

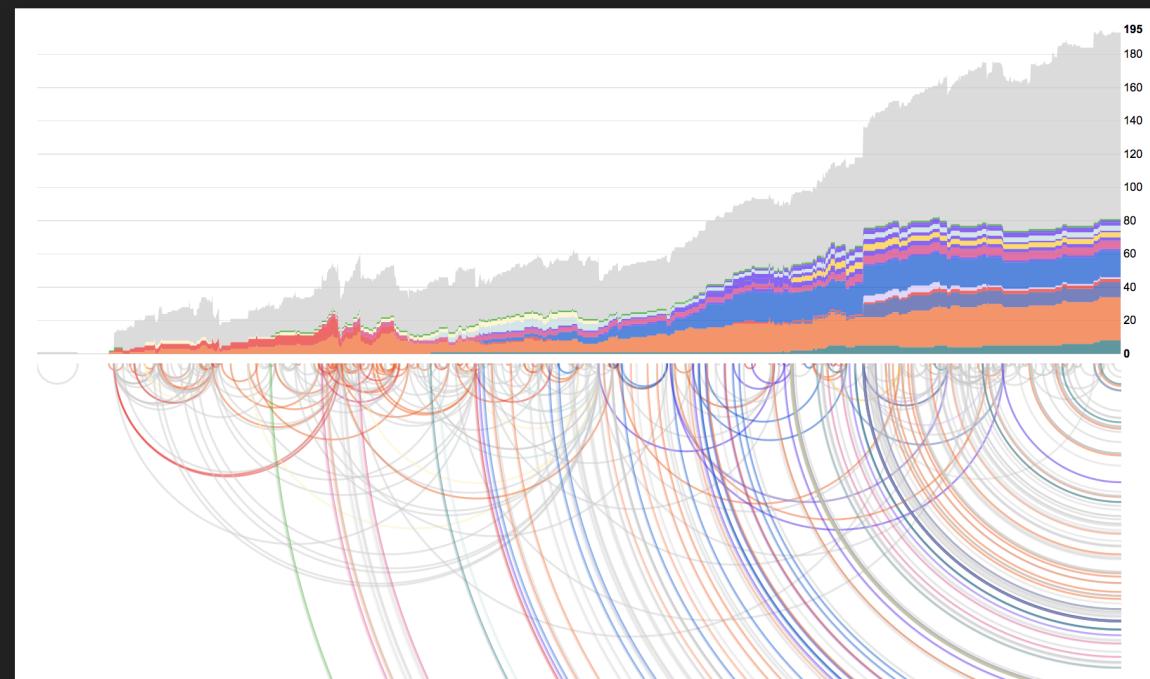
# BUMBLEBEE UPDATE

ADSUG 2018

TIM HOSTETLER

# SOME STATS FROM LAST YEAR

- 30 Releases
- 517 Commits
- 110 Issues Closed



# PARITY WITH CLASSIC

- Author affiliation export tool
- Custom export formats
- Personalized user settings
- Tugboat support

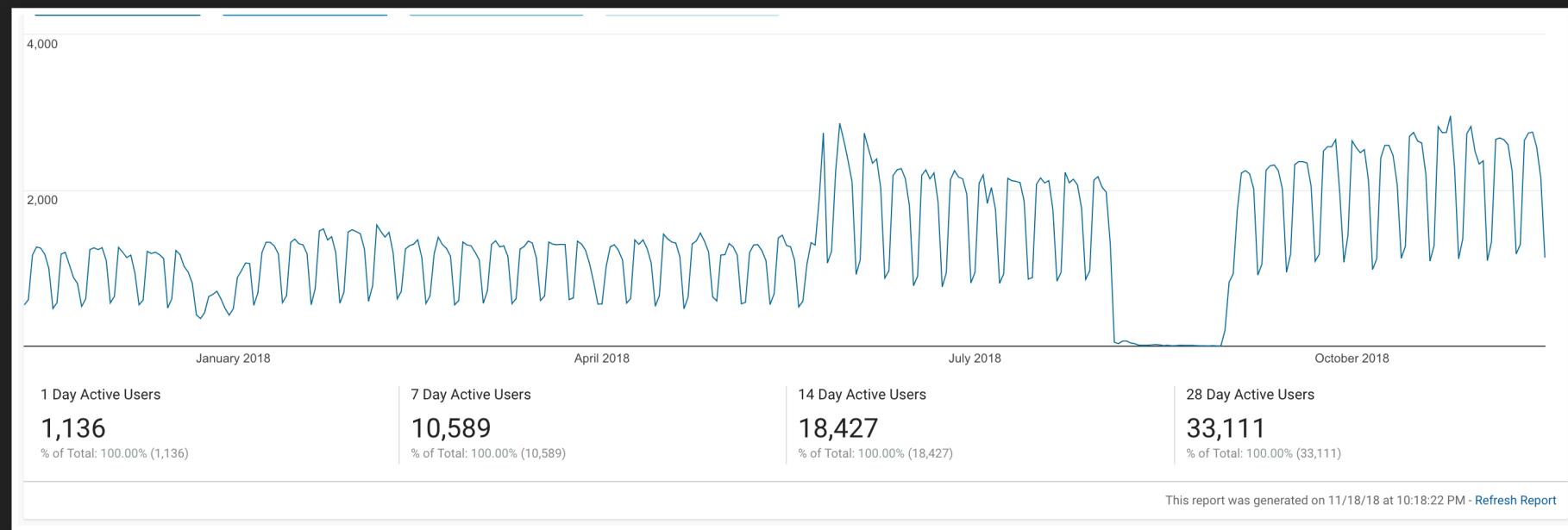
# OTHER IMPROVEMENTS

- Overall speed increases
  - Reduce superfluous requests
  - Better caching/storage usage
  - Lazy loading highlights
- Better user feedback
  - Loading bar
  - Error messages

