61

Performance

Metrics

🟧 First Contentful Paint	3.4 s	🔺 First Meaningful Paint	4.3 s
🟧 Speed Index	4.3 s	🔺 First CPU Idle	6.8 s
🟧 Time to Interactive	6.7 s	🔺 Max Potential First Input Delay	1,950 ms

Values are estimated and may vary. The performance score is <u>based only on these metrics</u>.
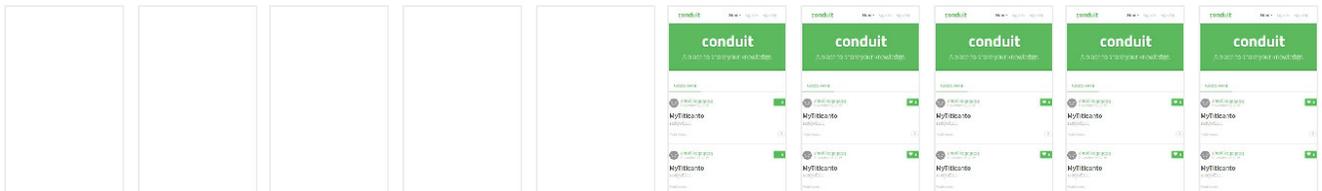
Opportunities — These suggestions can help your page load faster. They don't <u>directly affect</u> the Performance score.

Opportunity	Estimated Savings
🔺 Eliminate render-blocking resources	▬▬▬ 0.9 s ⌃

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. <u>Learn more</u>.

☑ ~~Show 3rd-party resources~~ (3)

URL	Size	Potential Savings
…css/ionicons.min.css (code.ionicframework.com)	7 KB	980 ms

URL	Size	Potential Savings
/css?family=… (fonts.googleapis.com)	1 KB	820 ms
/main.css (demo.productionready.io)	16 KB	1,130 ms

▬ Remove unused CSS   ▬ 0.15 s ⌃

Remove dead rules from stylesheets and defer the loading of CSS not used for above-the-fold content to reduce unnecessary bytes consumed by network activity. Learn more.

☑ ~~Show 3rd-party resources~~ (2)

URL	Size	Potential Savings
/main.css (demo.productionready.io)	16 KB	15 KB
…css/ionicons.min.css (code.ionicframework.com)	7 KB	5 KB

Diagnostics — More information about the performance of your application. These numbers don't directly affect the Performance score.

⚠ Ensure text remains visible during webfont load   ⌃

Leverage the font-display CSS feature to ensure text is user-visible while webfonts are loading. Learn more.

☑ ~~Show 3rd-party resources~~ (6)

URL	Potential Savings
…v8/NaPDcZTIA….woff2 (fonts.gstatic.com)	60 ms
…v13/6xK3dSBYK….woff2 (fonts.gstatic.com)	70 ms
…v13/6xKydSBYK….woff2 (fonts.gstatic.com)	80 ms
…fonts/ionicons.ttf?v=2.0.1 (code.ionicframework.com)	160 ms

URL	Potential Savings
…v13/6xKydSBYK….woff2 (fonts.gstatic.com)	80 ms
…v13/6xK1dSBYK….woff2 (fonts.gstatic.com)	80 ms

▲ Minimize main-thread work — 4.2 s ⌃

Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this.

Category	Time Spent
Script Evaluation	2,758 ms
Other	621 ms
Style & Layout	450 ms
Rendering	116 ms
Parse HTML & CSS	105 ms
Garbage Collection	63 ms
Script Parsing & Compilation	55 ms

■ Reduce JavaScript execution time — 2.8 s ⌃

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. [Learn more](#).

☐ ~~Show 3rd-party resources~~ (0)

URL	Total CPU Time	Script Evaluation	Script Parse
Other	3,493 ms	2,134 ms	4 ms
/assets/realworld-ember-b69759f….js (ember-realworld.netlify.com)	371 ms	365 ms	6 ms

URL	Total CPU Time	Script Evaluation	Script Parse
/assets/vendor-c8bd7ab….js (ember-realworld.netlify.com)	277 ms	237 ms	39 ms

● Minimize Critical Requests Depth — 7 chains found ⌃

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. [Learn more](#).

Maximum critical path latency: **1,770 ms**

Initial Navigation

https://ember-realworld.netlify.com
— …css/ionicons.min.css (code.ionicframework.com) **- 80 ms, 7.45 KB**
— /css?family=… (fonts.googleapis.com) **- 70 ms, 1.35 KB**
— /main.css (demo.productionready.io) **- 90 ms, 16.36 KB**
— /assets/vendor-d41d8cd….css (ember-realworld.netlify.com) **- 60 ms, 0.09 KB**
— /assets/realworld-ember-d41d8cd….css (ember-realworld.netlify.com) **- 60 ms, 0.08 KB**
— /assets/vendor-c8bd7ab….js (ember-realworld.netlify.com) **- 300 ms, 179.39 KB**
— /assets/realworld-ember-b69759f….js (ember-realworld.netlify.com) **- 290 ms, 11.44 KB**
— …v8/NaPDcZTIA….woff2 (fonts.gstatic.com) **- 60 ms, 11.58 KB**
— …v13/6xK3dSBYK….woff2 (fonts.gstatic.com) **- 70 ms, 13.13 KB**
— …v13/6xKydSBYK….woff2 (fonts.gstatic.com) **- 80 ms, 13.03 KB**
— …fonts/ionicons.ttf?v=2.0.1 (code.ionicframework.com) **- 160 ms, 101.78 KB**
— …v13/6xKydSBYK….woff2 (fonts.gstatic.com) **- 80 ms, 12.92 KB**
— …v13/6xK1dSBYK….woff2 (fonts.gstatic.com) **- 80 ms, 12.47 KB**

● Keep request counts low and transfer sizes small — 18 requests • 386 KB ⌃

To set budgets for the quantity and size of page resources, add a budget.json file. [Learn more](#).

