从UC内核角度谈谈PWA技术在阿里体系的实践及影响

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阿里巴巴UC内核无线开发专家



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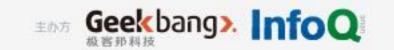
·PWA的优秀实践

· PWA带来的影响



Progressive Web App





PWA的关键技术 - Service Workers











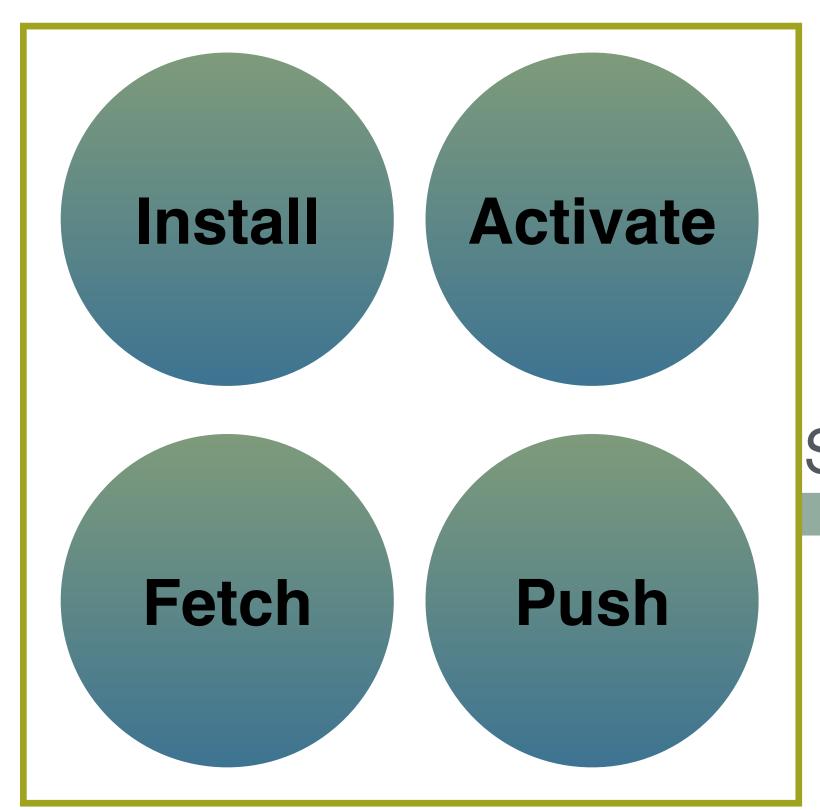


拦截请求和响应



可靠 (Reliable)





Start SWThread

SW.js ServiceWorkerThread ServiceWorkerGlobalScope

addEventListener('install', function(event)



为什么是事件驱动?











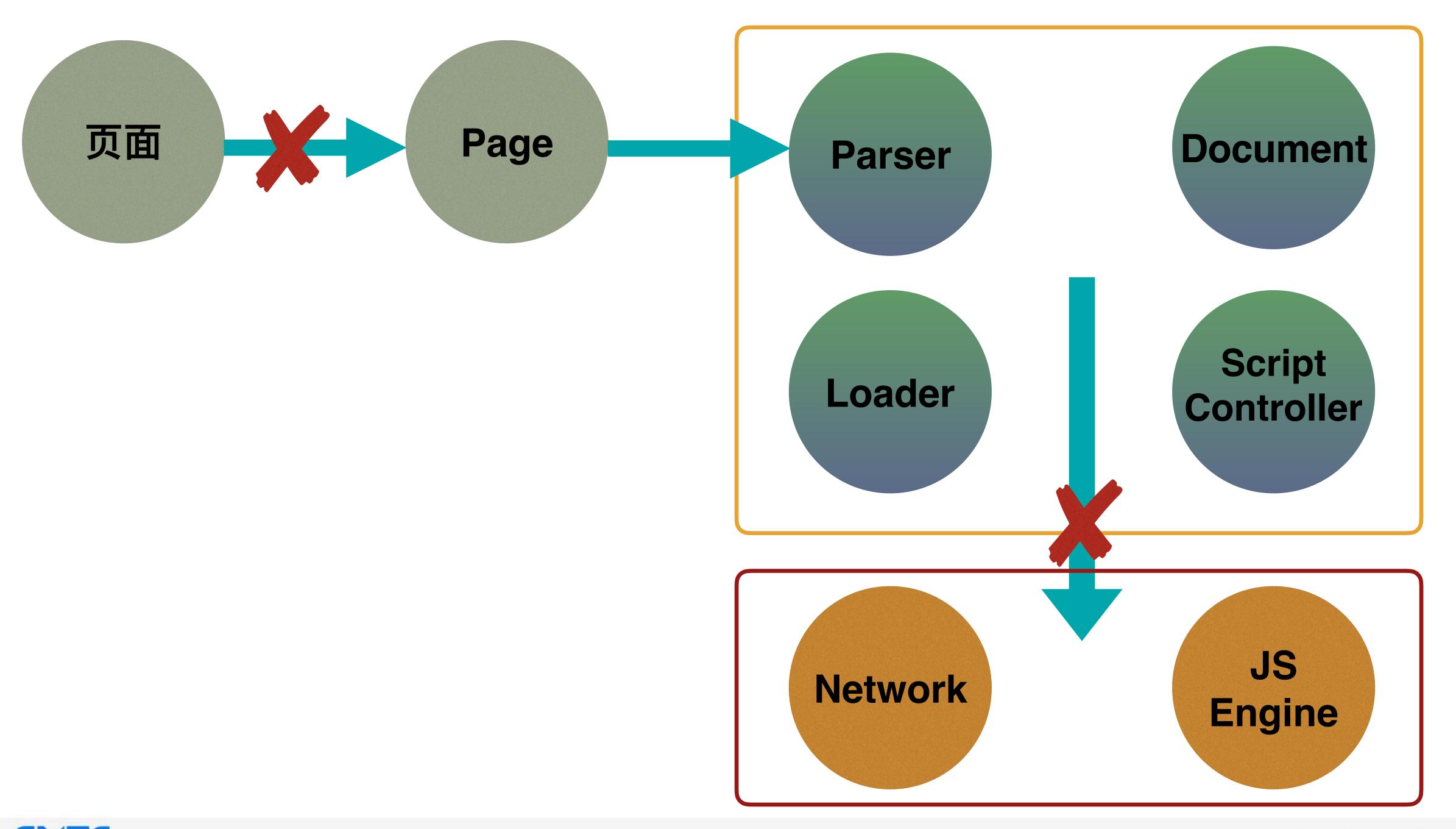


拦截请求和响应

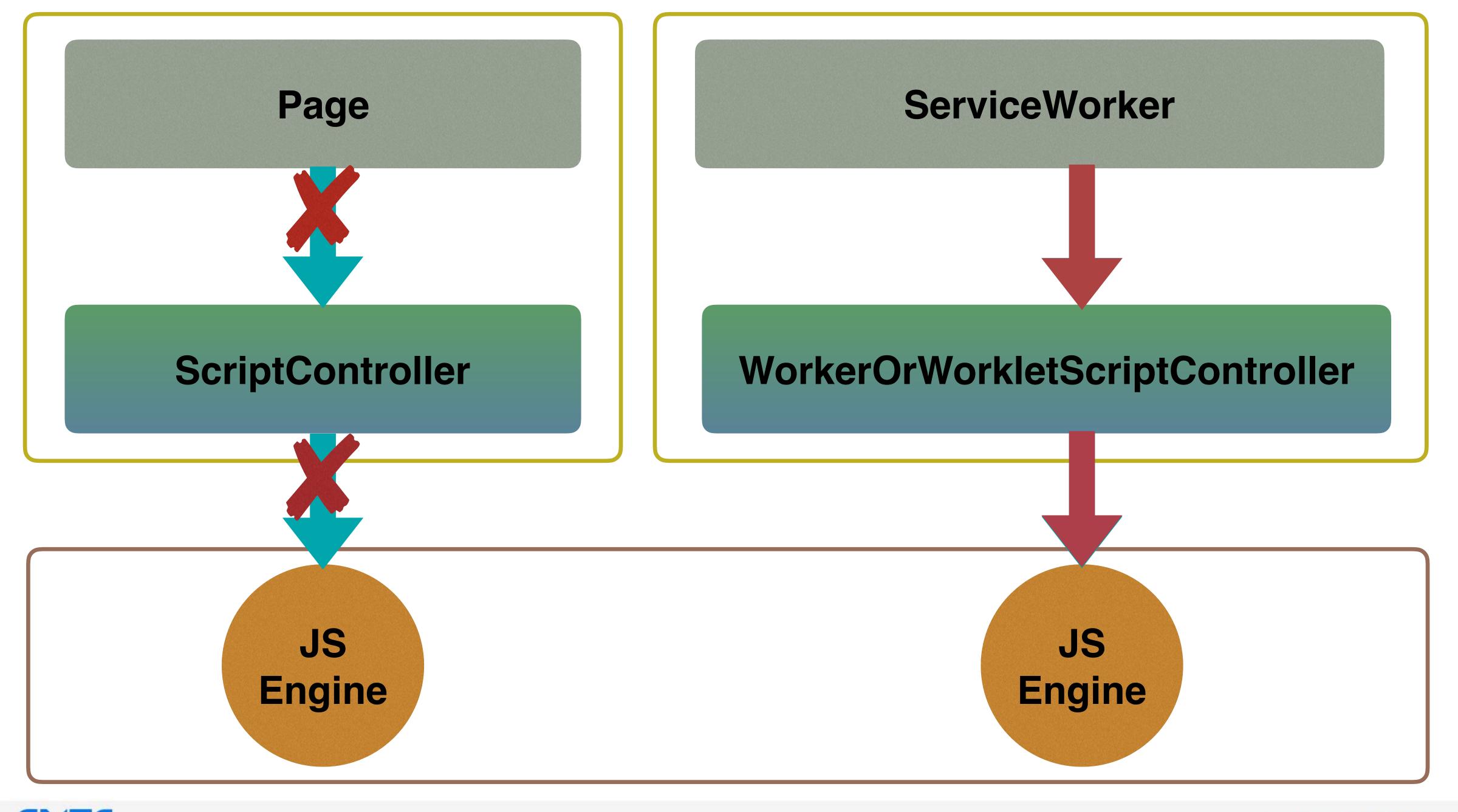


可靠 (Reliable)

