


Just Launched - Run WebPageTest programmatically with the API. [Learn more.](#)

 **WebPageTest**
by Catchpoint

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Web page performance test result for
<https://eurovisionworld.com/eurovision/2021/event>
From: Milan, Italy - EC2 - Chrome Canary - DSL
23/5/2021, 21:41:15

F

Security score

A

First Byte Time

A

Keep-alive Enabled

A

Compress Transfer

A

Compress Images

C

Cache static content

✓

Effective use of CDN

Summary

Details


Performance


Content

Domains

Processing

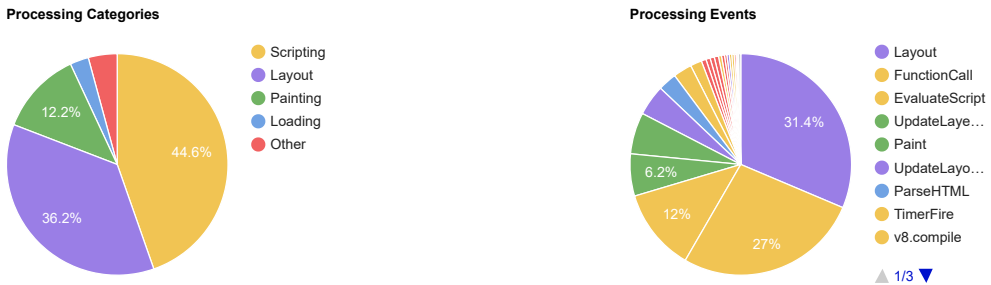
Screenshot

Image Analysis 

Request Map 

Main-thread processing breakdown

Where the browser's main thread was busy, not including idle time waiting for resources ([view timeline](#)).



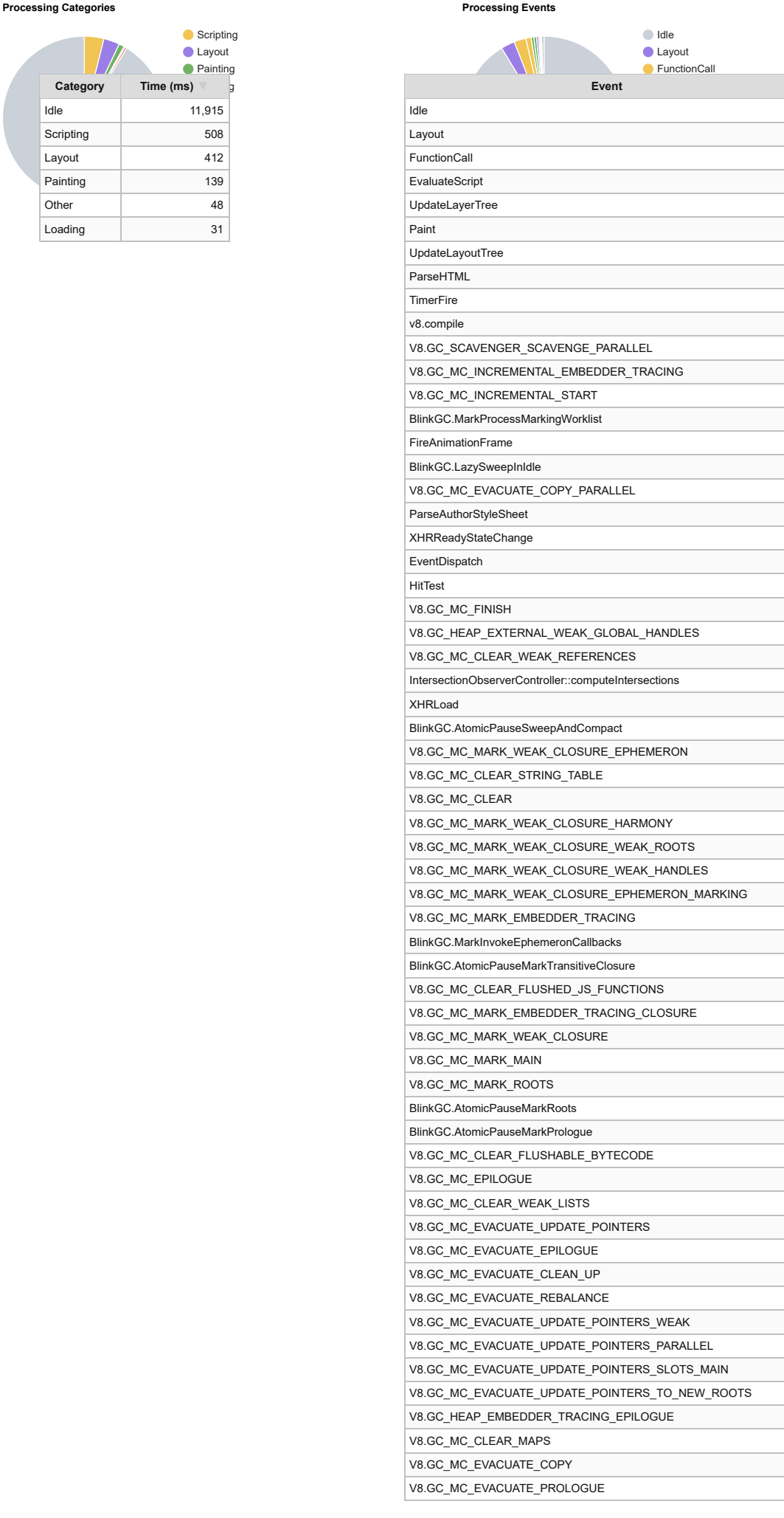
Category	Time (ms) ▾
Scripting	508
Layout	412
Painting	139
Other	48
Loading	31

