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Fresco

loading images fast

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Apps using Fresco

Facebook For Android
Messenger
Groups
Pages Manager
Moments

React Native
Twitter
Wikipedia

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Fresco is an Open source library to fetch and show images in an **efficient** way

- Fetch images from different sources
- Decoding
- Transcoding
- Rotate and resize
- Progressive JPEG
- Animated GIF and WebP support
- Caching
- Prefetching to memory and disk cache
- Image post processing
- Instrumentation
- Cancellation and Prioritization

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Integrate Fresco using Android Studio or Gradle

```
1 dependencies {  
2     // your app's other dependencies  
3     compile 'com.facebook.fresco:fresco:0.13.0'  
4 }
```

*With ABI splits & ProGuard: 250 ~ 300 KB

```
1 dependencies {  
2     // If your app supports Android versions before Ice Cream Sandwich (API level 14)  
3     compile 'com.facebook.fresco:animated-base-support:0.13.0'  
4  
5     // For animated GIF support  
6     compile 'com.facebook.fresco:animated-gif:0.13.0'  
7  
8     // For WebP support, including animated WebP  
9     compile 'com.facebook.fresco:animated-webp:0.13.0'  
10    compile 'com.facebook.fresco:webpsupport:0.13.0'  
11  
12    // For WebP support, without animations  
13    compile 'com.facebook.fresco:webpsupport:0.13.0'  
14 }
```

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Simple way to use it: Drawee

```
<com.facebook.drawee.view.SimpleDraweeView
    android:id="@+id/my_image_view"
    android:layout_width="20dp"
    android:layout_height="wrap_content"
    fresco:viewAspectRatio="1.33"
    <!-- other attributes -->
```

```
<com.facebook.drawee.view.SimpleDraweeView
    android:id="@+id/my_image_view"
    android:layout_width="20dp"
    android:layout_height="20dp"
    fresco:fadeDuration="300"
    fresco:actualImageScaleType="focusCrop"
    fresco:placeholderImage="@color/wait_color"
    fresco:placeholderImageScaleType="fitCenter"
    fresco:failureImage="@drawable/error"
    fresco:failureImageScaleType="centerInside"
    fresco:retryImage="@drawable/retrying"
    fresco:retryImageScaleType="centerCrop"
    fresco:progressBarImage="@drawable/progress_bar"
    fresco:progressBarImageScaleType="centerInside"
    fresco:progressBarAutoRotateInterval="1000"
    fresco:backgroundImage="@color/blue"
    fresco:overlayImage="@drawable/watermark"
    fresco:pressedStateOverlayImage="@color/red"
    fresco:roundAsCircle="false"
    fresco:roundedCornerRadius="1dp"
    fresco:roundTopLeft="true"
    fresco:roundTopRight="false"
    fresco:roundBottomLeft="false"
    fresco:roundBottomRight="true"
    fresco:roundWithOverlayColor="@color/corner_color"
    fresco:roundingBorderWidth="2dp"
    fresco:roundingBorderColor="@color/border_color"
/>
```

