

Rendering Patterns

방술랭 가이드 

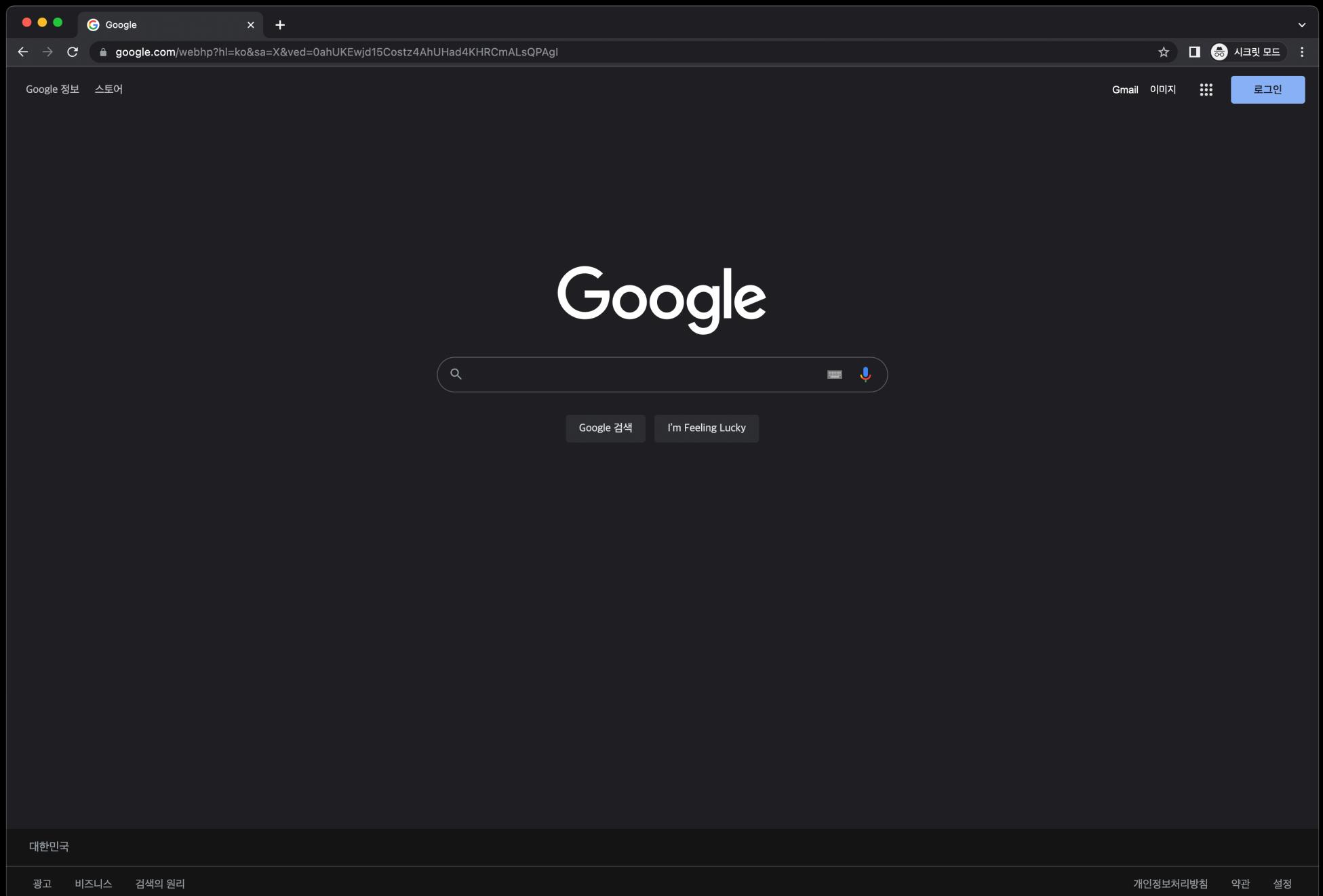
소프트웨어 마에스트로 
SOFTWARE MAESTRO

HYUNJIN LEE



Rendering

브라우저 화면에 웹 페이지를 그리는 것



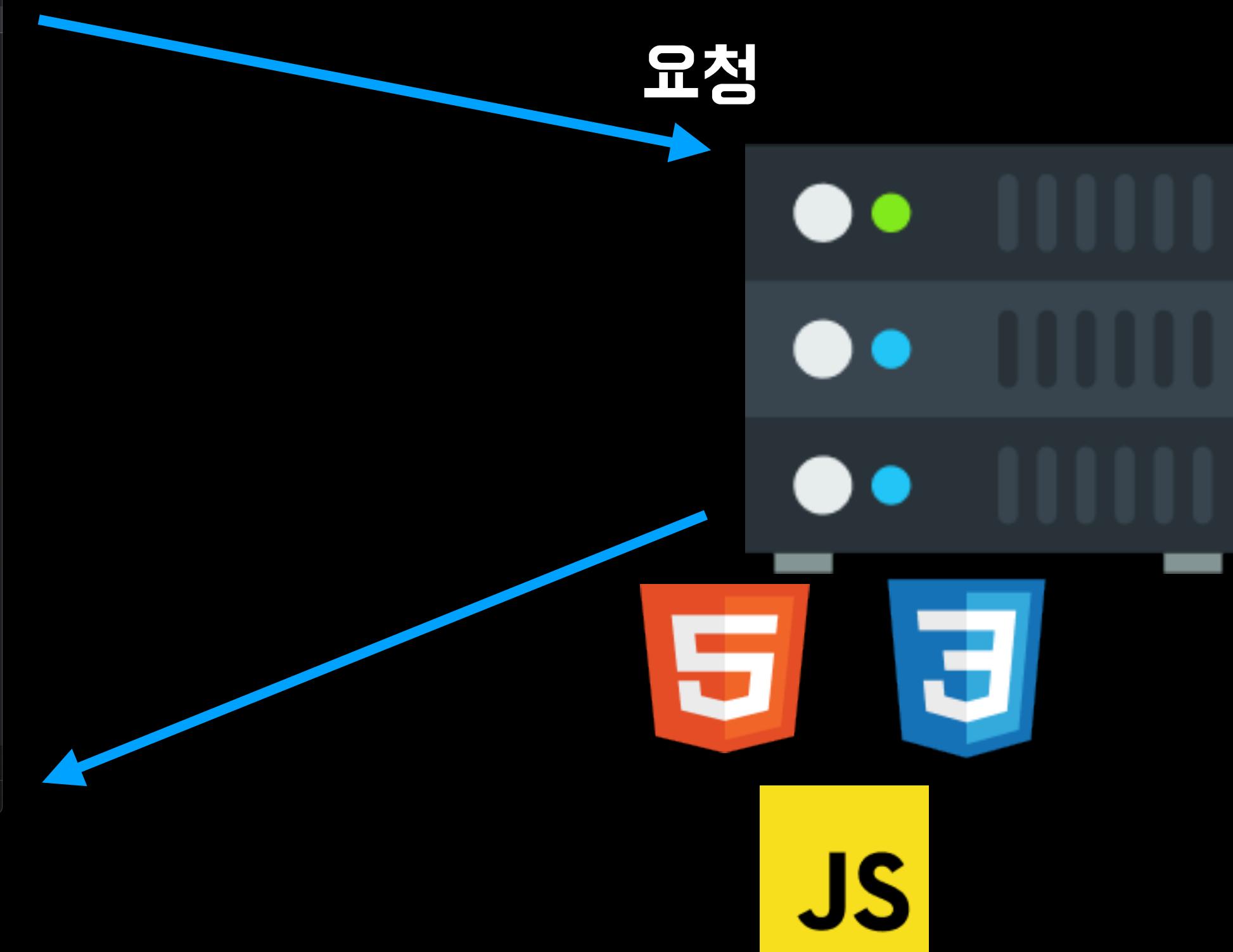
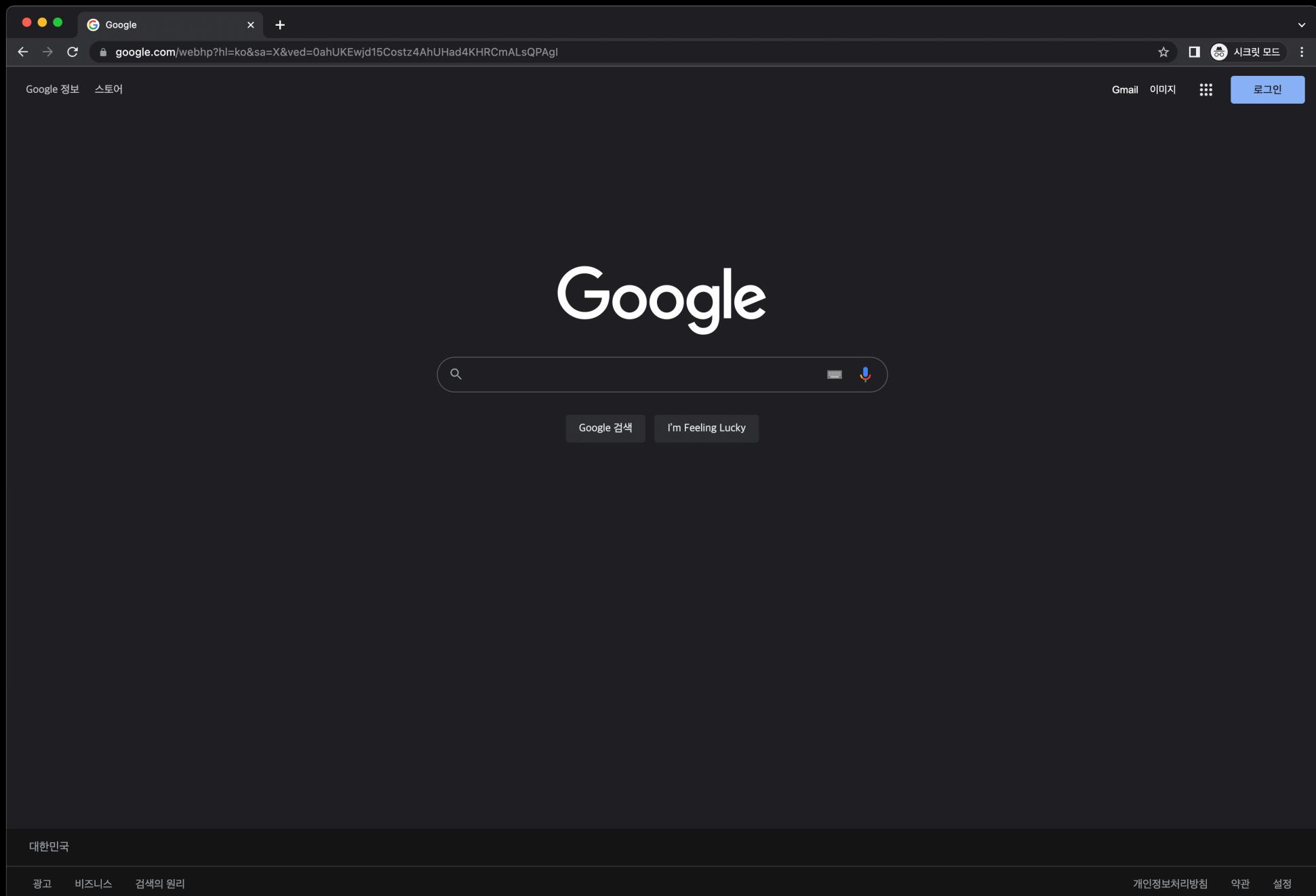
요청

