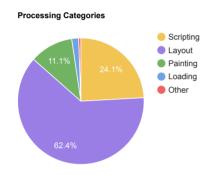
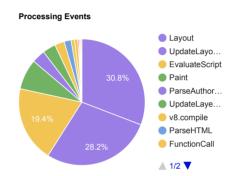


Main thread processing breakdown

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





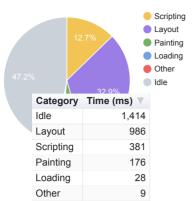
Category	Time (ms) ▼
Layout	986
Scripting	381
Painting	176
Loading	28
Other	9

Event	Time (ms) ▼
Layout	487
UpdateLayoutTree	445
EvaluateScript	307
Paint	123
ParseAuthorStyleSheet	54
UpdateLayerTree	53
v8.compile	39
ParseHTML	28
FunctionCall	14
MinorGC	13
BlinkGC.AtomicPhase	5
${\bf Platform Resource Send Request}$	4
EventDispatch	4
TimerFire	4
MarkLoad	0
FireAnimationFrame	0
MarkDOMContent	0
ResourceChangePriority	0
CommitLoad	0

Main thread time breakdown

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

Processing Categories



Processing Events

Event Time (ms) Variable Idle Idl	10.3%	Evalu Paint Parse	teLayo ıateScrip eAuthor
Idle 1,414 eHTML Layout 487 eHTML UpdateLayoutTree 445 eHTML EvaluateScript 307 eHTML Paint 123 eHTML ParseAuthorStyleSheet 54 eHTML UpdateLayerTree 53 eHTML V8.compile 39 eHTML ParseHTML 28 eHTML FunctionCall 14 eHTML MinorGC 13 eHTML BlinkGC.AtomicPhase 5 eHTML PlatformResourceSendRequest 4 eHTML EventDispatch 4 eHTML TimerFire 4 eHTML MarkLoad 0 eHTML FireAnimationFrame 0 eHTML MarkDOMContent 0 eHTML ResourceChangePriority 0	Event	Time (ms)	
UpdateLayoutTree 445 EvaluateScript 307 Paint 123 ParseAuthorStyleSheet 54 UpdateLayerTree 53 v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	Idle	1 414	
EvaluateScript 307 Paint 123 ParseAuthorStyleSheet 54 UpdateLayerTree 53 v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	Layout	487	_
Paint 123 ParseAuthorStyleSheet 54 UpdateLayerTree 53 v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	UpdateLayoutTree	445	
ParseAuthorStyleSheet 54 UpdateLayerTree 53 v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	EvaluateScript	307	
UpdateLayerTree 53 v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	Paint	123	
v8.compile 39 ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	ParseAuthorStyleSheet	54	
ParseHTML 28 FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	UpdateLayerTree	53	
FunctionCall 14 MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	v8.compile	39	
MinorGC 13 BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0			
BlinkGC.AtomicPhase 5 PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	FunctionCall	14	
PlatformResourceSendRequest 4 EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	MinorGC	13	
EventDispatch 4 TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	BlinkGC.AtomicPhase	5	
TimerFire 4 MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	PlatformResourceSendRequest	4	
MarkLoad 0 FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0	EventDispatch	4	
FireAnimationFrame 0 MarkDOMContent 0 ResourceChangePriority 0		4	
MarkDOMContent 0 ResourceChangePriority 0	MarkLoad	0	
ResourceChangePriority 0	FireAnimationFrame	0	
,	MarkDOMContent	0	
CommitLoad 0	ResourceChangePriority	0	
	CommitLoad	0	

Carousell reduced page load time by 65% and saw a 63% increase in organic traffic, a PageSpeed Module: Dramatically Increase the Speed of Your Website Automatically io_submit: The epoll alternative you've never heard about Un triste dbut d'anne pour le Congo

Sad start to the new year in the Democratic Republic of the Congo

HAR requests missing "initiator" field Android Page Load/Document Complete too soon The test completed but there were no successful results. Same video captured for all the steps Get median results for multistep script more..



more..



