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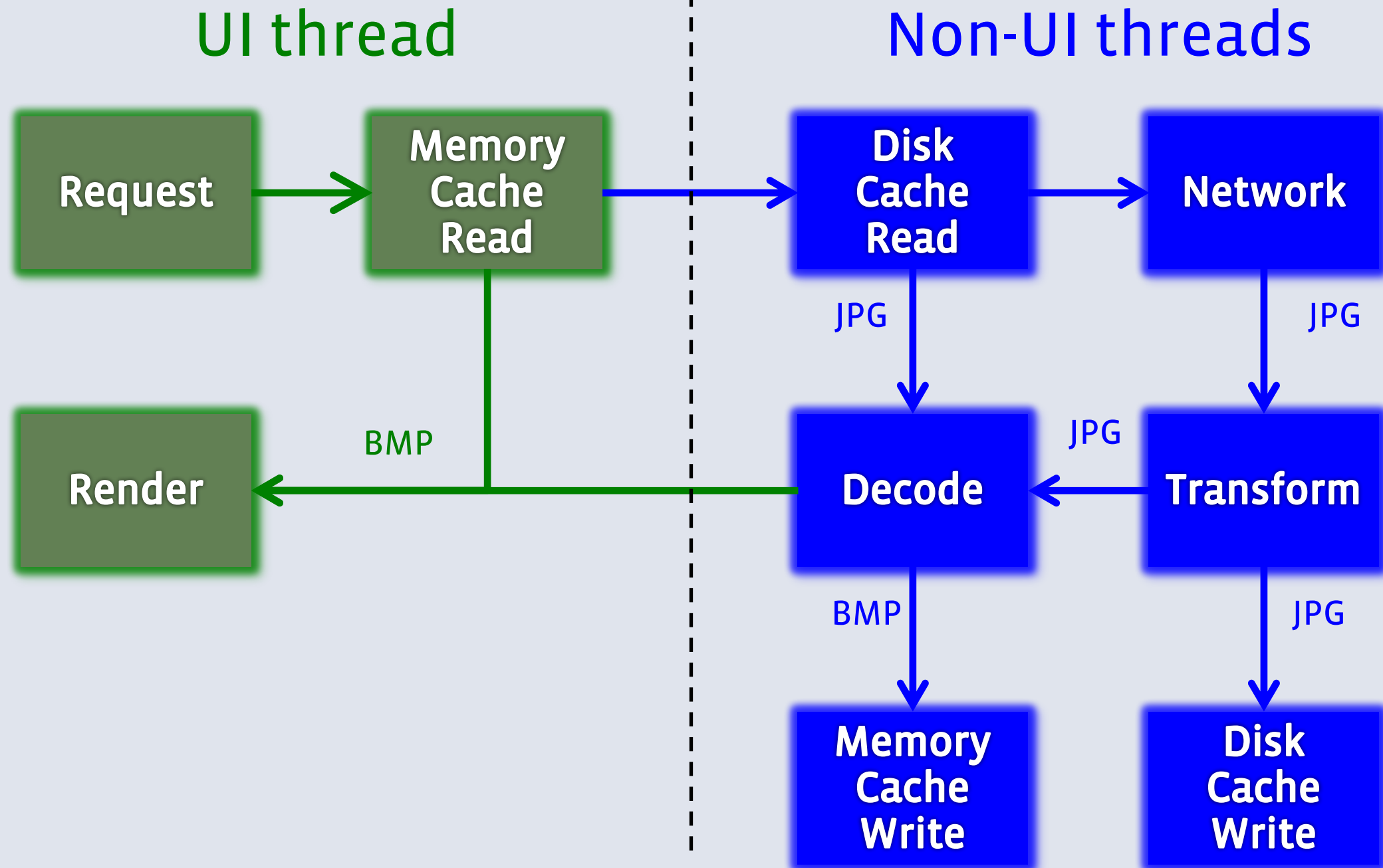
How to use it:

```
// Build image request
ImageRequest imageRequest = ImageRequest.fromUri(myUri);

// To prefetch to disk cache
ImagePipeline imagePipeline = null;
imagePipeline.prefetchToDiskCache(imageRequest, callerContext);

// To prefetch to bitmap cache
DataSource<CloseableReference<CloseableImage>> dataSource =
    imagePipeline.fetchDecodedImage(imageRequest, callerContext);
try {
    CloseableReference<CloseableImage> imageReference = dataSource.getResult();
    if (imageReference != null) {
        try {
            CloseableImage image = imageReference.get();
            // Do something with the image
        } finally {
            imageReference.close();
        }
    }
} finally {
    dataSource.close();
}
```

