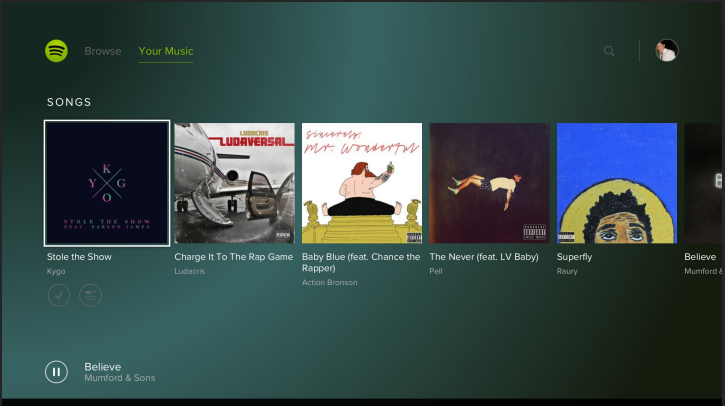
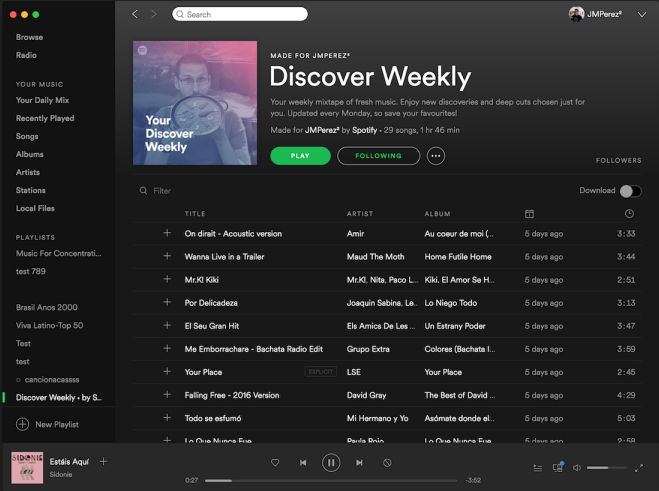
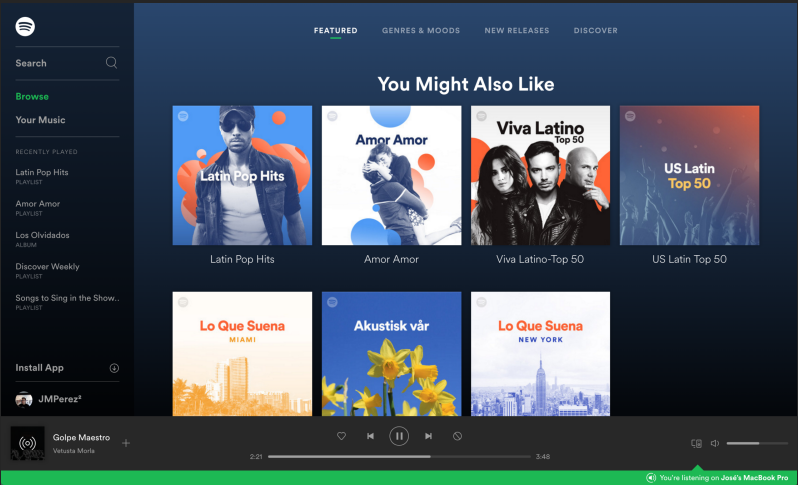


Progressive image rendering

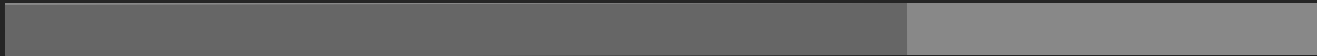
José M. Pérez · Web dev at Spotify
@jmperezperez

About me

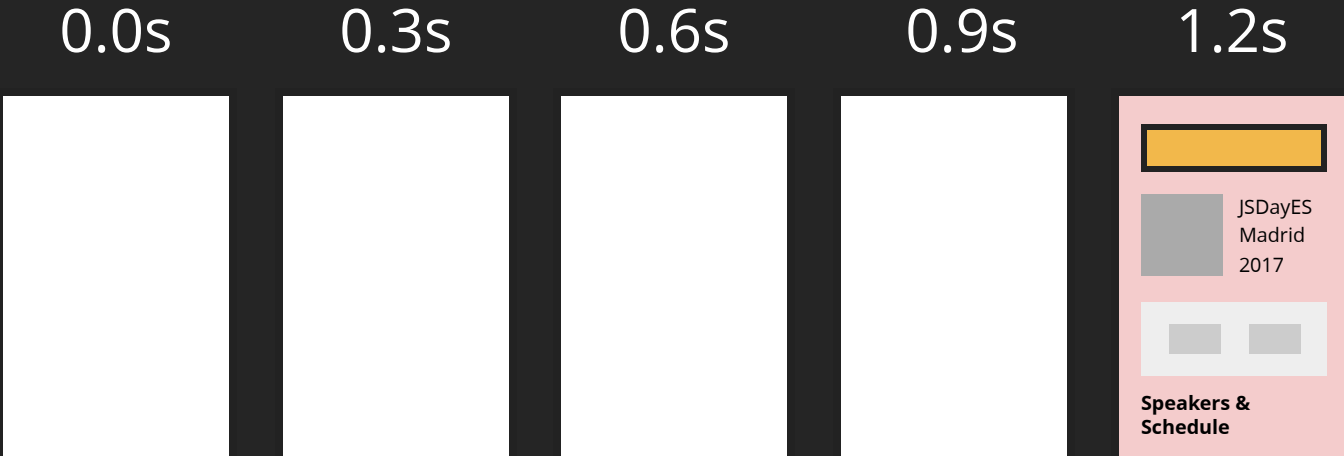




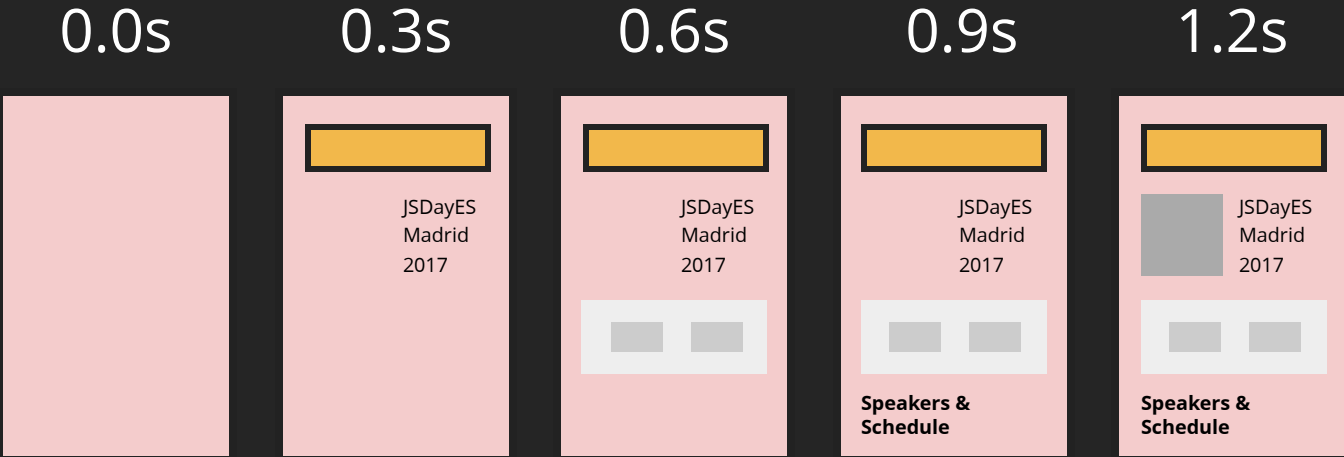
Page Load Time



Version A



Version B



User Perceived Performance

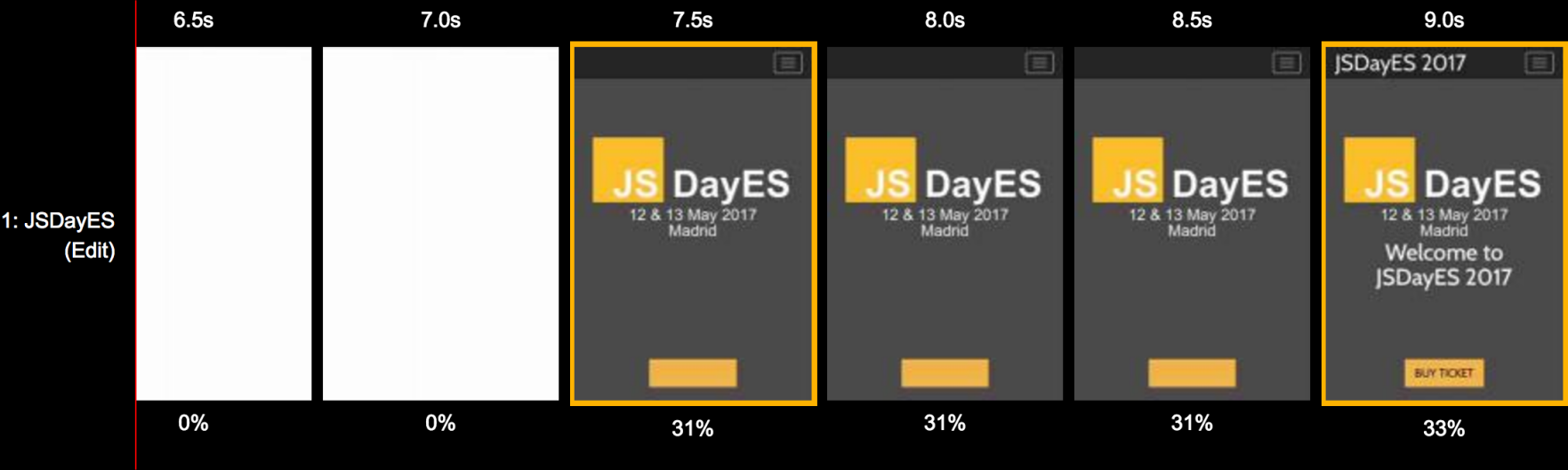
$$SpeedIndex = \int_0^{end} 1 - \frac{VC}{100}$$