Resource Type	Requests	Transfer Size
Total	18	386 KB

Resource Type	Requests	Transfer Size
Script	3	192 KB
Font	6	165 KB
Stylesheet	5	25 KB
Image	1	1 KB
Other	2	1 KB
Document	1	1 KB
Media	0	0 KB
Third-party	13	194 KB

● Third-Party Usage — 1 Third-Party Found ⌃

Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. Learn more.

Third-Party	Size	Main Thread Time
Netlify	192 KB	648 ms

Passed audits (16) ⌃

● Properly size images ⌃

Serve images that are appropriately-sized to save cellular data and improve load time. Learn more.

● Defer offscreen images ⌃

Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. Learn more.

● Minify CSS   ^

Minifying CSS files can reduce network payload sizes. [Learn more](#).

● Minify JavaScript   ^

Minifying JavaScript files can reduce payload sizes and script parse time. [Learn more](#).

● Efficiently encode images   ^

Optimized images load faster and consume less cellular data. [Learn more](#).

● Serve images in next-gen formats   ^

Image formats like JPEG 2000, JPEG XR, and WebP often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. [Learn more](#).

● Enable text compression   ^

Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. [Learn more](#).

● Preconnect to required origins   ^

Consider adding preconnect or dns-prefetch resource hints to establish early connections to important third-party origins. [Learn more](#).

● Server response times are low (TTFB) — Root document took 60 ms   ^

Time To First Byte identifies the time at which your server sends a response. [Learn more](#).

● Avoid multiple page redirects   ^

Redirects introduce additional delays before the page can be loaded. [Learn more](#).

● Preload key requests   ⌃

Consider using <link rel=preload> to prioritize fetching resources that are currently
requested later in page load. Learn more.

● Use video formats for animated content   ⌃

Large GIFs are inefficient for delivering animated content. Consider using
MPEG4/WebM videos for animations and PNG/WebP for static images instead of GIF
to save network bytes. Learn more

● Avoids enormous network payloads — Total size was 386 KB   ⌃

Large network payloads cost users real money and are highly correlated with long load
times. Learn more.

☑ Show 3rd-party resources (8)

URL	Size
/assets/vendor-c8bd7ab….js (ember-realworld.netlify.com)	179 KB
…fonts/ionicons.ttf?v=2.0.1 (code.ionicframework.com)	102 KB
/main.css (demo.productionready.io)	16 KB
…v13/6xK3dSBYK….woff2 (fonts.gstatic.com)	13 KB
…v13/6xKydSBYK….woff2 (fonts.gstatic.com)	13 KB
…v13/6xKydSBYK….woff2 (fonts.gstatic.com)	13 KB
…v13/6xK1dSBYK….woff2 (fonts.gstatic.com)	12 KB
…v8/NaPDcZTIA….woff2 (fonts.gstatic.com)	12 KB
/assets/realworld-ember-b69759f….js (ember-realworld.netlify.com)	11 KB
…css/ionicons.min.css (code.ionicframework.com)	7 KB

● Uses efficient cache policy on static assets — 2 resources found   ⌃

A long cache lifetime can speed up repeat visits to your page. Learn more.

URL	Cache TTL	Size
/main.css (demo.productionready.io)	4 h	16 KB
/images/smiley-cyrus.jpg (static.productionready.io)	4 h	1 KB

● Avoids an excessive DOM size — 316 elements ⌄

Browser engineers recommend pages contain fewer than ~1,500 DOM elements. The sweet spot is a tree depth < 32 elements and fewer than 60 children/parent element. A large DOM can increase memory usage, cause longer style calculations, and produce costly layout reflows. Learn more.

Statistic	Element	Value
Total DOM Elements		316
Maximum DOM Depth	`<img src="https://static.productionready.io/images/smiley-cyrus.jpg" alt="profile image for ahtollikqqqqqqq">`	11
Maximum Child Elements	`<ul class="pagination">`	50

● User Timing marks and measures ⌄

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. Learn more.

Runtime Settings

URL	https://ember-realworld.netlify.com/

Fetch time	Nov 18, 2019, 3:02 PM GMT+2
Device	Emulated Nexus 5X
Network throttling	150 ms TCP RTT, 1,638.4 Kbps throughput (Simulated)
CPU throttling	4x slowdown (Simulated)
User agent (host)	Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/78.0.3904.97 Safari/537.36
User agent (network)	Mozilla/5.0 (Linux; Android 6.0.1; Nexus 5 Build/MRA58N) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/74.0.3694.0 Mobile Safari/537.36 Chrome-Lighthouse
CPU/Memory Power	754

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