→



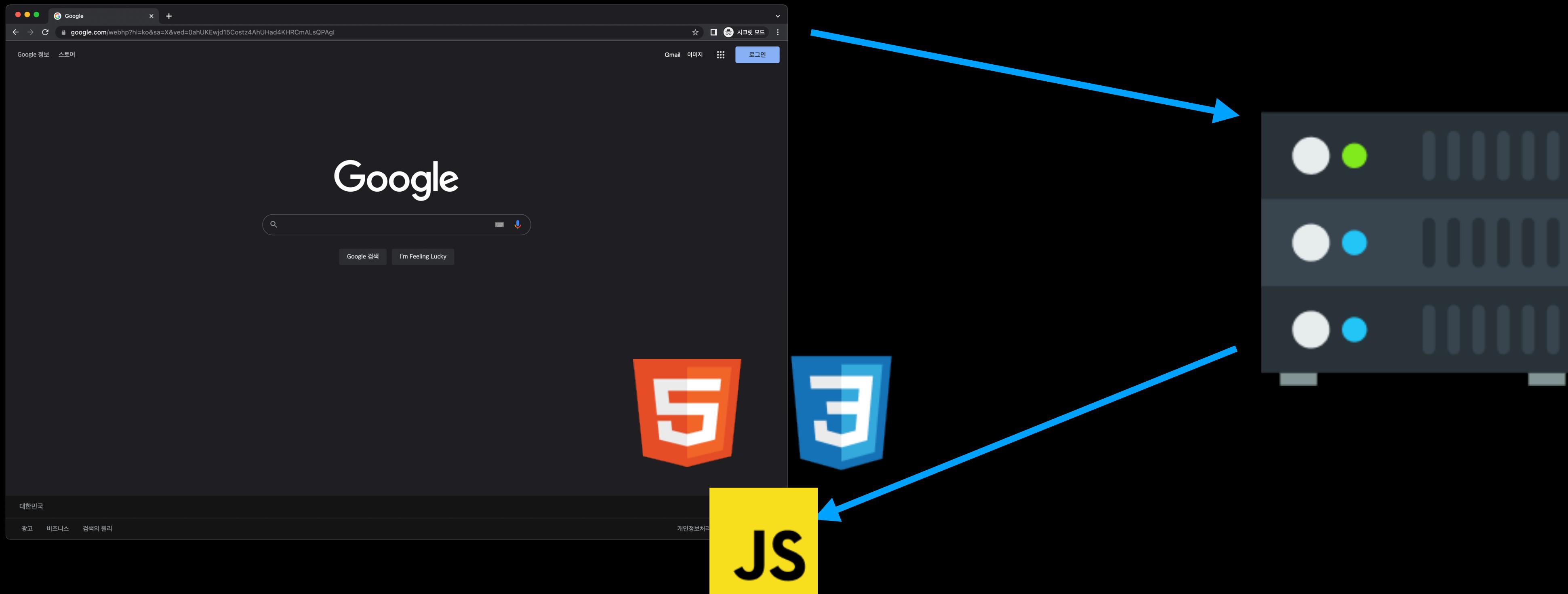
Rendering

브라우저 화면에 웹 페이지를 그리는 것



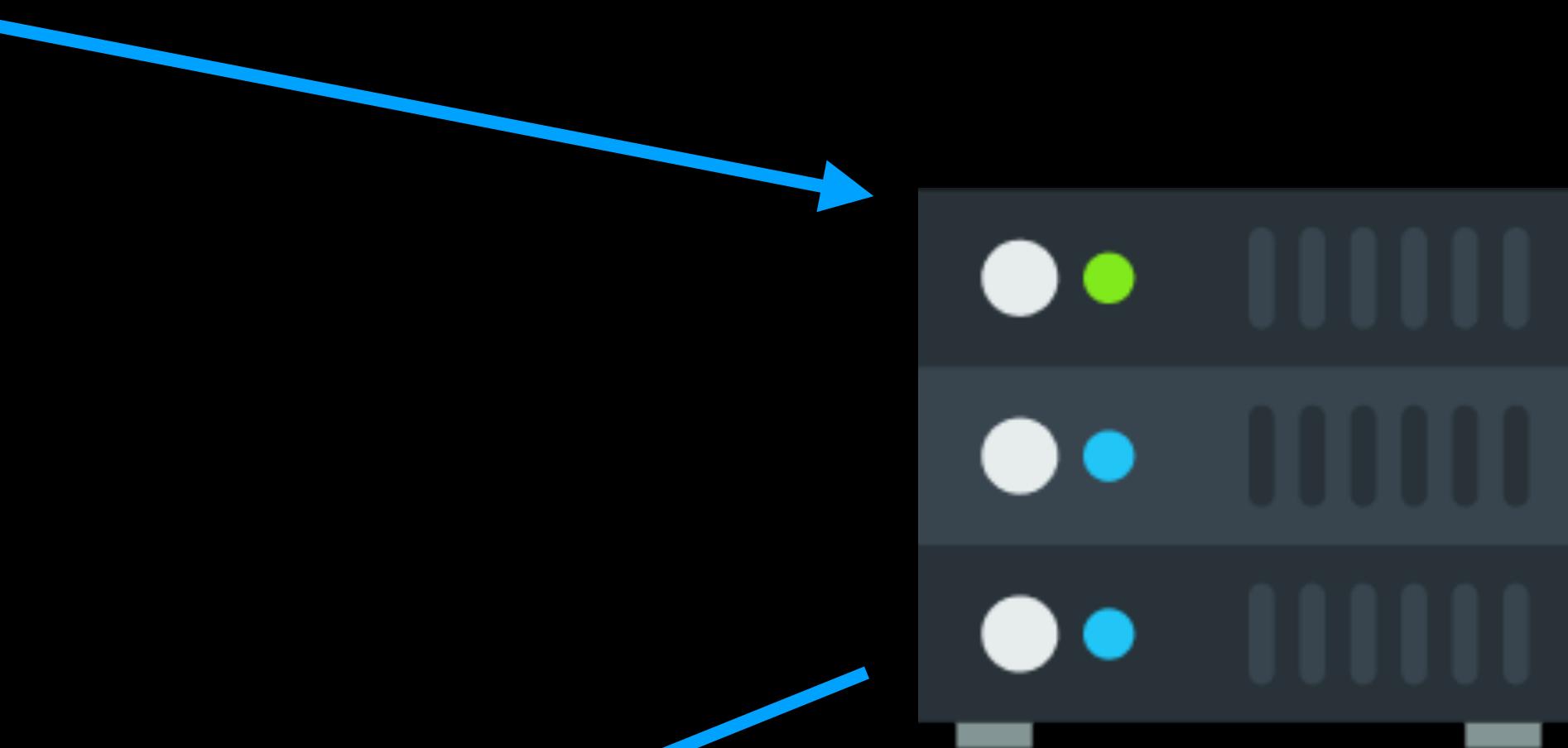
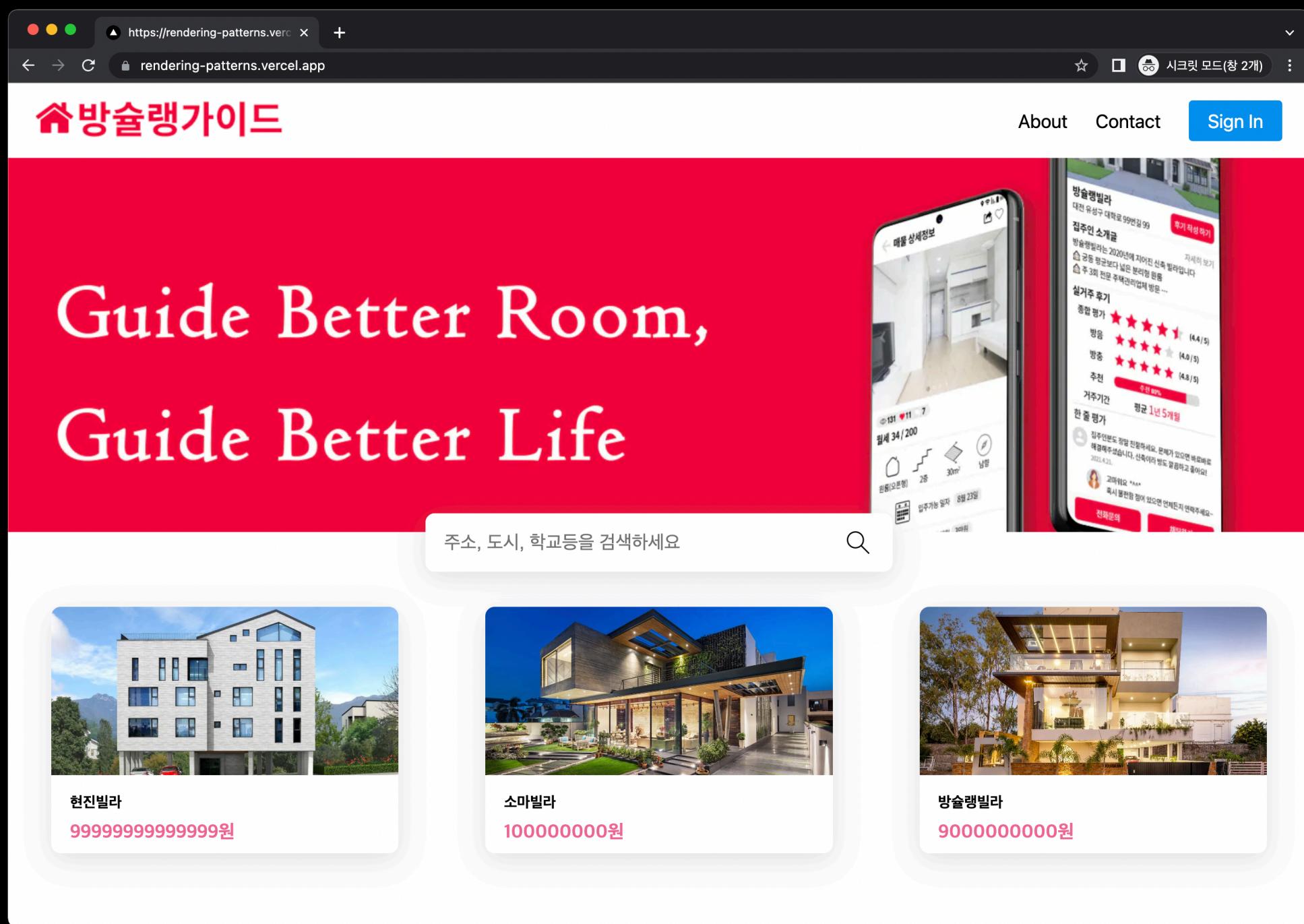
Rendering

