深入探讨PWA之Service Worker

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几点思考

- Service Worker 是什么
- 它有哪些能力?
- 哪些场景可以用到?
- 它跟现有的缓存方案有什么区别?
- 它会带来什么问题?

PWA 有哪些特点?

- 添加到主屏幕,全屏体验 (App Manifest)
- 离线存储 (Service Worker)
- 消息推送 (Web Push & Notification)
- 后台数据同步 (Service Worker & Background Sync)

Web App Manifest

- 添加到主屏幕,自定义图标。
- 启动桌面图标,自定义启动图。启动后,隐藏地址栏,全屏展示。

manifest.json

引入manifest.json

```
<head>
  <title>Minimal PWA</title>
  <meta name="viewport" content="width=device-width, user-scalable=no" />
  <link rel="manifest" href="manifest.json" />
  <link rel="stylesheet" type="text/css" href="main.css">
  <link rel="icon" href="/e.png" type="image/png" />
  </head>
```

Chrome PC/Mobile

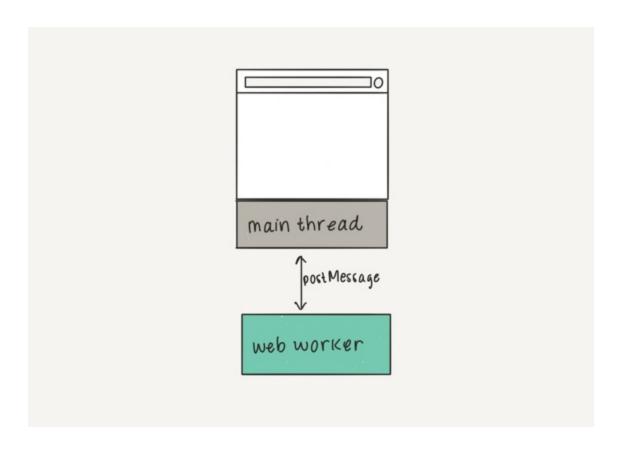
- 1. chrome://flags
- 2. Desktop PWAs 开启
- 3. 重启浏览器,设置,安装.

Service Worker

资源缓存,请求拦截,快速响应请求

Service Worker 是一种 Web Workers

Web Workers 包括 (Worker, Shared Worker, Service Worker)



单线程 计算密集 阻塞UI

Web Workers

```
// Create worker
const myWorker = new Worker('worker.js');

// Send message to worker
myWorker.postMessage('Hello!');

// Receive message from worker
myWorker.onmessage = function(e) {
   console.log(e.data);
}
```

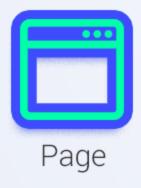
Web Workers

```
// Receive message from main file
self.onmessage = function(e) {
  console.log(e.data);

// Send message to main file
  self.postMessage(workerResult);
}
```

WorkerGlobalScope:

- 1. DedicatedWorkerGlobalScope
- 2. SharedWorkerGlobalScope
- 3. ServiceWorkerGlobalScope



Browser



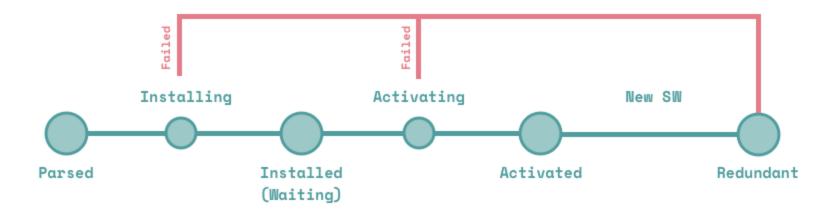




Service Worker 特点

- 1. 线程独立,不影响当前网页渲染。
- 2. 无法操作DOM,通过 postMessage 跟主线程通信。
- 3. 离线缓存静态资源。
- 4. 基于异步 Promise 实现
- 5. 代理和拦截请求并自定义响应
- 6. 必须在 HTTPS / localhost 环境下工作

