ApacheBench HTTP load tester

CONCEPTS

Load test only systems you own or have written permission to test. ab can take a server down.

The URL needs a path: use http://host/ with the trailing slash, not http://host.

-c clients open connections
↓ send
Server one URL, same request
↓ reply
-n requests counted until done
↓ measure
Report rps, time, percentiles
What ab does in a run

ab is single-threaded and HTTP/1.x only, so it saturates one core early. For more load or HTTP/2 use wrk or k6.

RUNNING A TEST

ab [options] *<url>*
Benchmark one URL

-n *<requests>*
Total requests (default 1)

-c *<concurrency>*
Parallel requests (default 1)

-t *<seconds>*
Time limit; implies -n 50000

-k
Enable HTTP KeepAlive

-s *<seconds>*
Socket timeout (default 30)

-r
Continue after socket errors

-l
Ignore varying response length

-n defaults to 1, which tells you nothing. Keep -c no larger than -n.

REQUESTS

-H "*<name: value>***"**
Add a request header

-C *<name>*=*<value>*
Add a cookie (repeatable)

REQUESTS (cont.)

-p *<file>* **-T** *<type>*
POST the file's contents

-u *<file>* **-T** *<type>*
PUT the file's contents

-T *<content-type>*
Content-Type for POST/PUT

-A *<user>*:*<pass>*
Send Basic auth credentials

-p sends the file verbatim as the body; -T defaults to text/plain, so set it for JSON or forms.

TLS

ab https://*<host>***/**
Benchmark over TLS

Without -k every request pays a full TLS handshake; that is what you measure.

READING OUTPUT

Key output lines

Line	Meaning
Requests per second	Total throughput (mean)
Time per request (1st)	Mean latency seen by one client
Time per request (2nd)	Mean across all concurrent clients
Failed requests	Connect, read, length errors
Non-2xx responses	Status outside 200-299
Transfer rate	KB/s received
Percentage served	Latency percentiles in ms

Check Failed requests and Non-2xx first: fast error pages inflate requests per second.

Read the 95% and 99% rows of the percentile table, not the mean. 100% is the slowest request.

-e *<file.csv>*
CSV of percentile vs ms