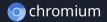
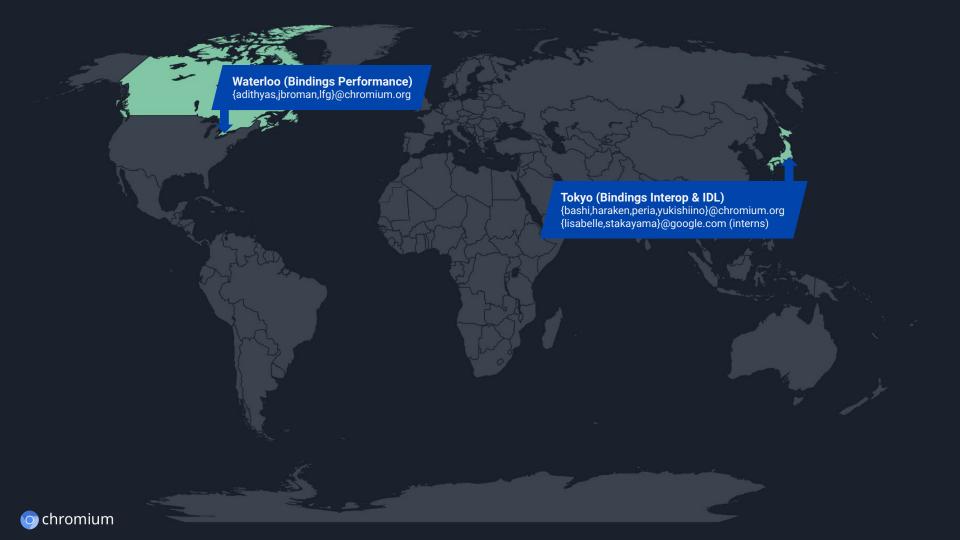
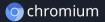
Speedometer Update

jbroman@chromium.org Blink Bindings Team BlinkOn 8 – Tokyo



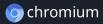


What is speedometer?



Speedometer

Benchmark	Vendor	Released
SunSpider	Apple	2007
Dromaeo	Mozilla	2008
Kraken	Mozilla	2010
Octane	Google	2012
Speedometer	Apple	2014
JetStream	Apple	2014
ARES-6	Apple	2017





Speedometer: Benchmark for Web App Responsiveness

Jun 2, 2014 by Ryosuke Niwa Today we are pleased to announce Speedometer, a new benchmark that measures the responsiveness of web applications.

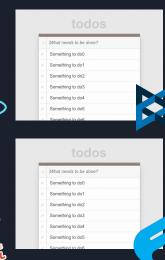
Benchmark

Speedometer measures simulated user interactions in web applications. Version 1.0 of Speedometer uses TodoMVC to simulate user actions for adding, completing, and removing to-do items. Speedometer repeats the same actions using DOM APIs — a core set of web platform APIs used extensively in web applications — as well as six popular JavaScript frameworks: Ember.js, Backbone.js, jQuery, AngularJS, React, and Flight. Many of these frameworks are used on the most popular websites in the world, such as Facebook and Twitter. The performance of these types of operations depends on the speed of the DOM APIs, the JavaScript engine, CSS style resolution, layout, and other technologies.

Speedometer: TodoMVC ×7









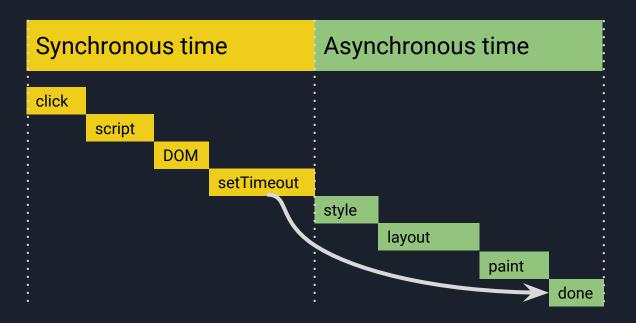
Something to do4

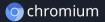
Something to do5



Speedometer: Timing





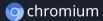


Speedometer: Scoring



$$ext{overall score} = rac{1}{\sum_{i} \left(ext{sync time}_i + ext{async time}_i
ight)}$$

- The standard runner displays this in units of runs/min
- Inversely proportional to the (arithmetic) mean time to execute each test
- Slower tests (e.g. EmberJS-TodoMVC) weighted more heavily
- Speedometer 2.0 switches to a geometric mean



