



# Image Optimization:

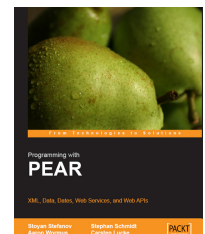
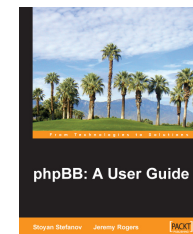
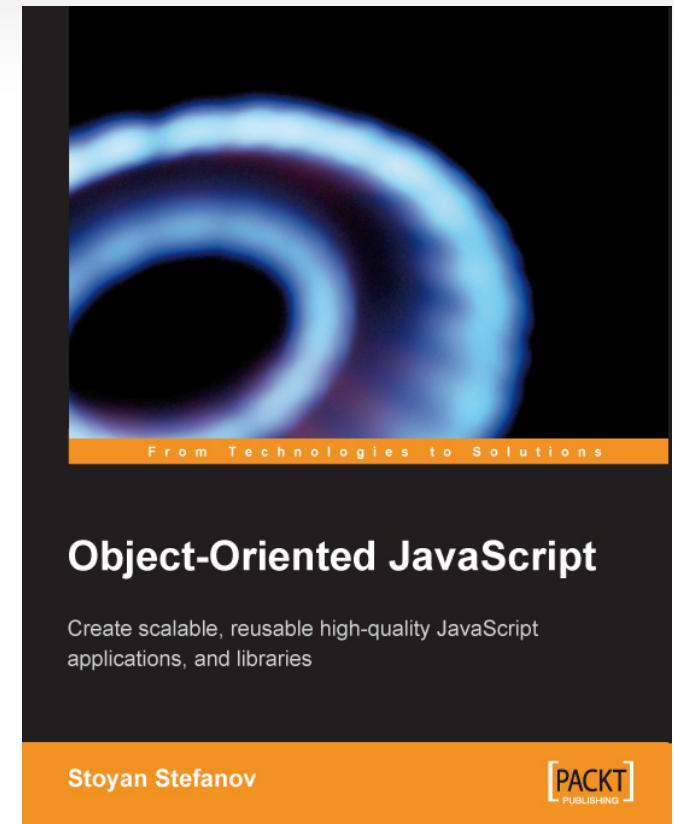
## 9 best practices (and some tools)

**Stoyan Stefanov, Yahoo!**

**php|works + PyWorks, Atlanta, 2008**

# About the presenter

- Exceptional Performance
- <http://developer.yahoo.com>
- YSlow 2.0: architect, dev
- Smush.it: <http://smush.it>
- Blog: <http://phpied.com>



# Best practices

- Choose PNG over GIF
- Crush PNGs
- Strip JPEG metadata
- Optimize GIF animations
- Try PNG8
- Avoid `AlphaImageLoader`
- Crush dynamic images
- Make favicons small and cacheable
- Use CSS sprites



# Hmm, images?

Q: Is this really important?

A: Let's survey the global top 10 sites.



# What % of page weight is images?

1	Yahoo!	29%
2	Google	75%
3	YouTube	62%
4	Live.com	64%
5	MSN	41%
6	MySpace	48%
7	Wikipedia	39%
8	Facebook	35%
9	Blogger	27%
10	Yahoo! JP	36%

- Average  
**45.6%**
- Not exactly half, but pretty close
- Your site may be different, amazon.com for example is 71% images
- huge potential



**LOSSLESS!**

**#1: Choose PNG over GIF**



# GIF vs. PNG

	<b>GIF</b>	<b>Palette PNG (aka PNG8, aka indexed)</b>	<b>Truecolor PNG</b>
<b>Number of colors</b>	256	256	Up to 48bit
<b>Transparency</b>	Boolean (on/off)	Alpha (variable) *	Alpha (variable) *
<b>Browser support</b>	Nearly all	All A-grade (96%+)	All A-grade (96%+)
<b>Animation</b>	Yes	No (future)	No (future)

\* some IE < v.7 issues

# PNG transparency and IE

## Truecolor PNG

IE 7 and up



IE 6 and earlier



## PNG8

IE 7 and up



IE7



IE 6 and earlier



IE6





# GIF vs. PNG

- Verdict: IE7+ is OK; IE6 supports GIF-like transparency
- PNG8 can do everything a GIF can do, and more (sans cheesy Web 1.0 animations)
- PNG8 works across all A-Grade browsers

Q: And what about the size?