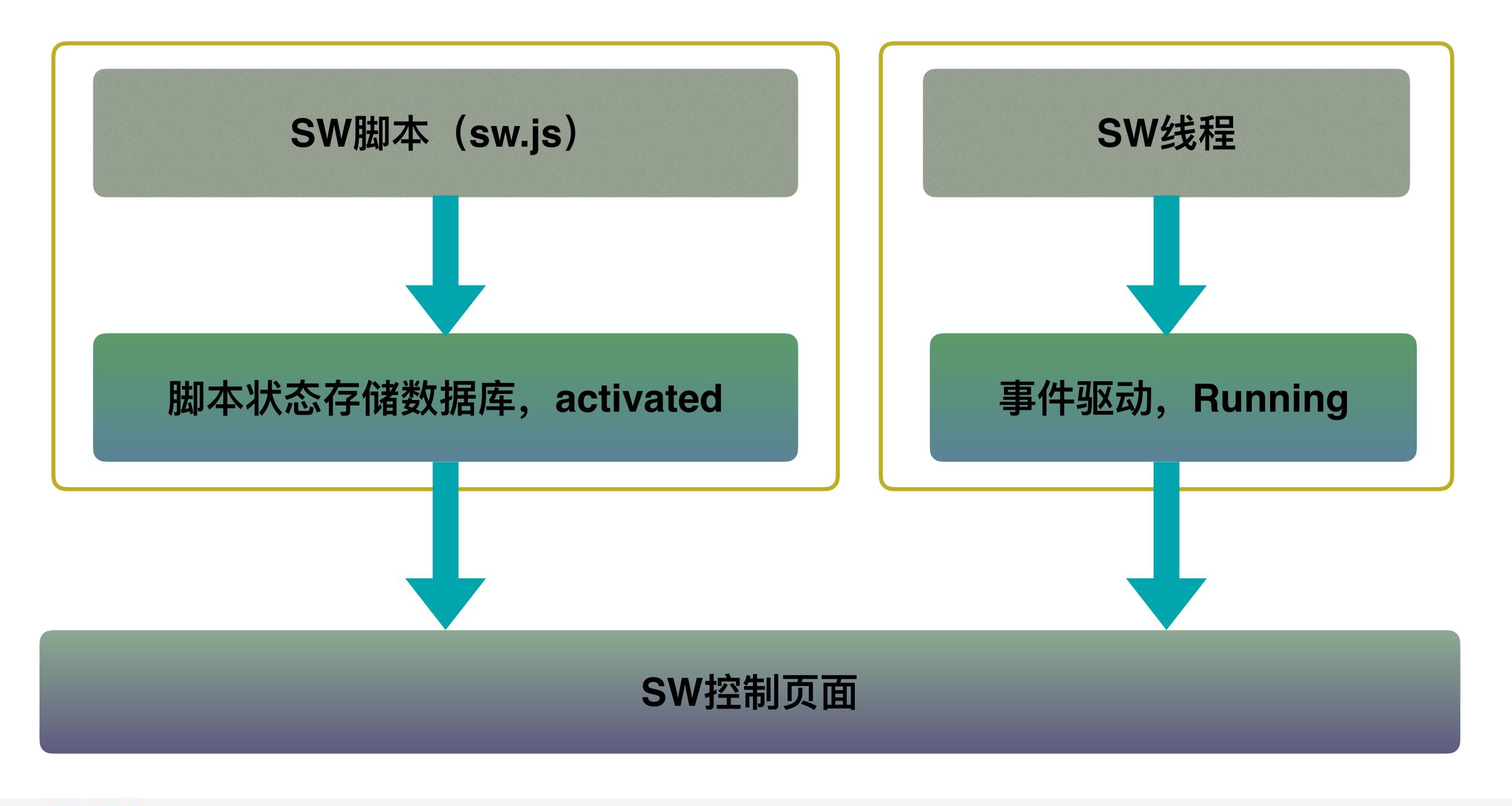
















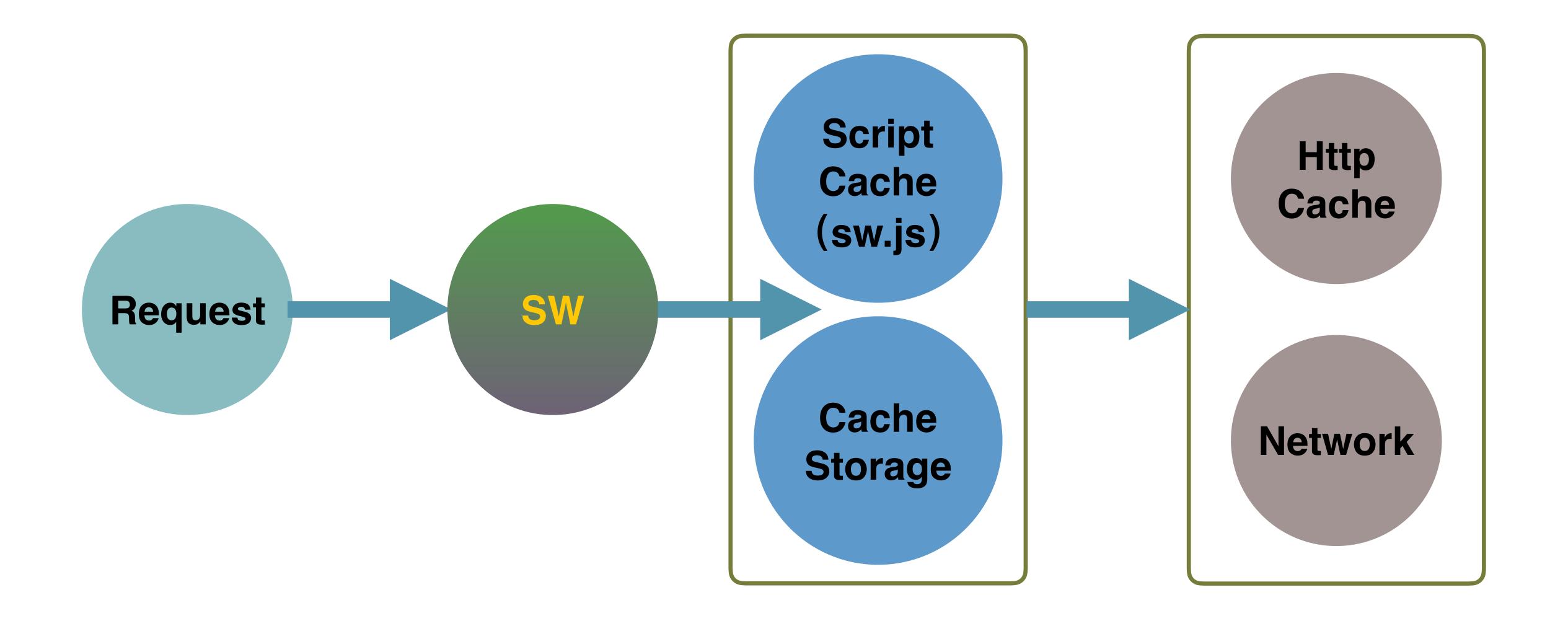
















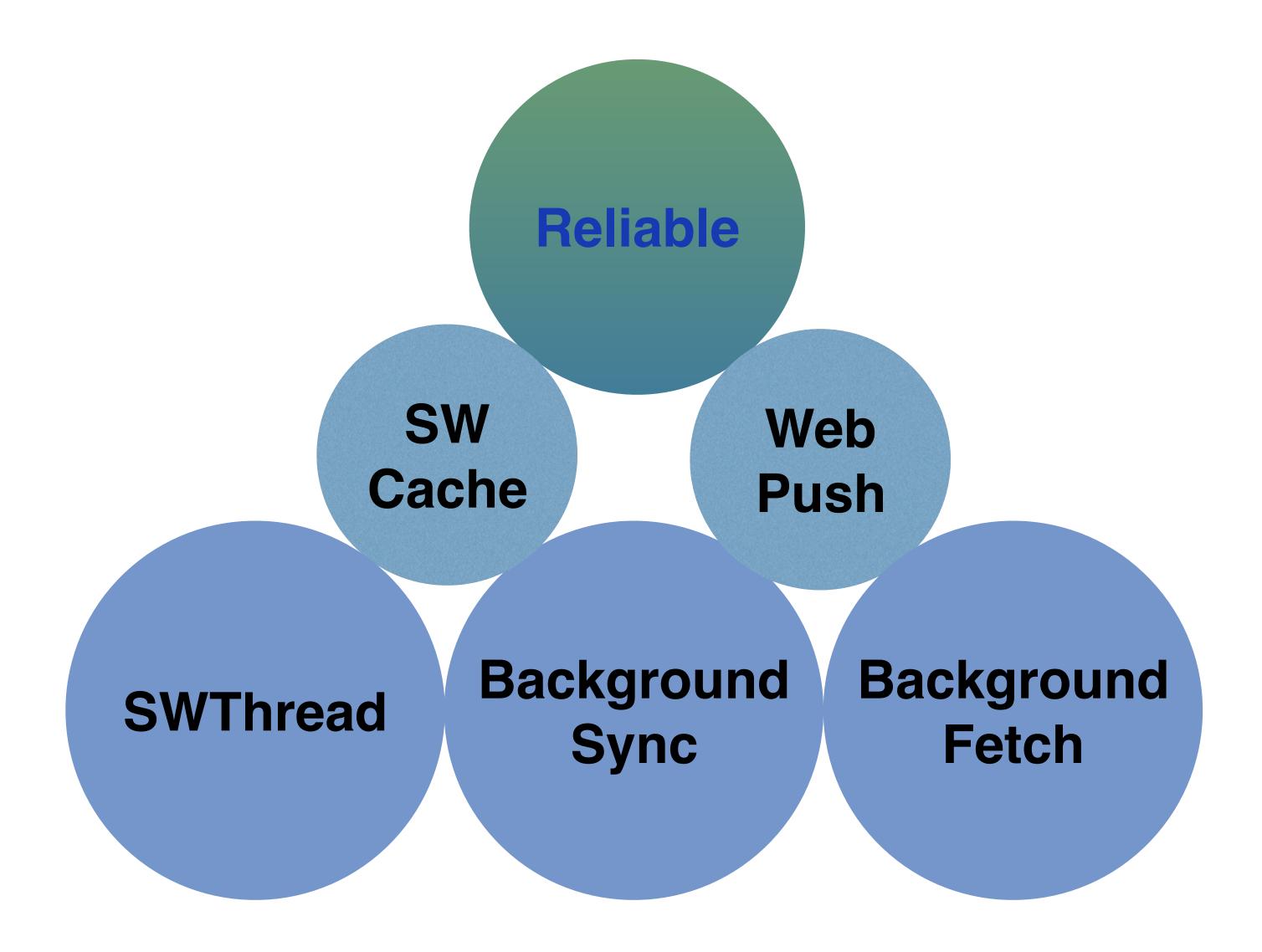




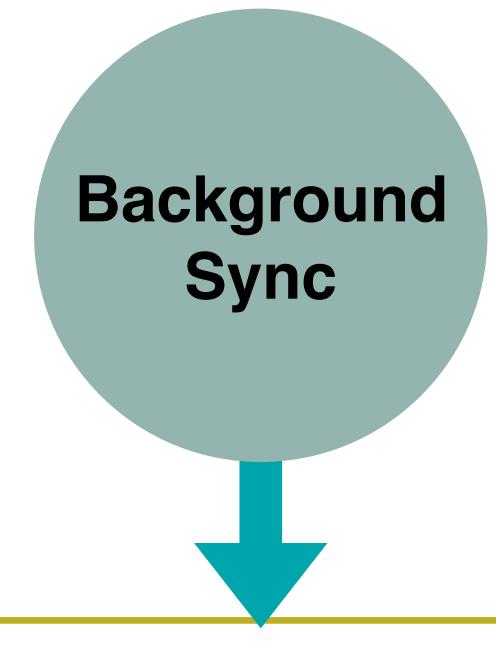












Background Fetch

网络变化保证通知到监听者

触发事件失败有重试机制

允许后台缓存或上传超大文件

浏览器退出时让系统处理Fetch





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· PWA带来的影响







SW缓存主文档

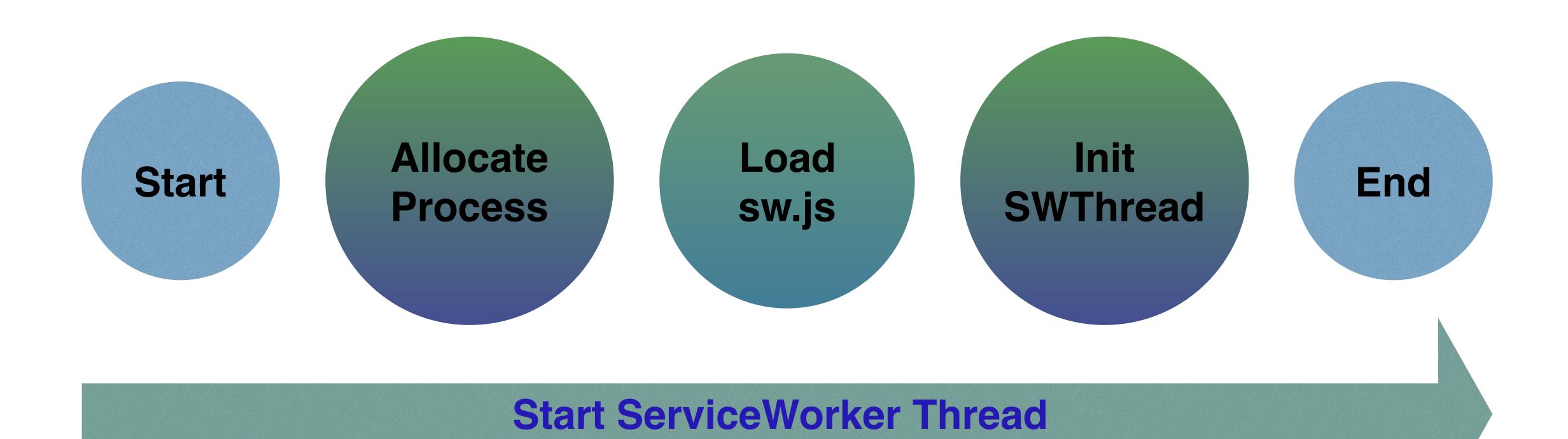






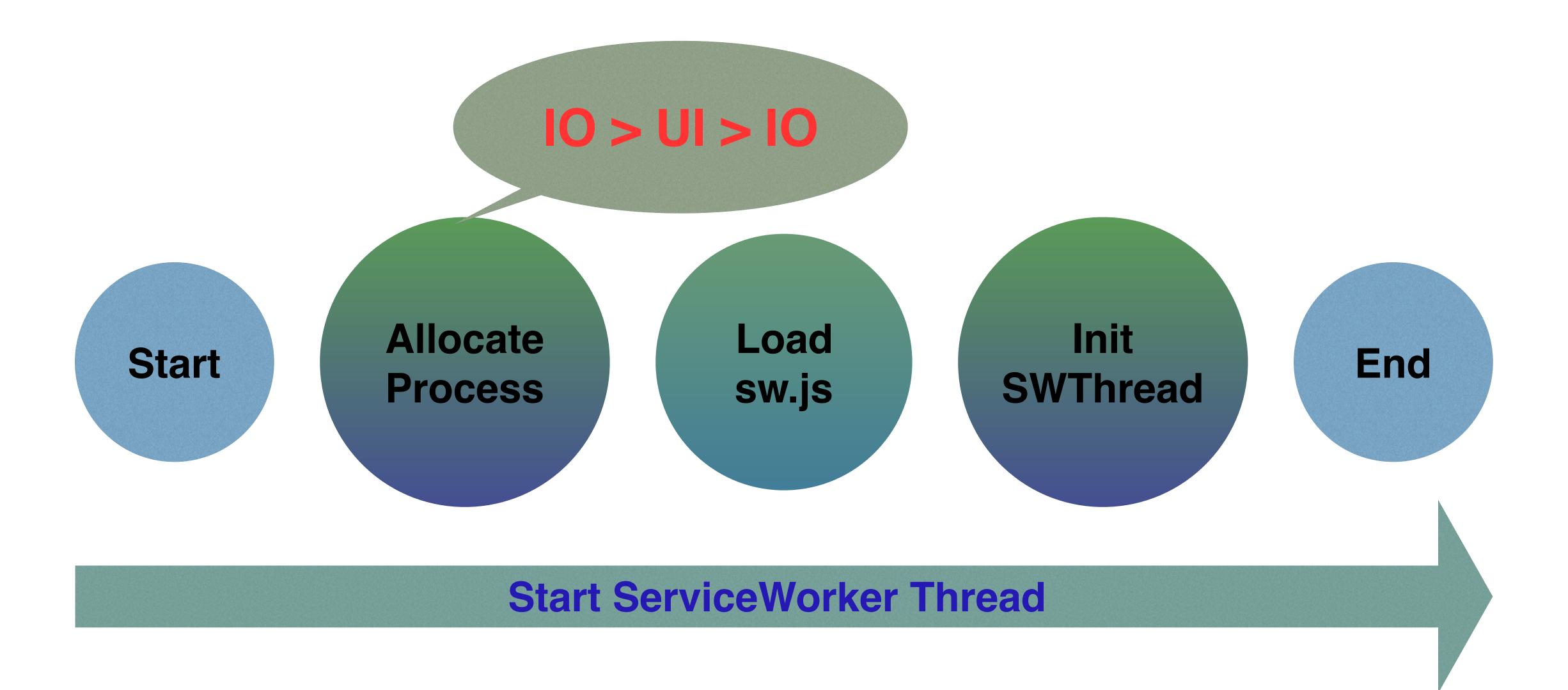
SW独立线程













避免线程抛转,可节省100ms







IO线程获取SW进程ID

SW代码移到UI线程

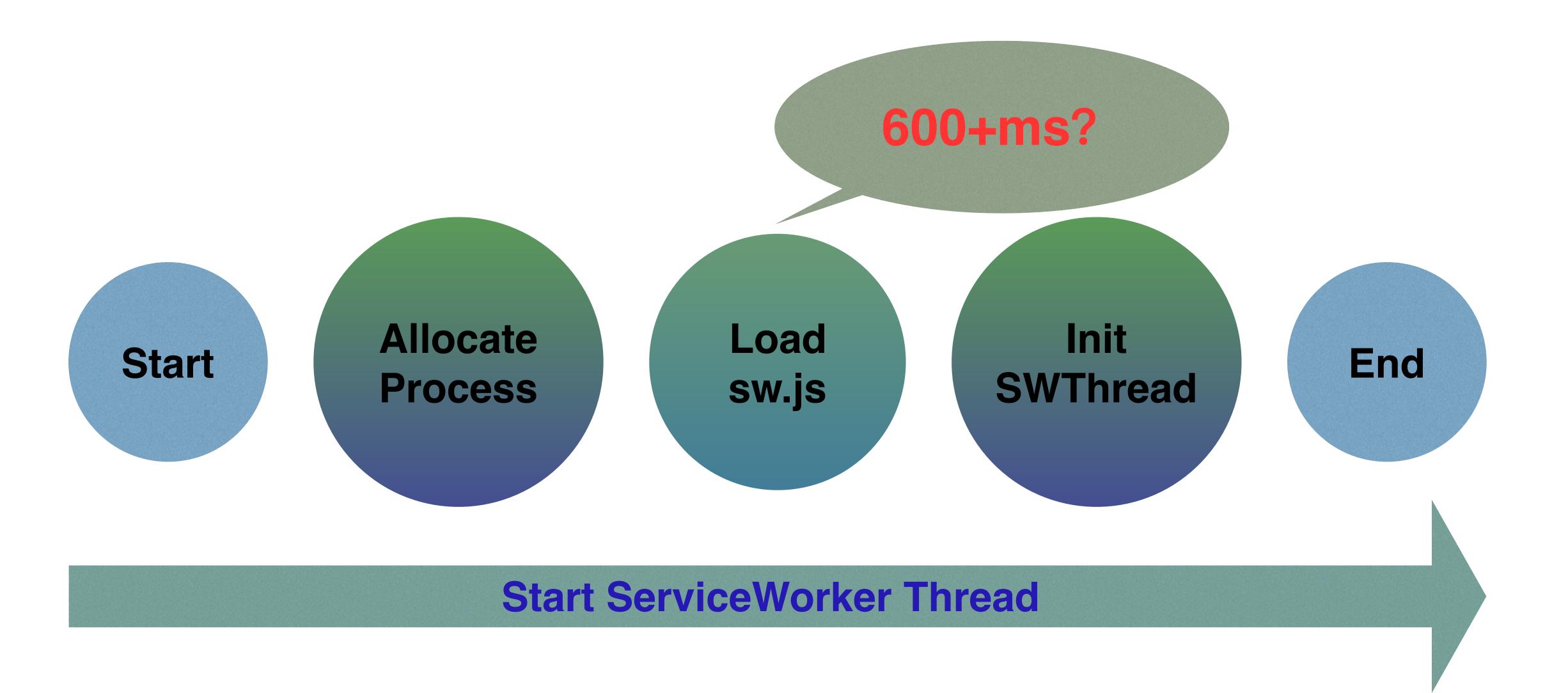




Move browser-si de Service Worker code to UI thread	824858 824840	Remove thread-hops to avoid IO thread contention during startup.	We can remove the thread-hops by moving all the Service Worker code in the browser process onto the UI thread.	2018 Q3+ Dependency: Service Worker Servicification.