The Image Pipeline



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Memory is important factor

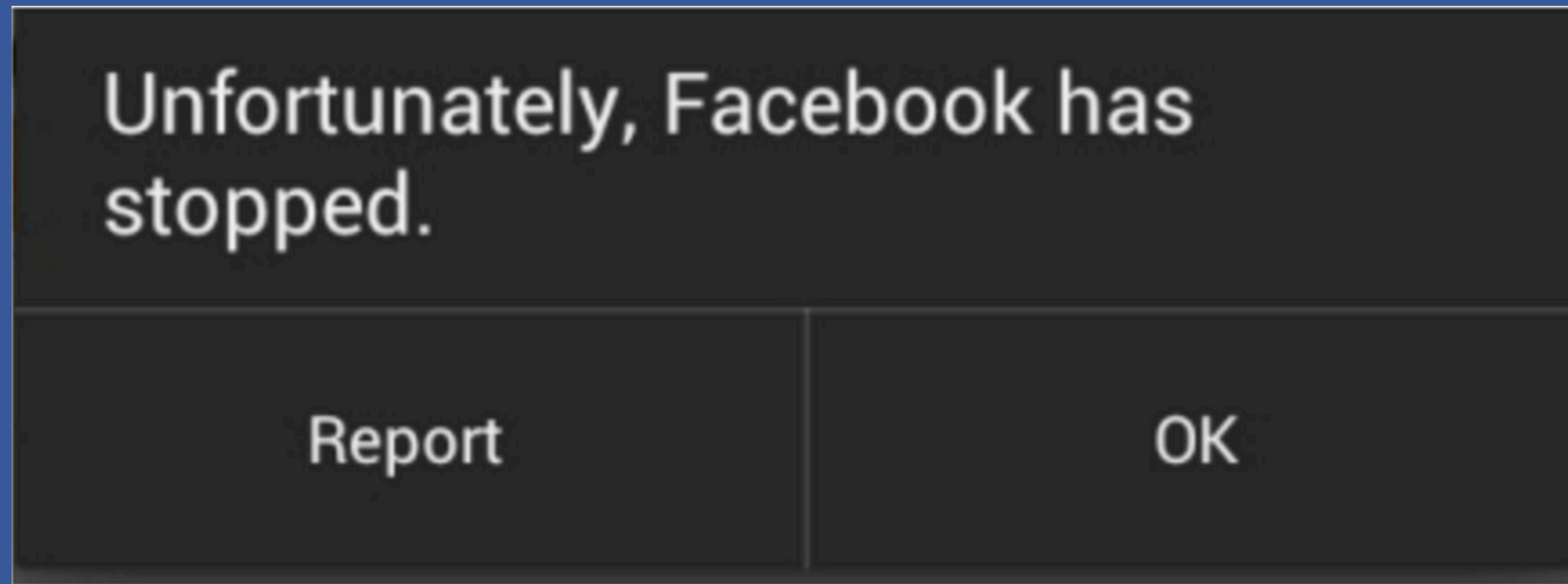
- $1/10^{\text{th}}$ for each application
- Images use lots of memory
 - 400x800 pixels = 1536bytes = 1.5MB

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Java has the Garbage Collector

- It removes all the unused object
- But there are drawbacks....

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Java.lang.OutOfMemoryError

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Possible solutions to avoid OOM

- Use smaller images
- Use lower resolution

Less than ideal!!!!