A: Let's survey the top 10 sites and convert all GIFs to PNGs to check if there are savings



# GIF-to-PNG

1	Yahoo!	9.55%
2	Google	22.95%
3	YouTube	33.82%
4	Live.com	19.93%
5	MSN	13.53%
6	MySpace	17.65%
7	Wikipedia	No GIFs!
8	Facebook	17.47%
9	Blogger	24.27%
10	Yahoo! JP	24.58%

- Average  
**20.42%**  
**savings**

**LOSSLESS!**

## #2: Crush your PNGs



# About the PNG chunks

- PNGs store information in "chunks"
- Most chunks can safely be deleted
- Most image programs DO NOT optimize
- Command line tools:
  - pngcrush <http://pmt.sourceforge.net/pngcrush/>
  - pngrewrite <http://www.pobox.com/~jason1/pngrewrite/>
  - OptiPNG <http://www.cs.toronto.edu/~cosmin/pngtech/optipng/>
  - PNGOut <http://advsys.net/ken/utils.htm>
- Example:

```
> pngcrush -rem alla -brute -reduce  
src.png dest.png
```



# Crush top 10 and check for savings

1	Yahoo!	15.52%
2	Google Reader	22.60%
3	YouTube	17.32%
4	Live.com	No PNGs
5	MSN	No PNGs
6	MySpace	25.44%
7	Wikipedia	21.32%
8	Facebook	9.08%
9	Blogger	1.07%
10	Yahoo! JP	No PNGs

- Average

**16.05%**  
**savings**



**LOSSLESS!**

## #3: Strip JPEG metadata



# JPEG metadata

- Comments
- EXIF
  - camera information
  - thumbnail!
  - audio!?!?
  - ...
- Application specific (e.g. Photoshop)



# Lossless JPEG operations

- jpegtran (<http://jpegclub.org/>)
- Free command-line tool
- Lossless operations such as crop, rotate
- You probably have it installed already

## Example:

```
> jpegtran -copy none -optimize src.jpg  
dest.jpg
```

-progressive?





