

# Performances côté client

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PHP Tour Lille 2011

200ms

# Pourquoi ?



**10% → 50%**

De quoi parle-t-on ?

# Navigateur



**Le plus important ?**

# Mesurer



# Stratégie

# Comment mesurer ?





## Test a website's performance

[Analytical Review](#)[Visual Comparison](#)[Mobile](#)[Traceroute](#)**Test Location**[Select from Map](#)**Browser****Advanced Settings** ▶

1 run, DSL connection, results are public

Run a free website speed test from multiple locations around the globe using real browsers (IE and Chrome) and at real consumer connection speeds. You can run simple tests or perform advanced testing including multi-step transactions, video capture, content blocking and much more. Your results will provide rich diagnostic information including resource loading waterfall charts, Page Speed optimization checks and suggestions for improvements.

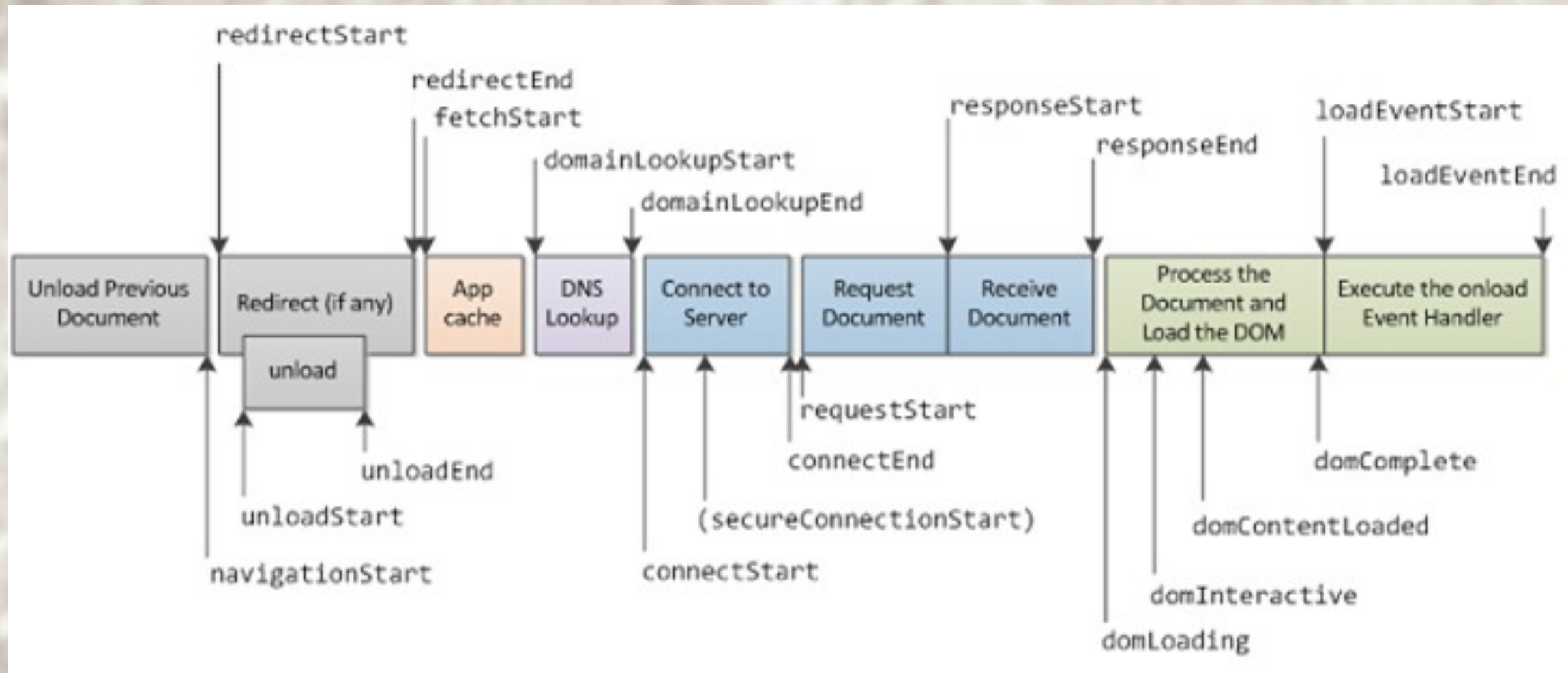
If you have any performance/optimization questions you should visit the [Forums](#) where industry experts regularly discuss Web Performance Optimization.

