Take Control of Cache-Control



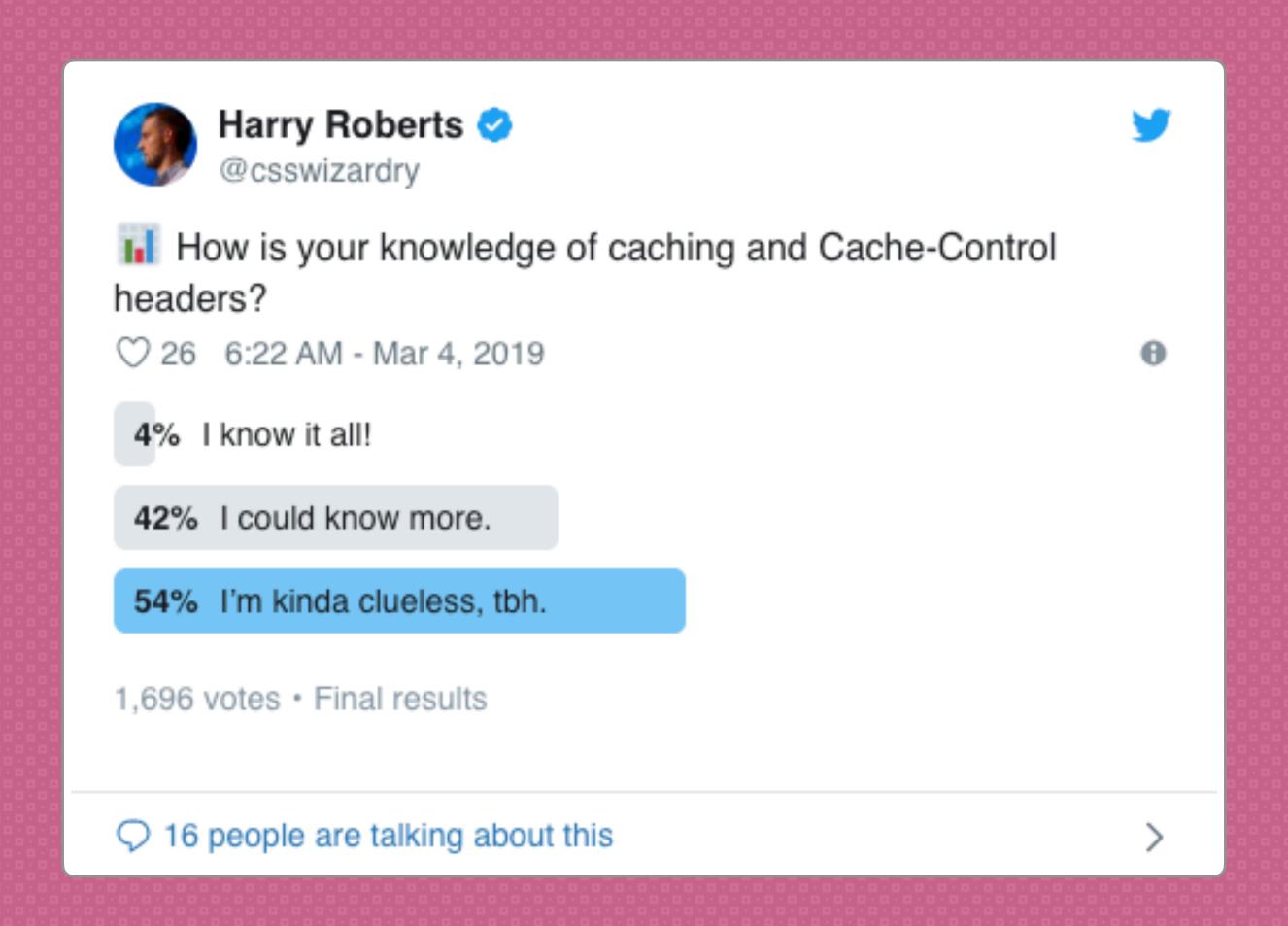
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Fact

A majority of the data on the internet is static and unlikely to change over time.

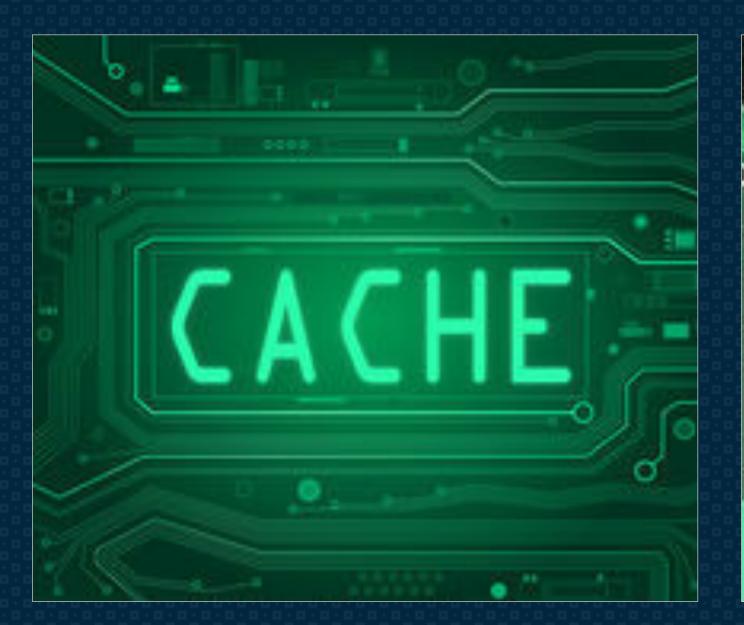
Many of today's web performance issues are related to images, fonts and video.

What is Cache?















Cache Is A Storage

- * Store away in hiding or for future use.
- Helper memory enabling high-speed retrieval of data.

Origin

Late 18th century:

from French, from cacher 'to hide'.

Store a value in a variable for better performance.

```
let items = count( AllTheThings );
for ( i = 0; i < items; i++ ) { ... }</pre>
```

Store a value in a variable for better performance.

Developers know caching best from

Sclients



About Google Chrome

CLEARY CACHE

In order to speed up web browsing, web browsers are designed to download web pages and store the your machine in an area called the "cache". When you visit the same page for a second time, the brows display time by loading the page locally from its cache on your phone or computer instead of download again. This sometimes results in less than current versions of web pages being displayed.

believe that you are seeing a less than current version of a page, find your browser in the list ck the button to learn how to clear your cache.