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Different types of Heap

Dalvik Heap

- JDK
- Limited
- Slow
- Safe

Native Heap

- NDK
- Unlimited
- Fast
- Unsafe

Other Heaps

- System calls
- Same advantages of the Native Heap

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Use the Native Heap

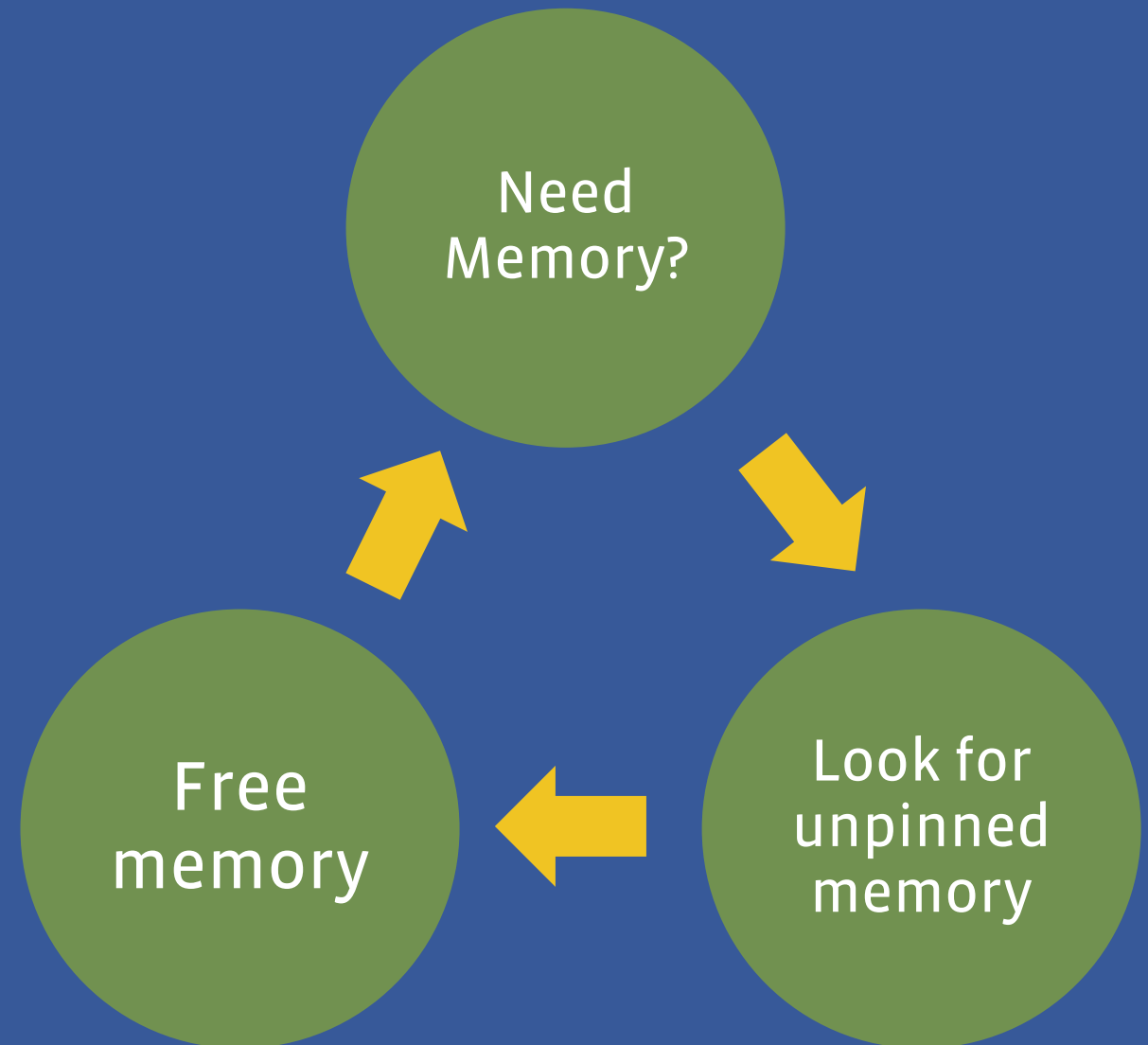
```
public final class Bitmap implements Parcelable {  
    public final long mNativeBitmap;  
    - - -  
}
```

```
jobject GraphicsJNI::createBitmap(JNIEnv* env, SkBitmap* bitmap,  
    int bitmapCreateFlags, jbyteArray ninePatchChunk, jobject ninePatchInsets,  
    int density) {  
    bool isMutable = bitmapCreateFlags & kBitmapCreateFlag_Mutable;  
    bool isPremultiplied = bitmapCreateFlags & kBitmapCreateFlag_Premultiplied;  
    // The caller needs to have already set the alpha type properly, so the  
    // native SkBitmap stays in sync with the Java Bitmap.  
    assert_premultiplied(bitmap->info(), isPremultiplied);  
    jobject obj = env->NewObject(gBitmap_class, gBitmap_constructorMethodID,  
        reinterpret_cast<jlong>(bitmap), bitmap->javaByteArray(),  
        bitmap->width(), bitmap->height(), density, isMutable, isPremultiplied,  
        ninePatchChunk, ninePatchInsets);  
    hasException(env);  
    return obj;  
}
```

