

optimising
YOUR WORKFLOW FOR
PERFORMANCE

GENERATE LONDON



ANDI

SMITH

**DIRECTOR OF WEB
DEVELOPMENT AT AKQA**

@andismith

andismith.com



MARKS &
SPENCER



dyson



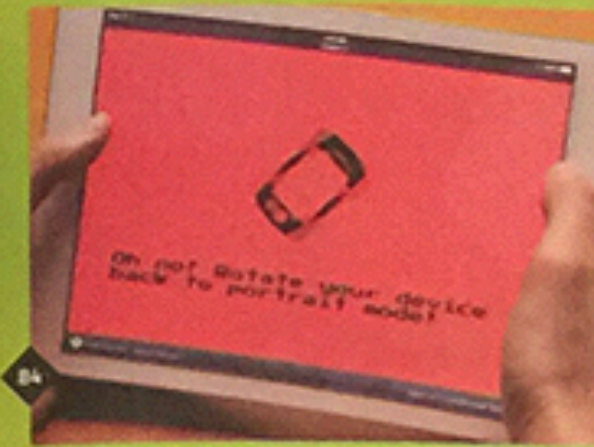
TECH.insight 

techinsight.io

PROJECTS

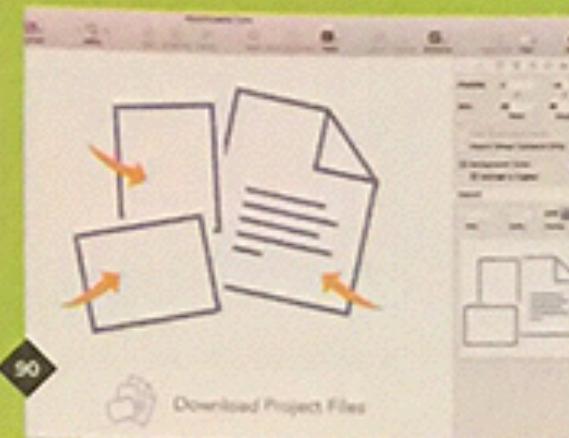
Tips, tricks
& techniques

THIS MONTH FEATURING...



