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INSIDE KNOWLEDGE

# Performance Tuning

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## Turbo Button



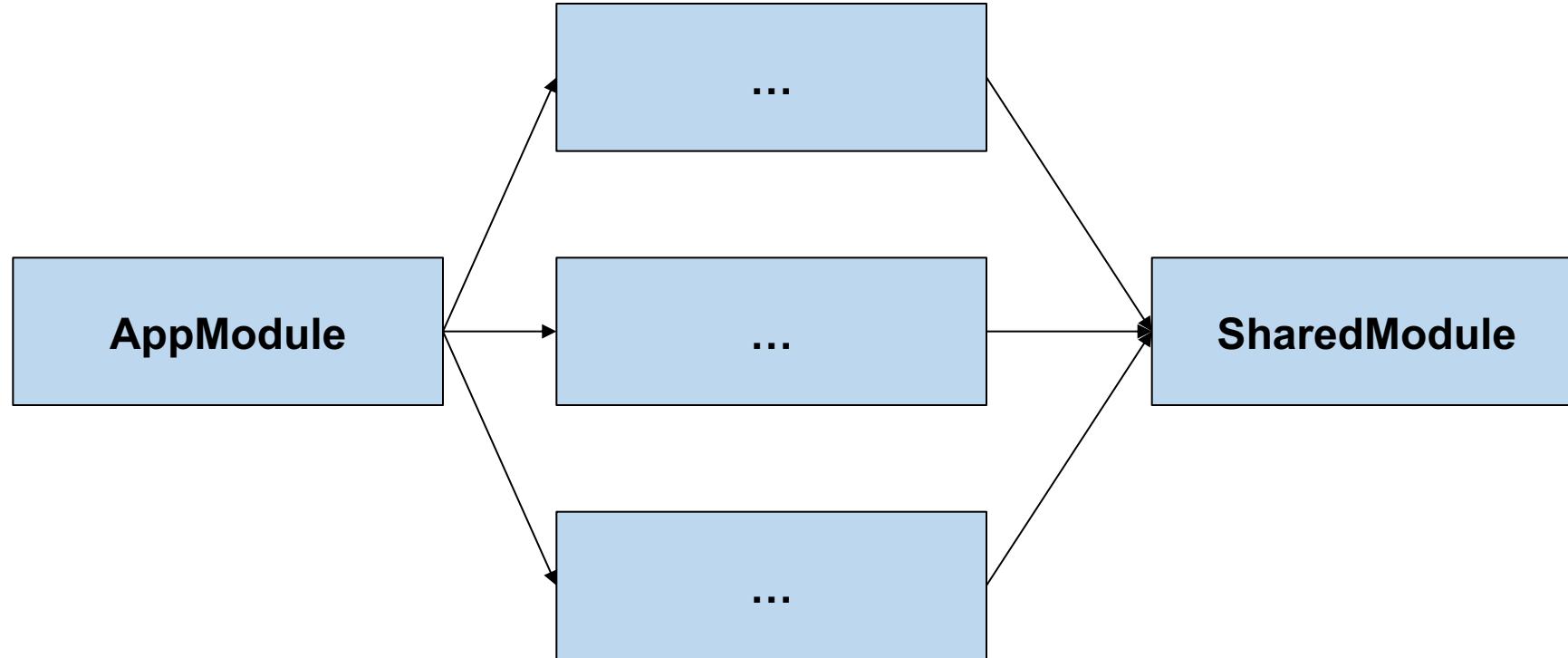
# Contents

- Lazy Loading and Preloading
- Performance for Data Binding with OnPush
- AOT and Tree Shaking

