Deep Dive into Browser Performance

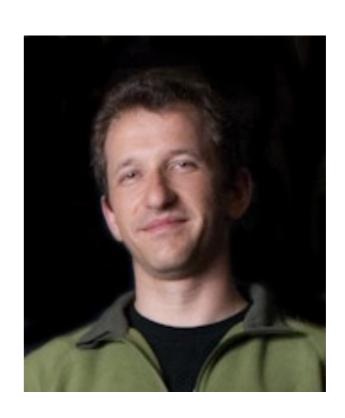
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Me, Myself and I

PHP Core Developer

Author of Guide to PHP Security

CIO at Centah Inc.



Why Browser Performance Matters?

Browser rendering 4.867

Back-end Processing 0.132s

ConFoo.ca - Total Page Load - 4.99s*

Browser rendering 1.347

Back-end Processing 0.103s

PHP.net - Total Page Load - 1.45s

Browser rendering 1.43

Back-end Processing 0.058.6

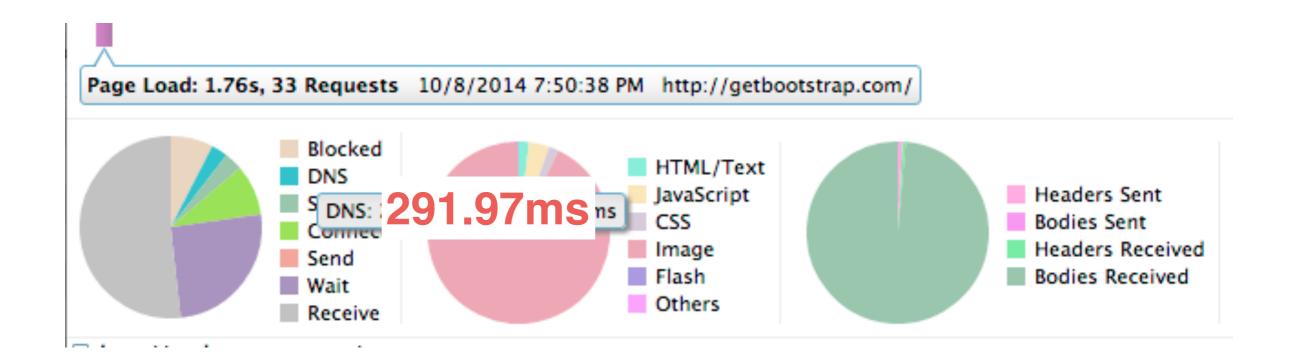
Github - Total Page Load - 1.43s

What Takes All This Time?

- 1. DNS
- 2. HTTP + SSL Negotiation
- 3. JavaScript Processing
- 4. CSS Rendering
- 5. Image Processing
- 6. DOM Rendering



DNS



DNS may take up-to 20% of 1st page load!

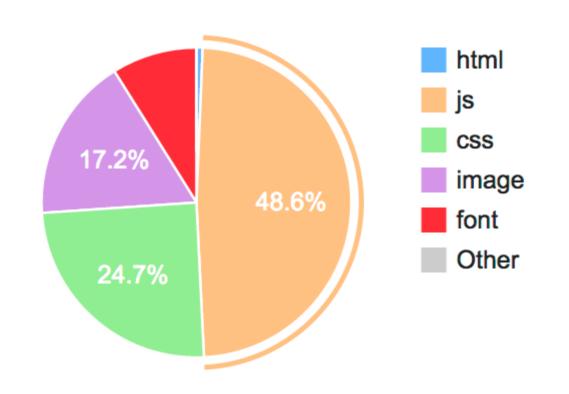
DNS Based Optimizations

- 1. Use Embedded images via data:image
- 2. Limit image requests via use of *sprites*
- 3. Defer loading of external resources
- 4. Avoid multi-domain CDNs
- 5. Single-page applications for the win!

Profile Page Loading

- Use Your Browser
 - * Developer Tools or Equivalent
- Do Remote Tests
 - * http://www.webpagetest.org/
 - * https://developers.google.com/speed/pagespeed/
 - * https://www.modern.ie/en-us
- Actual User Profiling
 - * http://www.lognormal.com/boomerang/doc/
 - * Use Web-Timing API directly

Compression For The Win!



1,394 KB 59 requests, 4.63 seconds to load

Compression Reduces size by >50% and makes page loads in 2.1 seconds!

