



You *can* make fast web pages



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You can build fast web pages

“Perceived” performance

- **Design and Content**
 - Typography, inter-relationships between whitespace and text, imagery
- **Raw speed**
 - Download speeds, rendering speed, avoiding “points of failure”



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Web performance is like AstroJet Simulator



It's what the user *perceives* that's important



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Off to College,



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Nielsen's Response-Time limits

- **0.1 seconds**
gives the feeling of instantaneous response
- **1 second**
keeps the user's flow of thought seamless
- **10 seconds**
keeps the user's attention, but only just



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A large advertisement banner. It features a map of the United States with several orange dots representing data points. A callout bubble on the map contains the text 'TOTAL OPPORTUNITIES \$1,663,675.00' and 'Albuquerque'. Below the map, the text 'SEE WHAT'S NEW IN 2014' is displayed in large orange letters. To the right of the map, there is a white box containing the text 'Create multi platform hybrid applications with ease!' and a description of the product's features and awards.

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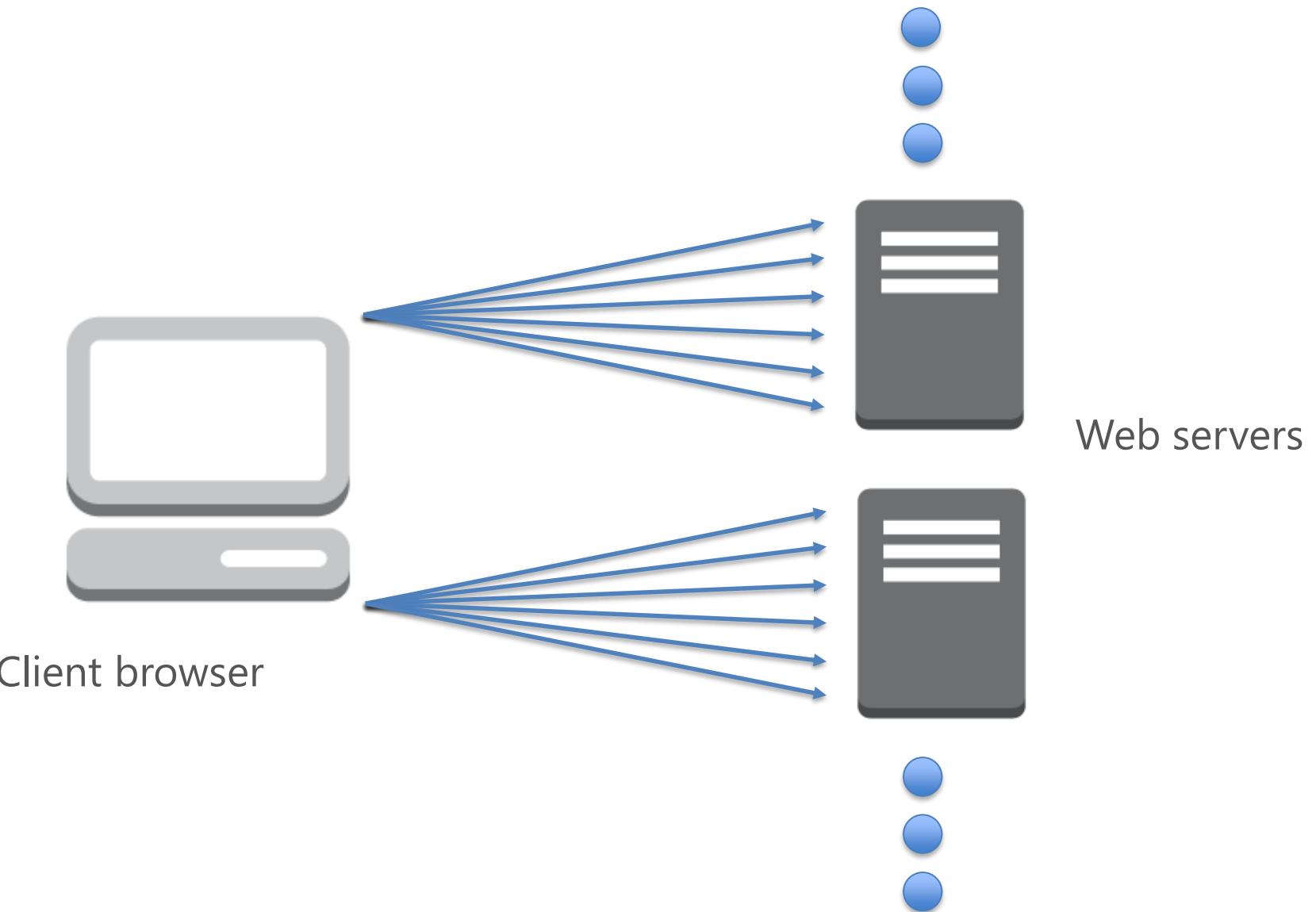
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Best Practices: The SalesViewer





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Domain sharding





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Sharding recommendation

Three hostnames max

- Main host for markup
- CDN for JavaScript files
- Cloud host for images



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Reduce the number of files

Concatenate JavaScript and CSS files

- Caching issue
- Sharing issue
- Expiry Issue
- Strict Mode



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JavaScript Strict Mode

- Insert “use strict” into code
 - Catches common errors
 - Throws exceptions for unsafe code
 - Disable dodgy features
- Apply to whole file or individual functions

```
"use strict";

/*
 * My JavaScript code
 */
function someFunction() {
    "use strict";
    var result = "";
    /*
     * rest of code
     */
}
```



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Concatenating

- Test...
- Test...
- Test...



