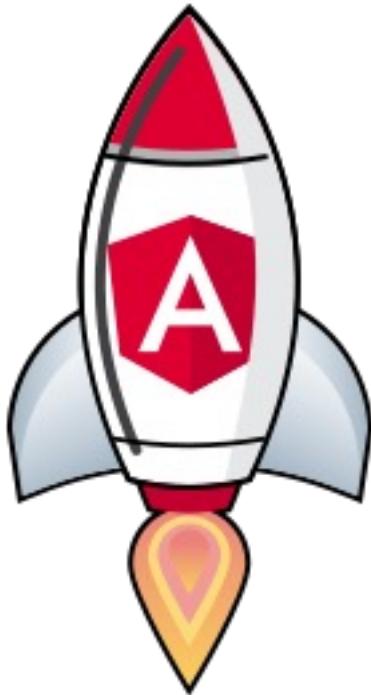




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Angular Initial Load Performance Optimization

Hosted by Alex Thalhammer



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Outline

1. 13:30 - 13:35 Intro
2. 13:35 - 14:45 ILPO Tools
3. 14:45 - 15:00 NgOptimizedImage (since NG 14.2.0)
4. 15:00 - 15:30 ☕ Break
5. 15:30 - 16:15 NG Lazy Loading done right (since NG 13 - like forever)
6. 16:15 - 16:45 NG SSR + Prerendering + Hydration (since NG 16)
7. 16:45 Q&A

About me ...



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Hi, it's me → [@LX_T](https://twitter.com/@LX_T) 

- **Alex Thalhammer** from Graz, Austria (since 1983)
 - Angular Software Tree GmbH (since 2019)
- WebDev for 22+ years (I've come a long way baby)
- WordPress Dev (Web, PHP & jQuery, 2011 - 2017)
- **Angular Dev** (Web, TS, Rx since 2017 - NG 4.0.0 ☺)
- **Angular Evangelist, Coach & Consultant** (since 2020)
 - Member of Angular Architects <https://www.angulararchitects.io/>



What is Performance?

- What did you say?
- **Web performance** refers to the speed in which web pages are downloaded and displayed on the user's web browser. **Web performance optimization (WPO)**, or **website optimization** is the field of knowledge about increasing web performance.
-- https://en.wikipedia.org/wiki/Web_performance

Why Performance Optimization?

- According to *Facebook*, when people have to wait too long for a webpage to load, they're more likely to abandon the page all together.
- According to *Google*, 40% of visitors will abandon a website if it takes longer than 3 seconds to load
- According to *Amazon*, 0.1s less loading time results in around 1% more sales

Angular Performance Optimization

We distinguish between

- Initial load performance (classical web performance)
- Runtime performance (during usage, e.g. scrolling frame rate)

Topics of my Performance Workshop

Intro, UAAO-
Framework & Audit
Tools

Runtime
Performance

Initial Load
Performance

Other topics like
PWA, Web Worker
Signals, RxJS &
NgRx (State Mgmt.)



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Setup for Labs I

- NodeJS version **16.14.x** (and higher 16) or **18.10.x** (and higher 18)
 - NodeJS version 14 dropped in NG 16

Actively supported versions

This table covers Angular versions under active support.

ANGULAR	NODE.JS	TYPESCRIPT	RXJS
16.0.x	<code>^16.14.0 ^18.10.0</code>	<code>>=4.9.3 <5.1.0</code>	<code>^6.5.3 ^7.4.0</code>
15.1.x 15.2.x	<code>^14.20.0 ^16.13.0 ^18.10.0</code>	<code>>=4.8.2 <5.0.0</code>	<code>^6.5.3 ^7.4.0</code>
15.0.x	<code>^14.20.0 ^16.13.0 ^18.10.0</code>	<code>~4.8.2</code>	<code>^6.5.3 ^7.4.0</code>
14.2.x 14.3.x	<code>^14.15.0 ^16.10.0</code>	<code>>=4.6.2 <4.9.0</code>	<code>^6.5.3 ^7.4.0</code>
14.0.x 14.1.x	<code>^14.15.0 ^16.10.0</code>	<code>>=4.6.2 <4.8.0</code>	<code>^6.5.3 ^7.4.0</code>
13.3.x	<code>^12.20.0 ^14.15.0 ^16.10.0</code>	<code>>=4.4.3 <4.7.0</code>	<code>^6.5.3 ^7.4.0</code>
13.1.x 13.2.x	<code>^12.20.0 ^14.15.0 ^16.10.0</code>	<code>>=4.4.3 <4.6.0</code>	<code>^6.5.3 ^7.4.0</code>
13.0.x	<code>^12.20.0 ^14.15.0 ^16.10.0</code>	<code>~4.4.3</code>	<code>^6.5.3 ^7.4.0</code>

Try "node -v"

Windows / Linux: Use NVM 😊

Mac Users: Use Homebrew 🍺

Setup for Labs II

- Git
 - Personally I like to use Sourcetree
- IDE: VS Code (free) or IntelliJ/WebStorm (not free, but better IMHO)
 - Personally I prefer IntelliJ/WebStorm
- Chrome (or Chromium based alternative)
 - Other browsers are okay for private matters

Ready for Takeoff!

- What are your questions?



