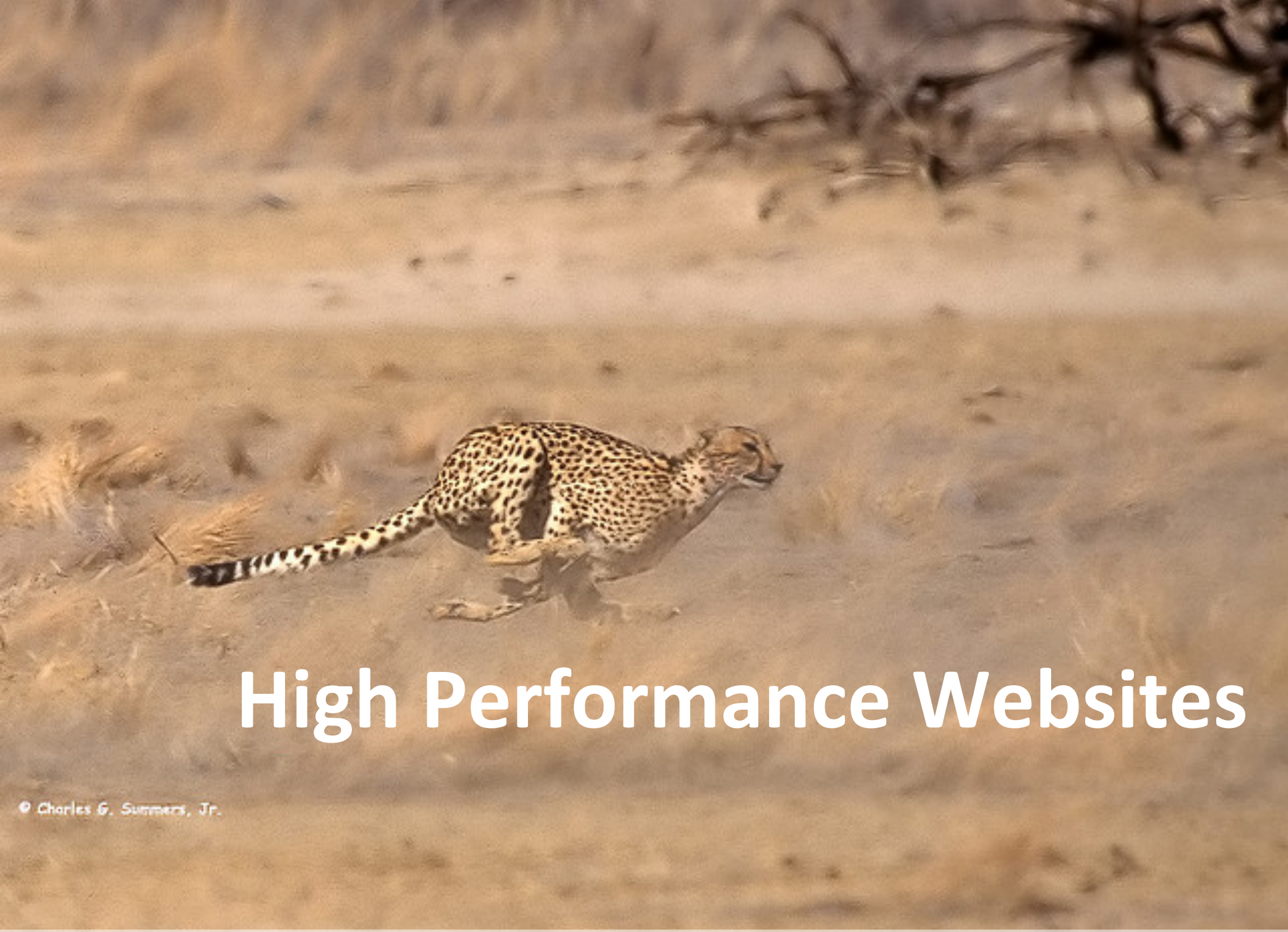


High Performance Websites

http://www.flickr.com/photos/wild_images/1147361271

Please wait.

Loading...

80% of the end-user response time is spent on the front-end.

Most of this time is downloading images, stylesheets, scripts, Flash, etc.

Reducing the number and size of HTTP requests is key to faster pages.

Why bother?

Slow website → Lower user experience → Higher drop-off rate → Lower conversion rate

Less $

Google +500ms → -20% revenue

Amazon +100 ms → -1% sales

Yahoo +400 ms → -5-9% page traffic

Why slow?