Runs / Minute



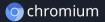
102

± 8.6

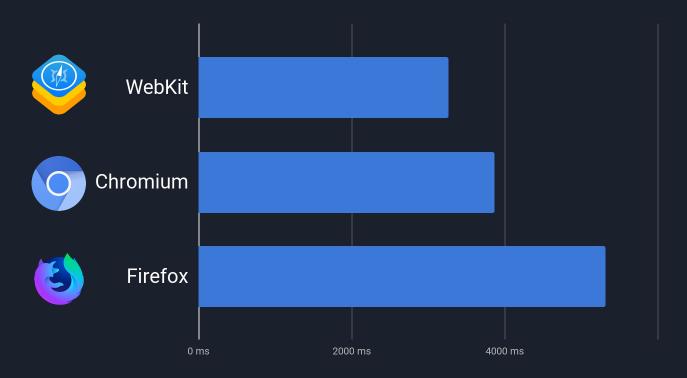
Test Again

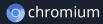
Details

How are we doing?

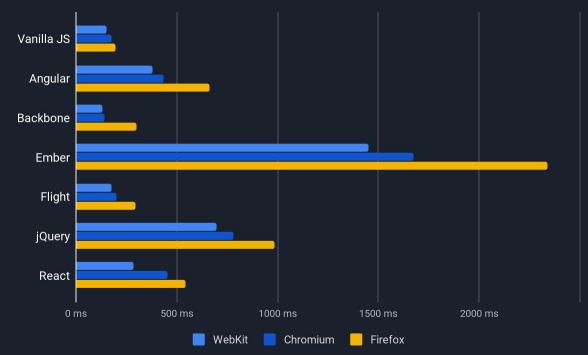


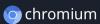
Speedometer: Overall



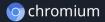


Speedometer: By Framework





Where are we spending our time?