# “baseline” JPEG - 1



# “baseline” JPEG - 2



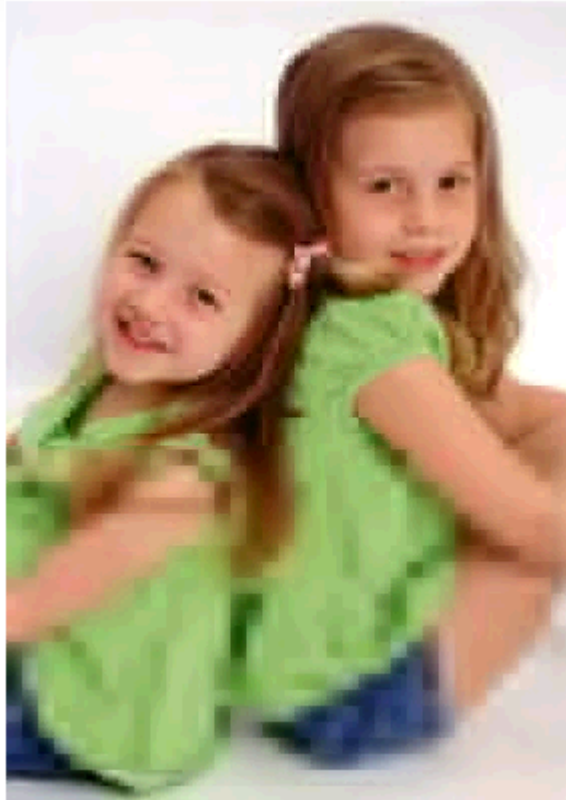
# “baseline” JPEG - 3



# Progressive loading - 1



# Progressive loading - 2



# Progressive loading - 3



# Experiment: jpegtran and 10360 images

- Using Yahoo Image Search API
- Download 12000 images - query: “monkeys”, “babies”, “flowers”, “kittens”...
- Cleanup 4xx responses and incorrect file types
- Run jpegtran
  - with `-optimize` flag
  - with `-progressive` flag