MOBILE BROWSERS

Android

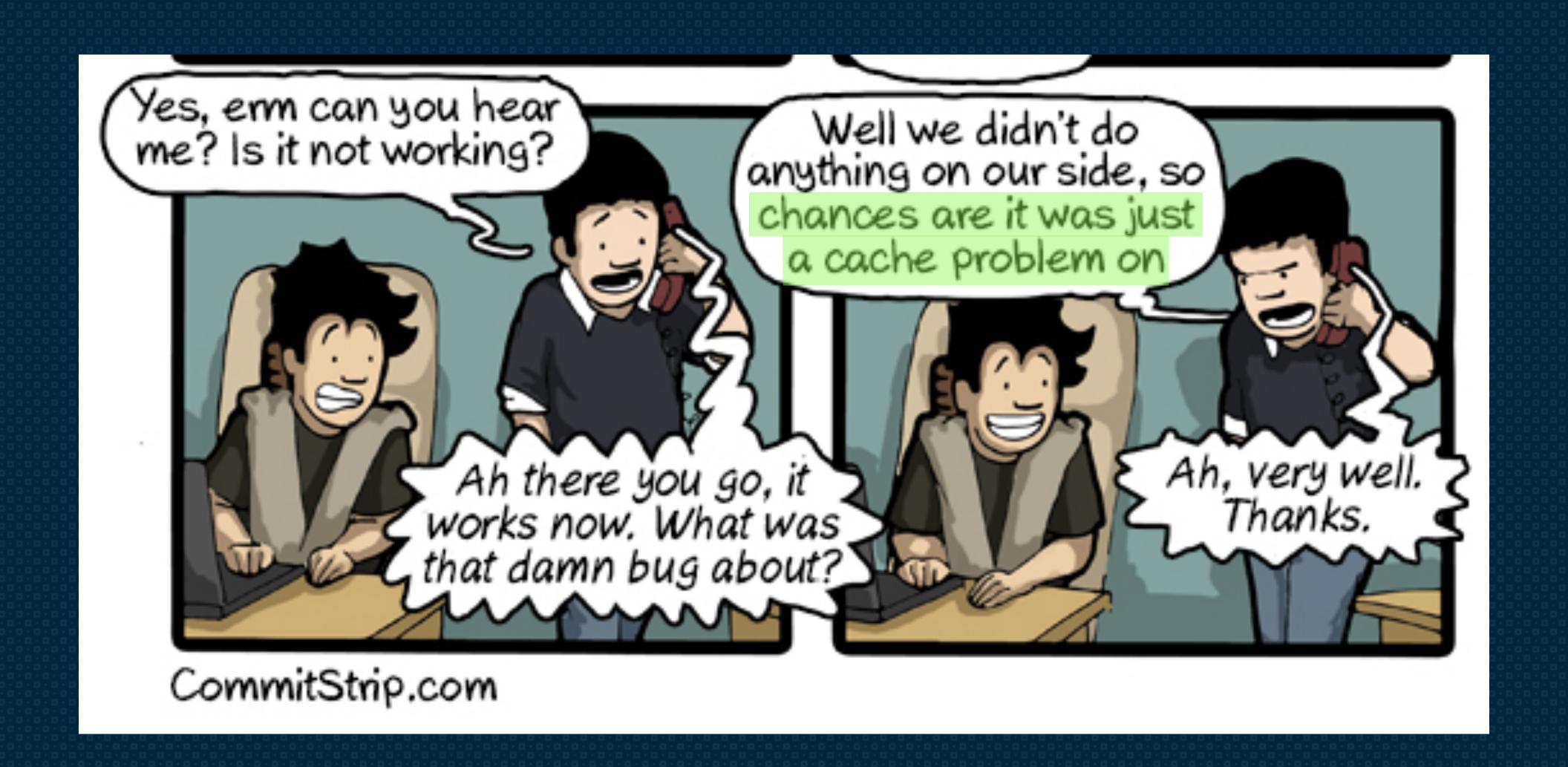
Chrome for Android

Safari for iOS

Blame the Cache!



A good excuse;)



The cache exists because of a basic assumption made by browser designers:

The internet is slow.

Caching is a technique that stores a copy of a given resource and serves it back when requested.

Why Care?



We always want to make a great first impression.

A fast loading site does just that.