# Lazy Loading



# Module Structure

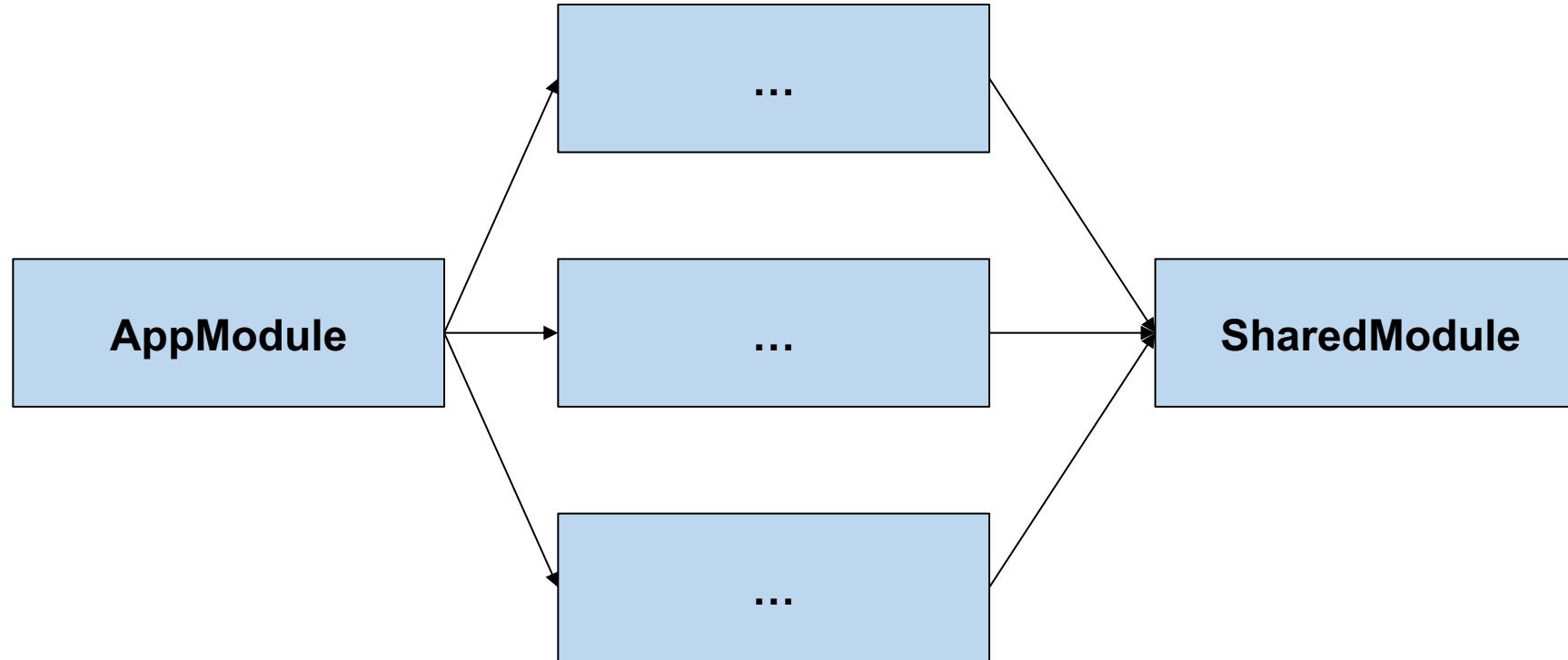


**Root Module**

**Feature Modules**

**Shared Module**

# Lazy Loading



**Root Module**

**Feature Modules**

**Shared Module**

# Root Module with Lazy Loading

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

# Routes for "lazy" Module

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

# Routes for "lazy" Module

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

flight-booking/ subroute

Triggers Lazy Loading w/ loadChildren

# Lazy Loading

- Lazy Loading means: Loading it later
- Better startup performance
- Delay during execution for loading on demand

