

Priority Hints

What your browser doesn't know (yet)

David Ross
10/26/2022

<https://www.youtube.com/watch?v=XblbNmVxKBM>



Agenda

- Priority Hints
 - Why do we want them?
 - What are they & how do they help?
 - How quickly are they adopted?
- Origin trials
 - How do you use them?
 - What happens after?
- Testing perf wins builds enthusiasm in product teams

About the Speaker

- 1 year Sr. Web Performance Engineer @ Etsy
 - Previously RealSelf
- 4 years in Web Perf
 - PerfMatters Conference, Google SEO change
- Seattle, PNW

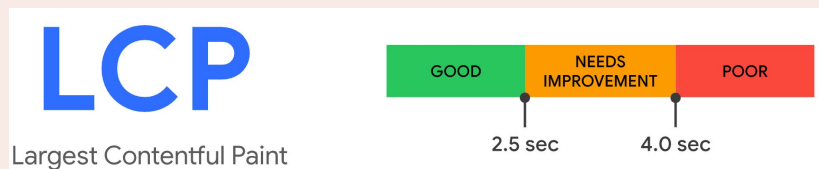
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Why Priority Hints

2300 ms LCP @ p75



<https://web.dev/LCP/>

*3G (1600/768 Kbps, 150ms Latency), Moto G4

Why not preload?

- Separately maintained in source
- Brittle (fall out of sync)
- Wasted downloads
- Still vulnerable to deprioritization
- Complicated for responsive images
- Complicated if using modern image formats

Priority Hints in Action

Auto/Baseline

1

<https://web.dev/priority-hints/>

```


<iframe src="https://example.com" fetchpriority="low" width="300" height="300"></iframe>

fetch("/api/endpoint.json", { priority: "low" }).then()
```

	Load in layout-blocking phase		Load one-at-a-time		
DevTools Priority	Highest, Render Blocking	High	Medium	Low	Lowest
Main Resource	○				
Image, Media				○	
Image (in viewport - after layout)		○			
CSS (before image requests)	○				
CSS (after image requests)			○		
Script (before image requests)		○			
Script (after image requests)			○		
Script (async/defer)				○	

Priority Hints in Action

High




















2

<https://web.dev/priority-hints/>

```


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CSS (after image requests)		  			
Script (before image requests)		 			
Script (after image requests)		  			
Script (async/defer)		  			

Priority Hints in Action

Low





















3

<https://web.dev/priority-hints/>

```


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Script (async/defer)				 	