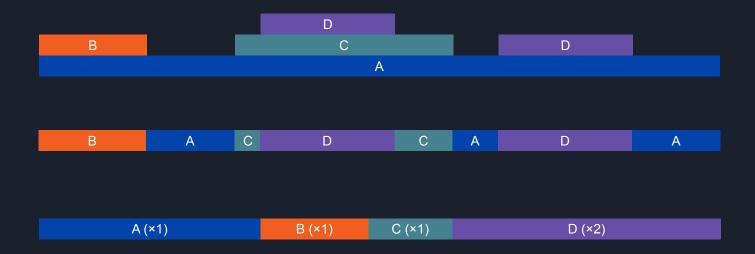


V8 RuntimeCallStats





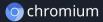
V8 RuntimeCallStats

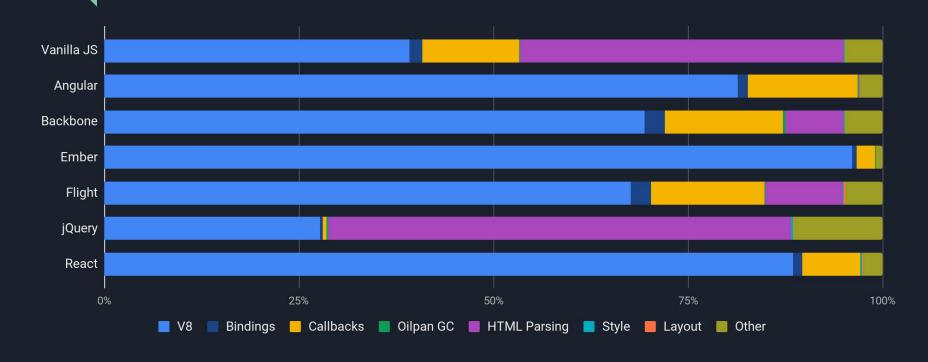


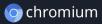


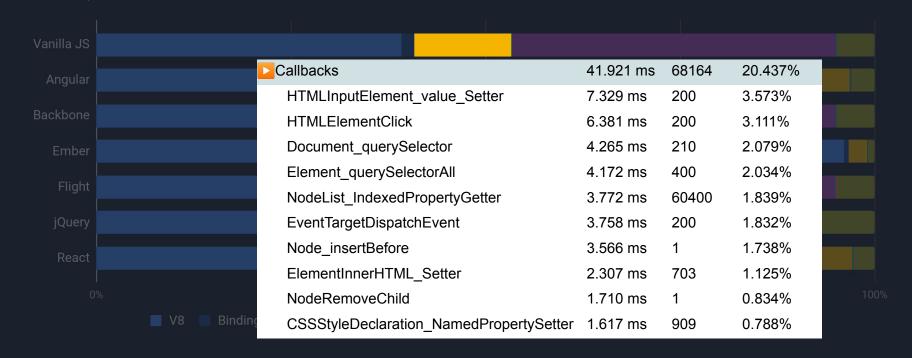
Blink RuntimeCallStats

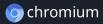
- Similar to V8 RuntimeCallStats, aiming to explain "Blink C++"
- Counters on various high-level Blink subsystems (e.g. layout)
 and on specific bindings code (e.g. wrapper object creation)
- For detailed analysis, compile-time flag enables counters at all Blink bindings entry points
- Runs during script execution; does not presently capture time spent when script is not executing (e.g. frame-driven rendering)