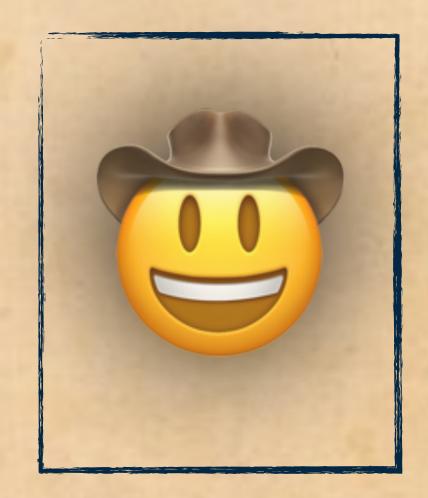






CUSTOMER LOVALTY

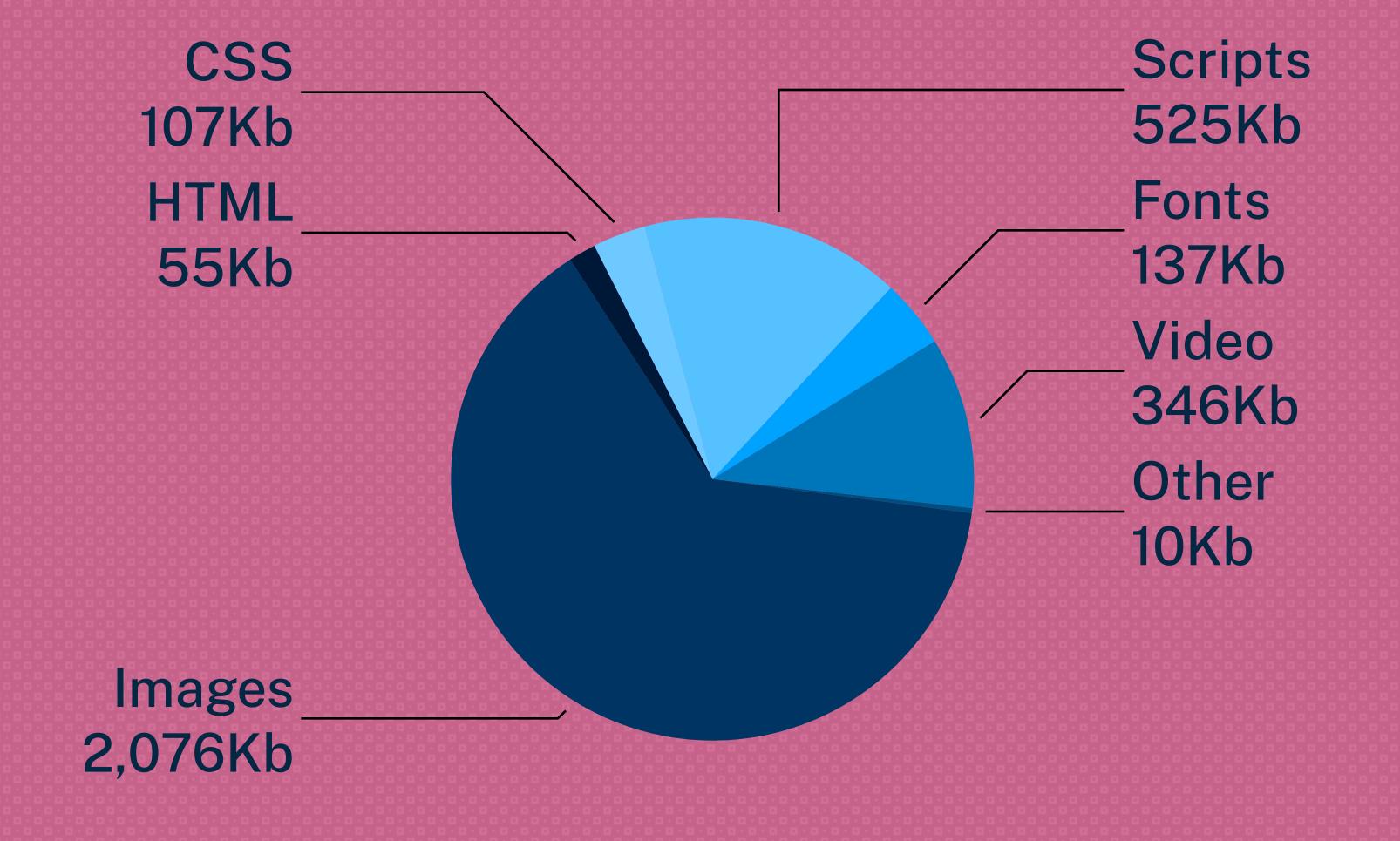
LOYAL USER == REPEAT VISITOR



and bruth by the bull

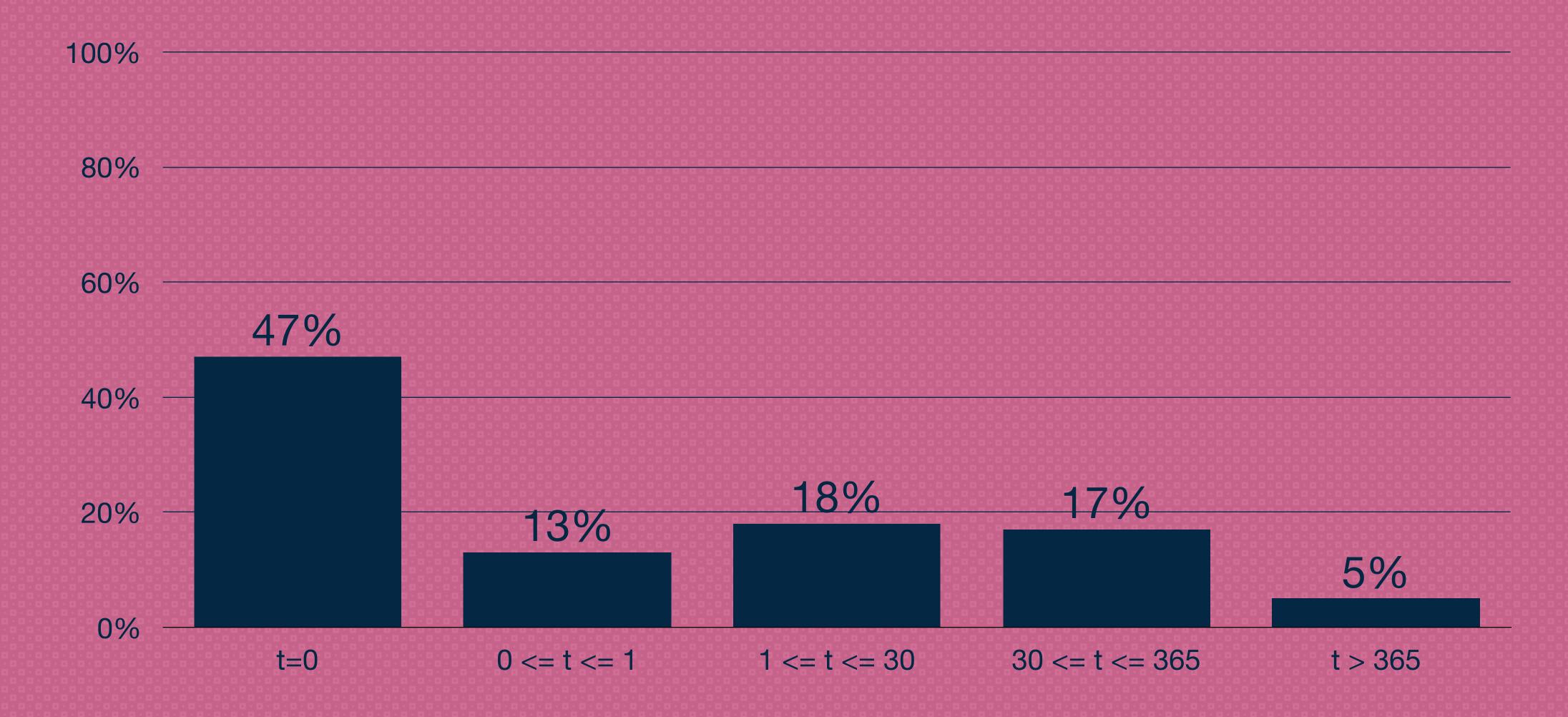
FOR ALL EXTRA PERFORMANCE BENEFITS