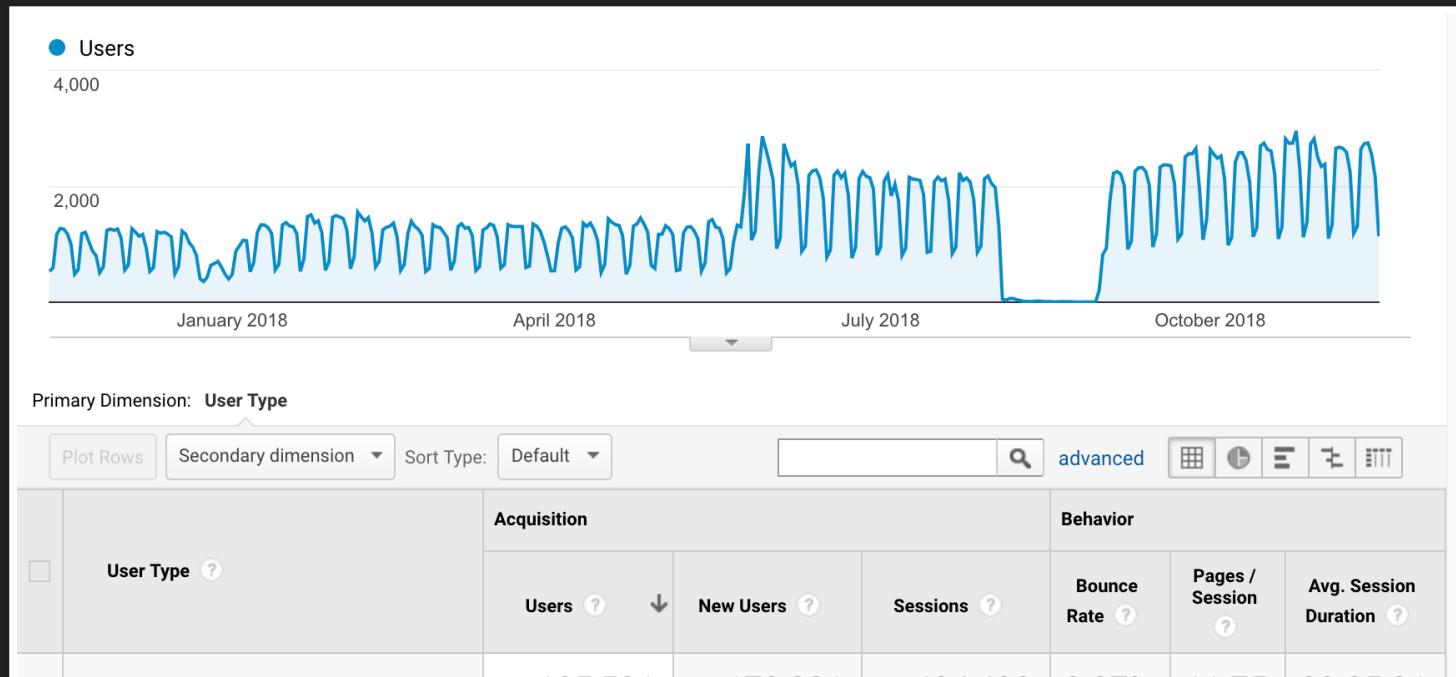
# USABILITY STUDY RESULTS

- Interesting point 1
- Interesting point 2
- Interesting point 3

# ACTIVE USERS



# NEW VS RETURNING



# IN THE WORKS

- Library set operations
- MyADS dashboard
- Expanded configuration

# CHALLENGES

- Aging tech stack
- Difficult to maintain
- Only so fast, without major refactor
- Lack of front-end devs/specialists

# CONSIDERATIONS

- Refactor/Update codebase
- Move to newer front-end frameworks/technologies
- How to transition properly
- Balance priorities

# WHAT REFACTORING COULD FIX

- Speed improvements (perceived & actual)
- Easier maintenance, less bugs
- Search engines and other non-js crawlers
- Better UX

QUESTIONS?

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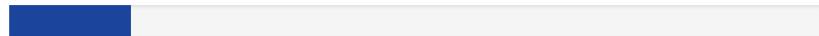
# BUMBLEBEE IS SHOWING IT'S AGE

The screenshot shows the Astrophysics Data System (ADS) search interface. At the top, there is a navigation bar with the ADS logo, a feedback link, ORCID, About, and Account options. Below the navigation bar is the main header with the ADS logo and the text "astrophysics data system". There are three tabs: "Classic Form", "Modern Form" (which is selected), and "Paper Form". A search bar at the top has a "QUICK FIELD" dropdown set to "Author" and a search input field with a magnifying glass icon. Below the search bar is a list of search terms and their descriptions:

|                  |                                |
|------------------|--------------------------------|
| author           | author:"huchra, john"          |
| first author     | author:"^huchra, john"         |
| abstract + title | abs:"dark energy"              |
| year             | year:2000                      |
| year range       | year:2000-2005                 |
| full text        | full:"gravitational waves"     |
| publication      | bibstem:ApJ                    |
| citations        | citations(author:"huchra, j")  |
| references       | references(author:"huchra, j") |
| reviews          | reviews("gamma-ray bursts")    |
| refereed         | property:refereed              |
| astronomy        | database:astronomy             |
| OR               | abs:(planet OR star)           |

