

02

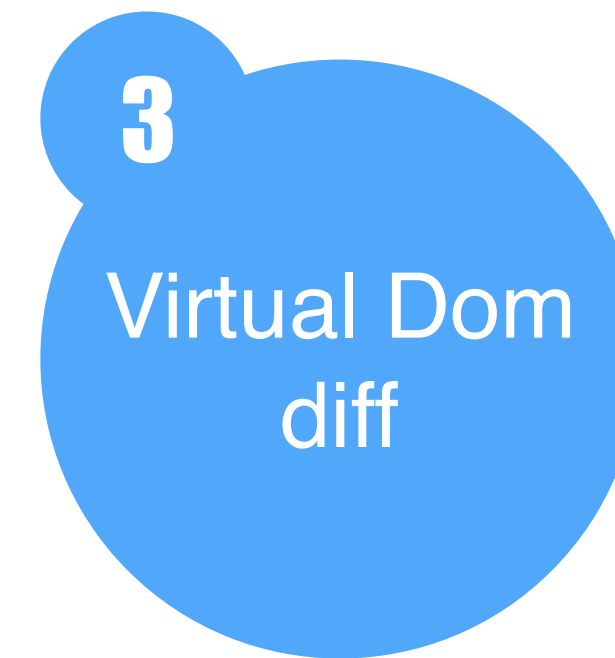
OPEN ORIENTED

凹凸实验室

一起来造个轮子（一）

Virtual Dom

luckyadam



1

缘起

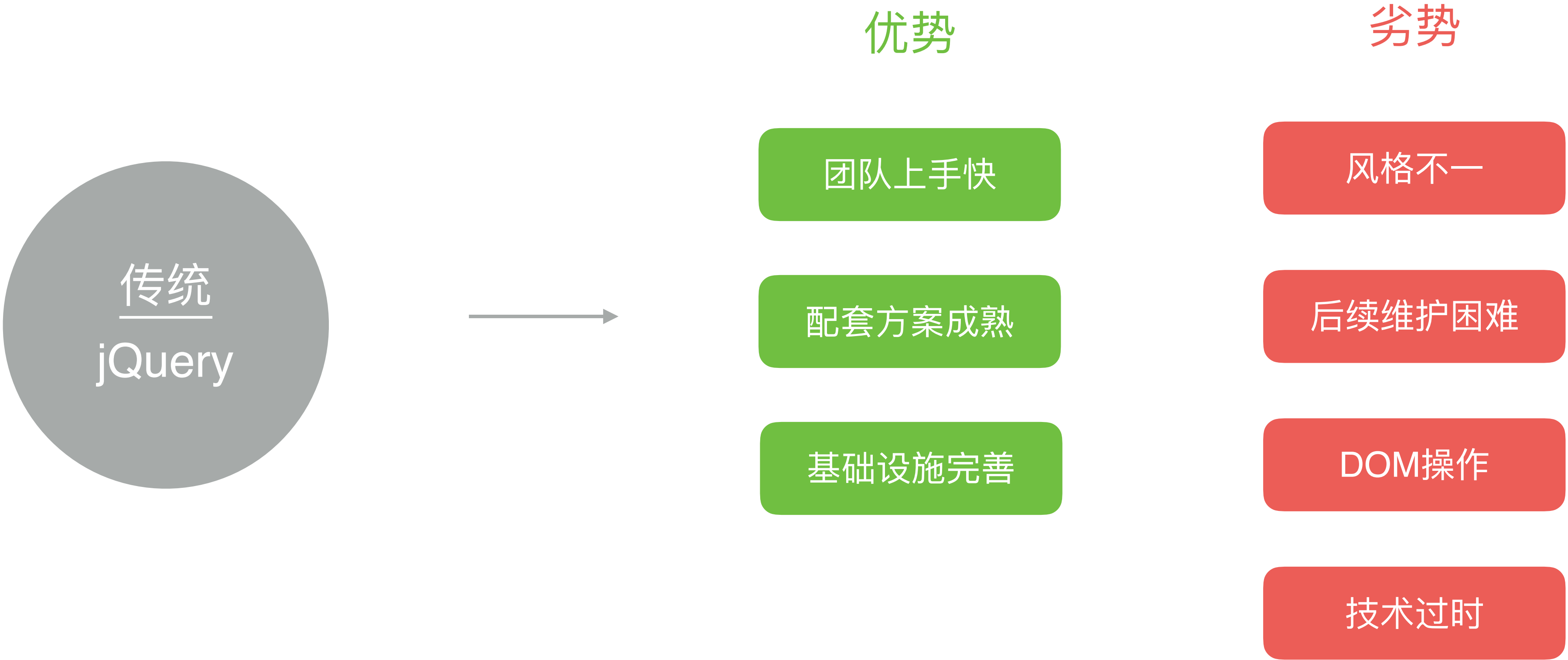
为啥又要造个轮子？

故事得从一次摸索说起



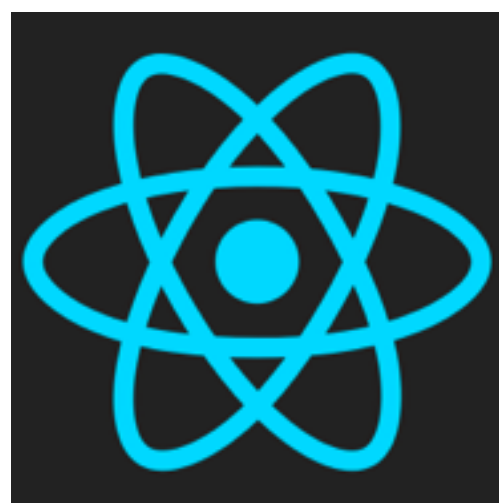
PC页面





升级？

流行框架





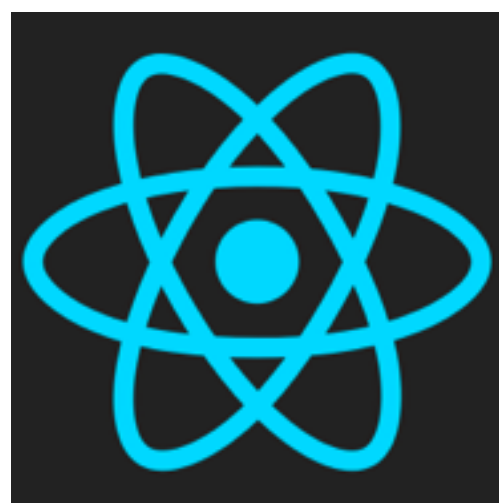
体积大

兼容性

可扩展性

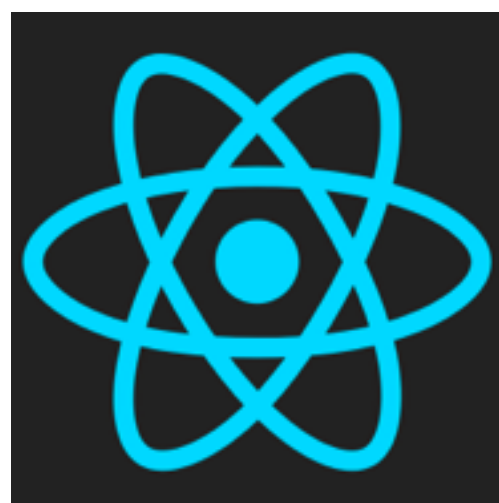
那么来考虑造个轮子吧！

流行框架



virtual dom

流行框架



jsx



virtual dom



template string



virtual dom

virtual dom

细粒度完成dom更新

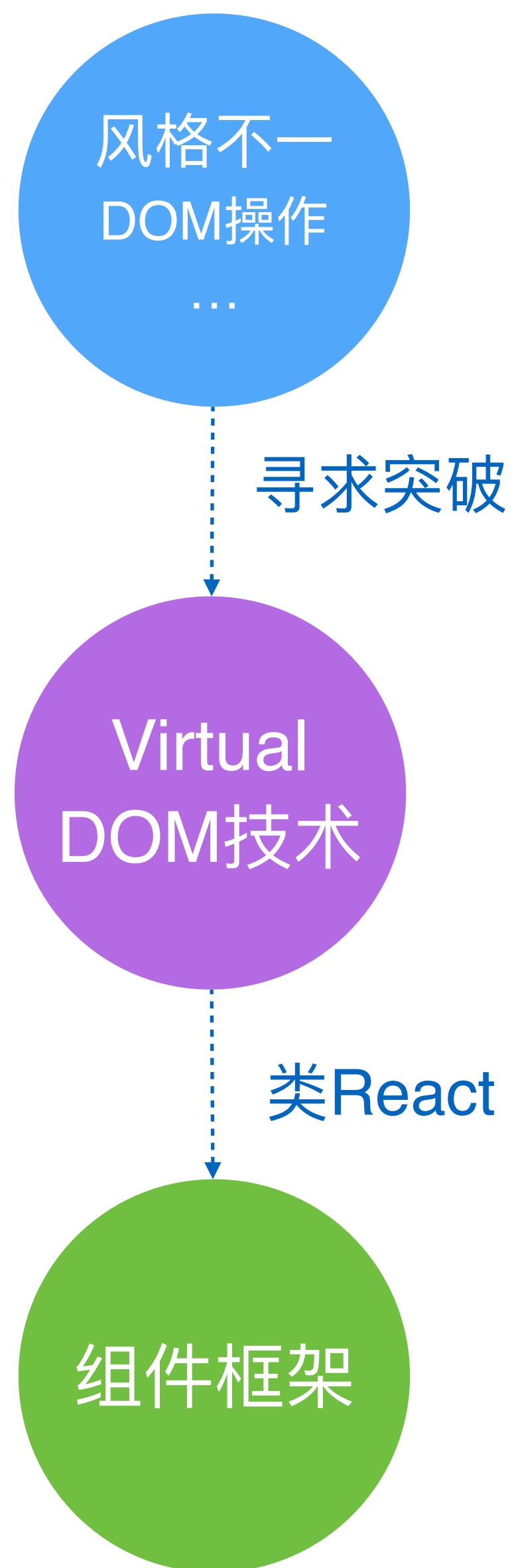
自动找到最优的修改dom操作，避免繁重的手工dom更改

更加方便地进行组件化，有利于开发维护



寻求突破

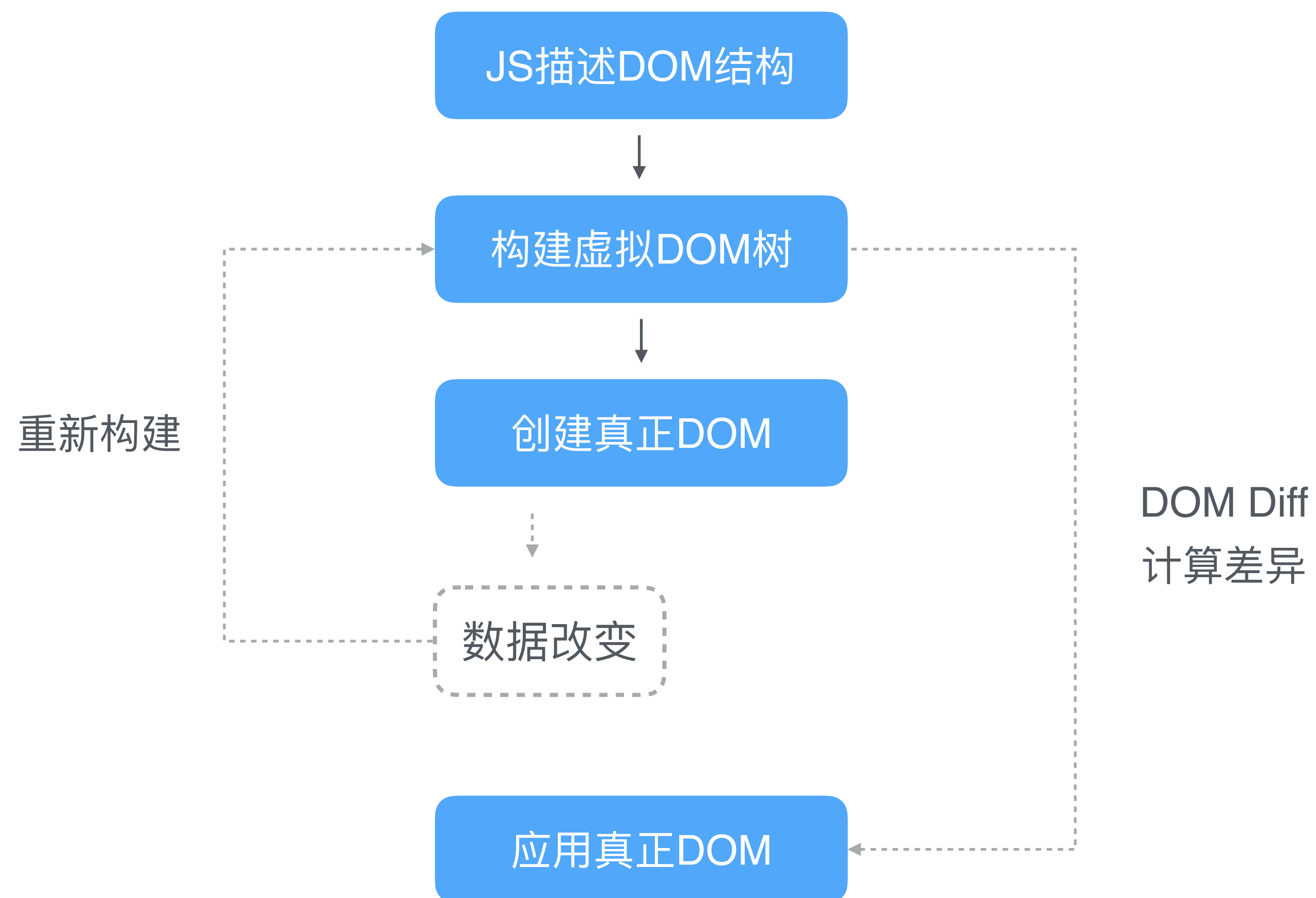




2

Virtual Dom

Virtual Dom




```
1  <div class="container">
2    <ul class="list">
3      <li class="list_item">1</li>
4      <li class="list_item">2</li>
5      <li class="list_item">3</li>
6      <li class="list_item">4</li>
7      <li class="list_item">5</li>
8    </ul>
9  </div>
10
```

dom结构

```
1  {
2    "tagName": "div",
3    "props": {
4      "className": "container"
5    },
6    "children": [
7      {
8        "tagName": "ul",
9        "props": {
10         "className": "list"
11       },
12       "children": [
13         { "tagName": "li", "props": { "className": "list_item" }, "children": [1] },
14         { "tagName": "li", "props": { "className": "list_item" }, "children": [2] },
15         { "tagName": "li", "props": { "className": "list_item" }, "children": [3] },