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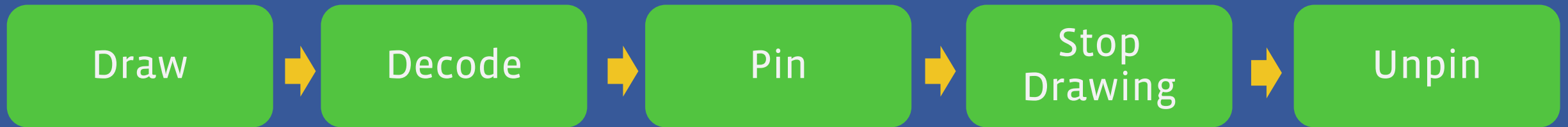
Use the Others Heap: **ashmem**

- Create region
- Pin region
- Unpin region
- The system frees the memory just if needed



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How to use ashmem? **Purgeable** Bitmap



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Purgeable Bitmap in code

```
BitmapFactory.Options options = new BitmapFactory.Options();  
options.inPurgeable = true;  
Bitmap bitmap = BitmapFactory.decodeByteArray(jpegData, 0, jpegData.length, options);
```

What is wrong with this?

Decoding is done on the UI Thread!!!

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What's wrong with **Purgeable** Bitmap

While `inPurgeable` can help avoid big Dalvik heap allocations (**from API level 11 onward**), it sacrifices performance predictability since any image that the view system tries to draw may incur a decode delay which can lead to dropped frames. Therefore, most apps should avoid using **`inPurgeable`** to allow for a **fast and fluid UI**. To minimize Dalvik heap allocations use the **`inBitmap`** flag instead.

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So what's the **inBitmap** flag?

```
Bitmap bitmap = Bitmap.createBitmap(width, height, Bitmap.Config.ARGB_8888);
BitmapFactory.Options options = new BitmapFactory.Options();
while (true) {
    // Some code
    options.inBitmap = bitmap;
    Bitmap bitmap = BitmapFactory.decodeByteArray(jpegData, 0, jpegData.length, options)
    // Use the bitmap - - -
}
```

- It looks perfect!! But....

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In FB we cannot use **inBitmap**

- Introduced in API Level 11
- Prior to KitKat only JPEG and PNG were supported with the same size
- We need a different solution

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The Facebook Solution

```
int AndroidBitmap_lockPixels(JNIEnv* env, jobject jbitmap, void** addrPtr) {  
    if (NULL == env || NULL == jbitmap) {  
        return ANDROID_BITMAP_RESULT_BAD_PARAMETER;  
    }  
  
    SkBitmap* bm = GraphicsJNI::getNativeBitmap(env, jbitmap);  
    if (NULL == bm) {  
        return ANDROID_BITMAP_RESULT_JNI_EXCEPTION;  
    }  
  
    bm->lockPixels();  
    void* addr = bm->getPixels();  
    if (NULL == addr) {  
        bm->unlockPixels();  
        return ANDROID_BITMAP_RESULT_ALLOCATION_FAILED;  
    }  
  
    if (addrPtr) {  
        *addrPtr = addr;  
    }  
    return ANDROID_BITMAP_RESULT_SUCCESS;  
}
```

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The Facebook Solution: Pin but not Unpin

```
@DoNotStrip  
private static native void nativePinBitmap(Bitmap bitmap);
```

```
static void Bitmaps_pinBitmap(  
    JNIEnv* env,  
    jclass clazz,  
    jobject bitmap) {  
    UNUSED(clazz);  
    int rc = AndroidBitmap_lockPixels(env, bitmap, 0);  
    if (rc != ANDROID_BITMAP_RESULT_SUCCESS) {  
        safe_throw_exception(env, "Failed to pin Bitmap");  
    }  
}
```

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It's important to `recycle()`

void `recycle()`

Free the native object associated with this bitmap, and clear the reference to the pixel data.

```
BitmapFactory.Options options = new BitmapFactory.Options();
options.inPurgeable = true;
Bitmap bitmap = BitmapFactory.decodeByteArray(jpegData, 0, jpegData.length, options);
lockBitmap(bitmap);
// When done
bitmap.recycle();
```

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Great **Power** means Great **Responsibility**