end = end time in milliseconds

VC = % visually complete

WebPageTest

Tested From: Dulles, VA - iPhone 6 iOS 9 - 3G



The screenshot displays the Chrome DevTools Network tab for the URL <http://2017.jsday.es/>. The main content area shows the JS DayES 2017 website, which is a dark-themed landing page for a conference held on May 12 and 13 in Madrid. The page features a large yellow 'JS DayES' logo and a 'Welcome to JS DayES 2017' message. A 'BUY TICKET' button is visible at the bottom.

The left sidebar lists the resources loaded by the browser, including:

- 2017.jsday.es
- css?family=Raleway:400,600,500&fonts.googleapis.com
- css?family=Cabin:400,400italic,500&fonts.googleapis.com
- css?family=GreatVibes&fonts.googleapis.com
- main.css
- main.js
- logo.png
- speaker1.jpeg
- speaker2.JPG
- speaker3.jpeg
- speaker8.jpg
- speaker9.png
- speaker15.jpg
- speaker7.jpeg
- speaker19.jpg
- speaker20.ioa

The right sidebar shows a detailed waterfall chart of the page load. The chart displays the sequence of requests, their sizes, and their load times. The total page load time is 1.68s. The chart shows that the main CSS and JavaScript files are the largest and take the most time to load, while the images are smaller and load faster.

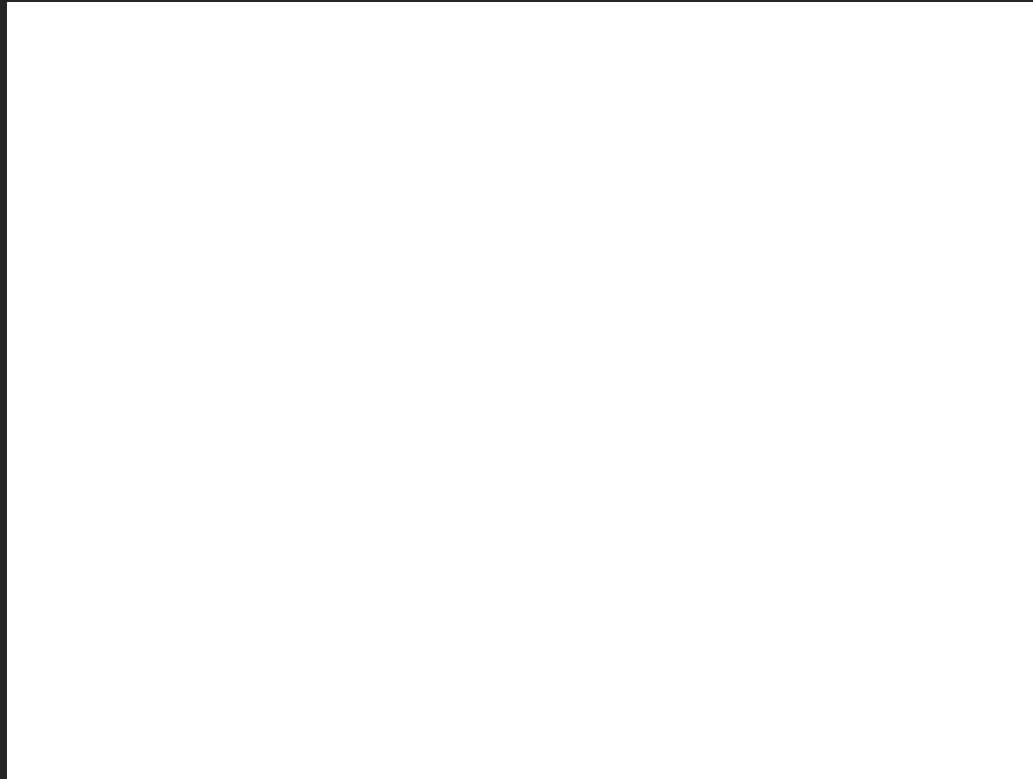
Name	Size	Time	Waterfall
2017.jsday.es	3KB	7ms	
css?family=Raleway:400,600,500&fonts.googleapis.com	3KB	3ms	
css?family=Cabin:400,400italic,500&fonts.googleapis.com	1KB	68ms	
css?family=GreatVibes&fonts.googleapis.com	9KB	61ms	
main.css	2KB	71ms	
main.js	1KB	69ms	
logo.png	77B	69ms	
speaker1.jpeg	59B	62ms	
speaker2.JPG	3KB	56ms	
speaker3.jpeg	7KB	51ms	
speaker8.jpg	1KB	21ms	
speaker9.png	3KB	7ms	
speaker15.jpg	9KB	14ms	
speaker7.jpeg	4KB	11ms	
speaker19.jpg	3KB	14ms	
speaker20.ioa	7KB	9ms	

More kilobytes

can sometimes lead to

improved perceived performance

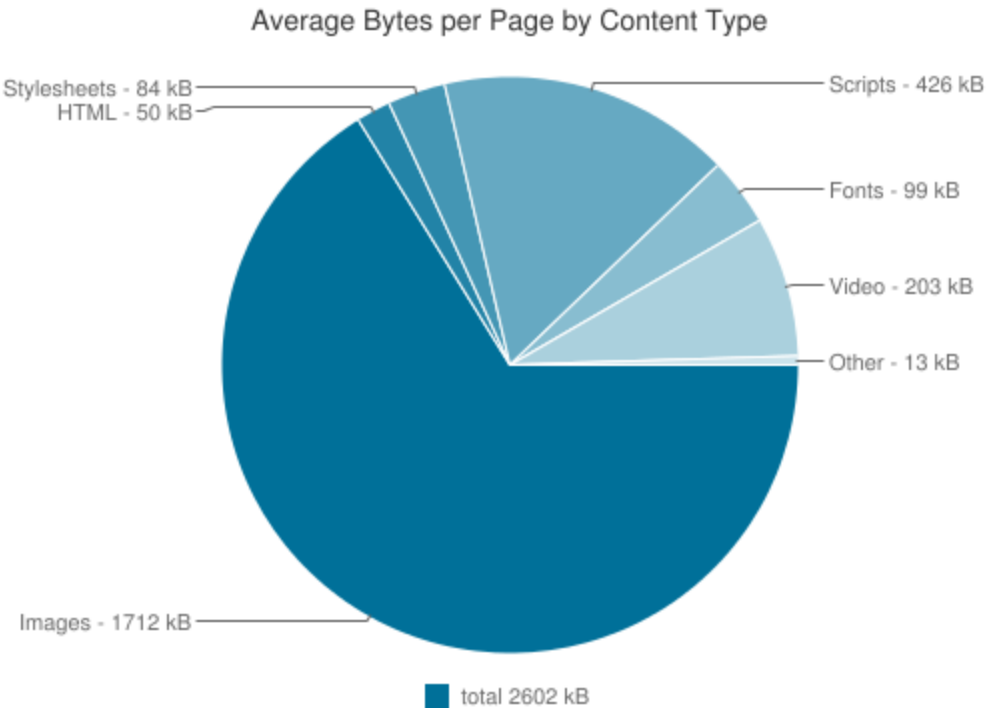
Avoiding this:



Techniques to improve perceived performance

- Server-side rendering
- Critical CSS
- Async JS
- Async fonts

What about images?



images
1712kB (66%)

scripts
426kB (16%)