Average Bytes per Page by Content Type



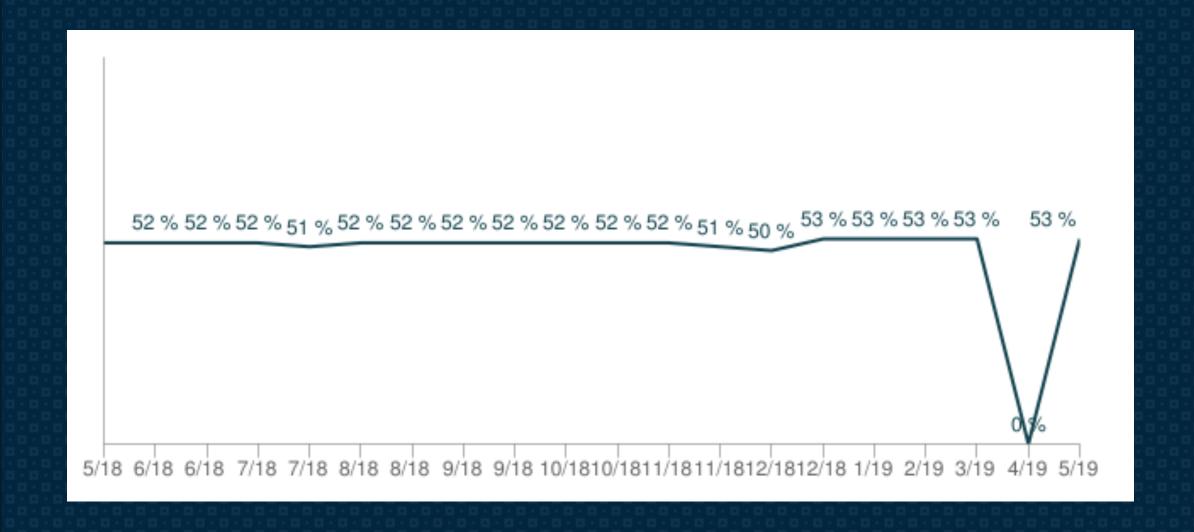


Cache Lifetime (Days)

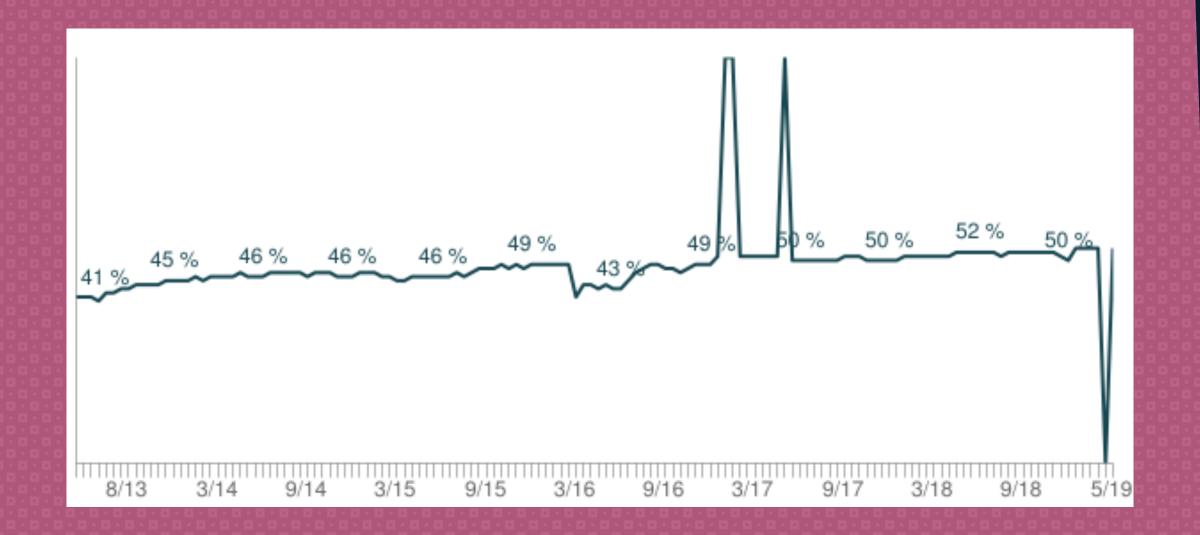


Cacheable Resources

Over Last Year



Over Last 6 Years



~50% of all traffic could be cached!

