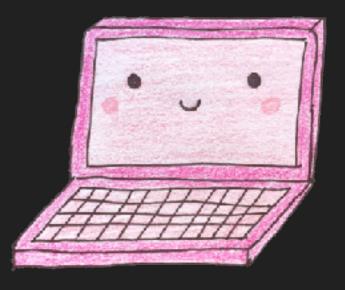
fantastic render performance tricks and why we do them

whee!



Jenna Zeigen Slack Full Stack 6/6/19

Senior Frontend Engineer at Slack

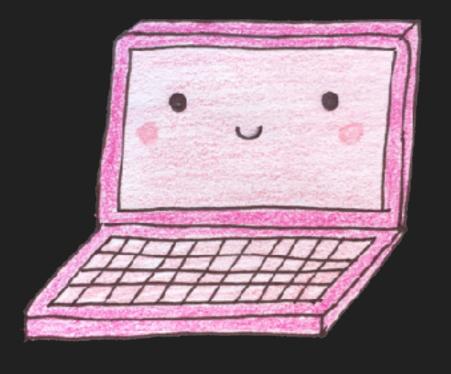
Organizer of EmpireJS
Organizer of BrooklynJS



jenna.is/at-slack-full-stack

@zeigenvector

very online.





If you think frontend engineering is lesser or easier, I dare you to delve into the world that is frontend performance optimization.

1:22 AM - 16 May 2018





















rendering

(keep things small)

rendering

```
(keep things small)
(keep things smart)
```

rendering

```
+
```

```
(keep things small)
(keep things smart)
```

rendering

(keep things smooth)

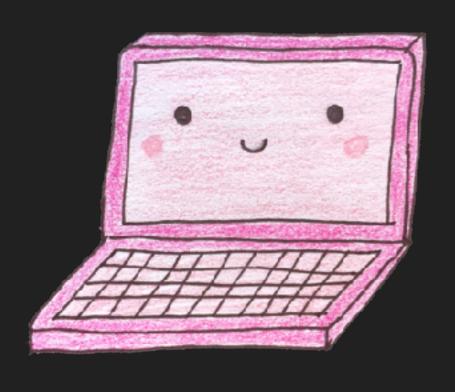
```
+
```

```
(keep things small)
(keep things smart)
```

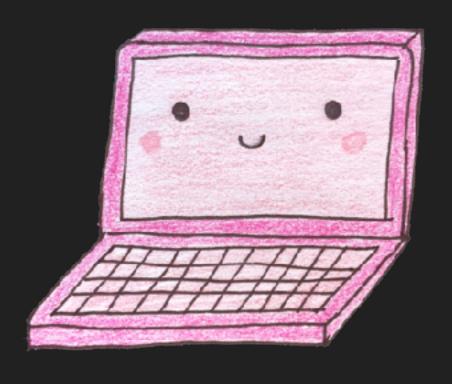
rendering

(keep things smooth)

but wait websites?

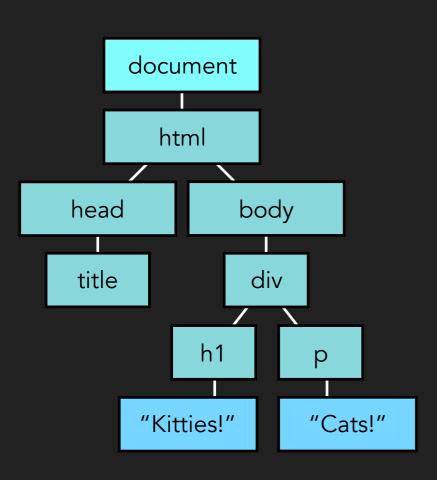


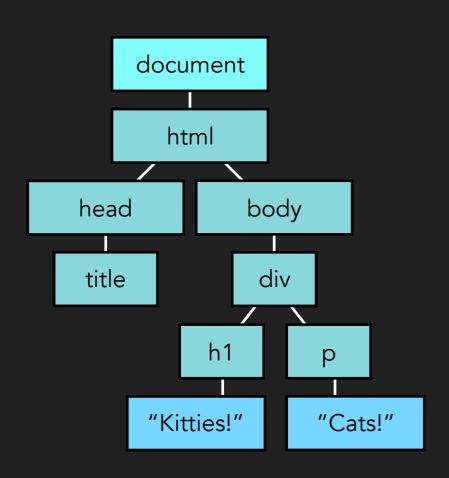
We did everything right,
Bytes are on the client side

