LATENCY

& Client-Side Performance

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You decide to build a product/website.

You hire some kickass ninja programmers!

You start coding your site in the coolest language with the strongest amazon EC2 server available.

You go beta.

You realize your site is really slow. Each query takes 400ms!

You add more servers.

And then add some more servers.

Still slow, so you migrate to mongodb, add memcached and redis!

You saved some CPU cycles & cut performance by 75%!
Now queries are only taking 100ms!

All this, and then you realize you still have a problem...

While you saved 300ms on the server side, your users are still waiting another 8 seconds on the client side!

TODAY, WE'RE TALKING ABOUT

- What & why
- Measuring
- Theory
- 8 Technical tips
- Proving it works

WHY SHOULD YOU TRUST ME?

- 10+ years in web development
- C#, asp.net, Java, php, nodejs
- On the 'Core' engineering team @ Sears Israel
- Focusing on client side performance for the past ~8months

WHAT IS LATENCY TO US?

The time measured from the moment a user enters our URL, until the page is 'ready'.

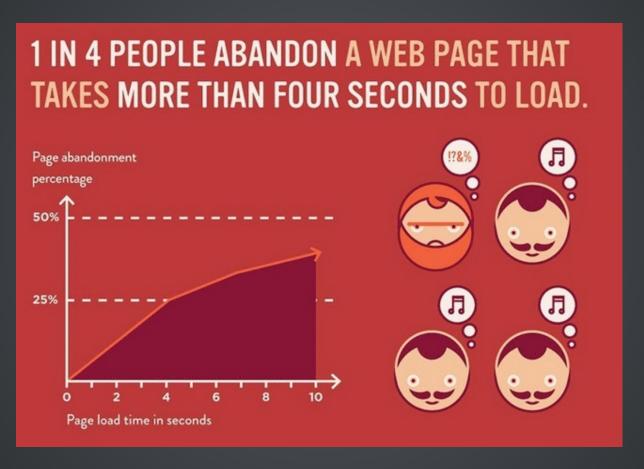
WHY DOES THIS MATTER?



http://9.mshcdn.com/wp-content/uploads/2012/03/Instant-America-800.jpg

OnlineGraduatePrograms.com

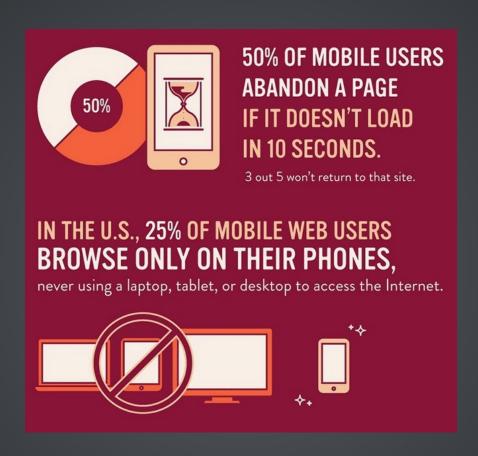
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SO, HOW FAST SHOULD WE BE?

- < 100 ms = illusion of instant response
- <1 sec = seamless flow of thought
- <10 sec = user starts to lose context
- >10 sec = user is elsewhere...

*Based on a psychological study by Jakob Nielsen

WE CAN'T REALLY BE THAT FAST!

...but we can give the illusion that we are



MEASURING LATENCY?

- RUM (Real User Monitoring)
- SUM (Synthetic User Monitoring)
- Waterfall Charts

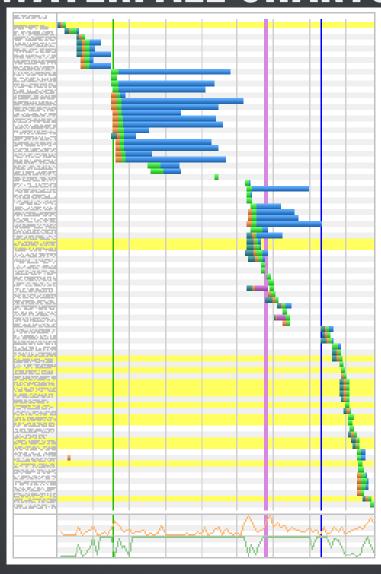
REAL USER MONITORING

- Gathering data from real clients' machines
- Data is "real"
- No control over the experiment
- Reveals problems that synthetic user monitoring won't

