

Weex极致性能优化

SPEAKER

隐风

个人简介

- 冯成晓(花名隐风)
- 2013年加入阿里无线事业部
- Hybrid框架/动态化框架
- Weex 渲染引擎
- iOS/Web

Weex

$f(\text{HTML/CSS/JS}) = \text{Native UI}$



A framework for building Mobile cross-platform UI

Getting Started

Github Repo



Lightweight

low footprint , simple
syntax , and easy to use



Extendable

abundant build-in components ,
extendable apis , various events



High Performance

load fast , render fast ,
better experience

<https://alibaba.github.io/weex/>

WEEX - 动态性不懈追求

```
<template>
  <div class="container">
    <div class="logoContainer">
      <image class="logo" src="http://t.cn/Rq9bcDm"/>
    </div>
    <text class="desc">
      A framework for building Mobile cross-platform UI
    </text>
  </div>
  <div class="textContainer">
    <text class="text">Hello weex</text>
  </div>
</div>
</template>
<style>
  .logoContainer {
    width: 750px; height: 500px;
    align-items: center; justify-content: center;
    background-color: #00540C;
  }
  .logo {
    width: 378px; height: 84px;
  }
  .desc {margin-top: 40px; font-size: 24px; color: #ccc;}
  .textContainer {
    width: 750px; padding-top: 200px;
    align-items: center; justify-content: center;
  }
  .text {font-size: 48px;}
</style>
```



三端一致体验

三端使用体验一致性，渲染一致

语法轻量

语法简单，一小时快速上手。JSFrm 36K(GZIP)

内核更轻量

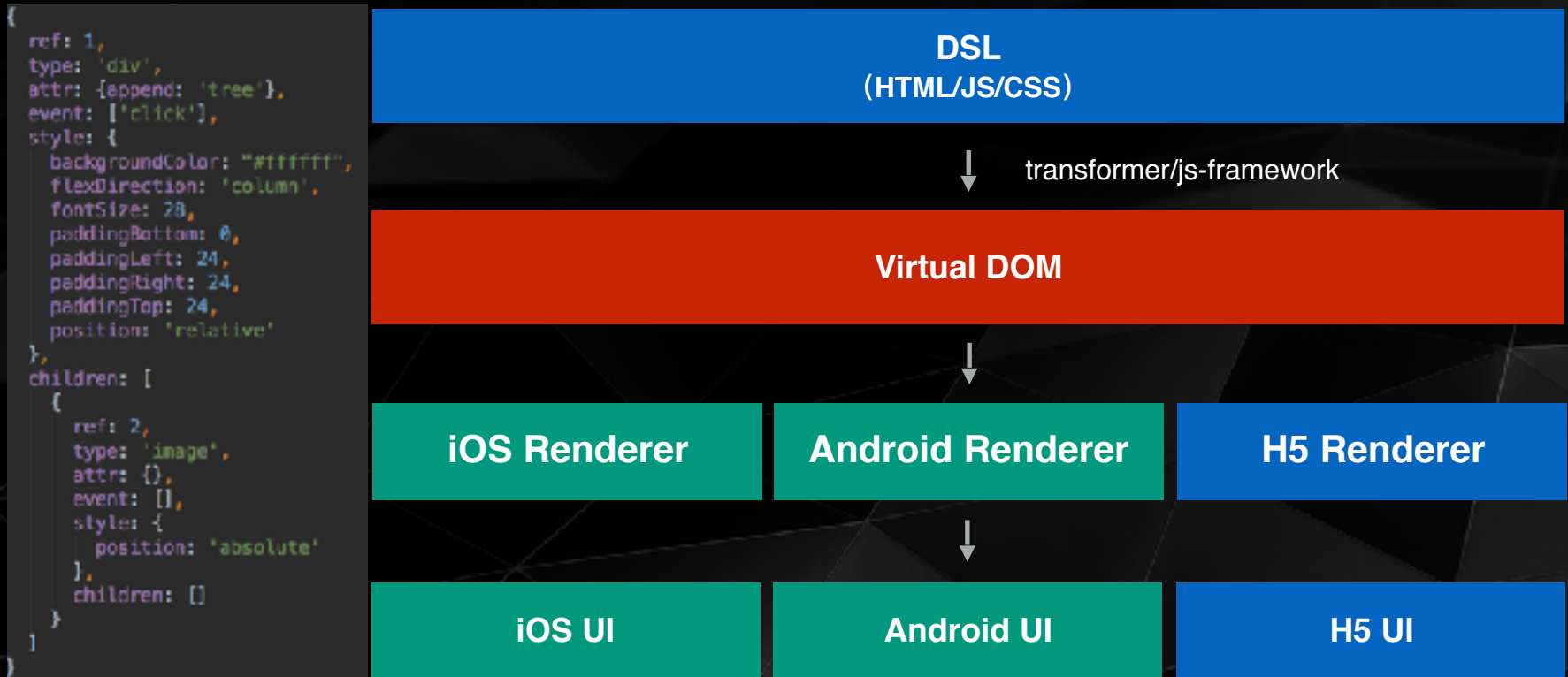
Android 1.9M、iOS 700K

高性能

低端机性能基本解决，首屏加载秒开

- write once, run everywhere
- 三端一致的开发体验和渲染效果
- web的开发效率，native的渲染性能

f (HTML/CSS/JS) = Native UI



```

<template>
  <div class="hello" onclick="clickHandler">
    <text>{{message0}}</text>
    <text>{{message1}}</text>
  </div>
</template>

<style>
  .hello {
    flex-direction: row;
  }
</style>

<script>
  module.exports = {
    data: {
      message0: 'Hello',
      message1: 'World.'
    },
    methods: {
      clickHandler: function() {}
    }
  }
</script>

```

DSL

```

module.exports.template = {
  "type": "div",
  "classList": [
    "hello"
  ],
  "events": {
    "click": "clickHandler"
  },
  "children": [
    { "type": "text", ... },
    { "type": "text", ... }
  ]
};

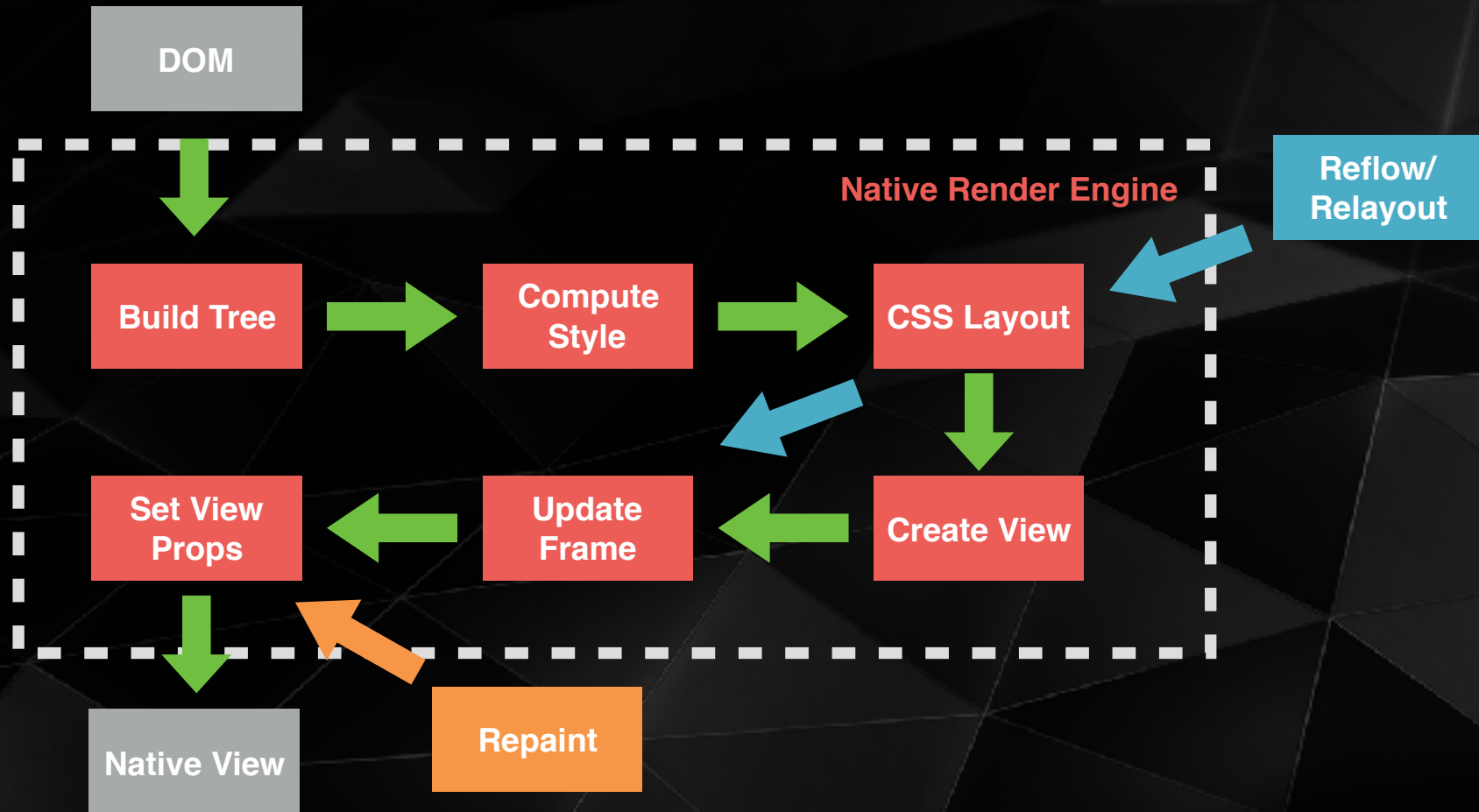
module.exports.style = {
  "hello": {
    "flexDirection": "row"
  }
};

module.exports = {
  data: function() {
    return {
      message0: 'Hello',
      message1: 'World.'
    }
  },
  methods: {
    clickHandler: function() {}
  }
};