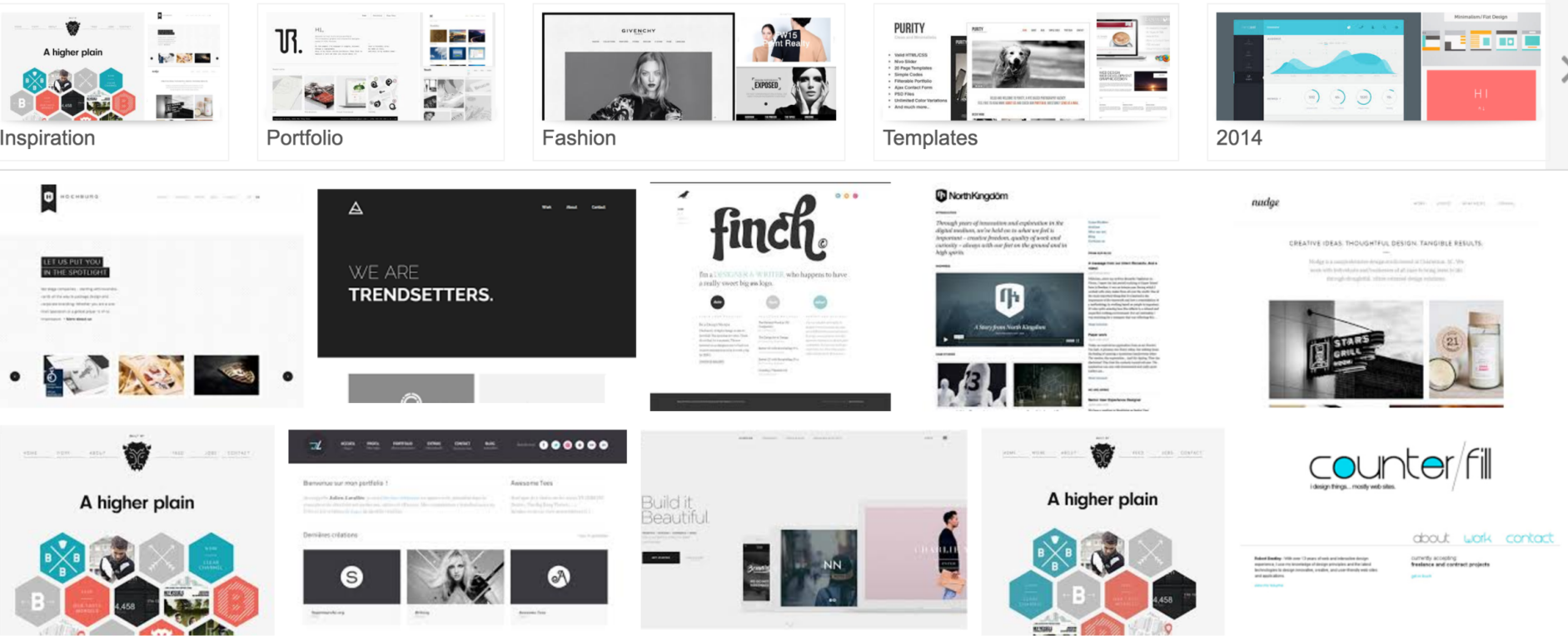
other
464kB (18%)



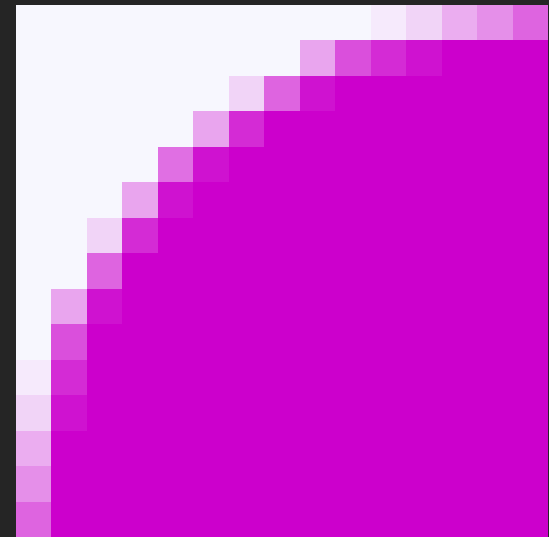
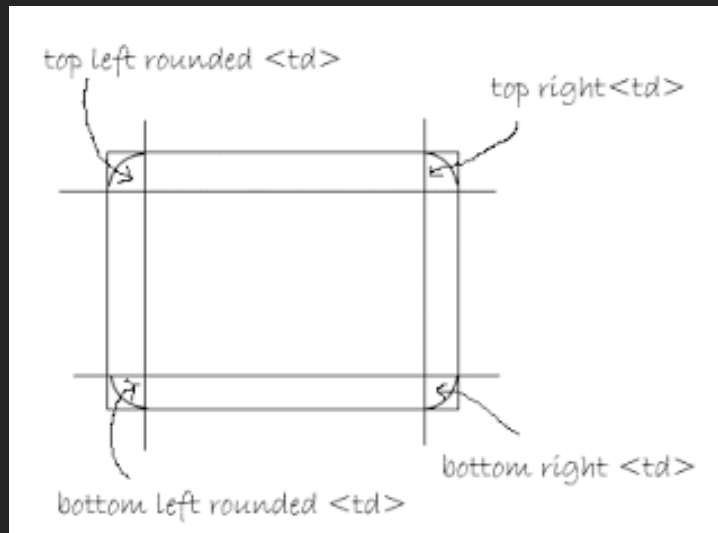


To use or not to use
images

Minimalist | Flat Design

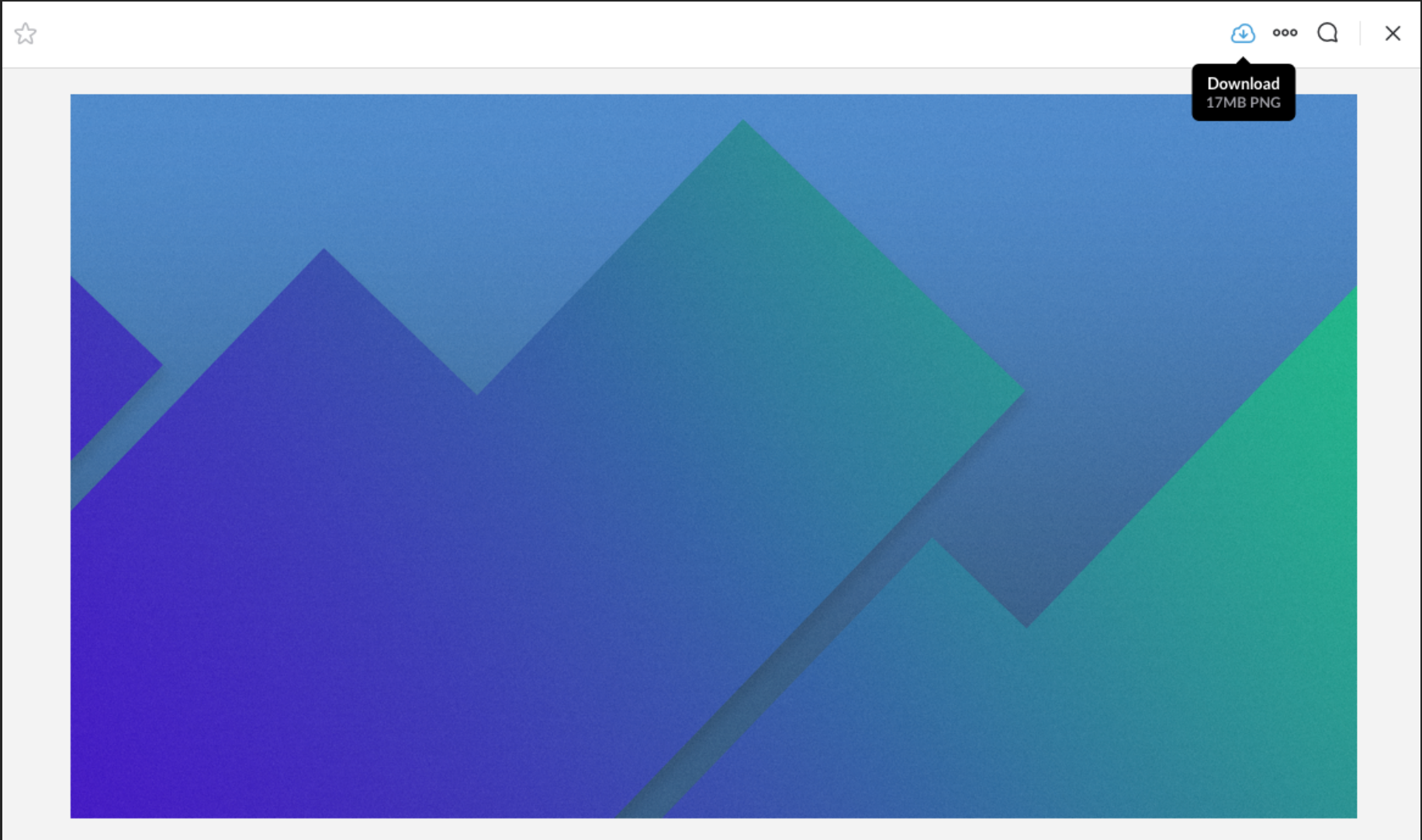


Not that long ago



TIP 1

Optimise your images



right format

gif | png | jpg | webp | <the_next_thing>

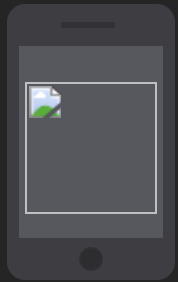
```
<picture>
  <source type="image/webp" srcset="2700x1209/my-image.webp 2700w,
    1024x1024/my-image.webp 1024w,
    600x600/my-image.webp 600w"
    sizes="100vw" />
  <source srcset="2700x1209/my-image.jpg 2700w,
    1024x1024/my-image.jpg 1024w,
    600x600/my-image.jpg 600w"
    sizes="100vw" />
  
</picture>
```