lifecycle



注册

```
navigator.serviceWorker.register('./sw.js', { scope: './' });
```

service worker scope

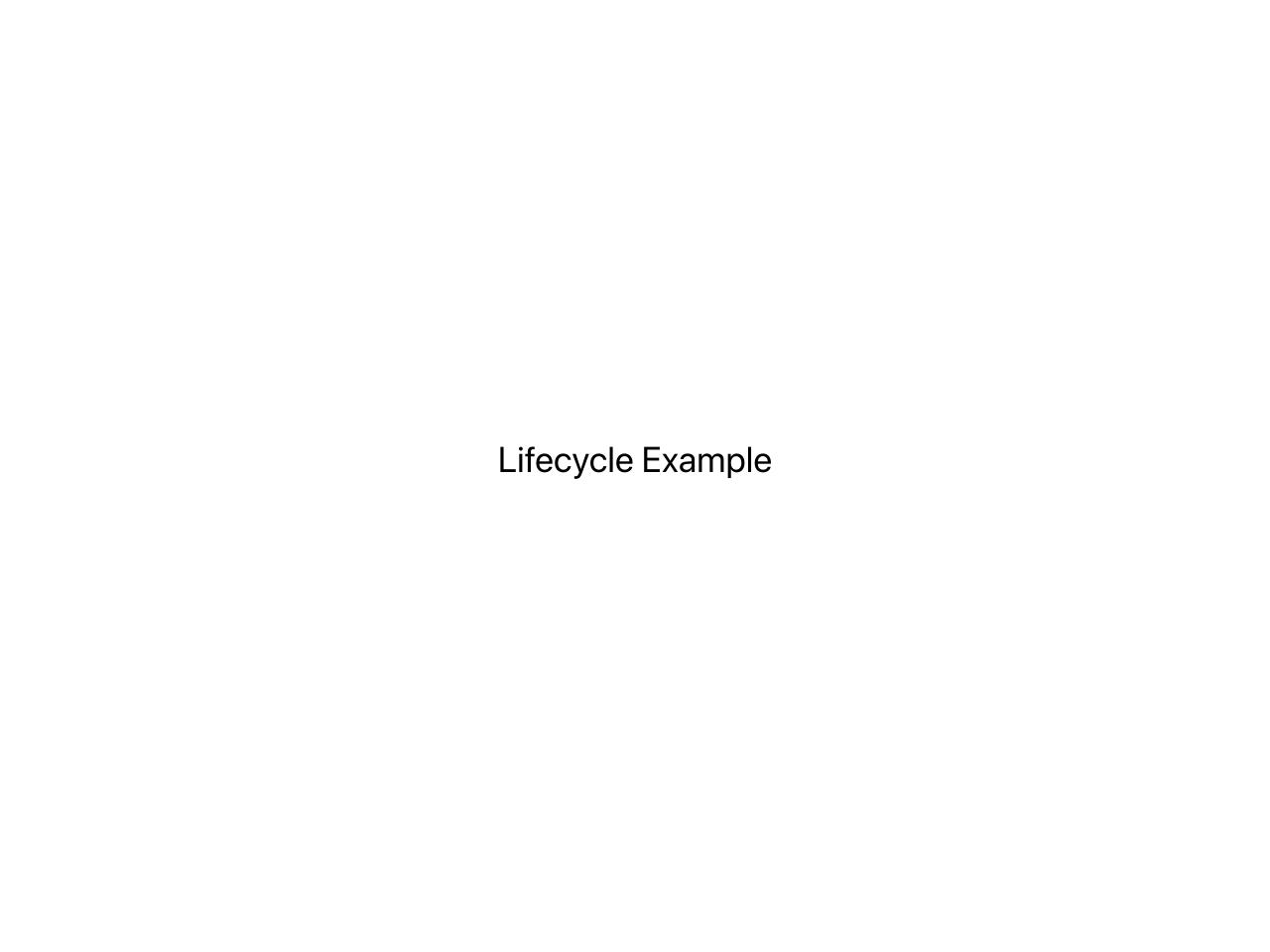
navigator.serviceWorker.register('./a/b/sw.js'});