# MOST COMPLAINTS

astrophysics  
data system



Downloading Assets

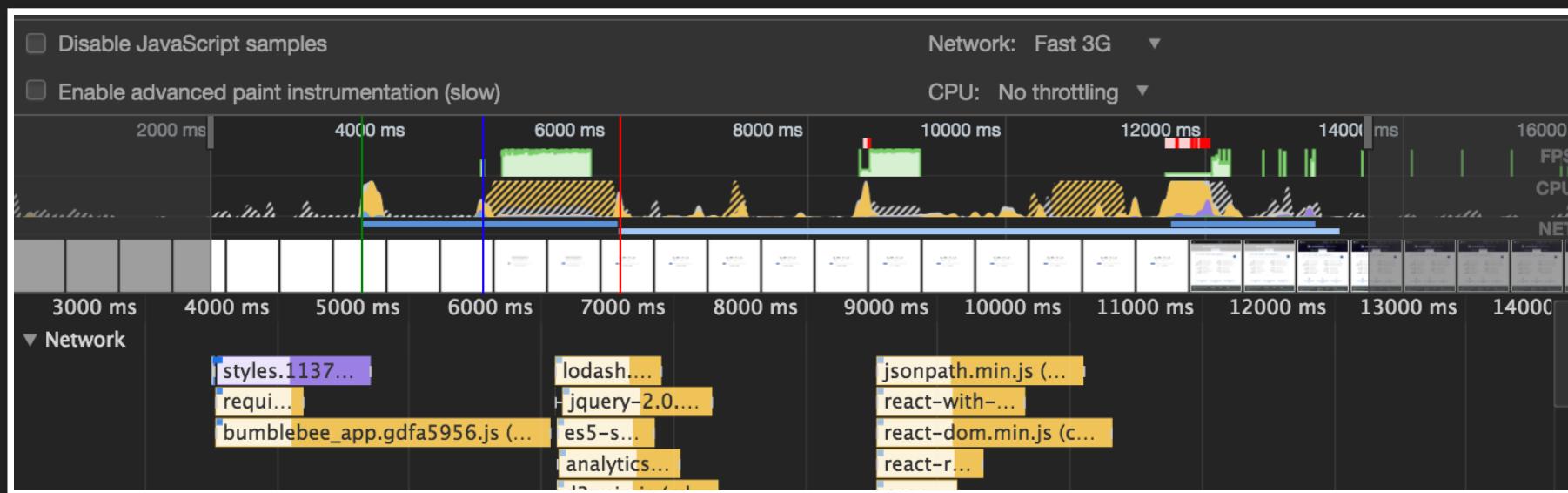




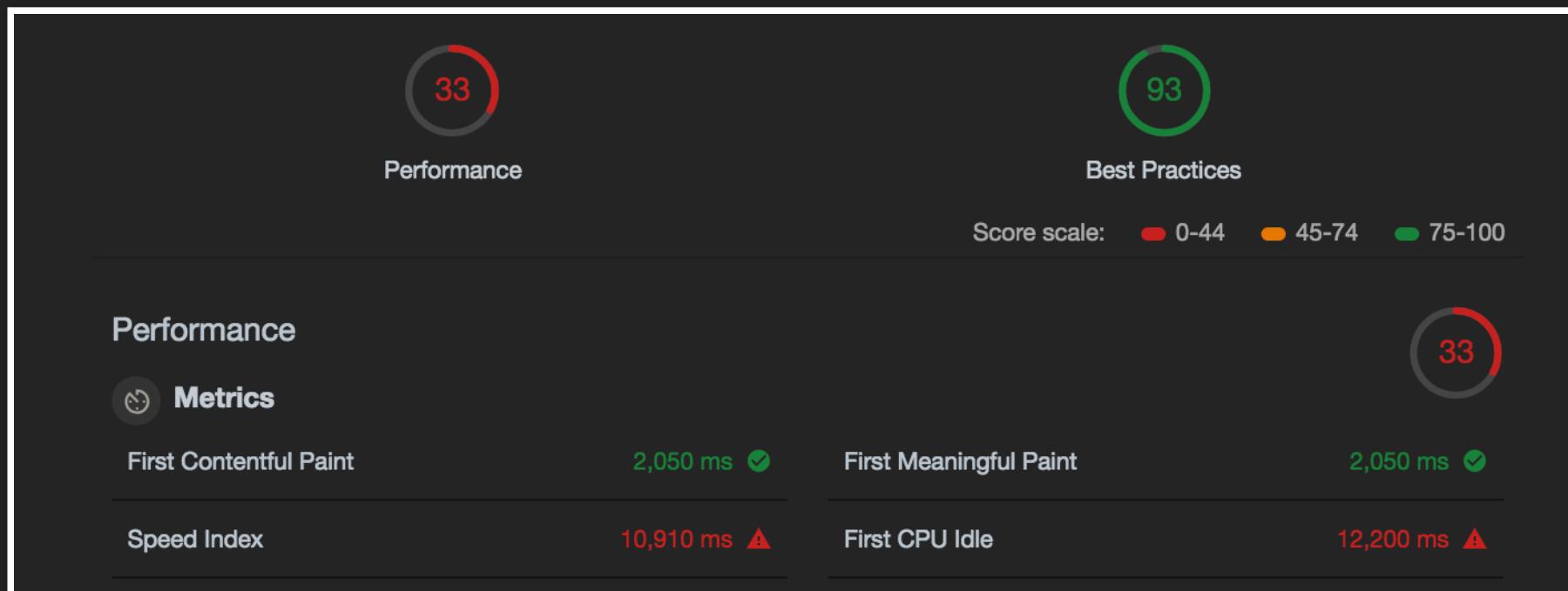
# LOAD TIME

Average application load time: 5.79s

Many unnecessary page renders/reflows



# LIGHTHOUSE

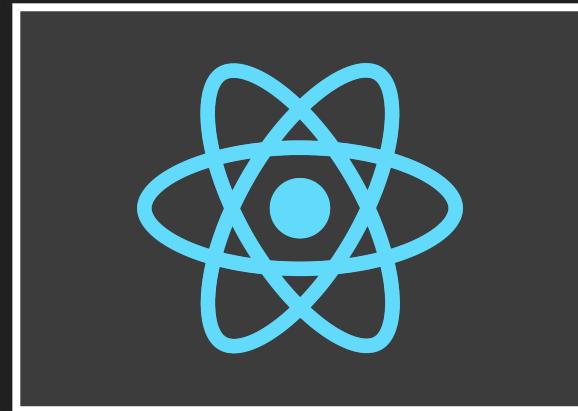


# WHY?

- Based on older (+4 years) tech stack
- Hard to maintain
- Hard to integrate with user applications
- Bad mobile performance

# TECH STACK

BackboneJs & React



# MAINTENANCE

- Separation of concerns (DRY)
- Complicated builds
- Too many dependencies (100+ 3rd party libs)
- Testing...



