# Web Performance Hacks

@saurabhdaware



## Saurabh Daware

- Workz at da Student
- Open Source Fanboi
- Previously (Intern) -











DEV () /saurabhdaware



saurabhdaware.in

# Ready?



## Hack #1

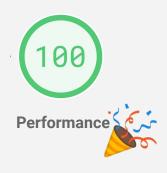


#### Replace your whole code with...

<html>

<body>Hello, World!</body>

</html>







## How does the web work?

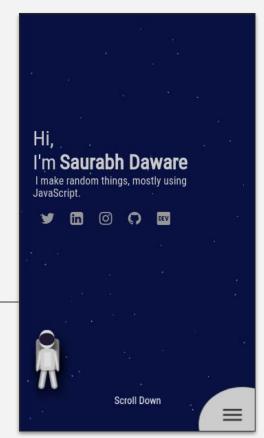


#### https://saurabhdaware.in

Server

```
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <meta name="description" content="Hi, I'm Saurabh Daware. A JavaScript Developer ba</pre>
projects, articles, and other information about me. I have created projectman, pwainit,
    <meta name="keywords" content="portfolio site, saurabh, saurabh daware, daware, per</pre>
    <meta name="mobile-web-app-capable" content="yes">
    <meta name="author" content="Saurabh Daware" />
    <meta name="copyright" content="Saurabh Daware" />
    <meta name="robots" content="follow"/>
    <link rel=icon sizes=192x192 href="assets/images/logo-192.png">
    <meta name="theme-color" content="#011f41" />
    <link rel="manifest" href="manifest.json">
    <!-- OPEN GRAPH -->
    <meta property="og:type" content="website" />
    <meta property="og:title" content="Saurabh Daware">
    <meta property="og:url" content="https://saurabhdaware.in">
    <meta name="twitter:card" content="summary large image"></meta>
    <meta name="twitter:creator" content="@saurabhcodes"></meta>
```



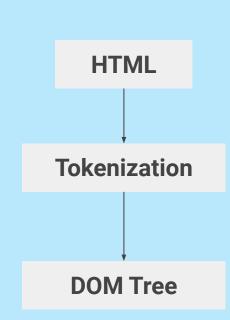






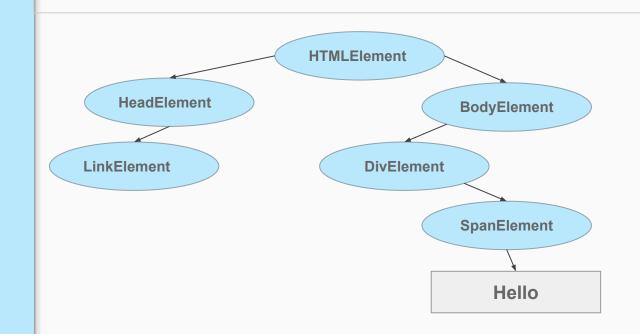
(a zoomed out view)