16         { "tagName": "li", "props": { "className": "list_item" }, "children": [4] },
17         { "tagName": "li", "props": { "className": "list_item" }, "children": [5] }
18       ]
19     }
20   ]
21 }
22
```

json描述



Virtual Dom

```
function createElement (tagName, props, ...children) {  
  return { tagName, props, children }  
}
```

```
createElement('div', { className: 'container' },
  createElement('ul', { className: 'list' },
    createElement('li', { className: 'list_item' }, 1),
    createElement('li', { className: 'list_item' }, 2),
    createElement('li', { className: 'list_item' }, 3),
    createElement('li', { className: 'list_item' }, 4),
    createElement('li', { className: 'list_item' }, 5)
  )
)
```



```
React.createElement('div', { className: 'container' },
  React.createElement('ul', { className: 'list' },
    React.createElement('li', { className: 'list_item' }, 1),
    React.createElement('li', { className: 'list_item' }, 2),
    React.createElement('li', { className: 'list_item' }, 3),
    React.createElement('li', { className: 'list_item' }, 4),
    React.createElement('li', { className: 'list_item' }, 5)
  )
)
```

<https://facebook.github.io/react/docs/jsx-in-depth.html>

Virtual Dom

```
const node = (  
  <div className='test'>  
    <ul className='list'>  
      <li>1</li>  
      <li>2</li>  
      <li>3</li>  
      <li>4</li>  
      <li>5</li>  
    </ul>  
  </div>  
)
```