Connection bandwith

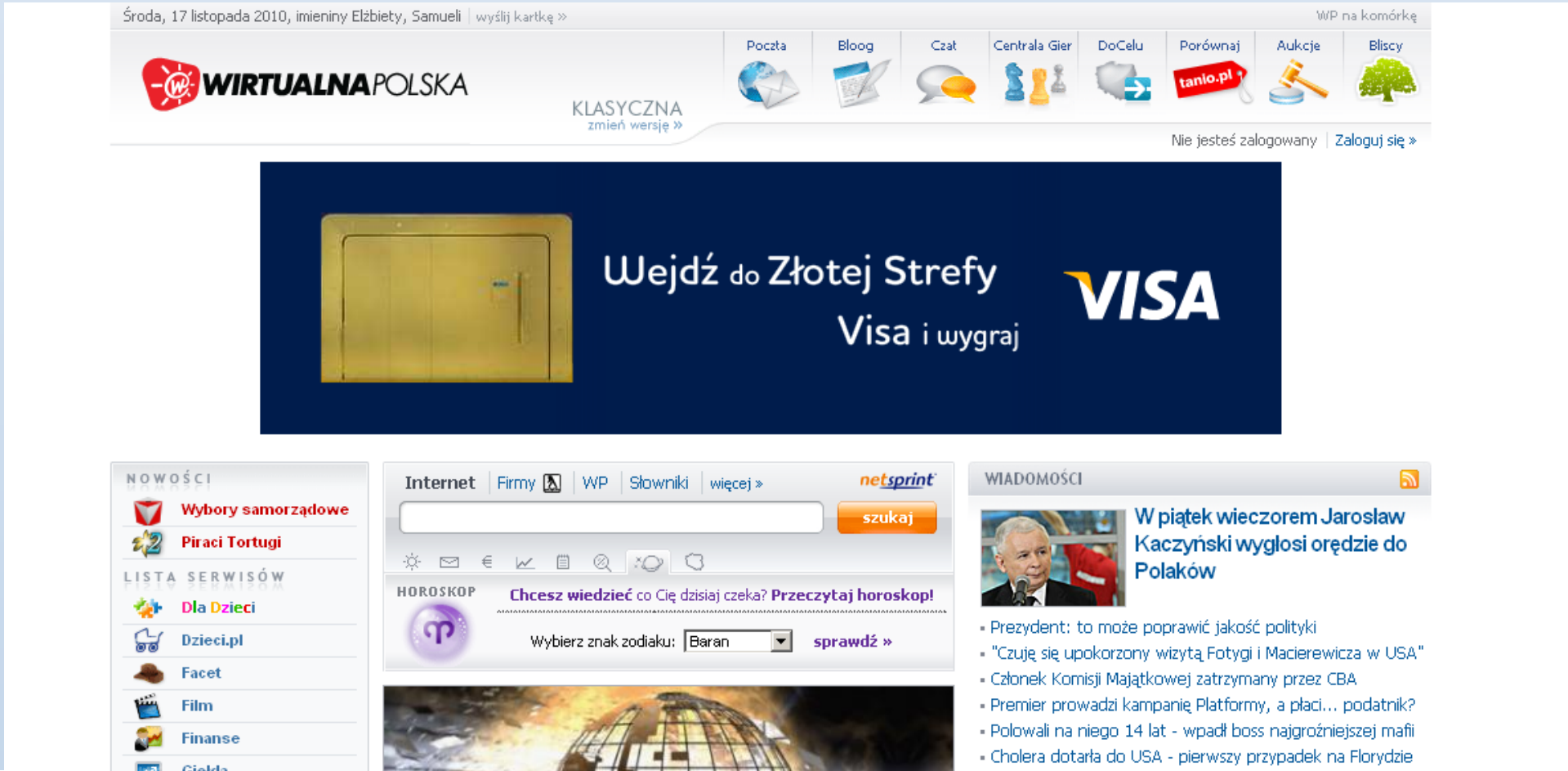
Connection lag

Client side computation

Page size

Number of requests

JS Code/CSS/# of reflows

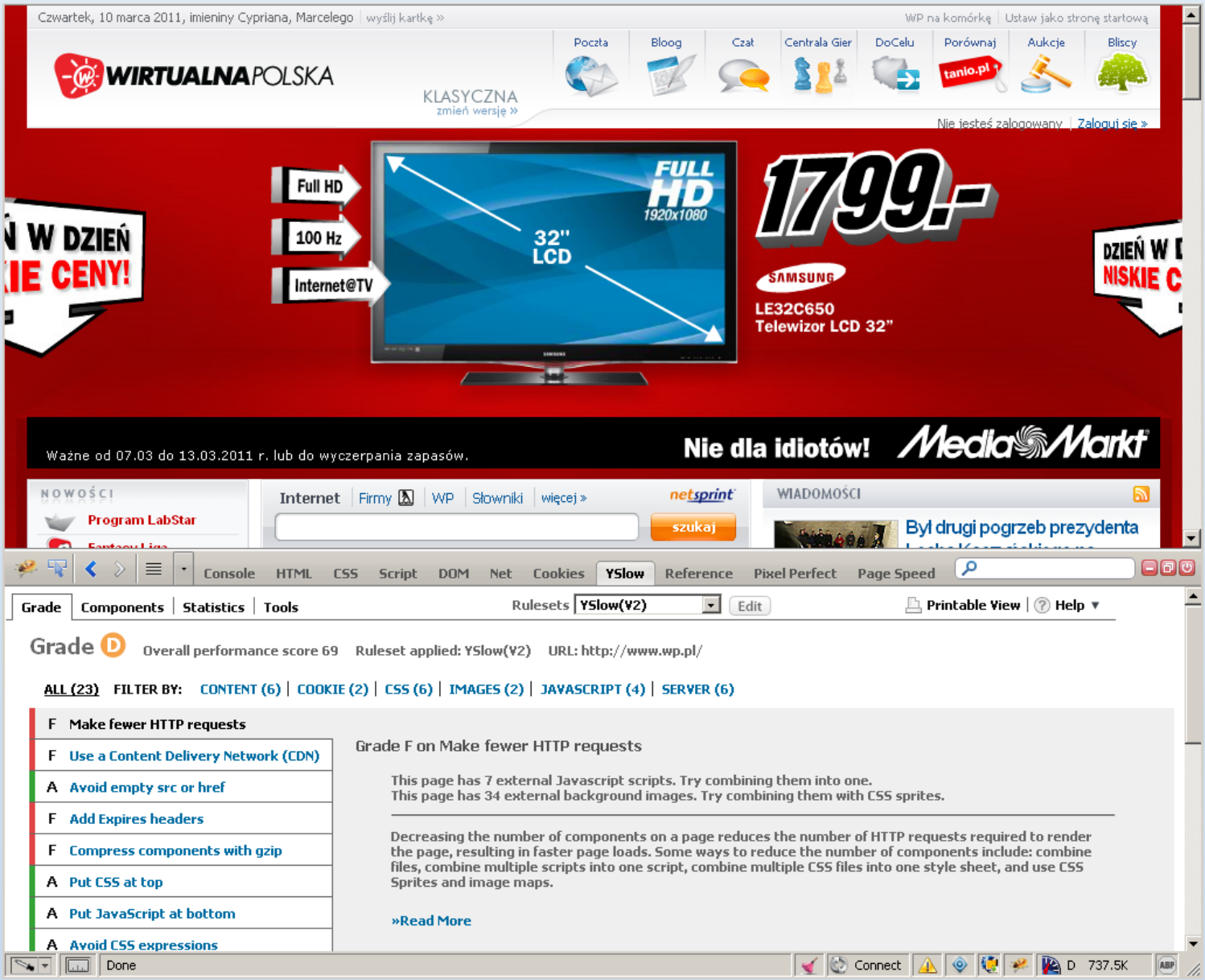


What can be done?

1. Make fewer HTTP requests
2. Use a CDN
3. Add an Expires header
4. Gzip components
5. Put stylesheets at the top
6. Put scripts at the bottom
7. Avoid CSS expressions
8. Make JS and CSS external
9. Reduce DNS lookups
10. Minify JS
11. Avoid redirects
12. Remove duplicate scripts
13. Configure ETags
14. Make AJAX cacheable
15. Split the initial payload
16. Load scripts without blocking
17. Don’t scatter inline scripts
18. Split dominant content domains
19. Make static content cookie-free
20. Reduce cookie weight
21. Flushing the document early
22. Using iframes sparingly
23. Simplifying CSS Selectors

What can be done. Diagnosis.

Yslow



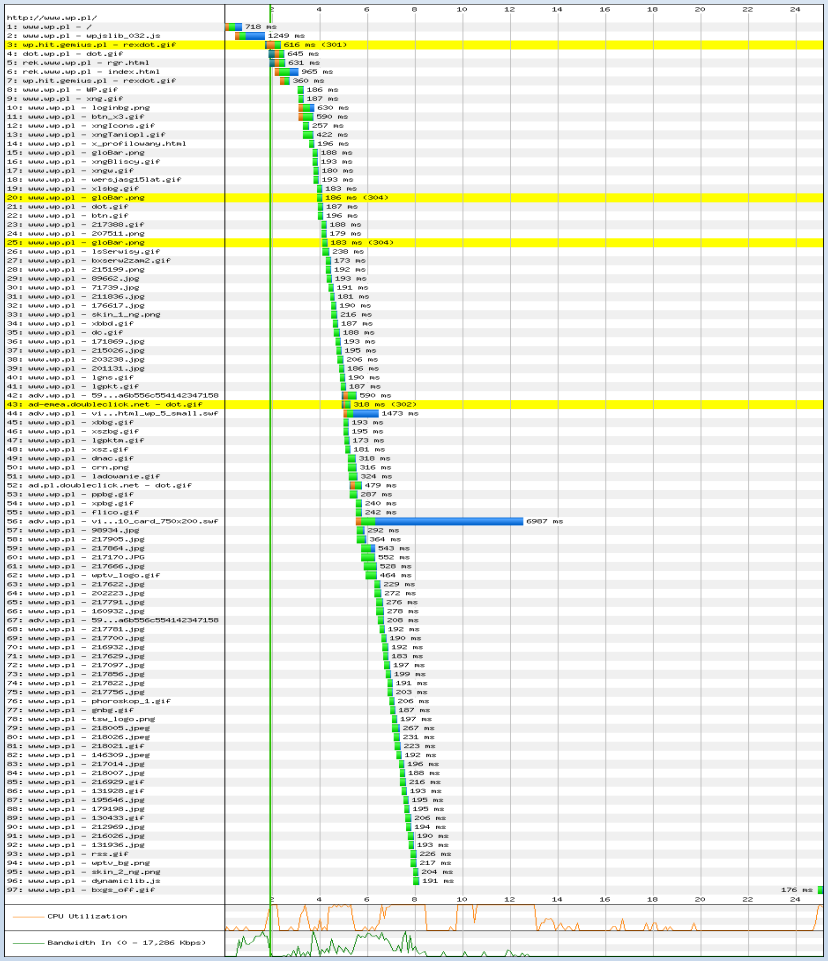
What can be done. Diagnosis.

