

# CHANGE DETECTION

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# Change Detection

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- As user interacts with the application, state changes
- The big challenge is to exactly re-render the DOM
  - ▣ Update only relevant pieces
  - ▣ Don't touch the others
- Angular uses dirty checking mechanism
- Only data that might effect the DOM is checked

# ApplicationRef.tick

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- ❑ Executes change detection for the whole application
- ❑ You may monkey patch it and thus profile change detection

```
export class AppModule {  
  constructor(appRef: ApplicationRef) {  
    const originalTick = appRef.tick;  
  
    appRef.tick = function() {  
      const before = performance.now();  
      originalTick.apply(this, arguments);  
      const after = performance.now();  
  
      console.log("tick", (after-before));  
    }  
  }  
}
```

# Performance

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- Angular change detection is quite efficient
  - ▣ Few milliseconds for large applications
- The challenge is to reduce the number of change detection cycles per application activity
- Angular default approach is very aggressive since change detection is executed for every async operation

# Trigger Changes

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- What are the “things” that can trigger a change ?
  - ▣ User interaction
  - ▣ HTTP request
  - ▣ Timer
  - ▣ Any asynchronous operation
- How can Angular know of asynchronous operations running inside the application ?
  - ▣ ZoneJS

# Zones

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- ❑ Language feature in Dart
- ❑ zone.js is a JavaScript implementation of the Dart feature
- ❑ zone.js is a dependency of Angular
- ❑ You can use zone.js inside any application

# Challenge

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- How can you monitor the completion of below code

```
function run() {  
  delay(1000).then(function() {  
    console.log("STEP 1");  
  
    delay(2000).then(function() {  
      console.log("STEP 2");  
    });  
  });  
}
```

- The function does not return any promise ...

# zone.js

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- zone.js monkey patches any native asynchronous function
- Thus, it has knowledge of any asynchronous activity
- Only code that runs inside a zone is monitored and zone.js emits informative events



# Run inside a Zone

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```
function profile(func) {  
  const spec: ZoneSpec = {  
    name: "my",  
    onHasTask: function(parentZoneDelegate, currentZone, targetZone, hasTaskState) {  
      if(!hasTaskState.eventTask && !hasTaskState.macroTask && !hasTaskState.microTask) {  
        console.log("DONE");  
      }  
    }  
  };  
  
  var zone = Zone.current.fork(spec);  
  zone.run(func);  
}
```

Any time new activity  
begins/ends the  
onHasTask is invoked

# Zone state

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- Like TLS, you can attach user defined data to a zone
- And then, fetch it from any method running inside the same zone

```
function profile(func) {  
  const spec: ZoneSpec = {  
    name: "my",  
    properties: {  
      id: 123,  
    },  
  };  
  
  var zone = Zone.current.fork(spec);  
  zone.run(func);  
}
```

```
async function run() {  
  delay(1000).then(function() {  
    delay(2000).then(function() {  
      console.log(Zone.current.get("id"));  
    });  
  });  
}
```

Same data

# Angular & zone.js

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- As part of bootstrapping phase, Angular creates a new zone
- All components/services are executed under it
- Angular monitors all asynchronous activities and executes dirty checking

Angular  
change  
detection  
method

```
this._zone.onMicrotaskEmpty.subscribe({  
  next: function () {  
    this._zone.run(function () {  
      this.tick();  
    });  
  }  
});
```

# Dirty Checking

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- zone.js helps Angular detecting user/IO activities
- Now, its Angular responsibility to detect changes
  - ▣ **Phase 1**: The developer is responsible for updating the application model
  - ▣ **Phase 2**: Angular via bindings is responsible for updating the view
- Change detection kicks at the end of a VM turn only if no pending Micro tasks

# Updating Application Model

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- Updating application model during phase 2 is disallowed
- Angular enforces that, by running 2<sup>nd</sup> binding check at each change detection
- If change was detected during 2<sup>nd</sup> run an exception is thrown
  - ▣ Only at development time 😊

# Updating Application Model

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- Once **ngAfterViewChecked** is invoked a component is not allowed to change its presentation state

Excetion is  
thrown at  
DEV mode