브라우저 화면에 웹 페이지를 그리는 것

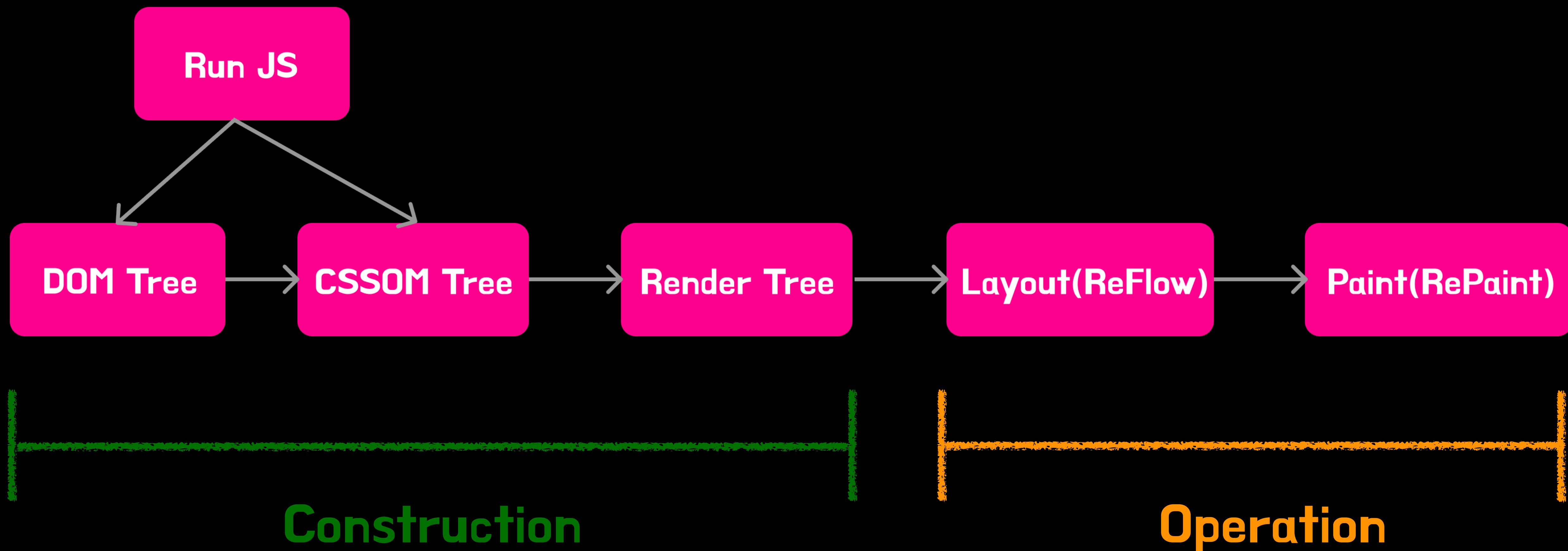


Rendering

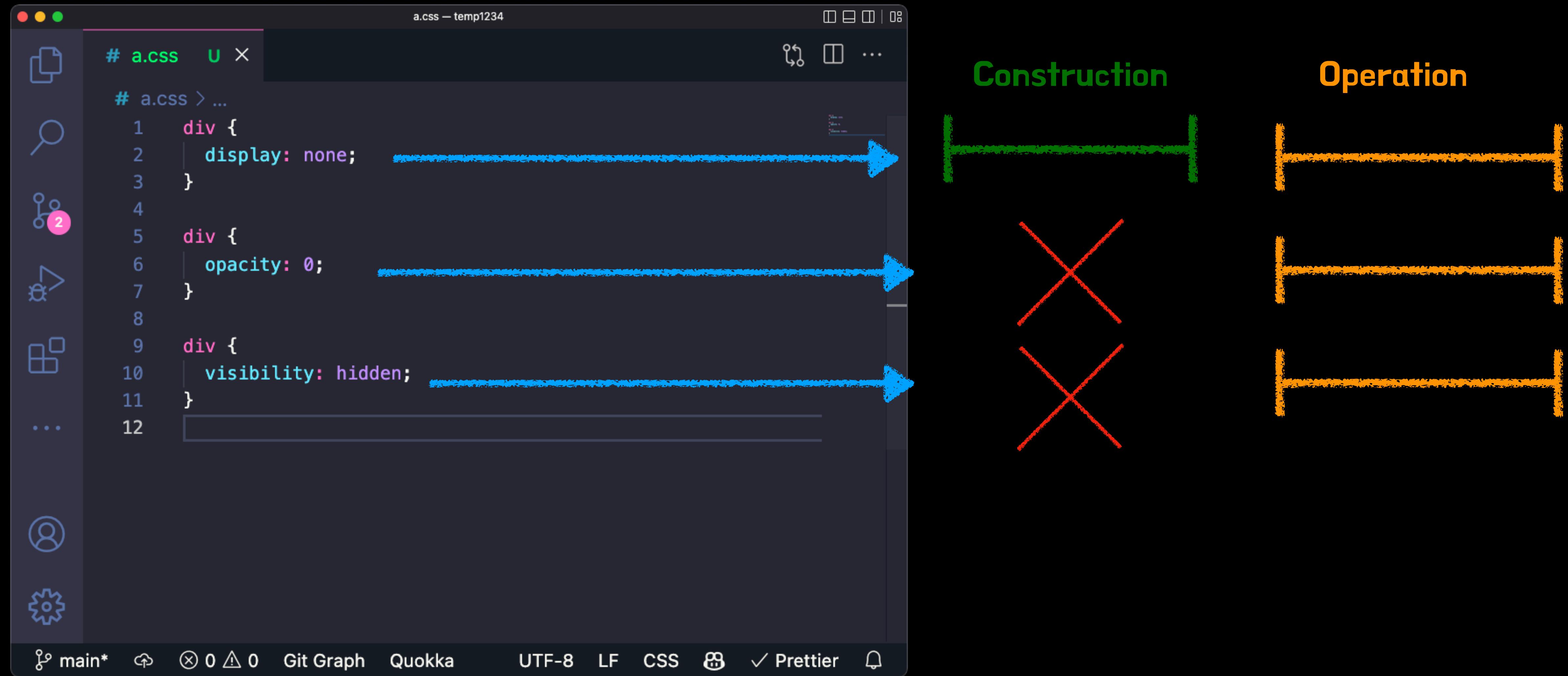
브라우저 화면에 웹 페이지를 그리는 것



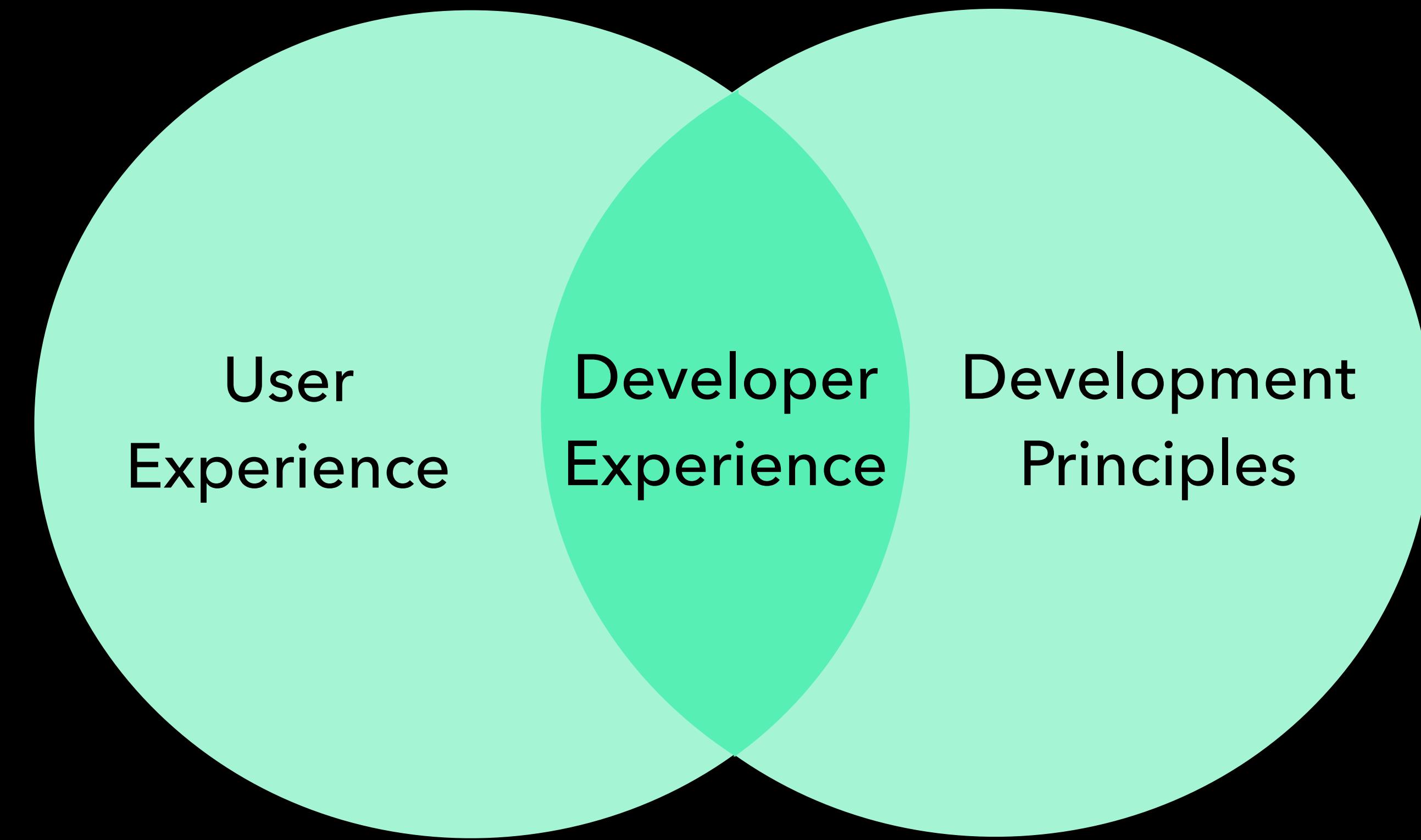
Critical Rendering Path



Critical Rendering Path



Rendering → UX, DX



올바른 Rendering Pattern?