PageSpeed

Meet waterfall

http://www.wp.pl

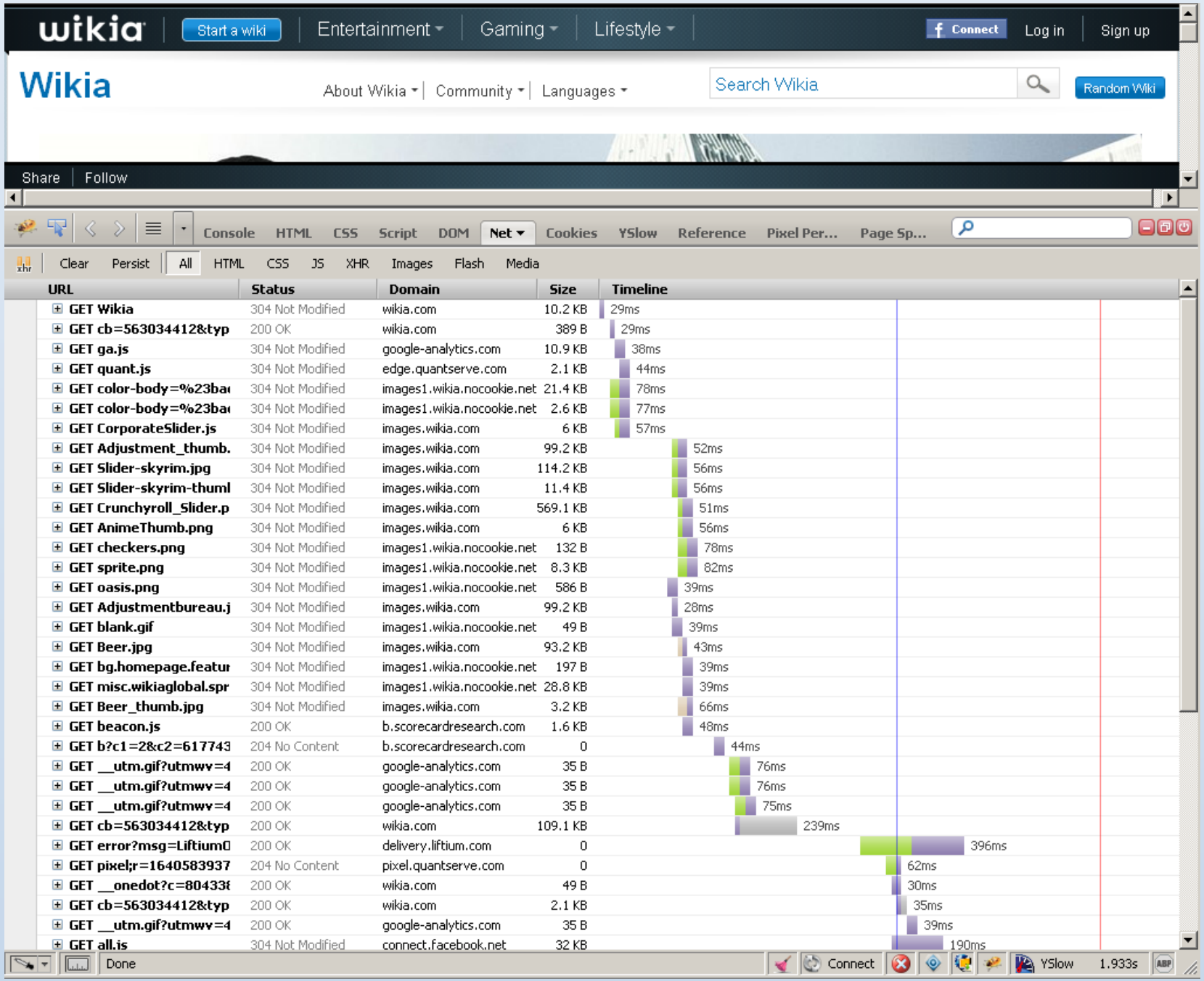
First View (Error: Timed Out)



http://www.webpagetest.org/result/101117_CTH4/1/details/

http://www.flickr.com/photos/thesussman/4030969285

Meet waterfall



Browser connection limits

Simultaneous number of connections per domain varies with browser:

FF2, IE6, IE7:

2 connections

IE8, FF3, Safari,Chrome:

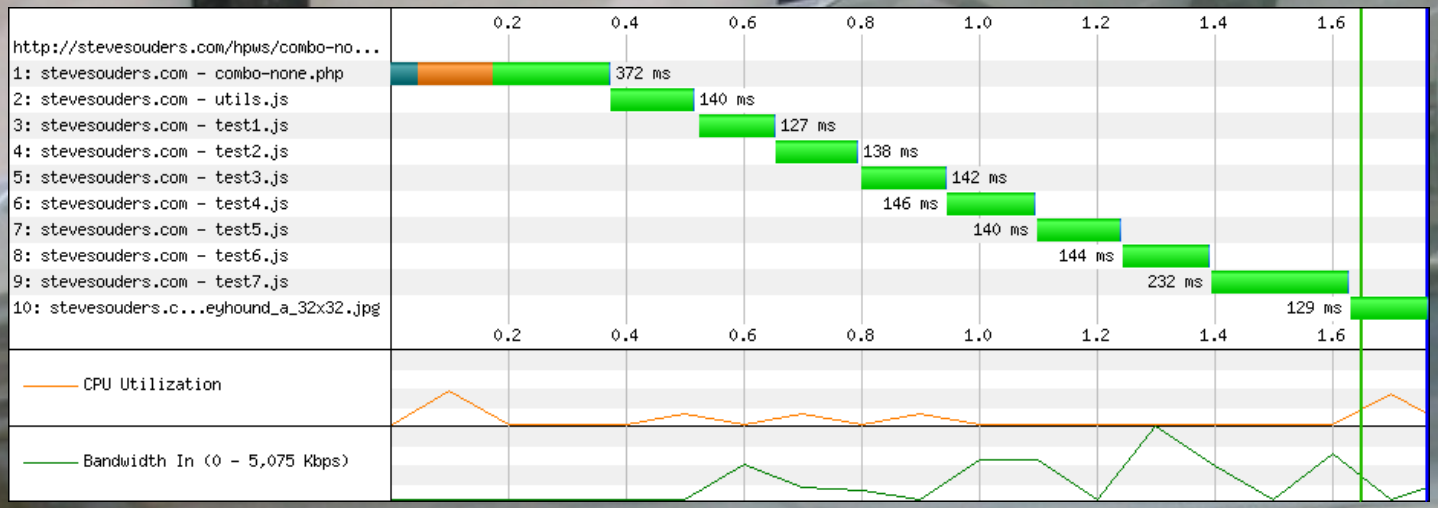
6 connections

But not all of them are used if JS is downloaded

http://stevesouders.com/hpws/js-blocking.php

http://www.flickr.com/photos/thesussman/4030969285

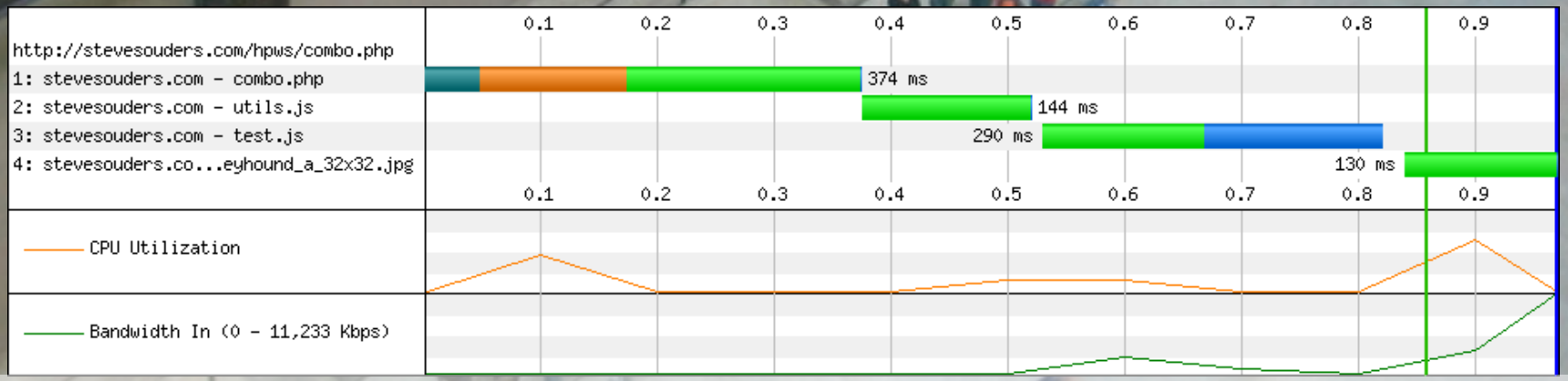
Reduce number of requests



Combine JS and CSS files

Use sprites (http://www.google.com/images/srpr/nav_logo37.png)

Avoid redirects.



http://www.flickr.com/photos/andrewpaulcarr/288909779/

Size matters.