```

JS Bundle

Weex Render Engine



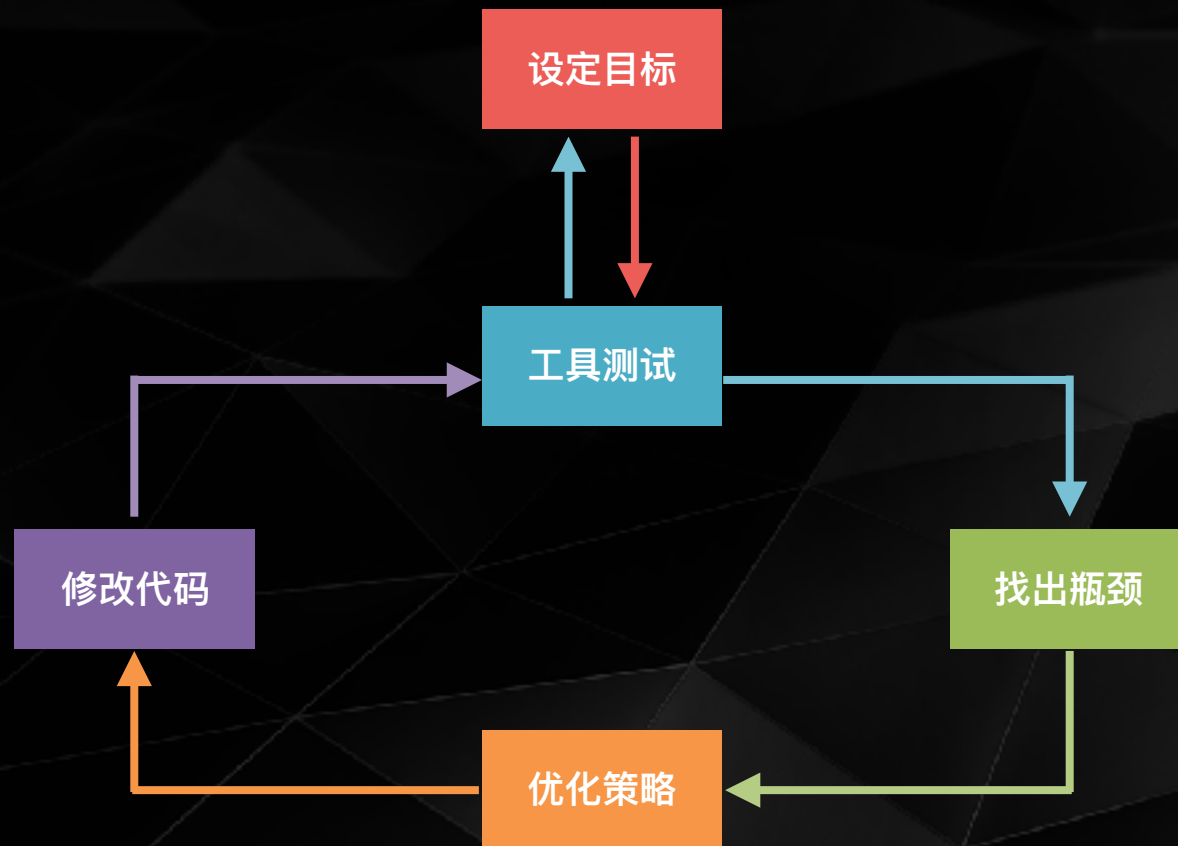
Write once, run anywhere



性能优化

提升用户体验

性能优化



秒开

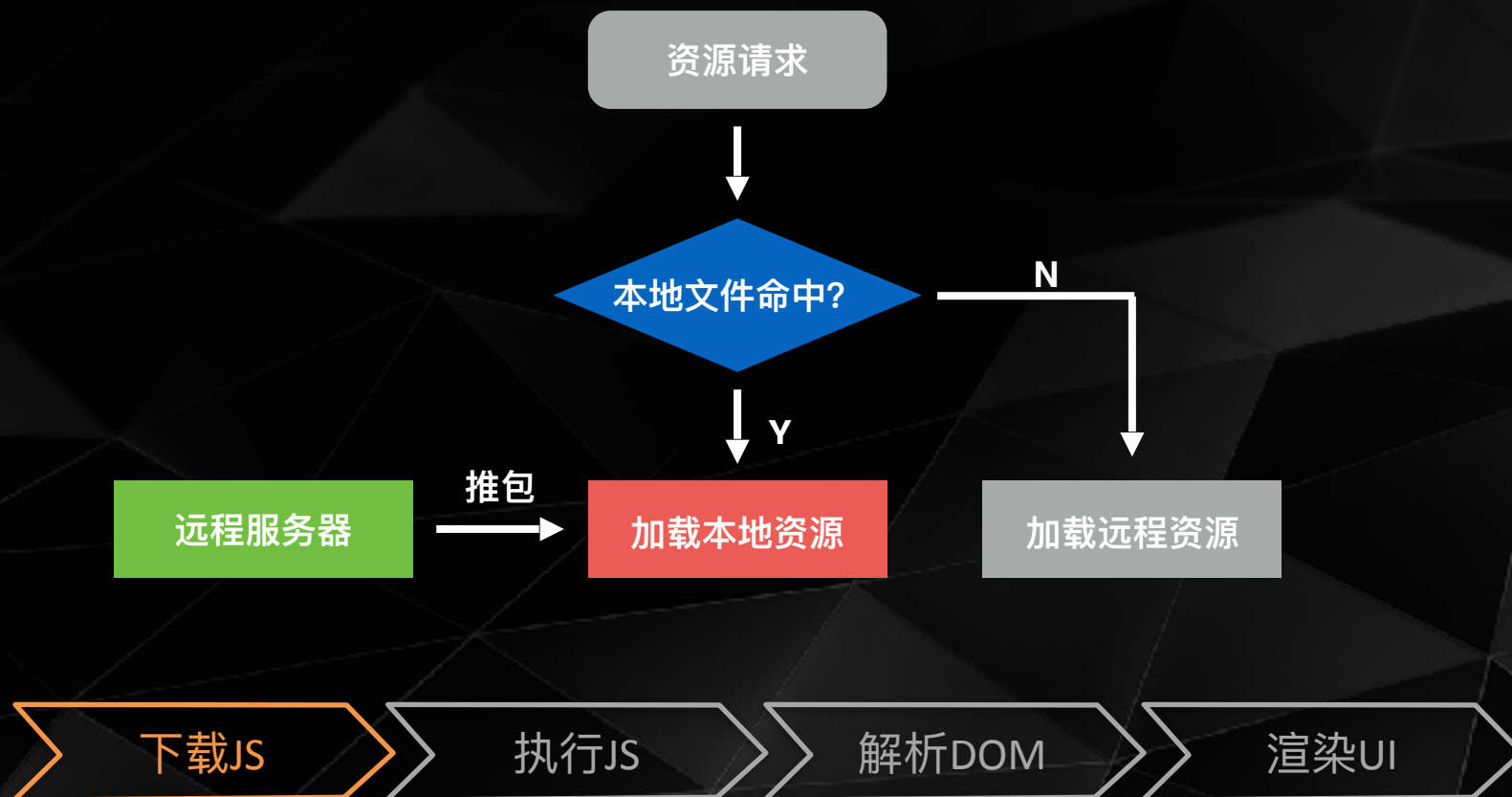
点击到首屏显示<1秒

Weex加载周期

- 下载JS
- 执行JS
- 解析DOM
- 渲染UI

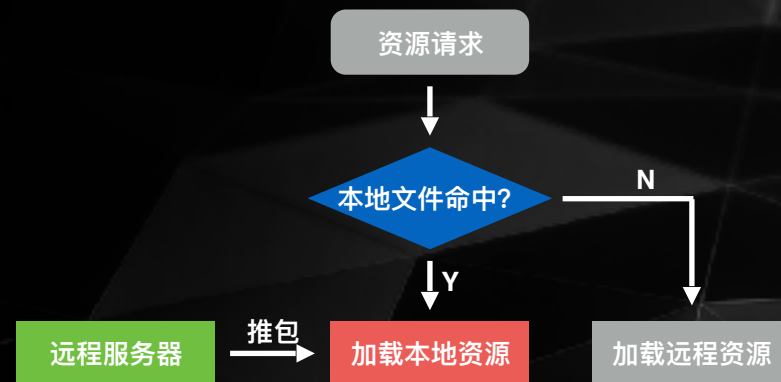


JS预加载

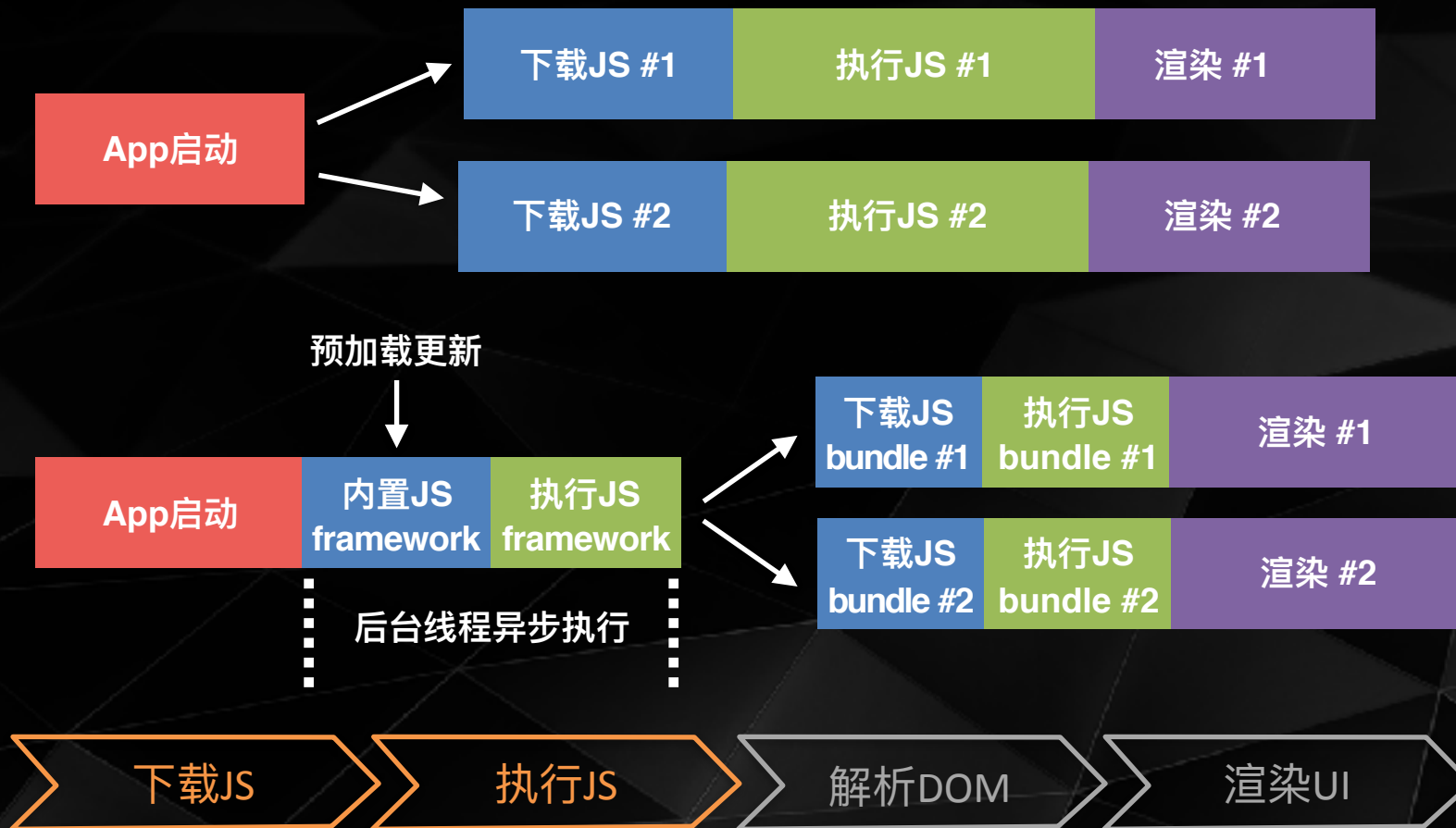


JS预加载

- App启动预先下载JS
- 通过长连通道push
- 全量/增量、被动/强制更新结合
- 400ms->10ms(iOS)
- 850ms->35ms(Android)

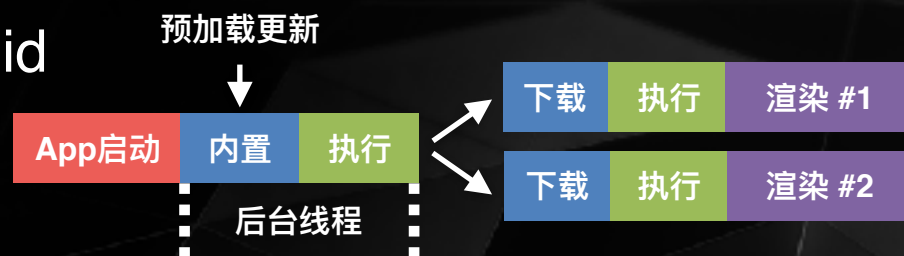


framework & bundle 分离



framework & bundle 分离

- js framework 36KB(gzip)
- js bundle 10-50KB(gzip)
- 异步初始化(iOS 170ms, Android 600ms)
- 单一Context的挑战



Node & Tree 渲染结合

- node: 最小颗粒度逐个渲染
- tree: 整棵树一起渲染

```
<template>
  <div>
    <image ...></image>
    <text>...</text>
  </div>
  <div append="tree">
    <image ...></image>
    <text>...</text>
  </div>
  <div append="node">
    <image ...></image>
    <text>...</text>
  </div>
</template>
```