# INTEGRATIONS & SEO

- Zotero, Bookends, etc.
- Unfurl links
- Scrapers, non-js users
- Google, Bing, others

# UNFURL LINKS

July 31st, 2017

10:37 AM tim <https://stackoverflow.com/questions/45418820/how-does-webpack-actually-works-what-does-it-does-behind-the-loaders>

stackoverflow.com

**How does Webpack actually works? What does it does behind the loaders?**

Every video about what Webpack is just tell you about general concepts like "it's a module bundler, it's take a module and bundle it", but I always wanted to know, how it's engine works?

today

5:02 PM tim <https://ui.adsabs.harvard.edu/#abs/2018EPJWC.18608001A/abstract>

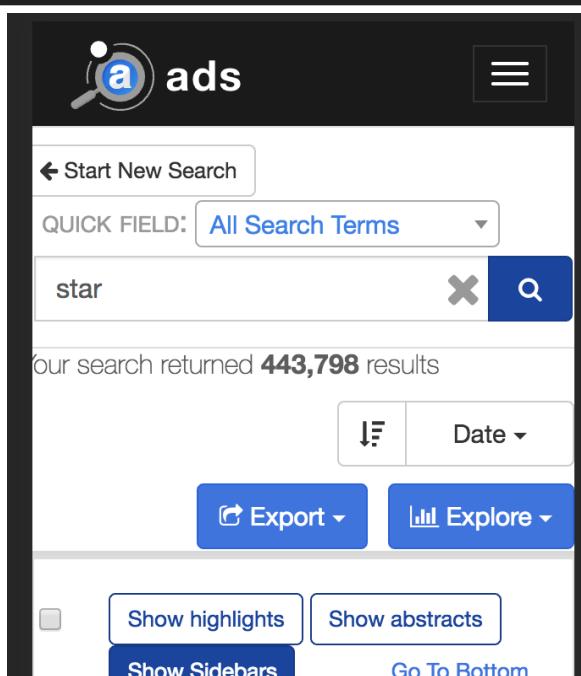
ui.adsabs.harvard.edu

NASA/ADS

# USER EXPERIENCE

- Not completely responsive
- Bad user feedback
- Confusing or hidden features

# MOBILE RESPONSIVENESS



# ACCESSIBILITY

- Facets not useable by screen readers
- Page regions can get readers into loops
- Some sections inaccessible

# IT GETS BETTER



# TYPES OF WEB APPLICATIONS

- Server-rendered (traditional)
- Client-rendered (single page application)
- Hybrid (universal)

# HYBRID APPROACH

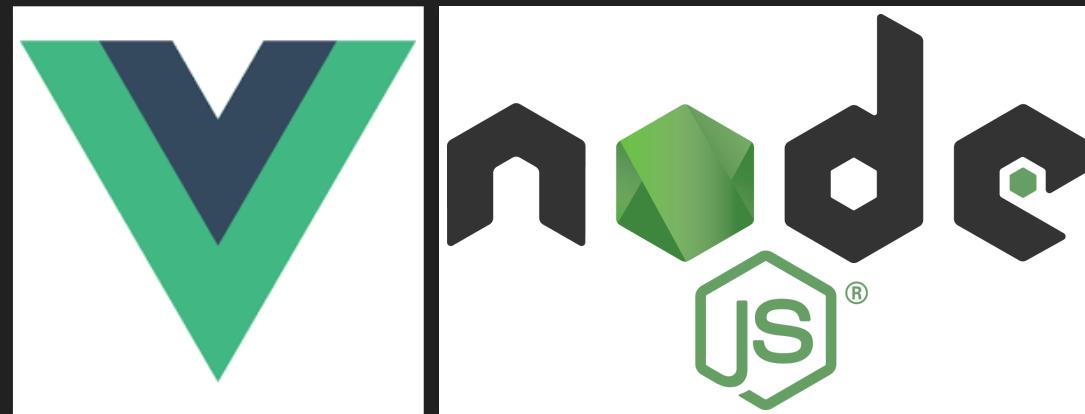
- Lives on both client and server
- Search engine optimization is easier
- Less load on server

# PROPOSAL

- Hybrid web app
- New tech stack
- Updated UI framework

# NEW TECH STACK

- Vue.js
- Node.js server



# HOW WILL IT BE BETTER?

- Better state management
- Easier maintenance
- search engine optimization, non-js crawler support
- Responsive
- FASTER!

# SPEED IMPROVEMENTS

- Consistent load times < 1s
- Fewer page renders, utilizing virtual DOM
- Pre-rendering on server, hydrate on client
  - \* tested on prototype (wip)

# SEO, NON-JS

- Metadata rendered server-side
- Non-js users possible
- Google, Bing, unfurl crawlers should just work

# USER EXPERIENCE

- Consolidate and simplify interface
- Easier to implement user requested features
- Better mobile usability
- Prioritize based on user feedback

# EASIER MAINTENANCE

- Support newer language features
- Better tooling
- Batteries included (fewer dependencies)
- Simplified builds
- Easier testing...