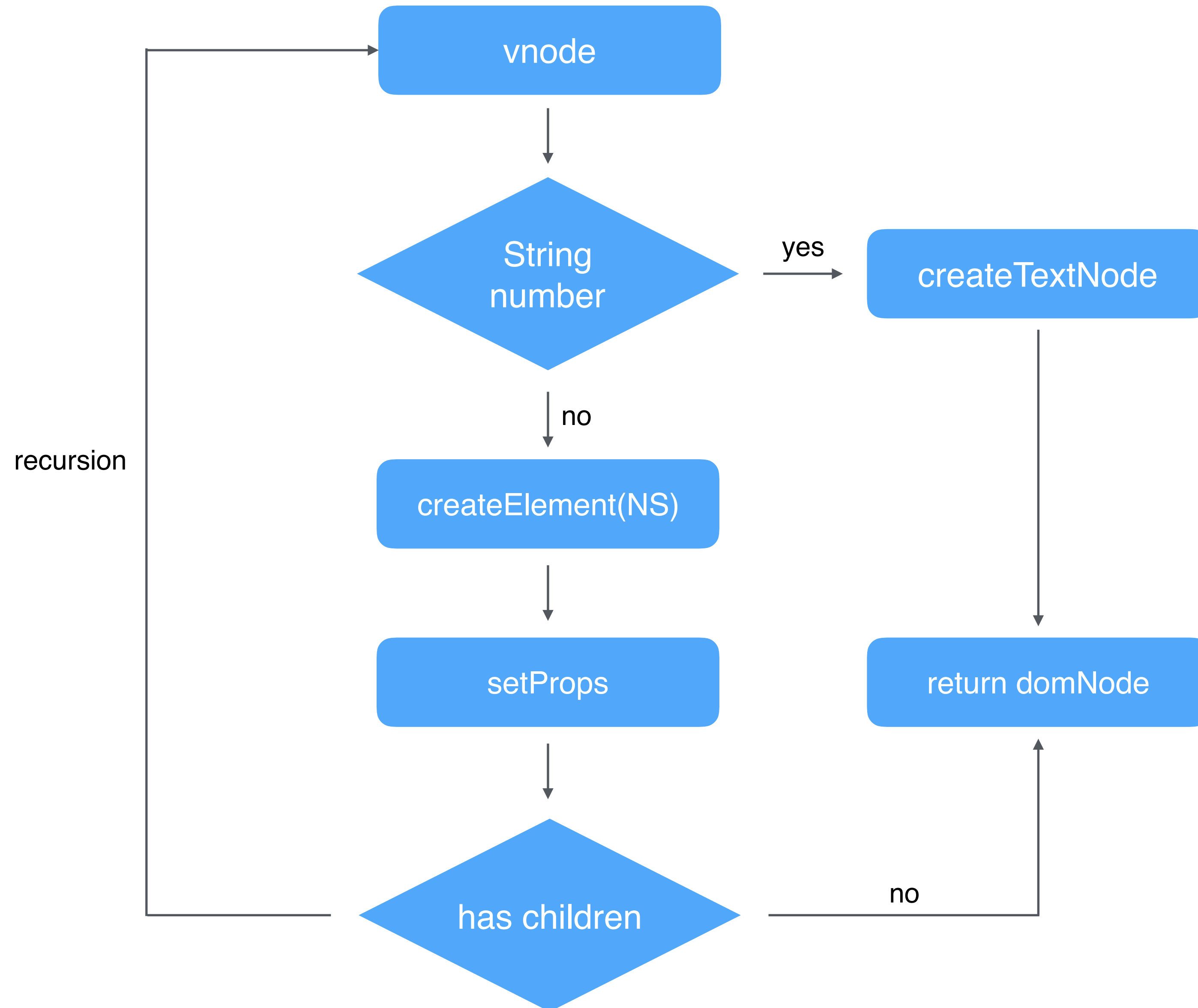


babel-plugin-transform-react-jsx

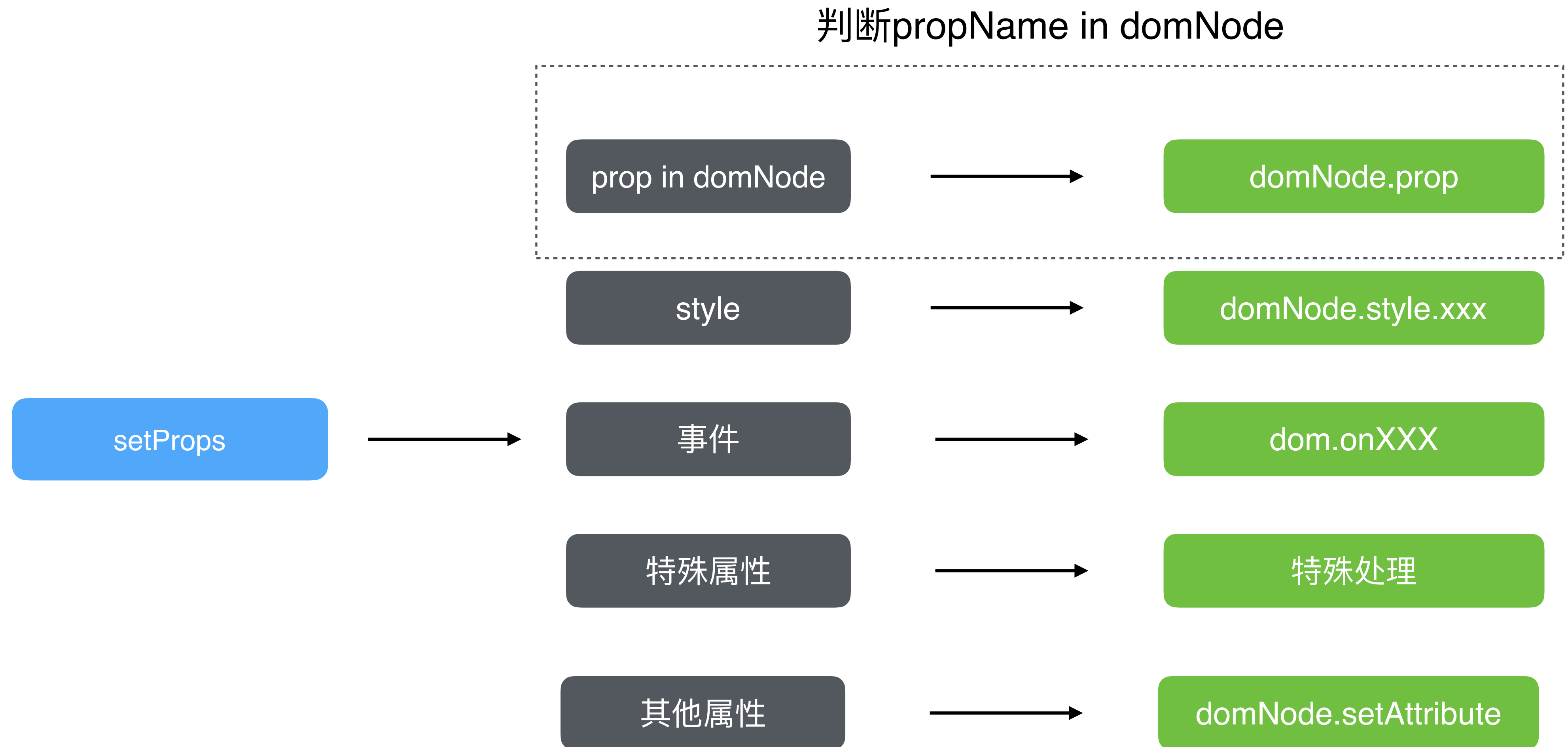
Virtual Dom



Virtual Dom



Virtual Dom



事件处理

```
if (/^on/.test(propName)) {  
  domNode[propName.toLowerCase()] = propValue  
}
```