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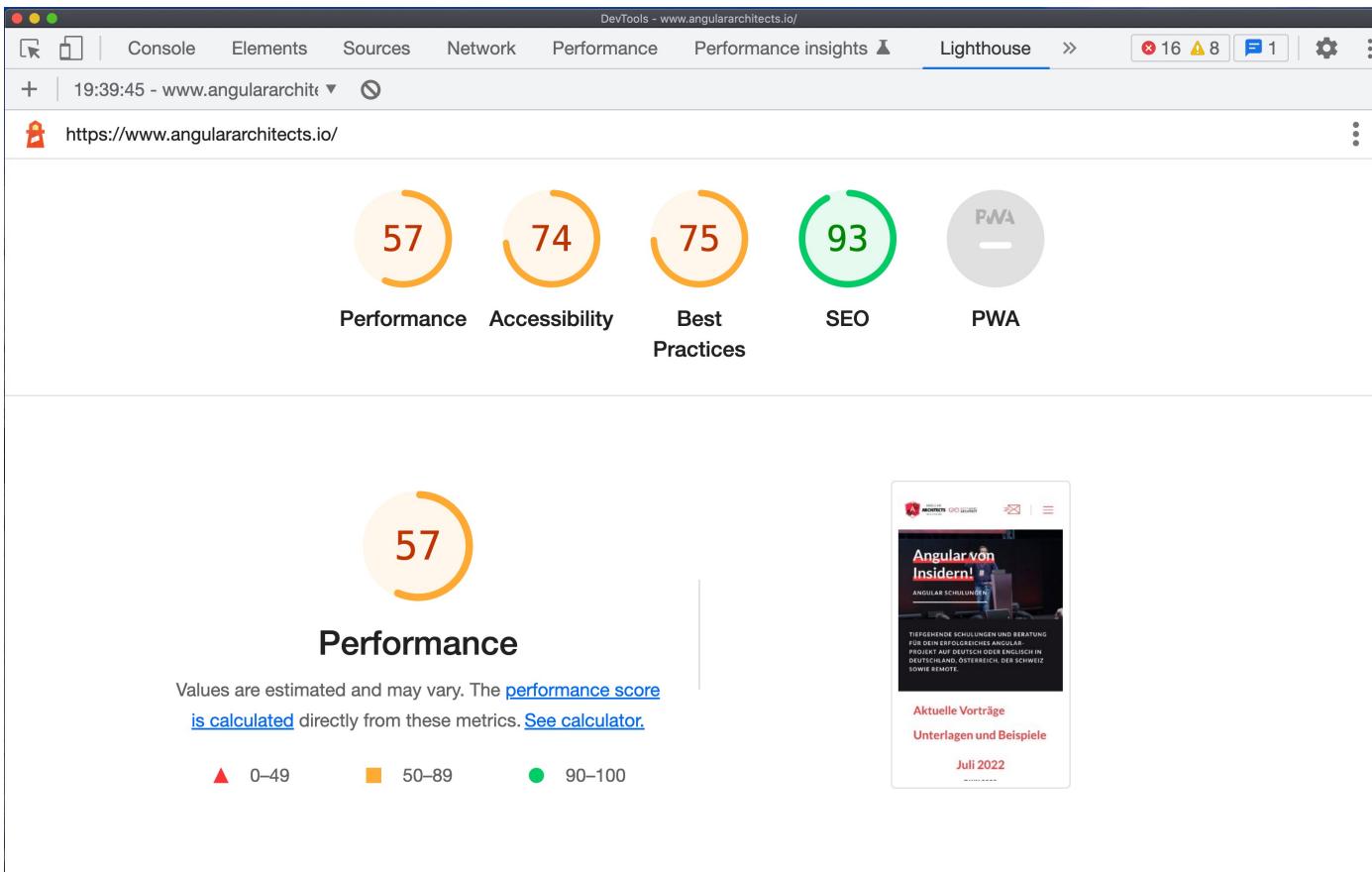


Image from: <https://bit.ly/ng-tools-img>

#1: Chrome Lighthouse – Prod Build Localhost

1. Prod build
 1. ng / nx b(uild)
2. Serve the build on your localhost with
 - Using localhost tool like MAMP / WAMP / XAMPP
 - NPM serve
 - <https://www.npmjs.com/package/serve>
 - Or edit hosts file manually if you know how to do that 😊
3. Open in Chrome and run Lighthouse

#1: Chrome Lighthouse – Summary

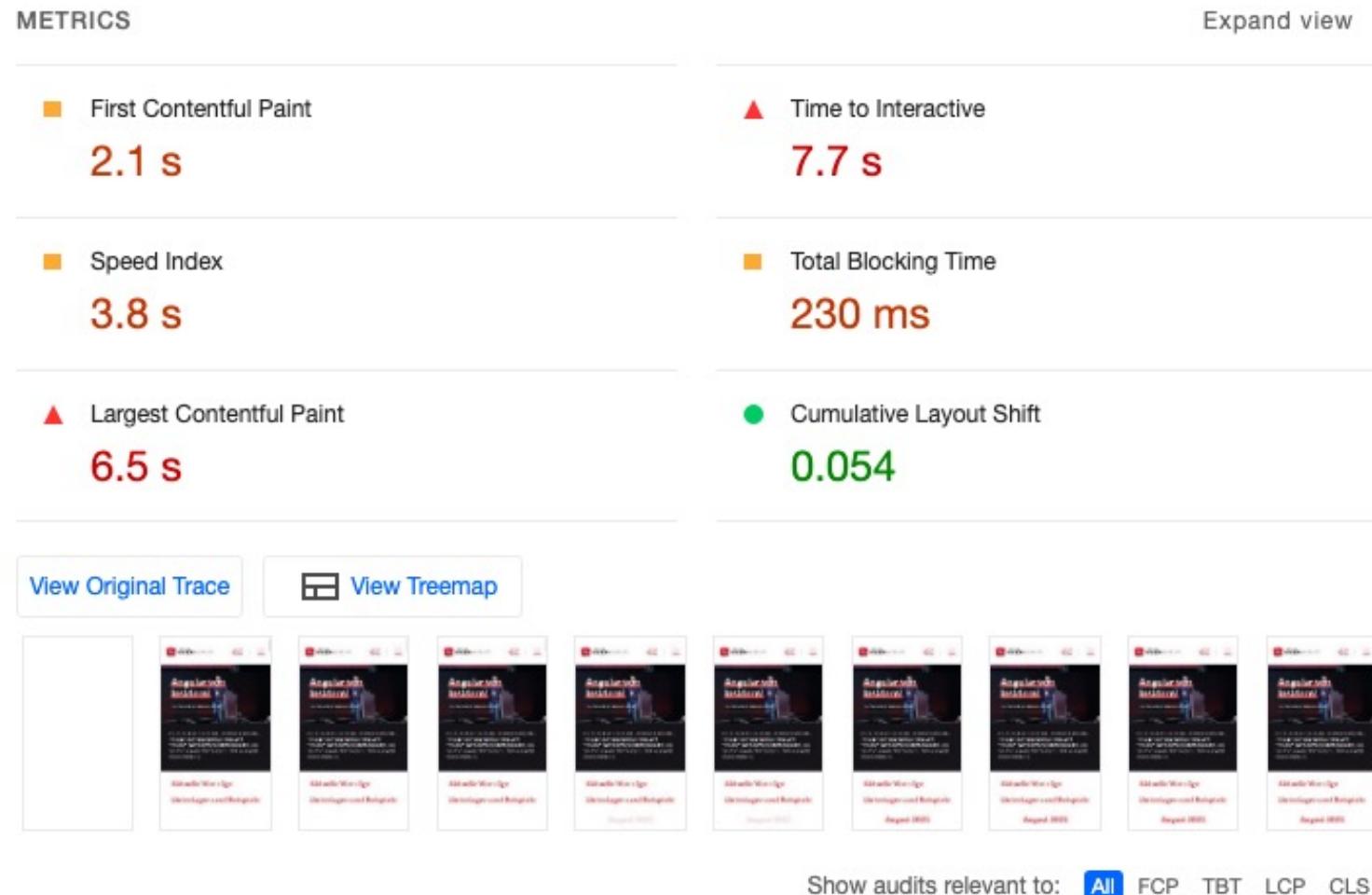


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#1: Chrome Lighthouse – Details