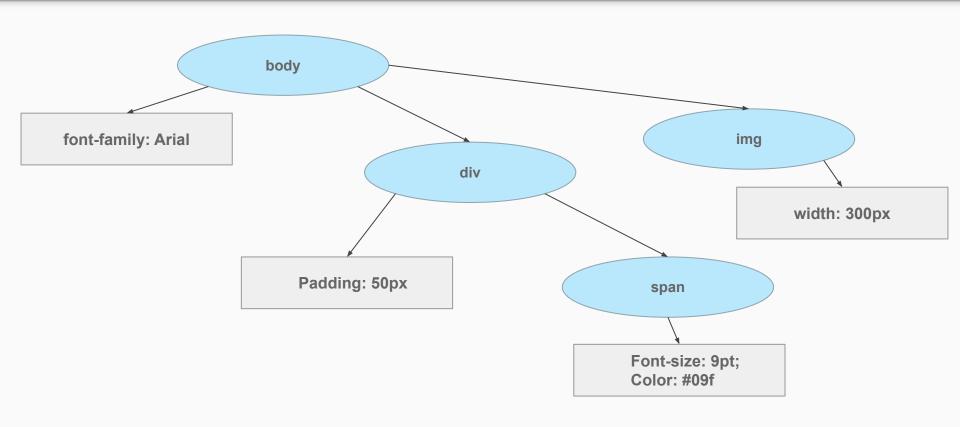


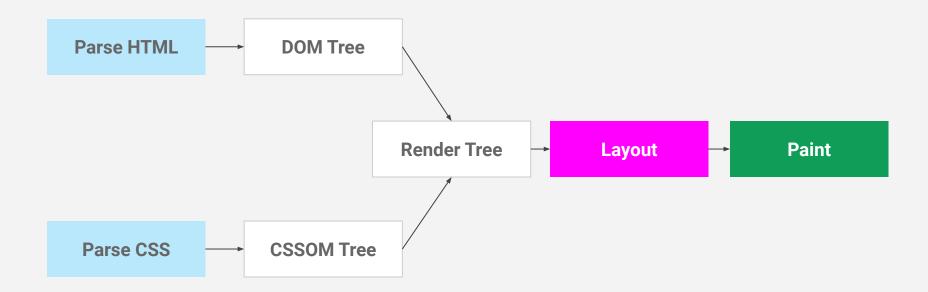
```
<html>
  <head>...</head>
  <body><div><span>Hello</span></div></body>
</html>
```

[Start: HTML] [Start: HEAD] ... [End: HEAD] [Start: BODY] [Start: DIV] [Start: SPAN]



#### **CSSOM Tree**







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Parsing halts when it comes across <link>, <script>, and <style> tags.

- CSS
- JavaScript
- Images







## Lets Code!!!!

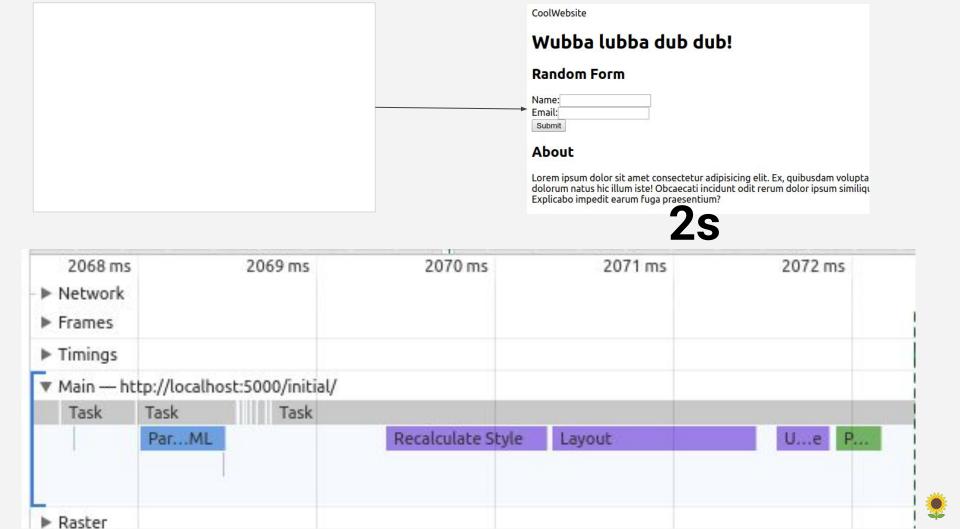




### Without CSS

```
<html>
  <head>
  </head>
  <body>
    <header>Wubba Luba Dub Dub!</header>
    <main>...</main>
  </body>
</html>
```

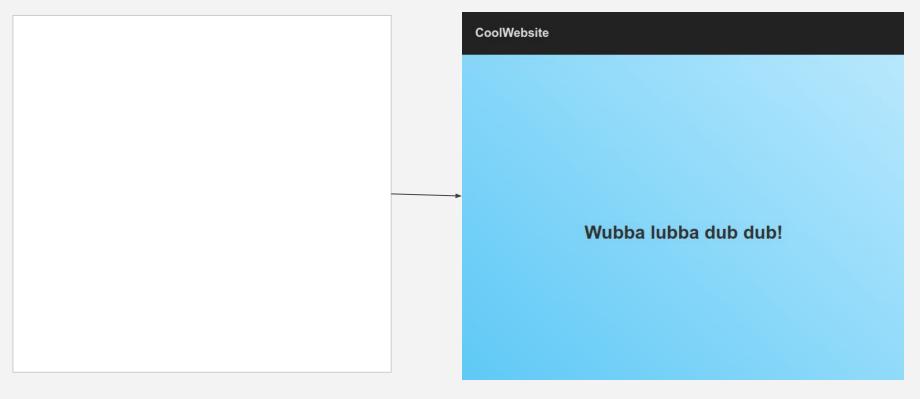




### With CSS

```
<html>
  <head>
   <link rel="stylesheet" href="styles/main.css" />
  </head>
  <body>
    <header>Wubba Luba Dub!</header>
    <main>...</main>
  </body>
</html>
```

