



ANGULAR
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INSIDE KNOWLEDGE

Performance Tuning

Alex Thalhammer.

Turbo Button



Contents

- Lazy Loading and Preloading
- Performance for Data Binding with OnPush change detection
- Angular & Tree Shaking



Lazy Loading

Why Lazy Loading?

- Load modules when they are needed
- Improve initial load (performance → very important!)



Root module with Lazy Loading

```
const APP_ROUTE_CONFIG: Routes = [  
  {  
    path: '',  
    redirectTo: 'home',  
    pathMatch: 'full'  
  },  
  {  
    path: 'home',  
    component: HomeComponent  
  },  
  {  
    path: 'flights',  
    loadChildren: () =>  
      import(['...']flight-booking.module')  
        .then(m => m.FlightBookingModule)  
  }  
];
```

Routes for feature module

```
const FLIGHT_ROUTES = [  
  {  
    path: 'subroute',  
    component: FlightBookingComponent,  
    [...]  
  },  
  [...]  
]
```

```
export const FlightRouterModule =  
  RouterModule.forChild(FLIGHT_ROUTES);
```



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Preloading

Idea

- Once the initial load (the important one) is complete load the lazy loaded modules (before they are even used)
- Once the module will come into use it's immediately accessible

Use preloading (very easy!)

```
export const AppRoutesModule =  
  RouterModule.forRoot(  
    ROUTE_CONFIG,  
    { preloadingStrategy: PreloadAllModules }));
```



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Performance- Tuning with OnPush

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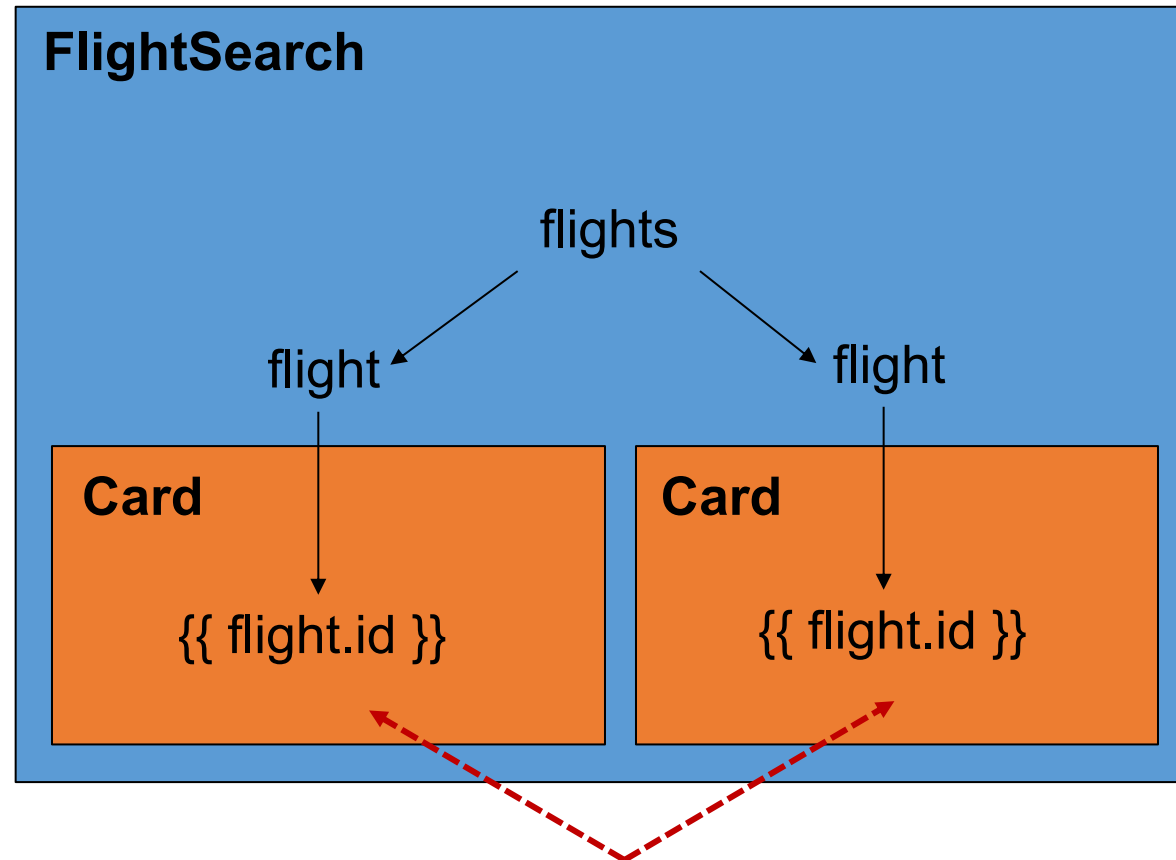


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OnPush



Angular just checks when “notified”

"Notify" about change?