SEO

Web Performance

Core Web Vitals

TTFB

Time To First Byte

FCP

First Contentful Paint

LCP

Largest Contentful Paint

TTI

Time To Interactive

CLS

Cumulative Layout Shift

FID

First Input Delay

Rendering Patterns

SSG

CSR

SSR

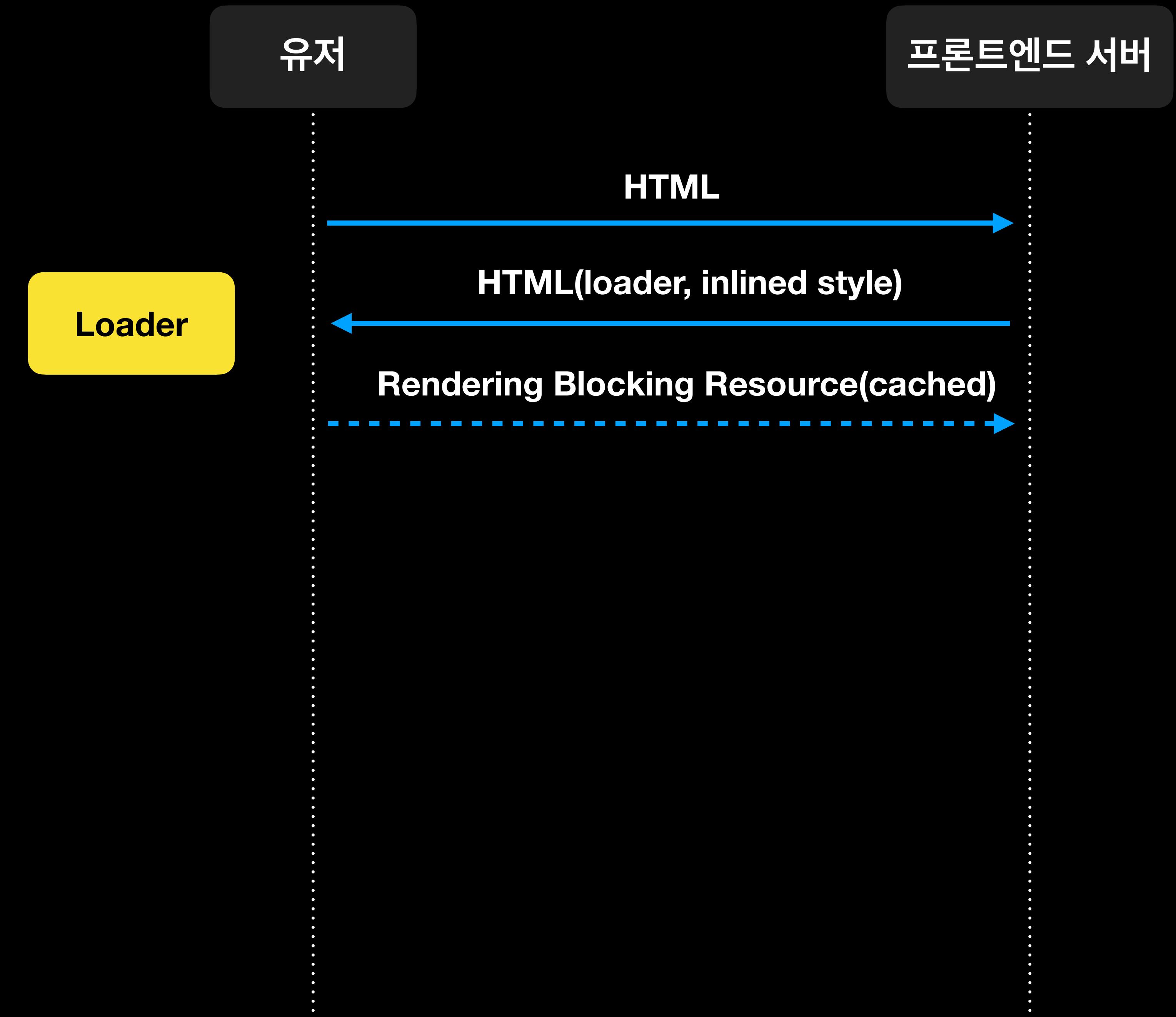
ISR

Static Rendering

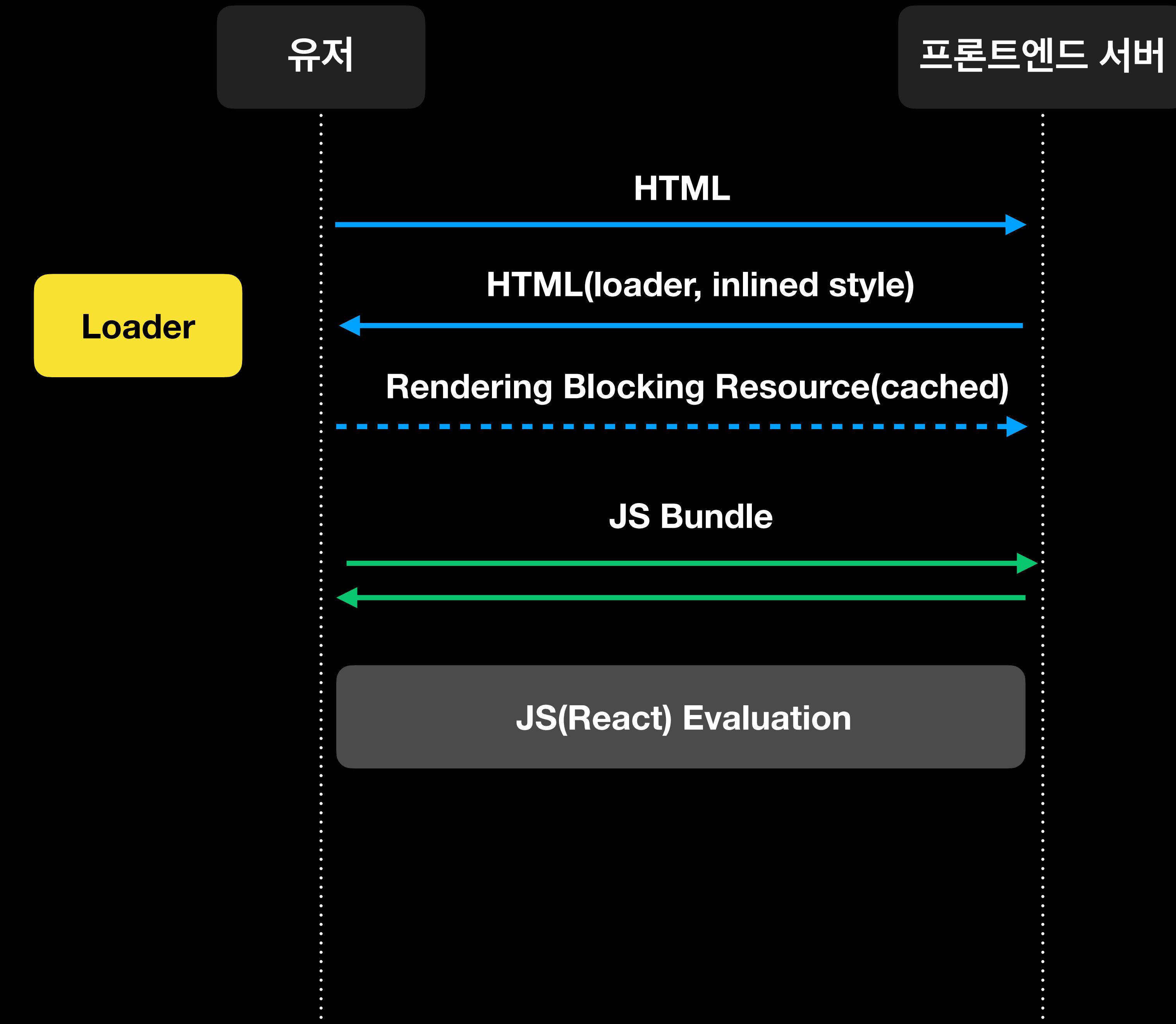
Streaming

React Server Components

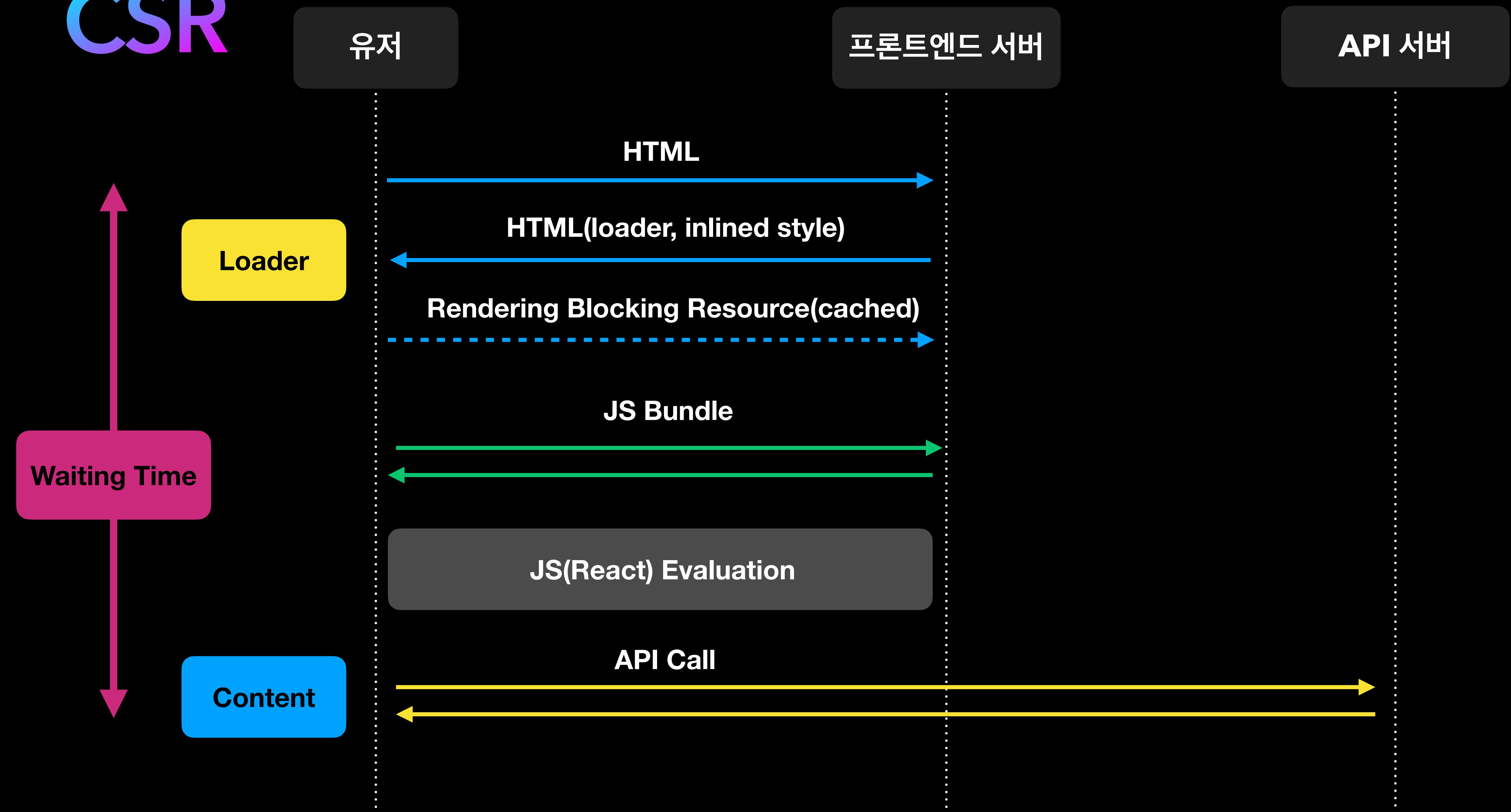
CSR



CSR



CSR



CSR

body 태그가 닫히기 전 bundle 요청

TTFB

Connect

Network