Virtual Dom



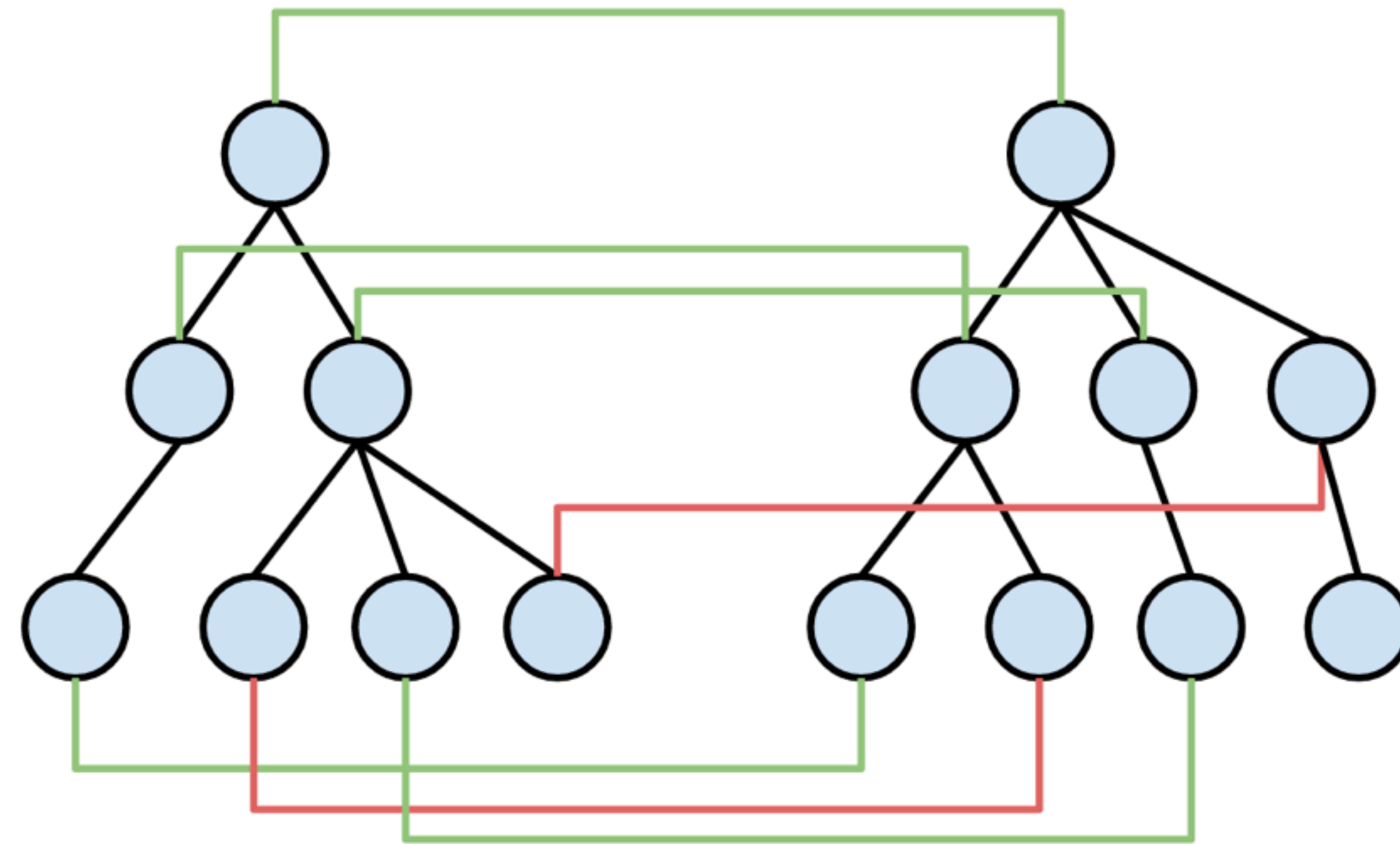
一个小栗子

3

Virtual Dom
diff

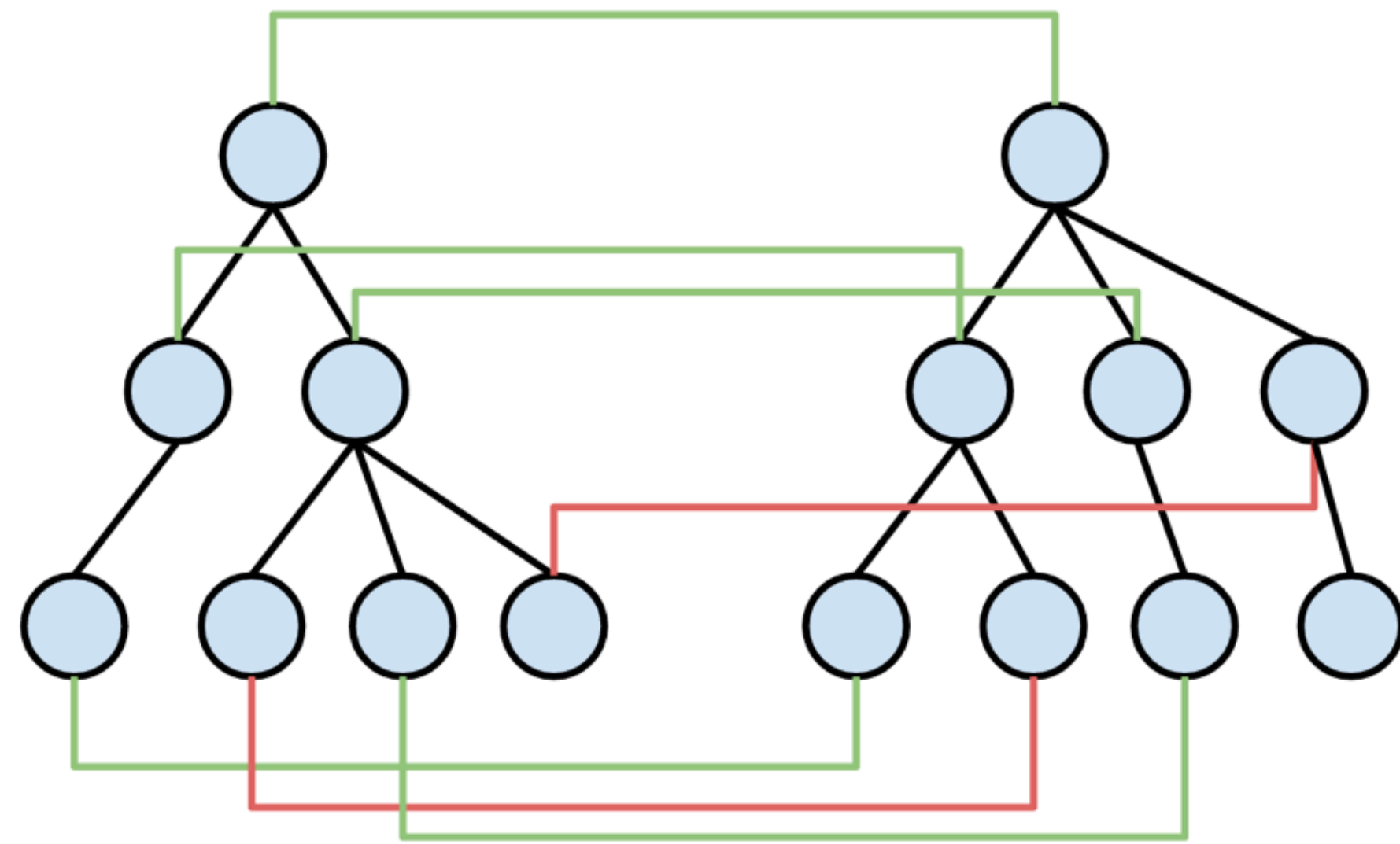
diff

Virtual Dom diff



tree diff

Virtual Dom diff



tree diff

时间复杂度 $O(n^3)$

不适合web

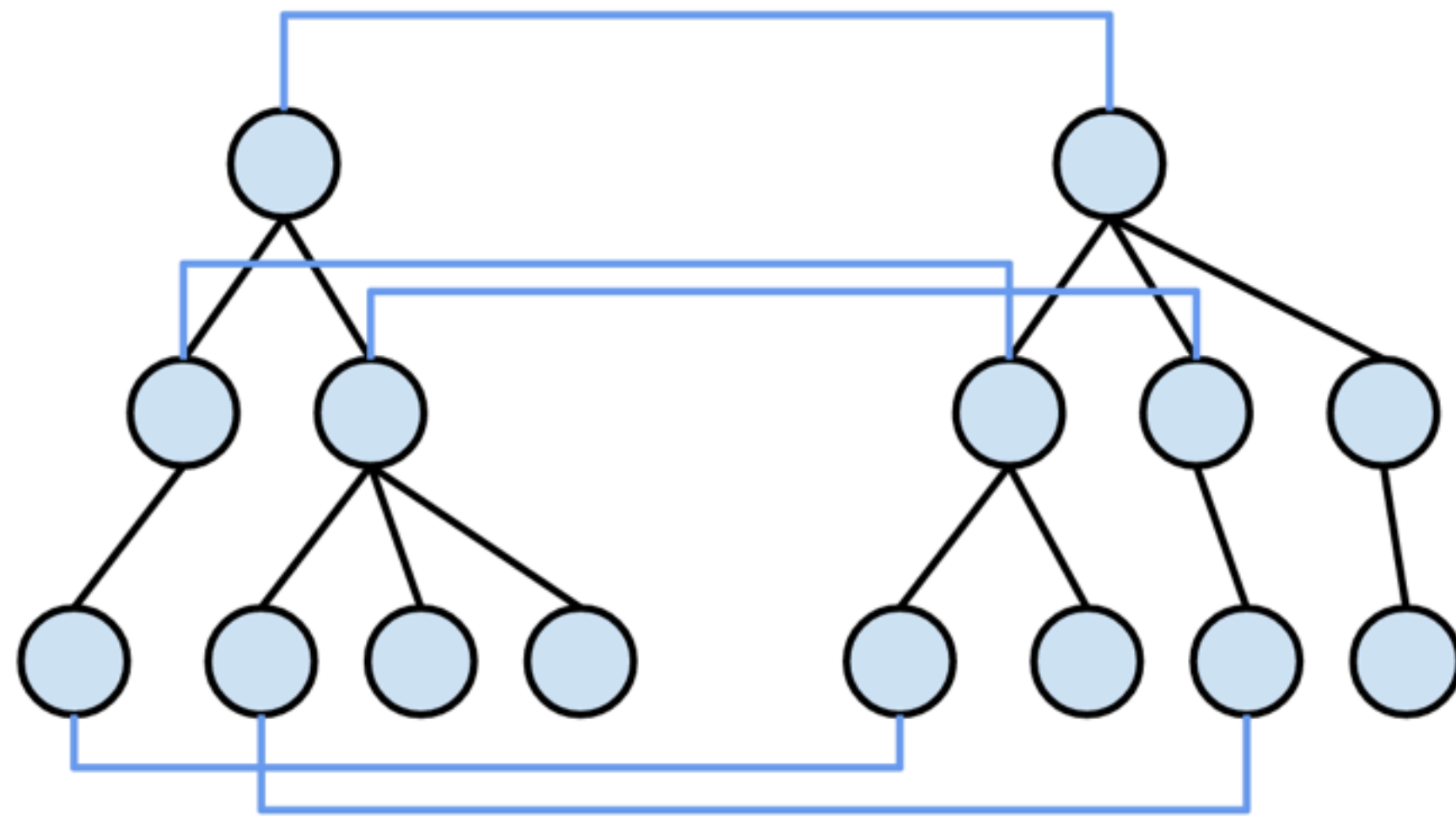
一点微小的工作

两个相同组件产生类似的DOM结构，不同的组件产生不同的DOM结构

对于同一层次的一组子节点，它们可以通过唯一的id进行区分

对树进行逐层比较

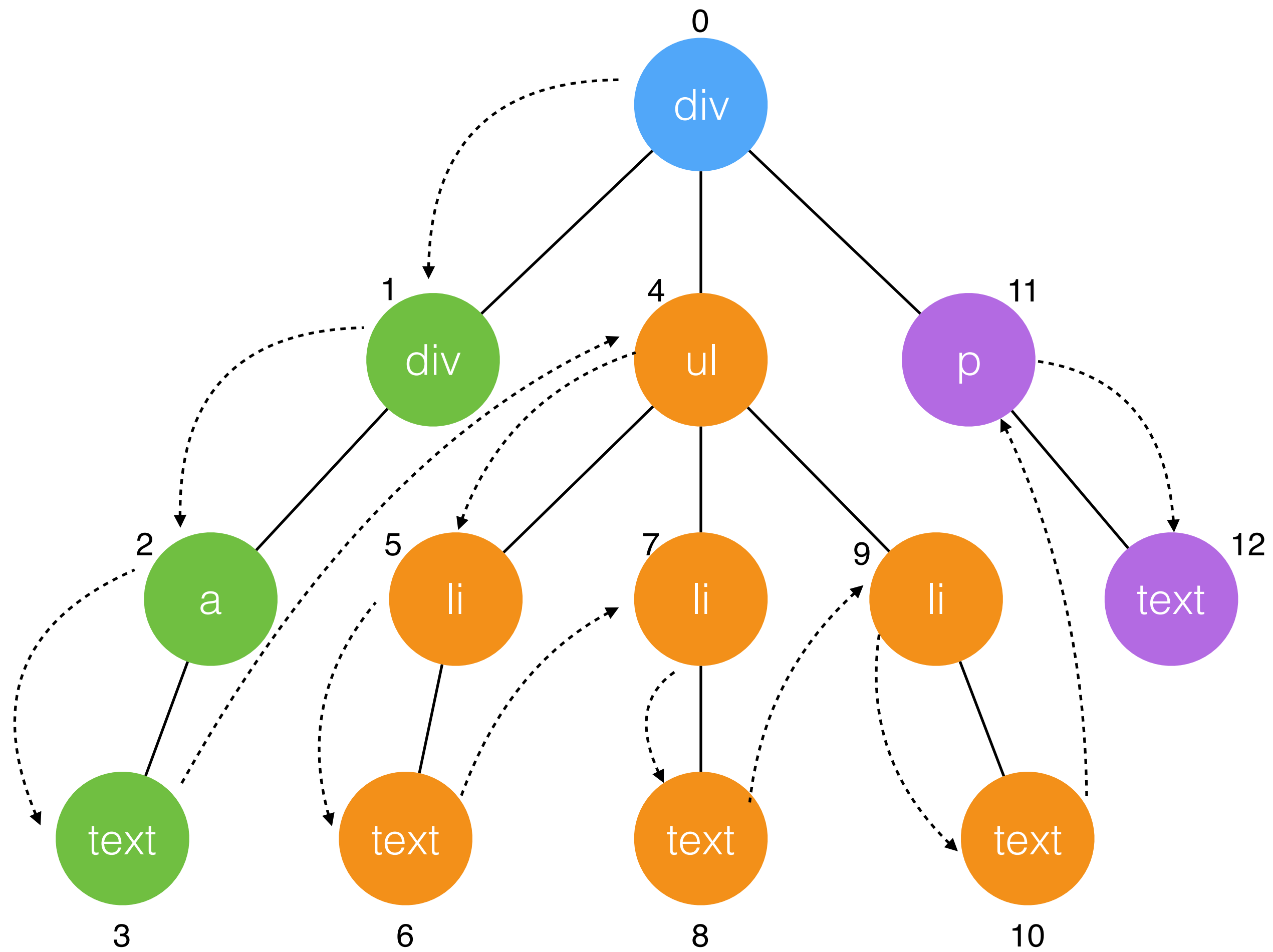
Virtual Dom diff

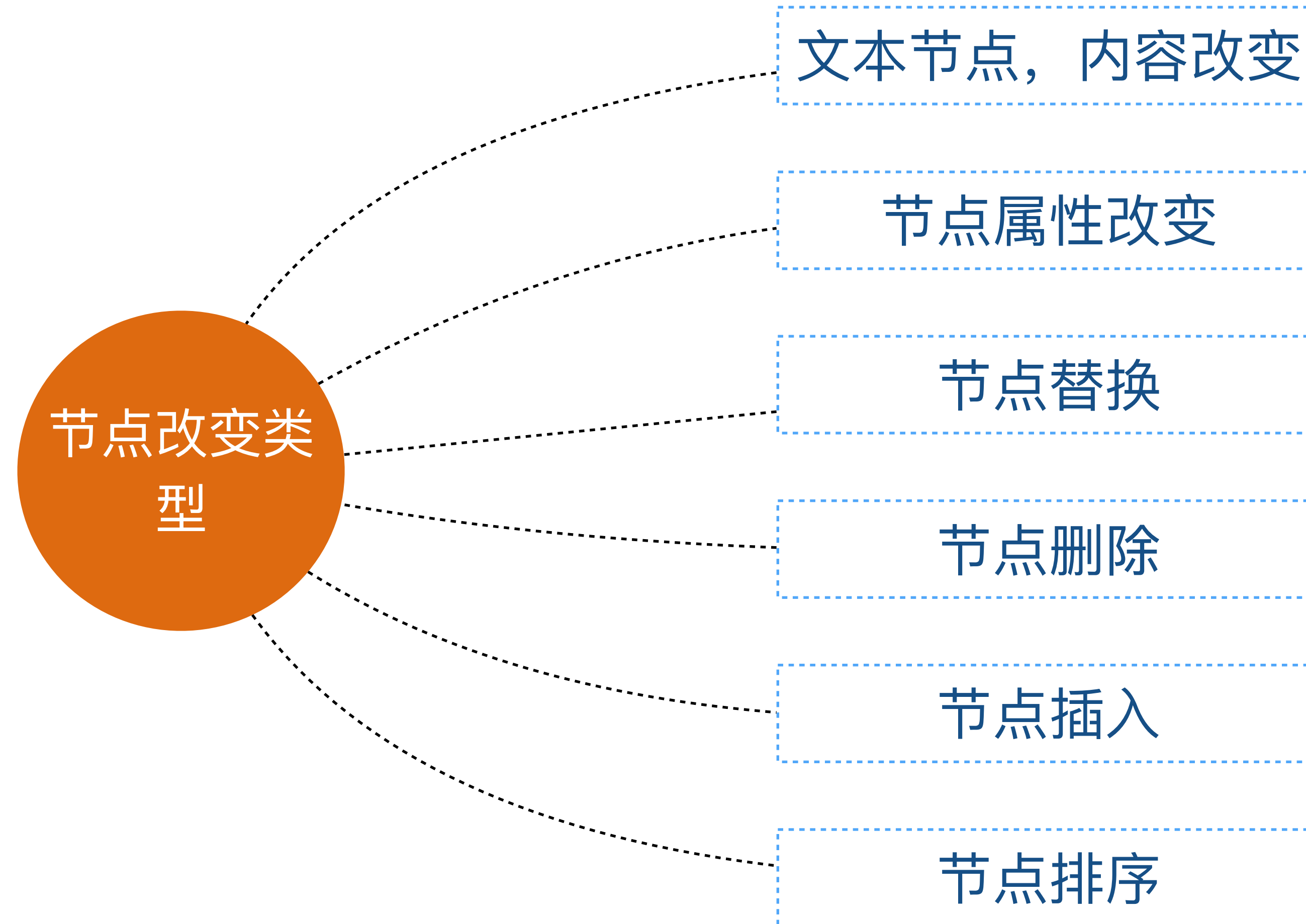


Virtual DOM tree diff

深度优先，逐层遍历
时间复杂度 $O(n)$

Virtual Dom diff





Virtual Dom diff

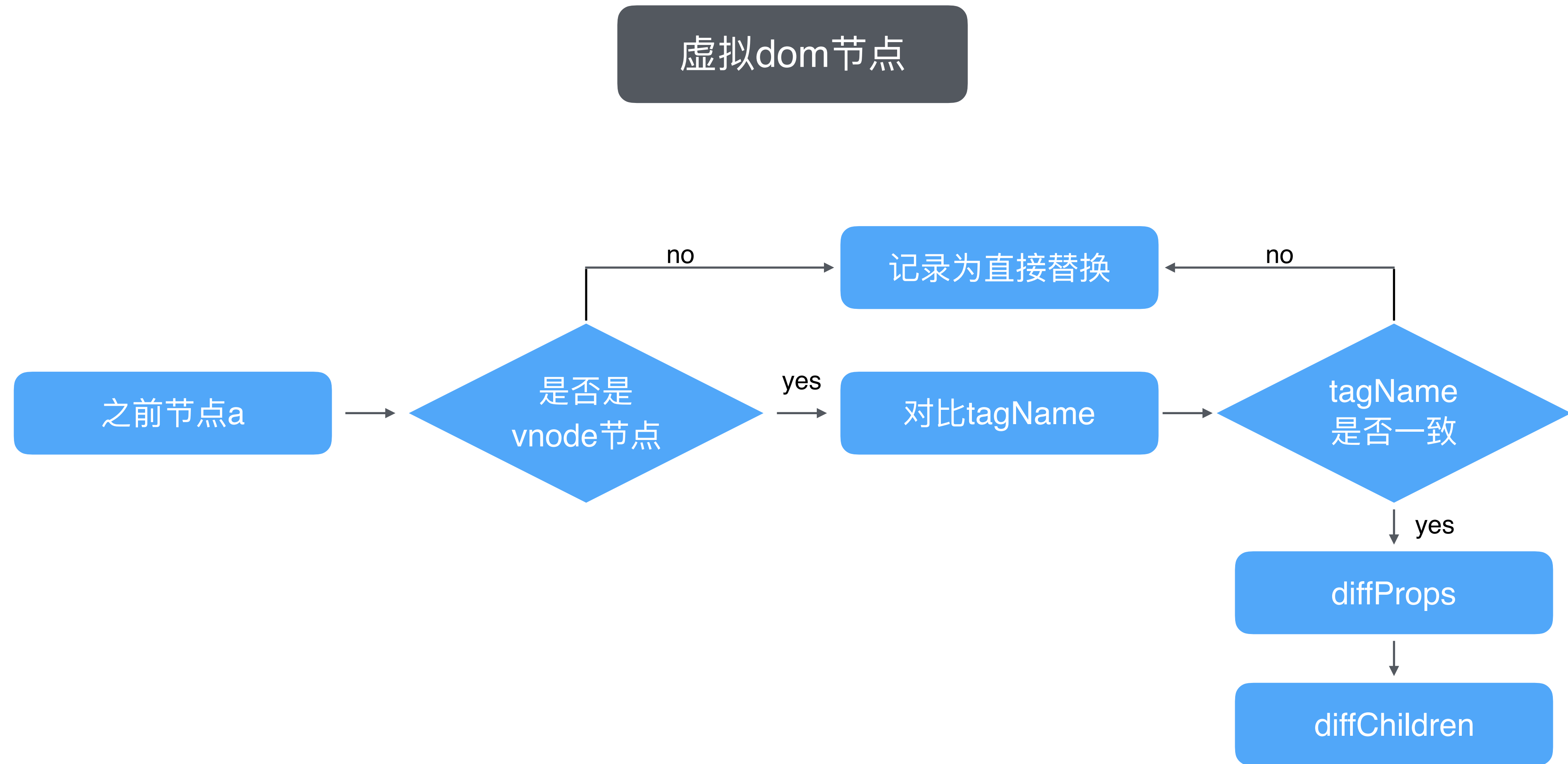
```
1  function diff(a, b) {  
2    let patches = { old: a }  
3    walk(a, b, patches, 0)  
4    return patches  
5  }  
6  
7  function walk(a, b, patches, index) {  
8  
9  }
```

diff.js

文本节点

```
if (isText(b)) {  
  if (!isText(a)) {  
    apply = appendPatch(apply, { type: 'text', patch: b, old: a })  
  } else if (a !== b) {  
    apply = appendPatch(apply, { type: 'text', patch: b, old: a })  
  }  
}
```

Virtual Dom diff



虚拟dom节点

```
if (!isVNode(a)) {
  apply = appendPatch(apply, { type: 'vnode', patch: b, old: a })
} else if (a.tagName === b.tagName) {
  const propsPatch = diffProps(a.props, b.props)
  if (propsPatch) {
    apply = appendPatch(apply, { type: 'props', patch: propsPatch, old: a })
  }
  apply = diffChildren(a, b, apply, patches, index)
} else {
  apply = appendPatch(apply, { type: 'vnode', patch: b, old: a })
}
```