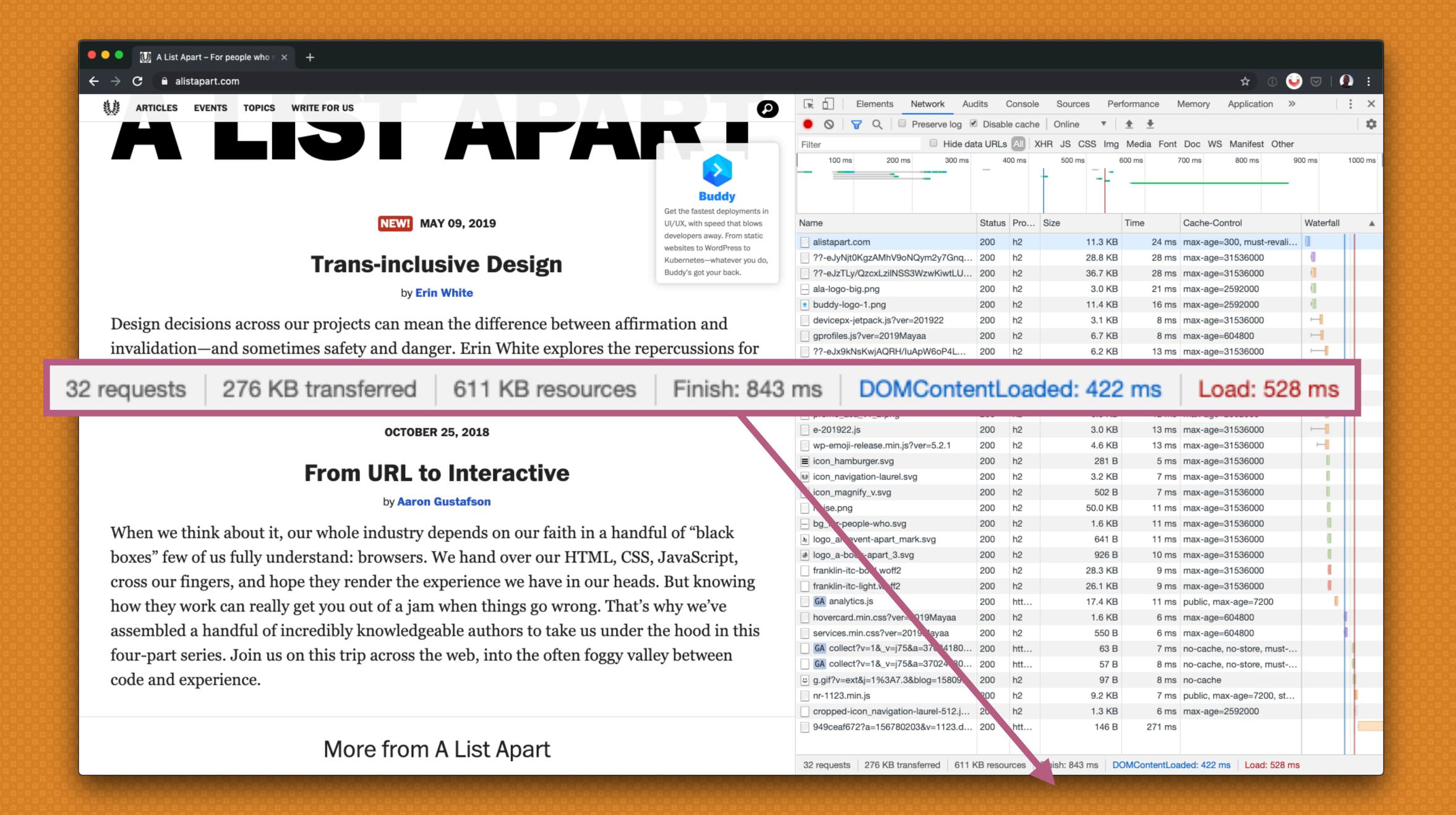
Global Internet Traffic

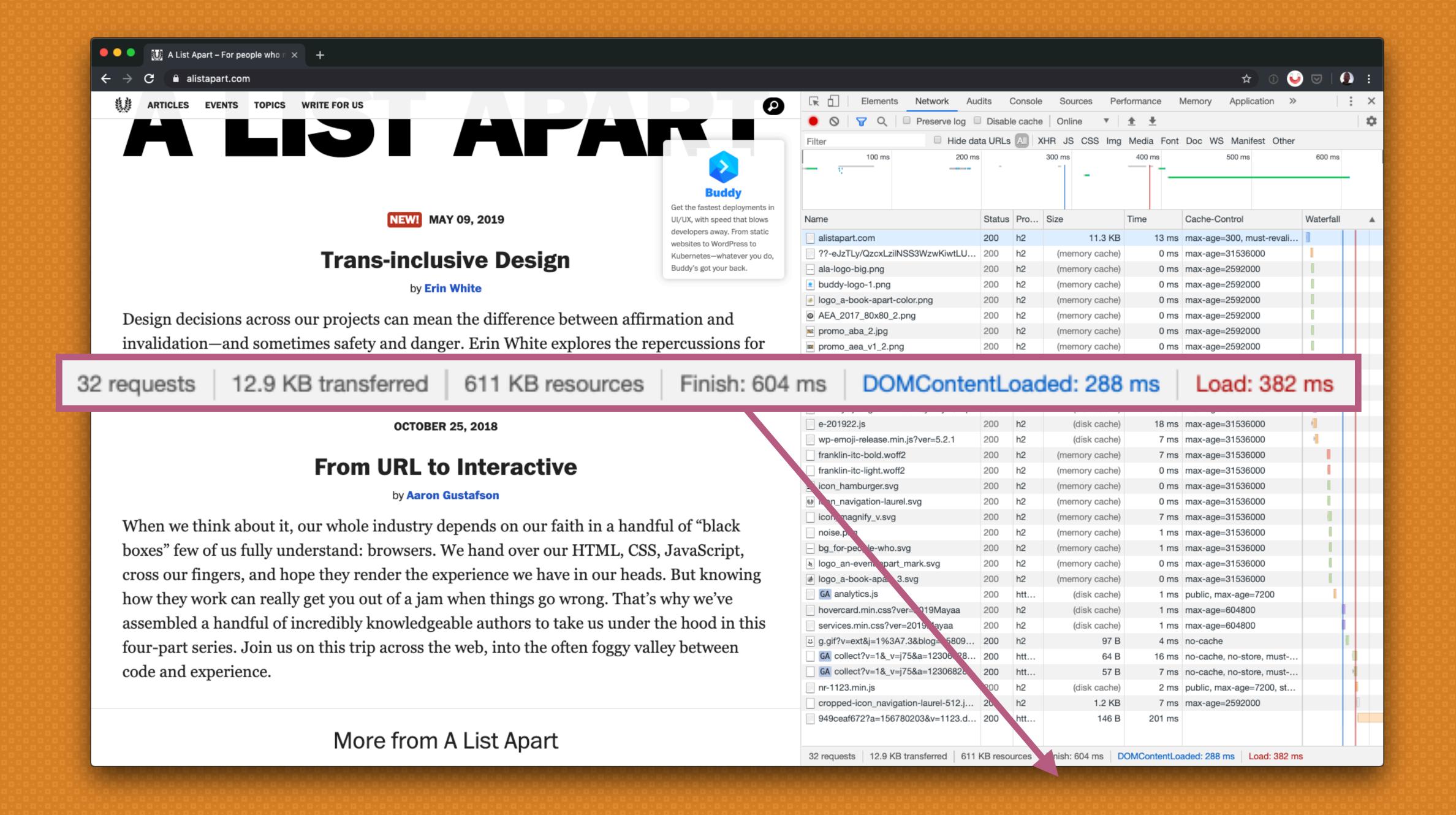
- * 3.138.420 GB per Minute in 2018
- Annual global IP traffic will reach 4.8 ZB per year by 2022

(Zettabyte)