		And code health.	Estimated gain: 100+ ms on Android Go	Needs hard data from slow windows/CrOS devices.











怎么避免全新加载sw.js?





sw.js + 随机数



sw.js + 版本号



sw.js 设置no-cache, max-age=0



sw.js 设置 max-age=31536000







evaluate js Load Init Allocate End Start sw.js **SWThread Process Start ServiceWorker Thread**



减少sw.js的大小





启动SW线程很耗时,怎么办?



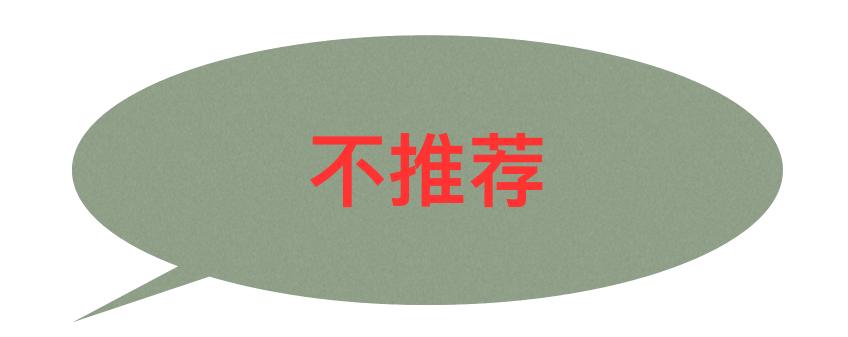
if ('serviceWorker' in navigator) { window.addEventListener('load', function() { navigator.serviceWorker.register('/service-worker.js'); });

onload注册SW





self.addEventListener('install', function(event) {



self.skipWaiting();

// Perform any other actions required for your service worker to install

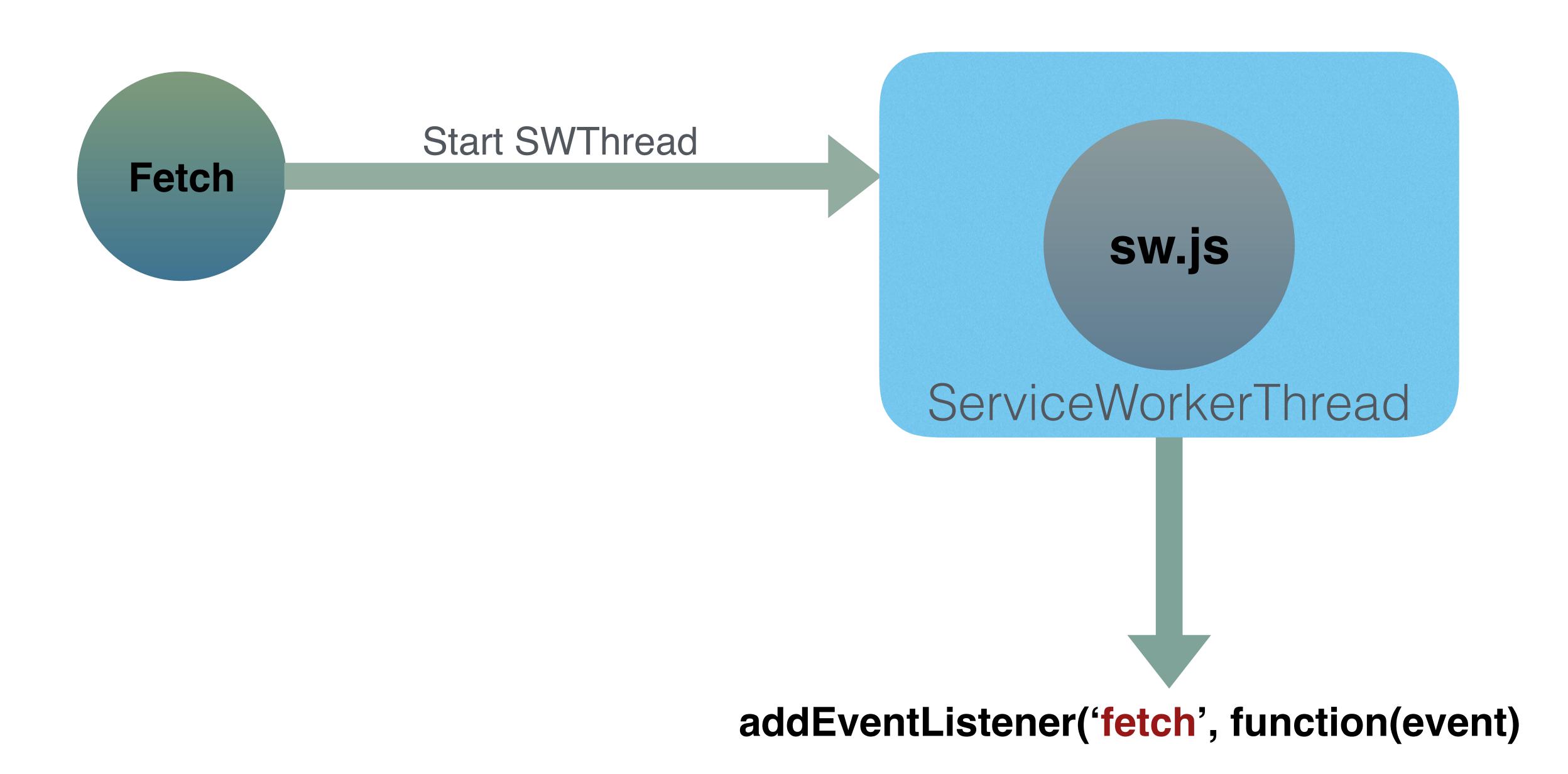
});