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Minification

- Removes unneeded whitespace
- Renames internal identifiers to shorter name



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Minification

```
/*
 * My JavaScript code
 */
(function () {
    "use strict";
    window.myFunc = function (arr, separator, skipEmpty) {
        var result = '';
        if (arr && !skipEmpty) {
            result = arr.join(separator);
        }
        else {
            arr.forEach(function (value/*, index*/) {
                var v = (value || '');
                if (v.toString() !== '') {
                    result += (result !== '' ? separator : '') + v.toString();
                }
            });
        }
        return result;
    };
}());
```



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Minification

```
(function(){"use strict";window.myFunc=function(n,t,i){var r="";return n&&!i?r=n.join(t):n.forEach(function(n){var i=n||"";i.toString()!==""&&(r+=(r==""?t:"")+i.toString()))}),r}})();
```



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Minifier tools

- JSMin (granddaddy of minifiers)
- Yahoo YUI Compressor
- AjaxMin does JavaScript and CSS
- Grunt / Gulp Uglify tasks for JavaScript and CSS



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Image optimization

- Add image width and height attributes to tags

```

```

- Reduce image quality for JPGs

Makes them fuzzier

- Recompress PNGs

No quality loss, can take some time

- Concatenating images



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PNG recompression with PNGOUT

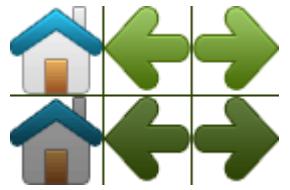
The screenshot shows the PNGOUTWin application window. The title bar reads "PNGOUTWin". The menu bar includes "File", "Edit", "View", and "Help". The toolbar contains icons for file operations like Open, Save, and Undo/Redo. The main area is a grid table with the following columns: Job, Status, File Name, Size, PNGOUT Size, Change in Bytes, and % The table lists 12 entries, each with a small icon indicating its status (e.g., smiley face for written, red flag for pass). The last row shows summary statistics: Paused and Total Bytes Saved: 55705.

Job	Status	File Name	Size	PNGOUT Size	Change in Bytes	% ...
1	Written	10-10-2008 2-13-53 PM.png	23261	20515	-2746	88%
2	Written	12-12-2011 10-03-36 AM.png	62132	50883	-11249	81%
3	Written	3.png	369141	334694	-34447	90%
4	Pass 6, 32%	5-5-2009 1-45-06 PM.png	137306			
5	Written	aaa.png	21299	14036	-7263	65%
6	Pass 3, 97%	About.png	628294			
7	No change	AboutBoxAt120dpi.PNG	35320			
8	Pass 1, 11%	AboutUs.png	448300			
9	Pass 0, 37%	ACME Trading Co - (Dark Room) - v9.p...	111214			
10		ACME Trading Co - (Metro) - v8.png	101917			
11		ACME Trading Co - (Office Blue) - v10....	107805			
12		ACME Trading Co - (Office Blue) - v6.p...	84922			



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Concatenating images ?



sprites.gif

```
#home {  
    left: 0px;  
    width: 46px;  
    background: url('sprites.gif') 0 0;  
}  
#home a:hover {  
    background: url('sprites.gif') 0 -45px;  
}  
#prev {  
    left: 63px;  
    width: 43px;  
    background: url('sprites.gif') -47px 0;  
}  
#prev a:hover {  
    background: url('sprites.gif') -47px -45px;  
}  
#next {  
    left: 129px;  
    width: 43px;  
    background: url('sprites.gif') -91px 0;  
}  
#next a:hover {  
    background: url('sprites.gif') -91px -45px;  
}
```

```
<ul id="navlist">  
    <li id="home"><a href="home.html"></a></li>  
    <li id="prev"><a href="next.html"></a></li>  
    <li id="next"><a href="prev.html"></a></li>  
</ul>
```



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Places scripts at the end

- Do not place <script> tags in the <head>
- Place them at the end of the <body>



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Places scripts at the end

```
<!DOCTYPE html>

<html lang="en" xmlns="http://www.w3.org/1999/xhtml">
<head>
    <meta charset="utf-8" />
    <title></title>
    <link type="text/css" rel="stylesheet" href="css/mystyles.css" />
</head>
<body>
    <!-- your markup here -->
    <div class="container">
        <!-- ... -->
    </div>
    <script type="text/javascript" src="js/my-script.js"></script>
    <script type="text/javascript">
        doSomeCode();
        /* your javascript references and code
    </script>
</body>
</html>
```



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Consider async and defer

- **async**
 - Load JavaScript asynchronously
 - Also means (possible) out-of-order execution
 - Good excuse for concatenation

```
<script async src="js/my-script.js"/>
```

- **defer**

Load JavaScript after document has been processed

```
<script defer src="js/my-last-code.js" />
```



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Consider a script loading library for async and defer

- WebPack
- HeadJS.com
- Requirejs.org

These tools take care of proper async and deferred script loading



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Performance is subjective

- Improve **technical** speed

But only attacking a small part of the problem

- Improve **perceived** performance

Pay attention to the render time



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Rule of thumb

- Assume 20% of time is spent downloading resources
- Rest of time (80%) is spent on rendering



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Quick Recap

Try setting up a deployment script, and use browser dev tools

- Optimize caching
- Minimize round-trips
- Minimize download payloads
- Optimize rendering
- Test
- Test
- Test



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Conclusion

Web performance is like AstroJet simulator

The important thing is how the user perceives the performance

Thank You!

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