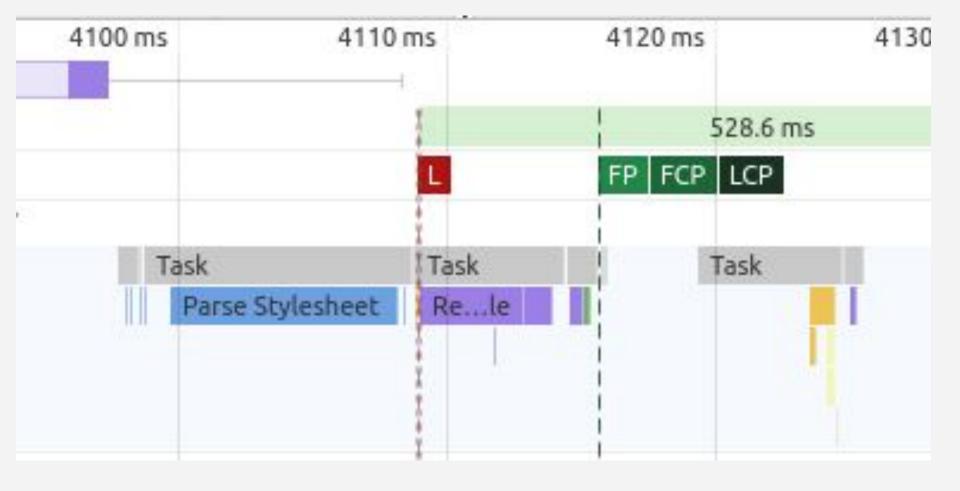














### Render waits for CSS to load



# How about rendering the HTML content first and painting on screen and then applying CSS?



```
<html>
 <head>
   link
          rel="preload" href="styles/main.css" as="style"
          onload="this.rel='stylesheet'; this.onload=null"
   />
 </head>
 <body>
   <header>Wubba Luba Dub Dub!</header>
   <main>...</main>
 </body>
</html>
```





0s - 1.9s

2s - 3.9s

**4s** 



## Just showing HTML is bad UX



## **Inlining critical CSS**



```
<html>
 <head>
   k
          rel="preload" href="styles/main.css" as="style"
          onload="this.rel='stylesheet'; this.onload=null"
   />
   <style>
     header{/* styles of header */}
   </style>
 </head>
 <body>
   <header>Wubba Luba Dub Dub!</header>
   <main>...</main>
 </body>
</html>
```