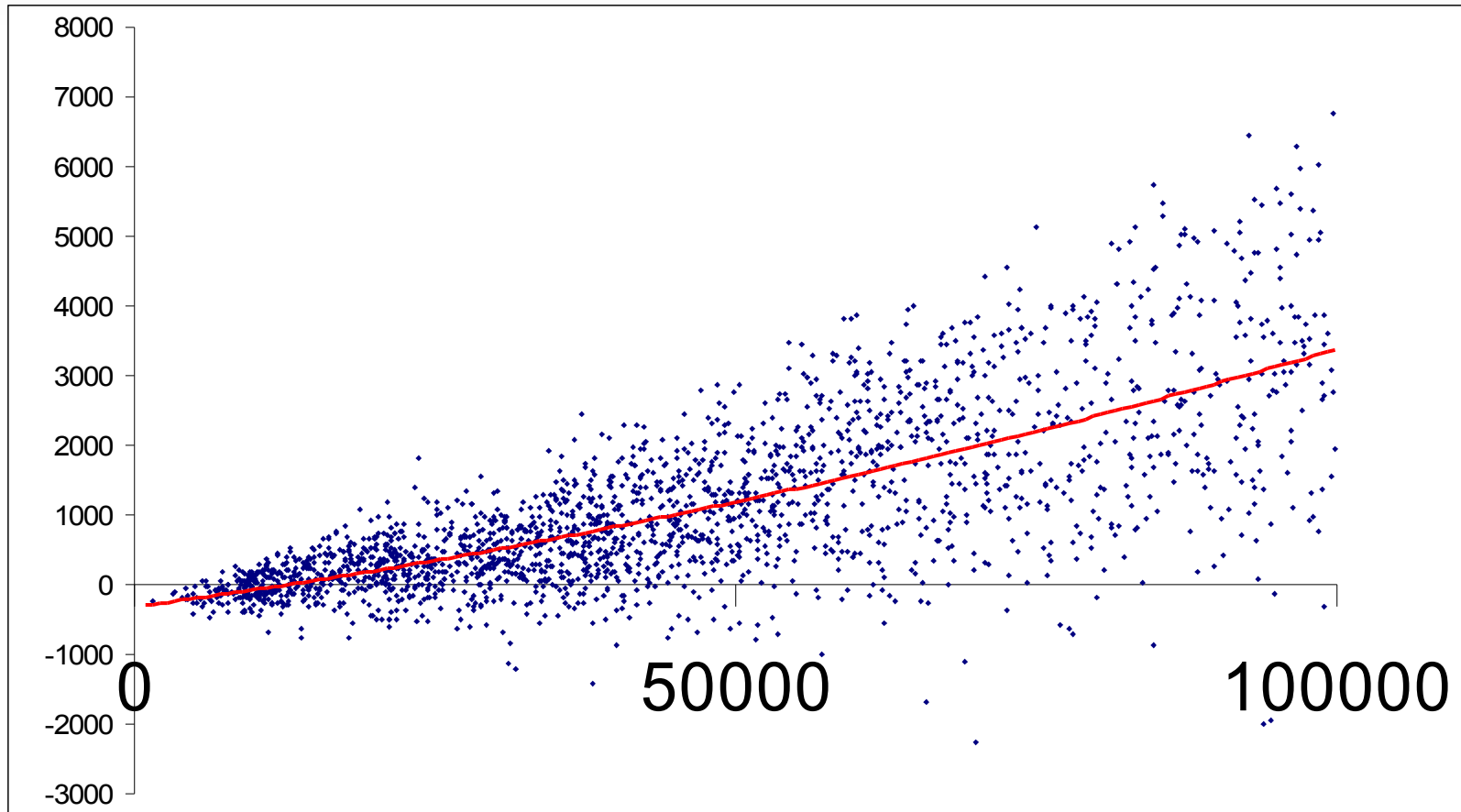
# Running jpegtran on 10360 images

- Stats:
  - The average JPEG on the web today is 52.07K (median size)
  - Can be optimized to 47.36K or **9.04%**
  - Converted to progressive is 46.11K or **11.45%**