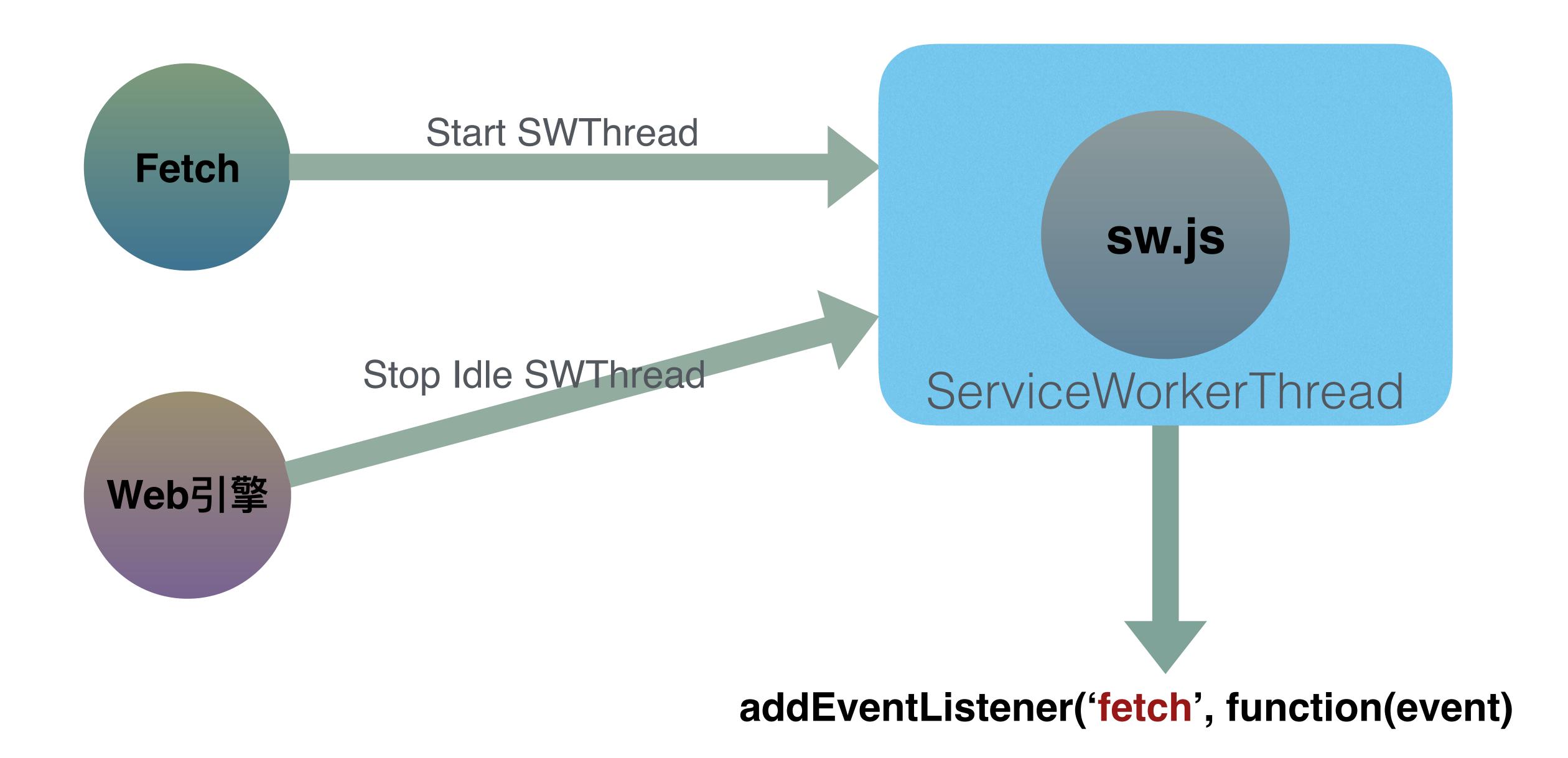
避免SW线程频繁启动





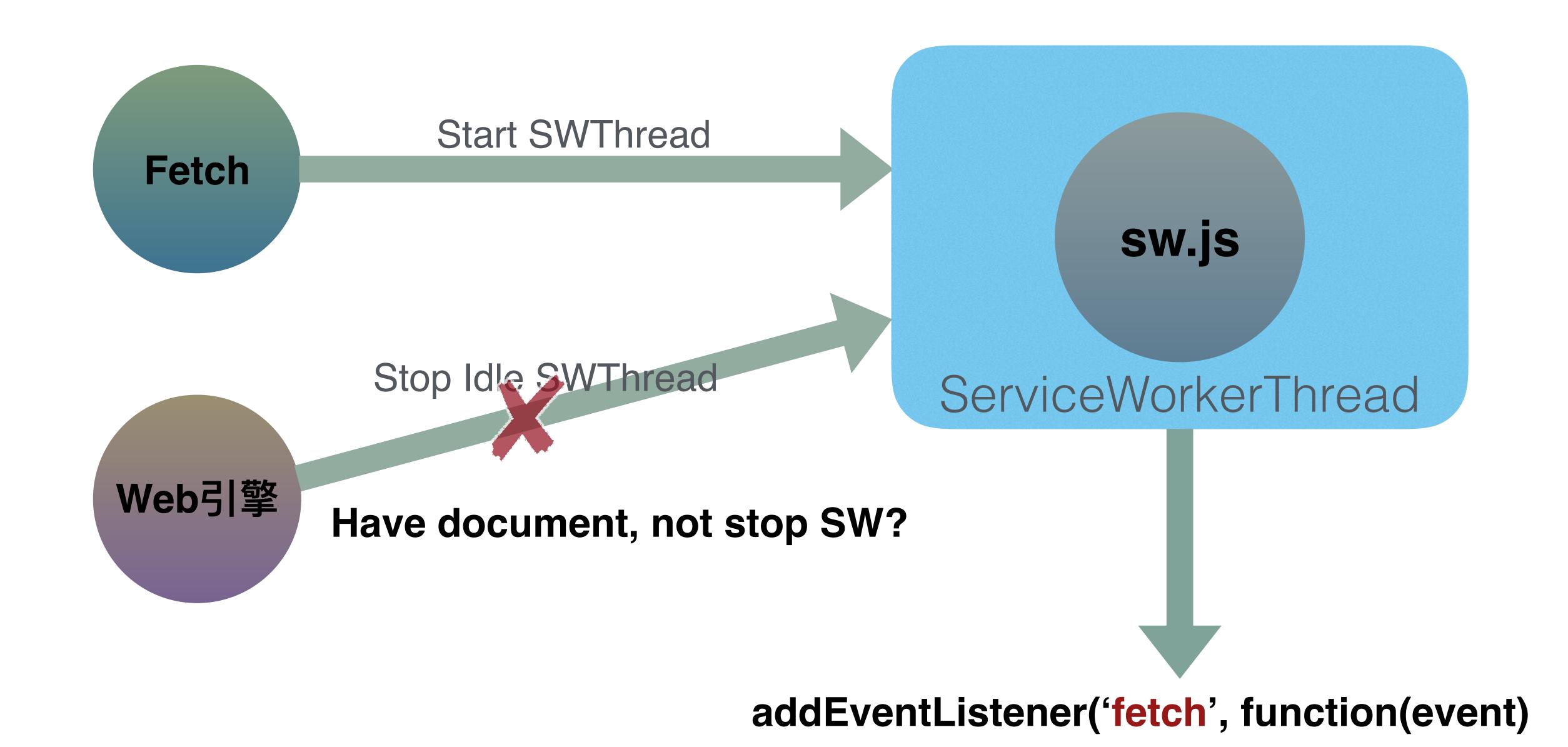
















SW线程启动

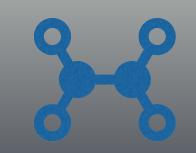


SW缓存主文档





SW Push预加载



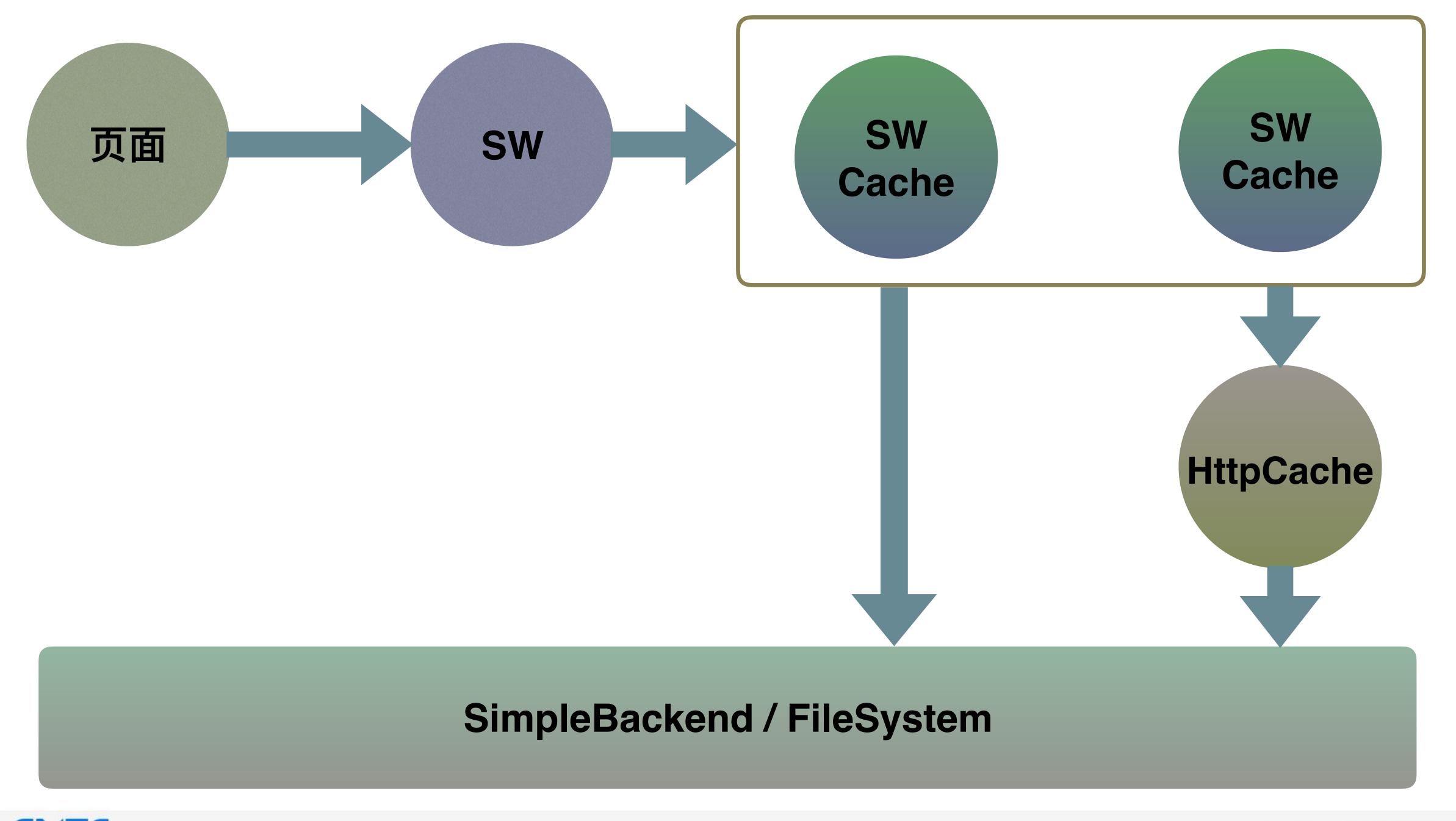
SW独立线程



SWCache vs. HttpCache



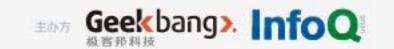






SW的存储大小限制?







所有页面sw.js共同存储

存储大小限制为250M





Chromium40限制512M



Chromium50+不作限制

域名存储限制:磁盘可用空间/15





Temporary类型存储限额 = 【系统磁盘可用空间(available_disk_space) + 浏览器全局已使用空间(global_limited_usage)】/ 3

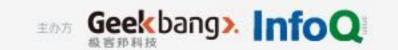
每个域名可使用Temporary类型存储限额 = Temporary类型存储限额 / 5