GET /

GET / bundle.js

Main Thread

Construction

Parse HTML

Layout

Paint

Operation

JS Evaluation

FCP

API 서버 요청

TTI

API 서버 응답

LCP

hydration

GET /api/buildings

Operation

Layout

Paint

hydration

Layout

Paint

Waiting Time



Browser



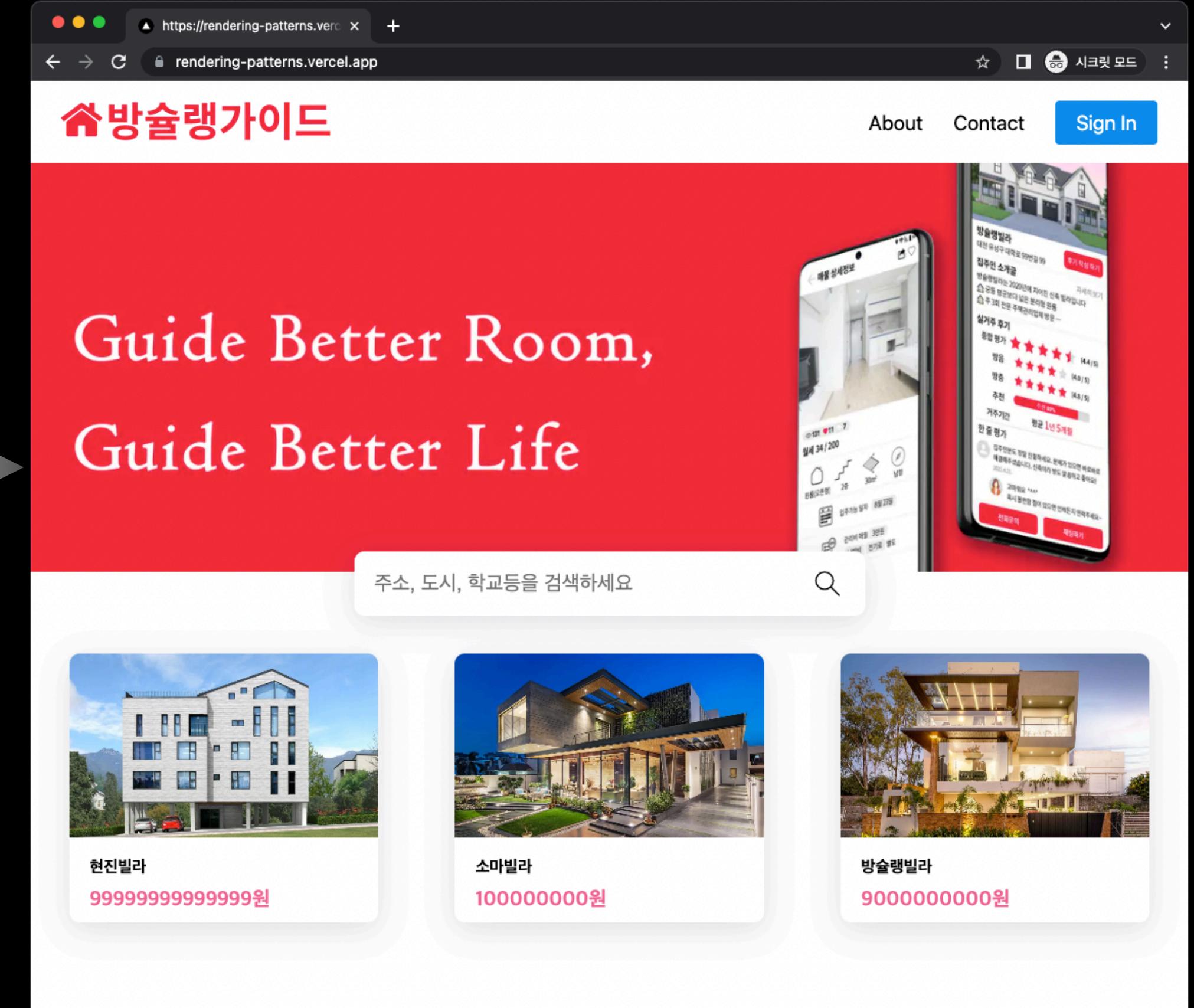
Server

hydration

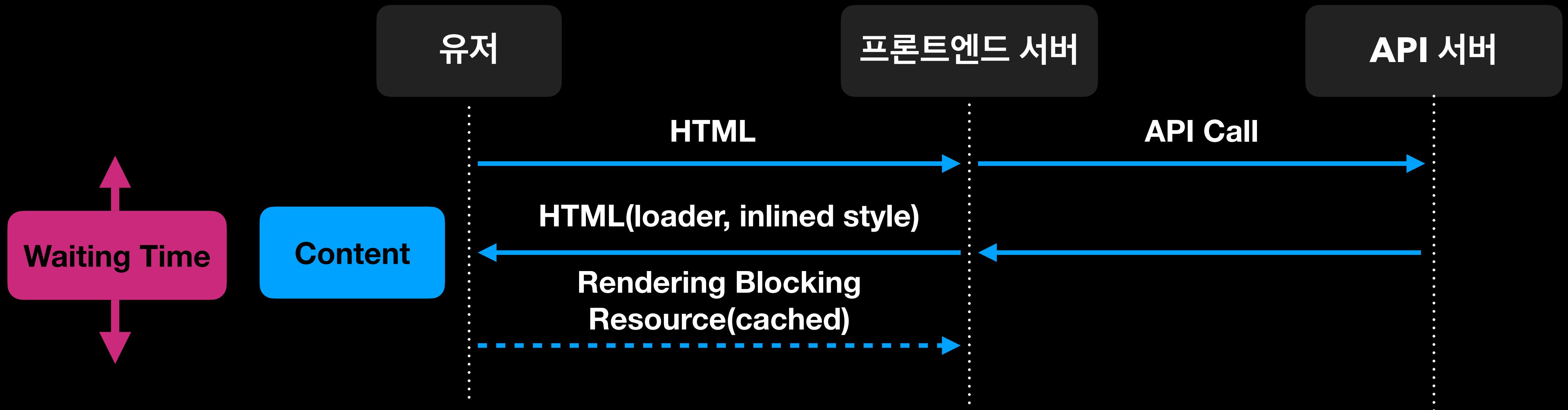
<https://rendering-patterns.vercel.app/>



hydrate



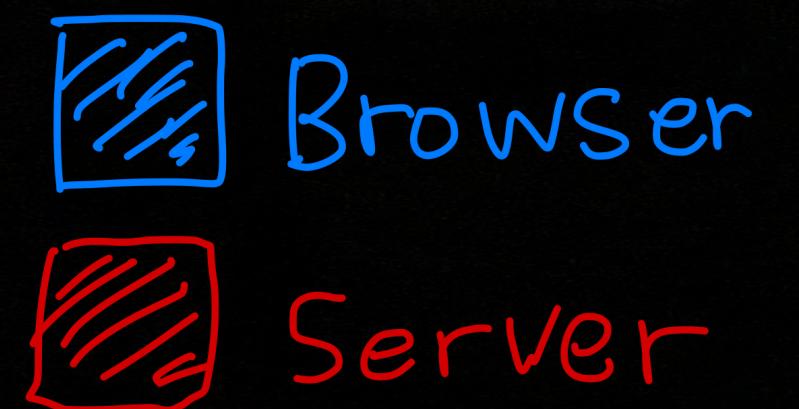
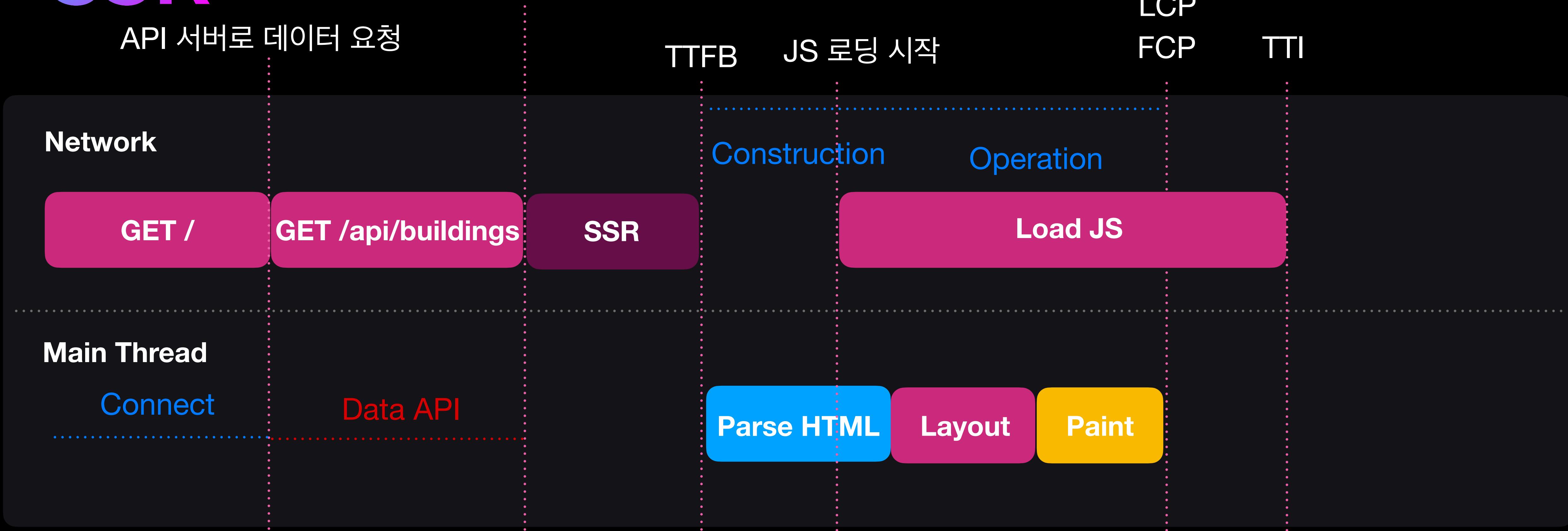
SSR