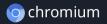


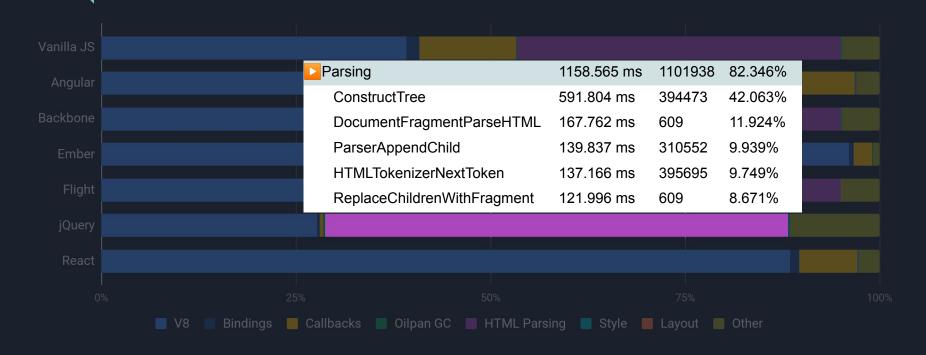


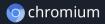


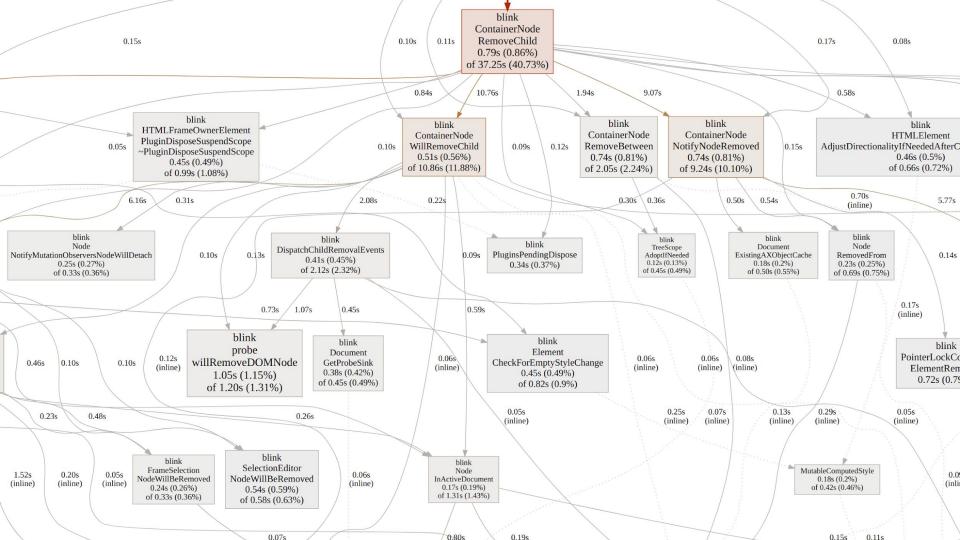


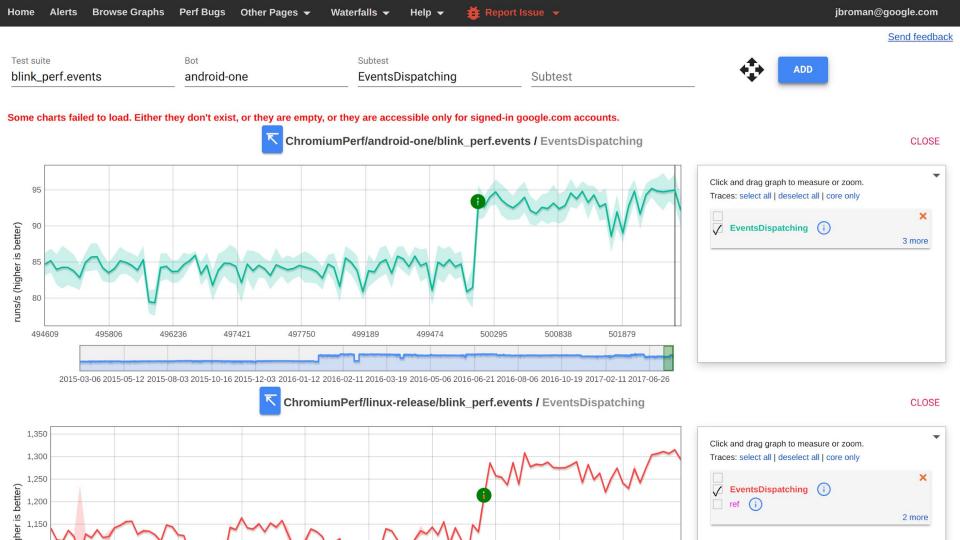
Callbacks 64.015 ms 32491 49.296% NodeRemoveChild 11.260 ms 105 8.671% **HTMLElementClick** 10.168 ms 200 7.830% HTMLInputElement value Setter 6.785 ms 201 5.225% Node_insertBefore 4.983 ms 3.837% NodeAppendChild 3.854 ms 211 2.968% EventTargetDispatchEvent 3.794 ms 100 2.922% DOMWindow_setTimeout 111 2.229% 2.895 ms EventTarget addEventListener 2.403 ms 406 1.850% 1.570 ms 605 1.209% Element matches 1.540 ms 1.186% Event_timeStamp_Getter 500 Element getElementsByTagName 1.316 ms 503 1.013%

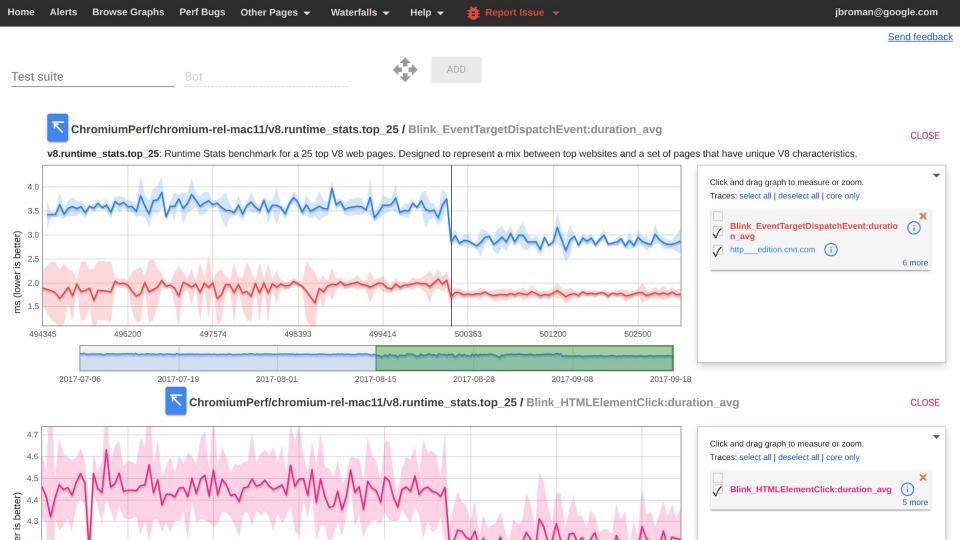






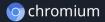






Next steps

- Use measurement and profiling results to improve synchronous performance (notably script, bindings and DOM performance)
- Compare in more detail to other implementations to identify areas
 where better performance/score is known to be possible
- Break down contributions of both synchronous and asynchronous work to the Speedometer score
- Monitor for **regressions**
- Keep an eye out for **Speedometer 2.0**



Thank you

ありがとうございました

platform-architecture-dev @chromium.org