- /a/b/
 /a/b/c
 /a/b/c/d
 /a/e

安装

```
const cacheFiles = ['./index.html', 'style.css', 'main.js'];
self.addEventListener('install', function(event) {
   // Perform install steps
   // add file to cache storage
   cache.addAll(cacheFiles)
});
```

激活



self.skipWaiting()

跳过 Waiting 从 Installed 直接到 Actived

强制激活

event.waitUntil()

它能确保当前事件在promise结束之后完成

fetch push sync

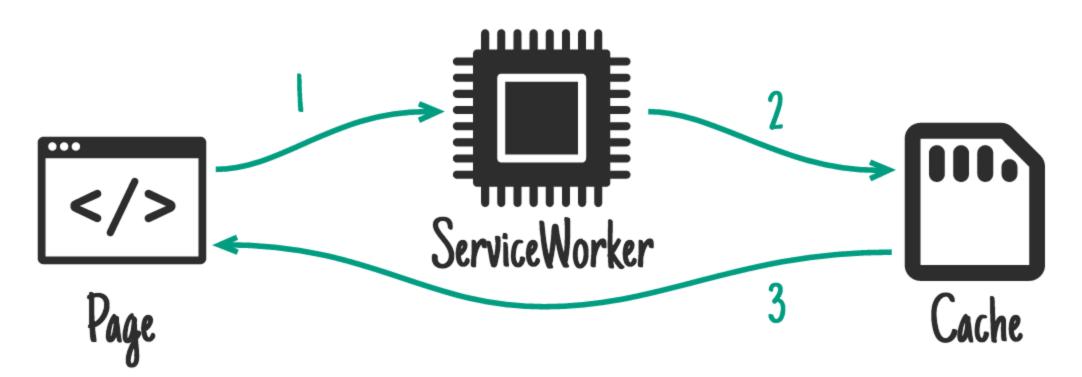
拦截请求

```
self.addEventListener('fetch', function(event) {
    event.respondWith(
        caches.match(event.request)
        .then(function(response) {
            // Cache hit - return response
            if (response) {
                return response;
            }
            return fetch(event.request);
        }
    )
    );
```

缓存策略

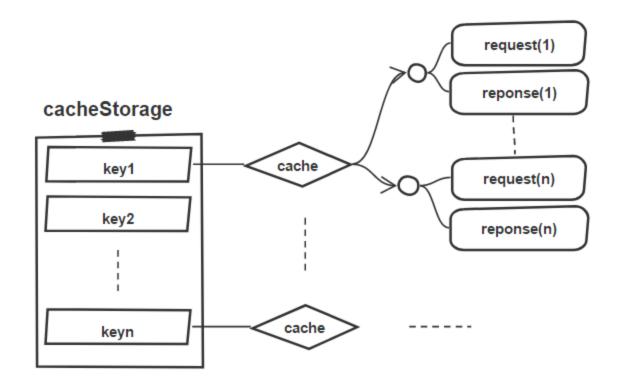
- 1. 仅使用缓存(cache only)
- 2. 仅使用网络(network only)
- 3. 缓存优先(cache first)
- 4. 网络优先(network first)
- 5. 缓存验证(stale-while-revalidate)
- 6. 速度优先(speed first)