# Preloading



# Idea

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

# Activate Preloading

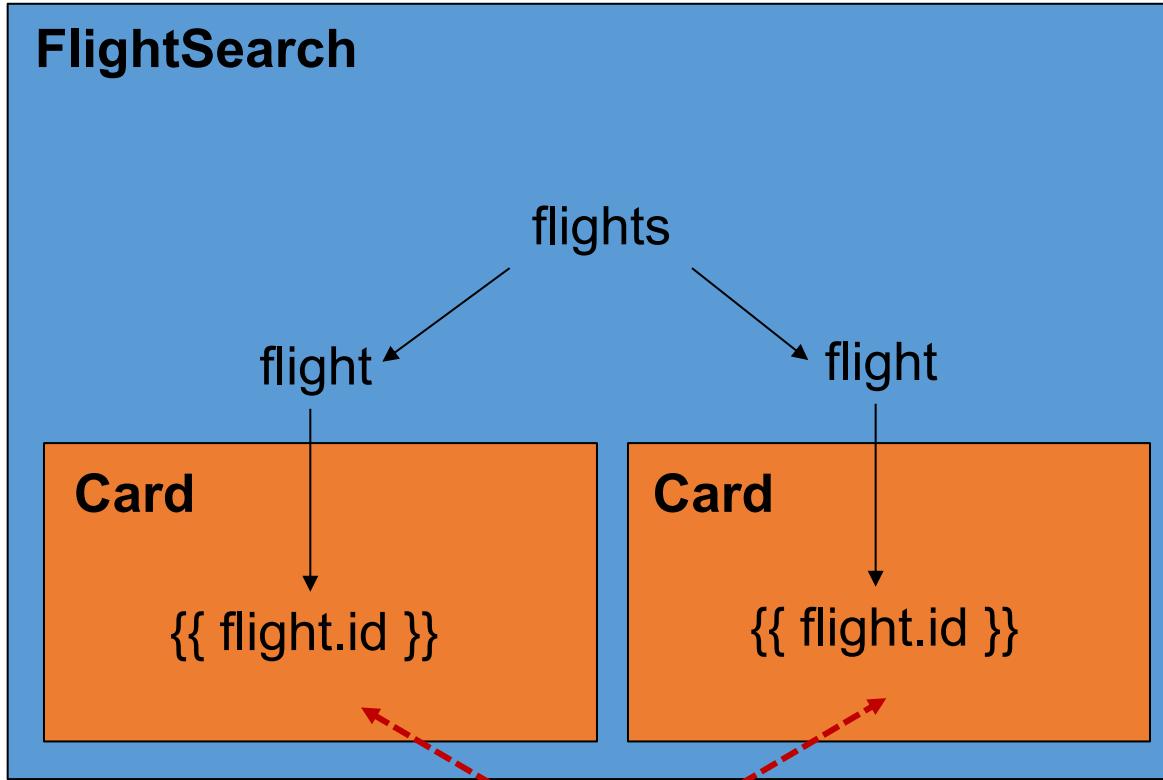
```
...
imports: [
  [...]
  RouterModule.forRoot(
    ROUTE_CONFIG,
    { preloadingStrategy: PreloadAllModules });
]
...
```



# Performance- Tuning with OnPush

# DEMO

# OnPush



Angular just checks when “notified”



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# "Notify" about change?