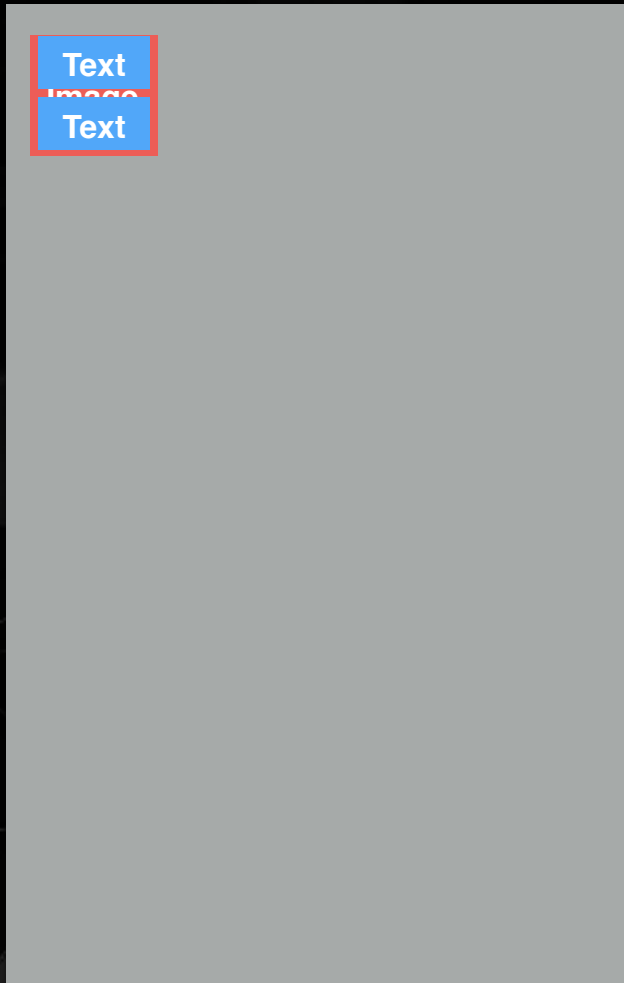
下载JS

执行JS

解析DOM

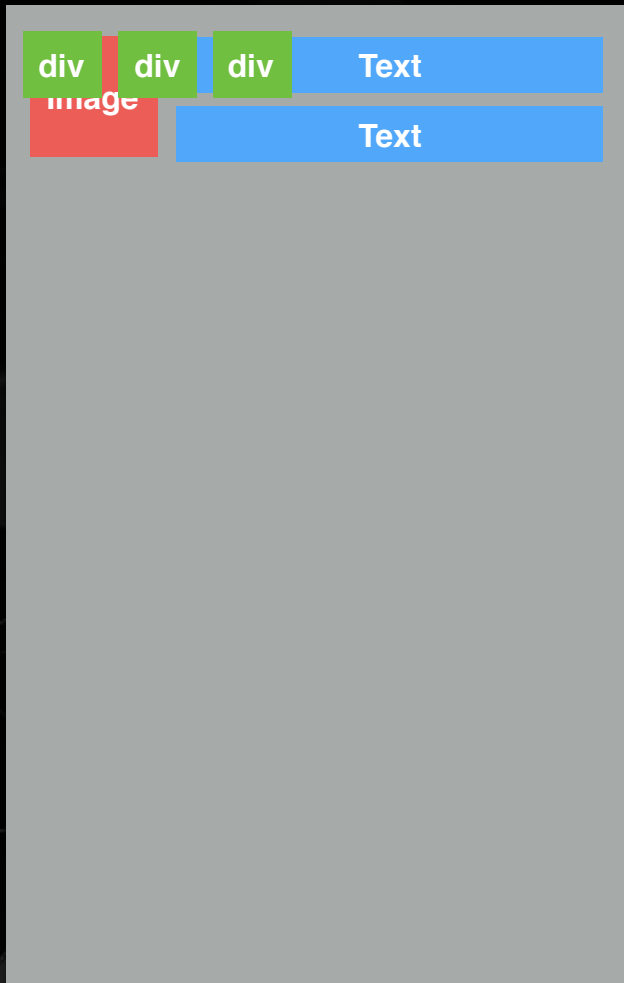
渲染UI

Node



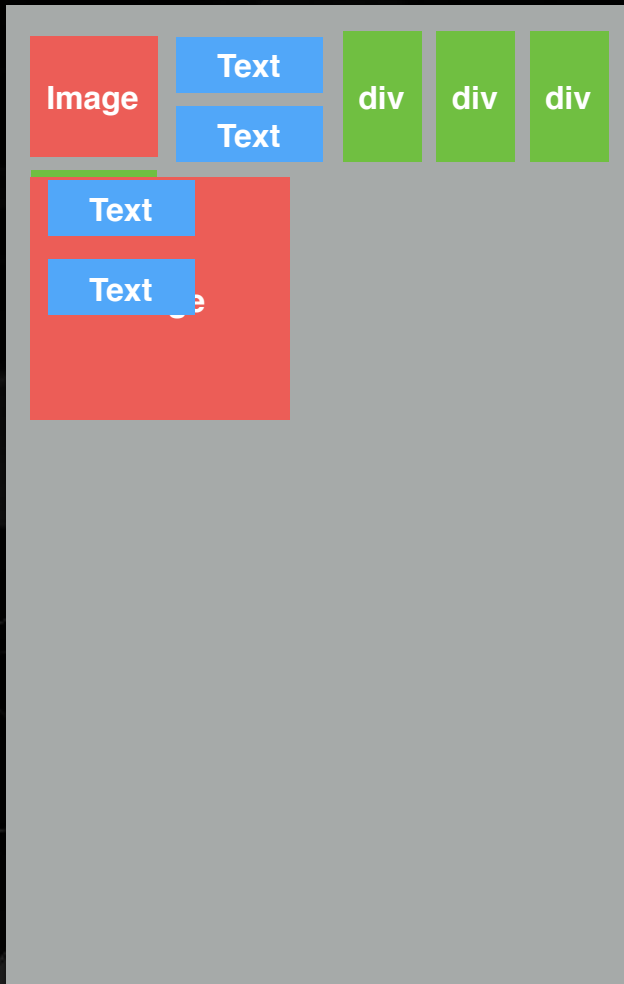
Layout

Node



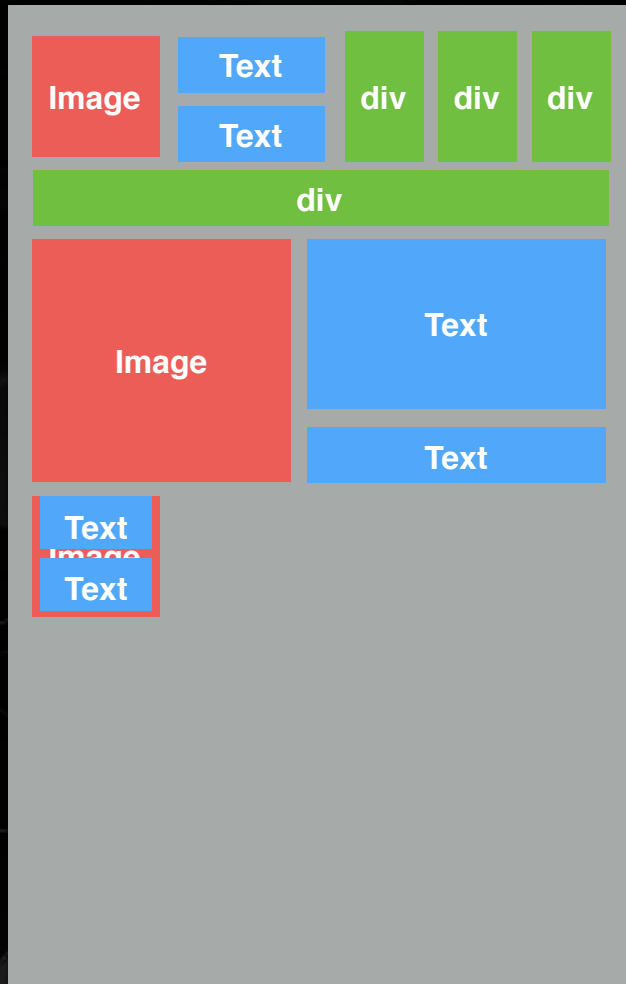
Layout

Node



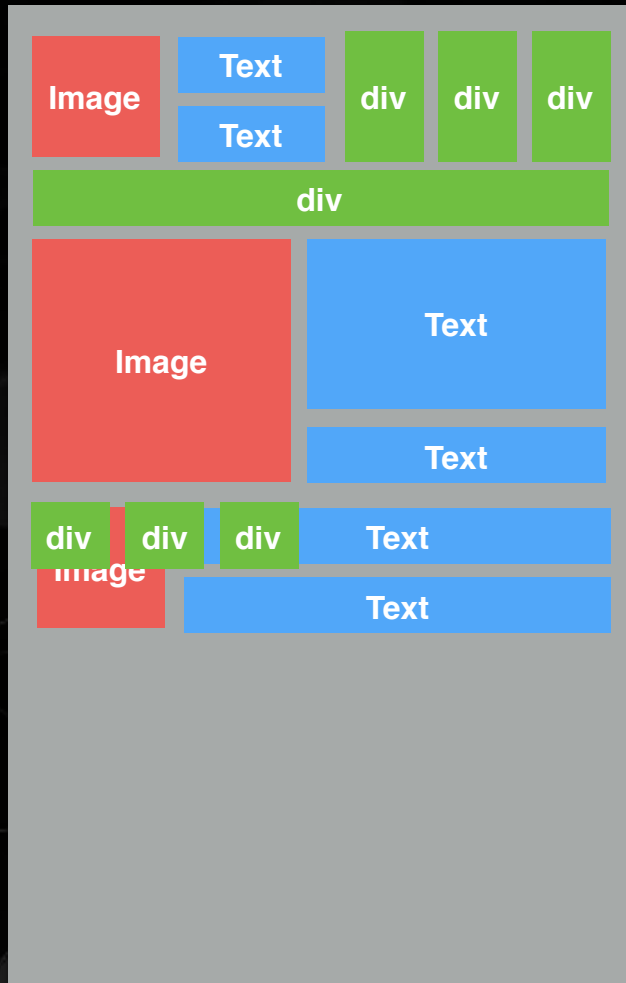
Layout

Node