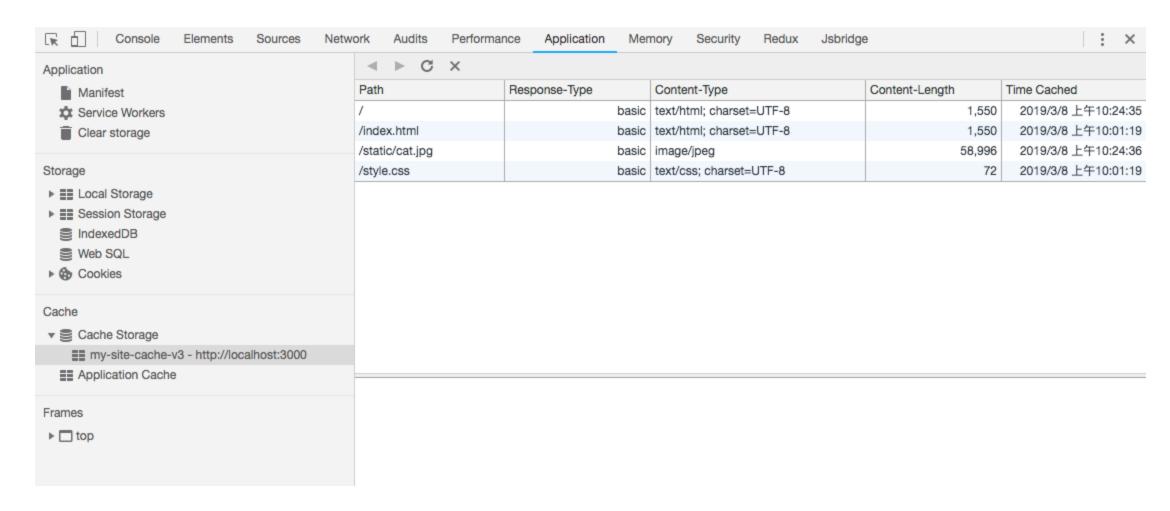
cache only



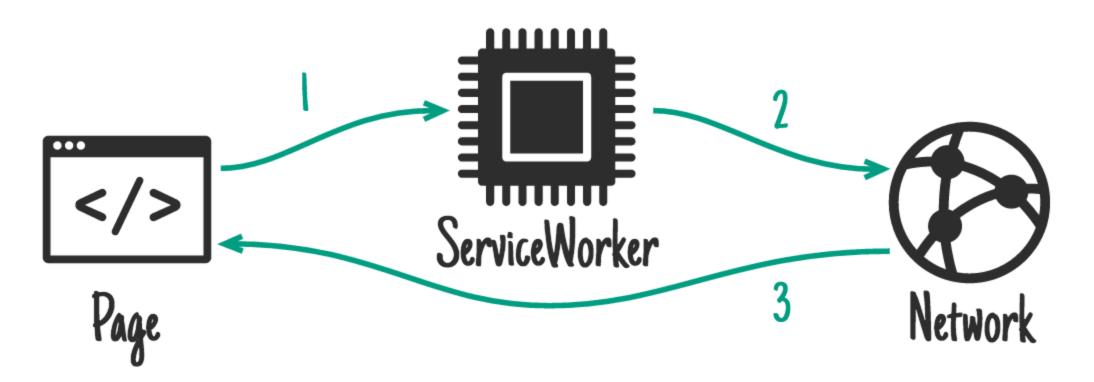
cache only

```
self.addEventListener('fetch', function(event) {
    event.respondWith(
        caches.match(event.request)
        .then(function(response) {
            // Cache hit - return response
            return response;
        }
    )
   );
});
```