Use gzip compression

965.8 KB total in compressible text, savings = 695.2 KB

Compress Images

171.6 KB total in images, savings = 51.8 KB

Confoo.ca via http://www.webpagetest.org

| | | | Document Complete Fully | | | Fully Load | .oaded | |
|----------------|-----------|------------|-------------------------|----------|-------------|------------|----------|----------|
| | Load Time | First Byte | Time | Requests | Bytes In | Time | Requests | Bytes In |
| First View | 5.086s | 0.390s | 5.086s | 62 | 1,082 KB | 5.241s | 63 | 1,093 KB |
| Repeat View | 3.294s | 0.274s | 3.294s | 6 | 36 KB | 3.294s | 6 | 117 KB |

Cache, Cache, Cache

Set max-age or expires headers

Value should be at least 30 days

To prevent stale content, **use unique file names** on new deployments for changed files.

Your goal is that 2nd page load only asks the server for the dynamic content!

Unique Filename Solutions

Nginx Re-write Trick

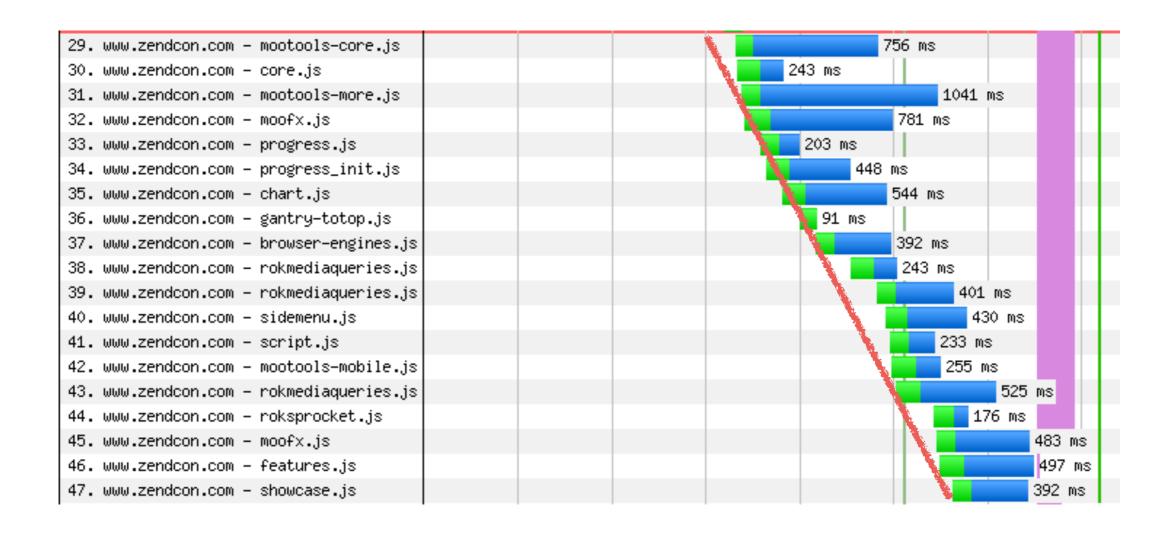
```
rewrite ^/static/[a-z0-9]+/(.*)$ /static/$1 break;
```

Version Based IDs

```
<?php $version_id = dechex(crc32(VERSION_STRING)); ?>
<script type="text/javascript"
    src="//static/<?=$version_id; ?>/my.js"></script>
```

Checksum Based IDs

```
if (!($statics = my::cache("statics"))) {
    $statics = array(
        "js" => array(
            md5_file("/web/static/file.js") => "/static/file.js"
    ),
    "css" => array(
            md5_file("/web/static/file.css") => "/static/file.css"
    )
    );
    my::cache("statics", $statics);
}
```



JavaScript is loaded synchronously, so compact your files into a single compressed file!

Combination & minifying of JS files is best achieved with:

- * Closure Compiler
 - http://goo.gl/8MVOIJ
- * YUI Compressor
 - http://refresh-sf.com/yui/
 - http://yui.github.io/yuicompressor/
- * PHP Based
 - * https://github.com/tedious/JShrink

Don't over-do combining of JS Files!