compression

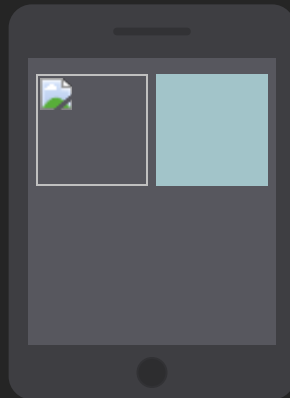
- lossless
- perceptual

Responsive

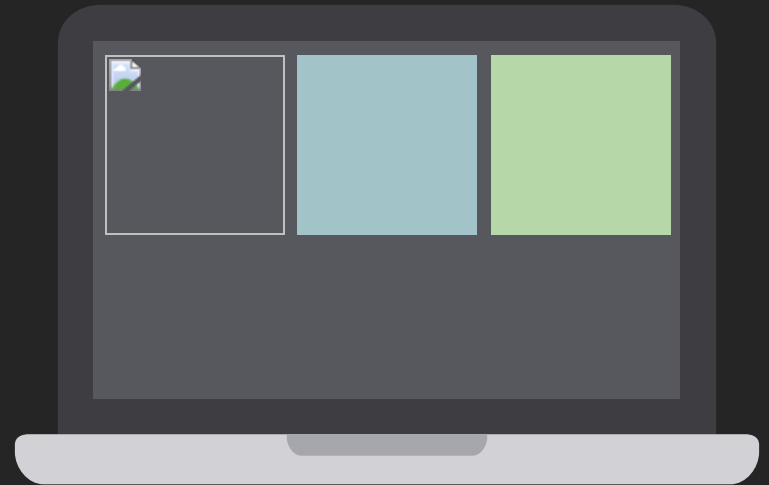
TIP 2



1 column



2 columns



3 columns

RESPONSIVE IMAGES

Example

```

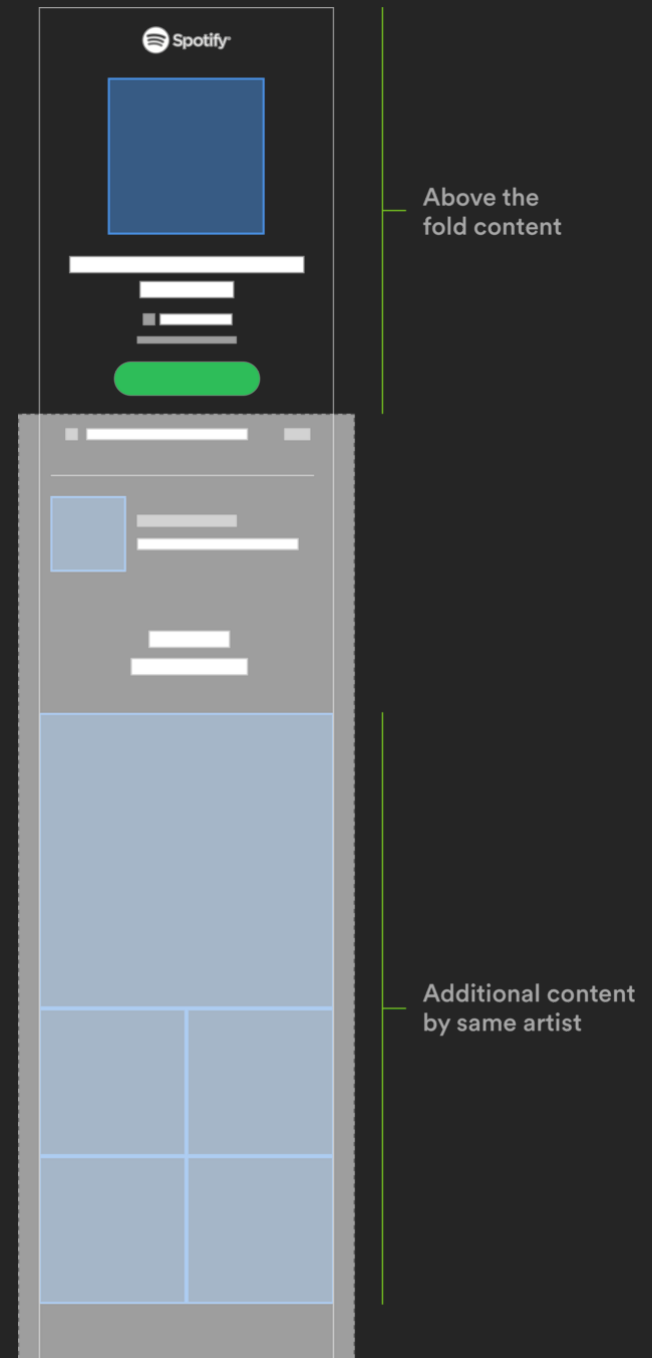
```

Challenge: Keeping in sync markup and CSS

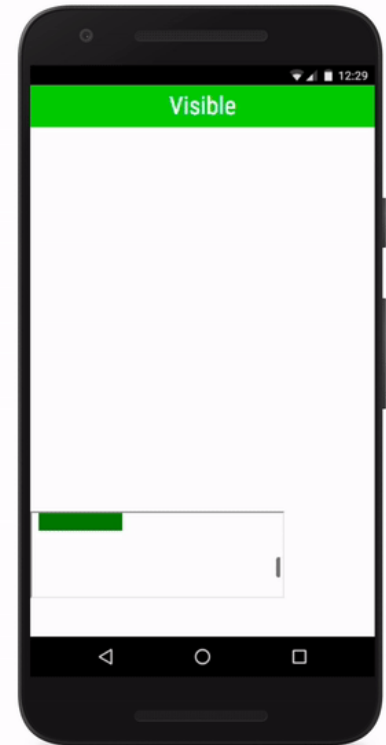
TIP 3

Lazy-load images

 above the fold & Lazy below the fold



Intersection Observer



INTERSECTION OBSERVER

Example

```
// load image when it's within 100px of the viewport

const options = {
  rootMargin: '100px'
}

const callback = entries => {
  entries.forEach(entry => {
    if (entry.intersectionRatio > 0) {
      // load image
    }
  });
};

const observer = new IntersectionObserver(callback, options);
observer.observe(document.querySelector('.lazy-img'));
```


INTERSECTION OBSERVER

Encapsulating in React

```
class LazyImage extends React.Component {

  constructor() {
    this.observer = new IntersectionObserver(entries => {
      if (entries[0].intersectionRatio > 0) {
        // load!
      }
    });
    this.element = null; /* render() will set it through a ref */
  }

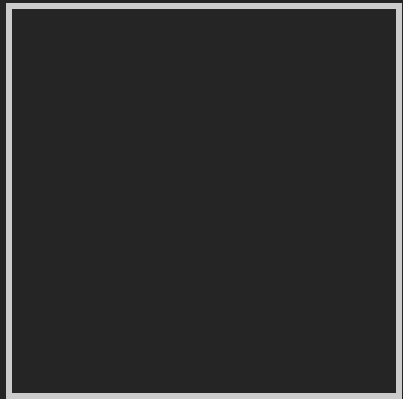
  componentDidMount() {
    this.observer.observe(this.element);
  }

  componentWillUnmount() {
    this.observer.unobserve(this.element);
  }
  ...
}
```