SYNTHETIC USER MONITORING

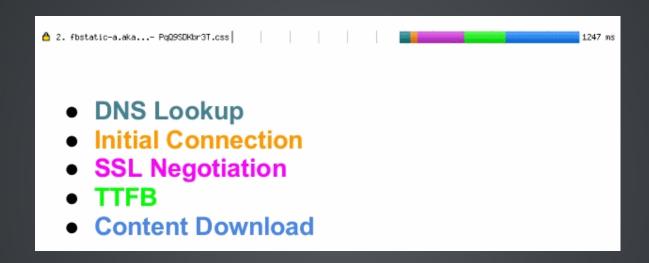
- Having a dedicated machine for monitoring
- Doesn't necessarily represent your user's experience
- Controlled environment
- Gives us empirical data we can work with, follow, and see our improvements.
- phantomjs, WebPageTest

WATERFALL CHARTS...

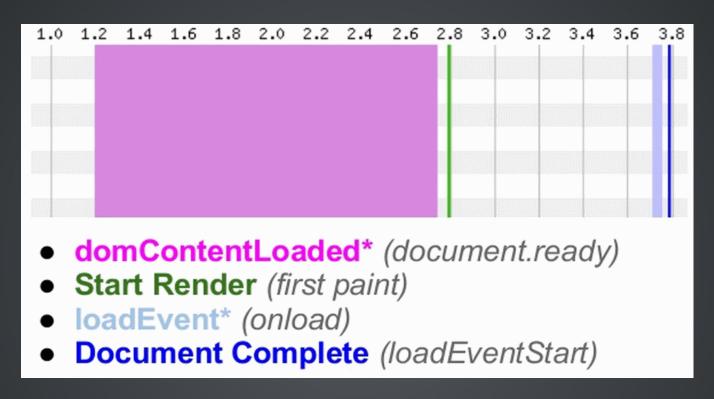


THEORY

ANATOMY OF A REQUEST



RENDERING & LOADING



- Start Render should be as soon as possible
- DOM Ready should be as short possible
- All event lines should be as close as possible

POP QUIZ:

```
When does
$(function() {
    // do something...
});
    happen?
```

SO, WHAT DO WE MEASURE?

WINDOW.ONLOAD ?!#@

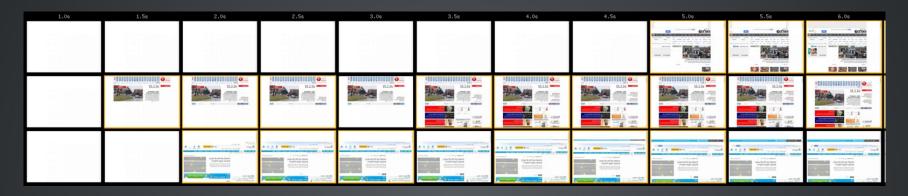




- Amazon's Product Page loads in ~5-6 seconds
- Gmail is much, much faster...
- Twitter measures 'Time To First Tweet'

SPEED INDEX

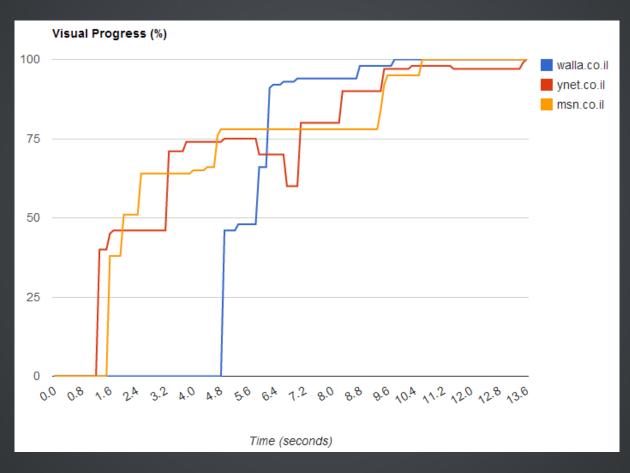
How much does the user see, and how fast?...



http://www.webpagetest.org/video/compare.php?tests=140215_KW_MVB,140215_Y7_MVC,140215_76_MVE

