Benchpress

Next-generation benchmarking for the web

Unit testing for perf

- Unit testing enables correct systems.

- Benchmarking enables fast systems.

We've been here before

- Benchmarkjs

- jsperf.com

- Robohornet

Macro-benchmarks

- Micro-benchmarks and VMs don't mix

- Better to test against the real world

A good benchmark is...

- Actionable: more than a score

- Meaningful: real hardware, real apps

- Accessible: others can verify results easily

Angular 2.0

- Performance goal: 60fps on modern hardware.

- 16ms for JS, layout and paint.

- One question: is this code faster enough?

- Yes/no answer is actionable.

No harness

- Real [mobile] hardware is fairly closed. We can't add a bulky benchmarking harness without effecting results.

- Meaningful data comes from "bare" hardware.

Real apps

- Don't have a "warm up" phase

- Nor run the same code many times in a loop

- Benchmarks shouldn't either.

- (without the ceremony, we can run quickly)

Try the mock-up

http://jbdeboer.github.com/suite.html

Comment on the design doc

https://bit.ly/benchpressdd