Event
Layout
FunctionCall
EvaluateScript
UpdateLayerTree
Paint
UpdateLayoutTree
ParseHTML
TimerFire
v8.compile
V8.GC_SCAVENGER_SCAVENGE_PARALLEL
V8.GC_MC_INCREMENTAL_EMBEDDER_TRACING
V8.GC_MC_INCREMENTAL_START
BlinkGC.MarkProcessMarkingWorklist
FireAnimationFrame
BlinkGC.LazySweepIdle
V8.GC_MC_EVACUATE_COPY_PARALLEL
ParseAuthorStyleSheet
XHRReadyStateChange
EventDispatch
HitTest
V8.GC_MC_FINISH
V8.GC_HEAP_EXTERNAL_WEAK_GLOBAL_HANDLES
V8.GC_MC_CLEAR_WEAK_REFERENCES
IntersectionObserverController::computeIntersections
XHRLoad
BlinkGC.AtomicPauseSweepAndCompact
V8.GC_MC_MARK_WEAK_CLOSURE_EPHEMERON
V8.GC_MC_CLEAR_STRING_TABLE
V8.GC_MC_CLEAR
V8.GC_MC_MARK_WEAK_CLOSURE_HARMONY
V8.GC_MC_MARK_WEAK_CLOSURE_WEAK_ROOTS
V8.GC_MC_MARK_WEAK_CLOSURE_WEAK_HANDLES
V8.GC_MC_MARK_WEAK_CLOSURE_EPHEMERON_MARKING
V8.GC_MC_MARK_EMBEDDER_TRACING
BlinkGC.MarkInvokeEphemeronCallbacks
BlinkGC.AtomicPauseMarkTransitiveClosure
V8.GC_MC_CLEAR_FLUSHED_JS_FUNCTIONS
V8.GC_MC_MARK_EMBEDDER_TRACING_CLOSURE
V8.GC_MC_MARK_WEAK_CLOSURE
V8.GC_MC_MARK_MAIN
V8.GC_MC_MARK_ROOTS
BlinkGC.AtomicPauseMarkRoots
BlinkGC.AtomicPauseMarkPrologue
V8.GC_MC_CLEAR_FLUSHABLE_BYTECODE
V8.GC_MC_EPILOGUE
V8.GC_MC_CLEAR_WEAK_LISTS
V8.GC_MC_EVACUATE_UPDATE_POINTERS
V8.GC_MC_EVACUATE_EPILOGUE
V8.GC_MC_EVACUATE_CLEAN_UP
V8.GC_MC_EVACUATE_REBALANCE
V8.GC_MC_EVACUATE_UPDATE_POINTERS_WEAK
V8.GC_MC_EVACUATE_UPDATE_POINTERS_PARALLEL
V8.GC_MC_EVACUATE_UPDATE_POINTERS_SLOTS_MAIN
V8.GC_MC_EVACUATE_UPDATE_POINTERS_TO_NEW_ROOTS
V8.GC_HEAP_EMBEDDER_TRACING_EPILOGUE
V8.GC_MC_CLEAR_MAPS
V8.GC_MC_EVACUATE_COPY
V8.GC_MC_EVACUATE_PROLOGUE
V8.GC_MC_EVACUATE
BlinkGC.AtomicPauseMarkEpilogue
V8.GC_MC_SWEEP
V8.GC_MC_MARK
V8.GC_MC_CLEAR_WEAK_COLLECTIONS