- Change bound data (@Input)
 - OnPush: Angular just compares the object reference!
 - e. g. `oldFlight === newFlight`
- Raise event within the component
- Notify a bound observable
 - `{{ flights$ | async }}`
- Trigger it manually
 - Don't do this at home ;-)
 - At least: Try to avoid this



Activate OnPush

```
@Component({  
  [...]  
  changeDetection: ChangeDetectionStrategy.OnPush  
})  
export class FlightCard {  
  [...]  
  @Input() flight: Flight;  
}
```



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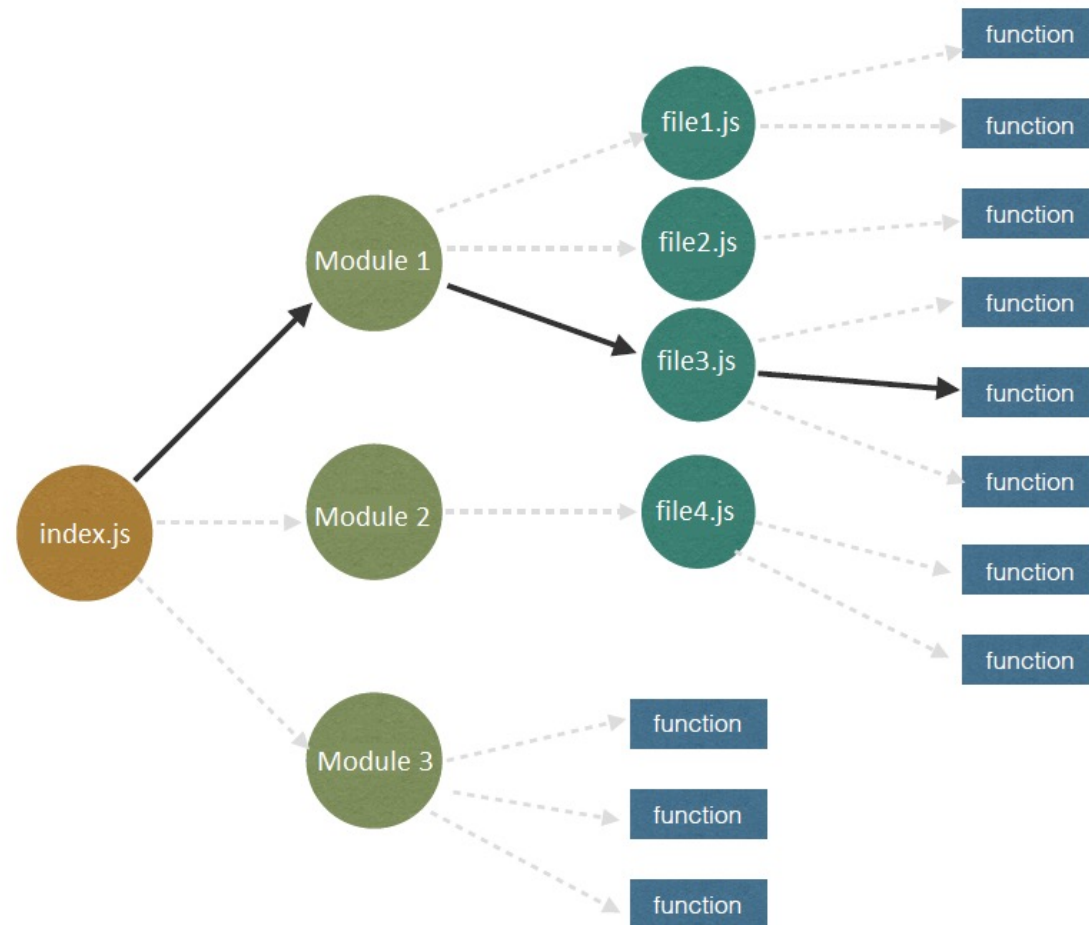
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Ivy makes AOT the default 😊