- Unnecessary data loading
- Decompression Overhead
- Extra JS Compilation



Micro-Case Study: SlashDot.org

One "BIG" JavaScript file

71kb compressed, 251kb actual size

199ms to receive

37ms to process

21.3% of total page load, 16% of total page size

< 10% of loaded JS code is executed

Only load up-front what you absolutely need

Defer loading of everything else via RequireJS

```
<head>
     <script src="scripts/require.js"></script>
</head>

require.config({
     baseUrl: 'js/lib',
     paths: { jquery: 'jquery-1.11.1' }
});

define(['lib/jquery'], function ($) {...});
```

http://requirejs.org/

If you can't win, cheat!



```
$(document).ready(function() {
    setTimeout(function() {
        $.get( "your-file.js" );
      }, 2000);
};
```

General JS Tips

- 1. Avoid Xpath, reference/search by ID
- 2. Setup events pre-load as opposed to post-load

```
onkeyup="js_function()" vs $("input").each(function() {});
```

- 3. For Grids only load the data to be displayed
- 4. innerHTML is not always faster than DOM

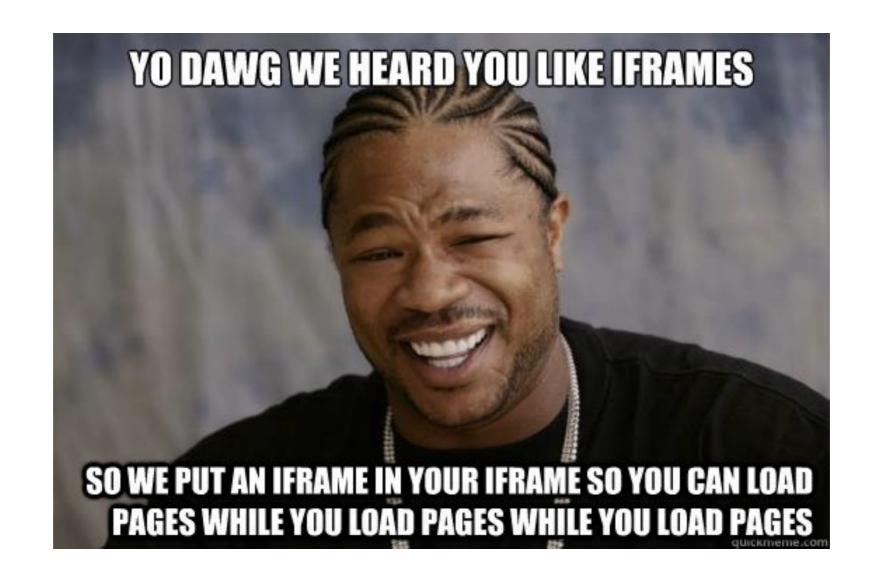
http://jsperf.com/dom-vs-innerhtml/37

General JS Tips

- Most browsers leak memory with JS, avoid the common culprits:
 - ◆ Avoid passing objects (can result in circular references)
 - ◆ Avoid global variables
 - ◆ Use closures

General JS Tips

Help browser to make use of multiple CPUs by using iFrames to embed complex components such as grids.

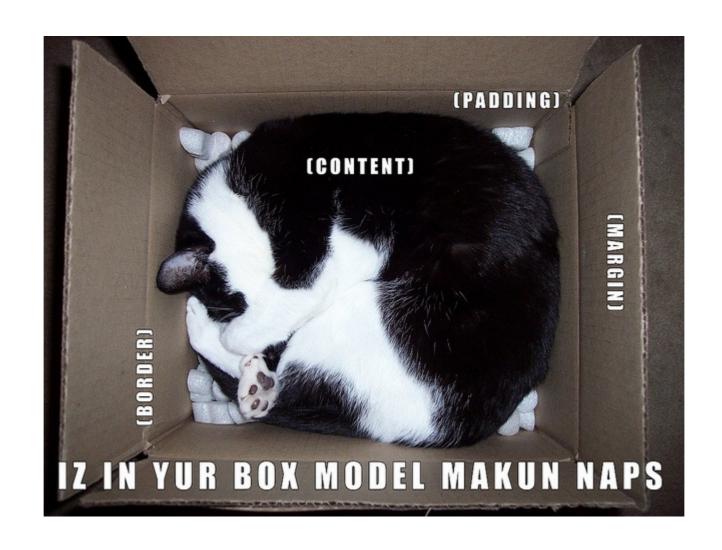


CSS

* Minimize

* Combine

* Compress



* Don't fear <style> (inlined) CSS

Avoid Repaints & Reflows

| DHTML action | Chr1 | Chr2 | FF2 | FF3 | IE6,7 | IE 8 | Ор | Saf3 | Sat |
|--------------------|------|------|-----|-----|-------|------|----|------|-----|
| className | 1x | 1x | 1x | 1x | 1x | 1x | 1x | 1x | 1) |
| display none | | | | | 1x | | | | |
| display default | 1x | 1x | 1x | 2x | 1x | 1x | | 1x | 15 |
| visibility hidden | 1x | 1x | 1x | 1x | 1x | 1x | | 1x | 15 |
| visibility visible | 1x | 1x | 1x | 1x | 1x | 1x | | 1x | 15 |
| padding | | | 1x | 2x | 4x | 4x | | | |
| width length | | | 1x | 2x | 1x | 1x | | 1x | |
| width percent | | | 1x | 2x | 1x | 1x | | 1x | |
| width default | 1x | | 1x | 2x | 1x | 1x | | 1x | |
| background | | | 1x | 1x | 1x | - | | | |
| font-size | 1x | 1x | 1x | 2x | 1x | 1x | | 1x | 15 |

reflow performance varies by browser and action

"1x" is 1-6 seconds depending on browser (1K rules)