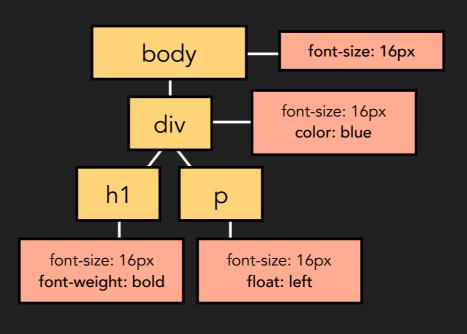


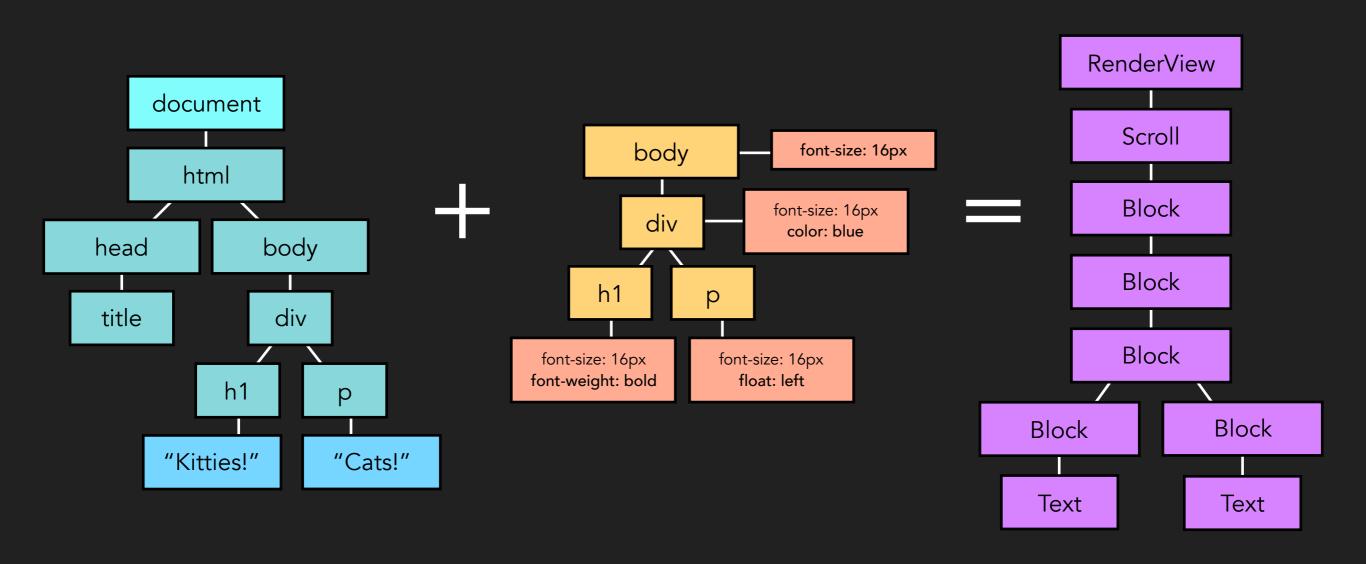
```
Are you listening?
(Whoa-oh-oh-oh)
Please come back.
(Whoa-oh-oh-oh)

I'll tell you what do I need
I'll tell you what do I need
Whoa-oh, whoa-oh
```