Minify JS/CSS

Minify HTML

Gzip JS/CSS/HTML

http://www.flickr.com/photos/mia3mom/2704693800

Size matters.

Minify JS

- Google Closure Compiler
  http://code.google.com/closure/compiler/
- YUI Compressor
  http://developer.yahoo.com/yui/compressor/

Optimize CSS

- YUI Compressor
- Dust Me Selectors FF plugin
  http://www.sitepoint.com/dustmeselectors/
- CSSCompressor
  http://www.csscompressor.com/

mod_pagespeed

- http://code.google.com/speed/page-speed/docs/module.html

Size matters.

Minify HTML

HTMLCompressor for Java, mod_pagespeed

view-source:http://www.google.com/

Gzip JS/CSS/HTML

```
GET / HTTP/1.1
Accept-Encoding: gzip,deflate
```

```
HTTP/1.1 200 OK
Date: Thu, 04 Dec 2003 16:15:12 GMT
Server: Apache/2.0
Vary: Accept-Encoding
Content-Encoding: gzip
Cache-Control: max-age=300
Expires: Thu, 04 Dec 2003 16:20:12 GMT
Content-Length: 1533
Content-Type: text/html; charset=ISO-8859-1
```

Home page	HTML (plain)	HTML (compressed)	savings
Google.com	3,873	1,412	63.5%
Google search	26,321	5,505	79.1%
Orbitz.com	44,183	9,046	79.5%

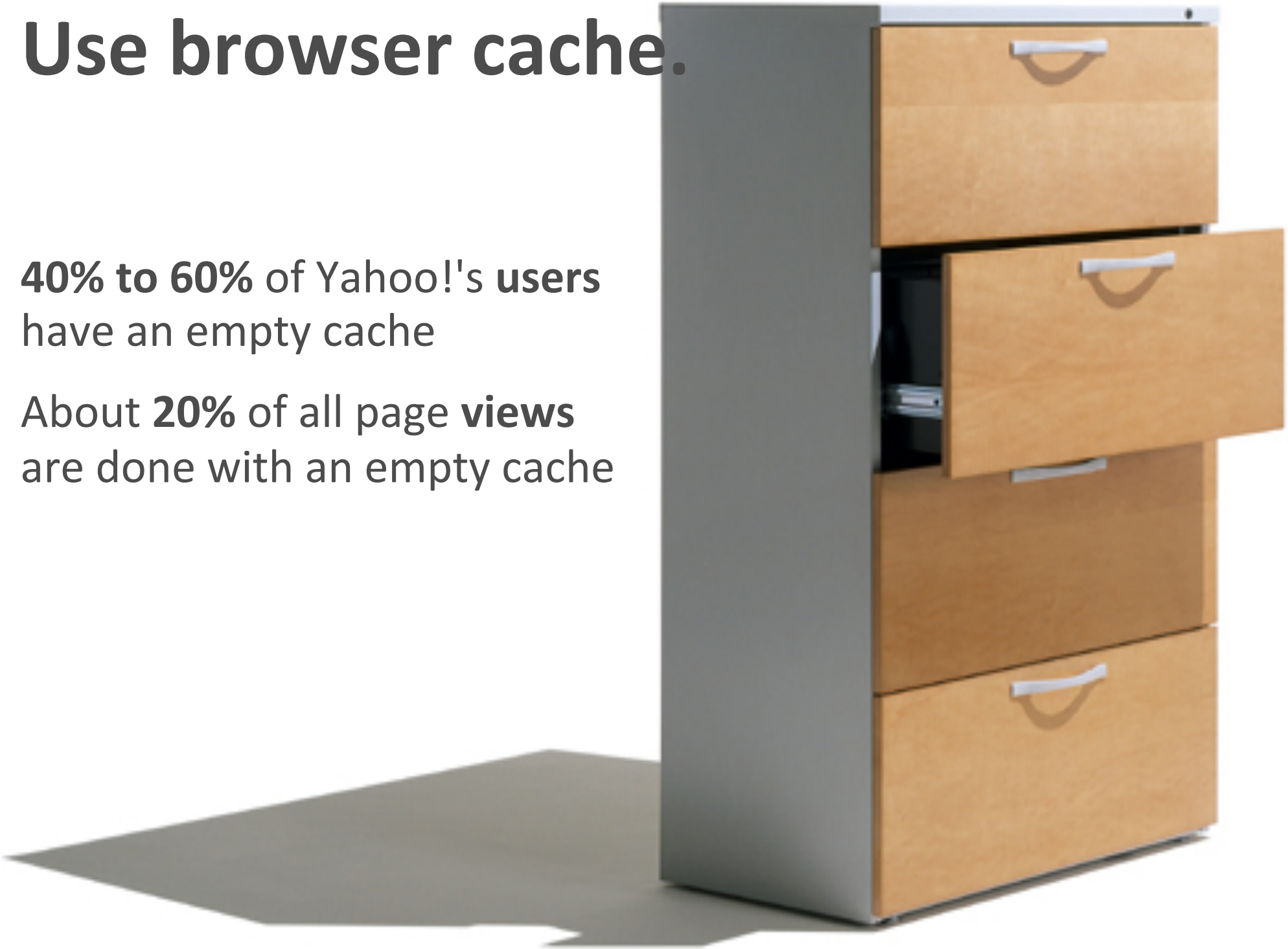
Typical size savings range from 60-85%

http://www.websiteoptimization.com/speed/tweak/compress/

Use browser cache.

40% to 60% of Yahoo!'s **users** have an empty cache

About **20%** of all page **views** are done with an empty cache



http://www.flickr.com/photos/bfionline/2380398365/

Use browser cache.