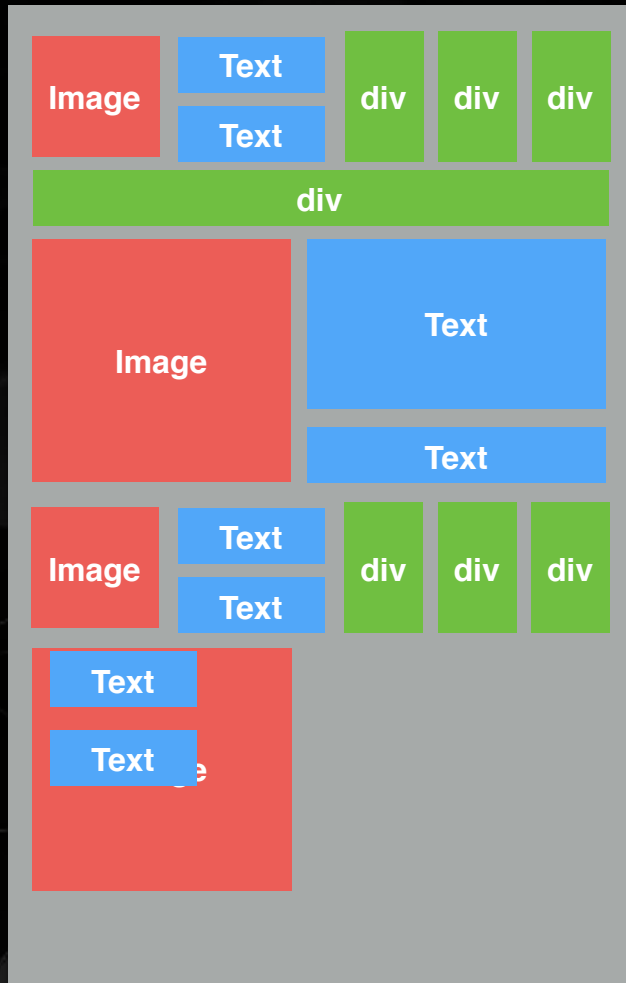
Layout

Node



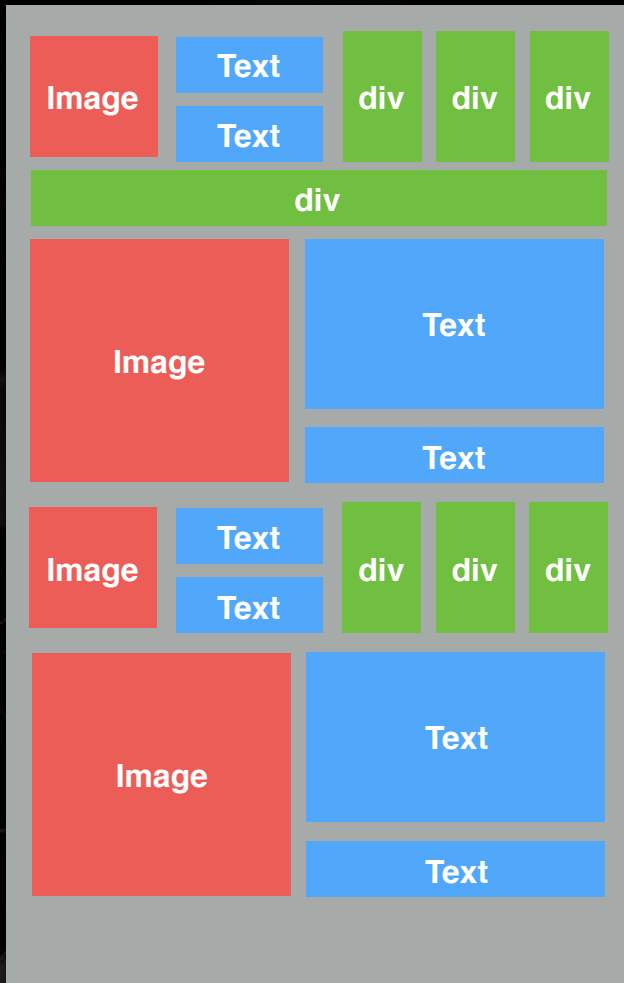
Layout

Node



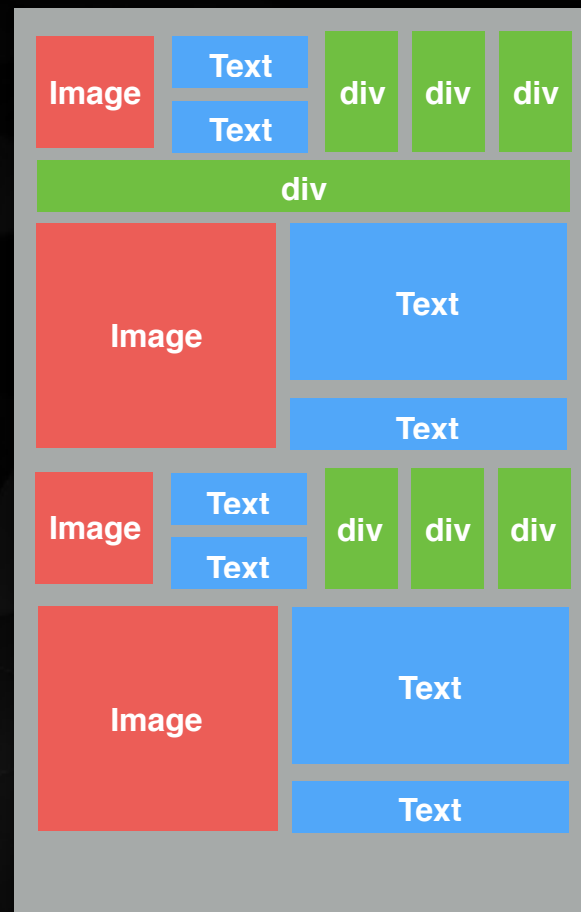
Layout

Node



Node & Tree 渲染结合

- Node: 最小颗粒度逐个渲染
 - 解析完DOM后可以立刻显示
 - 保证不会长时间阻塞主线程
 - 可能会造成多次冗余Layout

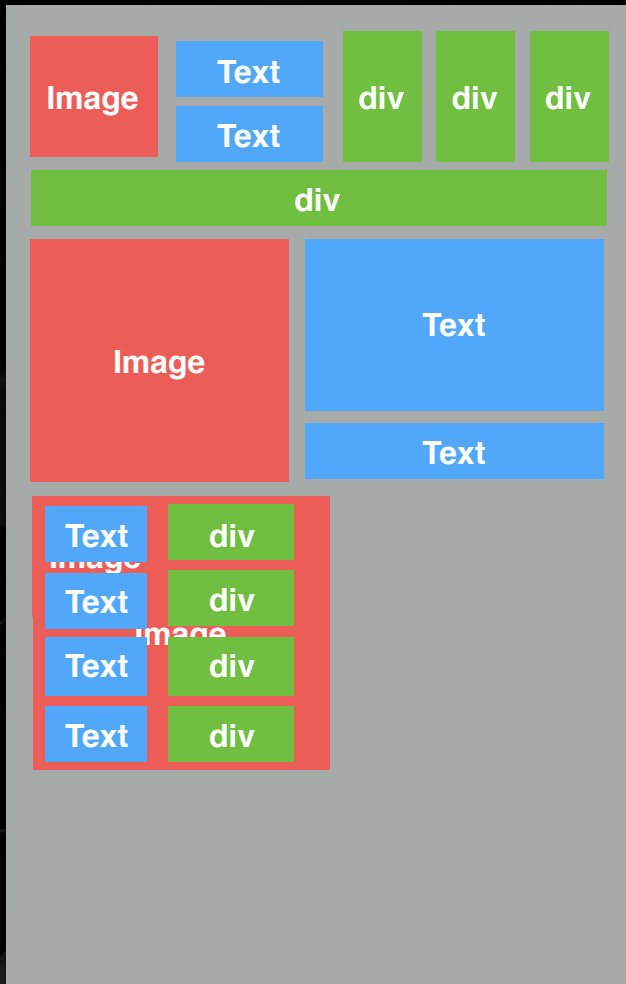


Tree