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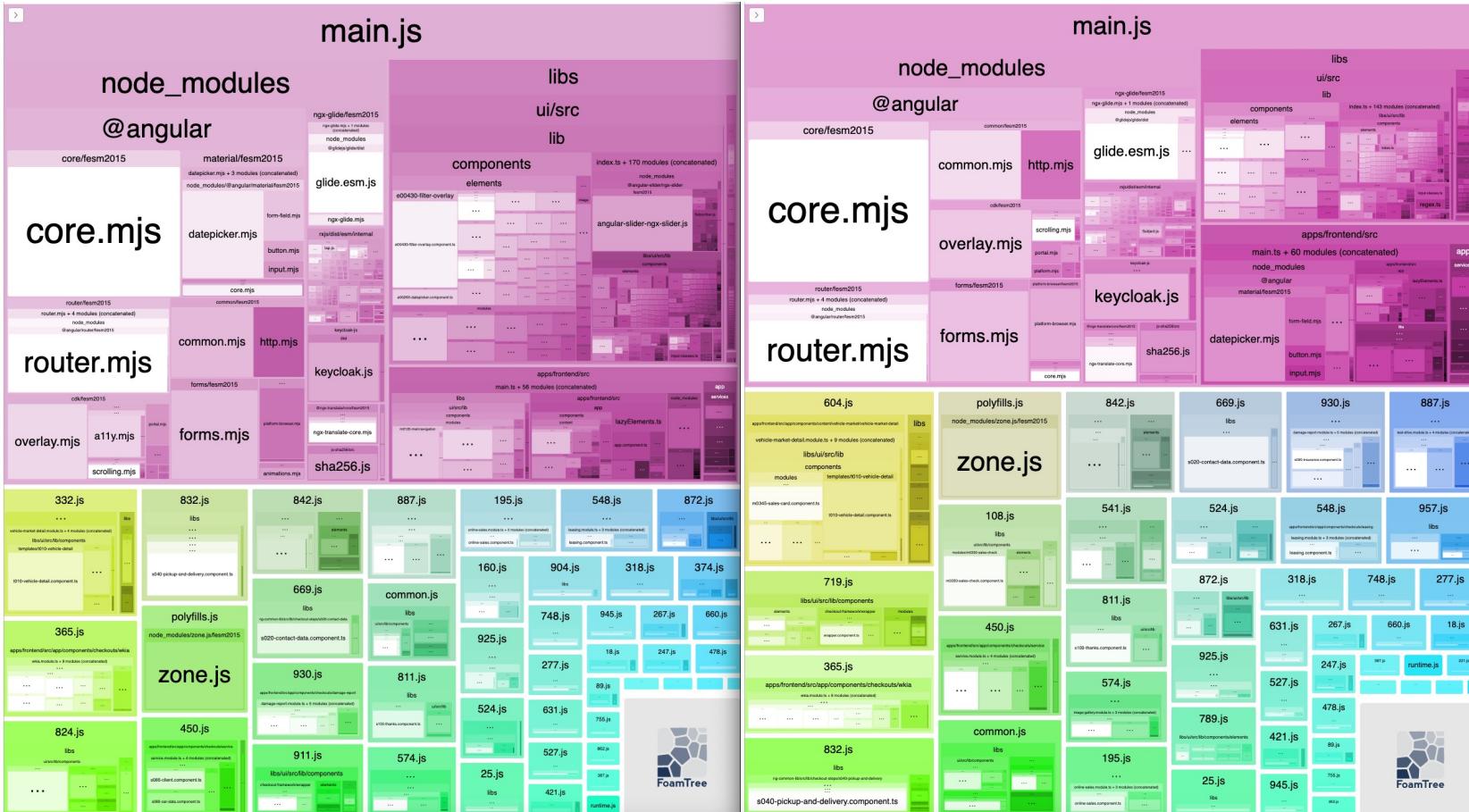
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DEMO - Chrome Lighthouse

#1.2: Webpack Bundle Analyzer

- Needs a generated stats.json to work
 - Either set in build options (angular.json)
 - Or just use the build flag "--stats-json"
- Analyzes the whole build
- Visualize size of all webpack output js files
 - Good to analyze lazy loading
- Interactive, zoomable and colorful treemap ☺

#1.2: Webpack Bundle Analyzer (colorful)



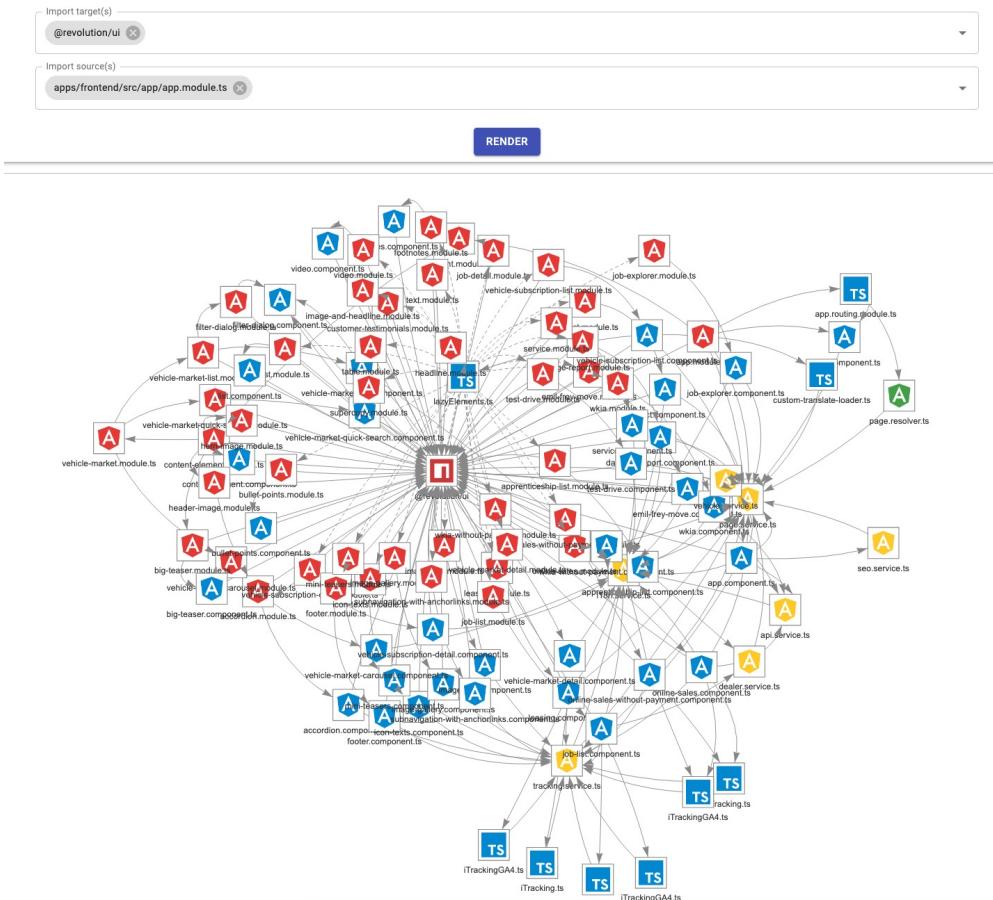
DEMO Webpack Bundle Analyzer

<https://github.com/webpack-contrib/webpack-bundle-analyzer>

#1.3: Import Graph Visualizer

- The Import Graph Visualizer is a development tool for filtering and visualizing import paths within a JavaScript/TypeScript application
- Allows filtering import paths by source and target modules
- Allows you to zoom in to a limited subsection of your app, which will likely be easier to analyze than the entire app as a whole