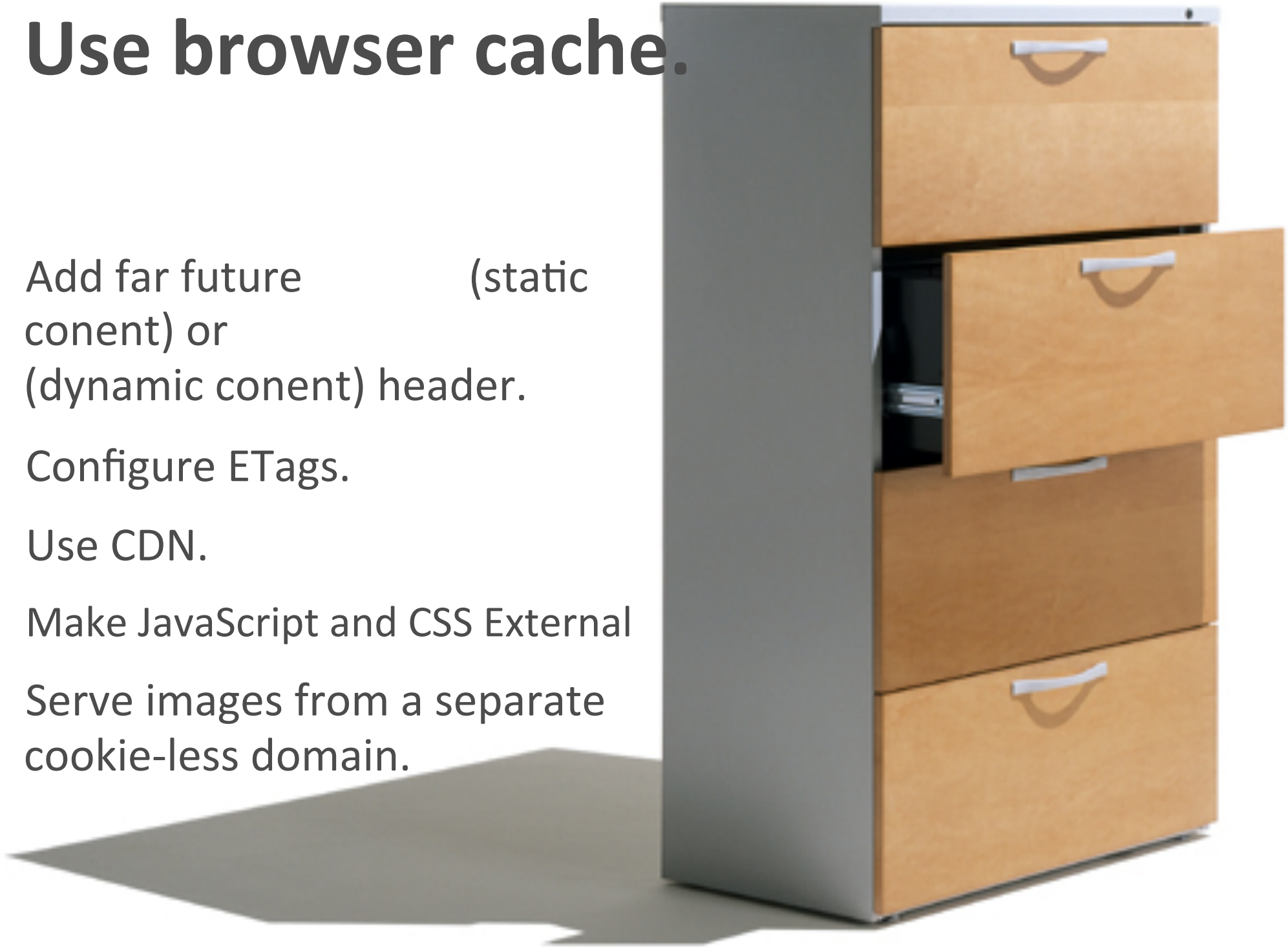
Add far future (static conent) or (dynamic conent) header.

Configure ETags.

Use CDN.

Make JavaScript and CSS External

Serve images from a separate cookie-less domain.



http://www.flickr.com/photos/bfionline/2380398365/

Etags (Entity Tags)

```
GET /i/yahoo.gif HTTP/1.1


HTTP/1.1 200 OK
Last-Modified: Tue, 12 Dec 2006 03:03:59 GMT
ETag: "10c24bc-4ab-457e1c1f"
Content-Length: 12195
```

```
GET /i/yahoo.gif HTTP/1.1
If-Modified-Since: Tue, 12 Dec 2006 03:03:59 GMT
If-None-Match: "10c24bc-4ab-457e1c1f"


HTTP/1.1 304 Not Modified
```

Entity tags can reduce performance if configured incorrectly

Browser connection limits

Simultaneous number of connections **per domain** varies by browser:

FF2, IE6, IE7:

2 connections

FF3, Safari,Chrome:

6 connections

http://www.flickr.com/photos/thesussman/4030969285

Split resources across domains

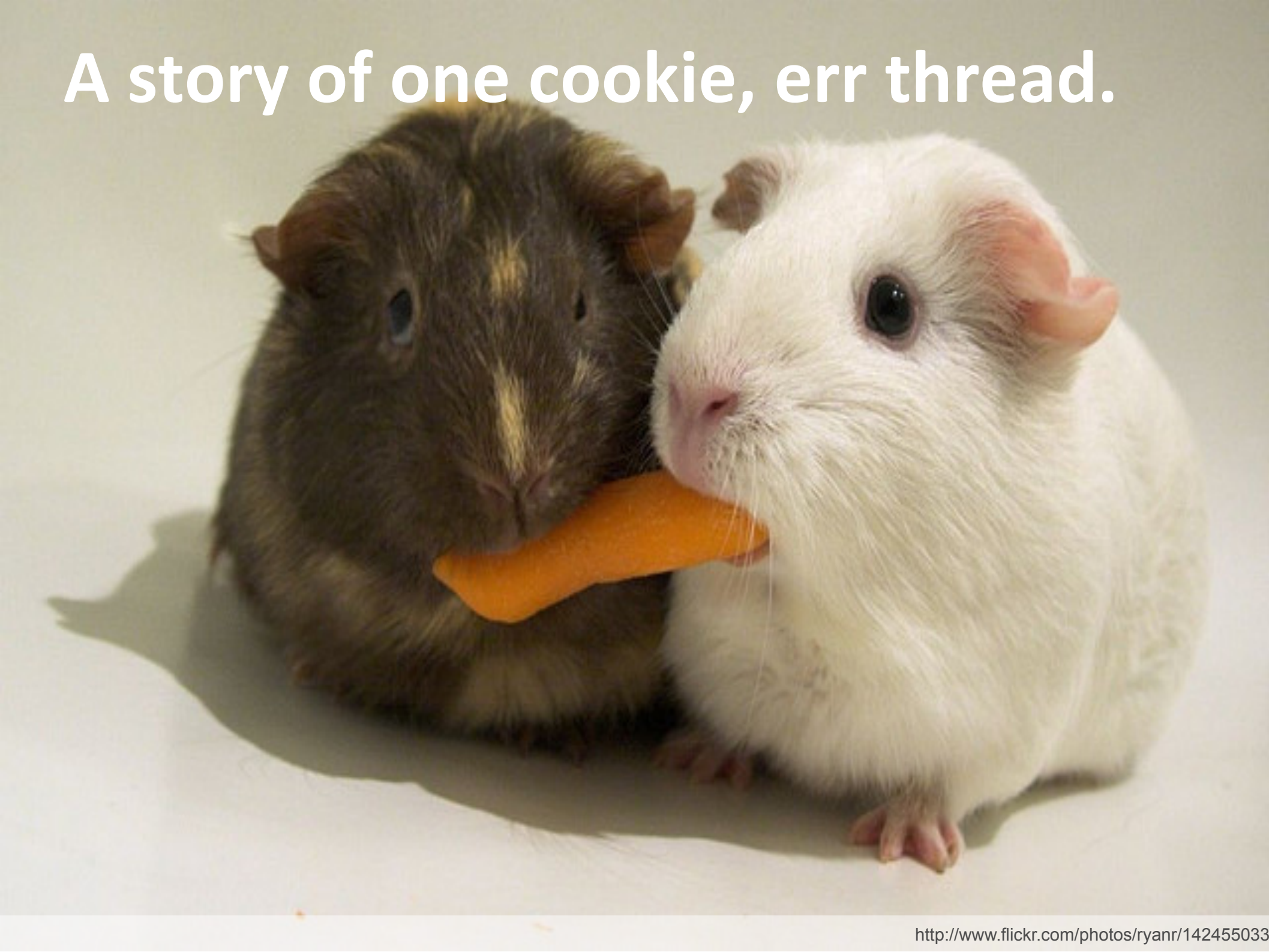
Split resources across domains

- 2 domains is enough to improve parallelization
- Images (i.domain.com) – no cokies, safer (domainimg.com)
- js + css (www.domain.com)