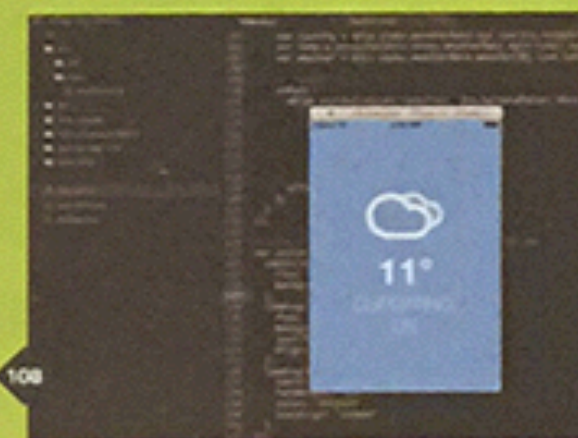
MASTER SCREEN
ORIENTATION WITH HTML5

84



HEAD TO HEAD: PATTERN LAB
VS FABRICATOR

97



GET STARTED WITH GIT
VERSION CONTROL

104

ANIMATE ICONS WITH
SKETCH AND SVG

90

DESIGN INTERACTIVE
PROTOTYPES IN FRAMER

98

BUILD A NATIVE MOBILE
APP WITH REACT NATIVE

108

SAFEGUARD YOUR
USERS' PRIVACY

94

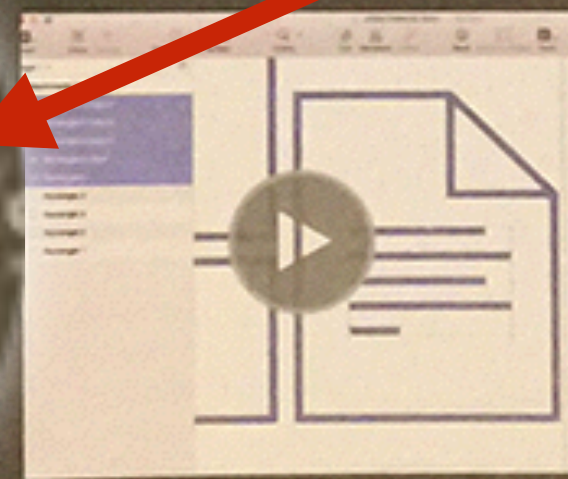
WEB STANDARDS:
HTML MANIFEST

103

ACCESSIBILITY:
A WEB FOR EVERYONE

114

browser support
@andismith
n | Use web



EXCLUSIVE VIDEOS

Look out for the video icon throughout our tutorials. This issue, two authors have created exclusive screencasts to complement their articles and enhance your learning. Peter Nowell's tutorial on animating icons with Sketch, CSS and SVG, and Jérôme Lecomte's guide to mastering screen orientation.

that's me!

65 PAGES OF PRACTICAL WEB DESIGN TIPS AND TECHNIQUES!

/develop/discover/design
Issue 246 | October 2013 | www.netmagazine.com

net

★ Create slick CSS layouts
Build amazing user interfaces with the revolutionary Flexbox

18

MASTER DEVELOPERS • THE GUILD OF THE GUILD

MASTER BROWSER DEV TOOLS

We reveal how to get the most out of Firefox, IE, Opera and Safari. Plus speed sites up in Chrome

☼ ☽ ☿ ☼ ☼

> Responsive wireframes
Techniques for HTML prototyping

> Develop with Grunt
Give your workflow a makeover

> Marketing analytics tips
How to measure social activity & more

10 ESSENTIAL MOBILE UX TIPS
Guidelines for user-focused mobile design

CREATE AN HTML PHYSICS GAME
Discover JavaScript 2D engine Matter.js

MASTER DESIGN FRAMEWORKS
Use Gulp, Foundation and Sassaparilla

RESPONSIVE IMAGES SOLVED!
Generate responsive images automatically

The voice of web design

net

Issue 255 | July 2014 | net.creativebloq.com

★PROJECT GET STARTED WITH GOOGLE APP ENGINE
Build and deploy scalable PHP applications

VIM
Git
COFFEE SCRIPT
& SKETCH

THE Complete WEB DESIGN TOOLKIT

Sublime
SASS
Github
ASSEMBLE
GRUNT

WE REVEAL THE PERFECT WORKFLOW TO ELIMINATE FRONTEND DEVELOPMENT PAIN



USE A

TASK RUNNER

Image Credit: <https://www.flickr.com/photos/elsie/8229790>



1

**AUTOMATE
WORKFLOW**

2

**REDUCE
REPETITION**

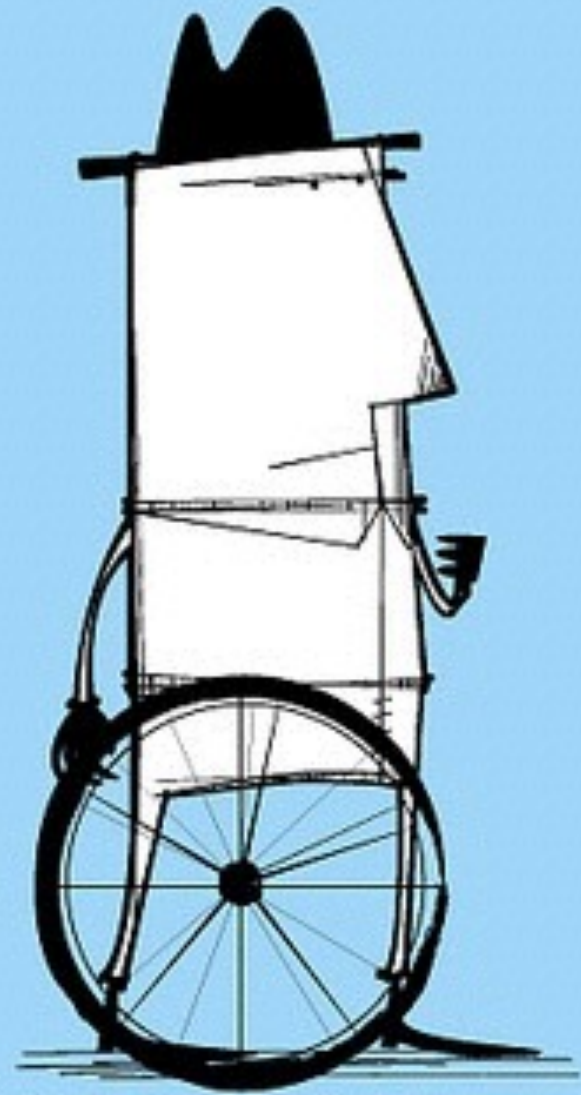
3

**REDUCE
ERRORS**

4

**REDUCE
PAIN!**

ERRR...