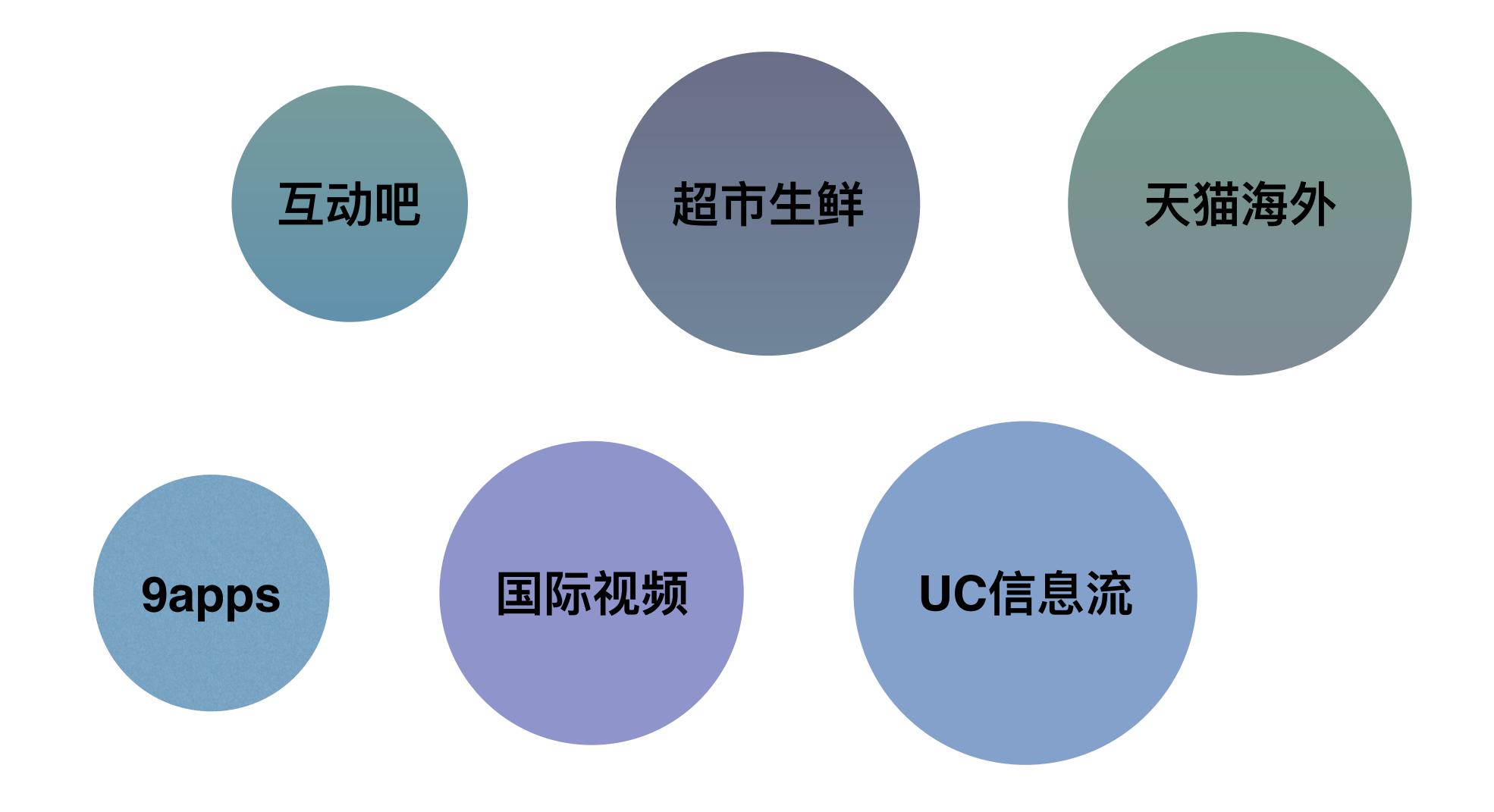




SW缓存的效果?









天猫互动吧:不缓存主文档,性能持平





天猫互动吧:缓存主文档,性能提升200+ms





```
function staleWhileRevalidate() {
 const response = getResponseFr
 if (response) {
  setTimeout(fetchAndCache, 2000);
  event.respondWith(response);
 } else {
  event.respondWith(fetchAndCache);
```

延迟更新主文档



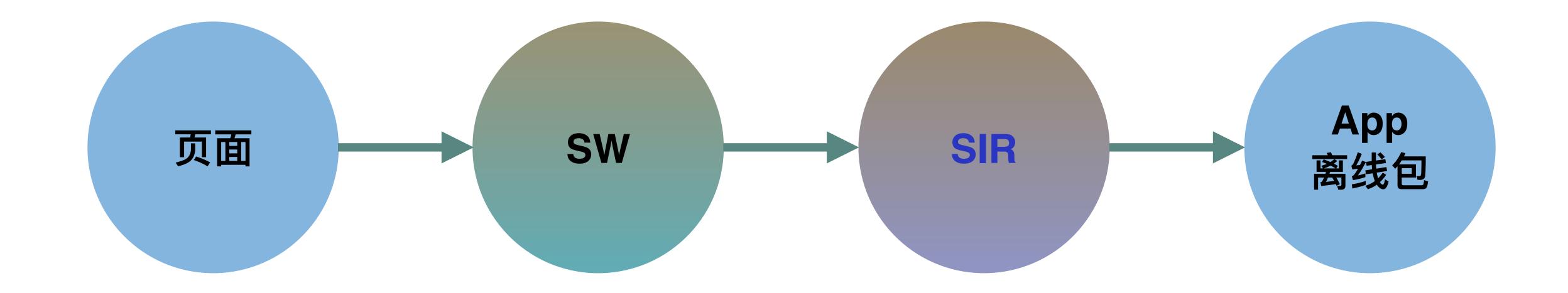
SW可以使用离线包吗?





```
ServiceWorkerController swController =
ServiceWorkerController.getInstance();
swController.setServiceWorkerClient(new ServiceWorkerClient() {
  @Override
 public WebResourceResponse
shouldInterceptRequest(WebResourceRequest request) {
   return null;
```