Priority Hints in Action

4

<https://web.dev/priority-hints/>

```


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	Load in layout-blocking phase		Load one-at-a-time		
DevTools Priority	Highest, Render Blocking	High	Medium	Low	Lowest
Main Resource	○				
Image, Media		↑		○ ↓	
Image (in viewport - after layout)		↑ ○		↓	
CSS (before image requests)	↑ ○	↓			
CSS (after image requests)		↑	○	↓	
Script (before image requests)		↑ ○		↓	
Script (after image requests)		↑	○	↓	
Script (async/defer)		↑		○ ↓	

○: fetchpriority="auto"

↑: fetchpriority="high"

↓: fetchpriority="low"

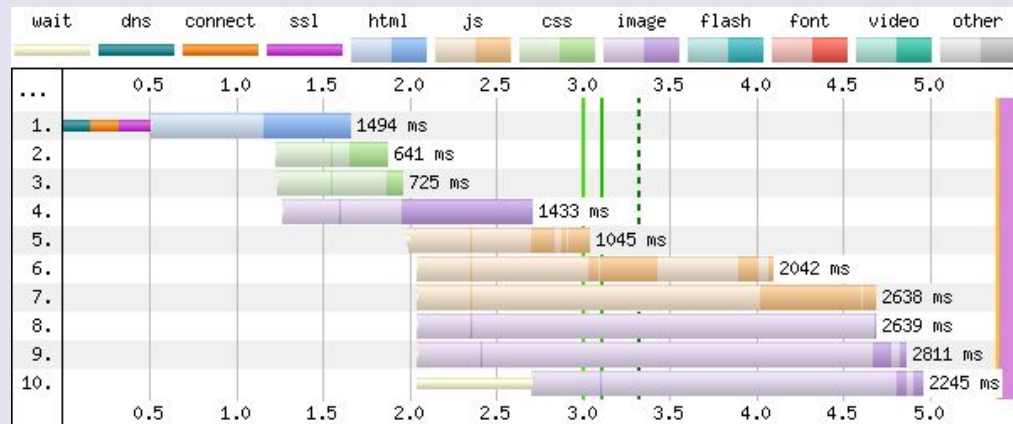
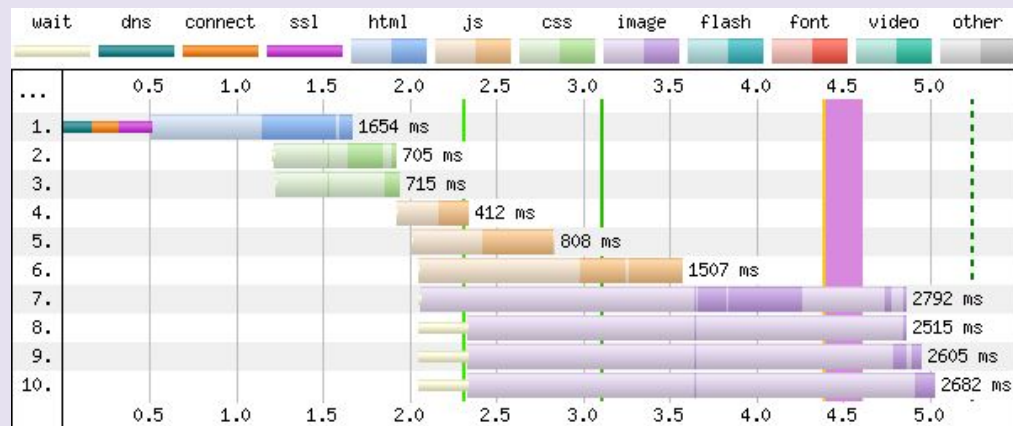
Initial Results

-83 ms LCP
@ p75

4% improvement

1-2 months of gains

1 new template attribute



*3G (1600/768 Kbps, 150ms Latency), Moto G4

Uptake

1.57%

% pageloads
(in Chrome)

0.03%

Sites applied
to LCP

4%

Top-1000 sites
Top-10k sites

Oct. 2022

<https://chromestatus.com/metrics/feature/timeline/popularity/2738>

HTTP Archive, Web Almanac 2022

“ Priority Hints is like a "cheat code" for improving LCP by helping the image load sooner.

That so few sites are using it demonstrates one of the biggest (and easiest) performance opportunities before us.”



Rick Viscomi,
quoting Pat Meenan
Staff DevRel Engineer
Google

https://twitter.com/rick_viscomi/status/1584998434444312576

The story's not over

Origin Trials

or how I helped the HTML spec?



The story's not over...

Origin Trial?

What do you mean?

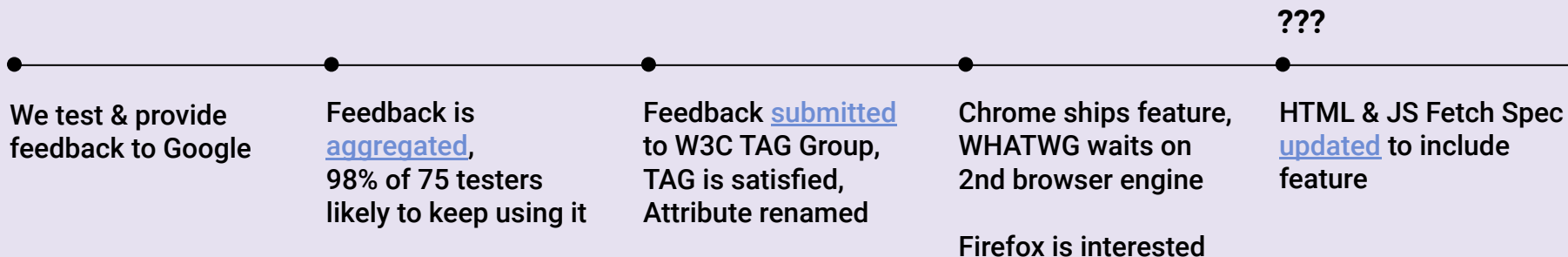
Origin Trial in Action

```
// <head> tag
<meta http-equiv="origin-trial" content="TOKEN_GOES_HERE">

// HTTP Header ***
Origin-Trial: TOKEN_GOES_HERE

// Programmatically, in JS
const otMeta = document.createElement('meta');
otMeta.httpEquiv = 'origin-trial';
otMeta.content = 'TOKEN_GOES_HERE';
document.head.append(otMeta);
```

Origin Trial Process



Product Enthusiasm for Perf



Search listing cards



Mobile web market



Item category



Thank You