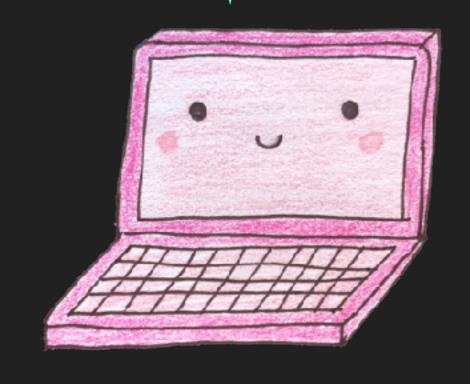


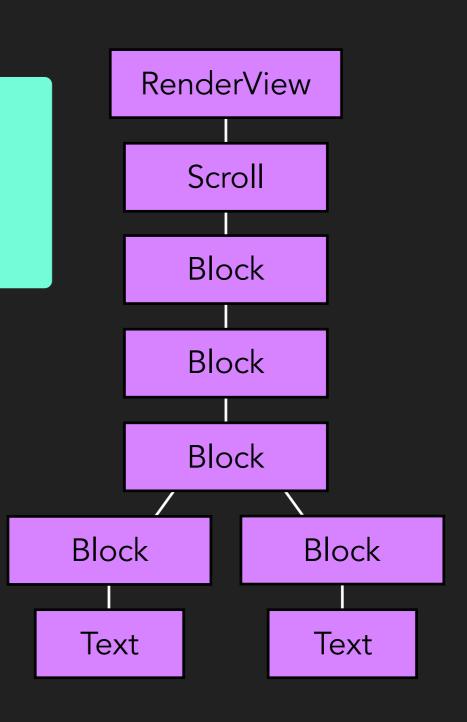




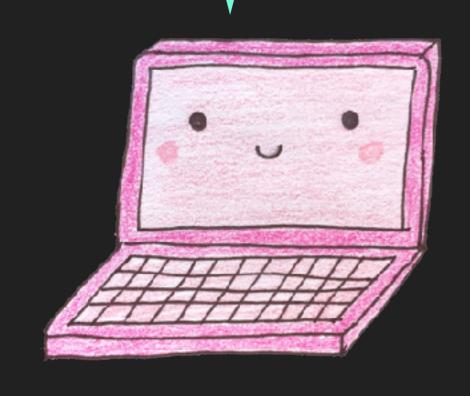
RenderView Cause the render's gonna ... Scroll rend, rend, rend? 7 7 7 Block Block Block Block Block Text Text

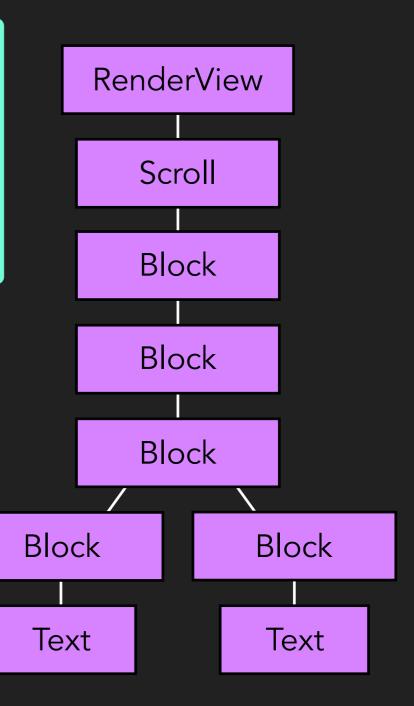
And the painter's gonna paint, paint, paint...