Virtual Dom diff



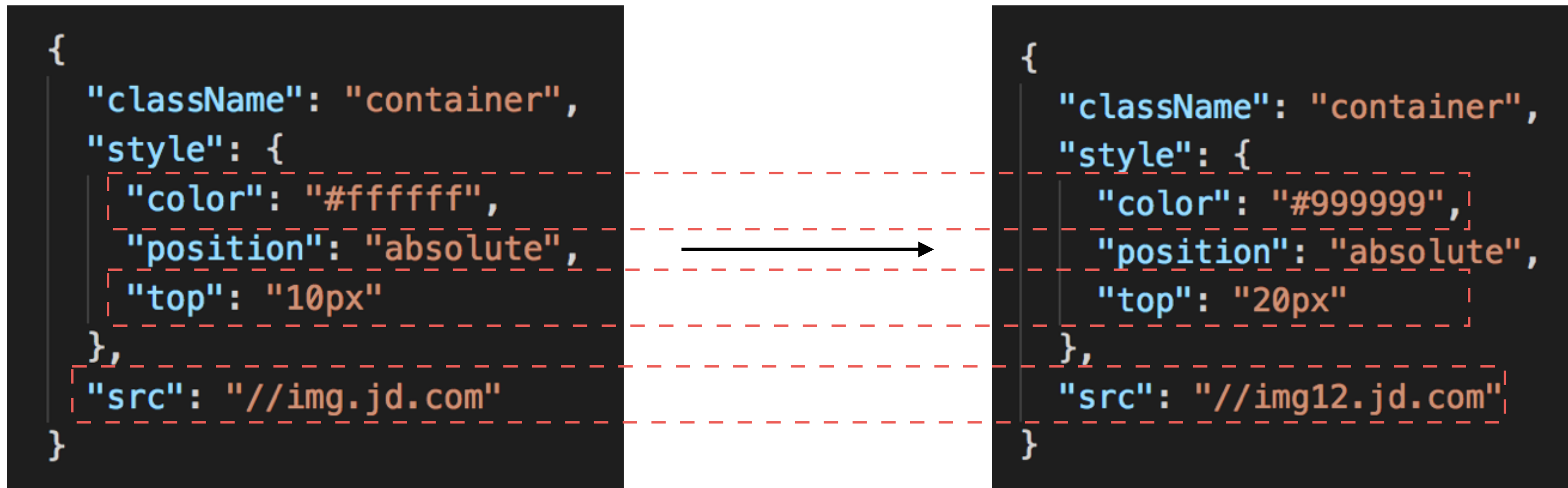
深度遍历对比对象



递归遍历
列表排序

Virtual Dom diff

diffProps



Virtual Dom diff

diffProps

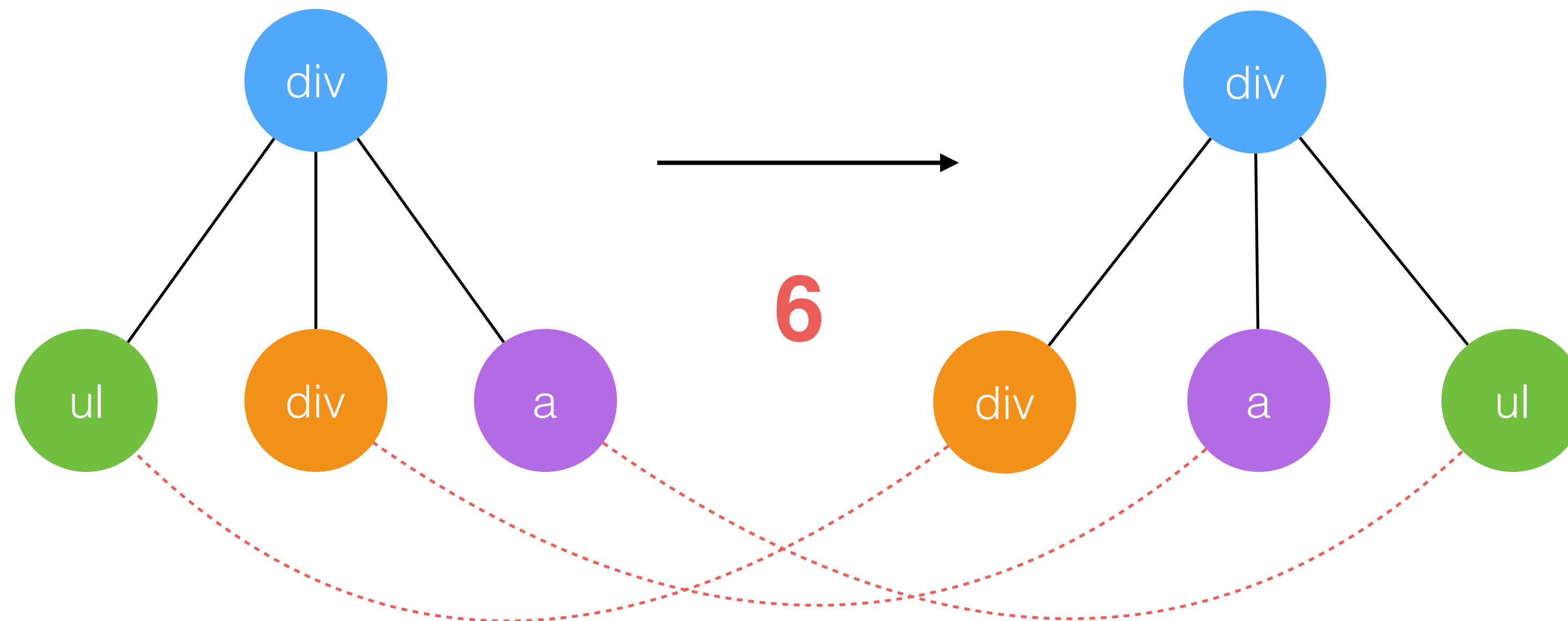
```
{  
  "style": {  
    "color": "#999999",  
    "top": "20px"  
  },  
  "src": "//img12.jd.com"  
}
```