					Document Complete			Fully Loaded		
	Load Time	First Byte	Start Render	DOM Elements	Time	Requests	Bytes In	Time	Requests	Bytes In
First View	18.411s	0.172s	1.184s	1810	18.411s	191	6,109 KB	37.462s	214	6,242 KB
Repeat View	12.832s	0.186s	0.904s	1847	12.832s	94	2,894 KB	25.574s	99	2,896 KB

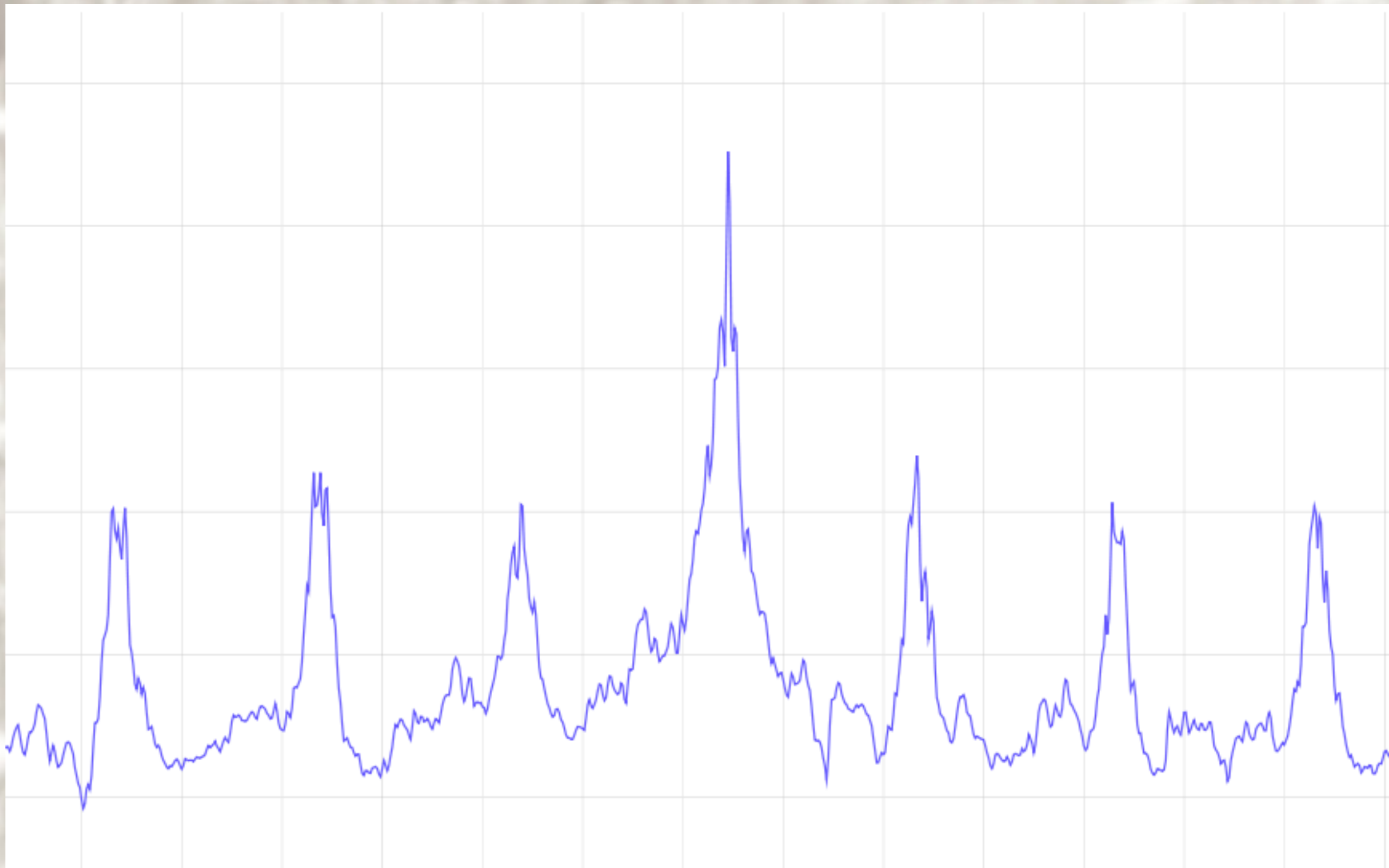
	Waterfall	Screen Shot
	<p>The waterfall chart displays the loading sequence of various resources. Key resources include 'main.css', 'main.js', and several images. The 'Start Render' line is positioned at 1.184s. The chart shows that the page becomes renderable before all resources are fully loaded.</p>	

