



真传X

IT前沿技术在线大学

www.zhenchuanx.com

性能优化（二）

JIT(Just In Time)

- <https://hacks.mozilla.org/2017/02/a-crash-course-in-just-in-time-jit-compilers/>
- <https://zhuanlan.zhihu.com/p/25669120>
- <https://zhuanlan.zhihu.com/p/41130608>

测试代码的性能

- 原则
 - 相同时间比次数
 - 相同次数比时间
- <http://jsben.ch/>
- <https://benchmarkjs.com/>
- <https://github.com/jsperf/jsperf.com>

Lazy

- throttle & debounce
 - resize
 - scroll
 - suggest
- lazyload & preload

渲染性能

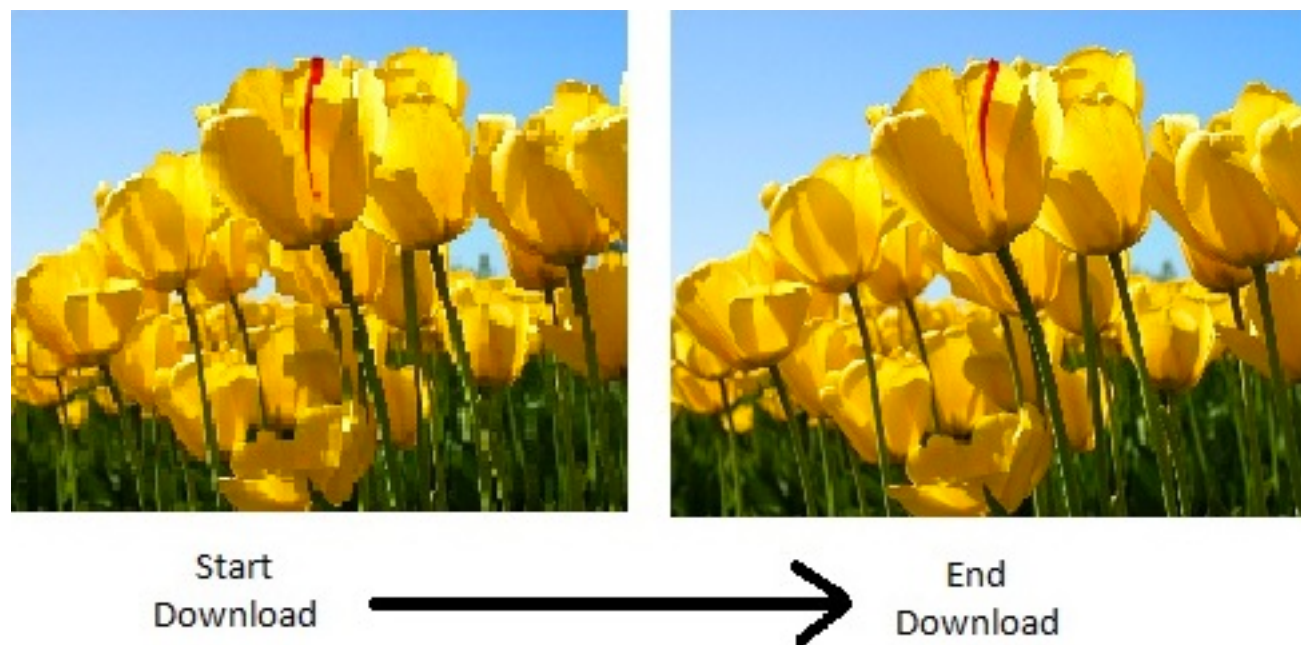
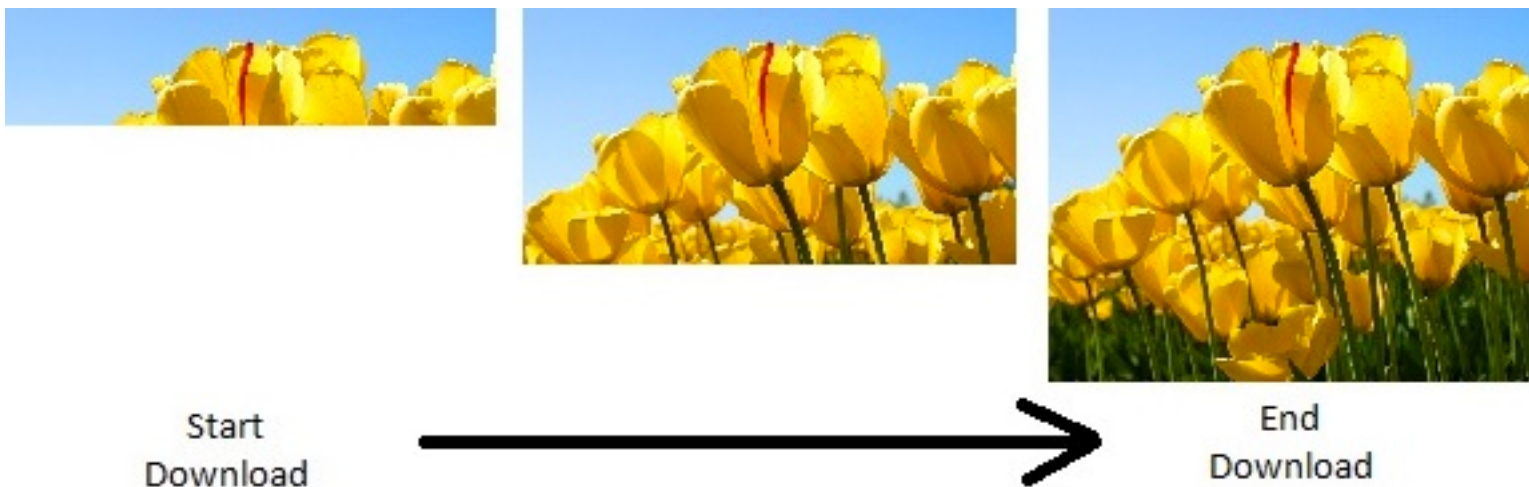
- <https://developers.google.cn/web/fundamentals/performance/rendering/>
- <https://zhuanlan.zhihu.com/p/41017888>
- fps
- setTimeout & requestAnimationFrame
- 大列表优化