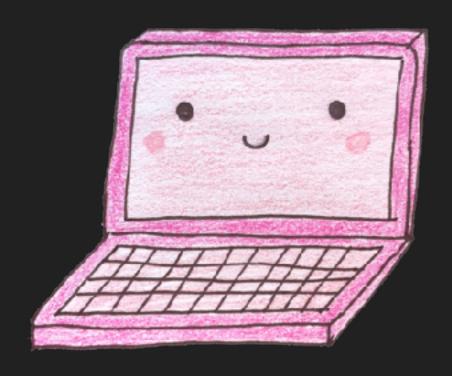


And the compositor's gonna composite, composite, composite,



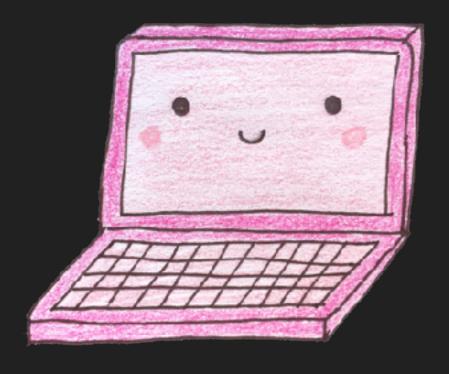


Do it allll agaaain



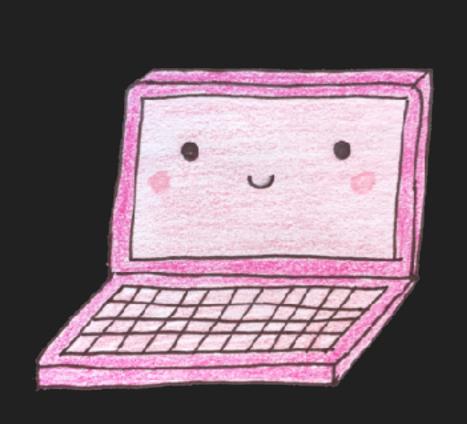
how do websites brains

Every frame you forsake
Every move you make
Every time you break
Every paint you take
I'll be watching you

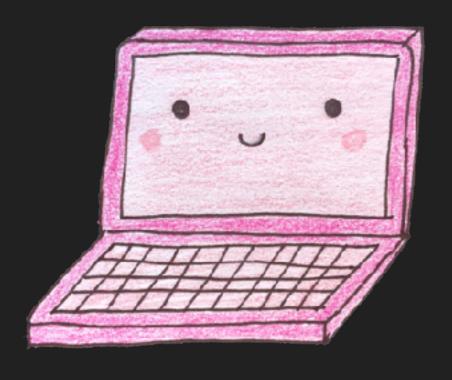




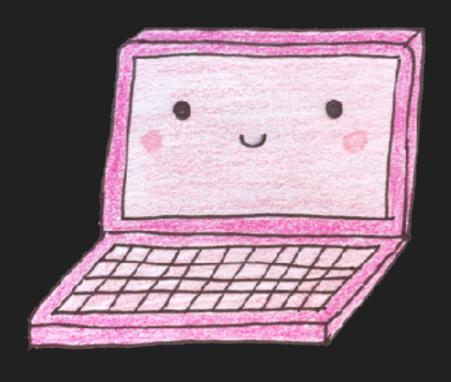




this. sick. feat.



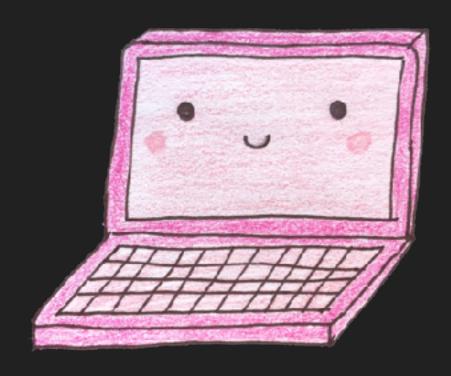
Loop loop ba-doop loop ba-doop
Loop ba-doop ba-doop
Ba-doop loop ba-doop loop
Ba-doop loop ba-doop, ba-doop,
ba-doop



Here's to never ending circles
And building them on top of me
And here's to another no, then
You won't get a render
You won't get a render

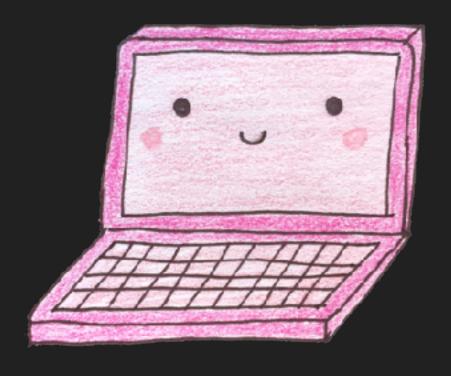
KEED things s mooth

You got the kind of scrollin'
That can be so ~smooth~, yeah
Get rid of jank, make it real
Or else forget about it



debounce or throttle inputs

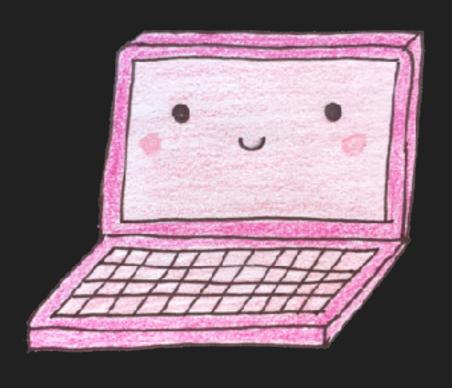
Debouncing all the calls again Whoa-oh!