SSR

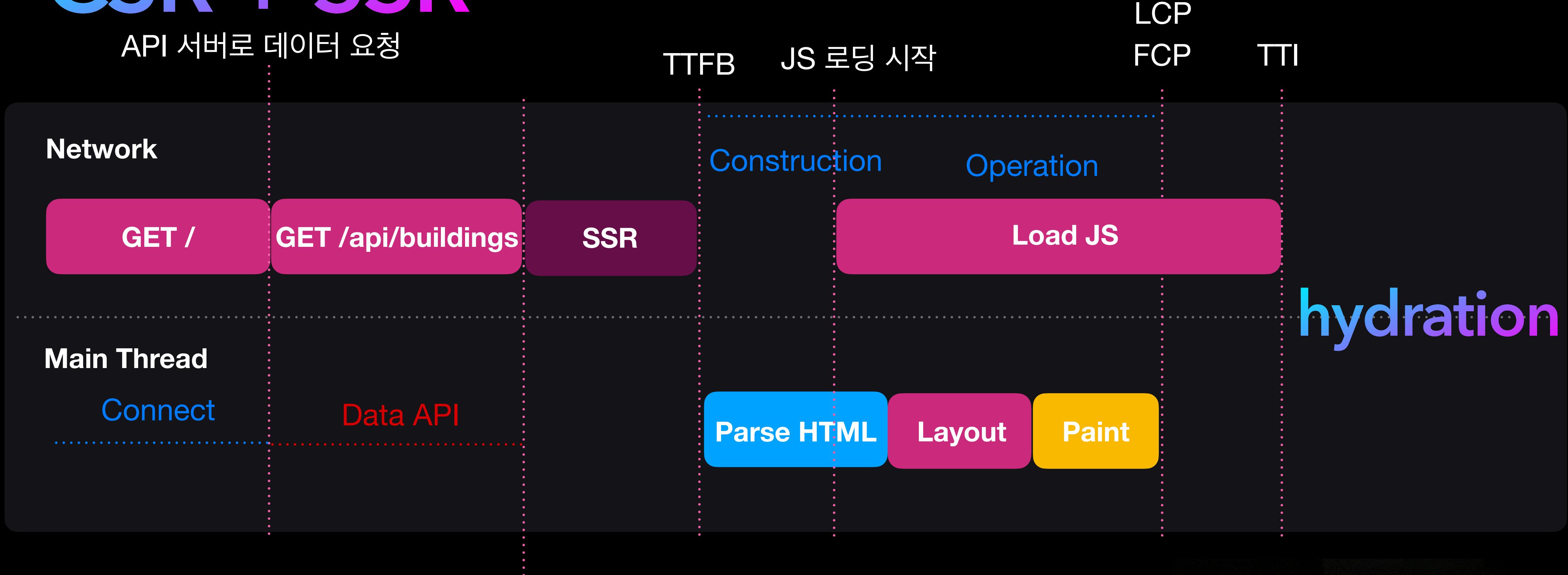
API 서버로 데이터 요청

데이터 도착시
프론트엔드 서버에서 SSR 진행

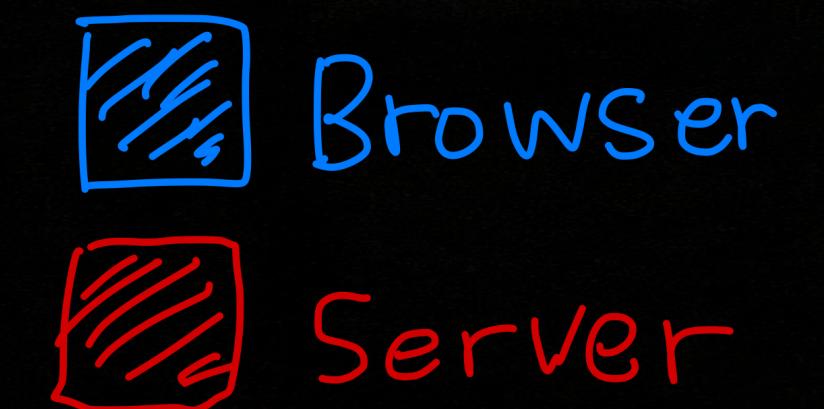


CSR + SSR

API 서버로 데이터 요청



데이터 도착시
프론트엔드 서버에서 SSR 진행



NEXT.JS



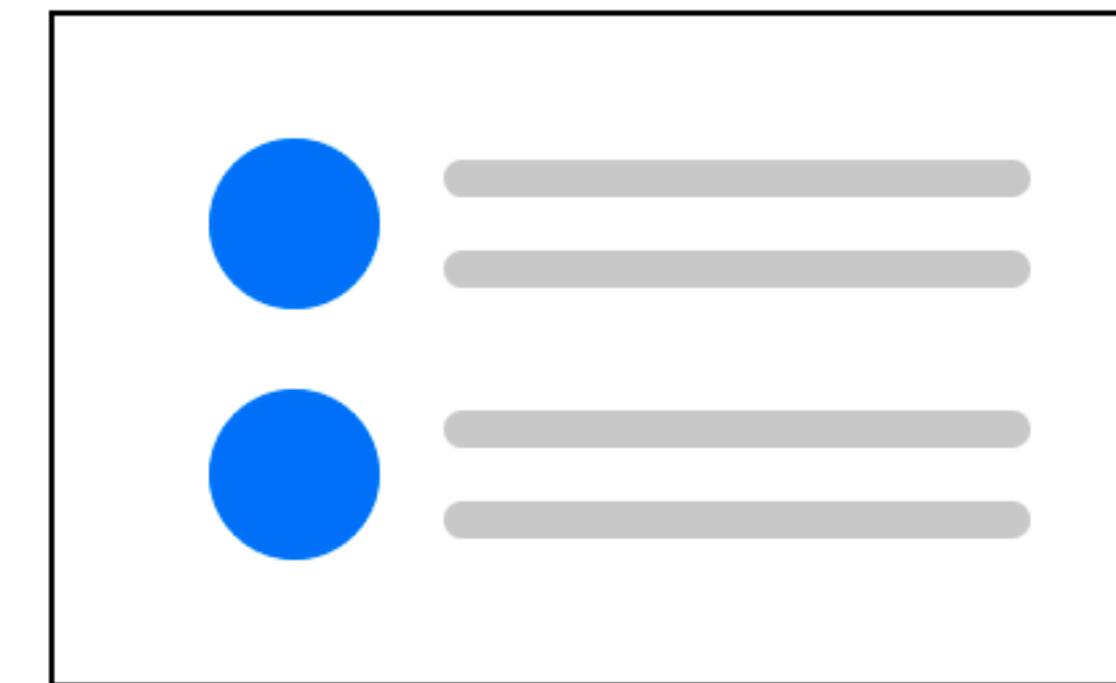
Pre-Rendering

SSG

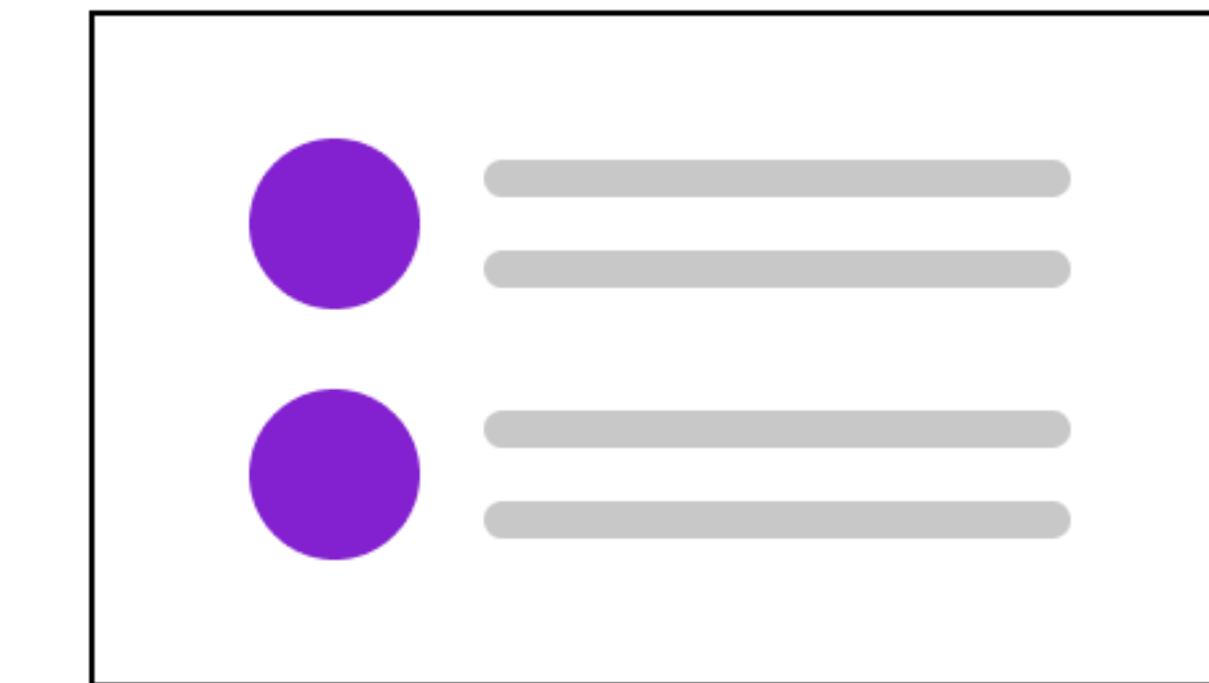
SSR



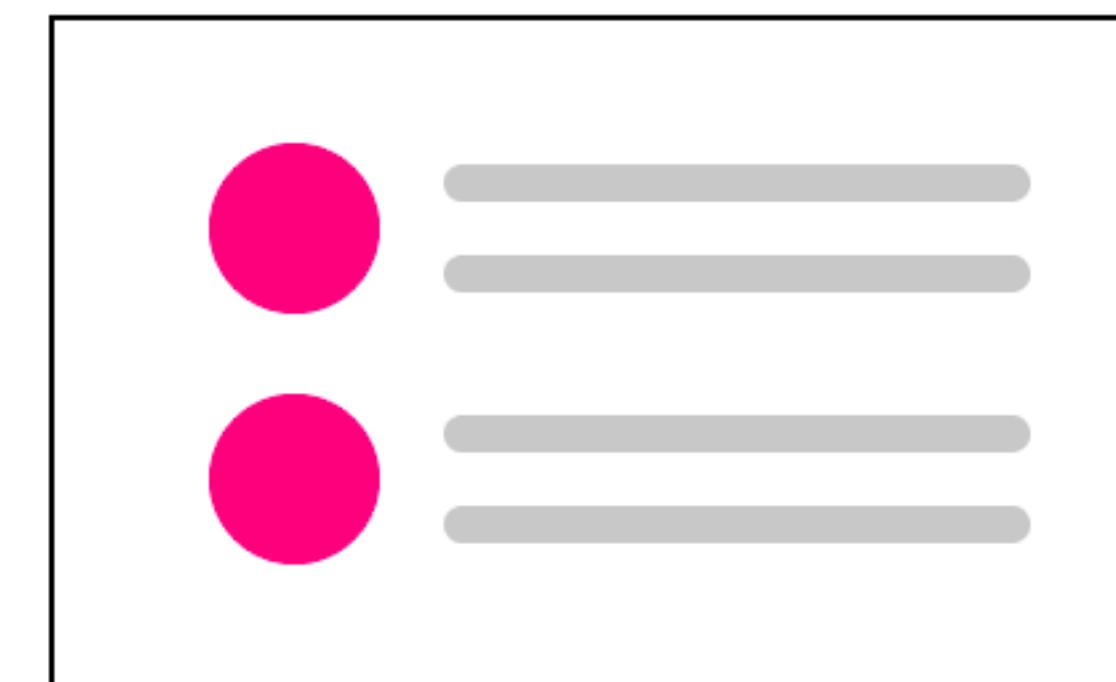
Page A: Static Generation



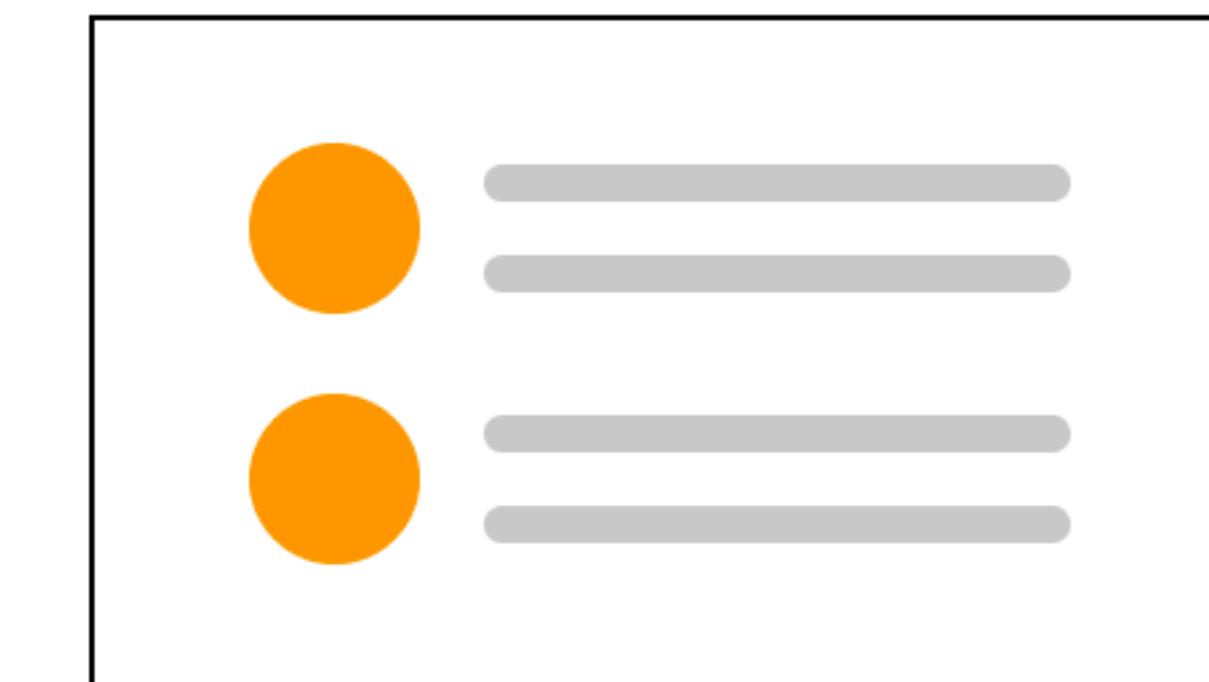
Page B: Server-side Rendering



Page C: Server-side Rendering



Page D: Static Generation



You can choose which pre-rendering form to use for each page.

SSG(Static Site Generation)

빌드 타임에 HTML 페이지 생성

빌드 타임에만 API 서버 접근

빌드 타임에 컨텐츠를 만들기 때문에
변하는 데이터에 취약

CDN에 캐시 -> 렌더링 속도 up

Static Generation with Data

For pages that can only be generated after fetching external data at build time.



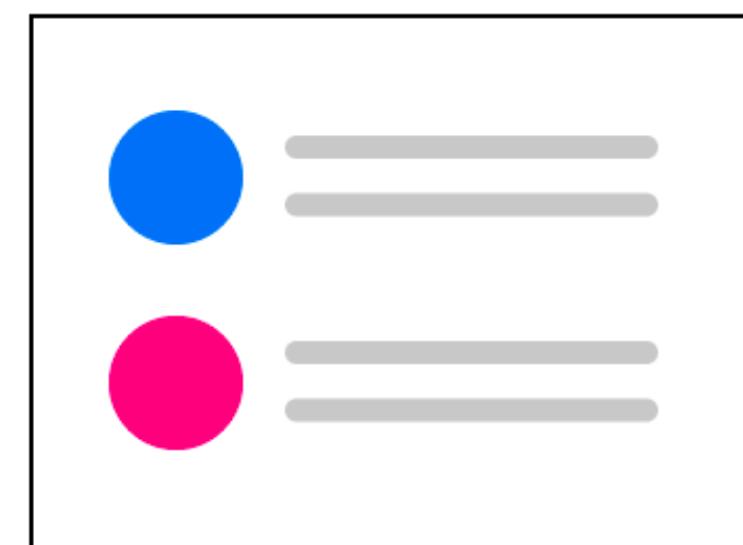
next build →

Builds the app for
production



Fetches external data

```
[  
  { img: , text: ... },  
  { img: , text: ... },  
]
```



The HTML can only be
generated after fetching data

SSG(Static Site Generation) + CSR

빌드 타임에 HTML 페이지 생성

빌드 타임에만 API 서버 접근

빌드 타임에 컨텐츠를 만들기 때문에
변하는 데이터에 취약

CDN에 캐시 -> 렌더링 속도 up

CSR로 구성된 부분은 pre-render 하지 않음

CSR의 장점 + SSG의 장점