1 ZB Zettabyte = 1.099.511.627.776 GB

Responsible Design





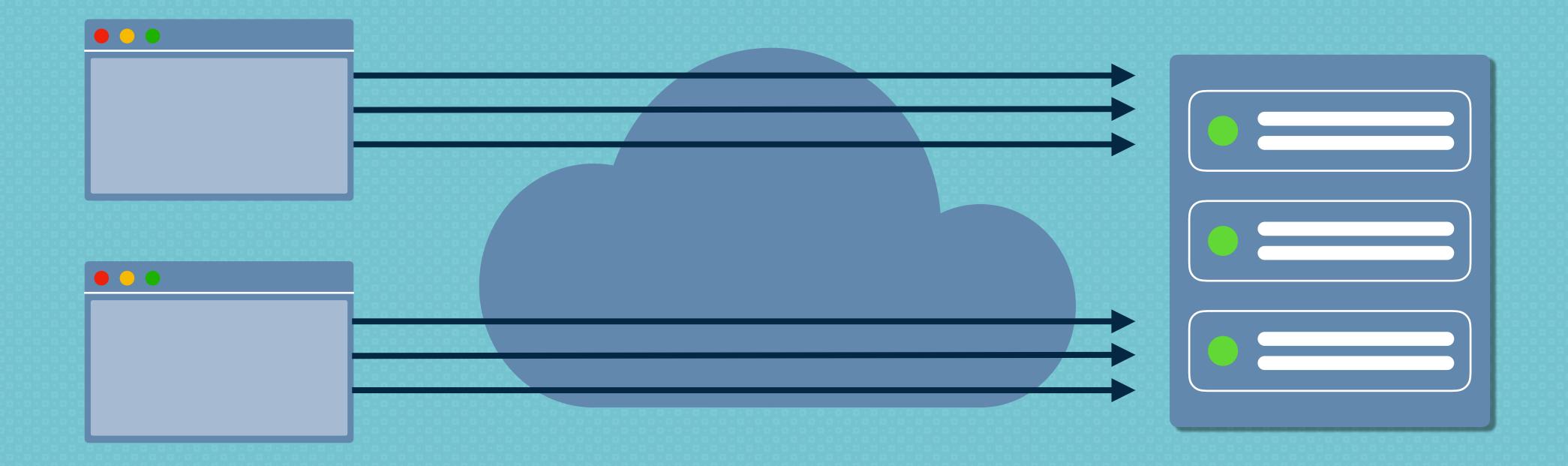
Advantages

- * Eases the load on the server;
- Improves performance, b/c it takes less time to transmit the resource.



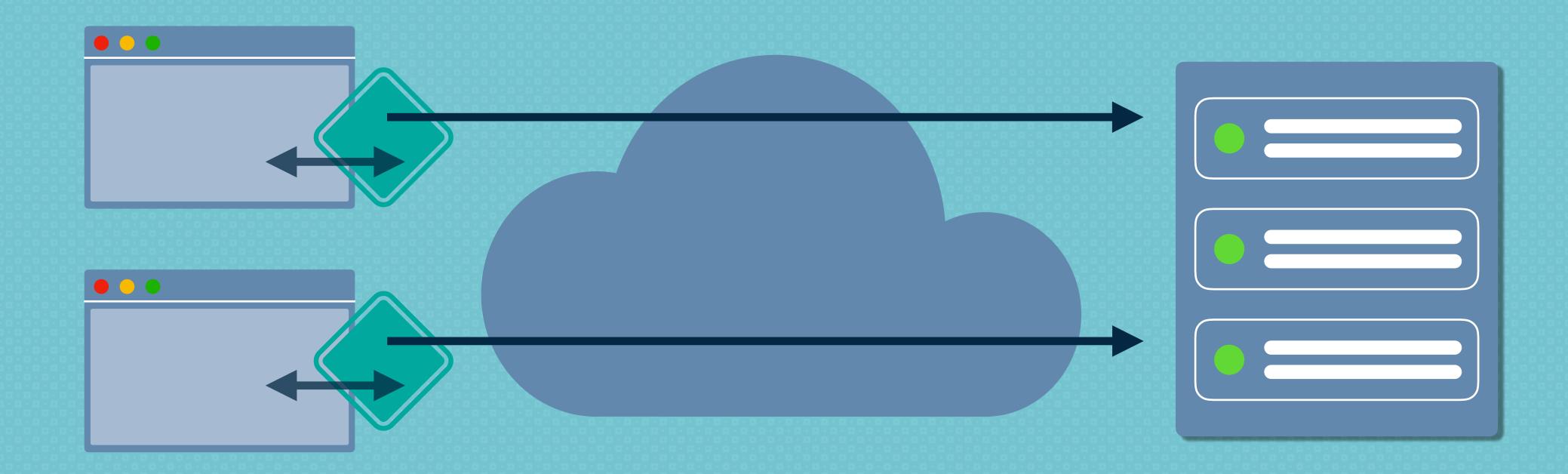
How Does Caching Work?

Without Any Caching in Place



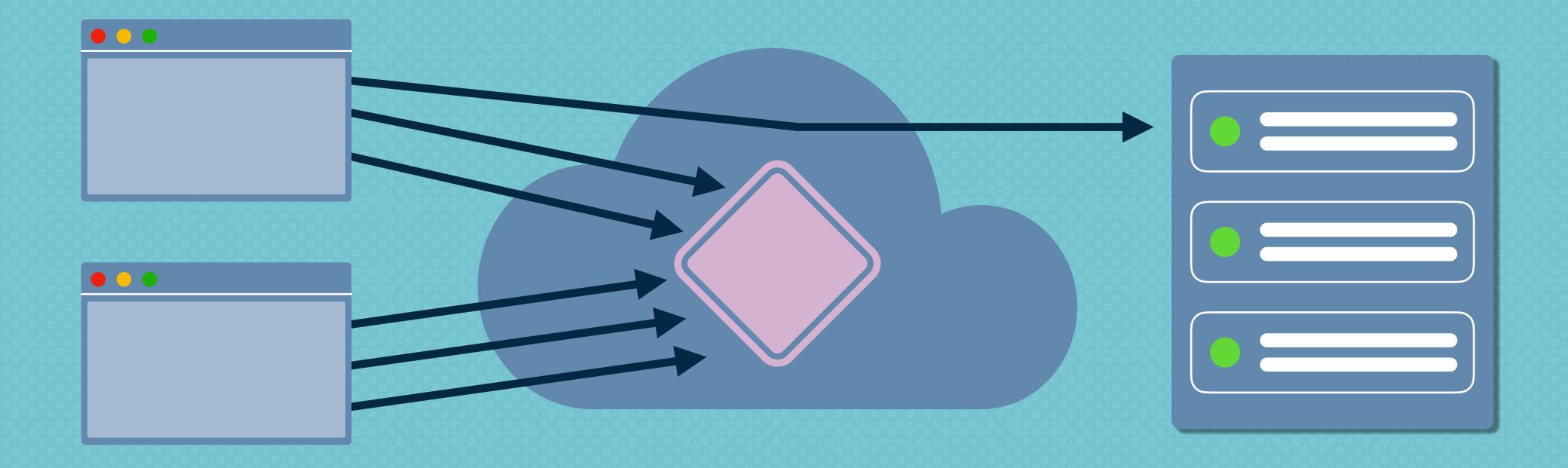
All identical requests are going through to the server