debounce or throttle inputs

```
import { debounce } from 'lodash';
this.onUserInput =
  debounce(this.onUserInput, 50);
```

use requestAnimationFrame

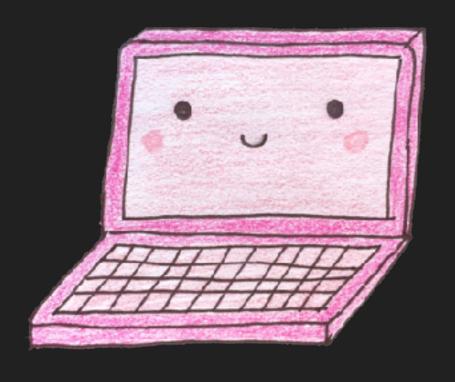


Baby, I'm not always
There when you call,
But I'm always on time
And I gave you my all,
Now baby, be mine

use requestAnimationFrame

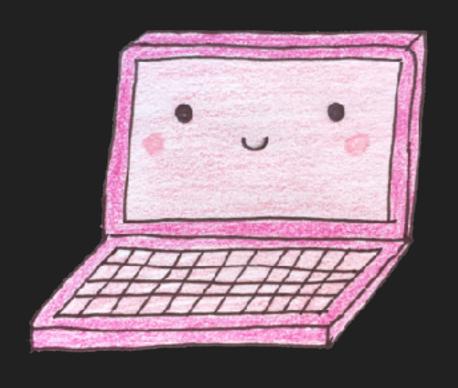
```
window.addEventListener('resize', (e) => {
  if (this.bottomSpan < window.innerWidth) {
    window.requestAnimationFrame(
        this.drawTriangles.bind(this)
    );
    this.bottomSpan = window.innerWidth;
  }
});</pre>
```

use web workers



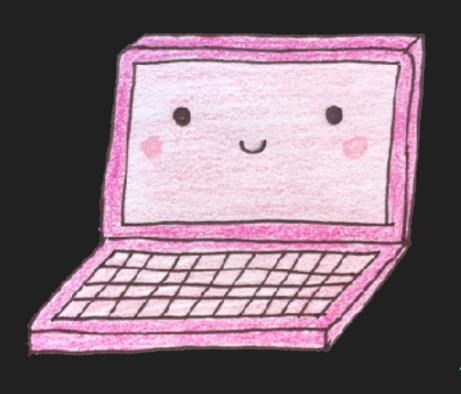
Give it away
Give it away
Give it away
Give it away now

use web workers



When what you have Will take too long Move along, move along Like I know you do

avoid triggering reflows

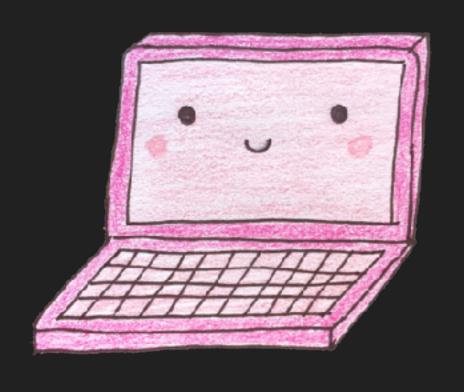


Let me style, let me style,
But don't trigger a reflow
With scrollTo(), scrollIntoView()
With offsetHeight() and
offsetLeft()

Let me style, let me style,
But don't force a new layout
With scrollTo(), scrollIntoView()
With getBoundingClientRect()