# HOW WE GET THERE

- Visual components need to be refactored
- User-facing part should stay mostly untouched
  - Improvements to responsiveness
  - Restructure of certain areas to provide better UX
- Gradual transition to new system

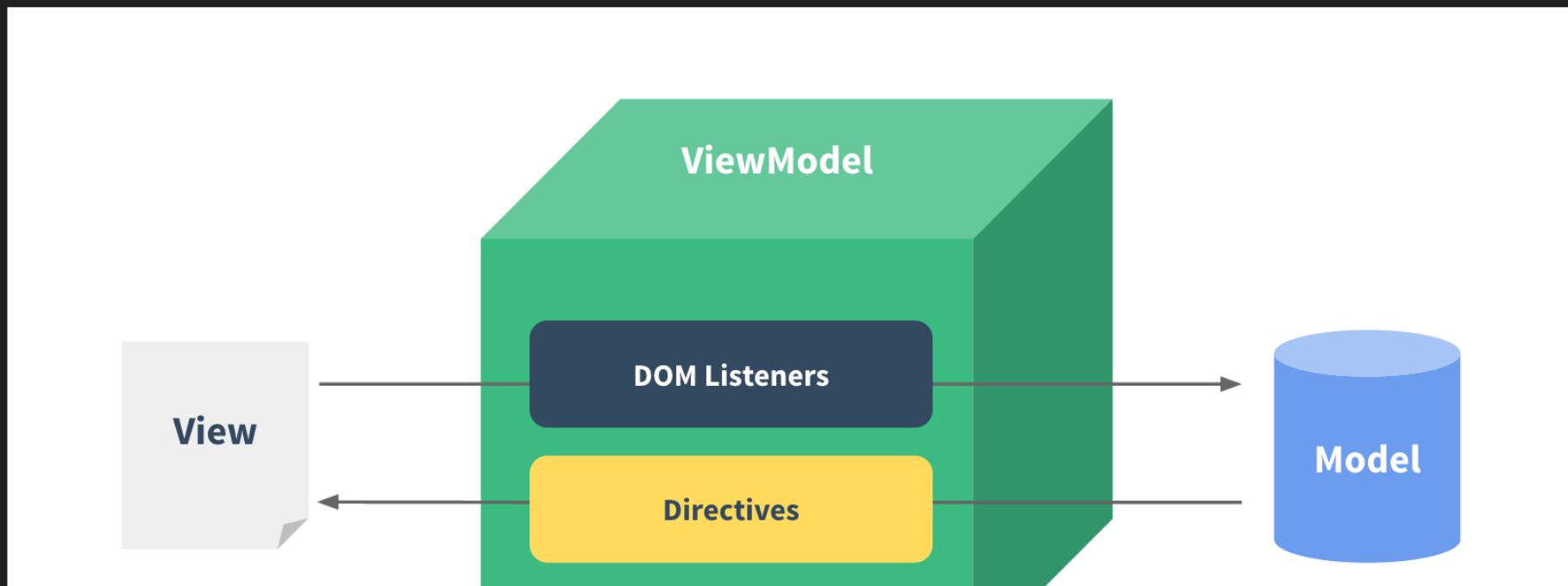
QUESTIONS?