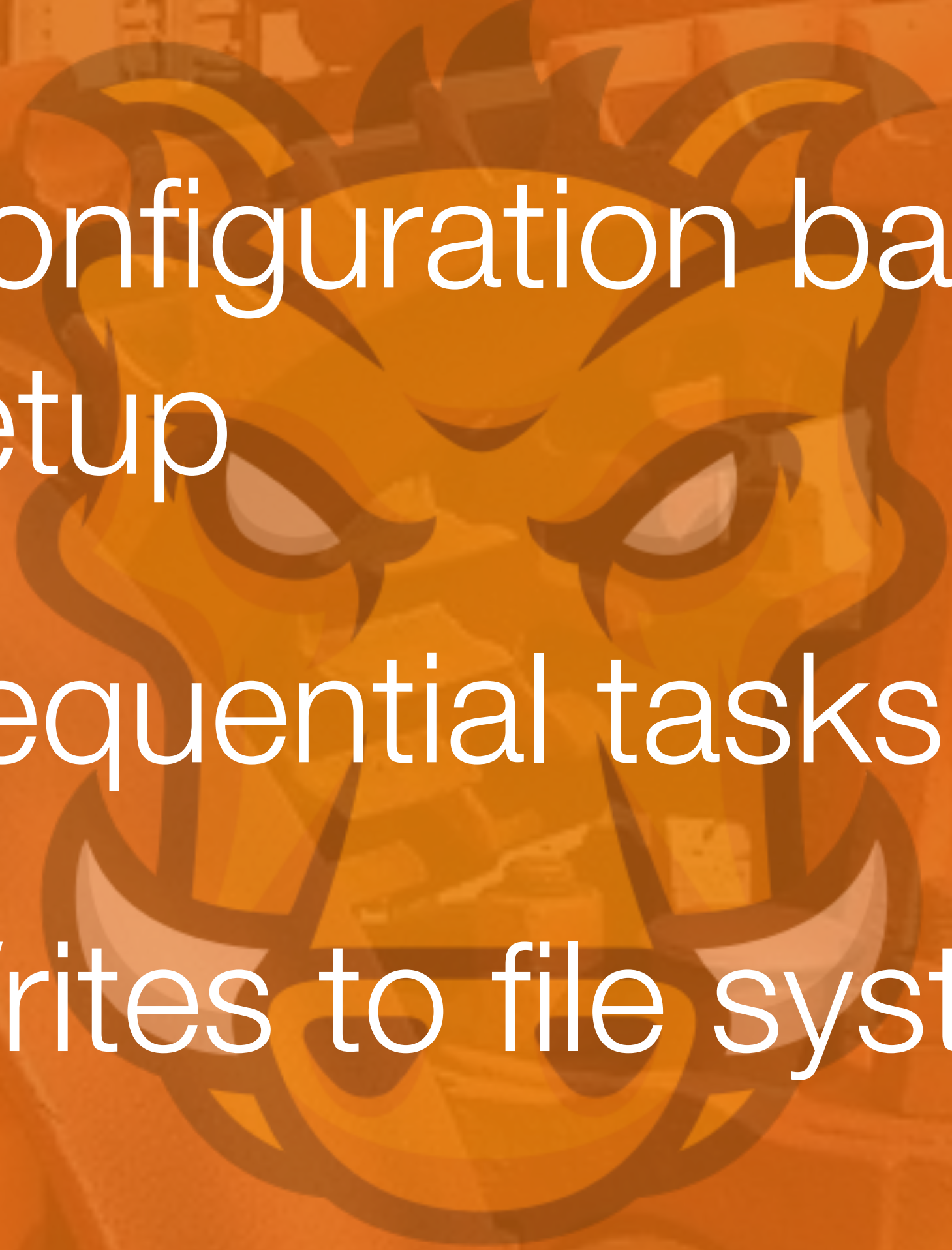


**CAN'T STOP.
TOO BUSY!!**

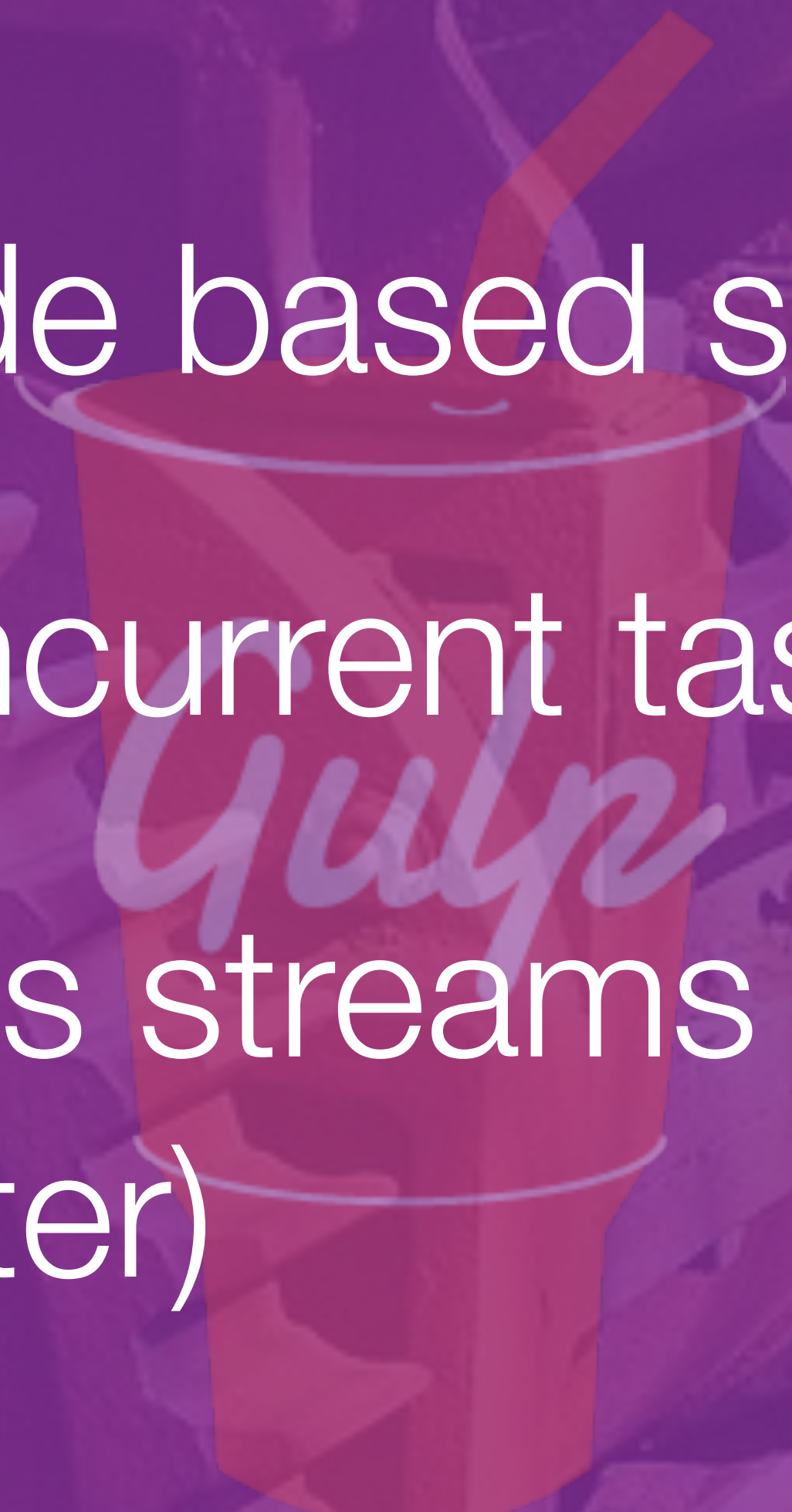




GRUNT *or* **GULP**

- 
- Configuration based setup
 - Sequential tasks
 - Writes to file system

GRUNT *or* **GULP**

- 
- Code based setup
 - Concurrent tasks
 - Uses streams (faster)



TASKS

TO *optimise*

PERFORMANCE

why

OPTIMISE

SITE PERFORMANCE?