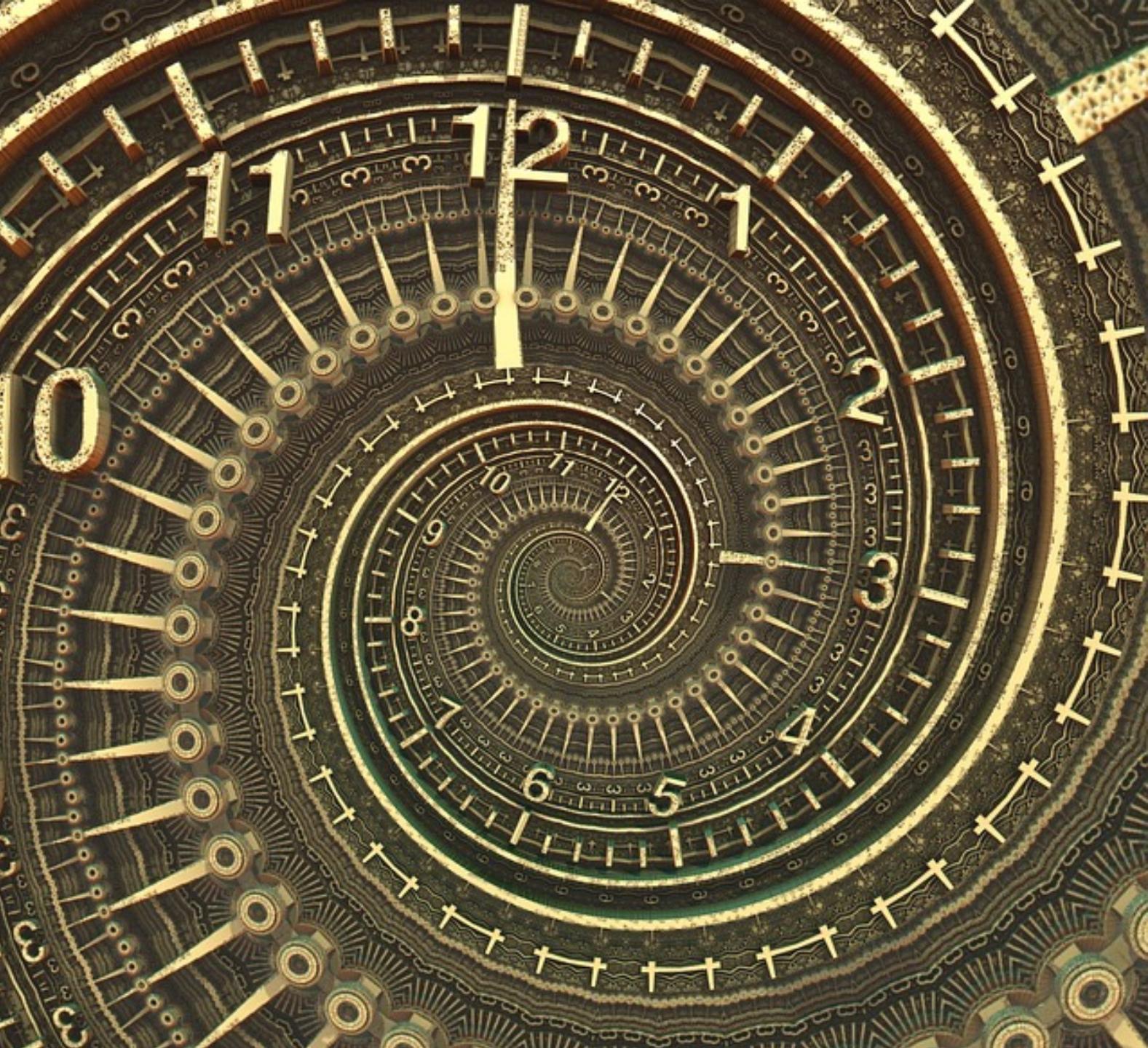
- Change bound data (@Input)
  - OnPush: Angular just compares the object reference!
  - e. g. oldFlight === newFlight
- Raise event within the component
- Notify a bound observable
  - {{ flights\$ | async }}
- Trigger it manually
  - Don't do this at home ;-)
  - At least: Try to avoid this

# Activate OnPush

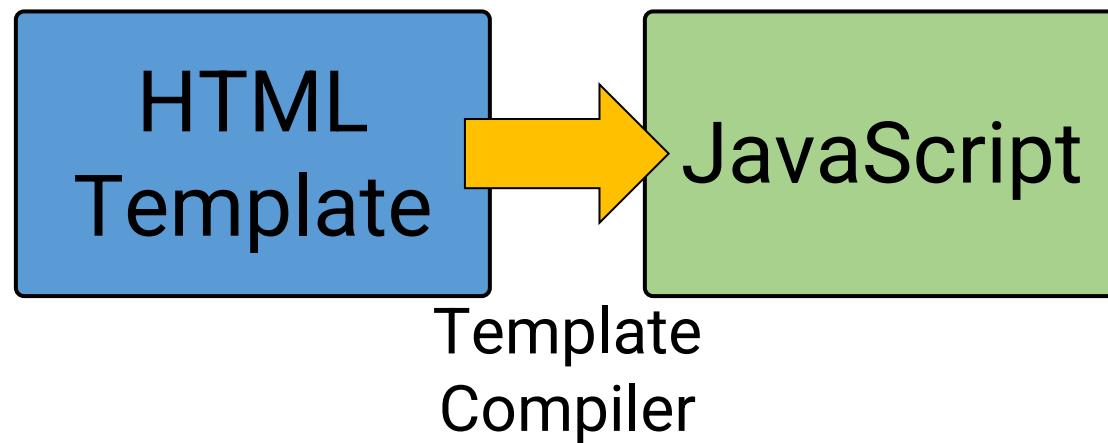
```
@Component({
  [...]
  changeDetection: ChangeDetectionStrategy.OnPush
})
export class FlightCard {
  [...]
  @Input() flight;
}
```