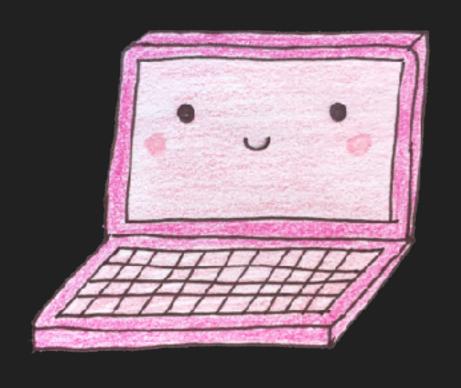
777

avoid triggering reflows



```
Style away, style away, style away, style away, style away, style away, style away,
```

animate with transform + opacity



animate with transform + opacity

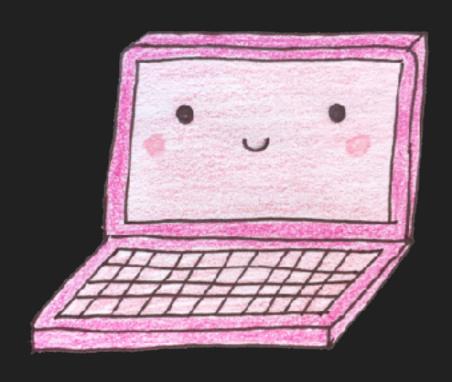
```
.zoomy {
  position: absolute;
  top: 100px;
  left: 30px;
  width: 100px;
  height: 100px;
  animation: move 3s ease infinite;
@keyframes move {
  50% {
     top: 200px;
     left: 130px;
```

animate with transform + opacity

```
.zoomy {
  position: absolute;
  top: 100px;
  left: 30px;
  width: 100px;
  height: 100px;
  animation: move 3s ease infinite;
@keyframes move {
  50% {
     transform: translate(100px, 100px);
```

animate with transform + opacity

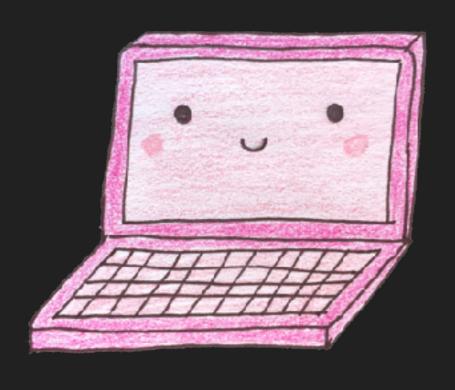




animate with transform + opacity

```
.moving-element {
  will-change: transform;
}
```

use a css methodology



CSS, take it easy
For there is something
that we can do.
CSS, take it easy
BEM it for me
Or BEM it for you.

use a css methodology

```
.box:nth-last-child(-n+1) .title {
  /* styles */
}
```

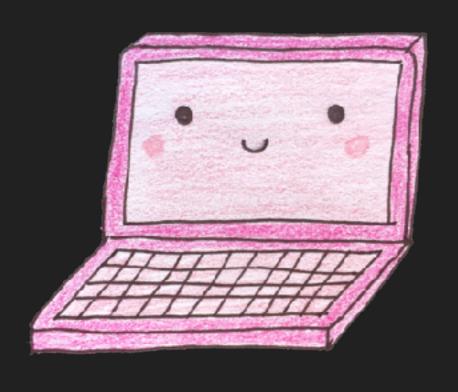
use a css methodology

```
.Box_title--special {
   /* styles */
}
```