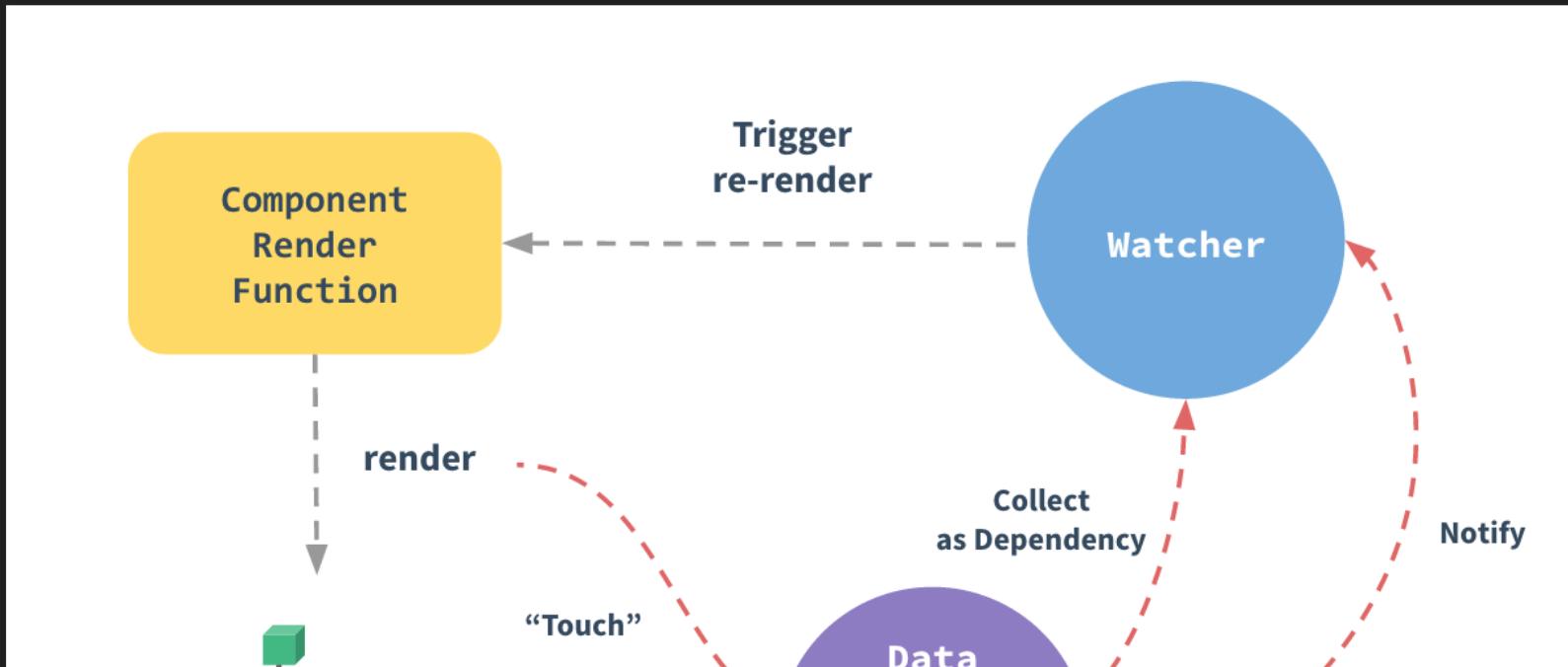
# VUE INTERNALS

- MVVM pattern
- Action -> Model -> Diff -> Render
- Virtual DOM

# VUE MVVM

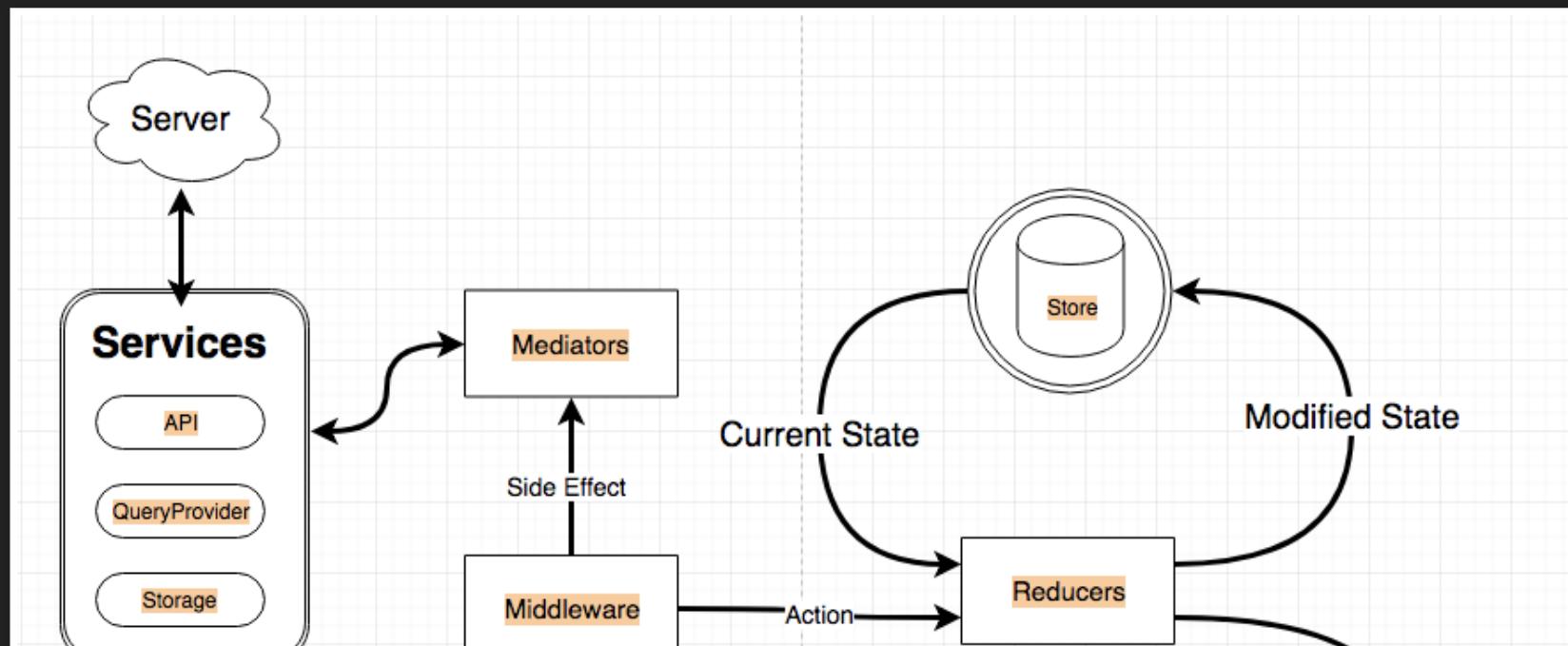