Downgrade connections to HTTP 1.0

	HTTP 1.1	HTTP 1.0
FF2, IE6, IE7	2	4
IE8,FF3	6	6
Chrome	6	6

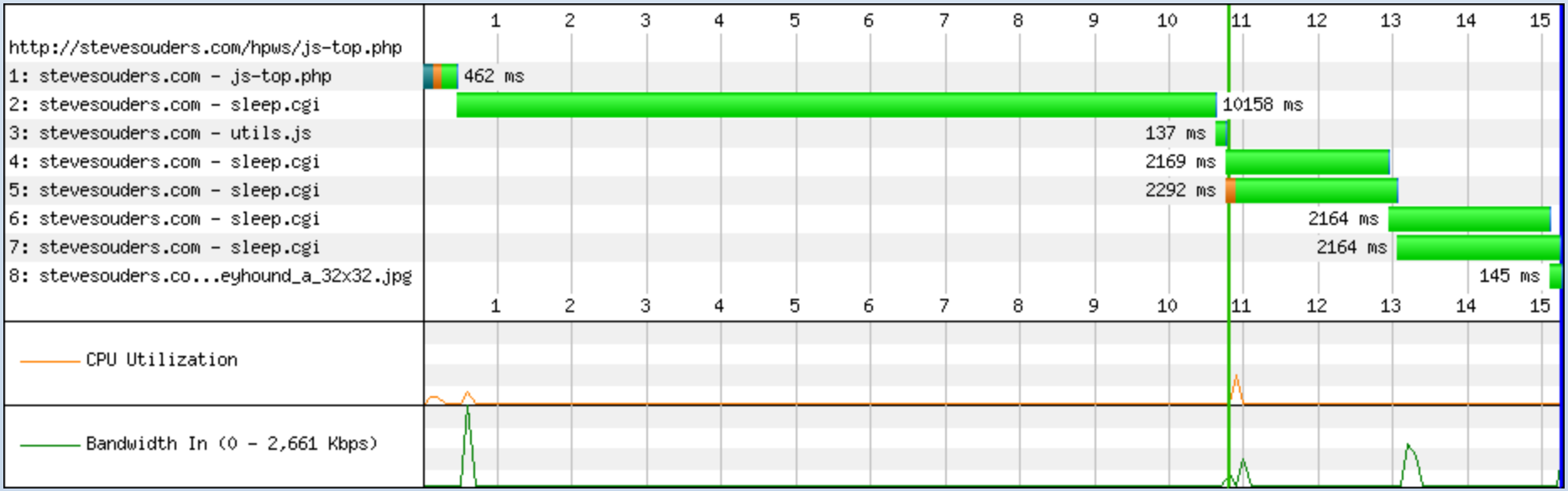
A story of one cookie, err thread.



http://www.flickr.com/photos/ryanr/142455033

JS blocks rendering

```
<html>
    <head>
        <script src="/bin/sleep.cgi?&sleep=10"></script>
        <title>Scripts at the Top</title>
```



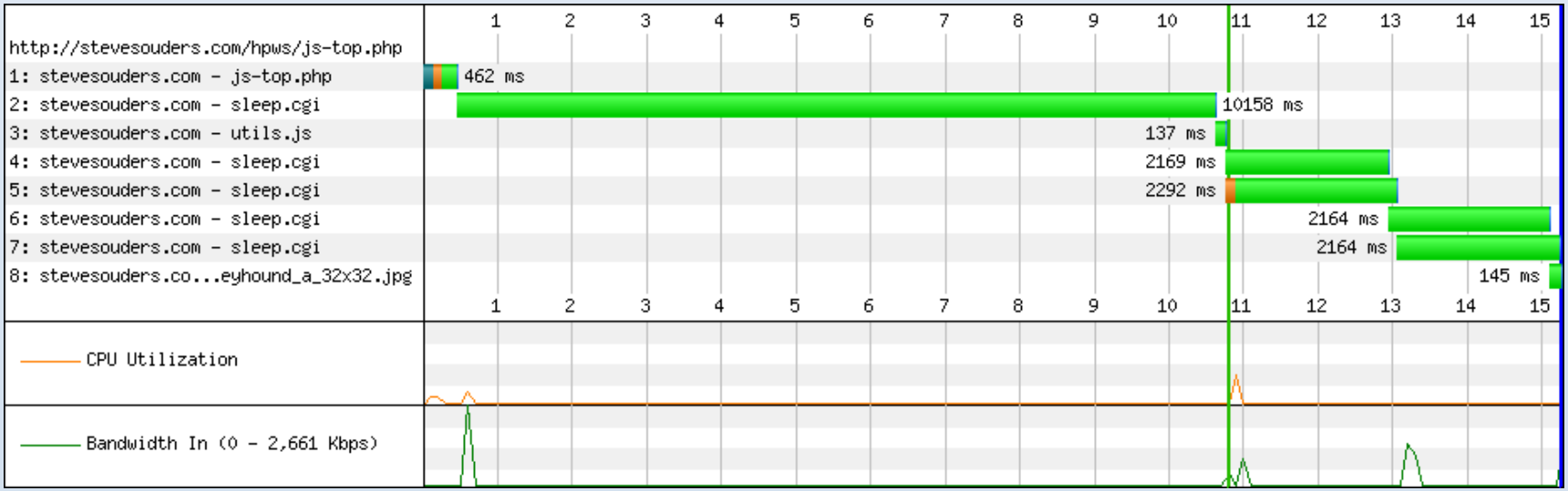
http://stevesouders.com/hpws/js-top.php?t1290026279466

Render first. JS second.

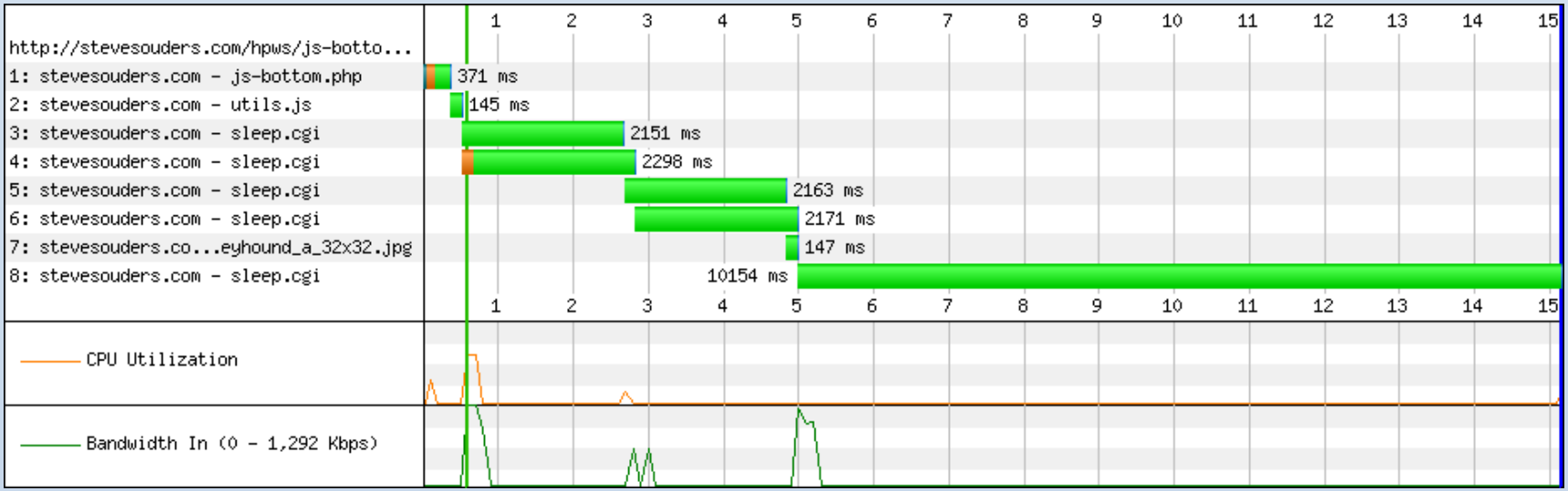
```
<html>
    <head>
        <title>Scripts at the bottom</title>
        <link rel="stylesheet" href="/bin/sleep.cgi">
    </head>
     <body>
     ...
        <script src="/sleep.cgi?&sleep=10"></script>
    </body>
</html>
```

Render first. JS second.