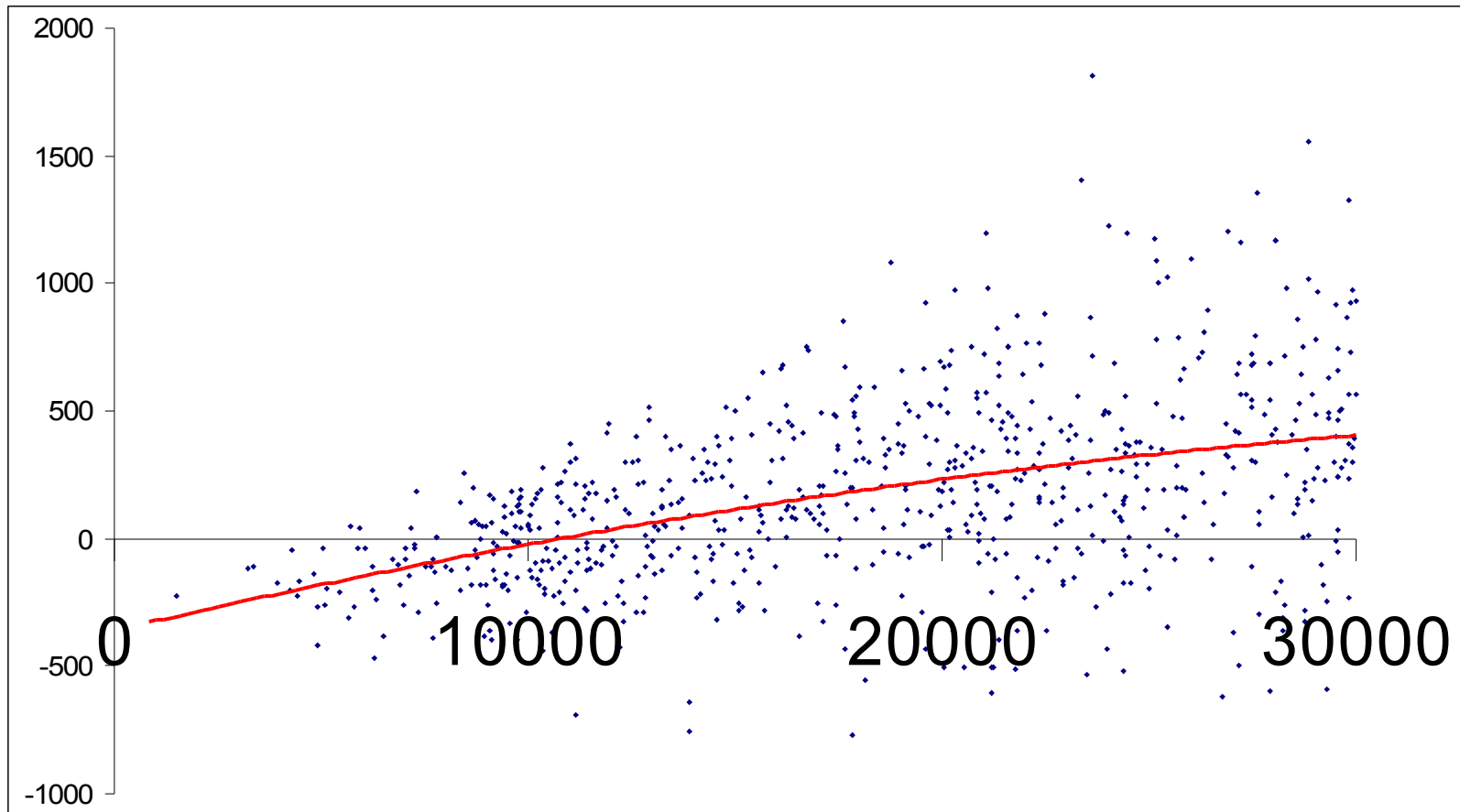




# Progressive vs. optimized baseline



# Progressive vs. optimized baseline



# Progressive vs. optimized baseline

- Progressive is usually\* better for bigger\*\* images
- Baseline is better for thumbs
- \* usually = 84%
- \*\* bigger = 10K and over
- This is just the trendline
- If offline and don't care about consistency, try both (“bruteforce”)



# In any event...

- You can strip out **~10%** of your JPEGs
- with no quality loss



**LOSSLESS!**

## #4: Optimize GIF animations



# Animated GIFs

- Some pixels don't change from one frame to the other
- Make them transparent
- gifsicle - <http://www.lcdf.org/gifsicle>

```
> gifsicle o2 source.gif > dest.gif
```



# Review

1. Convert GIFs to PNG
2. Crush PNGs
3. ~~Strip JPEG metadata~~  
Try progressive JPEG
- Optimize animated GIFs

a.k.a....

smush.it



## #5: Make all PNGs palette PNGs \*

- \* but visually check the result  
(or wait for someone to complain, chances are you'll be waiting in vain ;)





# Truecolor vs. palette PNGs

- Palette PNGs (PNG8) have 256 colors
- Truecolor PNGs could have millions
- In practice, truecolor PNGs often have less than 1000 colors
- Otherwise it would mean they are photos and should be JPEGs
- Human eye is not that sensitive



# Truecolor vs. palette PNGs

- Convert truecolor to palette
  - How about 50% savings?
  - Solves IE<7's little alpha transparency problem
- 
- Warning 1: LOSSY
    - But no one will ever know
  - Warning 2: automation is hard when there's alpha



# Truecolor vs. palette PNGs

## Command-line tools:

- **pngquant** (<http://www.libpng.org/pub/png/apps/pngquant.html>)
- **pngnq** (<http://pngnq.sourceforge.net/>)

## Example:

```
> pngquant 256 src.png
```



# #6: Avoid AlphaImageLoader



# CSS filters

- Back to the problem with truecolor PNG alpha transparency in earlier IEs
- AlphaImageLoader CSS filter to fix the issue

```
#mydiv {  
    background: url(image.png);  
    _background: none;  
    _filter:progid:DXImageTransform.Microsoft.AlphaImageLoader  
        (src='image.png', sizingMethod='crop');  
}
```



# CSS filters problems

- IE proprietary
- Blocks rendering, freezes the browser
- Increased memory consumption
- Per element, not per image!
- CSS code for sprites becomes messy



# Avoid filters

- Best: Avoid completely, use gracefully degrading PNG8
- Fallback: use underscore hack `_filter` not to penalize IE7+ users
- Yahoo! Search saved 50-100ms for users of IE5&6



**LOSSLESS!**

## #7: Crush dynamic images





# Dynamically generated images

- GD library doesn't do what pngcrush does
- Generated images are bigger
- From big to small:  
generated GIF > generated PNG > crushed PNG
- Server resources on every request



# Recipe for generated images

1st request:

- generate
- write to disk
- pngcrush
- serve

2nd request:

- serve cached

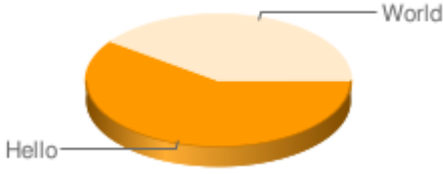
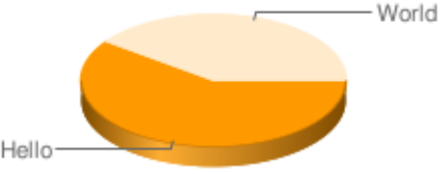
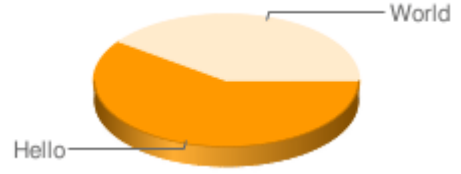
- Estimate

5-30%

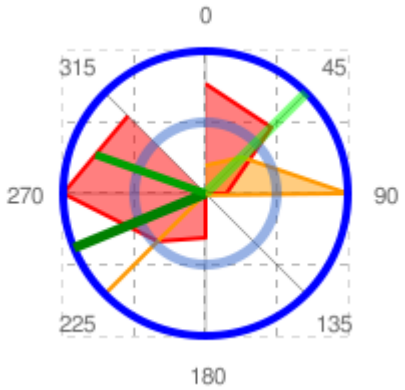
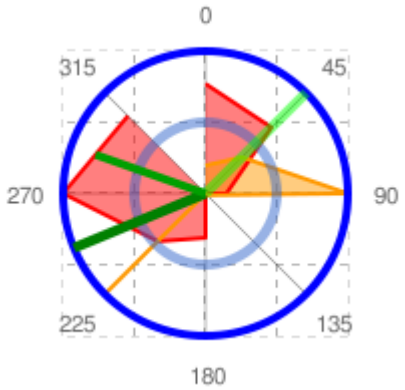
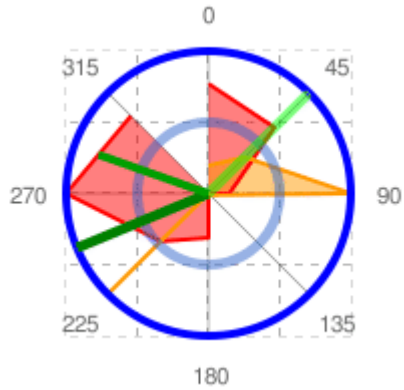
savings



# Case study: Google charts API

Original (707 colors)	Crushed (707 colors)	PNG8 (256 colors)
 A 3D pie chart with two segments. The larger segment is light orange and labeled 'World' with a leader line. The smaller segment is a darker orange and labeled 'Hello' with a leader line. The chart has a 3D effect with a shadow.	 A 3D pie chart identical in appearance to the original, with two segments labeled 'World' and 'Hello'. It has a 3D effect with a shadow.	 A 3D pie chart identical in appearance to the original, with two segments labeled 'World' and 'Hello'. It has a 3D effect with a shadow.
	12% saving	38% saving

# Case study: Google charts API

Original (1408 colors)	Crushed (1408 colors)	PNG8 (256 colors)
		
	25% saving	55% saving (1000+ colors are lost but who can tell?)



## #8: Make favicon smaller



# favicon.ico

- `www.example.org/favicon.ico`
  - The browser will request it
  - Better not respond with a 404
  - Cookies are sent
  - Cannot be on CDN
  - Interferes with the download sequence
- Make it small ( $\leq 1\text{K}$ )
- Set Expires header (but not “forever”)

`<link rel="shortcut icon"...> ???`



# favicon.ico

- Tools: imagemagick, png2ico
- Case study: Yahoo! Search - favicon.ico is 9% of all page views