SharedReferences

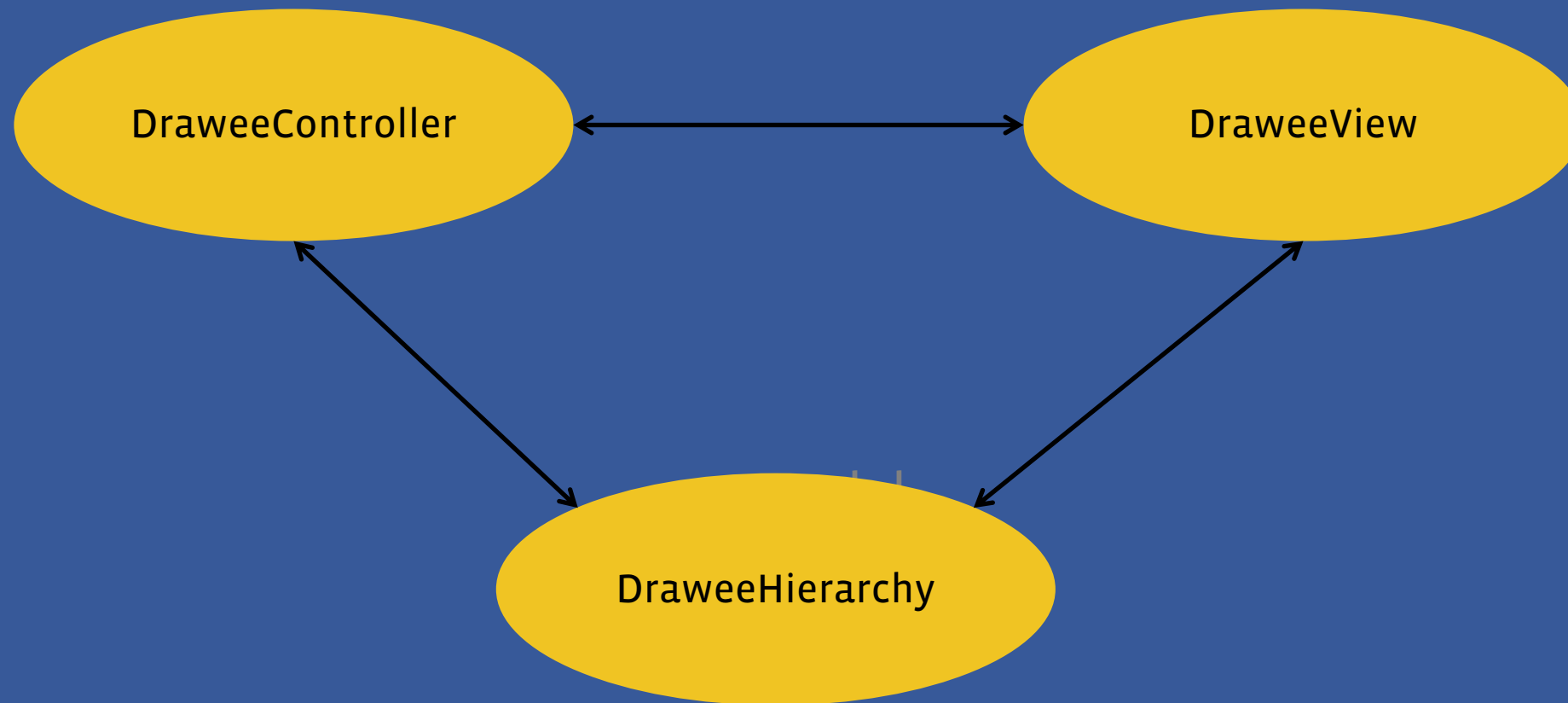
*<<interface>>
CloseableReference*

- Deterministic memory management
- Simple and clear rules

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Drawee makes things simple

- MVC like framework to display images



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The future of Fresco

- Smaller libraries and less .SO
 - WebP
 - Animations (GIF and WebP)
- Making Image Pipeline pluggable
- Many other optimizations and extensions

1. <http://frescolib.org>
Blog
<http://frescolib.org/blog/2016/09/02/fresco-101.html>
2. <http://fresco-cn.org>
3. Facebook: <https://www.facebook.com/frescolib/>
4. Twitter: [@frescolib](#)

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