What to show while the image is loading

PLACEHOLDERS

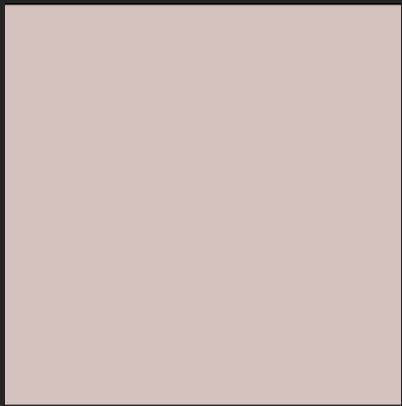
Options



Nothing



Placeholder

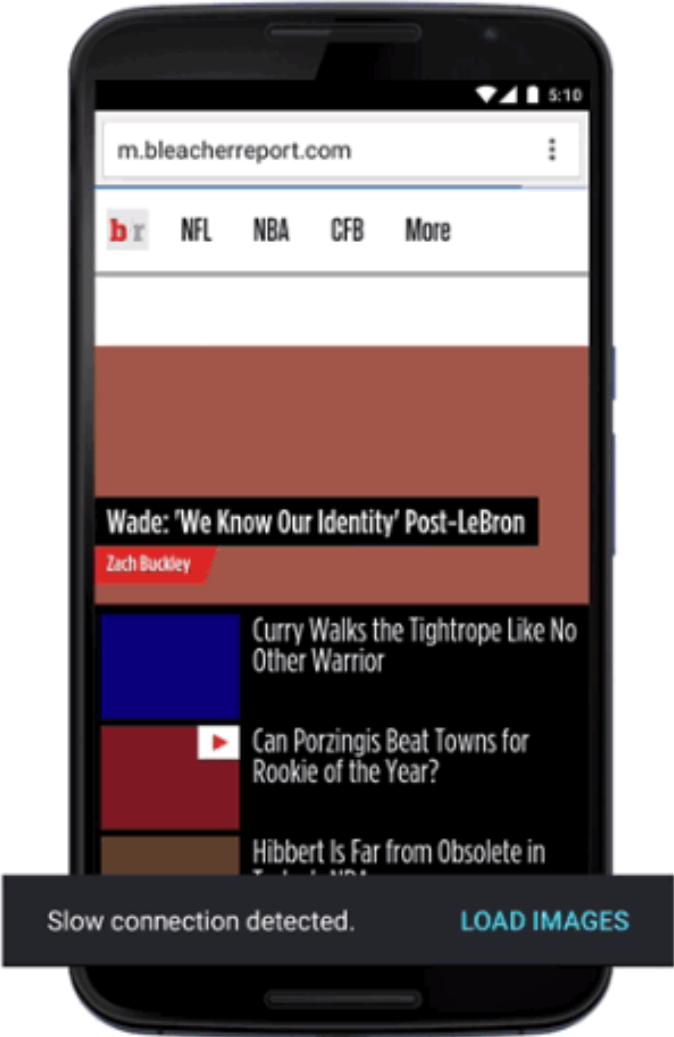


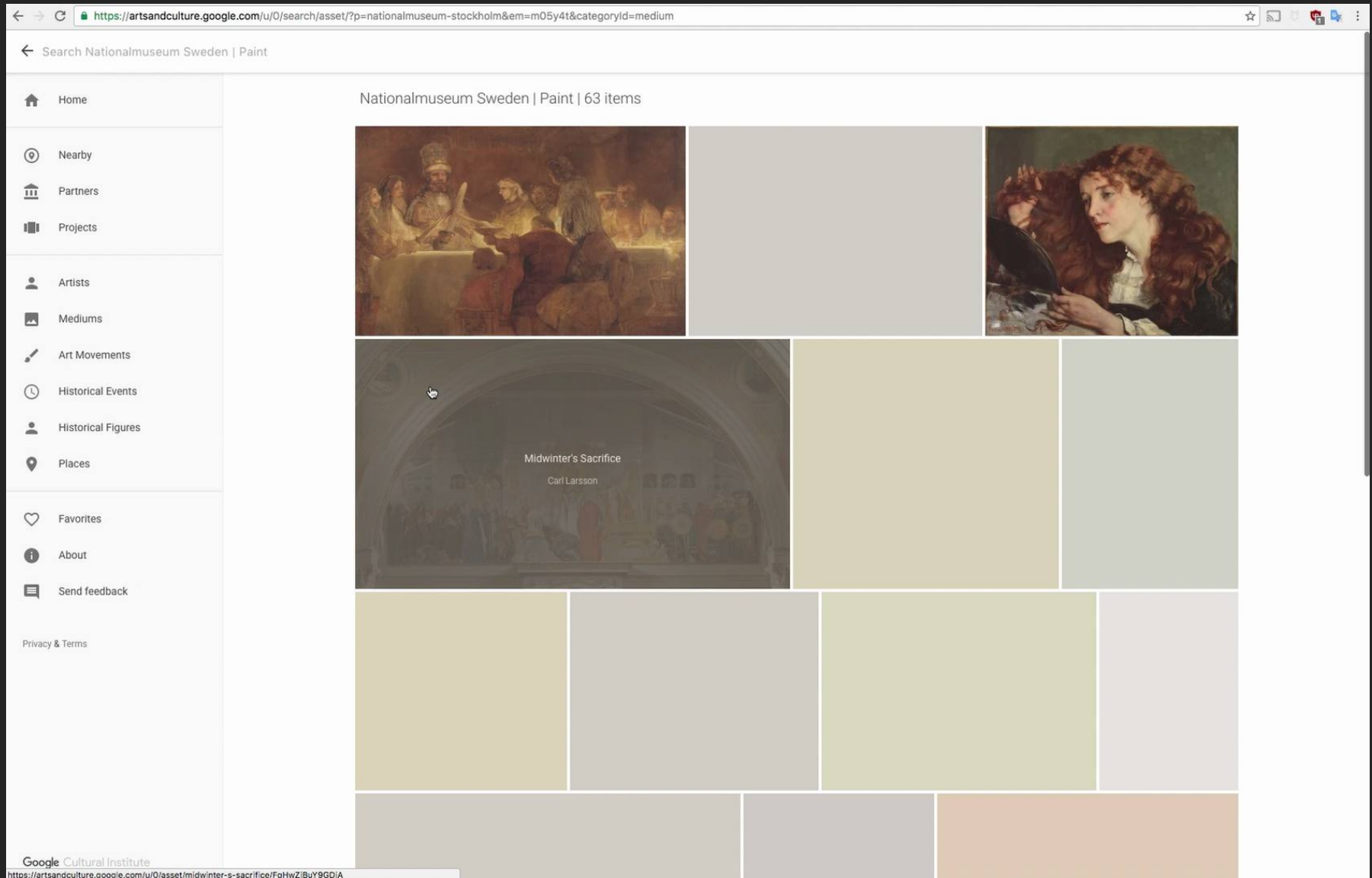
Solid colour

