

Web Workers

A brownbag workshop at



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Why web workers?

The UI thread can be blocked.

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function sleep(time) {
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    while (Date.now() < (now + time)) {}
}
```

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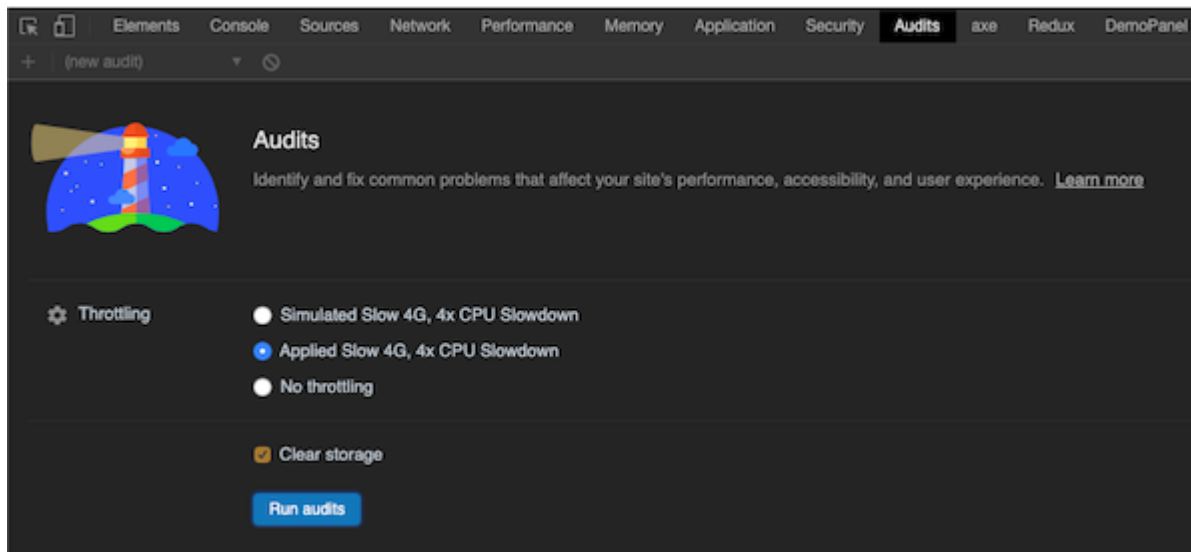
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Another example

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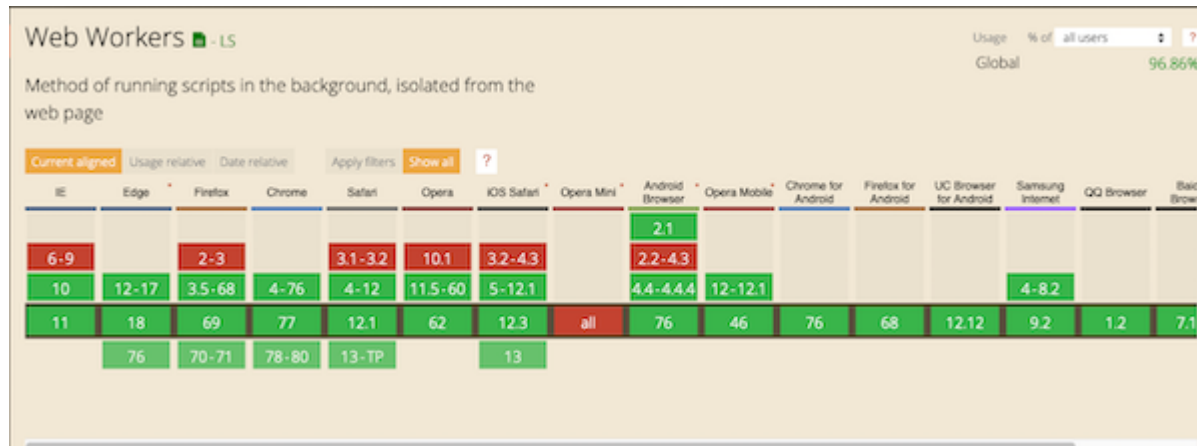
- No substitute for testing.
- Use `console.time('foo');` `console.timeEnd('foo');`
- Use Lighthouse in Chrome dev tools:



There have been hacks...

```
function heavyComputation() {  
  // ...do part of a thing.  
  setTimeout(function() {  
    // ...next part.  
    setTimeout(function() {  
      // ...next part.  
      setTimeout(function() {  
        // ...next part.  
      }, 50);  
    }, 50);  
  }, 50);  
}
```


But now we have web workers!



How web workers

Start a dedicated thread.

```
var myWorker = new Worker('./path/to/script.js');
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This part is async.

Worker features.

- The `navigator` object.
- The `location` object (read-only).
- `XMLHttpRequest`.
- `setTimeout()/clearTimeout()` and `setInterval()/clearInterval()`.
- The Application Cache.
- Importing external scripts using `importScripts()`.
- Creating other web workers.

Messaging.

- Copy (for messages).
- Transfer (for binary data (like images)).

Import scripts.

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importScripts('./lib/lodash.min.js');
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Even works in IE10.

Worker tips

- Put lots of stuff in the worker.
- Dispatch function calls (e.g. the Redux pattern).
- Avoid bundling third-party libs shared between DOM & worker.