#1.3: Import Graph Visualizer – Example



#1.3: Import Graph Visualizer – How To

- `npm i -g @rx-angular/import-graph-visualizer`
- `npx import-graph-visualizer --entry-points path/to/entry/module --ts-config path/to/tsconfig`
- e.g. `npx import-graph-visualizer --entry-points src/main.ts --ts-config tsconfig.app.json`

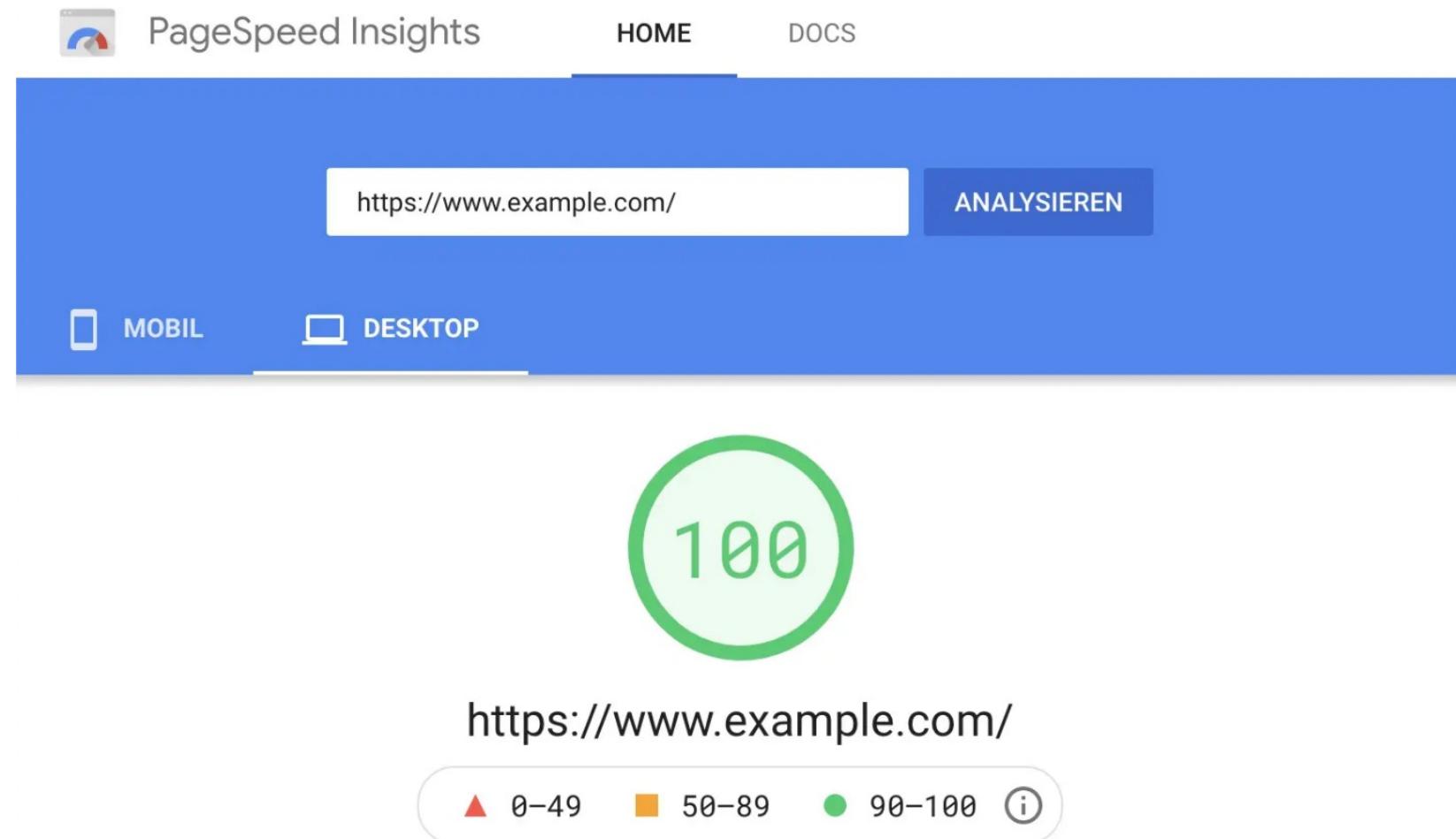
DEMO – Import Graph Visualizer

<https://github.com/rx-angular/import-graph-visualizer#readme>

Lab

Tools

Bonus: Use Web Performance Best Practices



#3: Use NgOptimizedImage (since NG 14.2.0)

- Problem: *Lighthouse or PageSpeed report image errors / warnings*
- Identify: Lighthouse & PageSpeed Insights / WebPageTest or DevTools
- Solution: Use NgOptimizedImage's ngSrc instead of src attribute
 - Takes care of intelligent lazy loading
 - Prioritization of critical images ("above-the-fold")
 - Also creates srcset & sizes attributes (for responsive sizes, since NG 15.0.0)
 - Also supports high-resolution devices ("Retina images")

DEMO – NgOptimizedImage

Lab

NgOptimizedImage

Bonus: Use @defer once NG 17 is out

```
@defer (on viewport) {  
  <my-cmp />  
}
```