# DEMO

# Ahead of Time (AOT) Compilation



# Angular Compiler



# Approaches

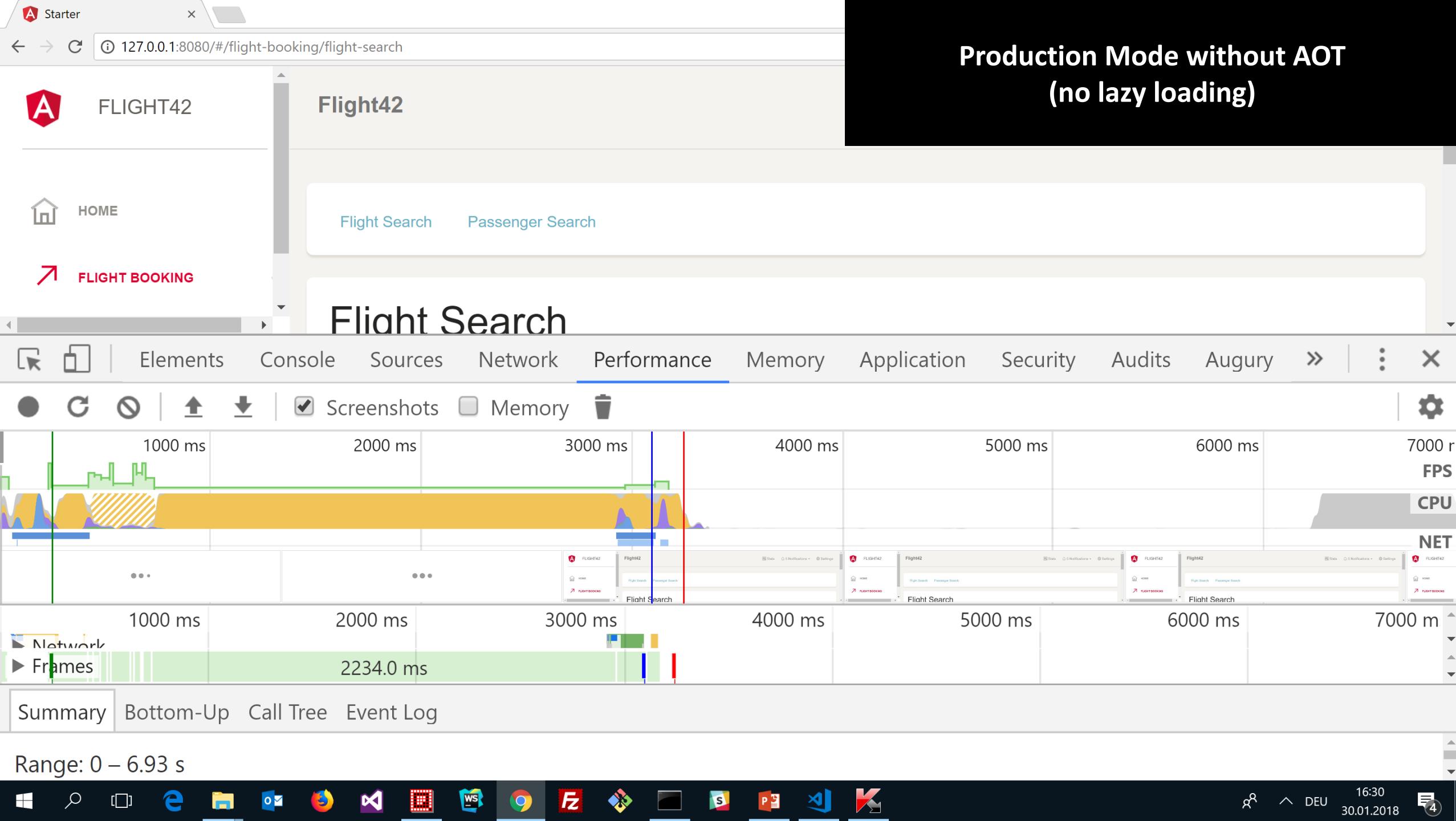
- JIT: Just in Time, at runtime
- AOT: Ahead of Time, during build