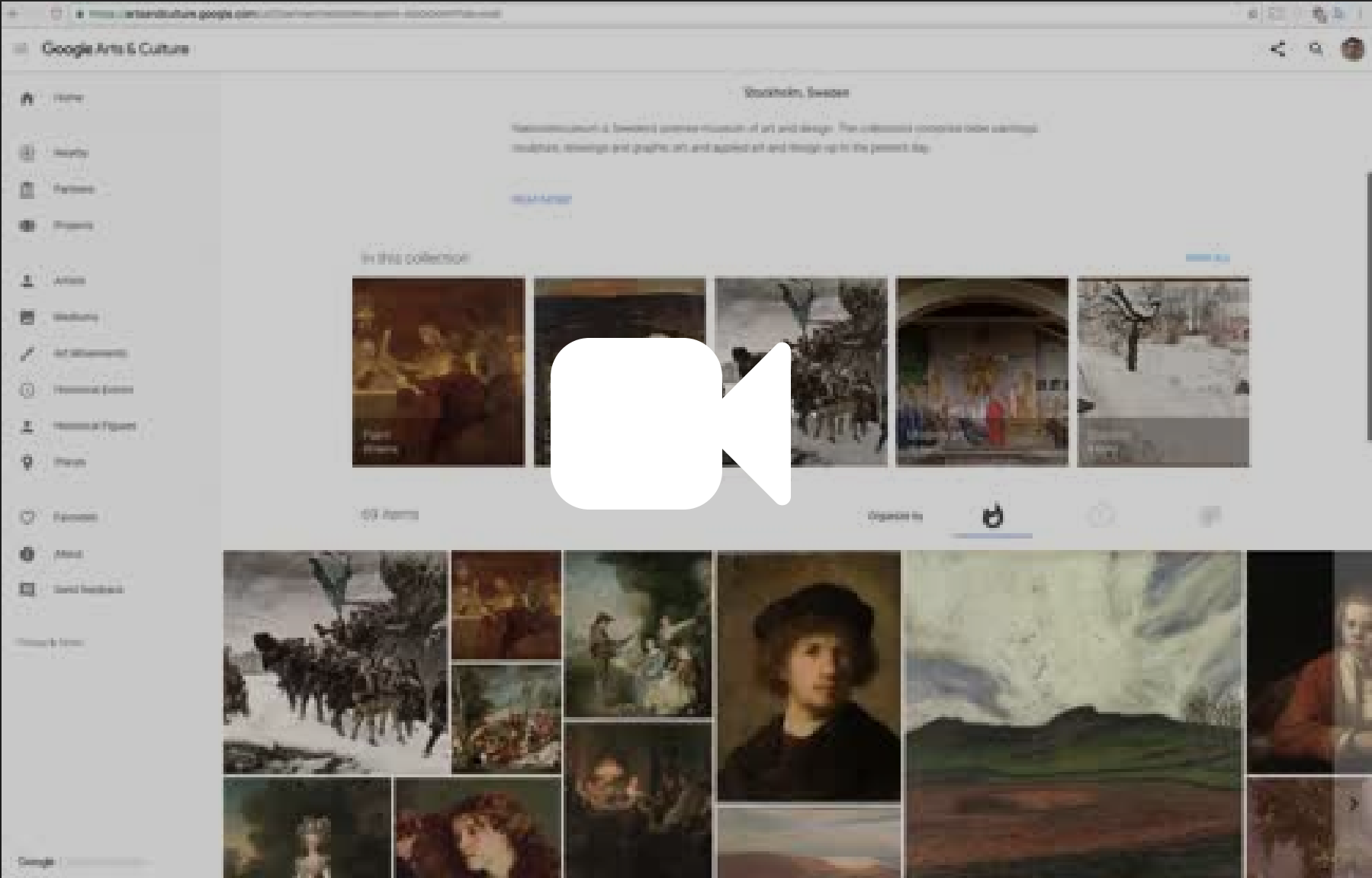


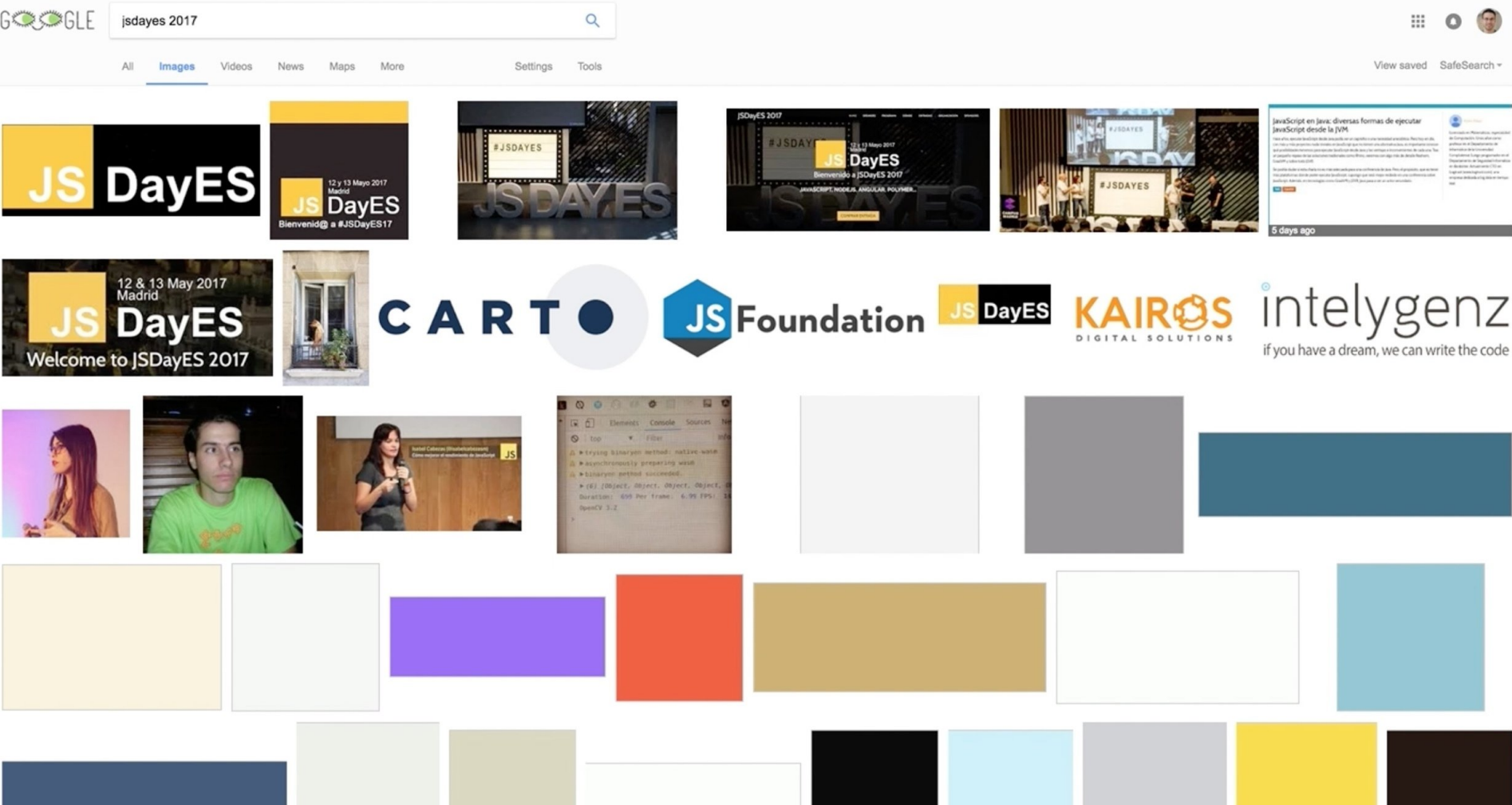
Progressive image
loading or "Blur-up"

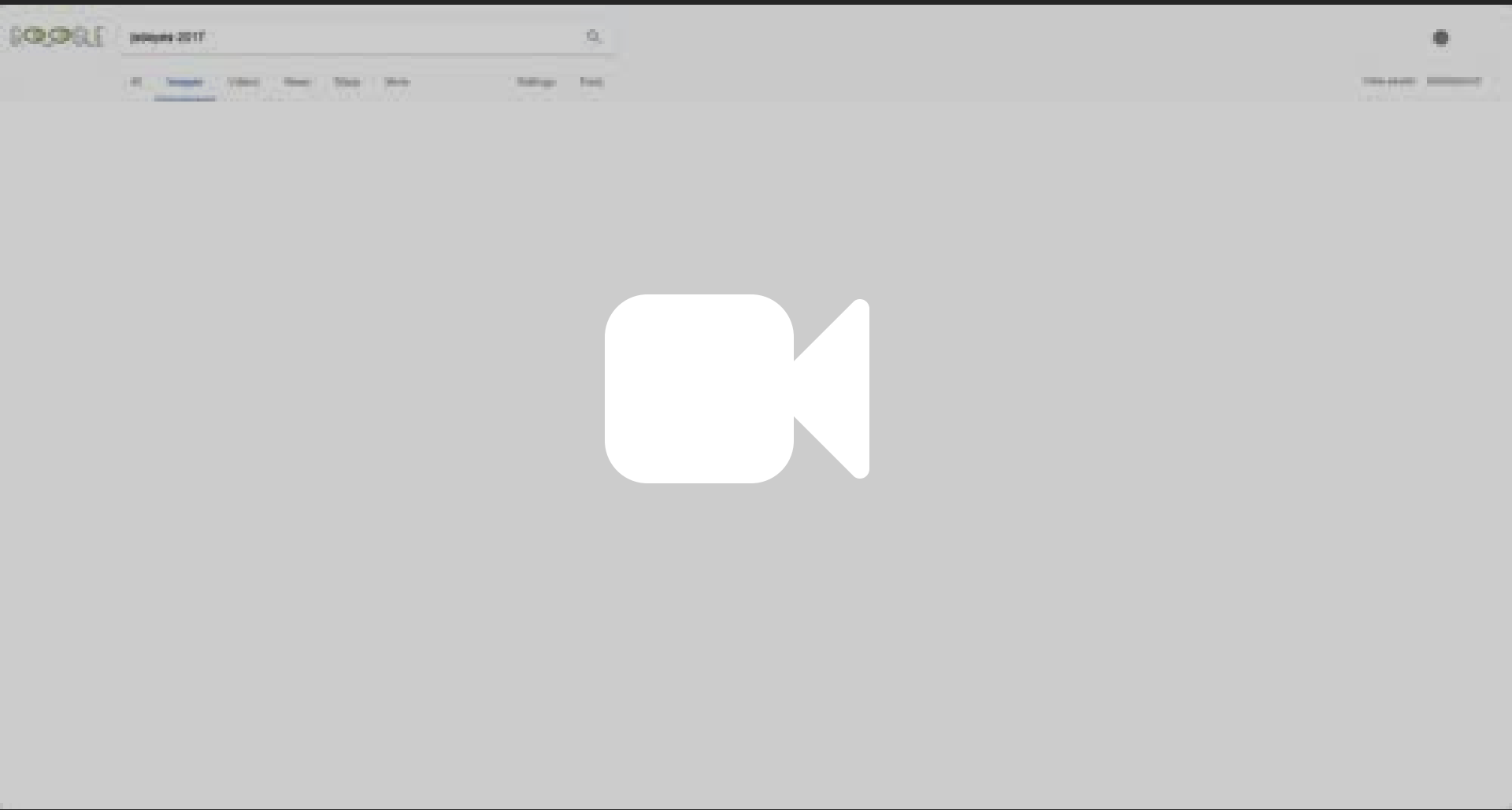
Examples of solid color














Examples of Progressive Image Loading

Medium


freeCodeCamp(🔥)  