Local (Private) Cache



The first request of each client is going through to the server. Identical, subsequent requests are not even sent, but served by the local cache.

Shared Cache



The first request of each client is going through to the server. Identical, subsequent requests are served by the shared cache.

Private Cache

A private cache is dedicated to a single user.

Shared Cache

A shared cache can be reused by more than one user.

Empty Cache

The browser makes the first request to the page.

Primed Cache

The browser has a cached version of the page.

Cache Hit

A requested resource is found in cache.

Cache Miss

A resource is not found in cache and has to be fully requested from its origin.

Fresh

When a resource is fresh, it can be served from cache.

Stale

A stale resource has expired and will not be served anymore.

Disk Cache

Lifetime: Restart

Disk cache is RAM memory

Fast!

Memory Cache

Lifetime: Render

Process, Browser Tab

Located on the CPU chip

Faster!

200	h2	(memory cache)	0 ms	public, max-age=3153600
200	h2	(memory cache)	0 ms	public, max-age=3153600
200	h2	(memory cache)	0 ms	public, max-age=3153600
200	h2	(memory cache)	0 ms	public, max-age=3153600
200	h2	(disk cache)	5 ms	public, max-age=3153600
200	h2	7.6 KB	249 ms	public, max-age=3153600

It's Take Control

History of HTTP Protocol

- * HTTP/0.9 The one-line protocol
- * HTTP/1.0 Building extensibility
- * HTTP/1.1 The standardized protocol

HTTP headers

Languages



Jump to: Authentication Caching Client hints Conditionals Connection management Content negotiation Controls Cookies CORS Do Not Track Downloads Message body information Proxies Redirects Request context Response context Range requests Security Server-sent events Transfer coding

WebSockets Other Contributing See also

Web technology for developers > HTTP >

HTTP headers

Related Topics

HTTP

Guides:

- Resources and URIs
- HTTP guide
- HTTP security

HTTP access control (CORS)

HTTP authentication

HTTP caching

HTTP compression

HTTP conditional requests

HTTP content negotiation

HTTP cookies

HTTP range requests

HTTP redirects

HTTP specifications

Feature policy

References:

HTTP headers

HTTP headers allow the client and the server to pass additional information with the request or the response. An HTTP header consists of its case-insensitive name followed by a colon ':', then by its value (without line breaks). Leading white space before the value is ignored.

Custom proprietary headers can be added using the 'X-' prefix, but this convention was deprecated in June 2012, because of the inconveniences it caused when non-standard fields became standard in CRFC 6648; others are listed in an CIANA registry, whose original content was defined in C RFC 4229. IANA also maintains a C registry of proposed new HTTP message headers.

Headers can be grouped according to their contexts:

- General header: Headers applying to both requests and responses but with no relation to the data eventually transmitted in the body.
- Request header: Headers containing more information about the resource to be fetched or about the client itself.
- Response header: Headers with additional information about the response, like its location or about the server itself (name and version etc.).
- Entity header: Headers containing more information about the body of the entity, like its content length or its MIME-type.

Headers can also be grouped according to how proxies handle them:

End-to-end headers

These headers must be transmitted to the final recipient of the message; that is, the server for a request or the client for a response. Intermediate proxies must retransmit end-to-end headers unmodified and caches must store them.

Hop-by-hop headers

These headers are meaningful only for a single transport-level connection and must not be retransmitted by proxies or cached. Such headers are: Connection, Keep-Alive, Proxy-Authenticate, Proxy-Authorization, TE, Trailer, Transfer-

and Ungrade. Note that only hop-by-hop headers may be set using the

Caching s

Age

y-Report-Only

Policy

The time in seconds the object has been in a proxy cache.

Cache-Control

Specifies directives for caching mechanisms in both requests and responses.

Clear-Site-Data

Clears browsing data (e.g. cookies, storage, cache) associated with the requesting website.

Expires

The date/time after which the response is considered stale.