# VUE DATABINDING

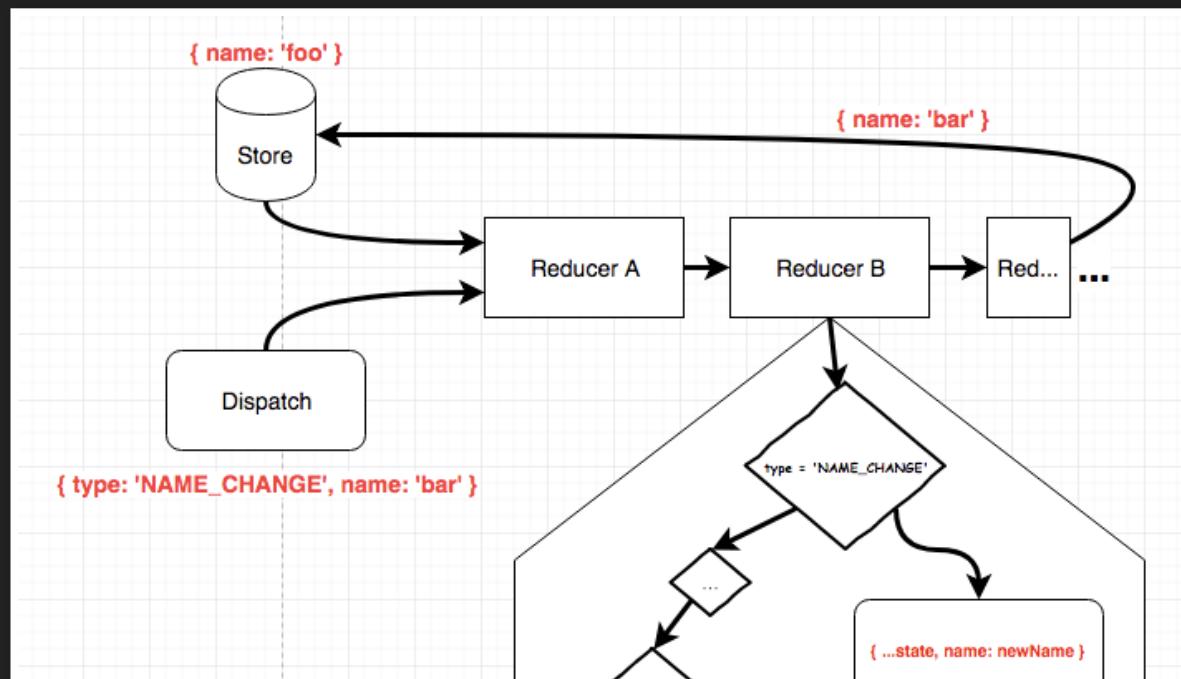


# FLUX

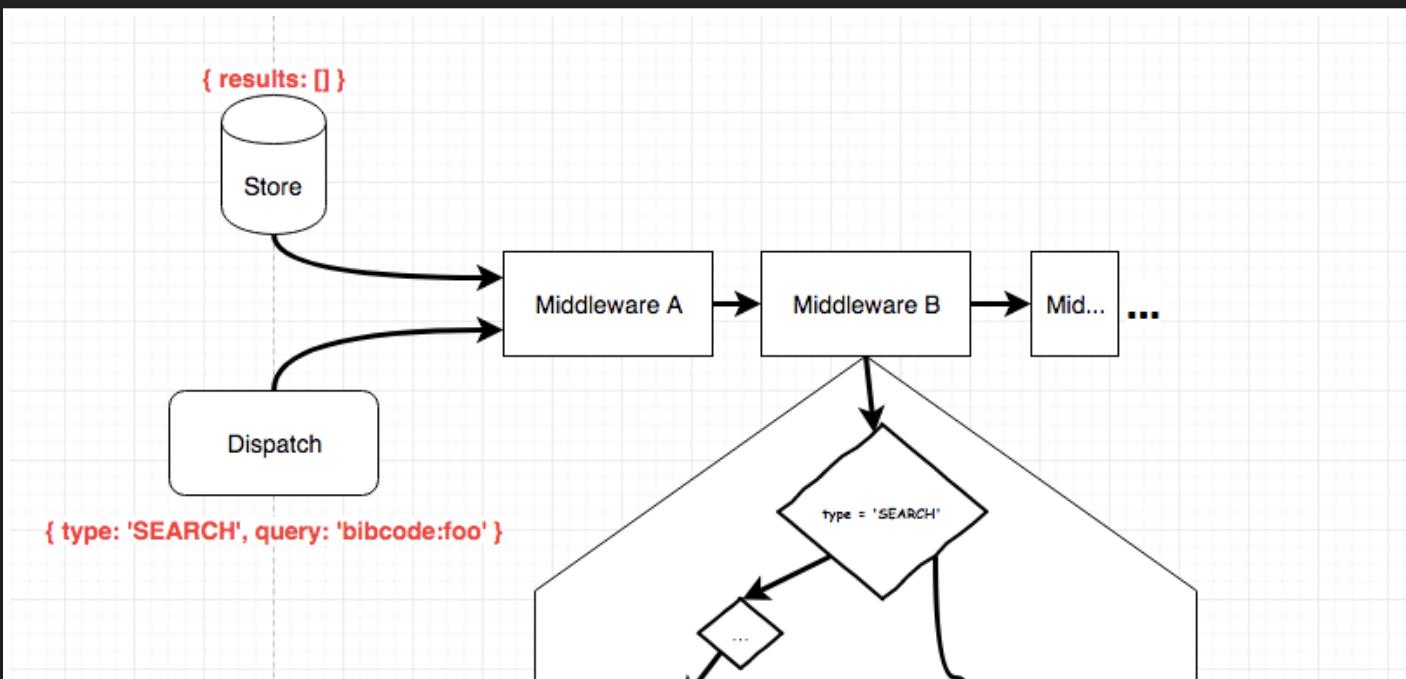
- Technique for state management
- Reducers and single store
- Non-immutable data structures
- Pure functions