Sign in / Sign up

HOME DEV DESIGN DATA | LEARN TO CODE FOR FREE 🔍

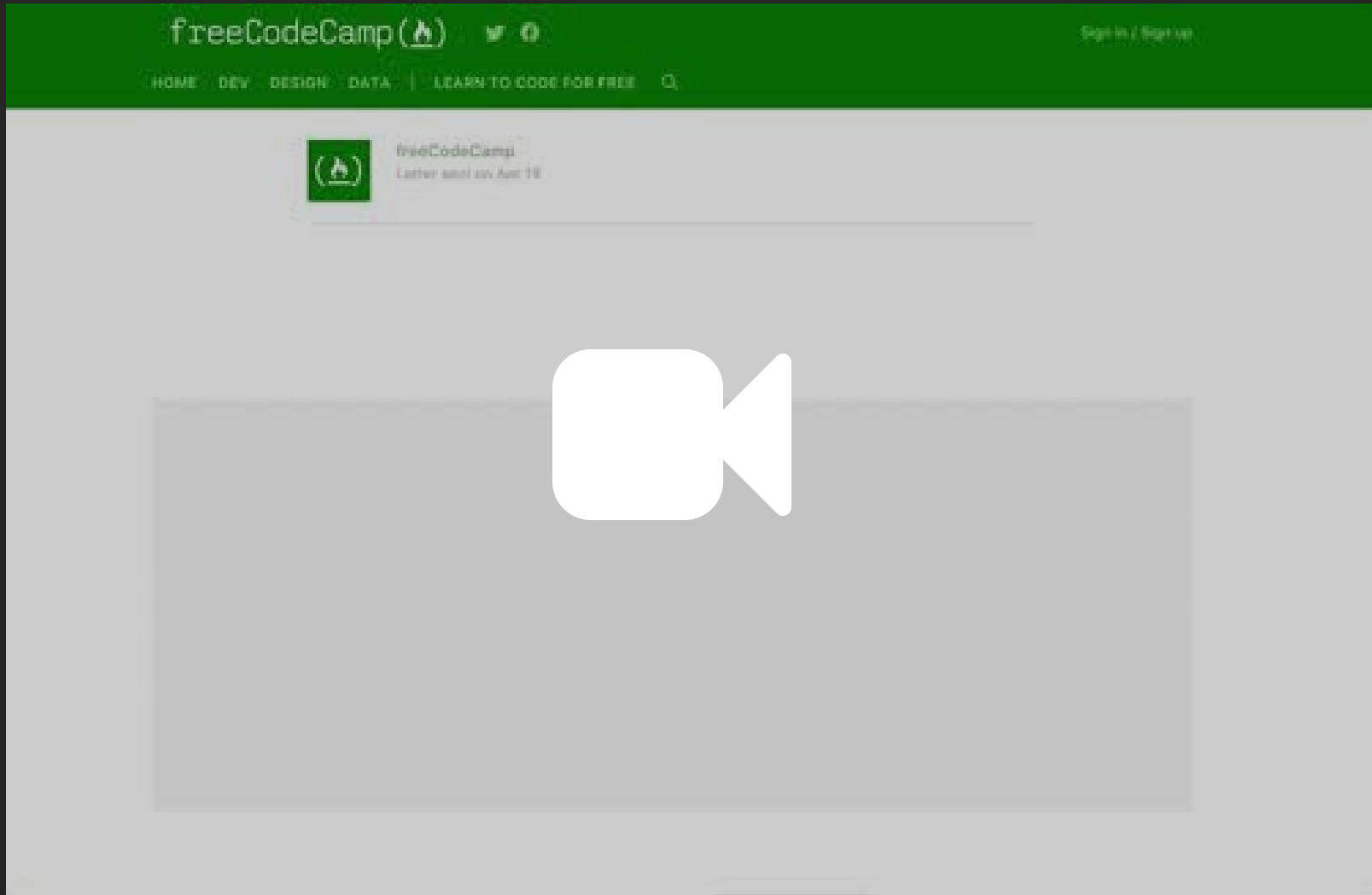
 freeCodeCamp
Letter sent on Apr 19

A roadmap to becoming a web developer in 2017

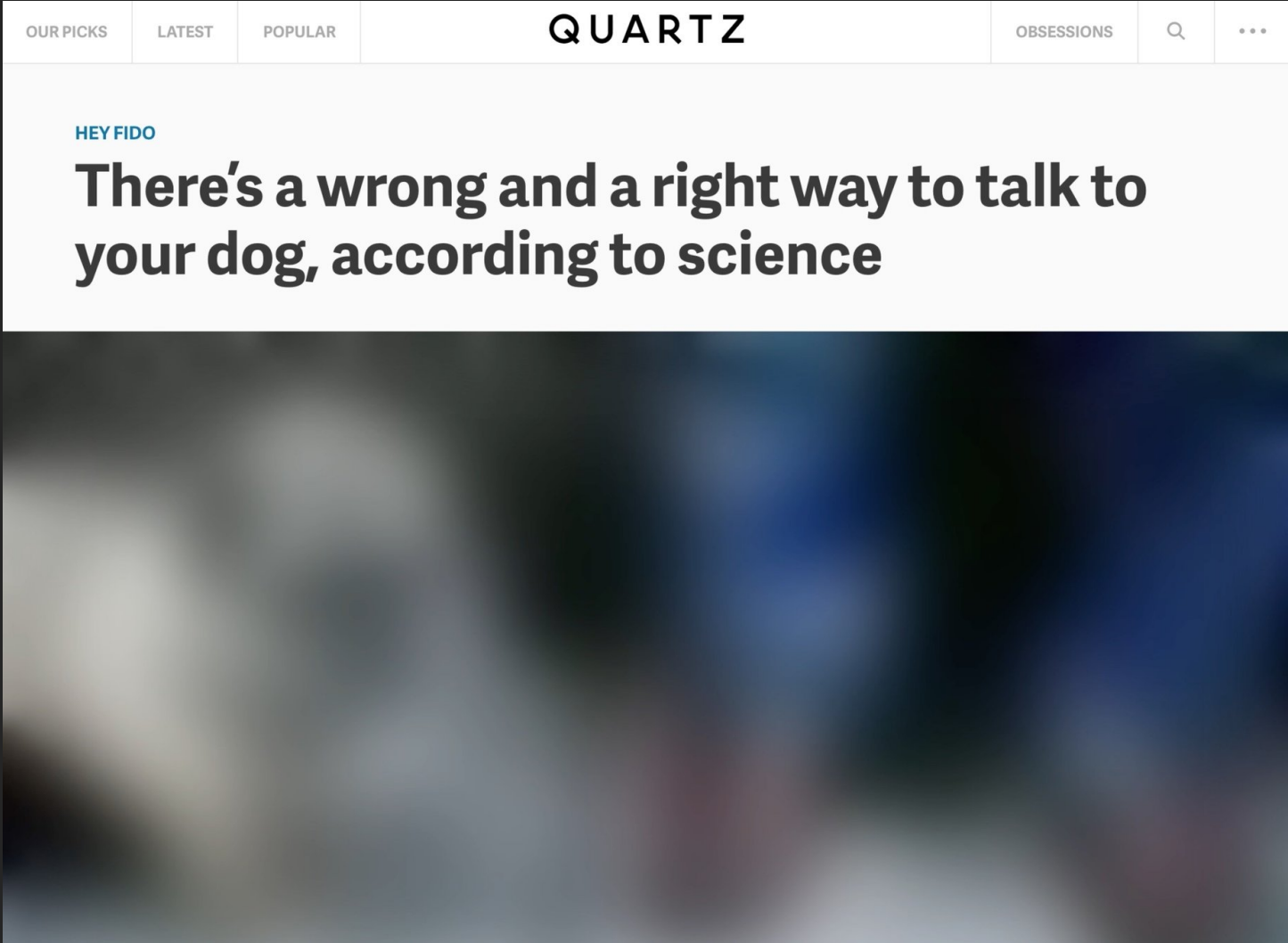


These charts were created by GitHub user Kamranahmedse. They visualize

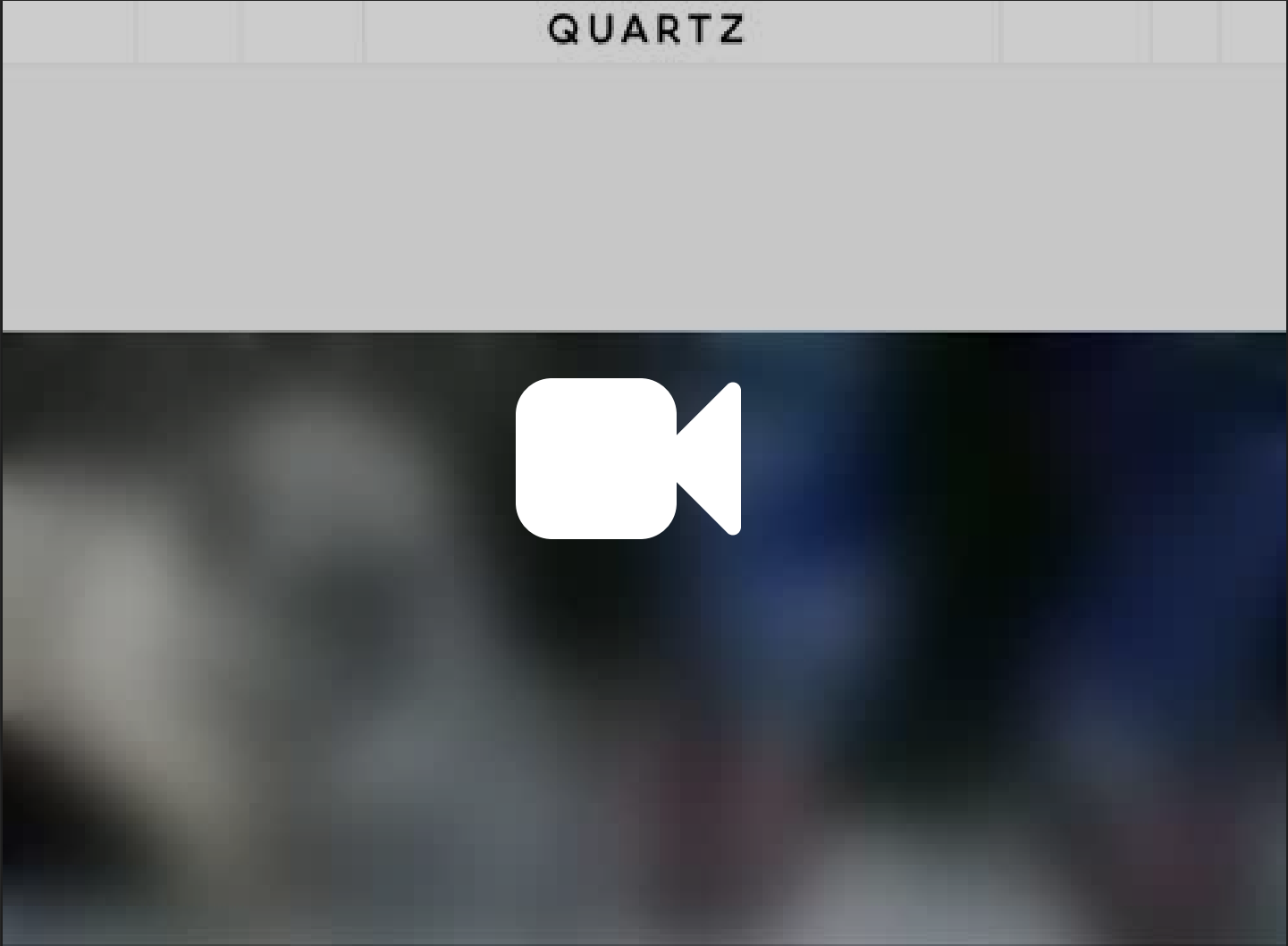
Medium



Quartz (qz.com)



Quartz (qz.com)



Quora

Quora

Ask or Search Quora

Ask Question


Fast Web Media

Quora Product Development

+4

How does Quora (pre) load images?

I thought it's cool how Quora preloads the main color of images, but when I simulated a slow Internet connection in F12 tools I actually saw that it's not just the main color but already part of the texture is already there. Which technology does Quora use to achieve that effect?



Answer

Request

Follow 13

Comment

Share

Downvote

How it is done



Markup - Eg Medium

```
<figure>
  <div>

    <div/> <!-- this div keeps the aspect ratio so
              the placeholder doesn't collapse -->

    <img/> <!-- this is a tiny image with a small
              resolution (e.g. ~27x17) and low quality -->

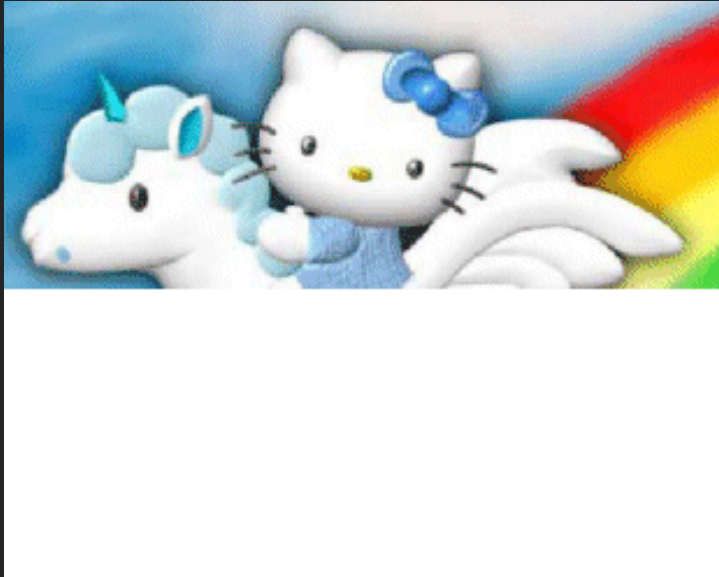
    <canvas/> <!-- takes the above image and applies a blur filter -->

    <img/> <!-- the large image to be displayed -->

    <noscript/> <!-- fallback for no JS -->

  </div>
</figure>
```

Progressive JPEGs



Baseline



Progressive

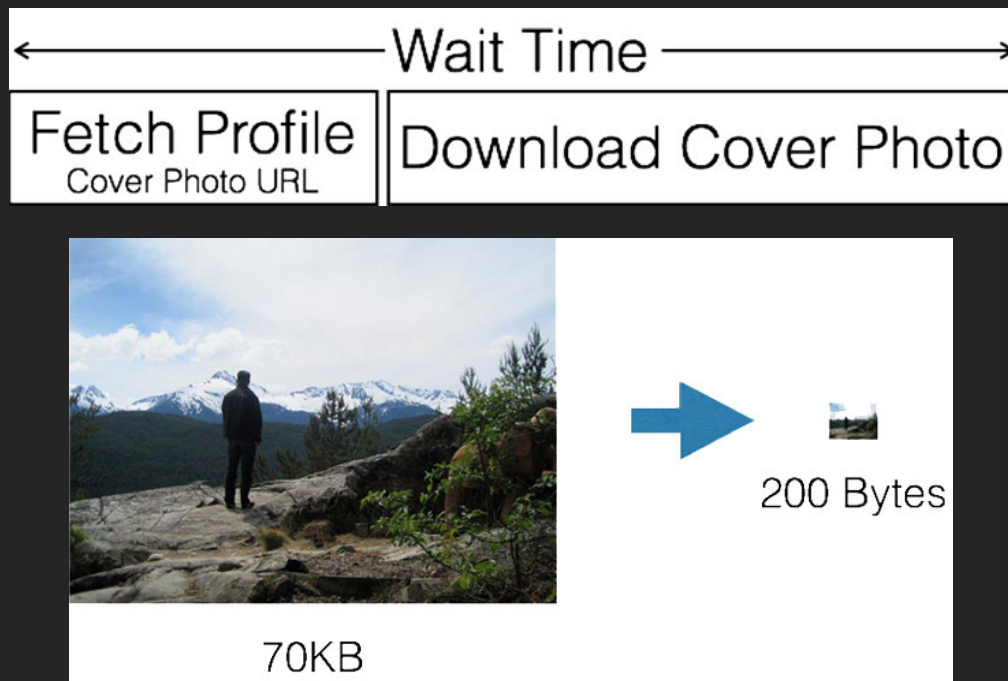
Source: <https://blog.codinghorror.com/progressive-image-rendering/>

“ With the Progressive JPEG method [...] cognitive fluency is inhibited and the brain has to work slightly harder to make sense of what is being displayed.

— From *Progressive image rendering: Good or evil?*

Facebook

Inlining thumbnail image in payload



Facebook