always meassire first

always measure first

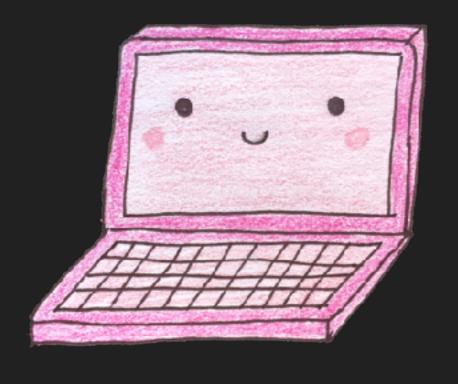
synthetic measurements



Is someone getting the test, the test, the test, the test, the test, the test,

always measure first

real user measurements



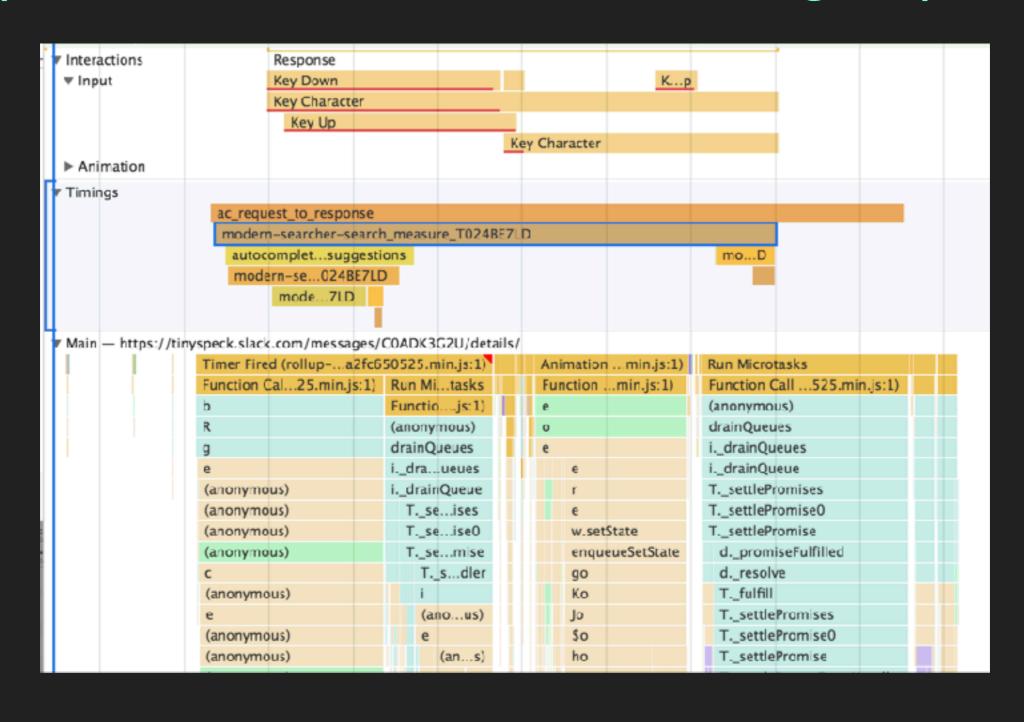
Ain't it fun
Timing in the real world
Ain't it good
Testing in their Chrome

always measure first



personal fave: flamegraphs





seriously, always measure fish

keep things small, keep things smart, keep things smooth

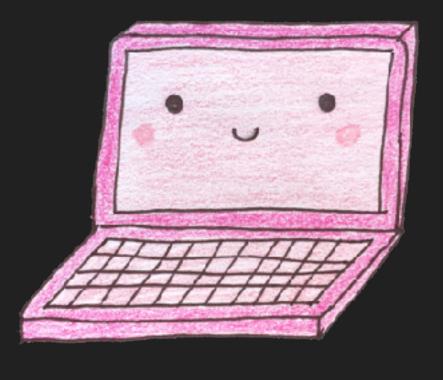
Resources

- Front-End Performance Checklist 2018
- Optimizing the Critical Rendering Path
- Rendering Performance
- Philip Roberts: What the heck is the event loop anyway?
- •window.requestAnimationFrame()
- Using Web Workers
- Assessing Loading Performance in Real Life with Navigation and Resource Timing
- Reduce the Scope and Complexity of Style Calculations
- CSS Triggers
- What forces layout / reflow
- High Performance Browser Networking
- Server Farm to Table, Annotated
- Fantastic Render Performance Tricks and Why We Do Them (aka the full talk)

Complete Tracklist

```
Calvin Harris ft. Ellie Goulding - Outside
Jimmy Eat World - Sweetness
Taylor Swift - Shake it Off
Katy Perry - Last Friday Night (T.G.I.F)
The Police - Every Breath You Take
Salt-N-Pepa - Shoop
CHVRCHES - Never Ending Circles
Santana ft. Rob Thomas - Smooth
Sugarcult - Bouncing off the Walls Again
Ja Rule ft. Ashanti - On Time
Red Hot Chili Peppers - Give it Away
The All-American Rejects - Move Along
Enya - Orinoco Flow
Gnarls Barkley - Transformer
Mika - Relax, Take it Easy
Foo Fighters - The Best of You
Paramore - Ain't it Fun
```

*something
witty about a
POP server...*





Thanks!





jenna.is/at-slack-full-stack

