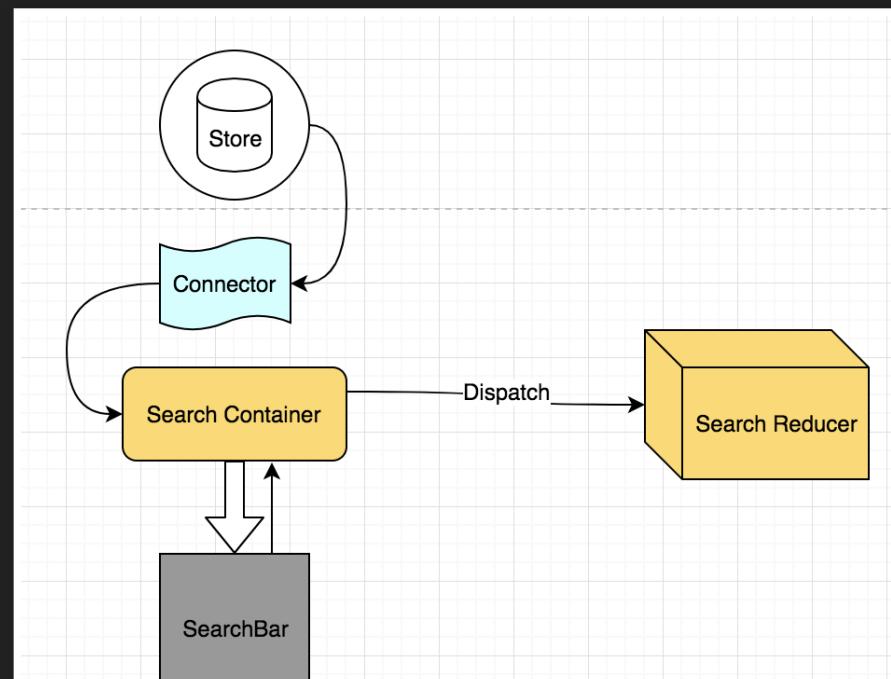
# REDUCERS



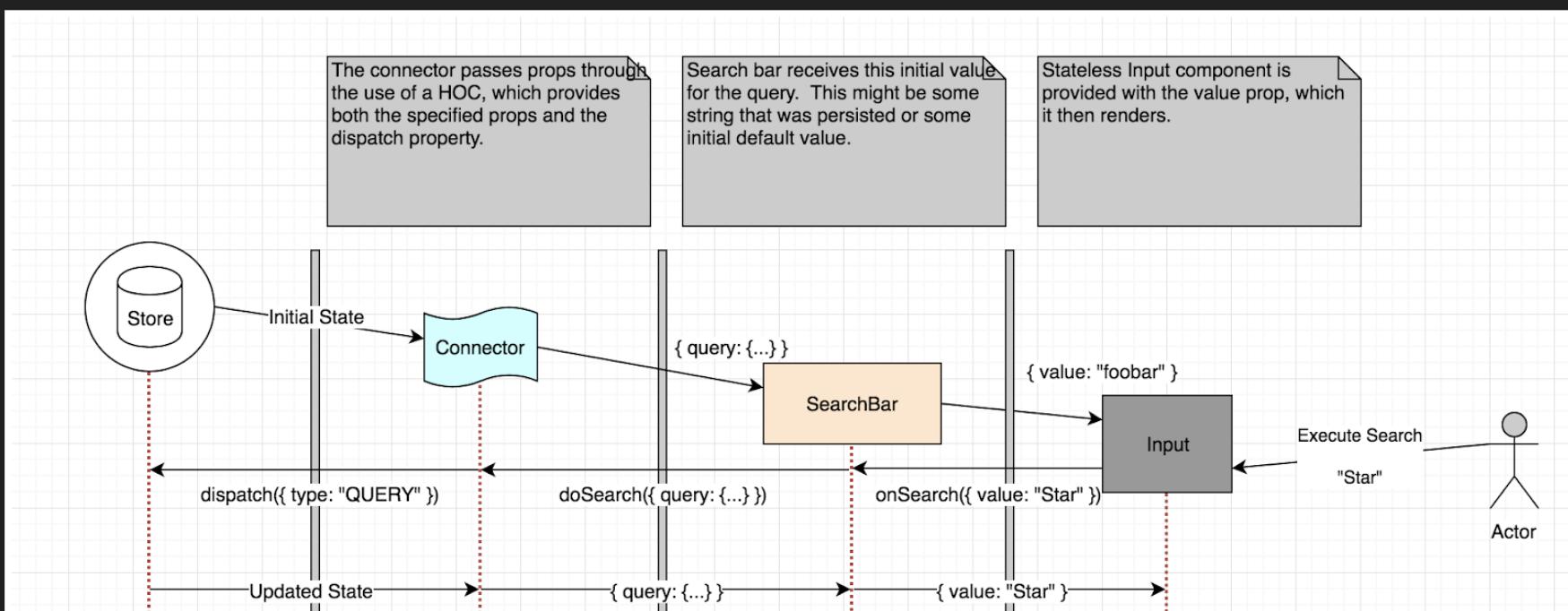
# MIDDLEWARE



# COMPONENT COMMUNICATION



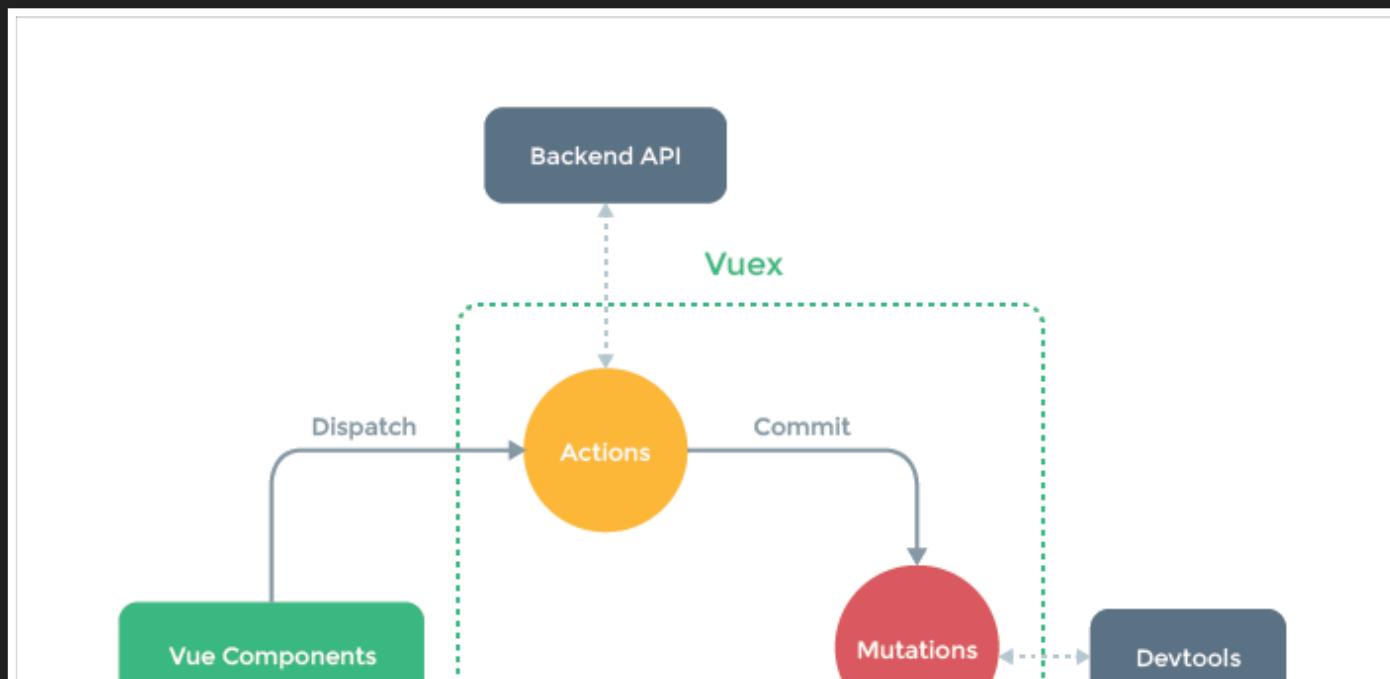
# CONNECTED COMPONENTS



# VUEX

- Vue's implementation of Flux
- Baked into the core framework

# VUEX



# NUXT

- SSR skeleton/framework for Vue
- Provides scripts, hooks, middleware, etc.
- Based on Node.js server
- Selective rendering
- Bundling of client/server automatically