BREAK

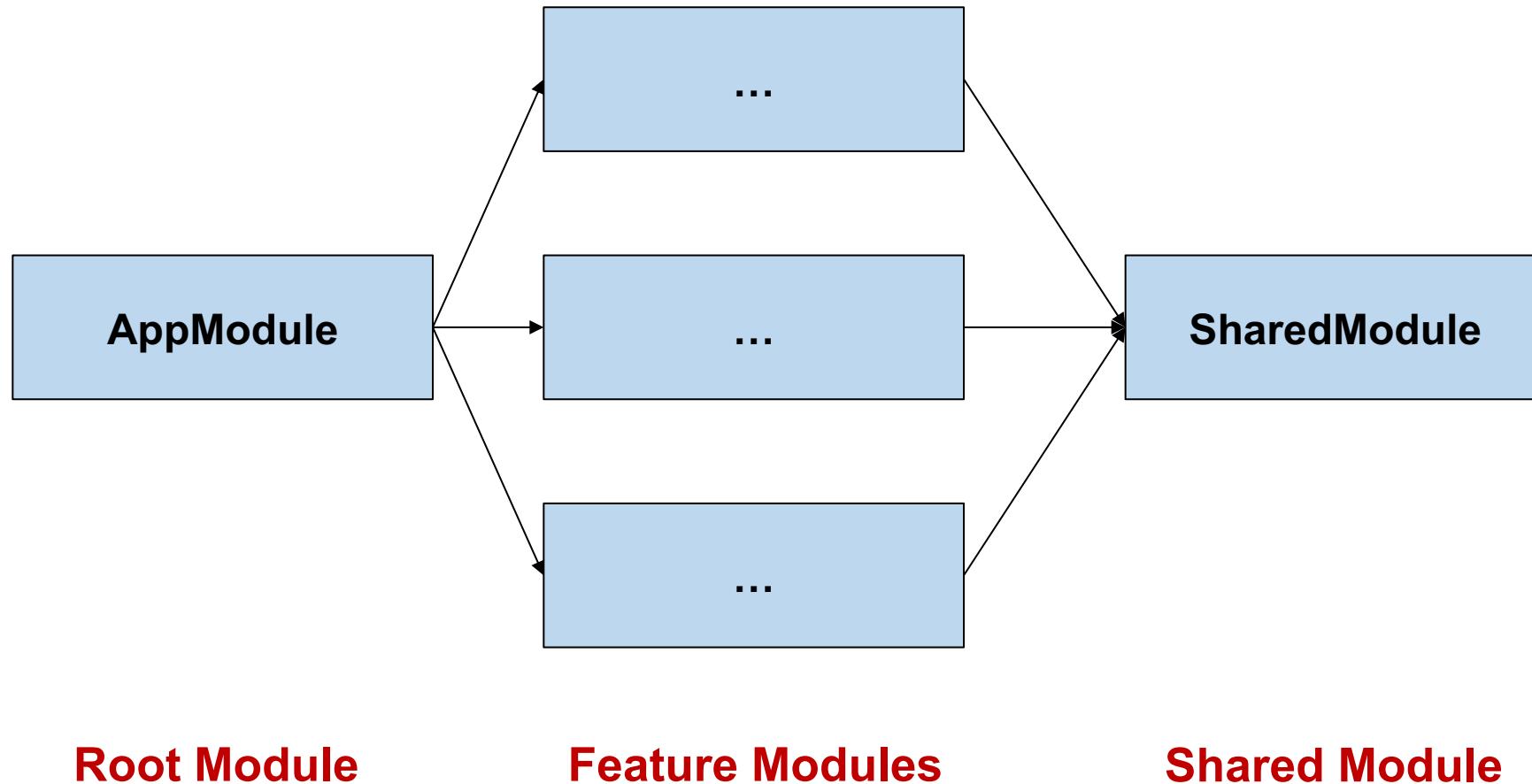
Lazy Loading



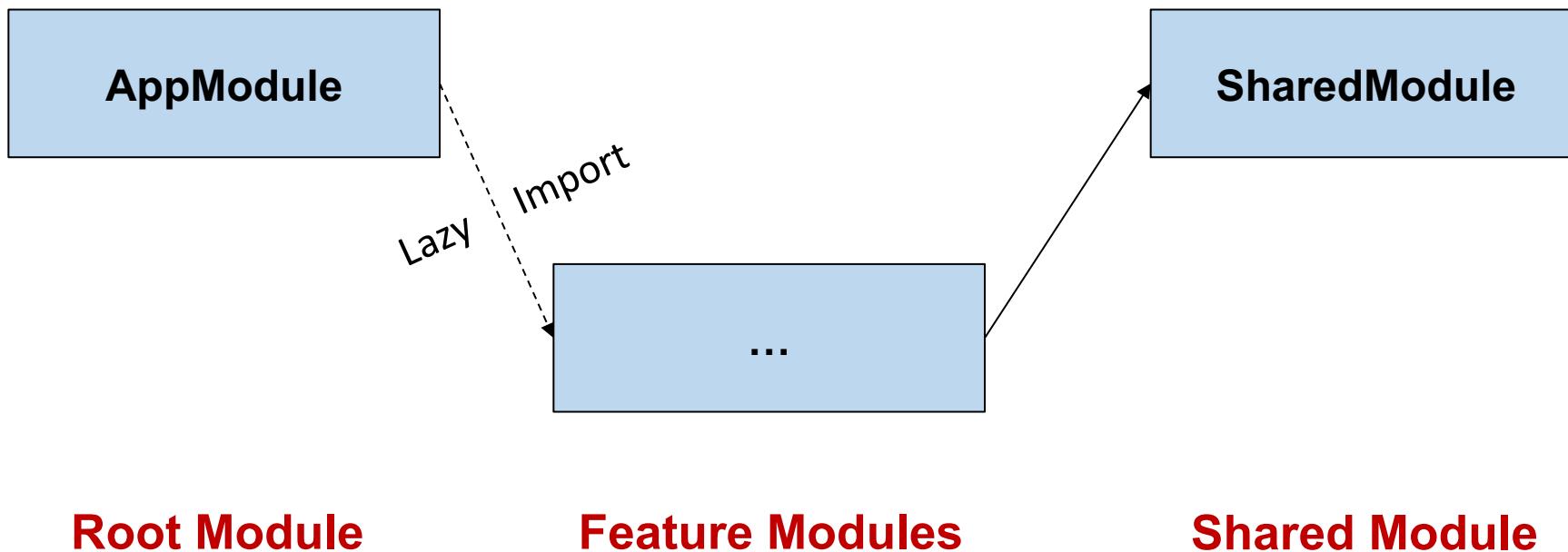
#5: Angular Lazy Loading

- Lazy Loading means: Load it later, after startup
- Better initial load performance