- Ivy also does a lot of under the hood optimization
- No breaking changes, nothing to do from our side 😊
- Angular ViewEngine itself was not tree-shakable
- Angular Ivy is tree-shakable 😊
- Default since NG 10, for libs default since NG 12

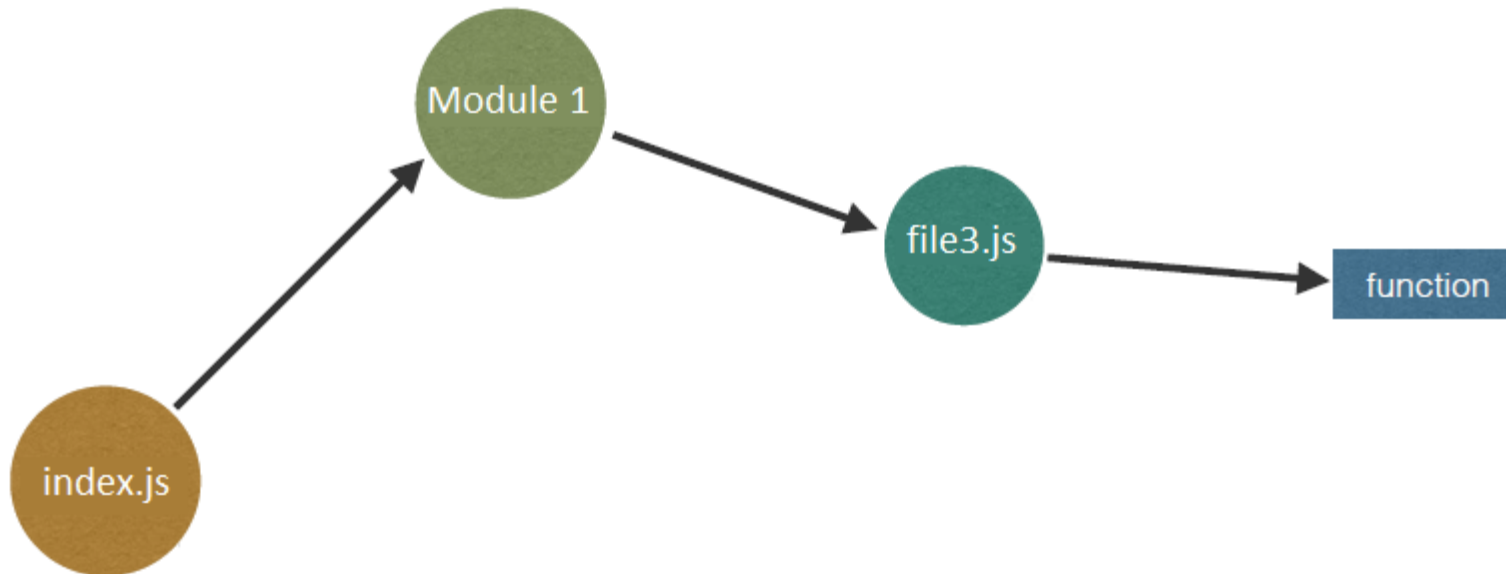
Tree Shaking

Before Tree Shaking



Tree Shaking

After Tree Shaking



Webpack Bundle Analyzer



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Bundles without AOT and Tree Shaking

vendor.978ac3ef762178ef4aa8.bundle.js

node_modules

JIT Compiler

@angular

platform-browser-dynamic

esm5

platform-browser-dynamic.js
+ 1 modules

core
esm5

core.js

router
esm5

router.js +
23 modules

common
esm5

common.js http.js

forms
esm5

forms.js +
2 modules

platform-browser
esm5

platform-browser.js

http
esm5

http.js

rxjs

_esm5

add
delay.js + 2 modules
switchMap.js + 2 modules
fromEvent.js + 2 modules
mergeMap.js + 2 modules
share.js + 4 modules
merge.js + 2 modules

Subscriber.js

mergeMap.js

AsyncAction.js + 1 modules

ReplaySubject.js + 3 modules

Subscription.js + 1 modules

Subject.js

Observable.js + 1 modules

src

main.ts
+ 68
modules

polyfills.7c4efb87d4ba5dbbc58c.bundle.js

node_modules

zone.js

dist

zone.js

core-js

modules



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Conclusion

Lazy Loading

Preloading

OnPush with
Immutables or
Observables

Tree Shaking



For a performance deep dive
Check out my special workshop

<https://www.angulararchitects.io/schulungen/angular-performance-workshop/>