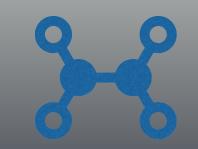
SW线程启动



SW缓存主文档

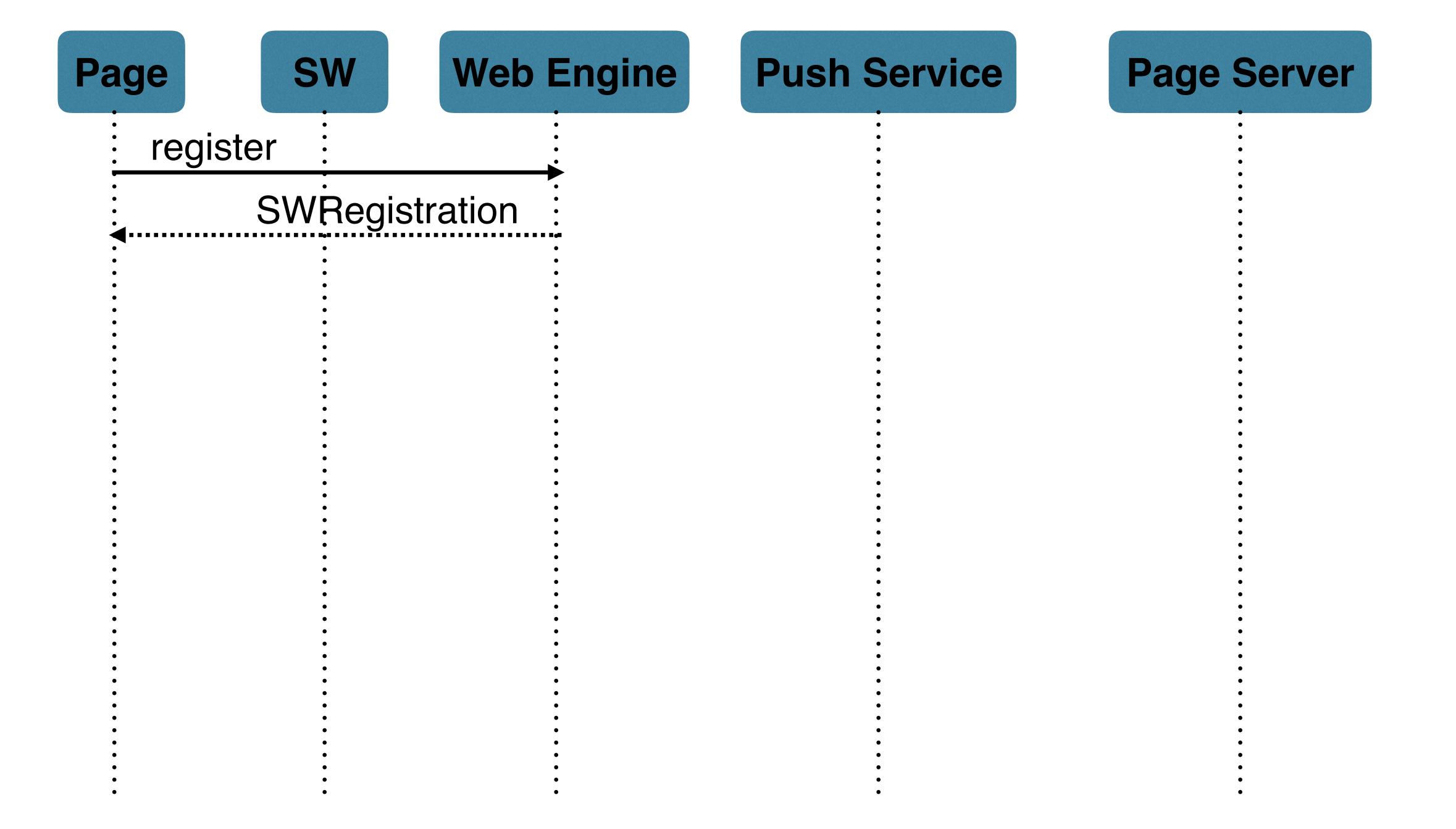




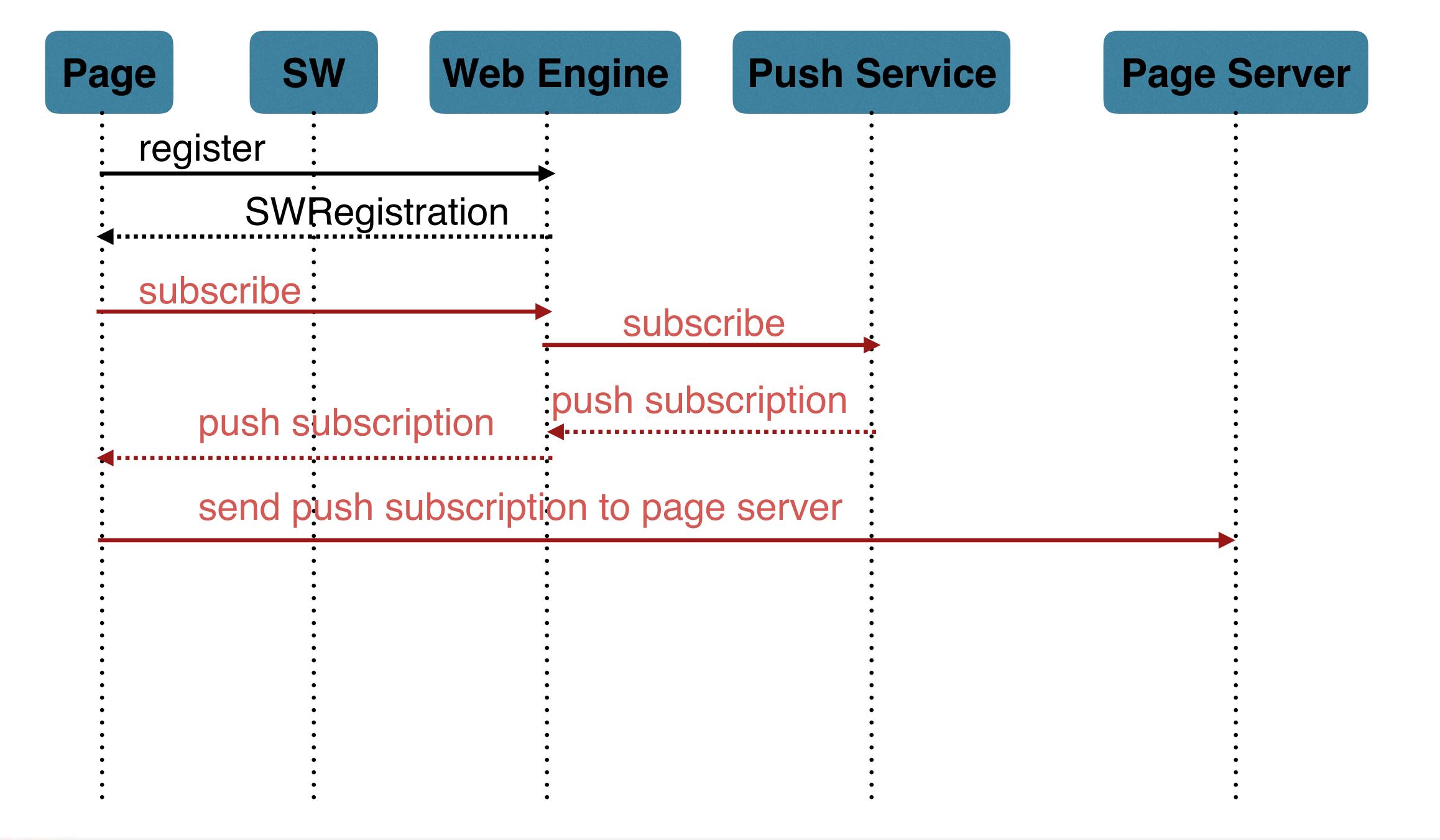


SW独立线程

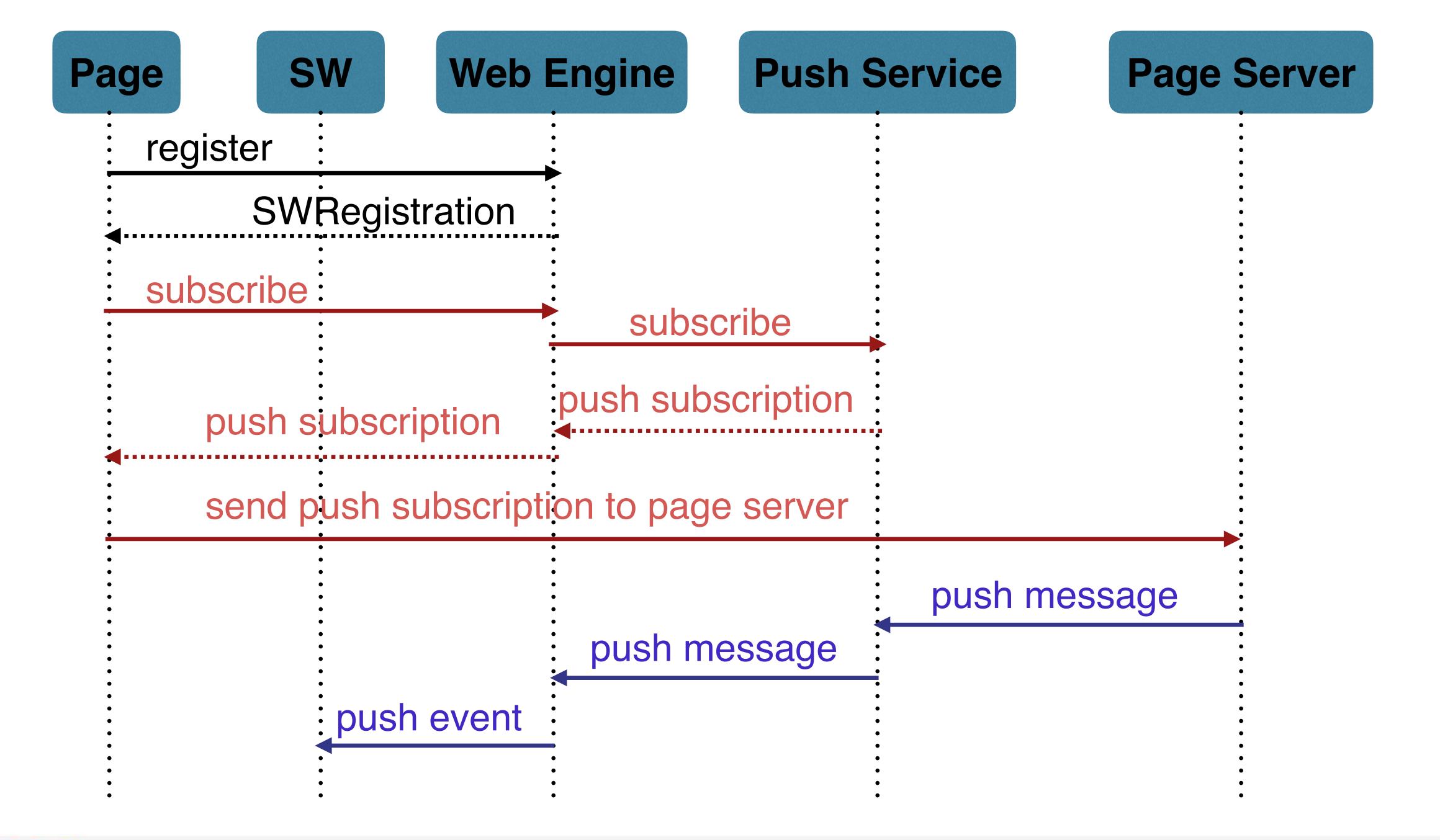




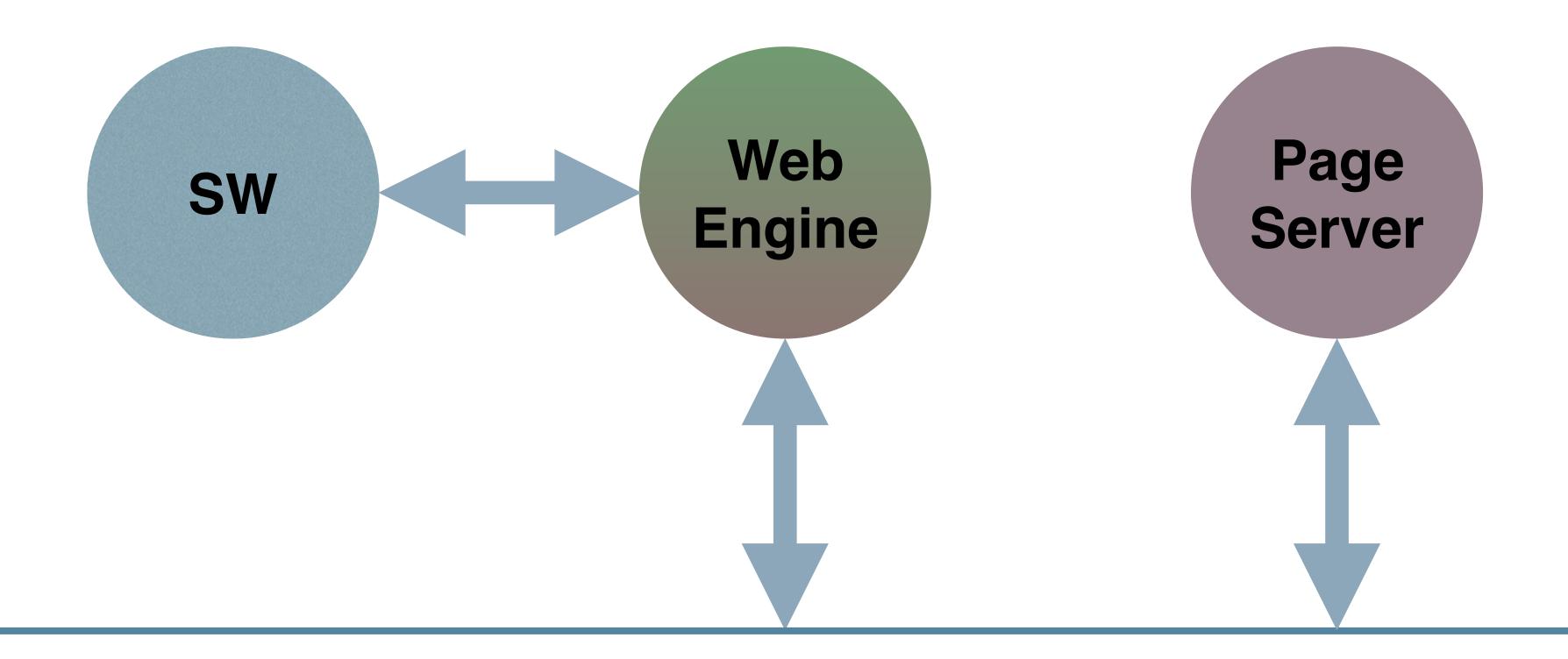




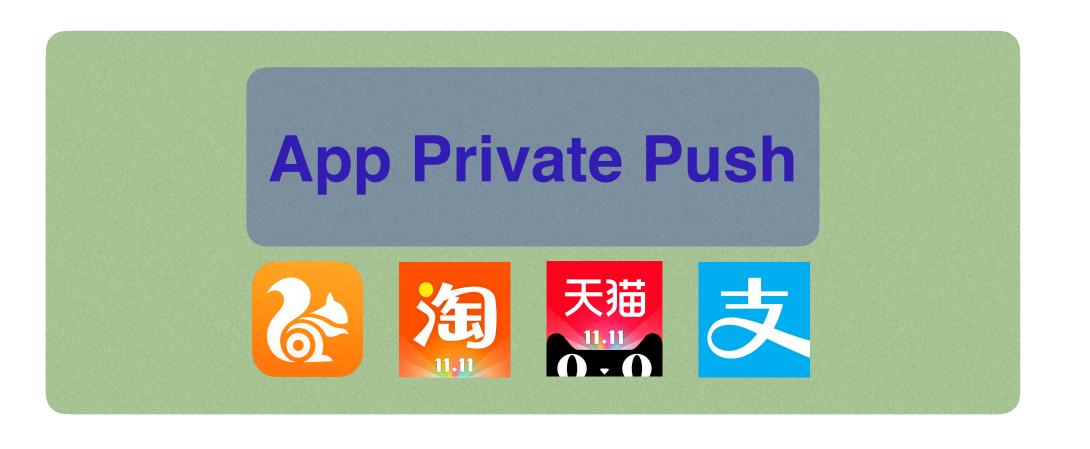




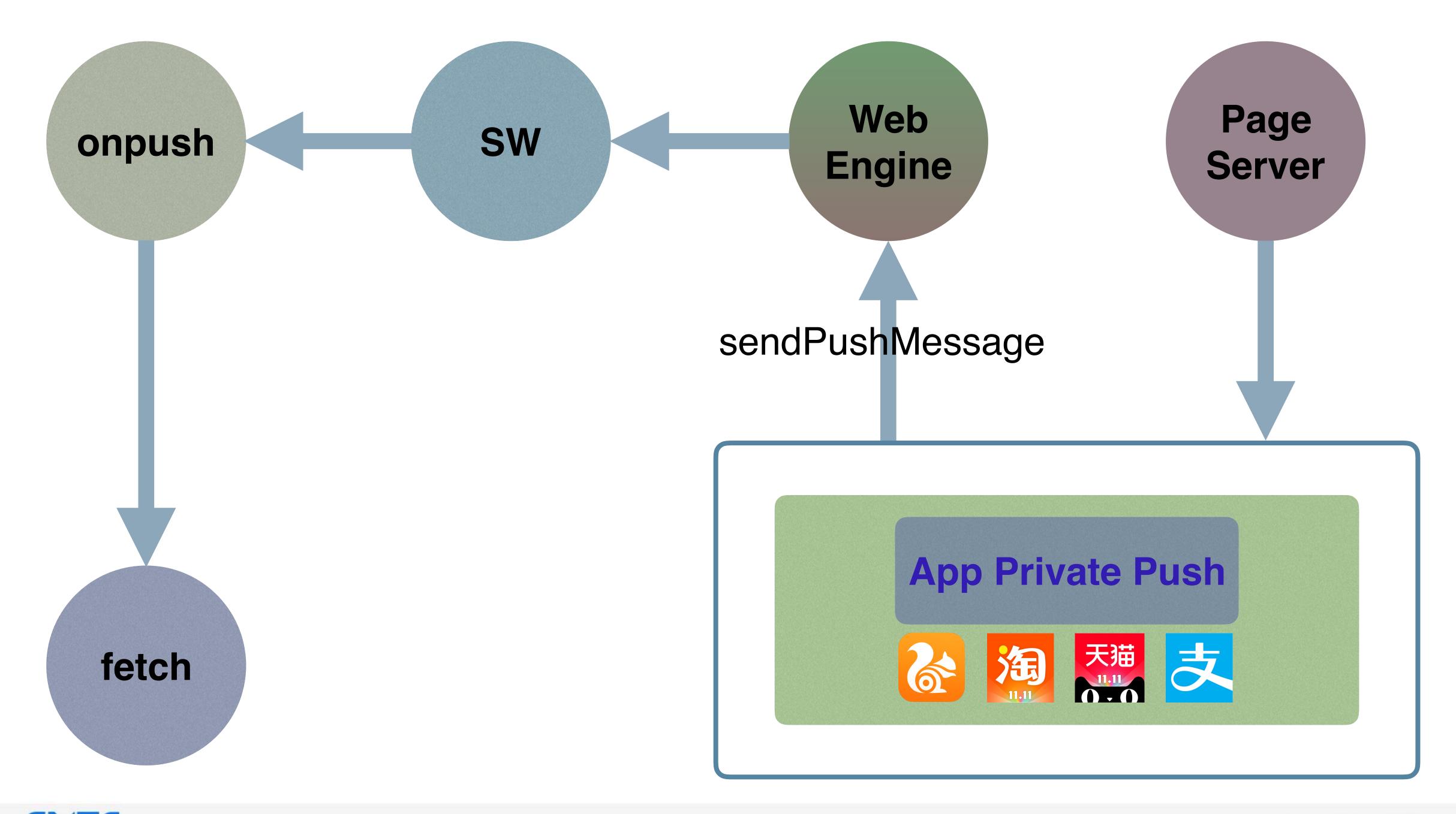




Web Push Service









Push预加载效果:可以取代离线包机制









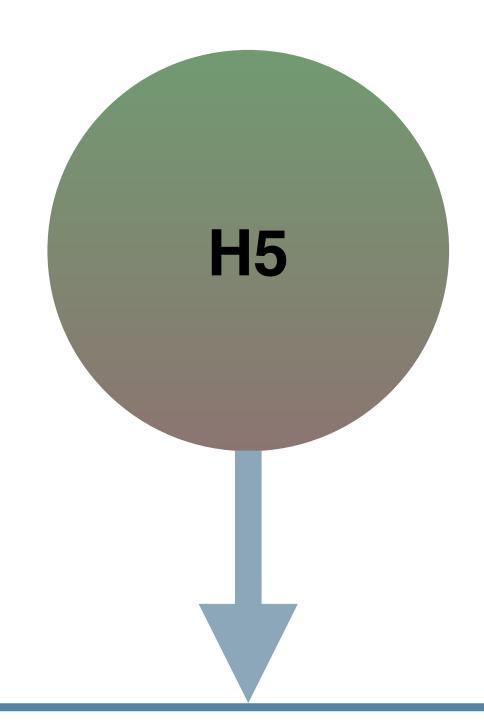
SW缓存主文档









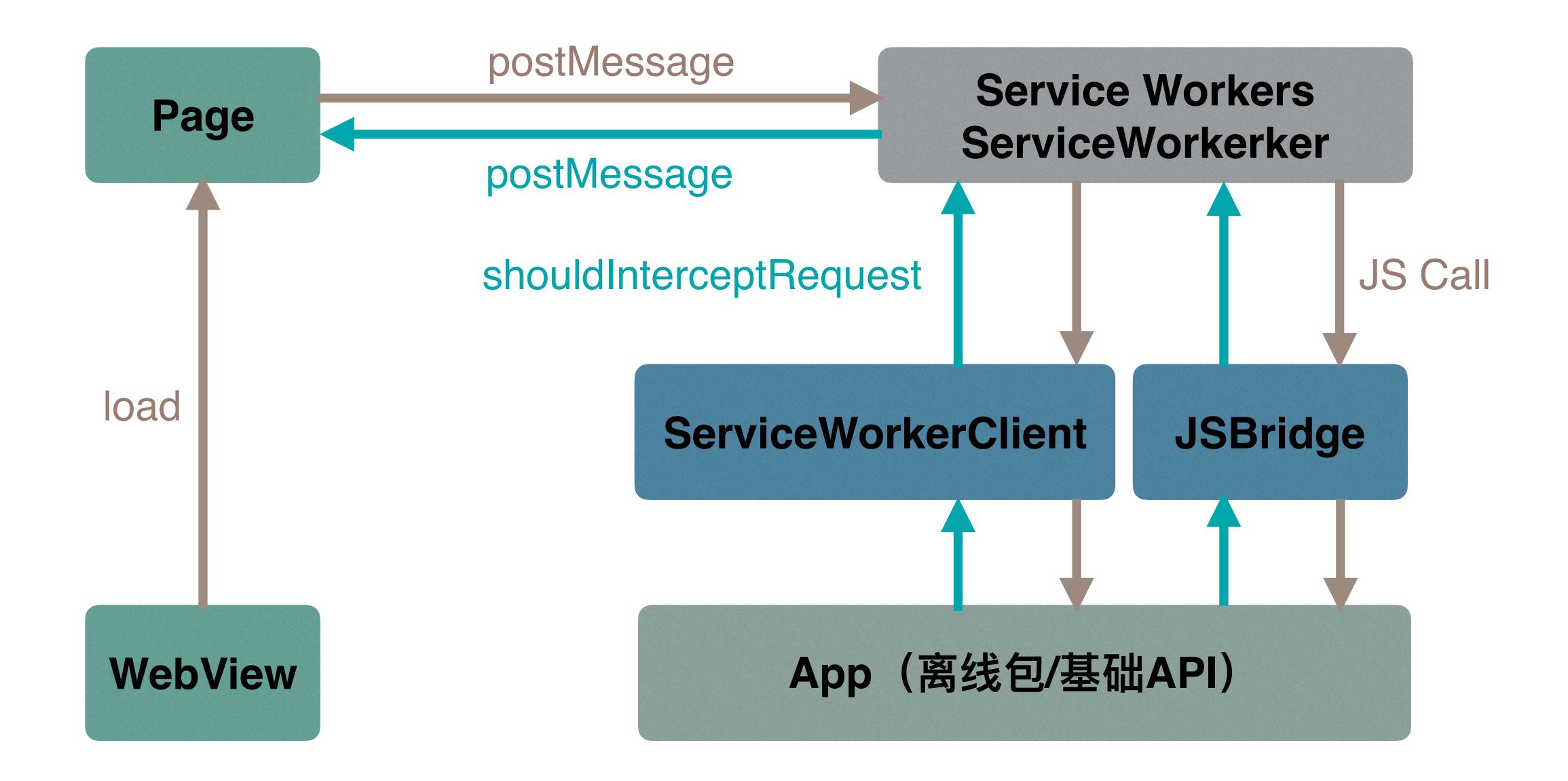


无法管控

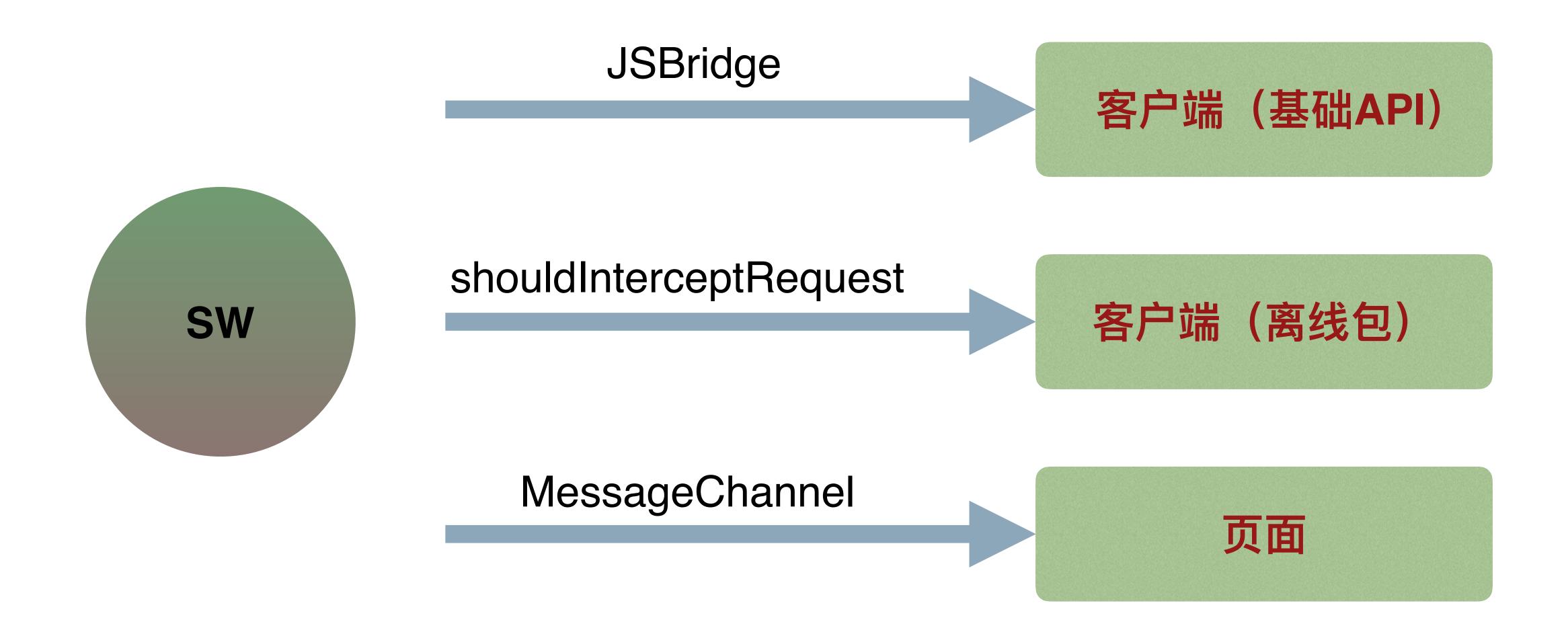
操作DOM权限

JS运行环境













SW使用MessageChannel与页面通信





```
function ListenSWMessage() {
  if (navigator.serviceWorker.controller) {
    var messageChannel = new MessageChannel();
    messageChannel.port1.onmessage = function(event) {