network only

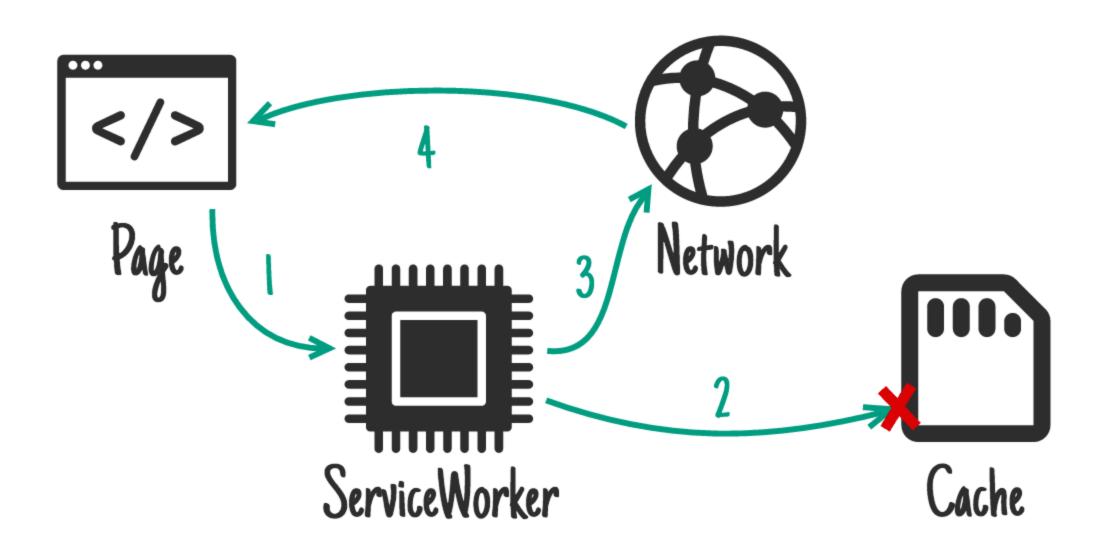


network only

```
self.addEventListener('fetch', function(event) {
  event.respondWith(fetch(event.request));
});
```