# Boomerang





# Nav Timing API



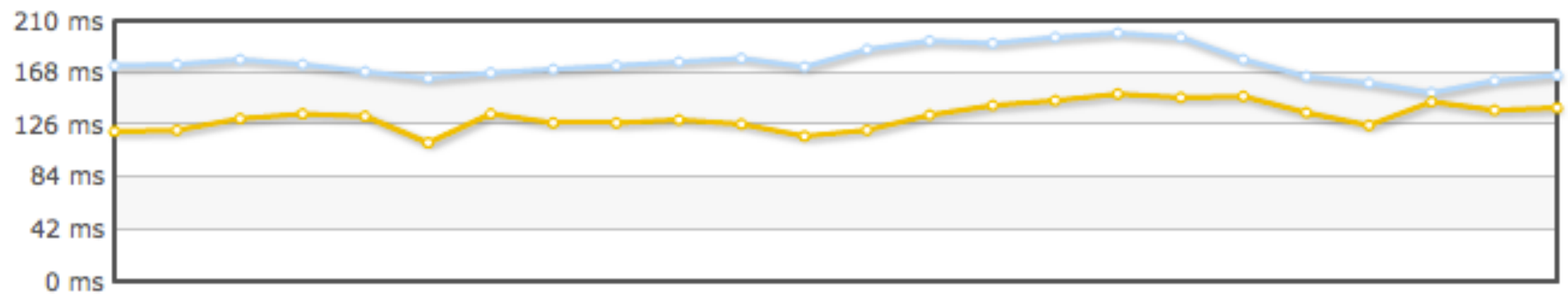
# Boomerang

- R
- 4,9 M obs. 10 jours
- 11663 Ms

Quart	25 %	50 %	75 %
Ms	5056	8985	16719



# Temps de réponse HTTP sur 24 heures



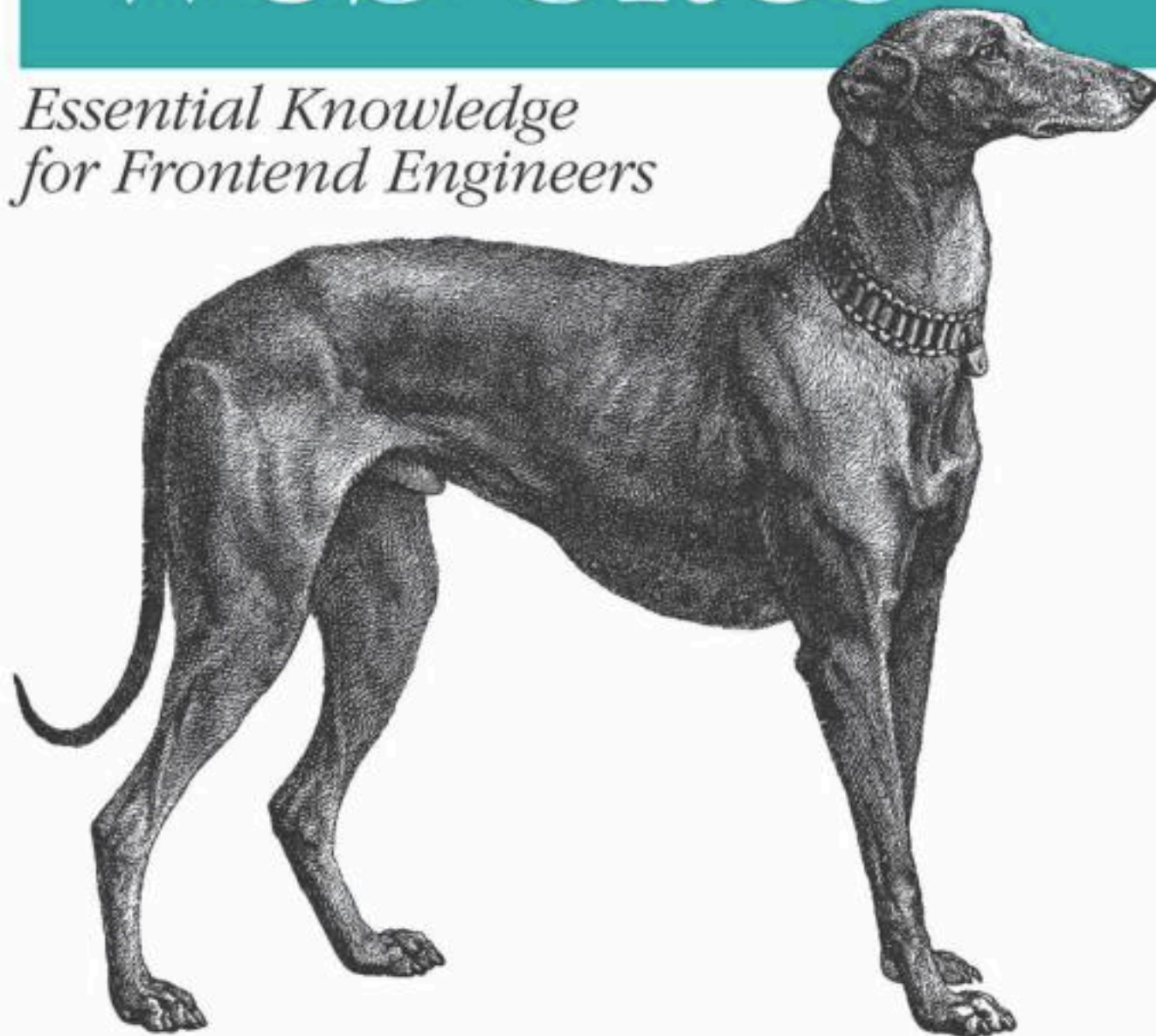
Source : Cedexis

# Améliorer



# High Performance Web Sites

*Essential Knowledge  
for Frontend Engineers*

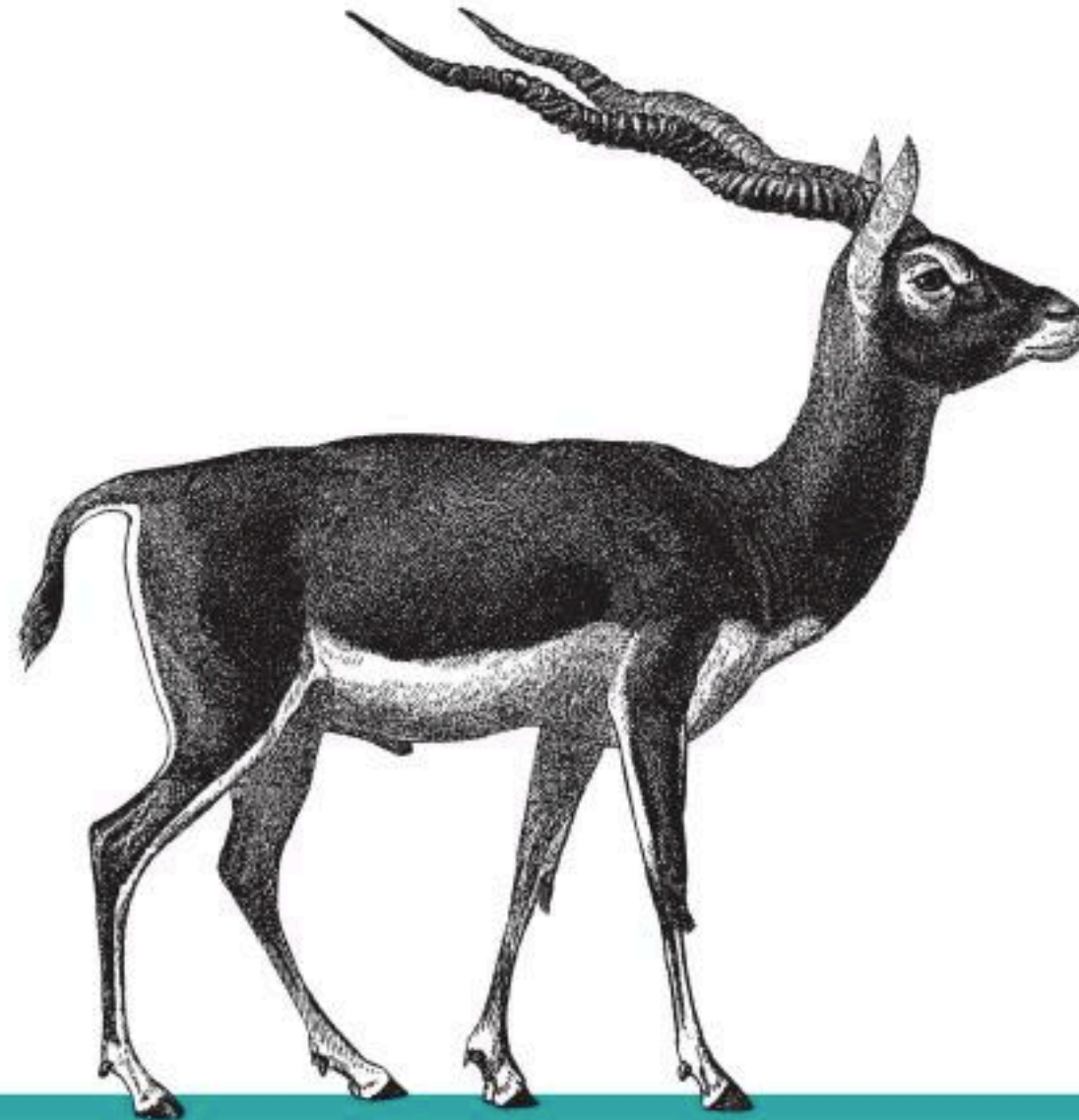


O'REILLY®

*Steve Souders  
Foreword by Nate Koechley*

Copyrighted Material





# Even Faster Web Sites

O'REILLY®

*Steve Souders*

Copyrighted Material



<http://www.flickr.com/photos/treefiddy/372092545/>



# Améliorer

- nb requêtes http
- <head>
- minifier/gzipper JS et CSS