      console.log("Response from SW:", event.data.message);
    navigator.serviceWorker.controller.postMessage({
       "command": "MessageFromPage",
       "message": "Send to SW"
    }, [messageChannel.port2]);
```



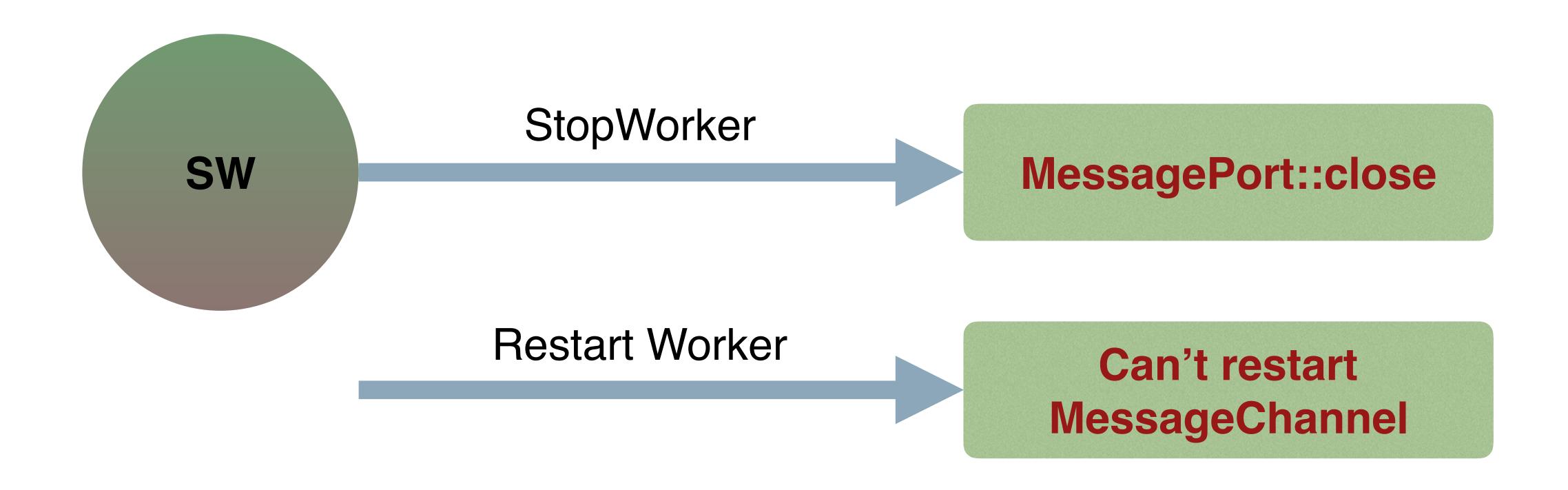
```
self.addEventListener('message', function(event) {
   var data = event.data;
   if (data.command == "MessageFromPage") {
       event.ports[0].postMessage({
            "message": "Send to Page"
       });
   }
});
```



MessageChannel有什么陷阱?











页面未关闭,MessageChannel已关闭?





前端:每次都new MessageChanel

Web Engine: 文档未关闭, 不StopWorker





SW独立线程的应用场景





后台起线程处理事件



独立线程执行JS

共享JS运行环境



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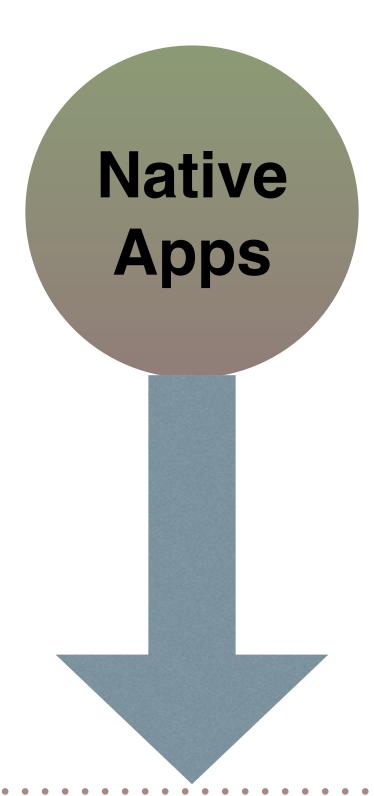
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开放底层基础能力