适用于不需要离线访问的场景,像 POST request, analytics pings

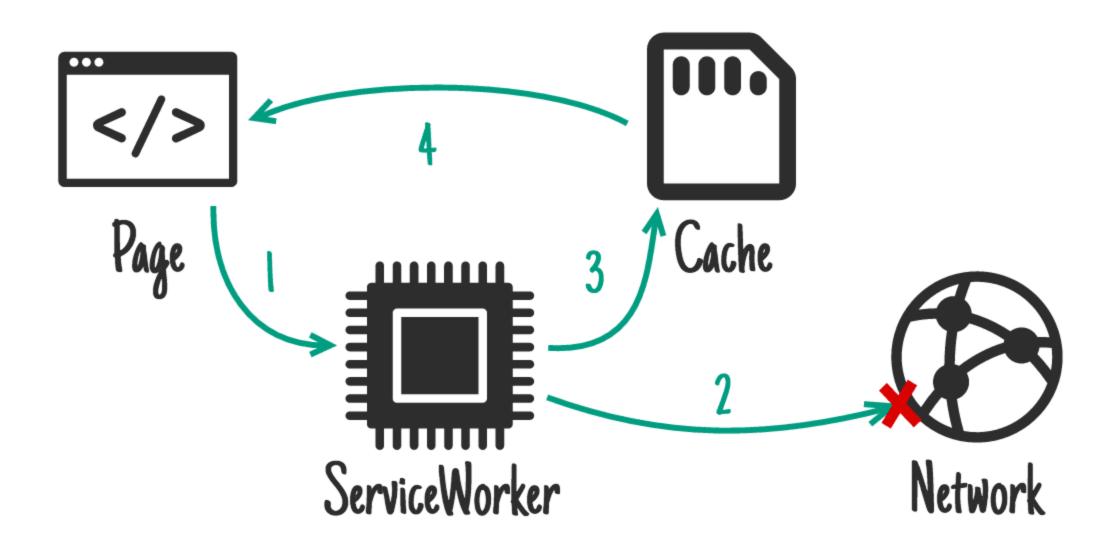
cache first



cache first

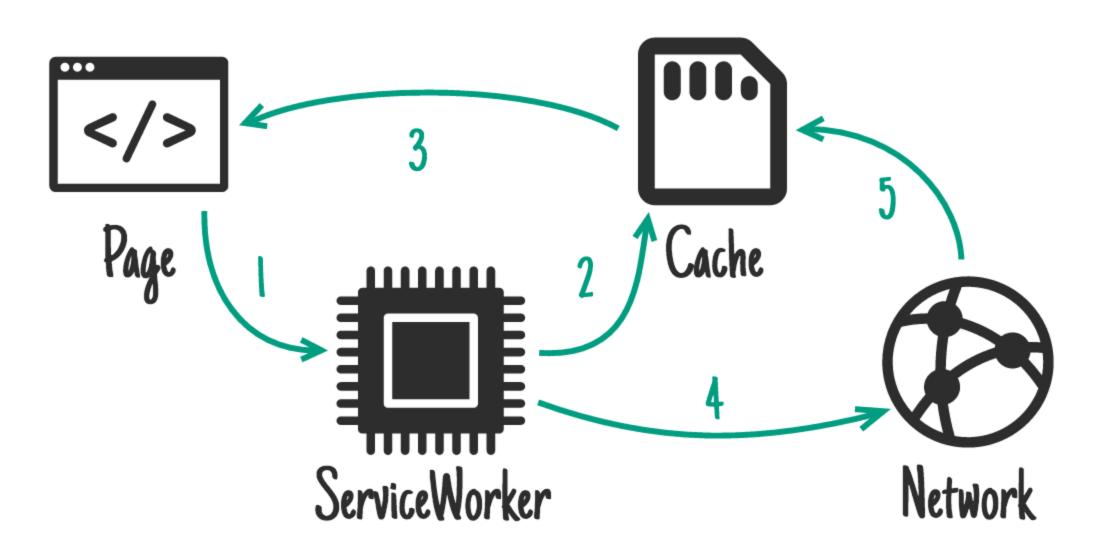
```
1. self.addEventListener('fetch', function(event) {
     event respondWith(
        caches.match(event.request)
 3.
 4.
          then(function(response) {
           // Cache hit - return response
 5.
            if (response) {
 7.
              return response;
 8.
 9.
10.
           // IMPORTANT:Clone the request. A request is a stream and
11.
            // can only be consumed once. Since we are consuming this
12.
            // once by cache and once by the browser for fetch, we need
13.
            // to clone the response.
           var fetchRequest = event.request.clone();
14.
15.
            return fetch(fetchRequest).then(
16.
17.
              function(response) {
18.
                // Check if we received a valid response
19.
                if(!response || response status !== 200 || response type !== 'basic') {
20.
                  return response;
21.
22.
```

network first



network first

缓存验证



stale-while-revalidate

```
self.addEventListener('fetch', function(event) {
    event.respondWith(
        caches.open(CACHE_NAME).then(function(cache) {
        return cache.match(event.request).then(function(response) {
            var fetchPromise = fetch(event.request).then(function(networkResponse) {
                 cache.put(event.request, networkResponse.clone());
                 return networkResponse;
            })
            return response || fetchPromise;
        })
    }
}
```

适用于频繁更新的资源,但对实时性要求不高的场景。比如头像等用户信息

serivce worker 更新

- sw.js 本身走http缓存,服务端不缓存。
- Cache-Control: no-cache;
- /sw.js?v=buildVersion
- 浏览器更新机制,每24h会更新一次。
- 更新后的第一次访问还是老的内容,需要第二次进入才能看到更新的内容

缓存实时生效

- 1. sw激活并清除老的缓存之后,通过postMessage告诉主线程 2. 主线程监听消息,获取最新内容

消息通讯

消息通讯

```
navigator.serviceWorker.addEventListener('message', function (e) {
   if (e.data === 'sw.update') {
      // show toast and reload
   }
});
```



卸载

```
navigator.serviceWorker.getRegistrations().then(
  function(registrations) {
    for(let registration of registrations) {
        registration.unregister();
    }
});
```