Event
V8.GC_MC_FINISH_SWEEP_ARRAY_BUFFERS
V8.GC_MC_MARK_FINISH_INCREMENTAL
MinorGC
V8.GC_MC_PROLOGUE
V8.GC_SCAVENGER_SCAVENGE_UPDATE_REFS
largestContentfulPaint::Candidate
MarkDOMContent
V8.GC_HEAP_EPILOGUE
V8.GC_HEAP_EXTERNAL_EPILOGUE
V8.GC_HEAP_EPILOGUE_REDUCE_NEW_SPACE
V8.GC_HEAP_EPILOGUE_SAFEPOINT
V8.GC_SCAVENGER_SWEEP_ARRAY_BUFFERS
V8.GC_SCAVENGER_FREE_REMEMBERED_SET
V8.GC_SCAVENGER_SCAVENGE_FINALIZE
V8.GC_MC_COMPLETE_SWEEPING
V8.GC_SCAVENGER_SCAVENGE_WEAK_GLOBAL_HANDLES_PROCE
V8.GC_SCAVENGER_SCAVENGE_ROOTS
V8.GC_SCAVENGER_SCAVENGE_WEAK_GLOBAL_HANDLES_IDENTI
V8.GC_SCAVENGER_SCAVENGE
V8.GC_HEAP_PROLOGUE_SAFEPOINT
V8.GC_TIME_TO_SAFEPOINT
V8.GC_SCAVENGER
V8.GC_SCAVENGER_COMPLETE_SWEEP_ARRAY_BUFFERS
V8.GC_HEAP_EXTERNAL_PROLOGUE
MarkLoad
V8.GC_MC_COMPLETE_SWEEP_ARRAY_BUFFERS
V8.GC_MARK_COMPACTOR
BlinkGC.MarkProcessNotFullyconstructeddWorklist
V8.GC_MC_INCREMENTAL_FINALIZE_BODY
V8.GC_HEAP_PROLOGUE
MajorGC
BlinkGC.MarkFlushEphemeronPairs
BlinkGC.MarkProcessWriteBarrierWorklist
BlinkGC.UnifiedMarkingStep
V8.GC_MC_INCREMENTAL
CommitLoad
BlinkGC.MarkFlushV8References
ResourceChangePriority
BlinkGC.MarkBailOutObjects
BlinkGC.MarkProcessWorklists
BlinkGC.IncrementalMarkingWithDeadline
BlinkGC.IncrementalMarkingStep
V8.GC_MC_INCREMENTAL_EXTERNAL_EPILOGUE
BlinkGC.VisitRoots
BlinkGC.IncrementalMarkingStartMarking
V8.GC_MC_INCREMENTAL_EMBEDDER_PROLOGUE
V8.GC_MC_INCREMENTAL_EXTERNAL_PROLOGUE
V8.GC_MC_INCREMENTAL_FINALIZE

Main-thread time breakdown

All of the main-thread activity including idle (waiting for resources usually) ([view timeline](#)).



Event
V8.GC_MC_EVACUATE
BlinkGC.AtomicPauseMarkEpilogue
V8.GC_MC_SWEEP
V8.GC_MC_MARK
V8.GC_MC_CLEAR_WEAK_COLLECTIONS
V8.GC_MC_FINISH_SWEEP_ARRAY_BUFFERS
V8.GC_MC_MARK_FINISH_INCREMENTAL
MinorGC
V8.GC_MC_PROLOGUE
V8.GC_SCAVENGER_SCAVENGE_UPDATE_REFS
largestContentfulPaint::Candidate
MarkDOMContent
V8.GC_HEAP_EPILOGUE
V8.GC_HEAP_EXTERNAL_EPILOGUE
V8.GC_HEAP_EPILOGUE_REDUCE_NEW_SPACE
V8.GC_HEAP_EPILOGUE_SAFEPOINT
V8.GC_SCAVENGER_SWEEP_ARRAY_BUFFERS
V8.GC_SCAVENGER_FREE_REMEMBERED_SET
V8.GC_SCAVENGER_SCAVENGE_FINALIZE
V8.GC_MC_COMPLETE_SWEEPING
V8.GC_SCAVENGER_SCAVENGE_WEAK_GLOBAL_HANDLES_PROCE
V8.GC_SCAVENGER_SCAVENGE_ROOTS
V8.GC_SCAVENGER_SCAVENGE_WEAK_GLOBAL_HANDLES_IDENTI
V8.GC_SCAVENGER_SCAVENGE
V8.GC_HEAP_PROLOGUE_SAFEPOINT
V8.GC_TIME_TO_SAFEPOINT
V8.GC_SCAVENGER
V8.GC_SCAVENGER_COMPLETE_SWEEP_ARRAY_BUFFERS
V8.GC_HEAP_EXTERNAL_PROLOGUE
MarkLoad
V8.GC_MC_COMPLETE_SWEEP_ARRAY_BUFFERS
V8.GC_MARK_COMPACTOR
BlinkGC.MarkProcessNotFullyconstructeddWorklist
V8.GC_MC_INCREMENTAL_FINALIZE_BODY
V8.GC_HEAP_PROLOGUE
MajorGC
BlinkGC.MarkFlushEphemeronPairs
BlinkGC.MarkProcessWriteBarrierWorklist
BlinkGC.UnifiedMarkingStep
V8.GC_MC_INCREMENTAL
CommitLoad
BlinkGC.MarkFlushV8References
ResourceChangePriority
BlinkGC.MarkBailOutObjects
BlinkGC.MarkProcessWorklists
BlinkGC.IncrementalMarkingWithDeadline
BlinkGC.IncrementalMarkingStep
V8.GC_MC_INCREMENTAL_EXTERNAL_EPILOGUE
BlinkGC.VisitRoots
BlinkGC.IncrementalMarkingStartMarking
V8.GC_MC_INCREMENTAL_EMBEDDER_PROLOGUE
V8.GC_MC_INCREMENTAL_EXTERNAL_PROLOGUE
V8.GC_MC_INCREMENTAL_FINALIZE

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