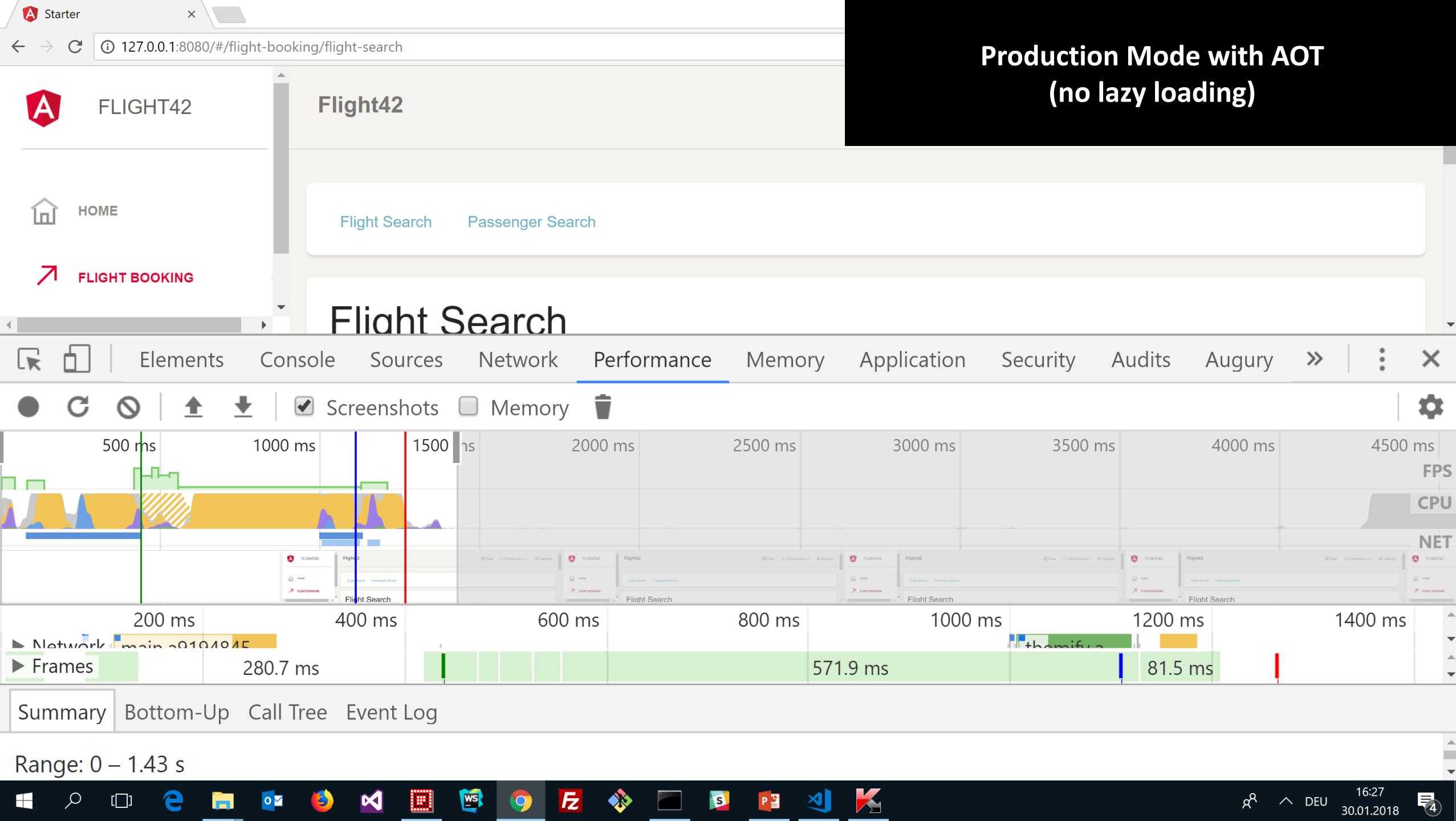
# Advantages of AOT

- Better Startup-Performance
- Smaller Bundles: You don't need to include the compiler!
- Tools can easier analyse the code
  - Remove unneeded parts of frameworks
  - Tree Shaking