0s - 1.9s

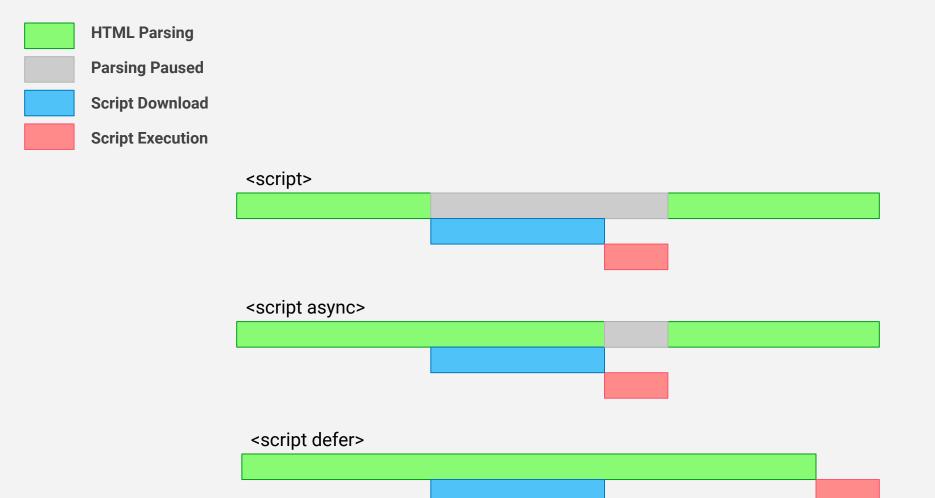
2s - 3.9s

Only header css without css for other content outside the viewport

**4s** 

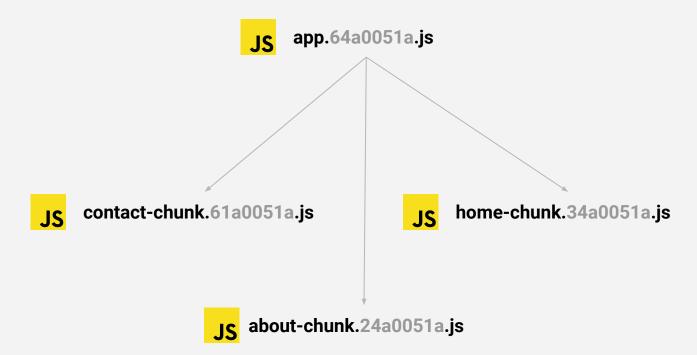
**Full CSS** 













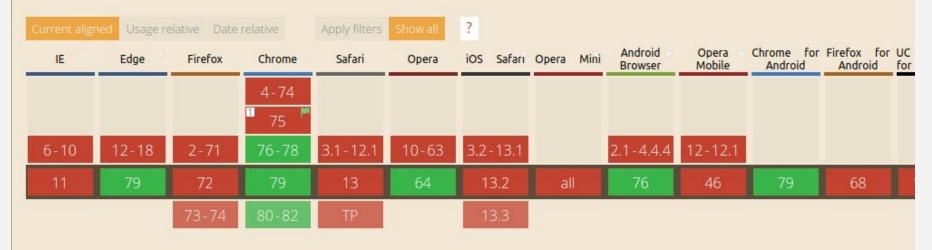


<img src="...." loading="lazy" />



#### Lazy loading via attribute for images & iframes - UNOFF

The loading attributing on images & iframes gives authors control over when the browser should start loading the resource.





### Polyfill:

https://github.com/mfranzke/loading-attribute-polyfill



# Progressive JPEGs



#### **JPEG**



#### **Progressive JPEG**







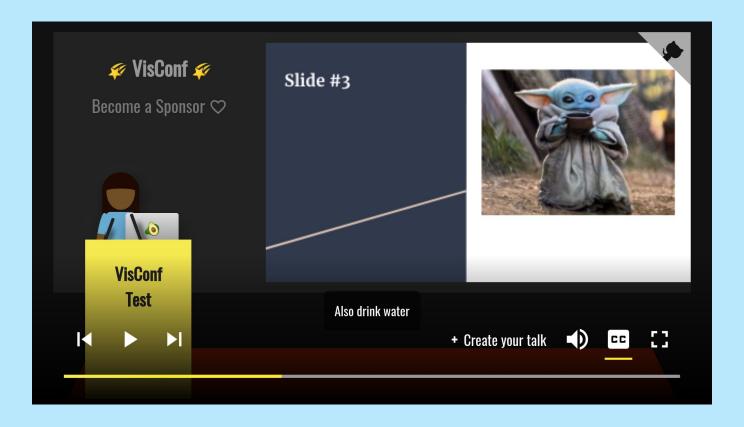


# **CDN**



https://res.cloudinary.com/saurabhdaware/i mage/upload/c\_scale,fl\_progressive,w\_300/ v1526463112/Screenshot\_87\_baiu9r.jpg





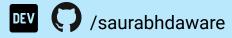
https://github.com/saurabhdaware/visconf

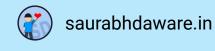


## **Thank You!**











## **Extra Slides**







## **Fancy Keywords to Google Search:**

- Inlining Critical CSS
- QuickLinks (<a href="https://github.com/GoogleChromeLabs/quicklink">https://github.com/GoogleChromeLabs/quicklink</a>)
- InstantClick (<a href="http://instantclick.io/">http://instantclick.io/</a>)
- Web Workers, Web Assembly, OffScreenCanvas
- Service Workers
- Predictive Prefetching

Async vs Defer: <a href="https://stackoverflow.com/questions/10808109/script-tag-async-defer">https://stackoverflow.com/questions/10808109/script-tag-async-defer</a>

Script attributes: <a href="https://eager.io/blog/everything-l-know-about-the-script-tag/">https://eager.io/blog/everything-l-know-about-the-script-tag/</a>

RenderTree Constructions:

https://developers.google.com/web/fundamentals/performance/critical-rendering-path/render-tree-construction

Rendering Behind the scene:

https://blog.logrocket.com/how-browser-rendering-works-behind-the-scenes-6782b0e8fb10/

Ryan Seddon:

https://www.youtube.com/watch?v=SmE4OwHztCc

JPEG to Progressive JPEG

https://imagemagick.org/index.php