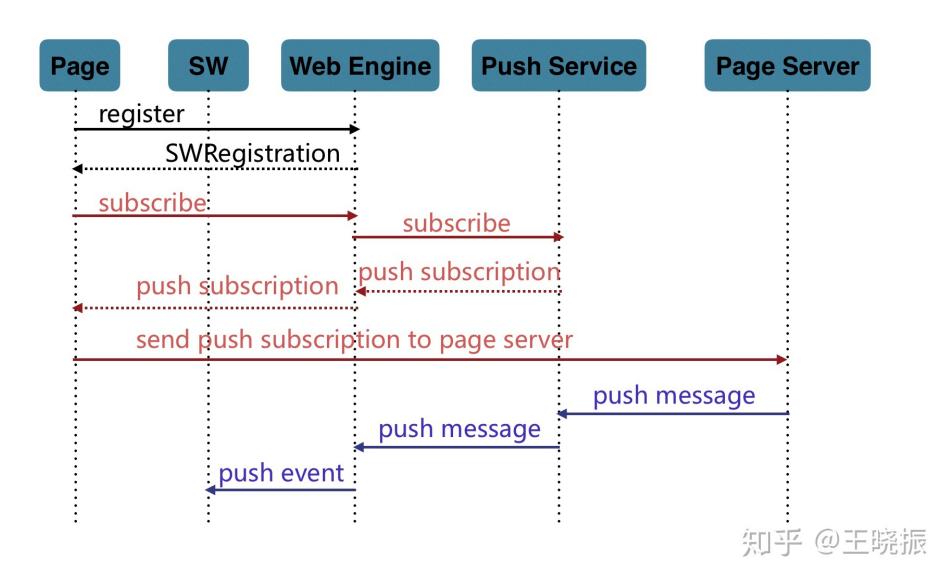
本地存储

- 1. cookie
- 2. localStorage/sessionStorage
- 3. Cache Storage
- 4. IndexDB

Web Push / Notification

实现消息推送,提高网站转化率

推送在Chrome内不可用?





Background Sync

web邮件客户端、即时通讯工具

后台同步

```
// Register your service worker:
navigator.serviceWorker.register('/sw.js');

// Then later, request a one-off sync:
navigator.serviceWorker.ready.then(function(swRegistration) {
   return swRegistration.sync.register('myFirstSync');
});
```

后台同步

```
self.addEventListener('sync', function(event) {
  if (event.tag == 'myFirstSync') {
    event.waitUntil(doSomeStuff());
  }
});
```



sw cache 和 memory cache 区别

Name	Status	Protocol	Туре	Initiator	Size	Time	Waterfall
uataimaye/png,pase	200	uata	prig	Otilei	(non memory cache)	V IIIS	'
data:image/png;base	200	data	png	Other	(from memory cache)	0 ms	1
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
20180921-fdd-px.mp4	206	h2	media	Other	32.6 MB	8.06 s	
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
· data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
data:image/svg+xml;	200	data	svg+xml	Other	(from memory cache)	0 ms	1
20180921-fdd-px.mp4	206	h2	media	Other	2.5 MB	592 ms	
errors	200	h2	xhr	<u>VM132</u>	217 B	195 ms	
errors	202	h2	xhr	Other	102 B	173 ms	
hm.gif?hca=1EA862D49BCF	200	http/1.1	gif	<u>hm.js?3</u>	299 B	95 ms	
88 requests 46.5 MB transferred Finish: 28.49 s DOMContentLoaded: 1.74 s Load: 3.32 s							