# Angular CLI

- ng build --prod
- @ngtools/webpack with AngularCompilerPlugin
- Can be used without CLI too



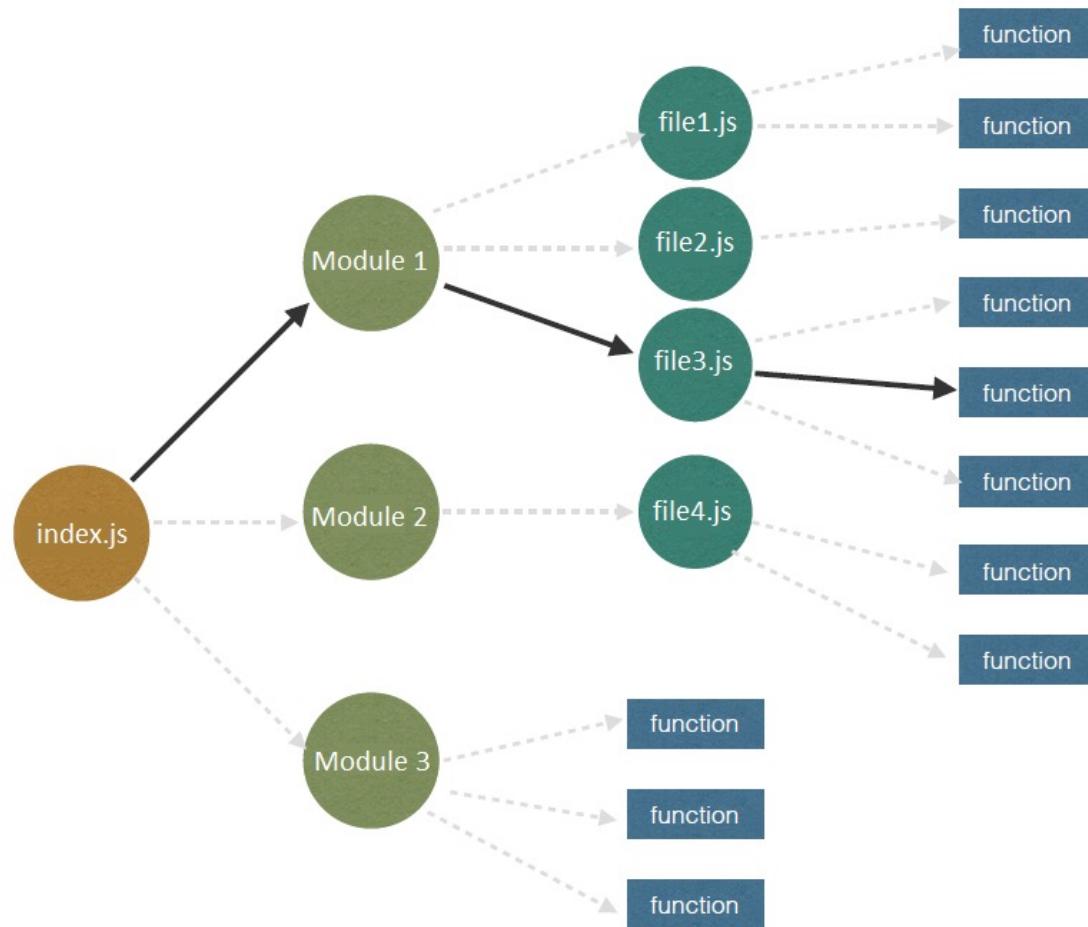


# Ivy makes AOT the default 😊

- 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

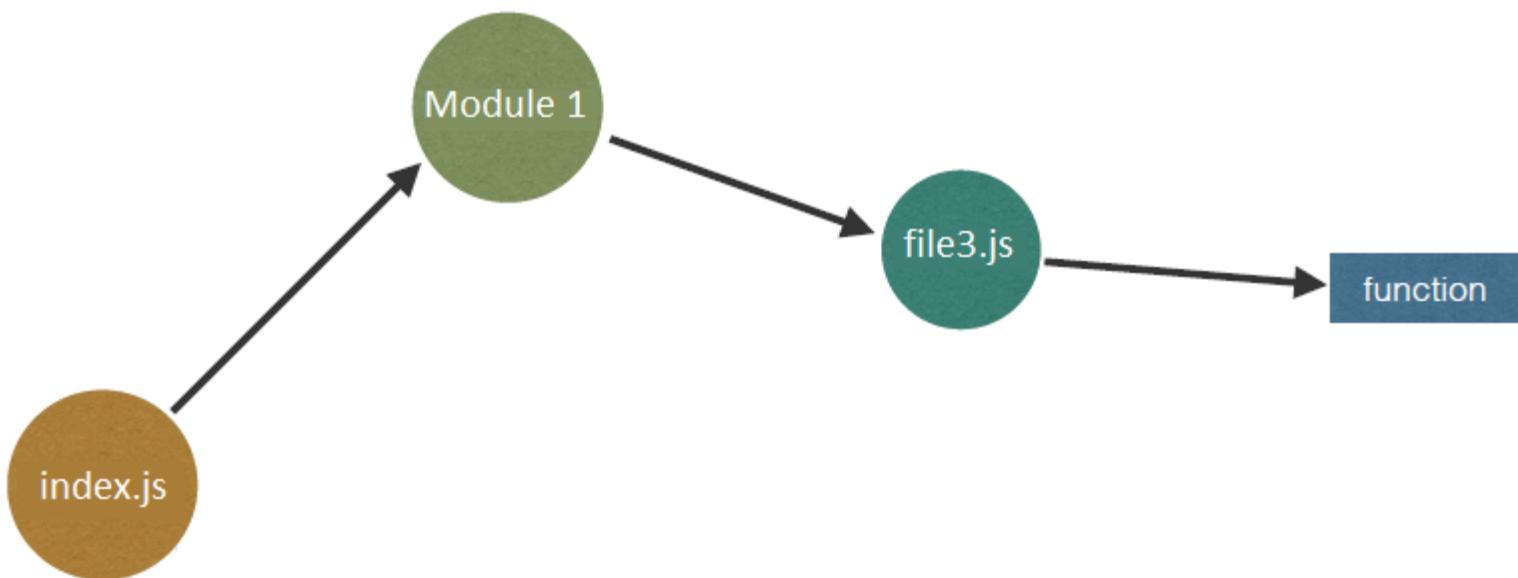
# Tree Shaking

Before Tree Shaking



# Tree Shaking

After Tree Shaking



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# Webpack Bundle Analyzer

## Bundles without AOT and Tree Shaking

vendor.978ac3ef762178ef4aa8.bundle.js

node\_modules

JIT Compiler

@angular

platform-browser-dynamic

esm5

platform-browser-dynamic.js  
+ 1 modulescore  
esm5

core.js

router.js +  
23 modules

common.js http.js

common  
esm5forms  
esm5forms.js +  
2 modulesplatform-browser  
esm5http  
esm5

platform-browser.js http.js

rxjs

\_esm5

main.ts  
+ 68  
modules

polyfills.7c4efb87d4ba5dbbc58c.bundle.js

node\_modules

zone.js

dist

zone.js

core.js

modules



# Demo

# Conclusion

Quick Wins

Lazy Loading  
and  
Preloading

OnPush w/  
Immutables and  
Observables

AOT and Tree  
Shaking



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# For performance deep dive

Watch this (starting at 8:30):

[https://drive.google.com/file/d/15fmyedJPYSOIv\\_0YvFtg26XGS8tZpZ03/view](https://drive.google.com/file/d/15fmyedJPYSOIv_0YvFtg26XGS8tZpZ03/view)

Repo: <https://github.com/jeffbcross/victor-videos/>