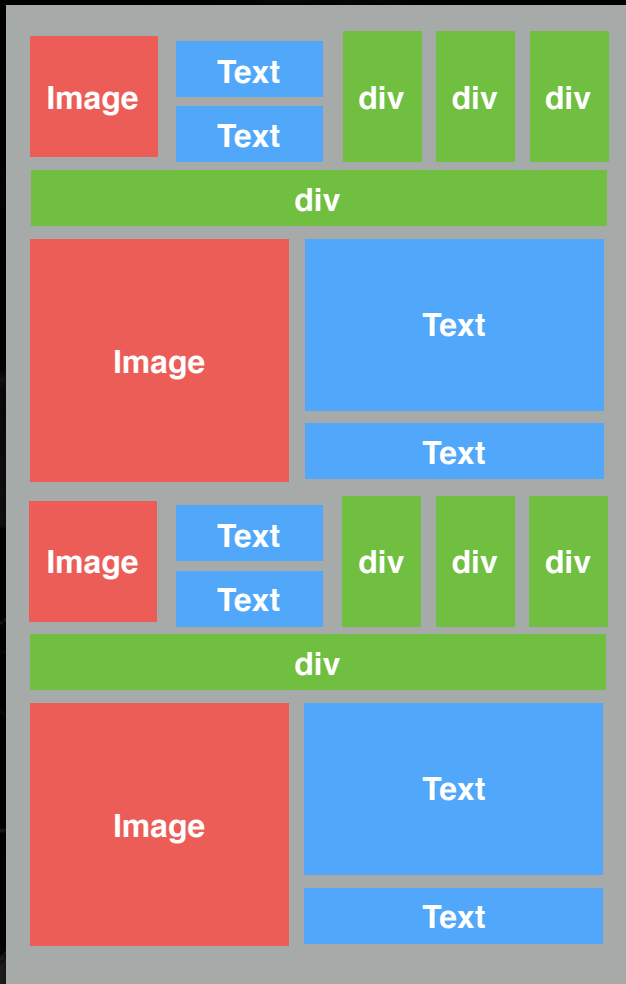
} append = "tree"

Tree



} append = “tree”

Tree

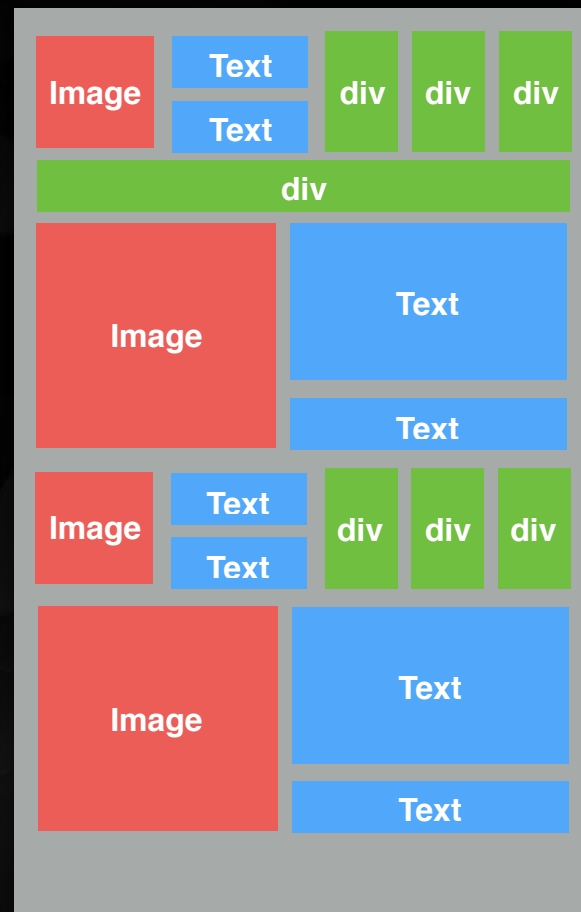


} append = "tree"

} append = "tree"

Node & Tree 渲染结合

- Node: 最小颗粒度渲染
 - 解析完DOM后可以立刻显示
 - 保证不会长时间阻塞主线程
 - 可能会造成多次冗余Layout
- Tree: 整棵树一起渲染
 - 只需布局一次, 渲染更高效
 - 可能会阻塞主线程