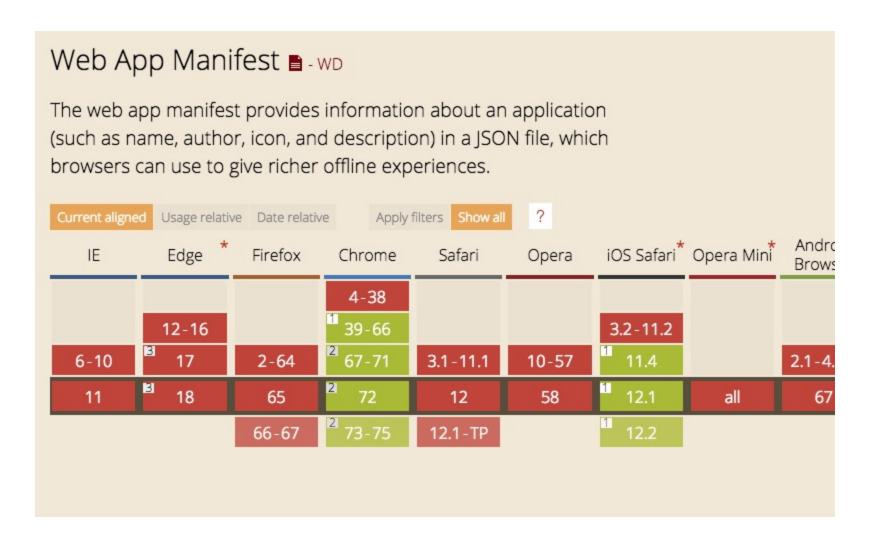
请求分类

- 1. Service Worker
- 2. Memory Cache (浏览器preload/preloader/link/src)
- 3. Disk Cache(http headers/强制缓存和协商缓存)
- 4. 网络请求

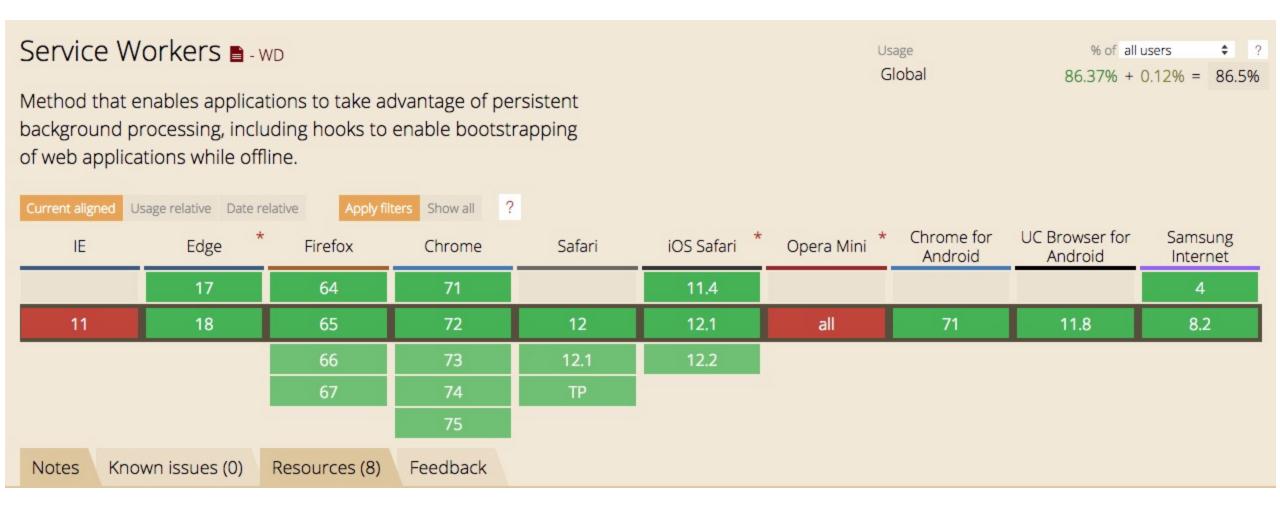
工程实践

- CDN资源(Access-Control-Allow-Origin)
- 多页面的项目(多个Service Worker 业务相似度)
- 降级方案(动态开关)

App Manifest Support



Service Worker Support



Push API Support



Background Sync Support



参考

Workbox 3: Service Worker 可以如此简单 如何优雅的为 PWA 注册 Service Worker 使用Service Worker进行后台同步 - Background Sync 一文读懂前端缓存