SPEED INDEX

Measures exactly what the user sees in the viewport



WHAT WE DO

Latency Tests			Choose Page : Amazon - Homepage ▼			or Search : Search for Search		
				F	rom : From	date	To: To date	
Time	Label		Test Id	DocComplete		WebPageTest		
20/02/2014 12:01	Amazon - Homepage		140220_16_GKG	2155		Results		Delete
20/02/2014 09:01	Amazon - Homepage		140220_NP_BDN	2945		Results		Delete
20/02/2014 06:01	Amazon - Homepage		140220_JX_7NZ	2077		Results		Delete
20/02/2014 03:01	Amazon - Homepage		140220_NM_402	1613		Results		Delete
20/02/2014 00:01	Amazon - Homepage		140220_20_3A	1665		Results		Delete
19/02/2014 21:01	Amazon - Homepage		140219_W9_1108	3715		Results		Delete
19/02/2014 18:01	Amazon - Homepage		140219_CR_V50	3114		Results		Delete
19/02/2014 12:01	Amazon - Homepage		140219_PN_GE1	2734		Results		Delete
19/02/2014 09:01	Amazon - Homepage		140219_BT_BEC	2964		Results		Delete
		ge Load 553		Speed Index 1698		s Size 205	Css Size	
4,000 —			Render ■ Page Load					

SO WHAT CAN WE DO?

(8 helpful tips)

1. DOMAIN SHARDING

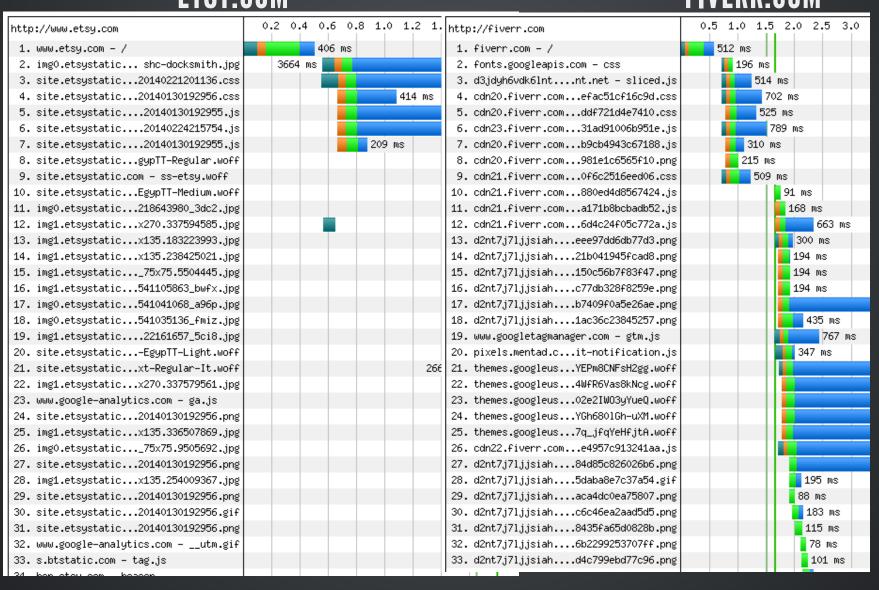
- Multiple domains will help download resources faster.
- Too many domains will cause congestion.
- Rule of thumb: at least 2, no more than 4

 Etsy recently discovered that sharding over 2 domains instead of 4 increased performance by 500ms on mobile devices!

1. DOMAIN SHARDING



FIVERR.COM

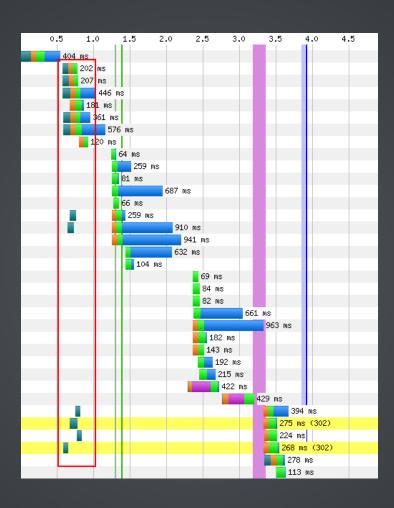


2. PREFETCH DNS

- Now you have multiple domains, your client needs to resolve each URL
- You can request these up front, and have the browser do it asynchronously.