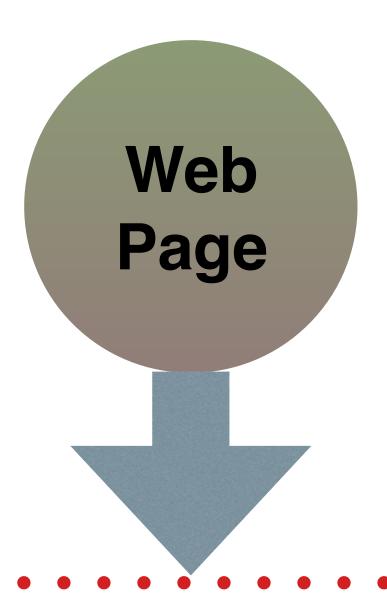
Layout Engine

Rendering Engine

JS Engine

















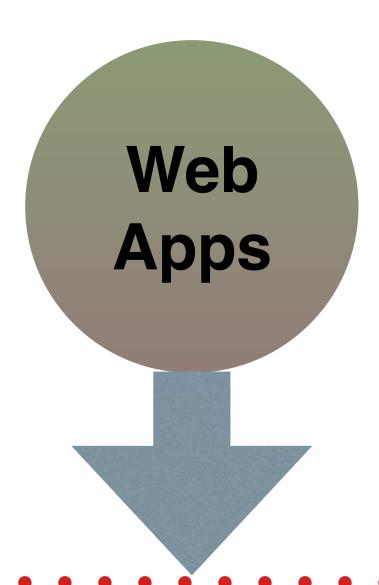
Layout Engine

Rendering Engine

JS Engine

















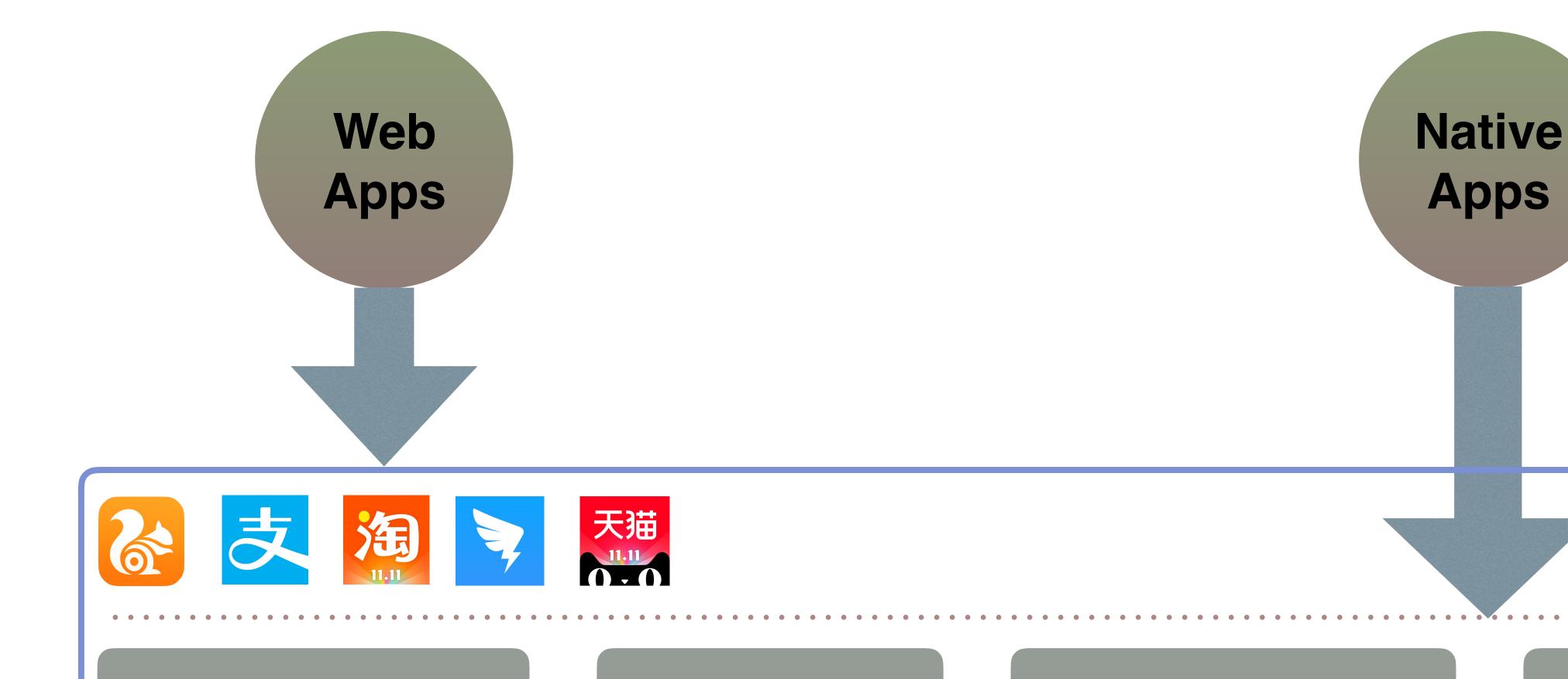
Layout Engine

Rendering Engine

JS Engine







Layout Engine

Rendering Engine

JS Engine



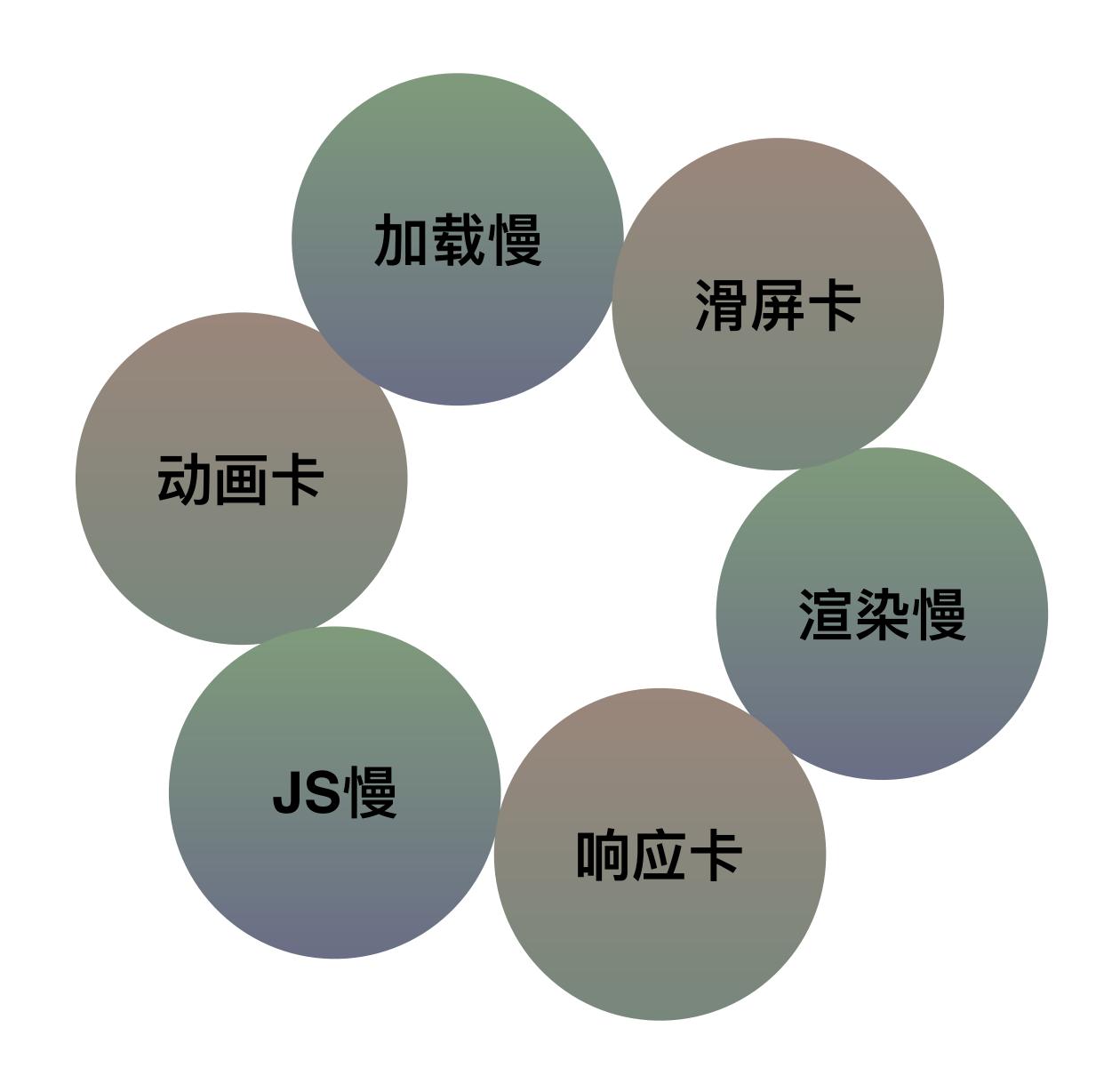


WEB正变得无所不能





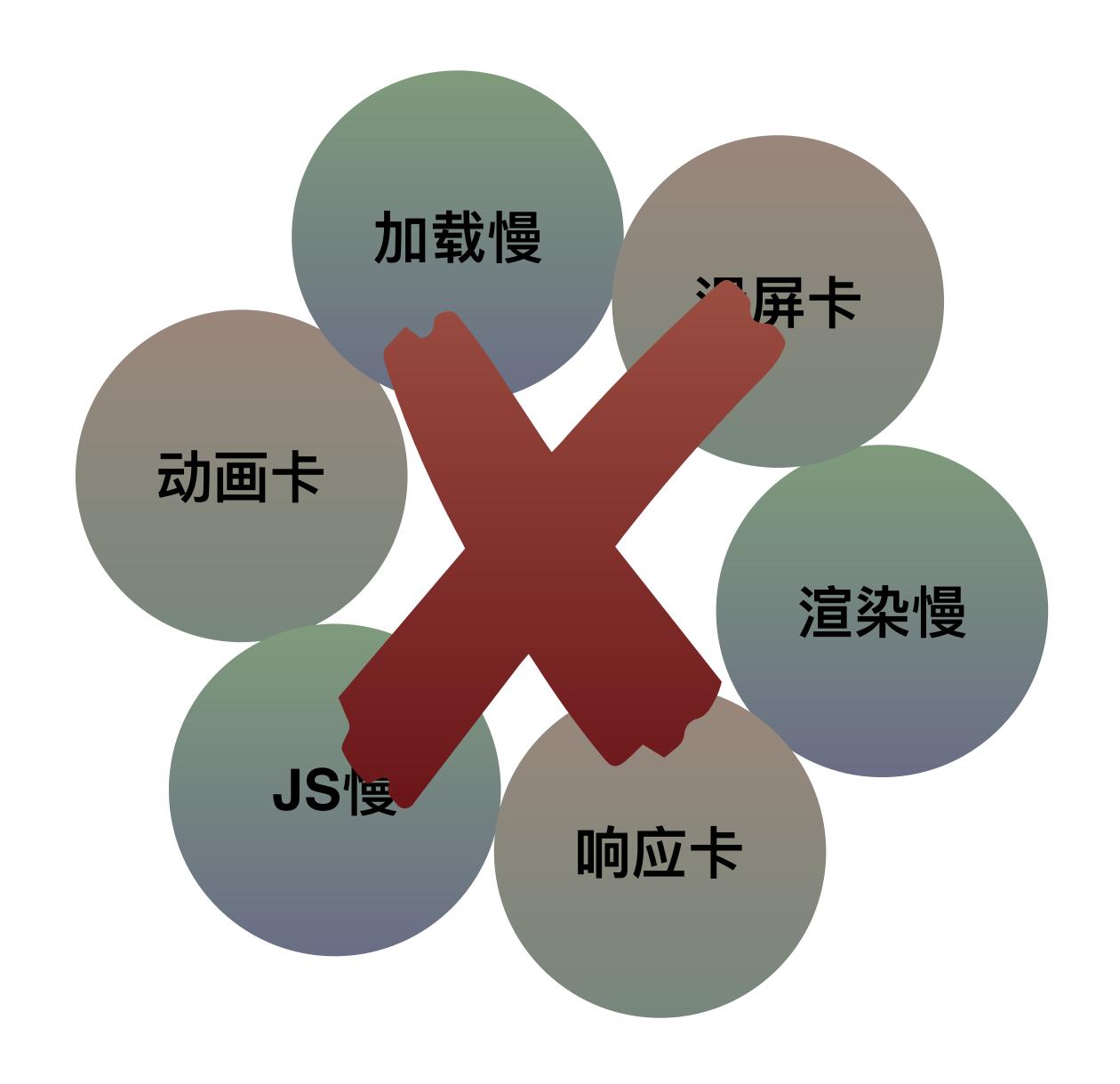












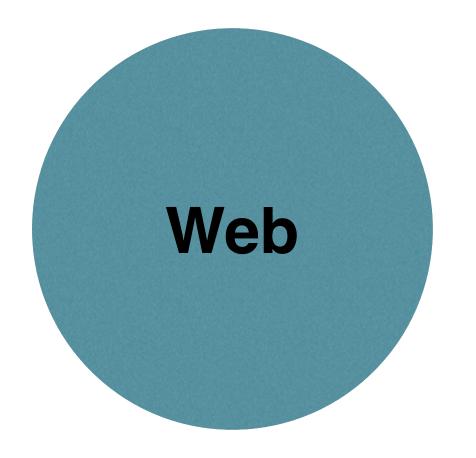


















刘翔







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