props patch

Virtual Dom diff

diffChildren

遍历递归子节点，调用walk方法进行diff

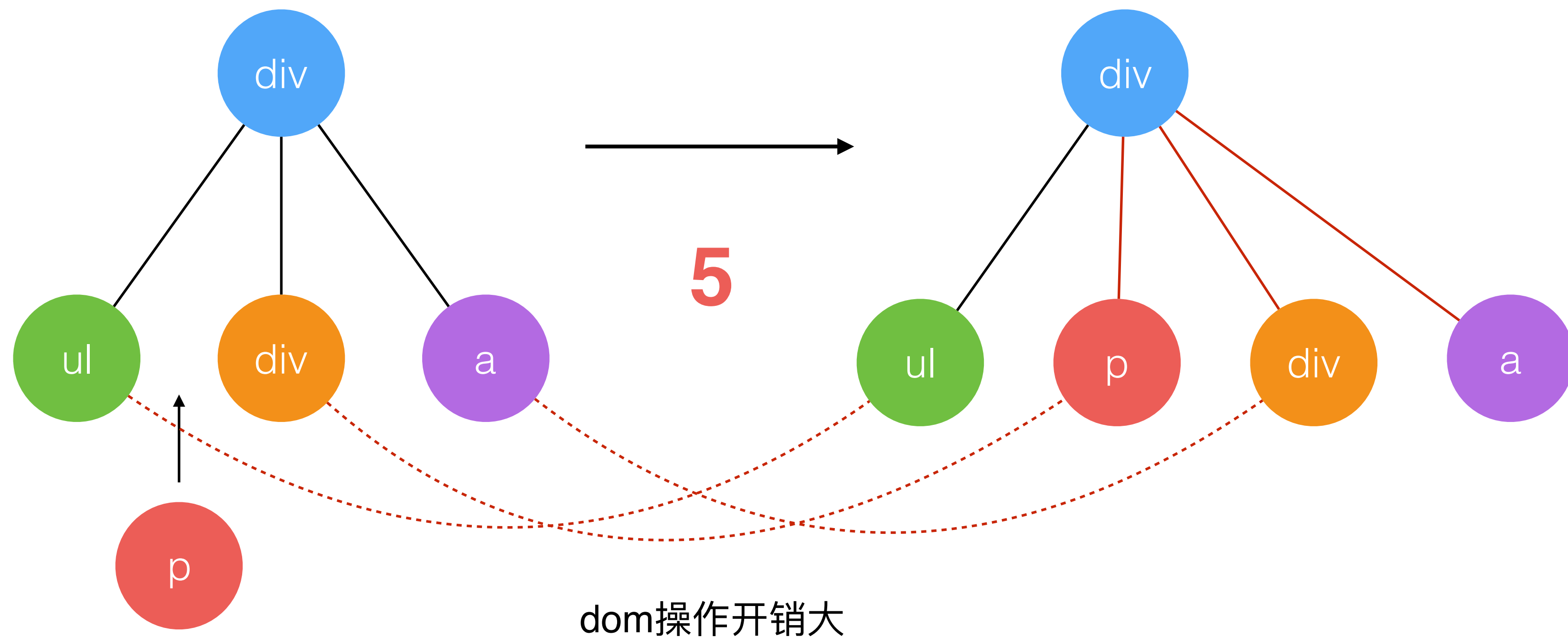


节点未经排序，一一对比

Virtual Dom diff

diffChildren

节点未经排序，一一对比

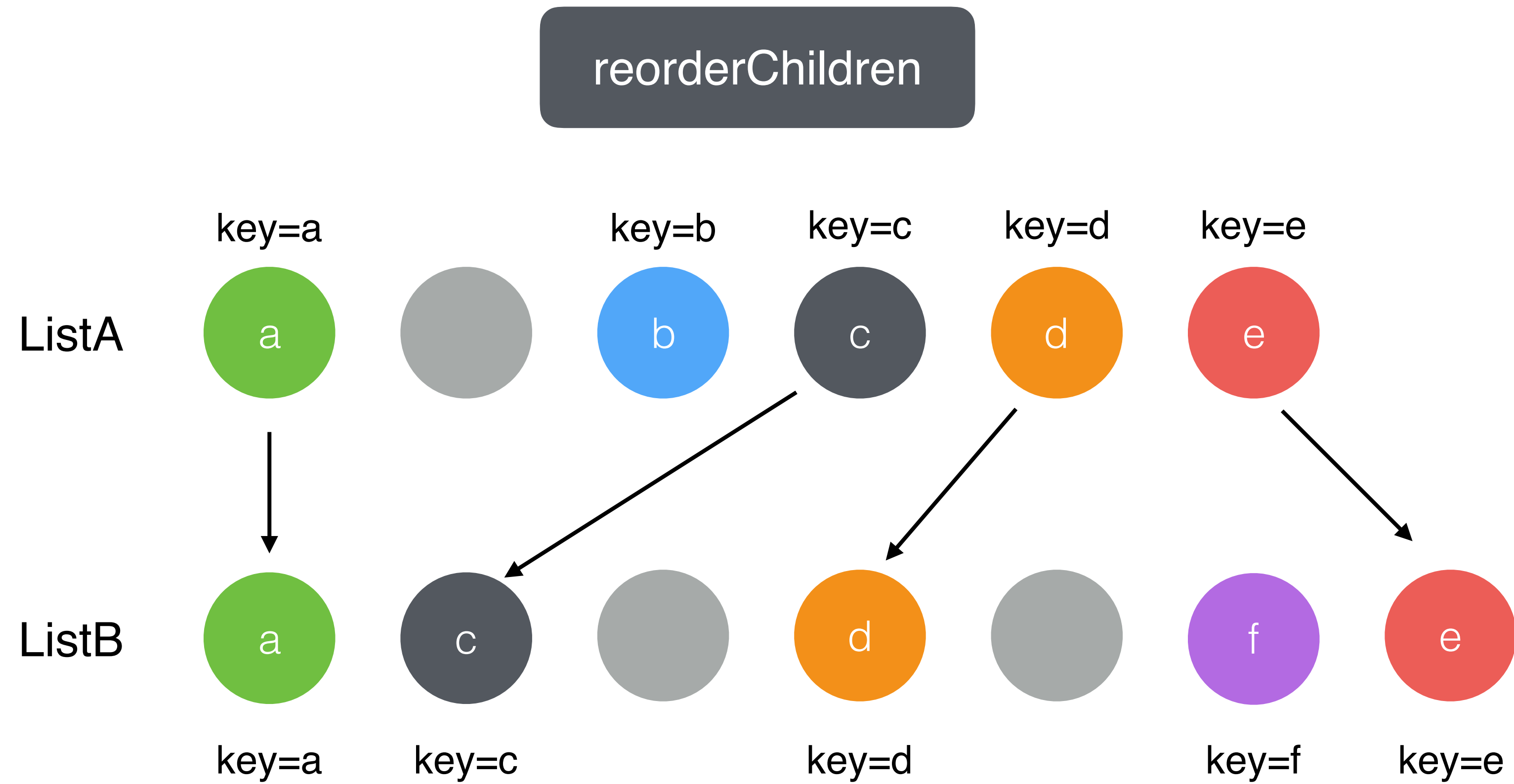


Virtual Dom diff

reorderChildren

给元素增加key属性，基于key属性进行重新排序

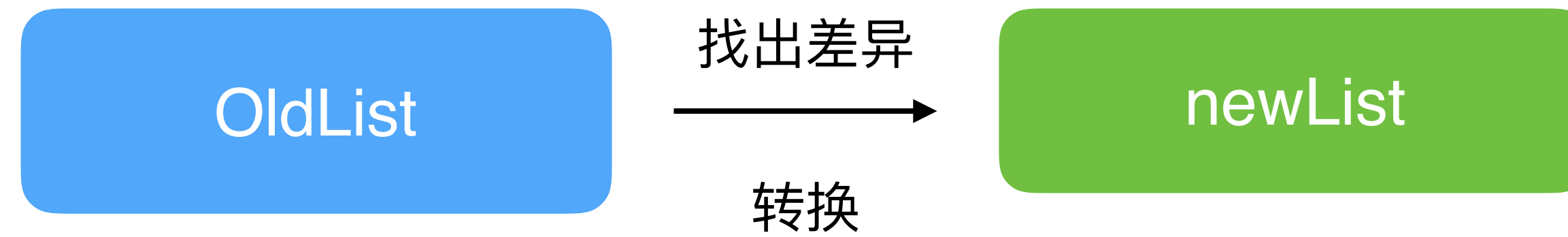
Virtual Dom diff



基于key重新排序

Virtual Dom diff

reorderChildren



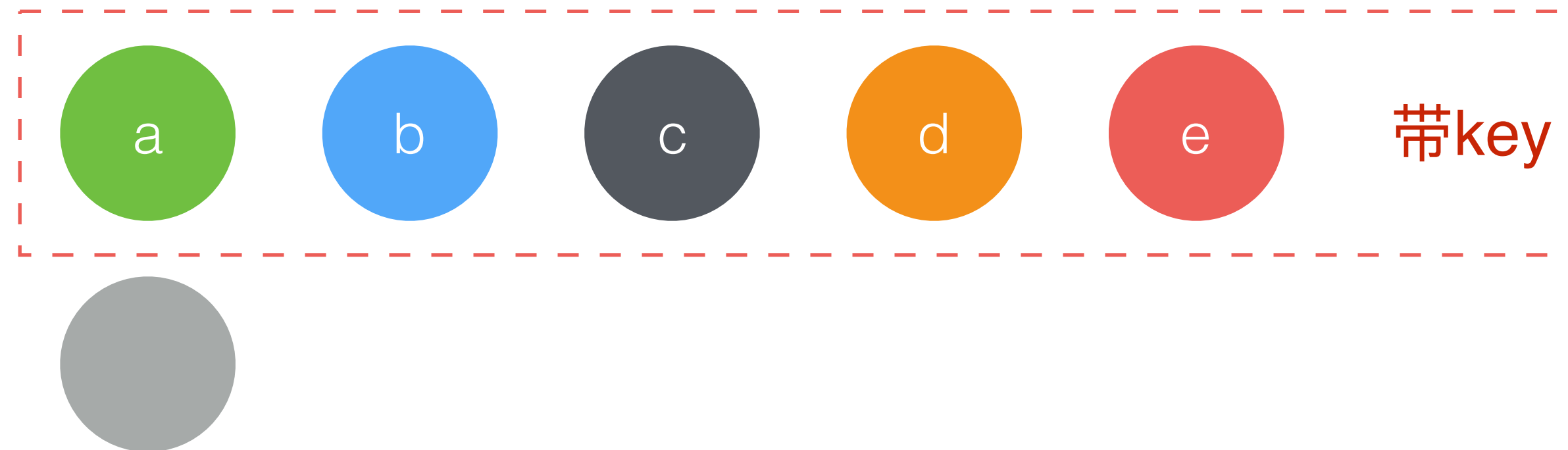
将newList转换为OldList的模样

Virtual Dom diff

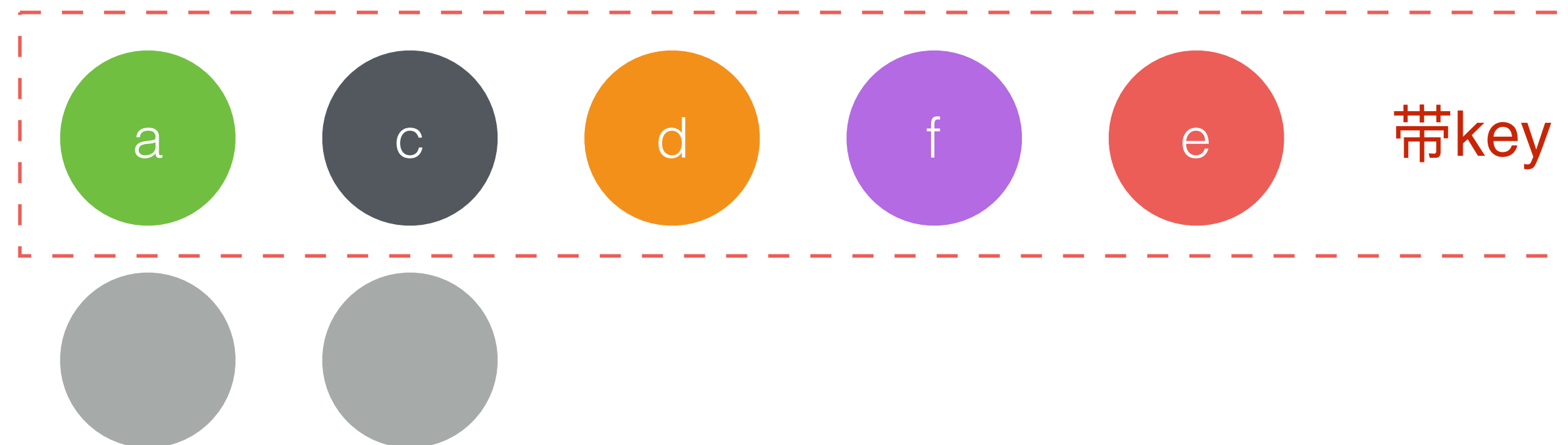
reorderChildren

1、整理list，找出带有key属性的元素和不带key属性的元素

ListA

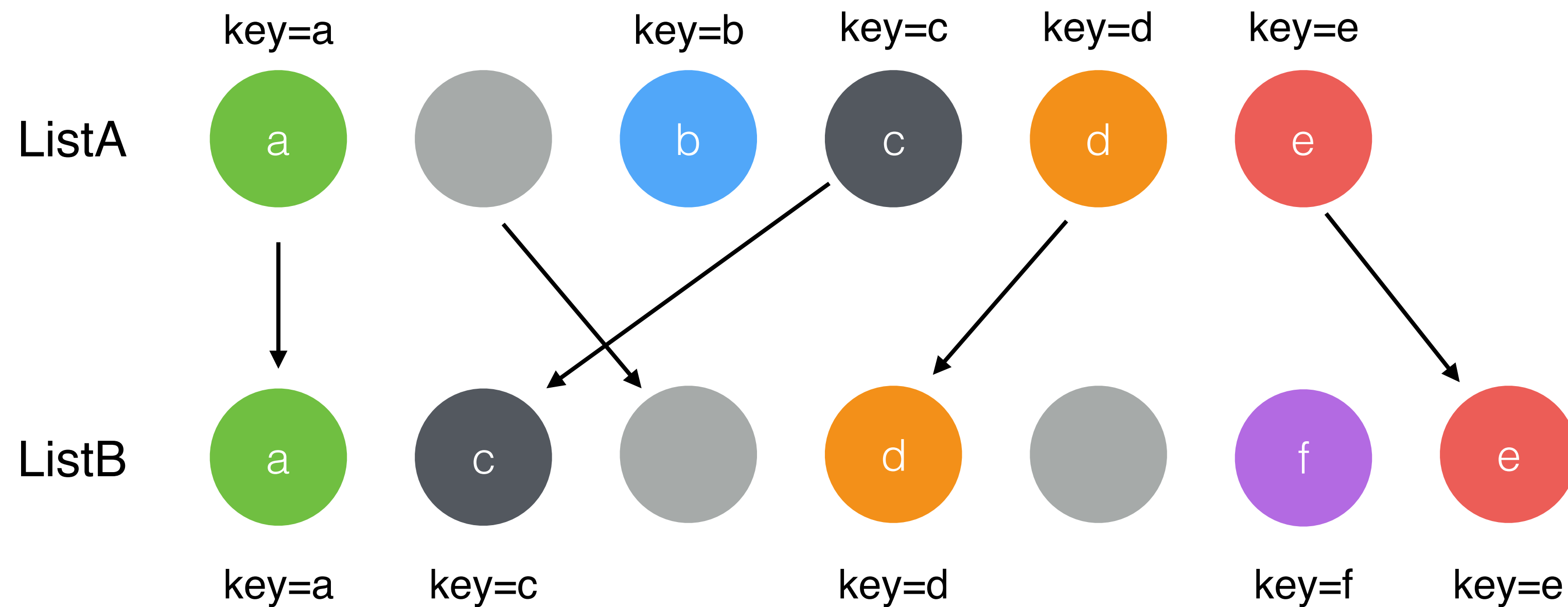


ListB



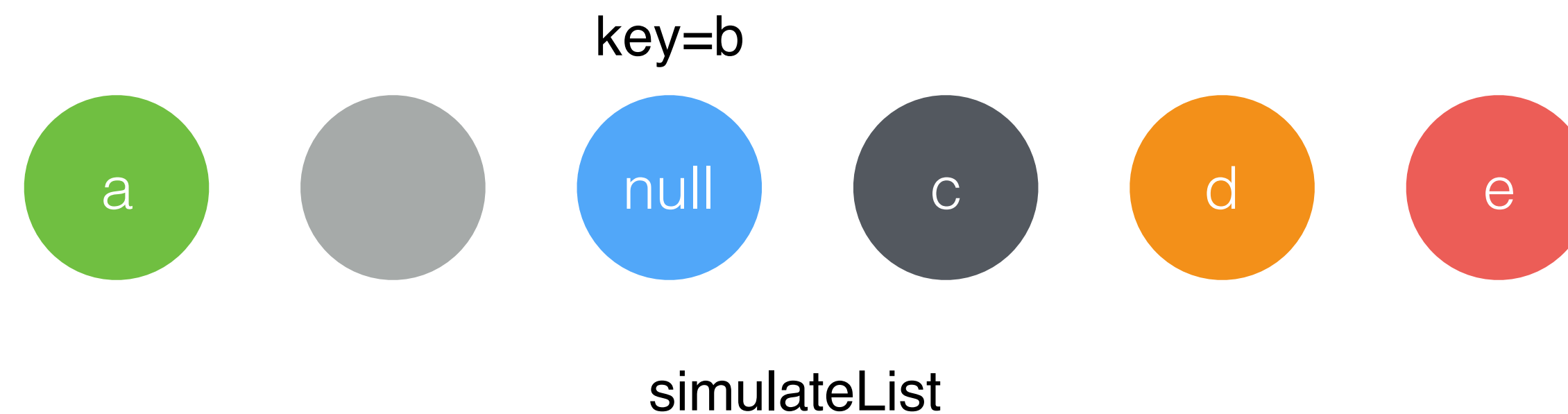
reorderChildren

2、根据ListA的带key节点顺序，对ListB进行还原，不带key元素根据位置进行对应，ListB中已经不存在带key元素标记为删除，ListB中新增的带key元素添加到后面，得到一个新list，命名为simulateList



reorderChildren

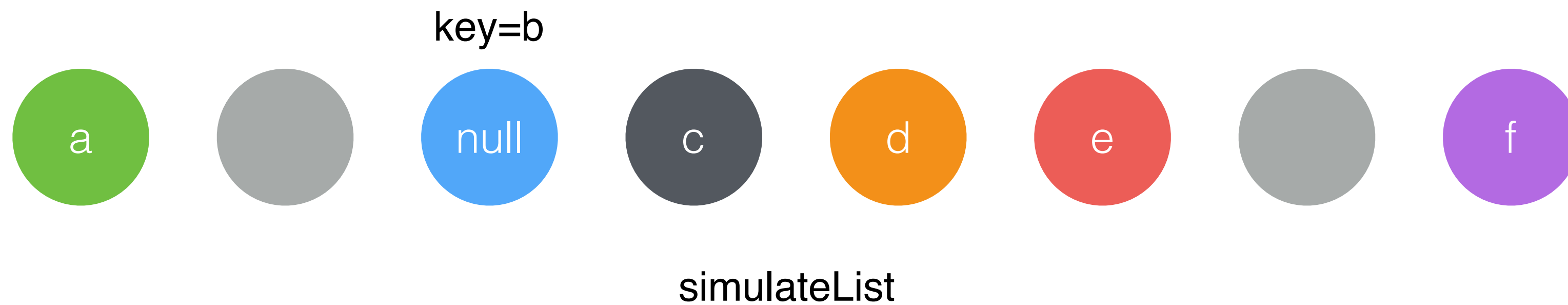
2、根据ListA的带key节点顺序，对ListB进行还原，不带key元素根据位置进行对应，ListB中已经不存在带key元素标记为删除，ListB中新增的带key元素添加到后面，得到一个新list，命名为simulateList



Virtual Dom diff

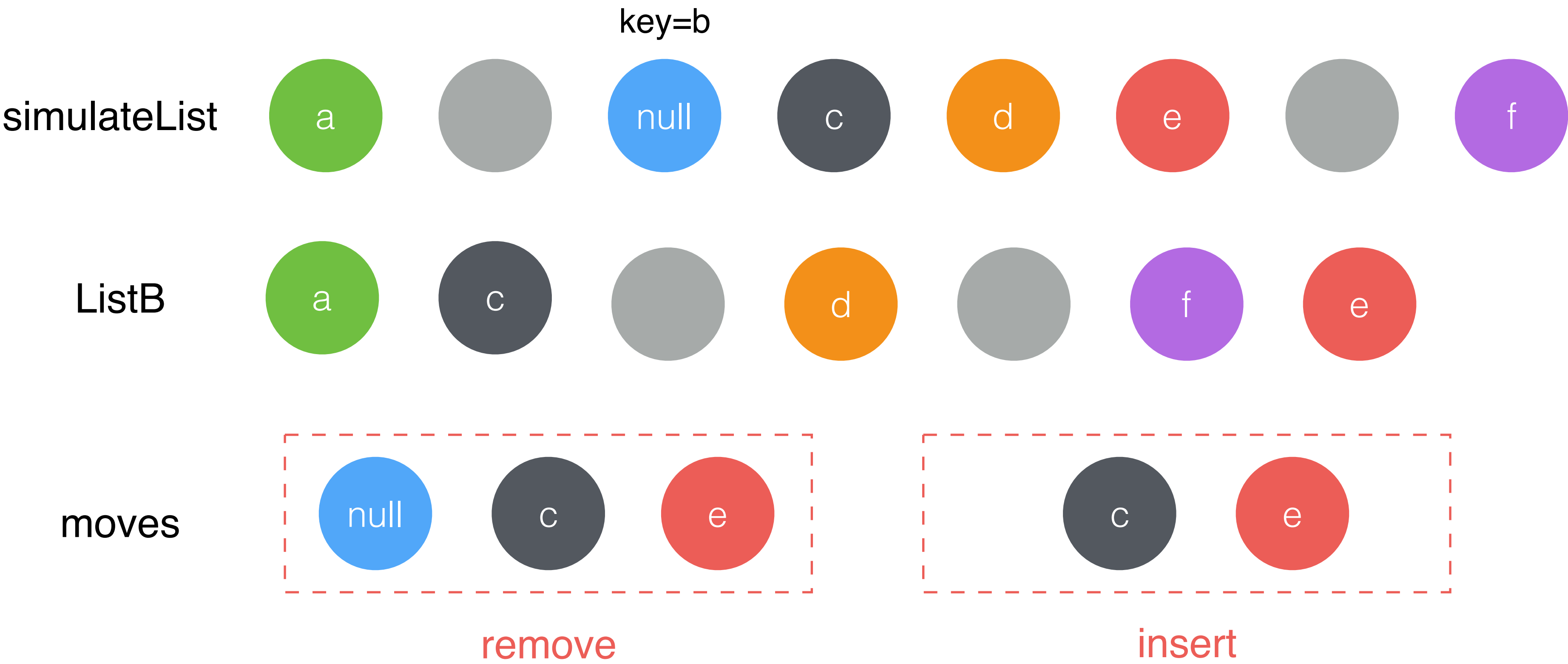
reorderChildren

3、在上一步的基础上，将ListB中新增带key元素和不带key元素添加到simulateList后面



reorderChildren

4、找到将simulateList转换成ListB的操作



问题

何时应给元素增加key属性?

patch

Virtual Dom diff

patch

diff结果

```
{
  "old": VNode,
  "0": [
    {"type": "props", patch: { src: "//" }, old: VNode},