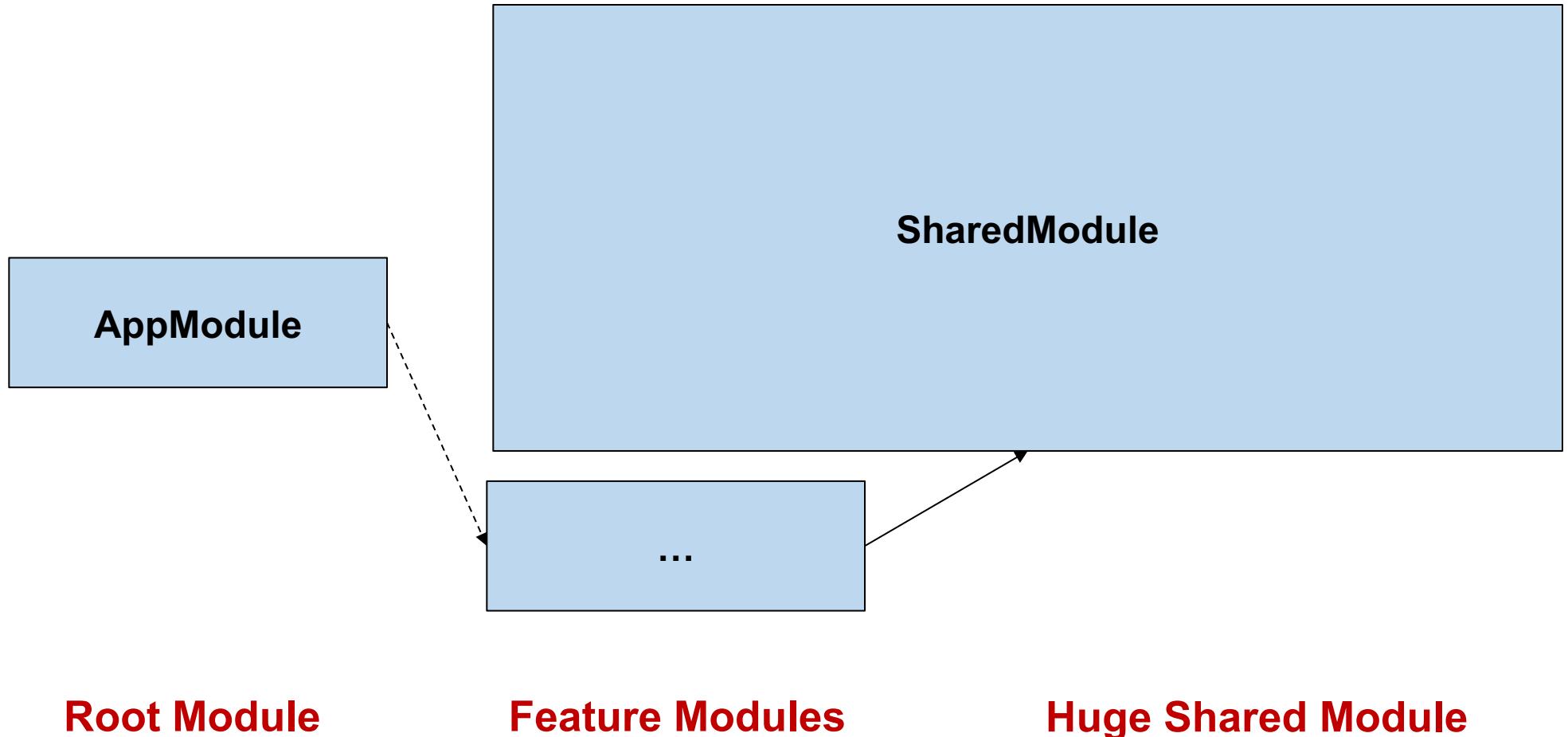
#5: Angular Module | Feature Structure



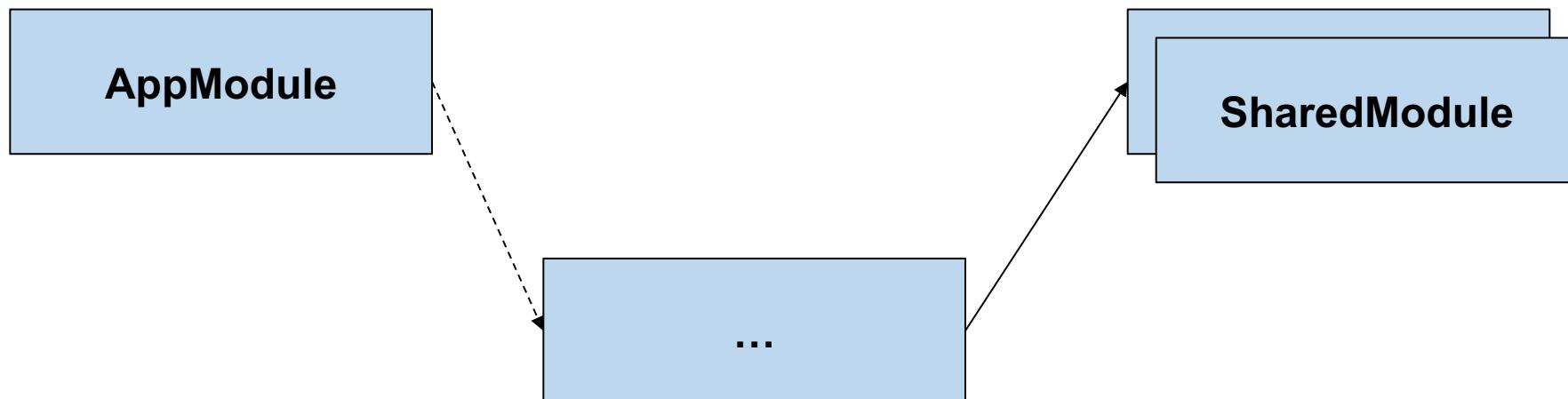
#5: Angular Lazy Loading – Theory



#5: Angular Lazy Loading – Common Pitfall



#5: Angular Lazy Loading - Solution

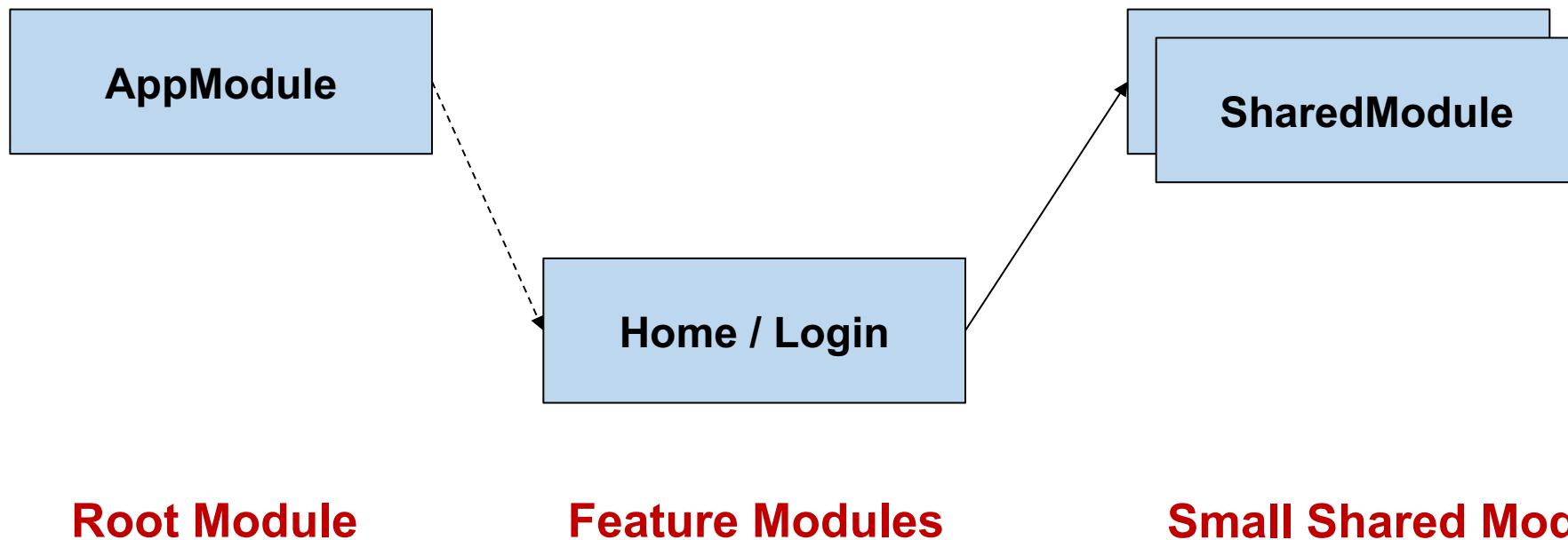


Root Module

Feature Modules

Small Shared Modules

#5: Angular Lazy Loading – Another Pitfall

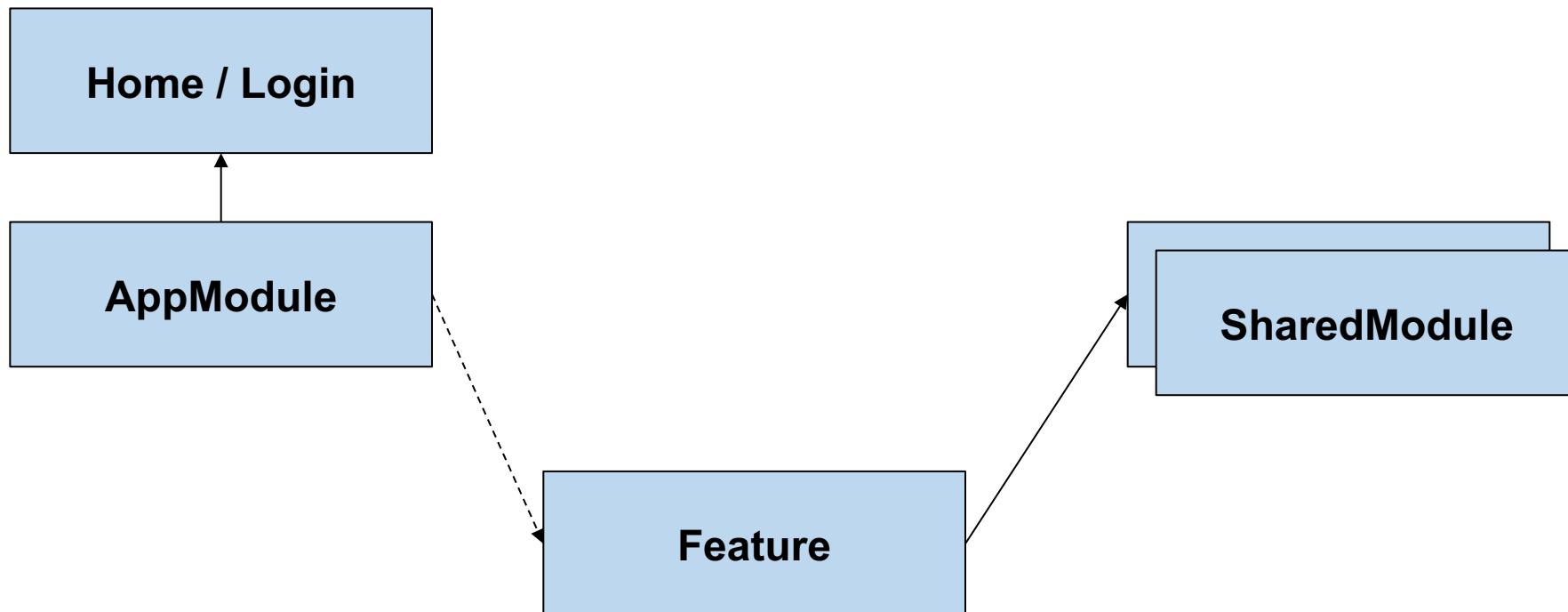


Root Module

Feature Modules

Small Shared Modules

#5: Angular Lazy Loading – Solution



Root Module

Feature Modules

Small Shared Modules

App Routes with Lazy Loading

```
export const appRoutes: Routes = [
  {
    path: 'home',
    component: HomeComponent
  },
  {
    path: 'flights_module',
    loadChildren: () => import('./flights/flights.module')
      .then((m) => m.FlightsModule)
  },
  {
    path: 'flights_standalone',
    loadChildren: () => import('./flights/flights.routes')
  }
];
```

Routes for "lazy" Feature

```
export const flightsRoutes: Routes = [
  {
    path: 'flight-search',
    component: FlightSearchComponent,
    [...]
  },
  [...]
}

export default flightsRoutes;
```

flights/flight-search

Triggers Lazy Loading w/ loadChildren

DEMO – Lazy Loading

#5.2 Lazy Loading with Standalone Comps

```
export const appRoutes: Routes = [
  {
    path: 'home',
    component: HomeComponent
  },
  {
    path: 'charts',
    loadComponent: () => import('./charts/charts.component')
      .then((c) => c.ChartsComponent)
  }
];
```

DEMO –Lazy Loading Standalone

#5 Lazy Loading without the router

```
...
  @ViewChild('cnt', { read: ViewContainerRef }) vCR!: ViewContainerRef;
...
  async ngOnInit() {
    const esm = await import('./lazy/lazy.component');
    const lazyComponentRef = this.vCR.createComponent(esm.LazyComponent);
  }
...

```

```
...
<ng-container #cnt></ng-container>
...
```

DEMO – Dynamic Lazy Loading

Lazy Loading

- Better initial load performance