<link rel="dns-prefetch" href="//cdn1.someCDN.net" />

2. PREFETCH DNS

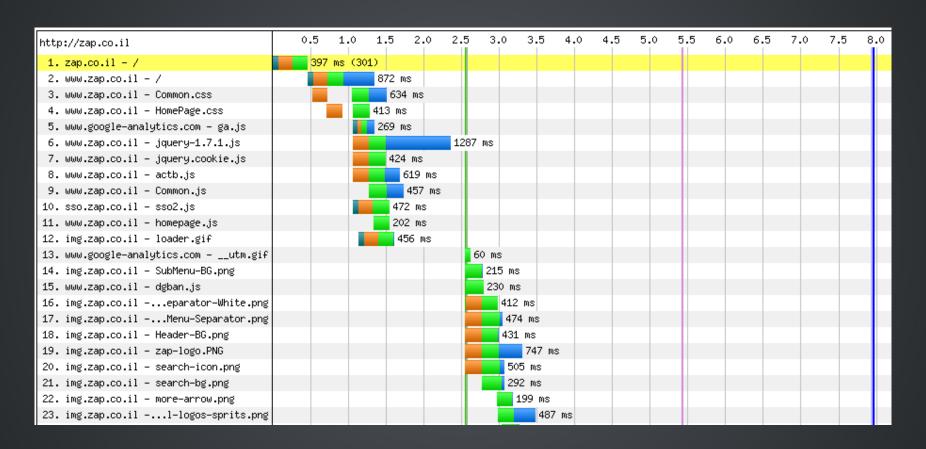


http://www.webpagetest.org/result/140218_79_12MX

3. SCRIPTS & CSS

- CSS should be in the <head/> tag to avoid choppy layout.
- JS should be at end of page not to block rendering
- Experiment with inlining the resources necessary only for use above the fold.

3. SCRIPTS & CSS



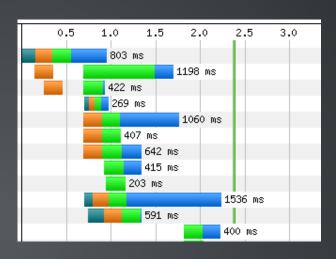
http://www.webpagetest.org/result/140214_YH_E0Z

4. CHUNKED RESPONSE

- Return the first chunk to the browser asap
- First chunk should be after '</head>'
- Tells browser to start downloading resources earlier

4. CHUNKED RESPONSE





5. LAZY LOADING

- Images can get in the way of downloading other resources
- No need to download images below the fold
- But force the browser to download critical images first

```
<script type="text/javascript">
new Image().src = 'http://gilly.com/img.gif';
</script>
```

NETWORK SILENCE...



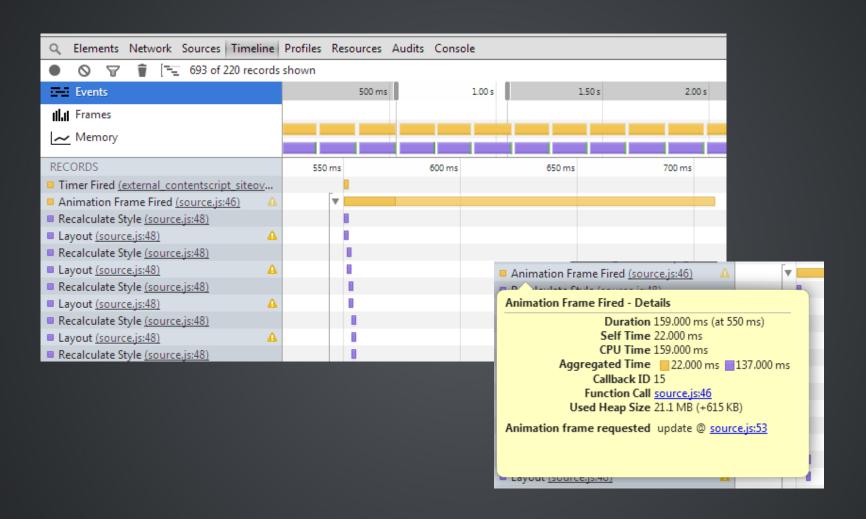
http://www.webpagetest.org/result/140214_V0_ESK/

6. FORCING DOM LAYOUT

- Setting and getting element's properties
- The bigger the DOM the more time this will take.
- Easily spotted in developers tools
- Avoid this by first getting everything, and then setting everything.

```
function setContainerHeight() {
    $.each($('items'), function() {
        $('item-wrapper').height += $(this).outerHeight();
    });
}
```

6. FORCING DOM LAYOUT



7. EFFICIENT CSS

- Use CSS transform where possible instead of JS animations.
- This will use the GPU to render the element
- Consumes more memory but increases frame rate

