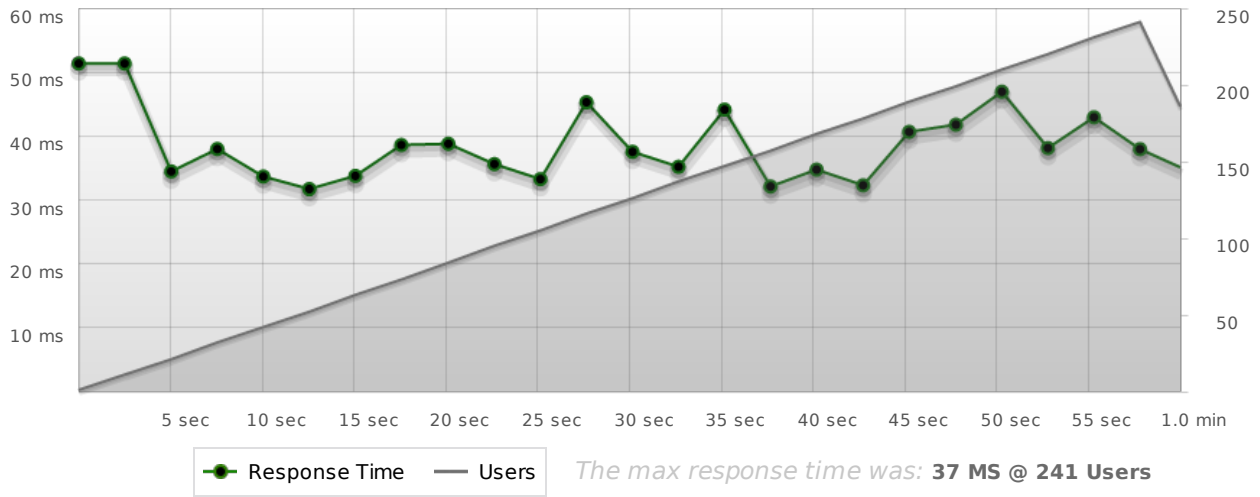
TIMEOUTS

The first timeout happened at **32.67 seconds** into the test when the number of concurrent users was at **137**. 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 (Started at: Wed May 09 2012 09:25:43 GMT-0400 (BOT) | Finished at: Wed May 09 2012 09:26:45 GMT-0400 (BOT))

--pattern 1-250:60 http://blogs.garron.me/ubuntu-rolling-release

RESPONSE TIMES



HIT RATE