    {"type": "insert", patch: VNode, old: VNode}
  ],
  "1": [
    {"type": "insert", patch: VNode, old: VNode}
  ],
  "2": [
    {"type": "props", patch: { style: {color: '#fff'} }, old: VNode}
  ],
  "5": [
    {"type": "replace", patch: VNode, old: VNode}
  ],
  "6": [
    {"type": "reorder", patch: {remove: {}, insert: {}}, old: VNode}
  ]
}
```

Virtual Dom diff

patch

根据diff结果索引到对应dom
使用二分查找法对dom树进行检索

```
{  
  0: dom0,  
  1: dom1,  
  2: dom2,  
  5: dom5,  
  6: dom6,  
}
```


Virtual Dom diff

patch

根据diff结果索引到对应dom

```
function patchSingle (domNode, vpatch) {  
  let type = vpatch.type  
  let oldVNode = vpatch.old  
  let patchObj = vpatch.patch  
  
  switch (type) {  
    case 'text':  
      return patchVText(domNode, patchObj)  
    case 'replace':  
      return patchVNode(domNode, patchObj)  
    case 'insert':  
      return patchInsert(domNode, patchObj)  
    case 'props':  
      return patchProperties(domNode, patchObj, oldVNode.props)  
    case 'reorder':  
      return patchOrder(domNode, patchObj)  
    case 'remove':  
      return patchRemove(domNode, oldVNode)  
    default:  
      return domNode  
  }  
}
```

patch.js

Virtual Dom diff

调用方法

```
let patches = diff(lastVNode, newVNode)
```

```
let domNode = patch(lastDom, patches)
```

Virtual Dom diff

一个小栗子

课后作业

实现一个简单virtual dom