- But: Delay during execution for loading on demand

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 accessable

#5: Preloading Modules

- Module that might be needed later are loaded after the application started
- When module is needed it is available immediately

#5: Activate Preloading (in AppModule)

```
...
imports: [
    [...]
    RouterModule.forRoot(
        appRoutes, { preloadingStrategy: PreloadAllModules }
    );
]
...
```

#5: Activate Preloading (in app.config.ts)

```
...
providers: [
    [...]
    provideRouter(
        appRoutes, withPreloading(PreloadAllModules),
    ),
]
...
...
```

#5: Use Lazy Loading a lot

Problem:

- *Loading too much source (libs / components) at startup*
- *Resulting in a big main bundle (and vendor if used)*

Identify:

- Not using lazy loading throughout the App (source code)
- Webpack Bundle Analyzer or
- Source Map Explorer

#5: Use Lazy Loading a lot - but carefully ;-)

Solution:

- Implement lazy loading wherever you can
 - Use lazy loading with the router
 - Modules
 - Components (new since NG15!)
 - Maybe use a CustomPreloadingStrategy if App is very big
 - Use dynamic components
- Use Import Graph Visualizer to detect why things land in main bundle
- **But don't lazyload the initial feature, because it will be delayed ;-)**
- **And don't destroy lazy loading by (eagerly) loading a huge shared module**

#5 What about services?

```
...  
@Injectable({  
  providedIn: 'root'  
})  
...
```

- When used by 1 lazy loaded module/comp exclusively it will be put into that chunk
- When used by 2 or more lazy loaded modules/comps it will be put into a common chunk
- When used by an eagerly loaded part it will be put into main bundle

DEMO – Lazy Loading Services

#5.1 Intelligent Preloading with ngx-quicklink

```
...
imports: [
  [...]
  QuicklinkModule,
  RouterModule.forRoot(
    ROUTE_CONFIG,
    { preloadingStrategy: QuicklinkStrategy }
  );
]
...
...
```