MTU

- <https://developers.google.cn/speed/docs/insights/PrioritizeVisibleContent> 14.6kB
- https://en.wikipedia.org/wiki/Maximum_transmission_unit
- inline
- base64

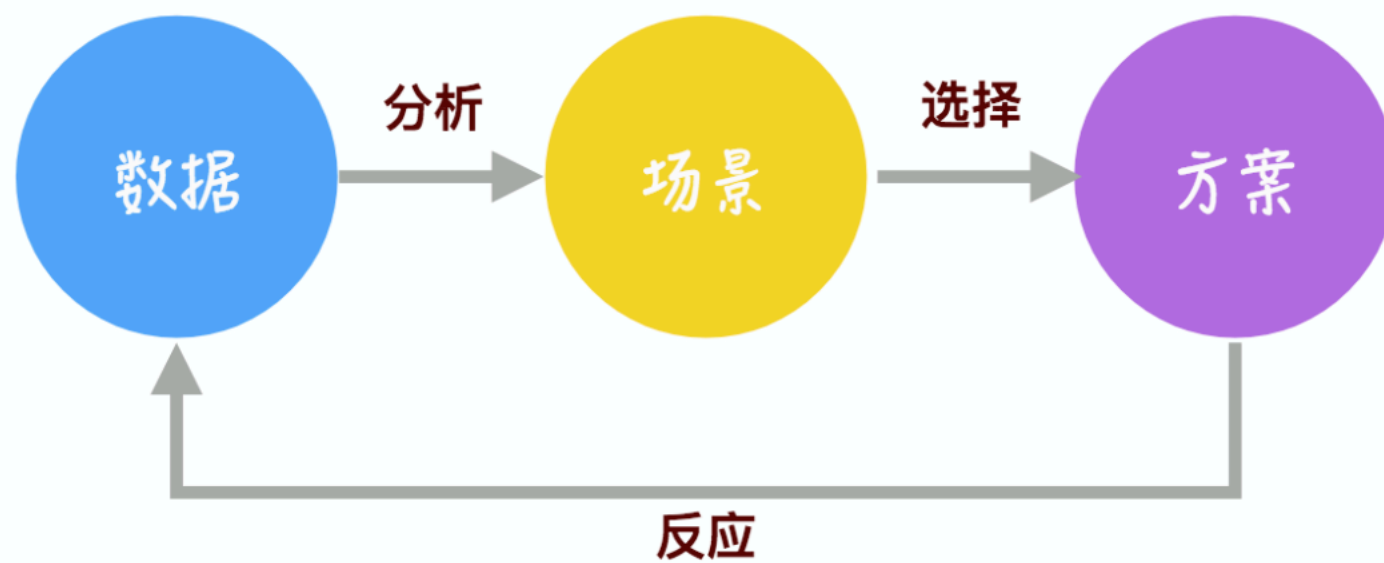
JPEG Format

- baseline
- progressive



http/2 vs QUIC

- <https://static001.geekbang.org/con/25/pdf/59e71d9f80887.pdf>
- <https://cloud.tencent.com/developer/article/1071825>
- <https://zhuanlan.zhihu.com/p/32560981>
- Data compression of HTTP headers
- HTTP/2 Server Push
- Pipelining of requests
- Multiplexing multiple requests over a single TCP connection
- tcp vs udp



其他

- <https://github.com/herbertliu/sharing/blob/master/ppts/%E7%A7%BB%E5%8A%A8Web%E4%BC%98%E5%8C%96%E4%B9%8B%E9%81%93-StuQ.pdf>
- <https://github.com/FE-star/2017.8/blob/master/%E4%BB%8E%E5%89%8D%E7%AB%AF%E5%B0%8F%E5%B7%A5%E5%88%B0%E4%B8%AD%E7%BA%A7%E5%B7%A5%E7%A8%8B%E5%B8%88%E7%9A%84%E5%BF%85%E5%A4%87%E6%8A%80%E8%83%BD%E2%80%94%E2%80%94%E5%8A%A0%E8%BD%BD%E7%9B%B8%E5%85%B3%E5%89%8D%E7%AB%AF%E6%80%A7%E8%83%BD%E4%BC%98%E5%8C%96.pdf>

FCP VS DCL

- <https://github.com/FE-star/2018.6/issues/21#issuecomment-410217663>
- <https://developers.google.com/web/tools/chrome-user-experience-report/#first-paint>



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