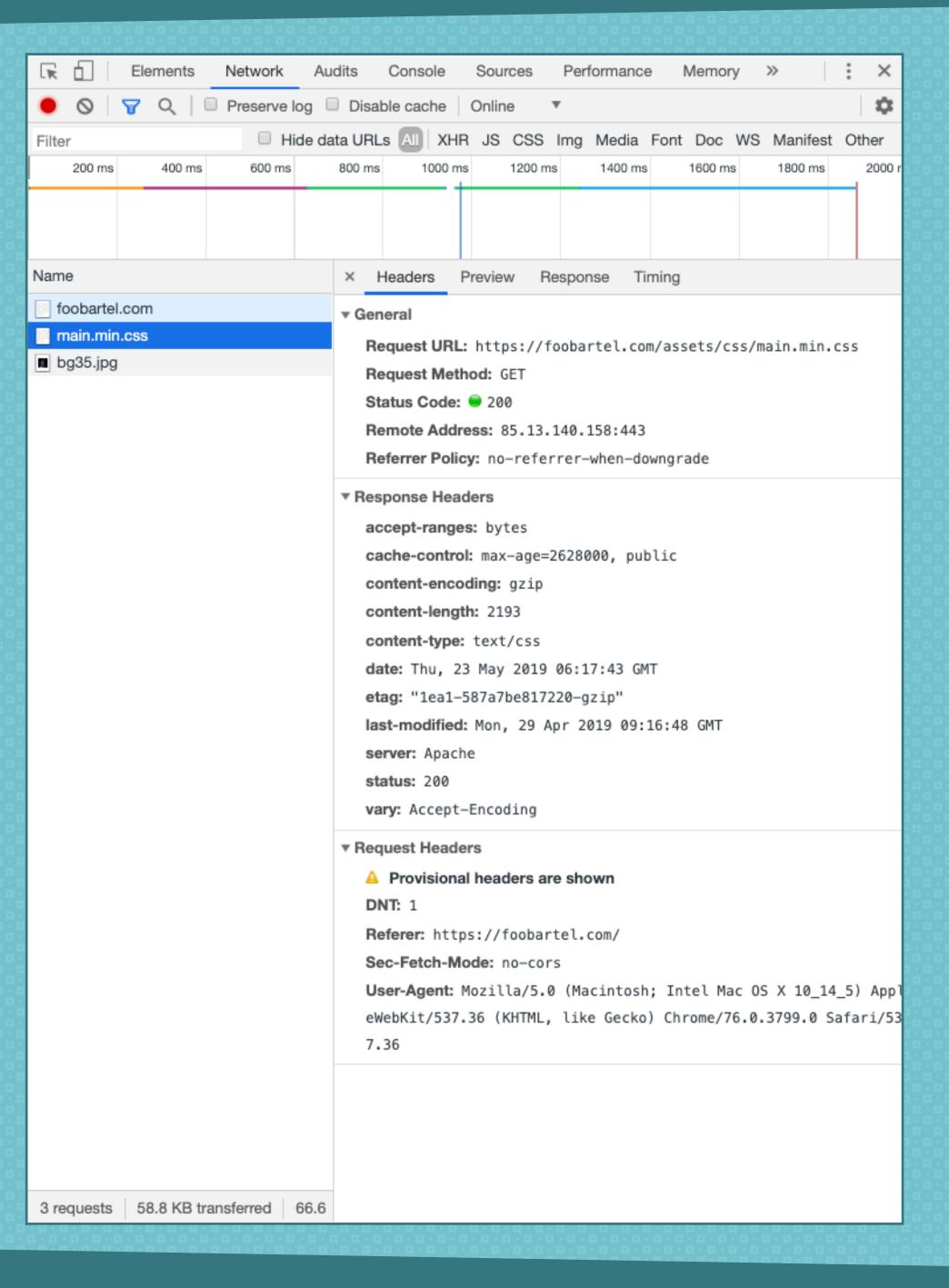
Pragma

Implementation-specific header that may have various effects anywhere along the request-response chain. Used for backwards compatibility with HTTP/1.0 caches where the Cache-Control header is not yet present.

Warning

A general warning field containing information about possible problems.

Chrome Dev Tools



Headers

Pragma: no-cache

Pragma is a HTTP/1.0 header and not a reliable replacement for the general HTTP/1.1 **Cache-Control** header.

Expires: Fri, 30 Oct 2019 14:19:41 GMT

The Expires header contains the date/time after which the response is considered stale.

If there is a Cache-Control header with the max-age or s-maxage directive in the response, the Expires header is ignored. The Cache-Control HTTP/1.1 general-header field is used to specify directives for caching mechanisms in both requests and responses.

Cache-Control Directives

cache-control: public

The response may be cached by any cache, even if the response would normally be non-cacheable.

cache-control: private

The response is intended for a single user and must not be stored by a shared cache.

A private cache may store the response.

cache-control: max-age=86400

Response can be cached by browser and any intermediary caches ("public") for up to 1 day.

cache-control: private, max-age=600

Response can be cached by the client's browser only for up to 10 minutes (60 seconds x 10 minutes).

cache-control: no-cache

Forces the cache to validate the request before releasing a cached copy.

cache-control: no-store

- * Response is not allowed to be cached
- * Must be fetched in full on every request.

cache-control: max-age=0

A max-age of 0 equals no-store.

cache-control: s-maxage=<seconds>

- * Takes precedence over max-age or the Expires header, but only applies to shared caches (e.g., proxies);
- * Ignored by a private cache.

cache-control: no-transform

No transformations or conversions should be made to the resource. The Content-Encoding, Content-Range, Content-Type headers must not be modified by a proxy. cache-control: must-revalidate

If a resource has become stale, a cache must not use the response without successful validation.

cache-control: immutable

Indicates that the response body will not change over time.

Build Your Caching Strategy And An Invalidation Strategy

Cache Invalidation Terms

- * Hashing
- * Cachebusting
- * Revving

Cachebusting Options

- * /assets/css/styles.css?v1.2
- * /assets/16415ef98913c2bcb2c/default.css
- * /assets/js/main.16415ef9891.js

Apache - .htaccess

Header set Cache-Control "max-age=31536000, public"

Apache - .htaccess

```
<filesMatch ".(jpg|jpeg|png|gif|ico)$">
  Header set Cache-Control "max-age=31536000, public,
  immutable"
</filesMatch>

<filesMatch ".(css|js)$">
  Header set Cache-Control "max-age=31536000, public"
</filesMatch>
```

PHP header()

```
<?php
header("Cache-Control: no-cache, must-revalidate");
header("Cache-Control: Sat, 26 Jul 1997 05:00:00 GMT");
?>
```

Nginx - configuration file

```
location ~* \.(js|css|png|jpg|jpeg|gif|ico)$ {
   add_header Cache-Control "public, no-transform";
}
```

Cache As Much As You Can

cache-control: public, max-age=31536000

- * For files that won't change, you can add aggressive caching;
- * Likely for images, CSS and JavaScript.

cache-control: public, immutable

- * More aggressive;
- * CSS and JavaScript;
- * Don't forget your invalidation strategy!

<FilesMatch "^(never-changing-icon.svg)\$">

Header set Cache-Control "max-age=31536000, public, immutable"

</FilesMatch>

Summary

- * We can limit traffic and spare sending lots of bytes
- * Reward your loyal repeat visitors
- * Improve overall web performance

- * Create your invalidation/cachebusting strategy
- * Ensure that the server provides an ETag
- * Which resources can be cached publicly or private?
- * Determine the best cache lifetime for your resources
- * How aggressively can you cache your assets?

Thank You!

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