Static Generation with Data

For pages that can only be generated after fetching external data at build time.



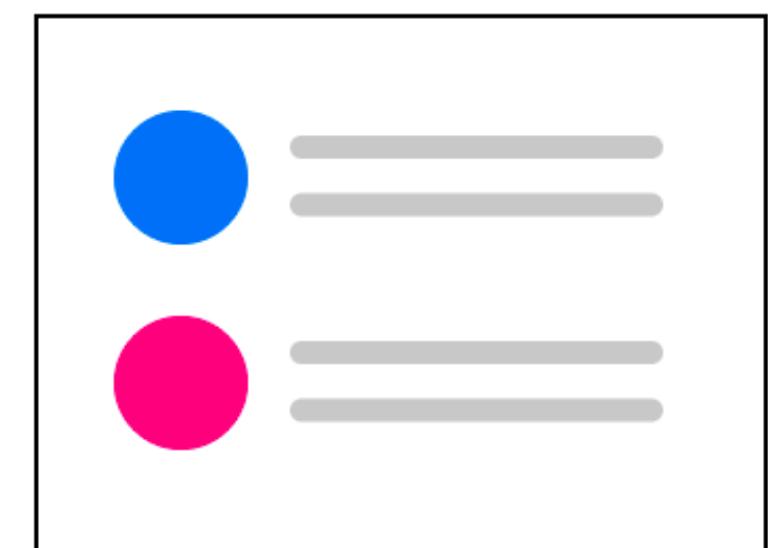
`next build` →

Builds the app for
production



Fetches external data

```
[  
  { img: , text: ... },  
  { img: , text: ... },  
]
```



The HTML can only be
generated after fetching data

ISR (Incremental Static ReGeneration)

빌드 타임에 HTML 페이지 생성

빌드 타임에만 API 서버 접근

~~빌드 타임에 칸디트를 만들기 때문에~~

~~변하는 데이터에 취약~~

CDN에 캐시 -> 렌더링 속도 up

revalidation 옵션 추가

일정 주기마다 데이터의 최신 여부를 검사

업데이트된 데이터로 페이지를 다시 생성

Static Generation with Data

For pages that can only be generated after fetching external data at build time.



`next build` →

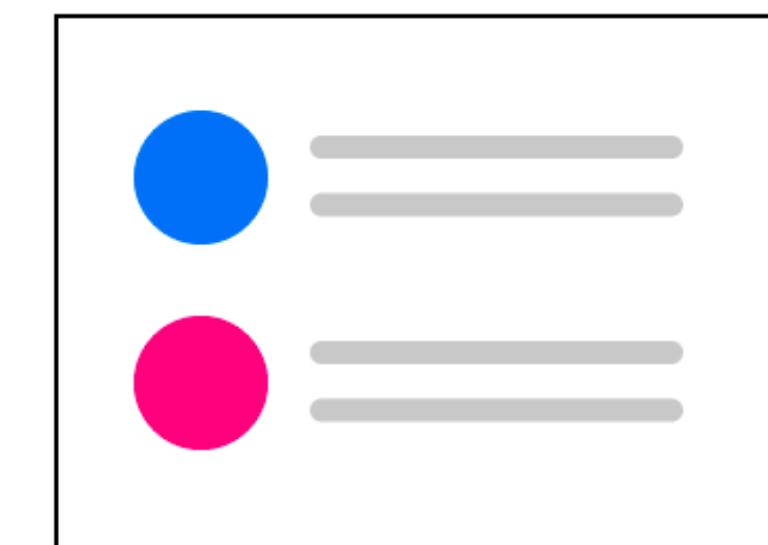
Builds the app for
production



Fetches external data

[
]

{ img: , text: ... },
{ img: , text: ... },



The HTML can only be
generated after fetching data

ISR + CSR

빌드 타임에 HTML 페이지 생성

빌드 타임에만 API 서버 접근

~~빌드 타임에 콘텐츠를 만들기 때문에
변하는 데이터에 취약~~

CDN에 캐시 -> 렌더링 속도 up

revalidation 옵션 추가

일정 주기마다 데이터의 최신 여부를 검사

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CSR로 구성된 부분은 pre-render 하지 않음

CSR의 장점 + SSG의 장점

Static Generation with Data

For pages that can only be generated after fetching external data at build time.