- Changes to DOM nodes
- Hiding DOM nodes
- Actions that extend the page (causes scroll)
- Changes to colour, background and outline properties

https://developers.google.com/speed/articles/reflow

Merge Style Changes

```
// slowest
el.style.left = "10px";
el.style.top = "10px";

// getting better
el.className += " top-left-class";

// best
el.style.cssText += "; left: 10px; top: 10px;";
```

Peekaboo Trick

```
var me = $("#el");
me.hide();

// make various changes to DOM/Content
me.show();
```

Dolly Trick

```
var $dolly = el.clone();

// make changes to the copy
el.replaceWith($dolly);
```



Don't Abuse Computed Styles

```
// nein, nein, nein!!!!
for (var i = 0; i < 100; i++) {
    el[i].style.left = el.offsetLeft + "10px";
    el[i].style.top = el.offsetTop + "10px";
// Wunderbar
for (
var left = el.offsetLeft, top = el.offsetTop, i = 0;
i < 100;
i++, top+=10, left+=10) {
  el[i].style.cssText += "; left: " + left +
                           "px; top: " + top + "px;";
```

Good Reference Points

http://www.phpied.com/rendering-repaint-reflowrelayout-restyle/

http://www-archive.mozilla.org/newlayout/doc/reflow.html

https://developers.google.com/speed/articles/reflow

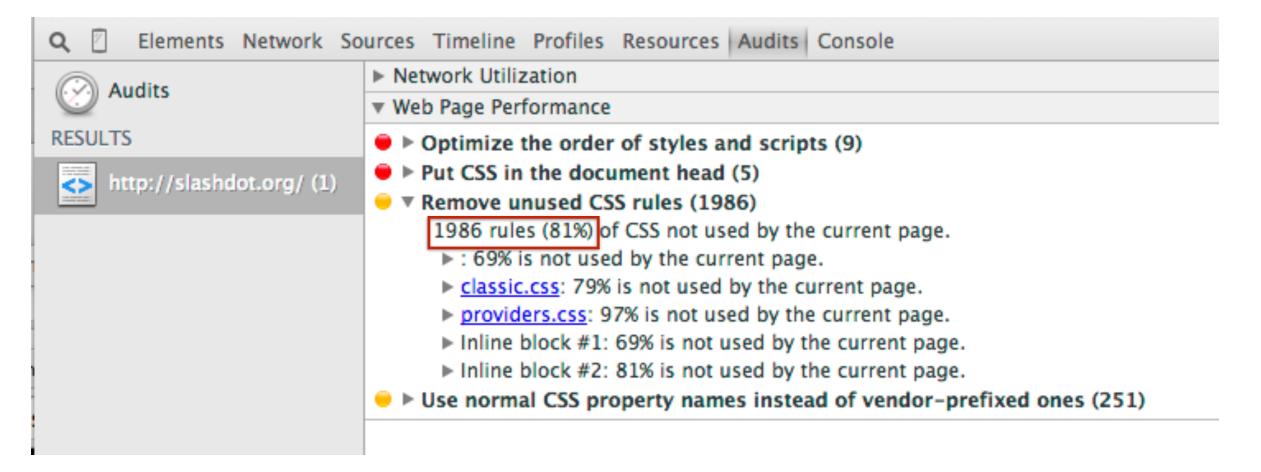
More CSSery

- Reference by element ID
- · Be specific, but avoid child selectors
- Avoid @import()
- Avoid multi-class css rule (.foo.bar.baz)

More CSSery

- Pseudo selectors are slow
- Name space attribute selectors (type="..." vs input[type="..."])
- Eliminate un-used rules
- Avoid browser specific extensions (-webkit, -opera, -moz, etc...)

Micro-Case Study: SlashDot.org



1986 rules (81% unused)

CSS Tools

https://github.com/Cerdic/CSSTidy PHP

> http://devilo.us/ Web-based

Slides: http://ilia.ws

@iliaa

Please leave feedback @

https://joind.in/13255