JS at the Top



JS at the Bottom



http://stevesouders.com/hpws/move-scripts.php

Load scripts asynchronously

XHR eval

XHR injection

Script in iframe

Script DOM element

document.write

defer attribute

Split initial content (load what necessary, rest later)

XHR Eval

```
var xhrObj = getXHRObject();
xhrObj.onreadystatechange =
  function() {
    if ( xhrObj.readyState != 4 ) return;
    eval(xhrObj.responseText);
  };
xhrObj.open('GET', 'A.js', true);
xhrObj.send('');
```

Same domain constraint

Douglas Crockford does no *eval*

http://stevesouders.com/efws/links.php?ex#Chapter4

XHR Injection

```
var xhrObj = getXHRObject();
xhrObj.onreadystatechange =
  function() {
    if ( xhrObj.readyState != 4 ) return;
    var se=document.createElement('script');
    document.getElementsByTagName('head')
        [0].appendChild(se);
    se.text = xhrObj.responseText;
  };
xhrObj.open('GET', 'A.js', true);
xhrObj.send('');
```

Same domain constraint
Faster than eval

Script in Iframe

```
<iframe src='A.html' width=0 height=0 frameborder=0 id=frame1></iframe>
```

iframe must have same domain as main page

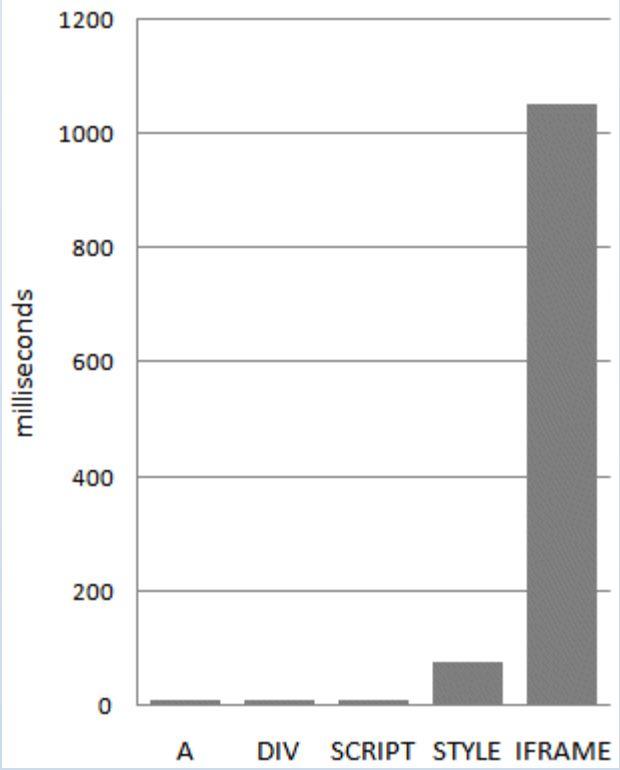
must refactor script to access script in iframe and access parent document from script

```
// access iframe from main page
window.frames[0].someMethodInScript();


// access main page from iframe
parent.document.createElement('div');
```

Avoid iframes

Iframes are most expensive DOM elements



load 100 *empty* elements of each type

Iframes block window.load

Iframes share connections with parent document

DOM Script element

```
var script = document.createElement('script');
script.src = 'http://anydomain.com/A.js';
document.getElementsByTagName('head')[0].appendChild(se);
```

Different domains allowed

No refactoring needed

Sounds like a good choice? Yeah, but IE does not ensure order

document.write Script Tag

```
document.write("<scri" + "ipt type='text/javascript' src='A.js'>"
+ "</scri" + "ipt>");
```

Parallel downloads only for scripts and only in IE

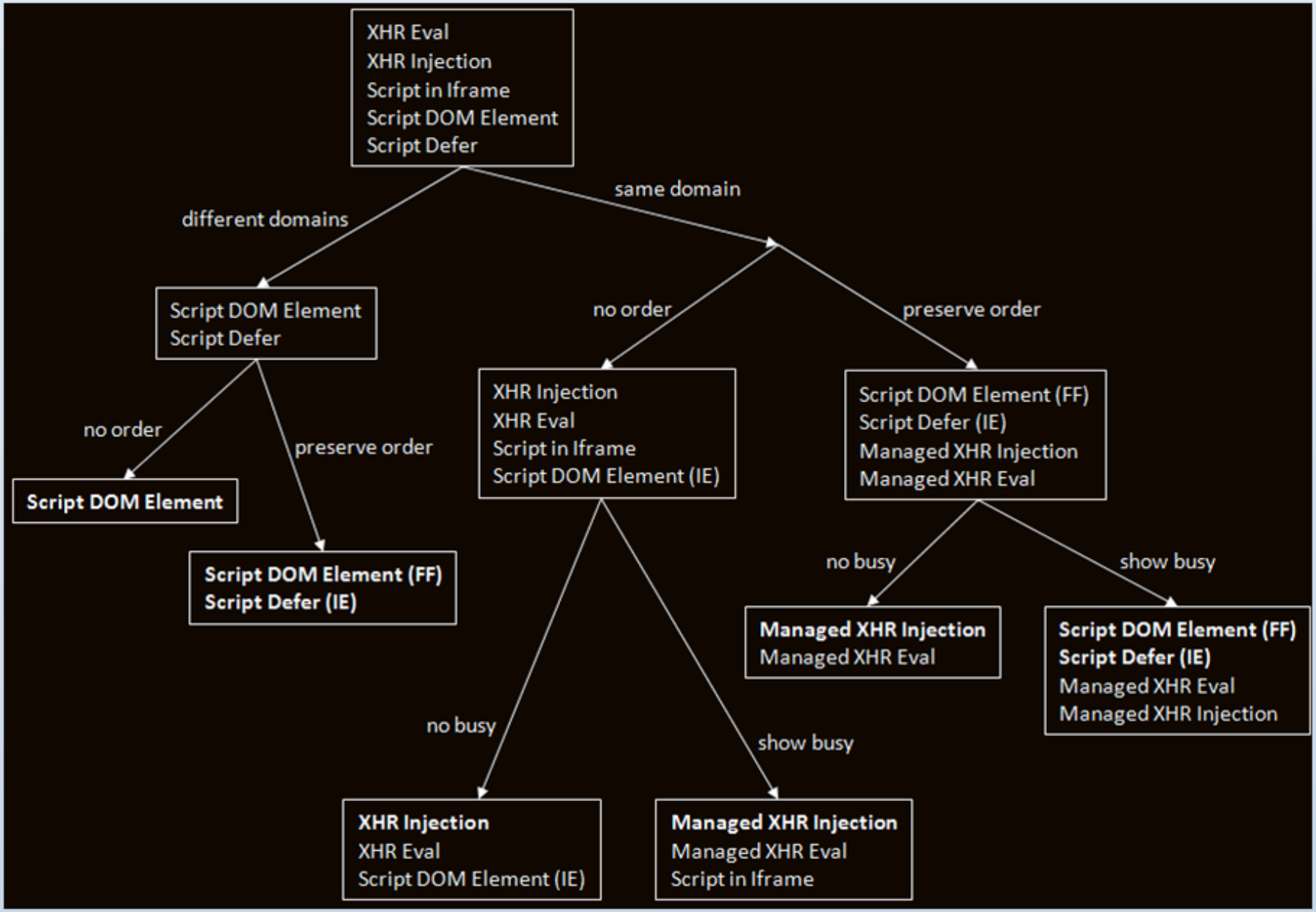
Script *defer*

```
<script defer src='A.js'></script>
```

Only IE

Cannot be used for scripts with *document.write* (ads...)

Which technique



Load scripts asynchronously

Various techniques:

	|| downloads	ensures order	domains can differ	existing scripts	browser busy	block render	block onload
normal Script Src	no	IE,FF	yes	yes	IE,FF	IE,FF	IE,FF
XHR Eval	IE,FF	no	no	no	no	no	no
XHR Injection	IE,FF	no	no	yes	no	no	no
Script in Iframe	IE,FF	no	no	no	IE,FF	no	IE,FF
Script DOM Element	IE,FF	FF	yes	yes	FF	no	FF
Script Defer	IE	IE	yes	yes	IE,FF	FF	IE,FF
document.write Script Tag	IE*	IE	yes	yes	IE,FF	IE,FF	IE,FF
	*Only other document.write scripts are downloaded in parallel (in the same script block).						