next build →

Builds the app for
production

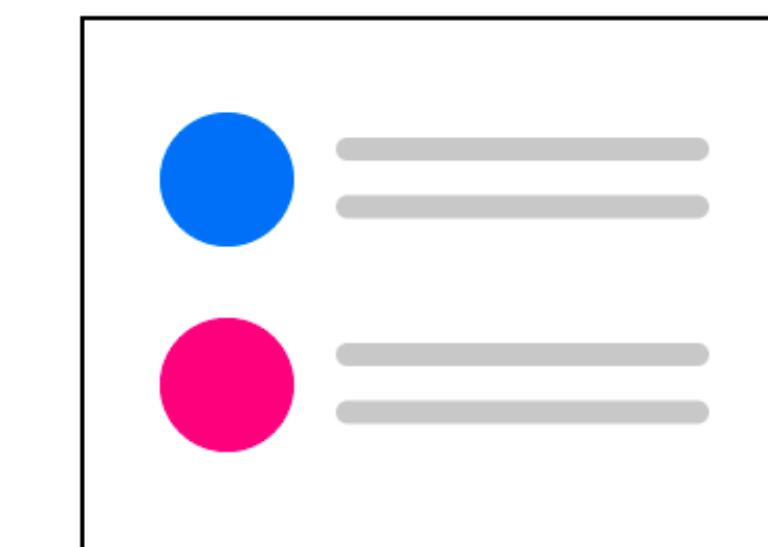


Fetches external data

[

{ img: , text: ... },
{ img: , text: ... },

]



The HTML can only be
generated after fetching data

SSG

TTFB JS 로딩 시작

LCP

FCP

TTI

Network

GET /

Load JS

Main Thread

Connect

Construction

Operation

Parse HTML

Layout

Paint

Waiting Time

 Browser

 Server

SSR

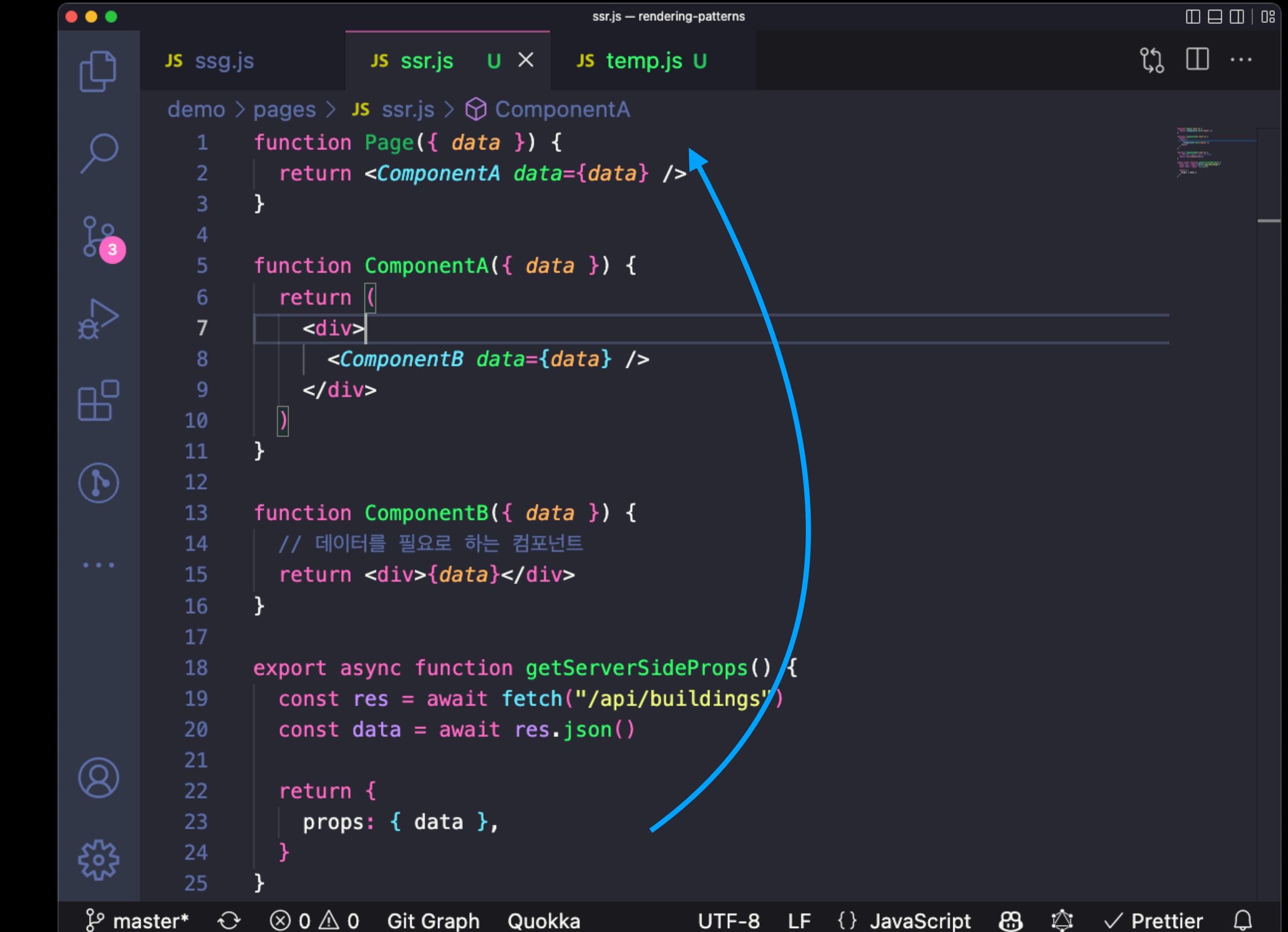
Page 단위 data fetching의 문제

Props Drilling

Data를 필요로하는 컴포넌트는 B

A는 전달하는 매개체로만 사용

관심사의 분리가 되지 않음



The screenshot shows a code editor with a dark theme. The file is named 'ssr.js' and is located in a 'pages' directory under 'demo'. The code defines a 'Page' component that returns a 'ComponentA' component with a prop 'data'. Inside 'ComponentA', there is a 'ComponentB' component with the same prop 'data'. A blue arrow points from the 'data' prop in 'ComponentA' back up to the 'data' prop in 'Page', illustrating the concept of prop drilling.

```
1 function Page({ data }) {
2   return <ComponentA data={data} />
3 }
4
5 function ComponentA({ data }) {
6   return (
7     <div>
8       <ComponentB data={data} />
9     </div>
10  )
11}
12
13 function ComponentB({ data }) {
14   // 데이터를 필요로 하는 컴포넌트
15   return <div>{data}</div>
16 }
17
18 export async function getServerSideProps() {
19   const res = await fetch("/api/buildings")
20   const data = await res.json()
21
22   return {
23     props: { data },
24   }
25 }
```

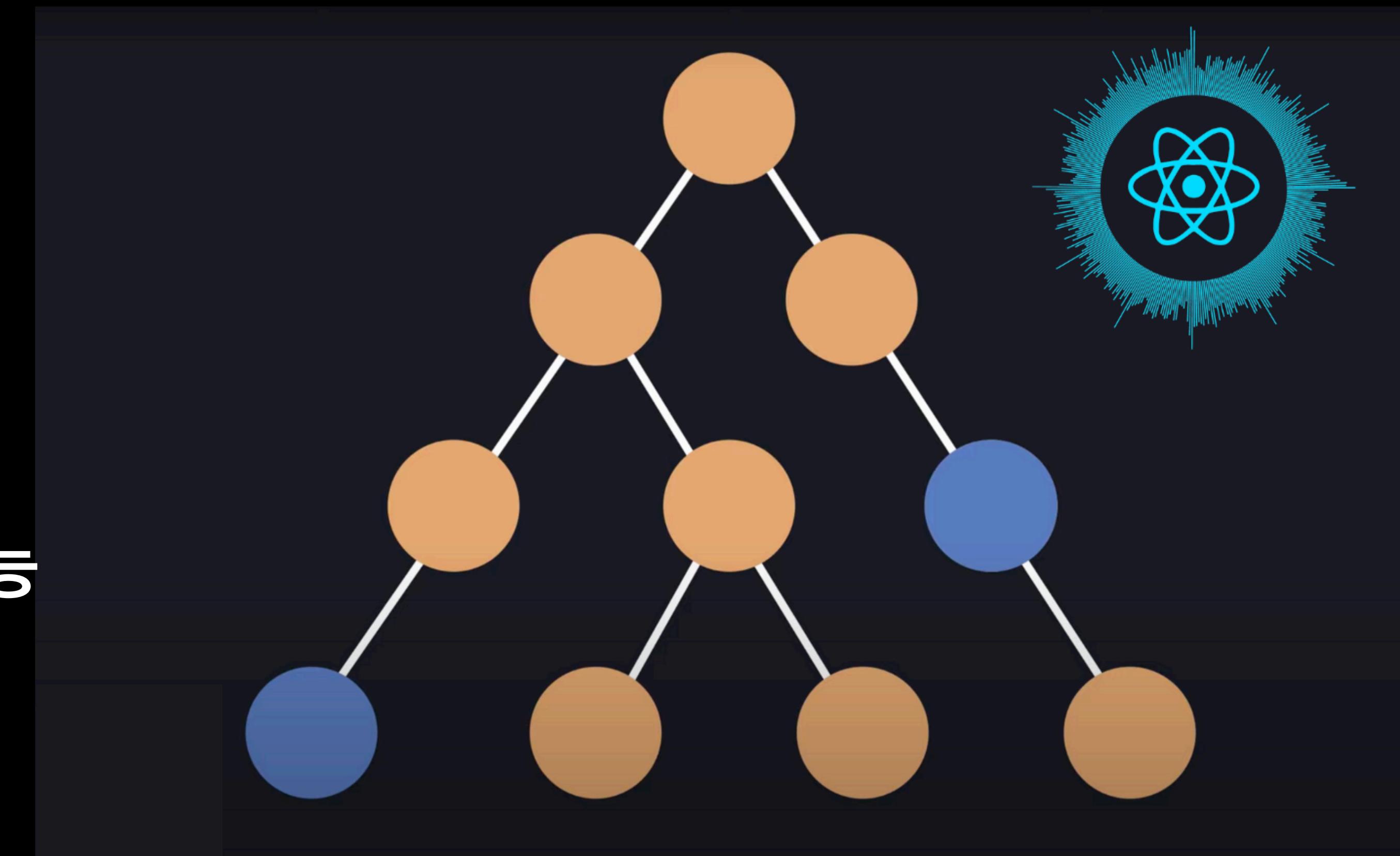
React Server Components

서버에서 **data fetching**

데이터베이스에 직접 접근

서버컴포넌트는 클라이언트로 전송되는
번들에 포함되지 않음

클라이언트 상태를 유지하며 **refetch** 가능



UX

DX

TTFB

FCP

빌드 시간 단축

LCP

TTI

적은 서버 비용

CLS

FID

확장 가능한 설계

엄청난 아이디어



Develop



배포(Ship)



Question

렌더링을 언제 고려해야 할까요?

엄청난 아이디어



Develop



배포(Ship)



엄청난 아이디어



Develop



Rendering Patterns

SSG CSR SSR ISR

Static Rendering Streaming

React Server Components

배포(Ship)



Rendering Patterns

≠

Q & A

참고자료

Advanced Rendering Patterns. Lydia Hallie

JavaScript 프레임워크에서 효율적인 하이드레이션이 어려운 이유. eunbinn

Pre-rendering. 이현진

웹은 어떻게 발전했는가. 이현진

100년을 아껴준 SSR 이야기. toss

What Is DX? Albert Cavalcante