```
ngAfterViewChecked() {  
  if(this.condition) {  
    ++this.counter;  
  }  
}
```

# Conservative approach

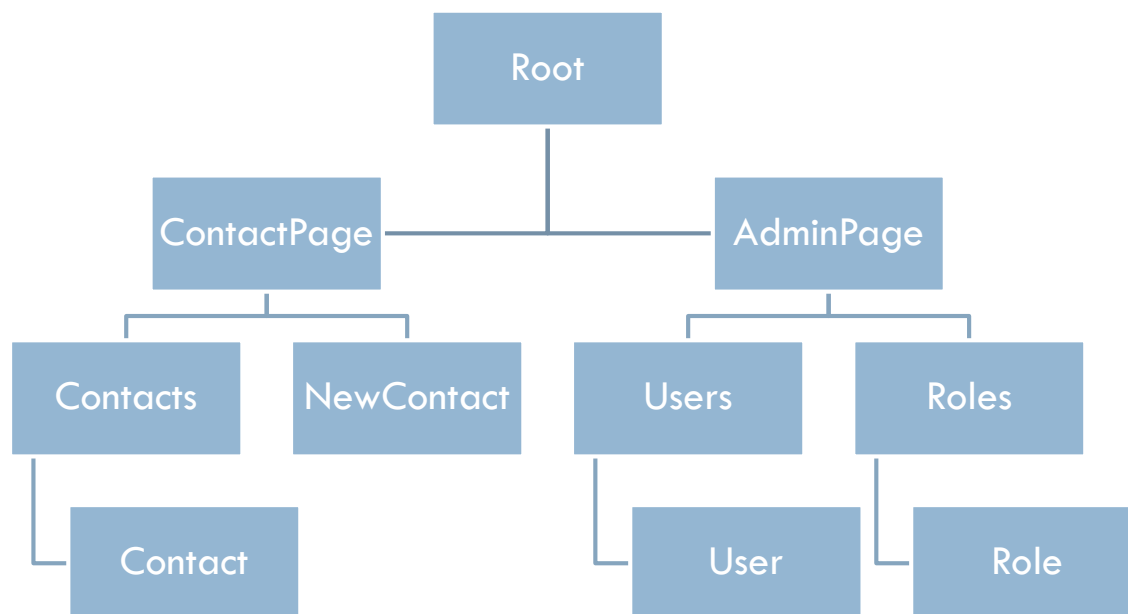
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- Angular has no understanding of your application model
- From Angular perspective an event triggered at one component may effect the state of another one
- Therefore, Angular by default checks every component

# Component Tree

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- Angular scans the whole component tree from top to bottom





# Change Detector

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- Each component has its own **ChangeDetectorRef**
- Using it, a component may customize the way Angular checks it

```
export class AppComponent {  
  counter: number = 0;  
  
  constructor(private cdr: ChangeDetectorRef) {  
  }  
  
  detach() {  
    this.cdr.detach();  
  }  
  
  attach() {  
    this.cdr.reattach();  
  }  
  
  inc() {  
    ++this.counter;  
  }  
}
```

# OnPush

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- Tells Angular to dirty check the component only if one of its input changes
  - ▣ Or if an event is raised from its template

```
@Component({
  selector: "my-contact-list",
  templateUrl: "./contact-list.component.html",
  styleUrls: ["./contact-list.component.css"],
  moduleId: module.id,
  changeDetection: ChangeDetectionStrategy.OnPush,
})
export class ContactListComponent {
  @Input() contacts: Contact[];
}
```

```
export class AppComponent {
  contacts: Contact[];

  constructor() {
    this.contacts = [
      {"id": 1, "name": "Ori"},
      {"id": 2, "name": "Roni"},
    ];
  }

  change() {
    this.contacts.push({id:3, name: "Udi"});
  }
}
```

Because of  
OnPush the  
DOM is not  
updated

# markForCheck

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- Even when using the **OnPush** strategy you can force Angular to check a component for changes
- **markForCheck** marks current component and all its ancestors

```
export class ContactListComponent {  
  @Input() contacts: Contact[];  
  
  constructor(private cdr: ChangeDetectorRef) {  
  }  
  
  notifyChange() {  
    this.cdr.markForCheck();  
  }  
}
```

# detectChanges

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- More challenging
- Enforce dirty checking for the current component and all its descendants
- You must be careful not to invoke too many times
- Unlike `markForCheck` it immediately executes

```
export class ContactListComponent {  
  @Input() contacts: Contact[];  
  
  constructor(private cdr: ChangeDetectorRef) {  
  }  
  
  notifyChange() {  
    this.cdr.detectChanges();  
  }  
}
```

# External State

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- A component may be dependent on external state
  - ▣ Non @Input
- In that case the **OnPush** strategy does not work
- You can completely detach from Angular change detection and take full control

# External State

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```
export class ContactsPageComponent {  
  contacts: Contact[];  
  
  constructor(private cdr: ChangeDetectorRef, private contactService: ContactService) {  
    this.cdr.detach();  
  }  
  
  ngDoCheck() {  
    if(this.contacts !== this.contactService.contacts) {  
      this.contacts = this.contactService.contacts;  
    }  
  
    this.cdr.detectChanges();  
  }  
}
```

ngDoCheck is  
executed even  
when  
component is  
detached

# Disable NgZone

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- ❑ Starting Angular 5 you can disable NgZone
- ❑ Thus, no automatic change detection
- ❑ You must invoke **ApplicationRef.tick** manually

```
platformBrowserDynamic().bootstrapModule(AppModule, {  
  ngZone: 'noop'  
});
```

# Summary

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- Angular dirty checking can be optimized
- The primary tools for optimization are
  - ▣ OnPush
  - ▣ ChangeDetectorRef.detach
- Take into consideration that even without optimization Angular change detection is quite fast