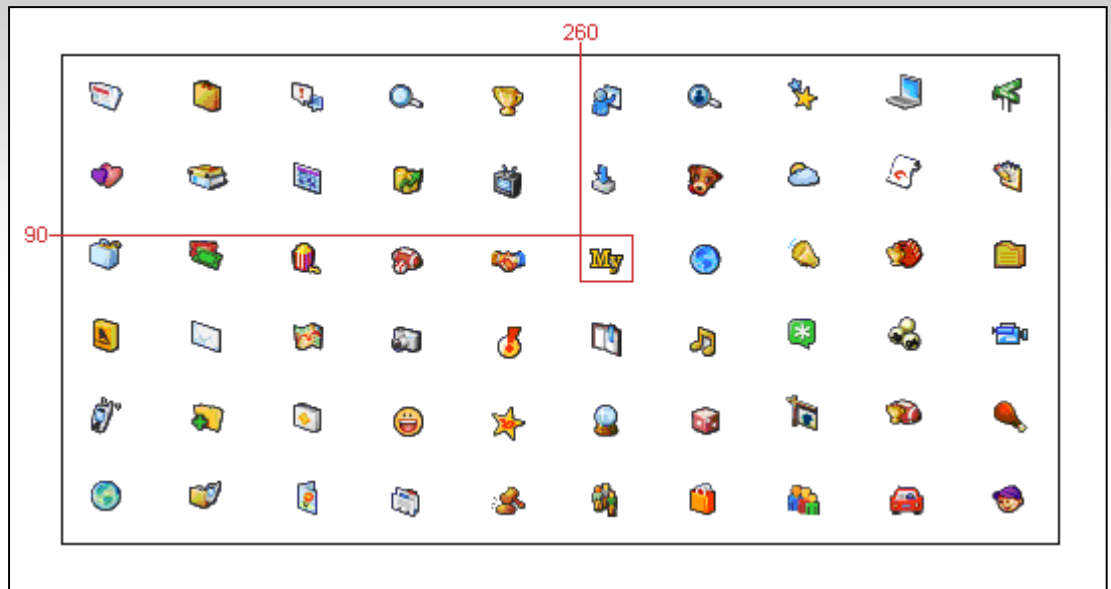


# #9: Use CSS sprites





# CSS Sprites



CSS:

```
6 li {background: #fff url('sprites.gif') no-repeat 0 0;}
7 li.my{background-position: -260px -90px;}
```

...

HTML:

```
142 <li class="my"><a href="#">My Yahoo!</a></li>
```

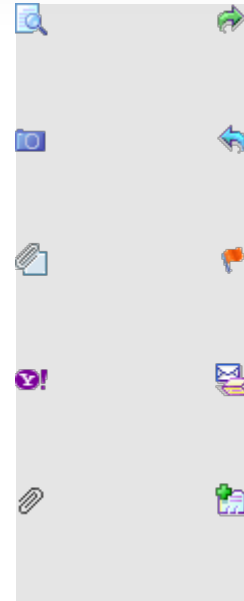


# CSS Sprites

- Size of the combined image is usually less
- You save HTTP requests
- Articles:  
<http://alistapart.com/articles/sprites>  
<http://css-tricks.com/css-sprites-what-they-are-why-they-work/>



# Optimizing sprites



# Optimize CSS sprites

- Avoid gaps
- Stay within the 256 colors of PNG8



# CSS sprites

- Creating...
- Maintaining...
- ... is a pain

But there are tools:

- <http://csssprites.com>
- <http://spritegen.website-performance.org>



# Wrapping up

You can save **10-30%** in  
unnecessary image size!





Thank you!

slides...

# Slides and other URLs

- Slides: <http://slideshare.net/stoyan>
- Blog: <http://phpied.com>
- Img opt series: <http://www.yuiblog.com/>
- Tool: <http://smush.it>
- Yahoo! <http://developer.yahoo.com/performance>





# Credits

- <http://svs.gsfc.nasa.gov/vis/a000000/a002600/a002680/> Apolo 17 Full-Earth Photograph
- <http://www.w3.org/Graphics/PNG/inline-alpha.html> W3C PNG Alpha Test
- <http://www.sitepoint.com/blogs/2007/09/18/png8-the-clear-winner/> PNG8 - The Clear Winner