*“ Unfortunately, the standard JPEG header is hundreds of bytes in size. In fact, **the JPEG header alone is several times bigger than our entire 200-byte budget.** However, excluding the JPEG header, the encoded data payload itself was approaching our 200 bytes.*

Facebook

Header (Quantization Table and Huffman Table)	Compressed Data
--	----------------------------

Client (mobile app)

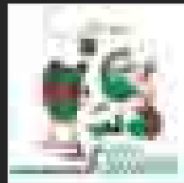
GraphQL

Thumbnails

JPG



464 B



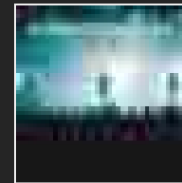
532 B



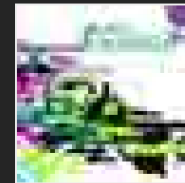
428 B



409 B

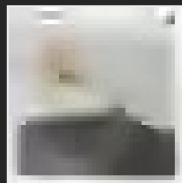


456 B



692 B

WebP



112 B



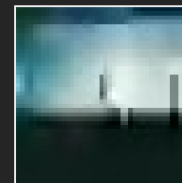
154 B



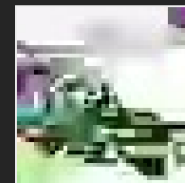
106 B



96 B



116 B



202 B

Getting creative with SVGs

SVG




Source: <https://www.polygon.com/a/ps4-review>

SVG



Source: <https://www.polygon.com/a/xbox-one-review>

Drawing with SVG



```
">//codepen.io/jmperez/embed/rxxRRg/?height=525&theme-id=0&default-tab=js,result&embed-version=2">
```

Drawing bitmap images



Canny Edge Detector



<https://jmperezperez.com/renderconf17/ext-slides/contour2/index.html>



<https://jmperezperez.com/contour/>

How to draw bitmaps

1. Find edges with canny edge detector
2. Create lines
3. Use JS and SVG to animate

```
<svg>
  <polyline points="51,1 61,1 61,2 56,4 56,3"/>
  <polyline points="52,1 50,2 51,3 50,4 50,9 46,10 46,8 48,8 48,9"/>
  <polyline points="61,4 61,5 58,6"/>
  ...
  <polyline points="62,58 61,59 61,60 50,62 50,61 51,61"/>
</svg>
```

Should we do this?

Just because you can it doesn't mean you should

Summary

- Reduce requests
- Choose the right format and optimise
- Embrace responsive images
- Try to lazy load
- Innovate!

The Web is fun.

spotify.com/jobs

talk with me for more info

Thanks!

@jmperezperez