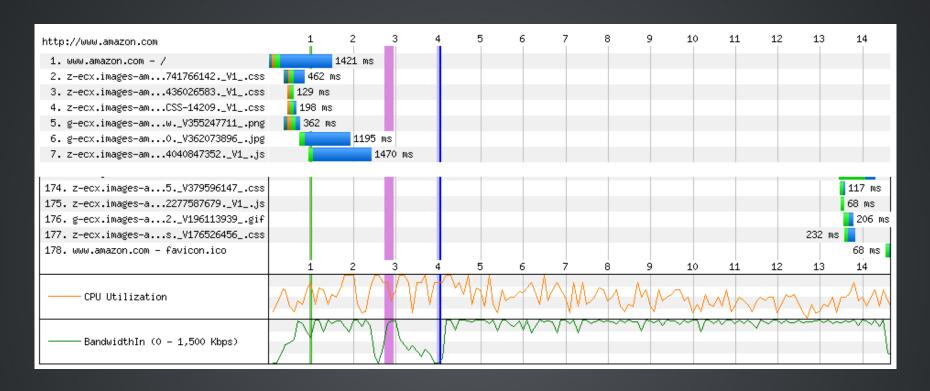
transform: translate3d(0, 0, 0);

8. PRELOADING RESOURCES

- You know which resources other pages on your site require.
- You know which page users will land on.
- Use this knowledge to 'feed' the users' browser with resources to be ready!

*Make sure not to execute anything!

8. PRELOADING RESOURCES



- amazon.com load ~30-40 resources after 'page-load'
- http://www.webpagetest.org/result/140215_RY_F6B

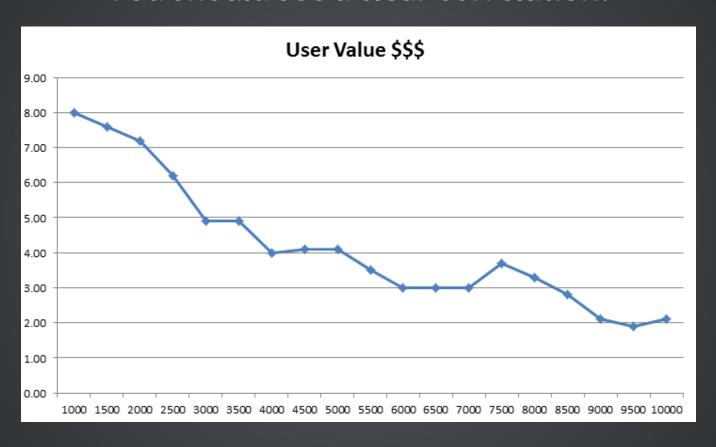
SO... IS IT WORTH IT?

MEASURE & PROVE

- You already have multiple test groups
 - Users getting good performance
 - Users getting bad performance
- Correlate these groups to their overall 'value'

MEASURE & PROVE

You should see a clear correlation!



(*not our real stats)

THANK YOU!

STILL INTERESTED ?...

gillyb@gmail.com www.DebuggerStepThrough.com

We're hiring! jobs@sears.co.il

REFERENCES

- Google's Waterfall antipatterns http://www.youtube.com/watch?v=O5az5D51ACQ
- Yahoo's best practices http://developer.yahoo.com/performance/rules.html
- Google on HTTP Caching https://developers.google.com/speed/articles/caching
- RFC 2616 HTTP Headers spec http://www.w3.org/Protocols/rfc2616/rfc2616sec14.html
- Web performance metrics http://blog.kissmetrics.com/loading-time/?wide=1
- Advanced waterfall analysis
 - http://www.webperformancetoday.com/2010/07/14/waterfalls-401-advanced-analysis-for-non-beginners/
- http://www.webperformancetoday.com (many posts)
- Ilya Grigorik's blog http://www.igvita.com/
- WebPageTest http://webpagetest.org
- Moving beyond window.onload()
 - http://www.stevesouders.com/blog/2013/05/13/moving-beyond-window-onload/
- WebPageTest 'Speed Index' https://sites.google.com/a/webpagetest.org/docs/using-webpagetest/metrics/speed-index
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- Even faster websites by Steve Souders http://amzn.to/M2T2ai
- Debugging CSS & Render Performance http://www.youtube.com/watch?v=gqc88qWuil4