No single technique warranties order execution in all browsers

Use script **loaders**

Script loaders

Many loaders (LabJS, RequireJS, ControlJS, head.js, yepnope, YUI)

https://spreadsheets.google.com/lv?key=0Aqln2akPWiMIdERkY3J2OXdOUVJDTkNSQ2ZsV3hoWVE

Typical code

```
<script src="framework.js"></script>
<script src="plugin.framework.js"></script>
<script src="myplugin.framework.js"></script>
<script>
    myplugin.init();
    framework.init();
    framework.doSomething();
</script>
```

LABjs example

```
<script>
    $LAB.script("framework.js").wait()
        .script("plugin.framework.js")
        .script("myplugin.framework.js")
        .wait(function(){
            myplugin.init();
            framework.init();
            framework.doSomething();
        });
</script>
```

Take aways

Javascript blocks downloads

Reduce number of HTTP requests

Load JS asynchronously

TO BE CONTINUED

Javascript performance

Reduce time spent in JS

- One thread JS and UI
- Avoid actions longer than **100ms**

Split/delegate work:

- Web workers (FF3.5, Safari 4, Chrome 7 , Opera 10.6. No IE)
- Yelding (setTimeout)

Worker example

Main program code

```
var worker = new Worker("worker.js");
// Watch for messages from the worker
worker.onmessage = function(e){
  // The message from the client:
  e.data
};
worker.postMessage("start");
```

worker.js

```
onmessage = function(e){
  if ( e.data === "start" ) {
    // Do some computation
    done()
  }
};
function done(){
  // Send back the results to the parent page
  postMessage("done");
}
```

Scroll event handlers

requestAnimationFrame

CSS transitions

Yelding example

Split long running task into chunks.

```
function chunk(array, process, context) {
    setTimeout(function() {
        var item = array.shift();
        process.call(context, item);

        if (array.length > 0) {
            setTimeout(arguments.callee, 100);
        }
    }, 100);
}
```

Example use

```
function printUppercase(item) {
 console.log(item.toUppercase());
}

var items[] = „wpadla”, „gruszka”, „do”, fartuszka”;

chunk(items, printUppercase, window);
```

Javascript performance

Minimize operations on DOM

Use local variables scope

Avoid with/catch

If else > switch 1, 2

If else if else if < switch 1, 2, 3

Array[no] > switch > if

Optimize loops Var len = arr.len;

Reversed loop for(i--)

String concatenation < array.join

Don’t touch DOM... Too often

reflow – time to apply CSS, re-layout elements, and repaint

```
elem.className = "newclass";
elem.style.cssText = "color: red";
elem.style.padding = "8px";
elem.style.display = "";
```

reflow can happen multiple times for long-lasting Web apps

Don’t touch DOM... too often

```
var $ul = $("<ul/
>").appendTo("body");
for (var i = 0; i < 100; i++) {
    $("<li/>").appendTo($ul);
}
```

29ms (FF3.6) – plain page

159ms (FF3.6) – jquery.com

268ms (IE8) – jquery.com

```
var $ul = $("<ul/>")
for (var i = 0; i < 100; i++) {
    $("<li/>").appendTo($ul);
}
$ul.appendTo("body");
```

9ms (FF3.6) – plain page

88ms (FF3.6) – jquery.com

262ms (IE8) – jquery.com

Don’t touch DOM... too often

iframes are the most expensive DOM element to create
http://stevesouders.com/efws/costofelements.php

watch out for event handlers

```
$sitemap.find("a")
    .click(expandChildren);
```

```
$sitemap
    .delegate("a", "click",
    expandChildren);
```

Image optimization

Compression

- GIF and PNG favour horizontal patterns (eg. repeating colors)
- JPEG can look good in 70%
- Progressive JPEG (baseline < 10kB, progressive > 10kb)
  - Yahoo test on 10 000 images

Image format choice

- Graphics (logos, graphs, cartoons, icons) - GIF, PNG8
- Photos (JPEG – lossy , PNG24, PNG32 – non lossy)
- JPEG usually compresses better for true color photos but introduces artifacts around sharp color transitions

Pallette reduction

- Full pallete vs indexed color

Image transparency done wroong

AlphaImageLoader

```
.shadow {
    background-image: url(shadow.png);
    _background-image: none;
    _filter:progid:DXImageTransform.Microsoft.AlphaImageLoader(
        src='corner.png',
        sizingMethod='scale'
    );
}
```

freezes browser (IE waits for images to load before rendering page)

increased memory usage

invoked for every instance of the image on page (in UI thread)

Yahoo: 8ms per call * number of processed images

Image transparency done right

Transparency

- GIF < PNG8
- PNG8 -> alpha -> full transparency IE6

Photoshop can't save proper alpha PNG8 for IE6

- *pngquant*

```
pngquant 256 image.png
```

http://www.libpng.org/pub/png/apps/pngquant.html

- *pngng (claims better results)*

```
pngnq -n 256 image.png
```

http://pngnq.sourceforge.net/

- Adobe Fireworks

Image optimization

Crushing PNGs

removing unnecessary chunks

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

http://pmt.sourceforge.net/pngcrush/

remove all but alpha, try different optimizations, try to reduce pallette

(other: *pngout, OptiPNG, PngOptimizer)*

Stripping JPEG metadata

comments

application info (PS puts some garbage in there)

EXIF (geo, camera, exposure,date, **copyright**, etc.)

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

http://jpegclub.org/

ExifTool – meta information management

http://www.sno.phy.queensu.ca/~phil/exiftool/

Image optimization

Smush.it

- Optimizes images using aformentioned tools
- Available from Yslow results panel
- http://www.smushit.com/ysmush.it/

Do not resize images in HTML

```
<img width="100" height="100" src="500x500.jpg" alt="my badly
      resized image" />
```

Provide favicons

- Avoid 404 pages
- cache *favicon.ico* or control location with *link rel=„shortcut icon" and use CDN*
- Limit ico to one size 16x16 (less than 1KB)

Provide Apple touch

- 57x57 *apple-touch –icon.png* in root

```
<link rel="apple-touch-icon" href="/customIcon.png"/>
```

Optimize CSS selectors

"The style system matches a rule by starting with the rightmost selector and moving to the left through the rule's selectors. As long as your little subtree continues to check out, the style system will continue moving to the left until it either matches the rule or bails out because of a mismatch.„

https://developer.mozilla.org/en/Writing_Efficient_CSS

```
#toc > LI { font-weight: bold; }
```

find every LI whose parent is id="toc"

```
#toc A { color: #444; }
```

find every A and climb its ancestors until id="toc" or DOM root (!) is found

```
P.class0007 SPAN { border: red }
```

find every span and climb its ancestors until finds matching P

Optimize CSS selectors

1. avoid universal selectors
   bad: `A.class0007 * { ... }`

2. don't qualify ID selectors
   bad: `DIV #navbar {}`
   good: `#navbar {}`

3. don't qualify class selectors
   bad: `LI .tight {}`
   good: `.li-tight {}`

4. make rules as specific as possible
   bad: `#navbar A {}`
   good: `.a-navbar {}`

5. avoid descendant selectors
   bad: `UL LI A {}`
   better: `UL > LI > A {}`

Optimize CSS selectors

6. avoid tag-child selectors
   bad: `UL > LI > A {}`
   best: `.li-anchor {}`

7. be wary of child selectors
   `DIV:first-child {}`

8. Avoid attribute selectors
   bad: `.class0007 [href]`

9. CSS3 selectors are really slow compared to .class/id selectors

10. rely on inheritance
    http://www.w3.org/TR/CSS21/propidx.html

Tools.

- Firebug Net Panel
- http://www.webpagetest.org
- Yslow (http://developer.yahoo.com/yslow/)
- Google Page Speed (http://code.google.com/speed/page-speed/)
- Fiddler
- mod_pagespeed
- DynaTrace Ajax edition

TRAVAUX PHOTO

More reading

http://developer.yahoo.com/performance/rules.html

http://stevesouders.com/hpws/

http://stevesouders.com/efws/

http://code.google.com/speed/

http://www.websiteoptimization.com/speed/

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Based on books and presentations of Steve Souders, a web preformance guru.