<https://web.dev/route-preloading-in-angular/>

<https://www.npmjs.com/package/ngx-quicklink>

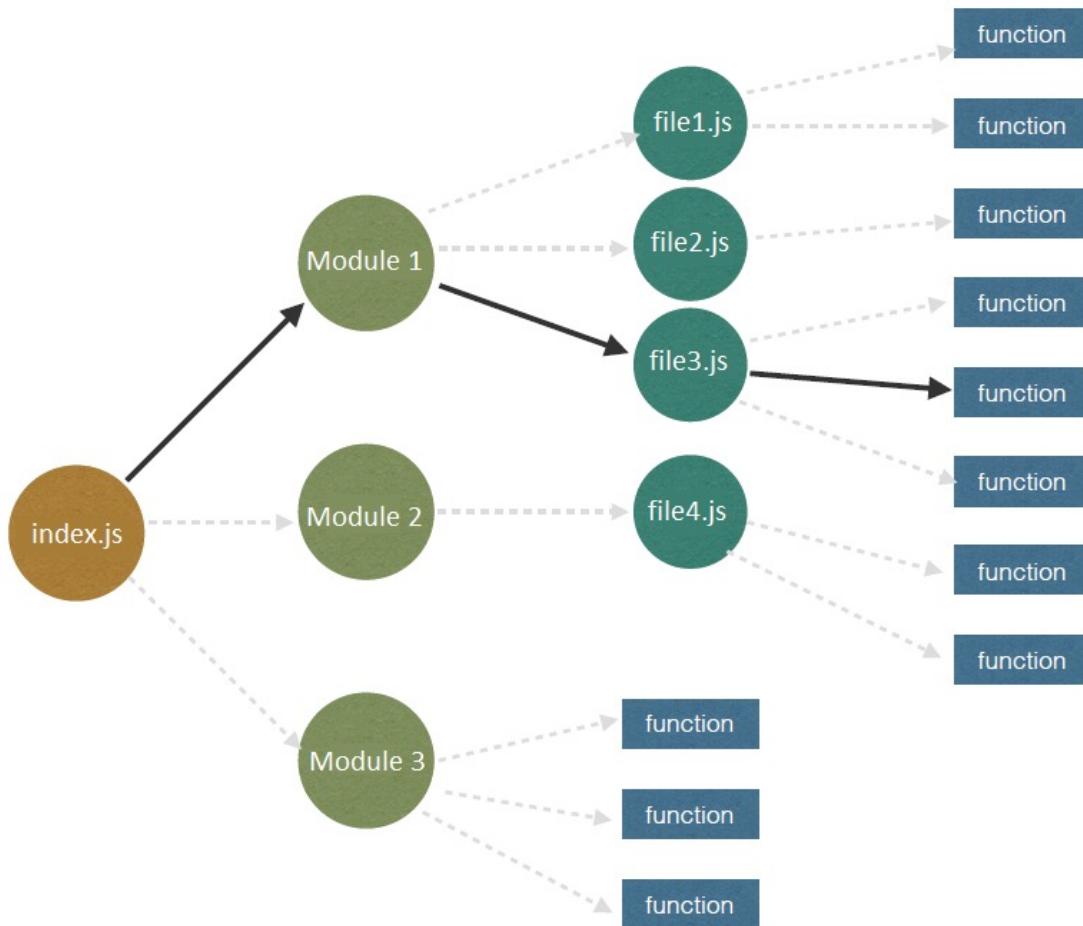
DEMO – Ngx Quicklink

Lab

Lazy Loading

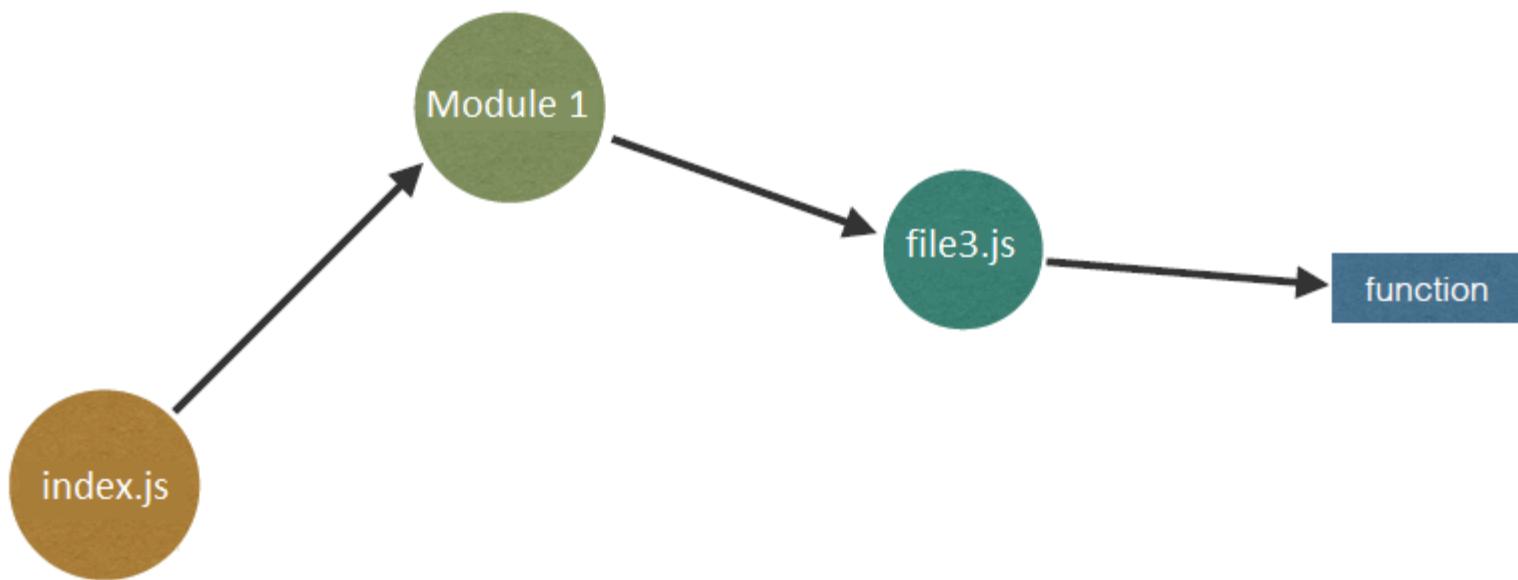
Bonus: Make sure to use Tree Shaking

Before Tree Shaking



Bonus: Make sure to use Tree Shaking

After Tree Shaking



Server-side
rendering



#6: Server-side rendering (Angular Universal)

- Problem: *After download rendering on the client takes too much time*
 - *Search Engines may not be able to index the App correctly*
- Identify: After .js files have been loaded js main thread takes too long
 - Search Engines don't index correctly
- Solution: Use Angular Universal
 - Page is rendered on the server and then served to the client
 - **But** only useful for public pages (no user login)

#6: Server-Side Rendering (Angular 16)

- New feature called “*non destructive hydration*”



DEMO – Universal

#6: Prerender important routes (Universal)

- Problem: *Server response takes too long cos page has to be rendered*
- Identify : Long server response time when using Universal SSR
- Solution: Prerender the important pages on the server
 - Built-in Angular Universal since V11
 - Then serve them rendered to the user

DEMO – Prerender

Lab

Server-Side Rendering

Recap

1. Use web performance best practices
2. **Use NgOptimizedImage (since v15)**
3. **Use Build Optimization**
4. Avoid large 3rd party libs / CSS frameworks
5. **Use Lazy Loading done right**
6. Critical Rendering Path / Above the fold
7. **Server-Side Rendering + Prerendering + Hydration**
8. Use a URL cache

References

- Optimize the bundle size of an Angular application
 - <https://www.youtube.com/watch?v=19T3O7XWJkA>
- Angular Docs
 - [NgOptimizedImage](#)
 - [Lazy-loading feature modules](#)
 - [Server-Side Rendering \(Blog series\)](#)

Questions?