- compresser images
- sprites, data-uri

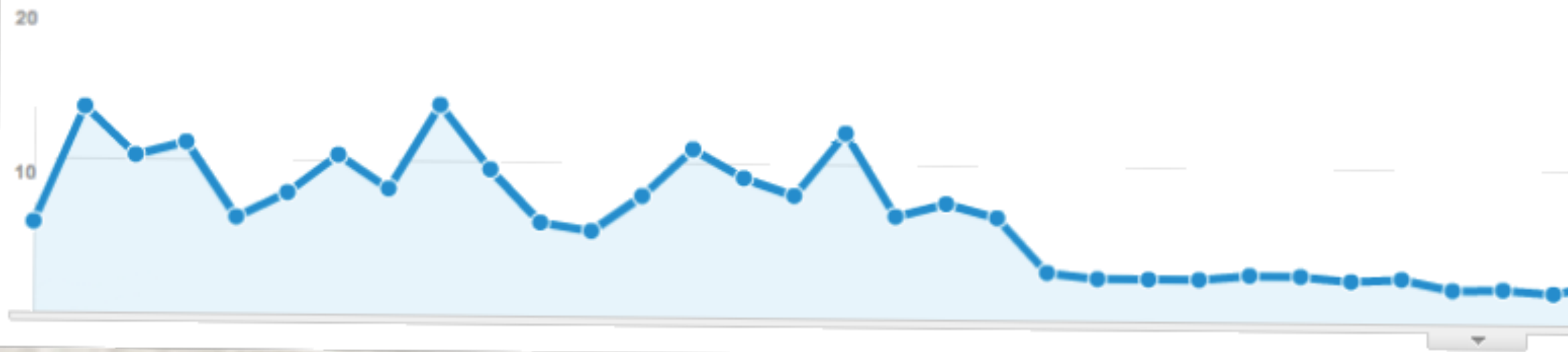


# Améliorer

- cache-control
- nb éléments DOM
- javascript

# YSlow Page Speed

# Temps de chargement en secondes



Source : Google analytics



# Liens

- Comment fonctionne un navigateur :

[http://www.html5rocks.com/en/tutorials/  
internals/howbrowserswork/](http://www.html5rocks.com/en/tutorials/internals/howbrowserswork/)

# Liens

- Les outils habituels :
  - Google PageSpeed
  - YSlow
  - Chrome (timeline)

# Liens

- Mesure des performances :
- Cedexis radar (<http://www.cedexis.com/products/cedexis-radar/>)
- Yottaa (<http://www.yottaa.com>)
- Webpagetest (<http://www.webpagetest.org>)
- Google analytics



# Liens

- Yahoo Boomerang (<http://yahoo.github.com/boomerang/doc/>)
- HTTP Archive (<http://www.httparchive.org>)
- DOM Monster (<http://mir.aculo.us/dom-monster/>)

# En résumé

- qu'est qui à un impact sur les performances
- que faut-il faire pour les améliorer





# Merci !

Questions ?

<http://www.flickr.com/photos/jordyb/6108619670/sizes/l/in/photostream/>



# Performances côté client

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- boomerang: <http://www.flickr.com/photos/65438942@N08/5951313541/in/photostream/>
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- Montre : <http://www.flickr.com/photos/treefiddy/372092545/>