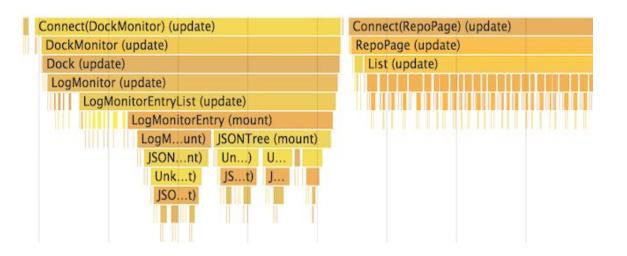
Improving Performance of Your React Components

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Finding the culprits

Dev tools Performance tab



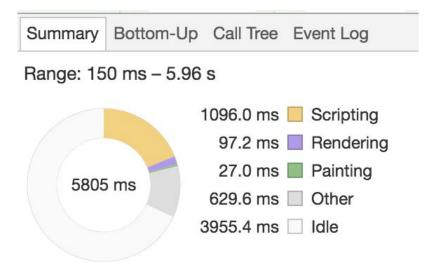
Finding the culprits

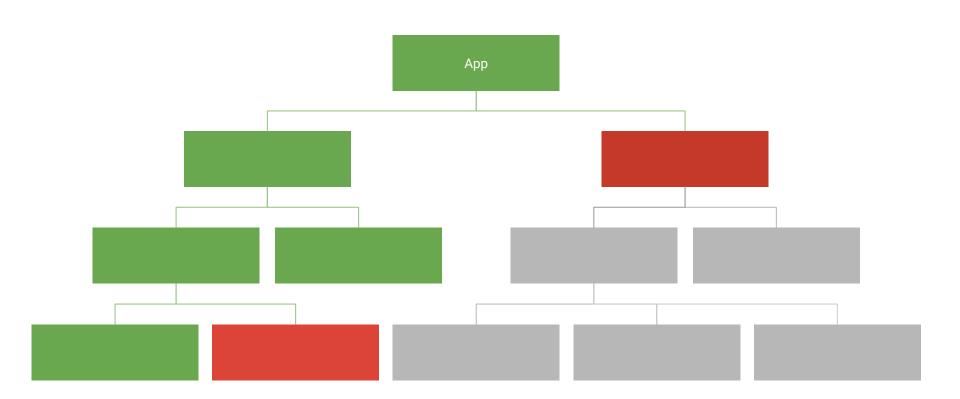
why-did-you-update

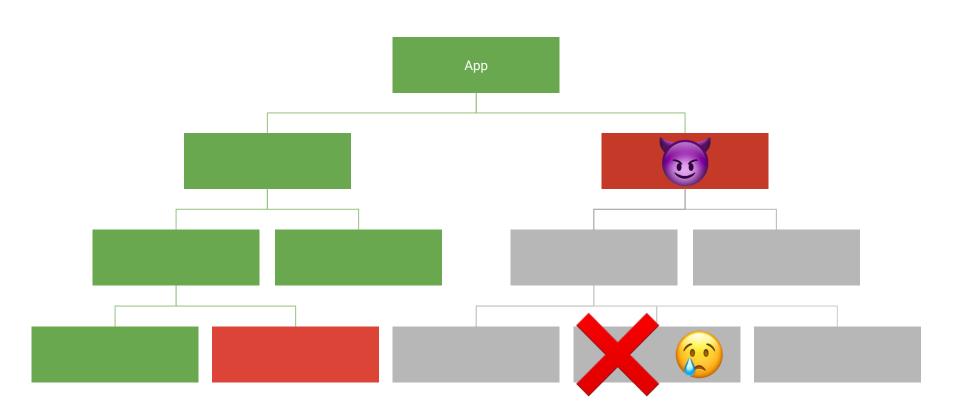
```
▼ ClassDemo.props.a
 ⊗ ► Value did not change. Avoidable re-render!
    before 1
   after 1
▼ ClassDemo.props.b
 ⊘ ► Value did not change. Avoidable re-render!
   before ▶ Object {c: Object}
   after ▶ Object {c: Object}
▼ ClassDemo.props.b.c
 ♡ ► Value did not change. Avoidable re-render!
   before Object {d: 4}
   after Object {d: 4}
▼ ClassDemo.props.b.c.d
 ⊗ ► Value did not change. Avoidable re-render!
    before 4
    after 4
▼ ClassDemo.props.e
 ▲ Value is a function. Possibly avoidable re-render?
   before function something() {}
    after function something() {}
```

Why are they slow?

- Excess renders
- Excess reconciliations







What causes excess reconciliations?

```
Passing down unnecessary props<Component {...rest} />
```

How to reduce reconciliations

Define constants and bind functions outside of render





```
<Component
  onChange={(e) => this.handleChange(e)}
/>

<Component style={{ margin: 0 }} />

<Component style={{ margin: 0 }} />

<Component style={myStyles} />

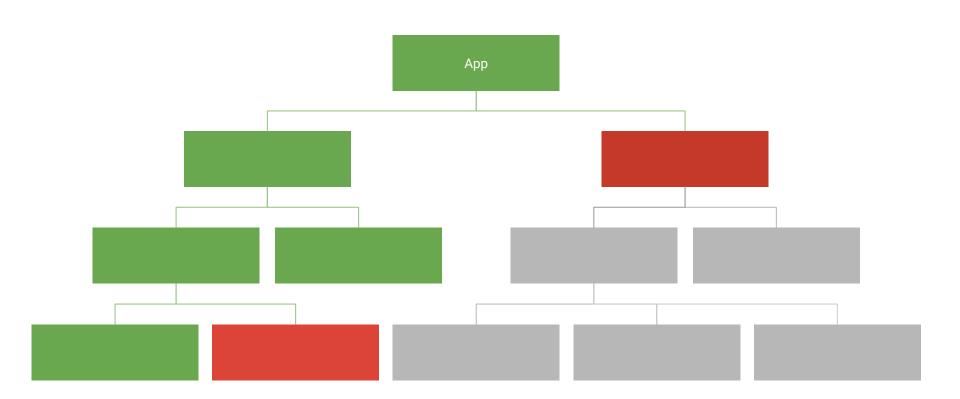
<Component style={myStyles} />

<Component necessary={props} />
```

How to reduce reconciliations

shouldComponentUpdate()

```
shouldComponentUpdate(nextProps, nextState) {
    // return true or false
}
```



How to reduce reconciliations

PureComponent

```
MyComponent extends React.PureComponent {
    shouldComponentUpdate(nextProps, nextState) {
        return this.props !== nextProps
        && this.state !== nextState
}
```

Alternative for Functional Components

```
recompose
  pure
  updateOnlyForKeys
 import { lifecycle, compose, pure } from 'recompose';
 export default compose(withLifecycle, pure)(Component);
```

In Summary

- Use tools to find problematic components
 - why-did-you-update
 - Performance dev tools
- Reduce unnecessary reconciliations
 - shouldComponentUpdate()
 - PureComponent
 - Define constants and functions outside of render()
- Keep your components rendering based only on (preferably immutable) state/props