下载JS

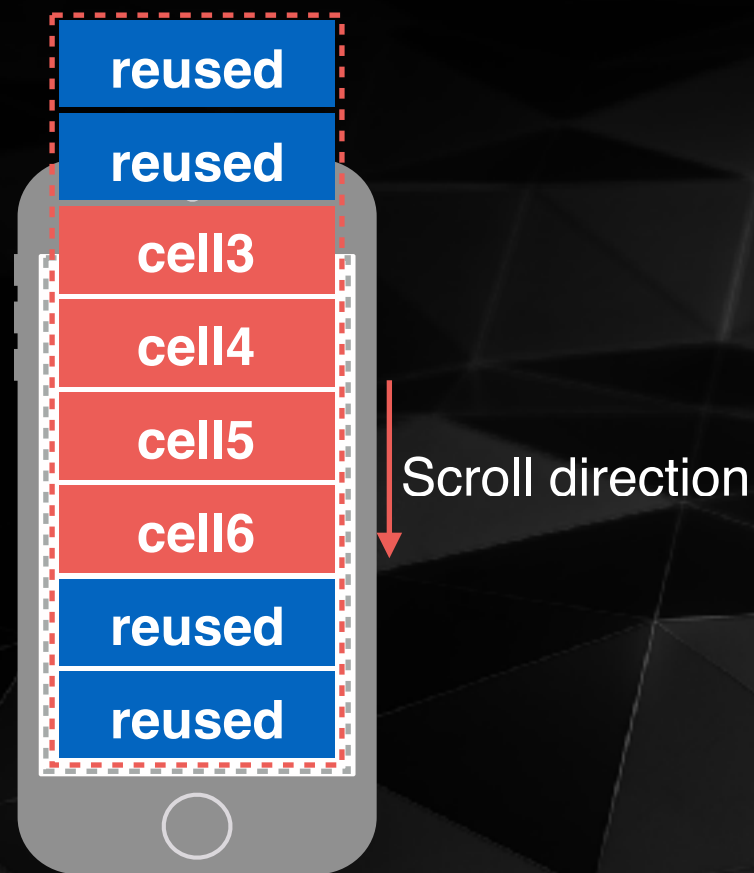
执行JS

解析DOM

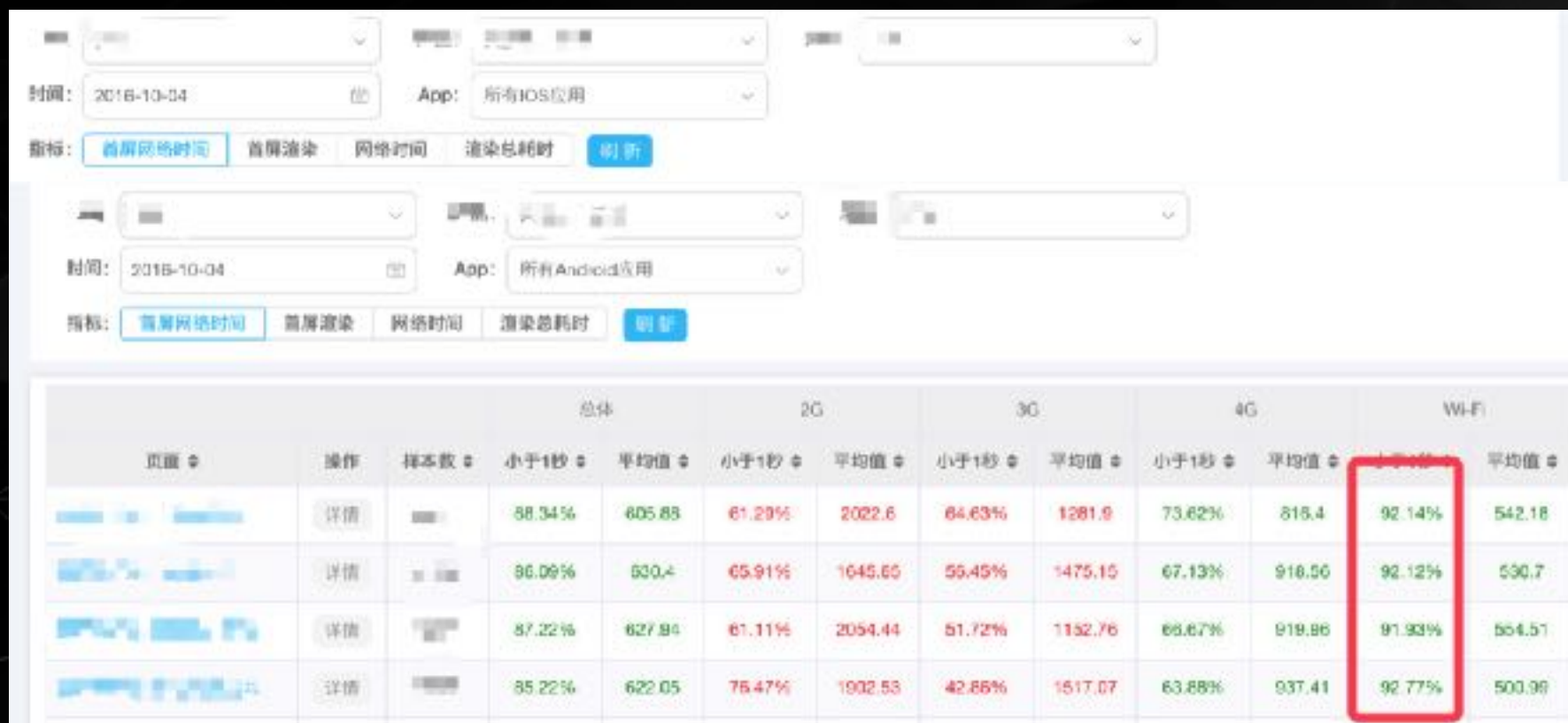
渲染UI

List

- 使用UITableView/RecyclerView
- 只渲染可见区域
- 内存复用
- 天然的cell之间互相隔离
- 原生的交互体验



秒开数据



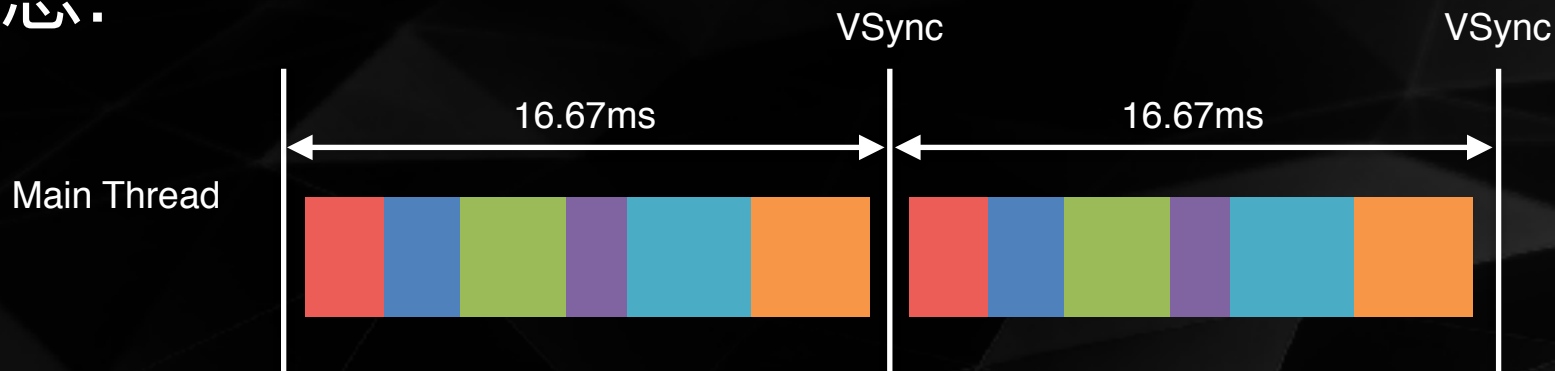


流畅

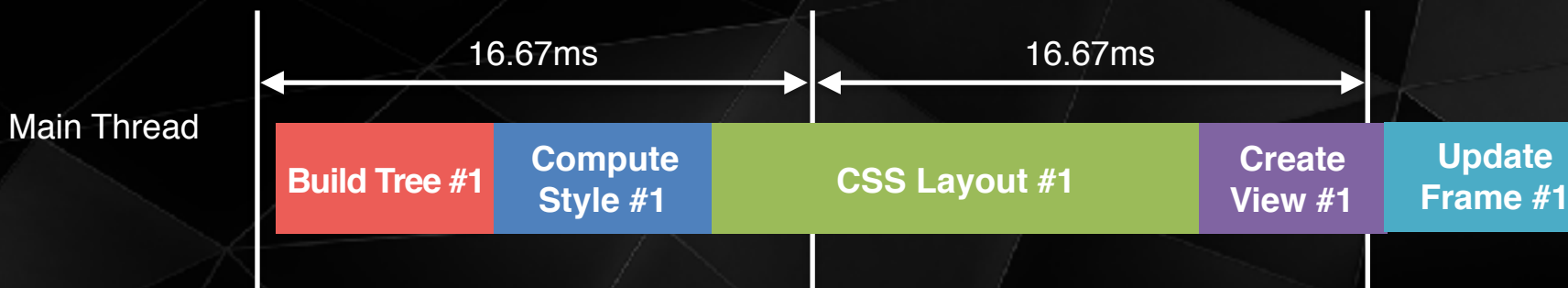
60FPS



理想:



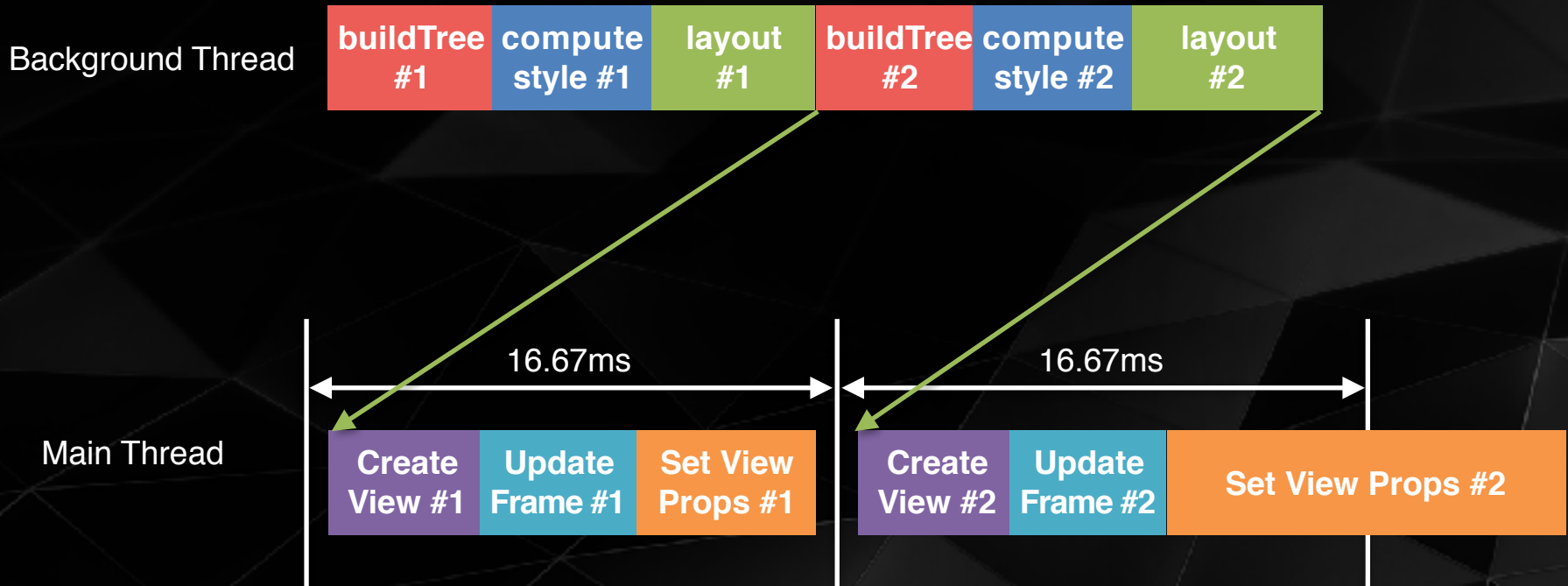
现实:



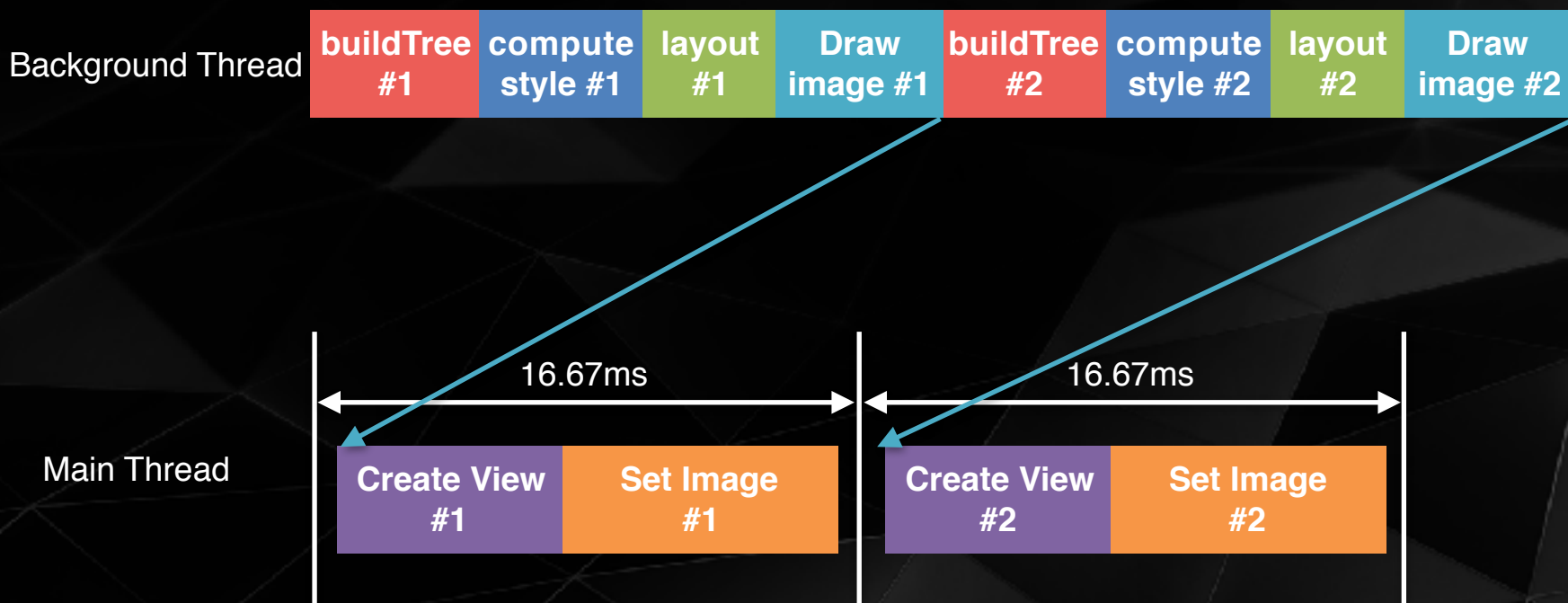
Weex帧率优化

- 60FPS = 一次Cell渲染主线程
<16ms
- 主线程同步 = 卡顿
- 想尽办法让渲染脱离主线程

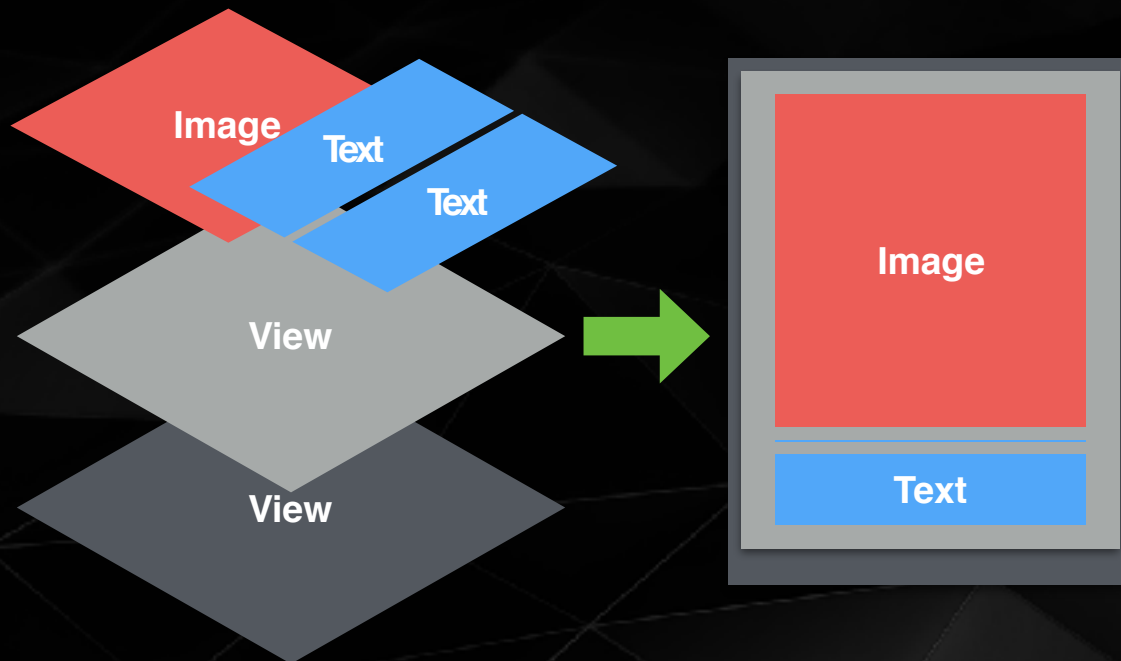
异步Layout



异步绘制



Compositing(Experiment)



节源

降低内存、CPU开销

JSCore内存回收机制

- JSCore 使用 mark-and-sweep GC
- GC 时机
 - 系统剩余内存较低(至少足够执行一次GC)
 - 内存碎片化严重
 - 刚分配了一块较大内存
 - 主动调用
- 循环引用不造成内存泄露

mark-and-sweep GC

```
void mark(block)
{
    if (!isMarked(block)) // 查询标记位
    {
        setMarked(block); // 标记

        // 递归往下标记
        Array *children = block->children();
        for(int i = 0; i < children.count(); ++i)
        {
            setMarked(children[i]);
        }
    }
}

void Sweep()
{
    foreachBlock({ // 遍历所有内存 block
        if (!isMarked(block))
            free(block); // 释放内存
        else
            clearMarked(block); // 重置标记位
    });
}
```

Weex JSCore 内存排查工具

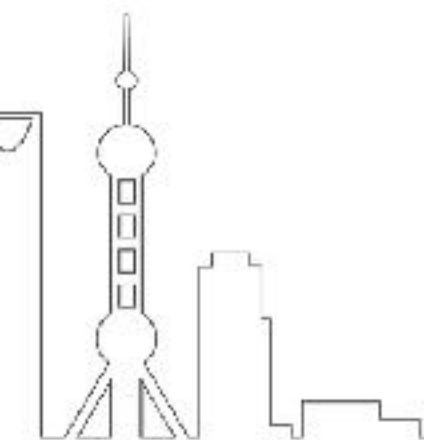
- Xcode debugger/Allocation/Leak
- JSSynchronousGarbageCollectForDebugging
- JSC_logGC
- Chrome Devtool



未来的Weex

- 在秒开、流畅、节源的目标下持续优化
- 精简、高性能、移动定制化的WeexCore
- 充分利用多线程，性能真正接近Native





Thanks!

International Software Development Conference

主办方 **Geekbang**  **InfoQ** 
极客邦科技