Image Credit: <https://www.flickr.com/photos/ssoosay/2948843480>

BUFFER FACE

Credit: <https://www.youtube.com/watch?v=rpxE2ylyRhI>



HOW LONG WILL USERS WAIT?

100ms Feels like it is instantly reacting

1s Feels like the computer is
“working” on their request

10s Users give up

Source: <http://www.nngroup.com/articles/response-times-3-important-limits/>



AMAZON
EXTRA 100MS WAIT
COST 1% IN SALES

Source: <http://blog.gigaspaces.com/amazon-found-every-100ms-of-latency-cost-them-1-in-sales/>



GOOGLE

**EXTRA 500MS WAIT FOR SEARCH RESULTS
DROPPED 20% TRAFFIC**

Source: <http://glinden.blogspot.co.uk/2006/11/marissa-mayer-at-web-20.html>

TESTING PERFORMANCE

Speed Index

<http://webpagetest.org>

						Document Complete			Fully Loaded			
	Load Time	First Byte	Start Render	<u>Speed Index</u>	DOM Elements	Time	Requests	Bytes In	Time	Requests	Bytes In	Cost
First View	1.503s	0.648s	1.098s	1240	109	1.503s	11	172 KB	1.627s	12	321 KB	<u>\$----</u>
Repeat View	0.813s	0.448s	0.754s	800	106	0.813s	2	49 KB	0.813s	2	49 KB	

						Document Complete			Fully Loaded			
	Load Time	First Byte	Start Render	<u>Speed Index</u>	DOM Elements	Time	Requests	Bytes In	Time	Requests	Bytes In	Cost
First View	2.747s	0.672s	1.892s	3282	145	2.747s	17	1,187 KB	2.904s	18	1,220 KB	<u>\$\$\$--</u>
Repeat View	0.728s	0.147s	0.994s	1406	145	0.728s	15	5 KB	0.728s	15	5 KB	

						Document Complete			Fully Loaded			
	Load Time	First Byte	Start Render	<u>Speed Index</u>	DOM Elements	Time	Requests	Bytes In	Time	Requests	Bytes In	Cost
First View	6.145s	1.168s	1.591s	1689	504	6.145s	60	1,997 KB	7.082s	66	2,028 KB	<u>\$\$\$\$\$</u>
Repeat View	3.396s	0.823s	1.004s	1196	504	3.396s	20	176 KB	5.552s	22	326 KB	

TESTING PAGE SPEED

Page Speed Insights

[https://developers.google.com/speed/
pagespeed/insights/](https://developers.google.com/speed/pagespeed/insights/)



Mobile



Desktop

87 / 100 Suggestions Summary

Consider Fixing:

Eliminate render-blocking JavaScript and CSS in above-the-fold content

▶ [Show how to fix](#)

Optimize images

▶ [Show how to fix](#)

Leverage browser caching

▶ [Show how to fix](#)

**TOO MANY
REQUESTS**

WHY

PAGE SIZE

**BLOCKING
SCRIPTS**

THE

**CONNECTION
SPEED**

WAIT?

LATENCY



Stephanie Rieger

@stephanierieger



 Follow

Shoot me now...responsive design has seemingly become confused with an opportunity to reduce performance rather than improve it. #performance

RETWEETS

31

FAVORITES

10



8:20 PM - 10 Sep 2012



optimising
YOUR WEBSITE FOR
PERFORMANCE

Image Credit: <https://www.flickr.com/photos/noddymini/17368814772>

FEWER
REQUESTS

FIX

SMALLER
PAGE SIZE

NO BLOCKING
SCRIPTS

THE

REDUCE
LATENCY

CONNECTION
SPEED

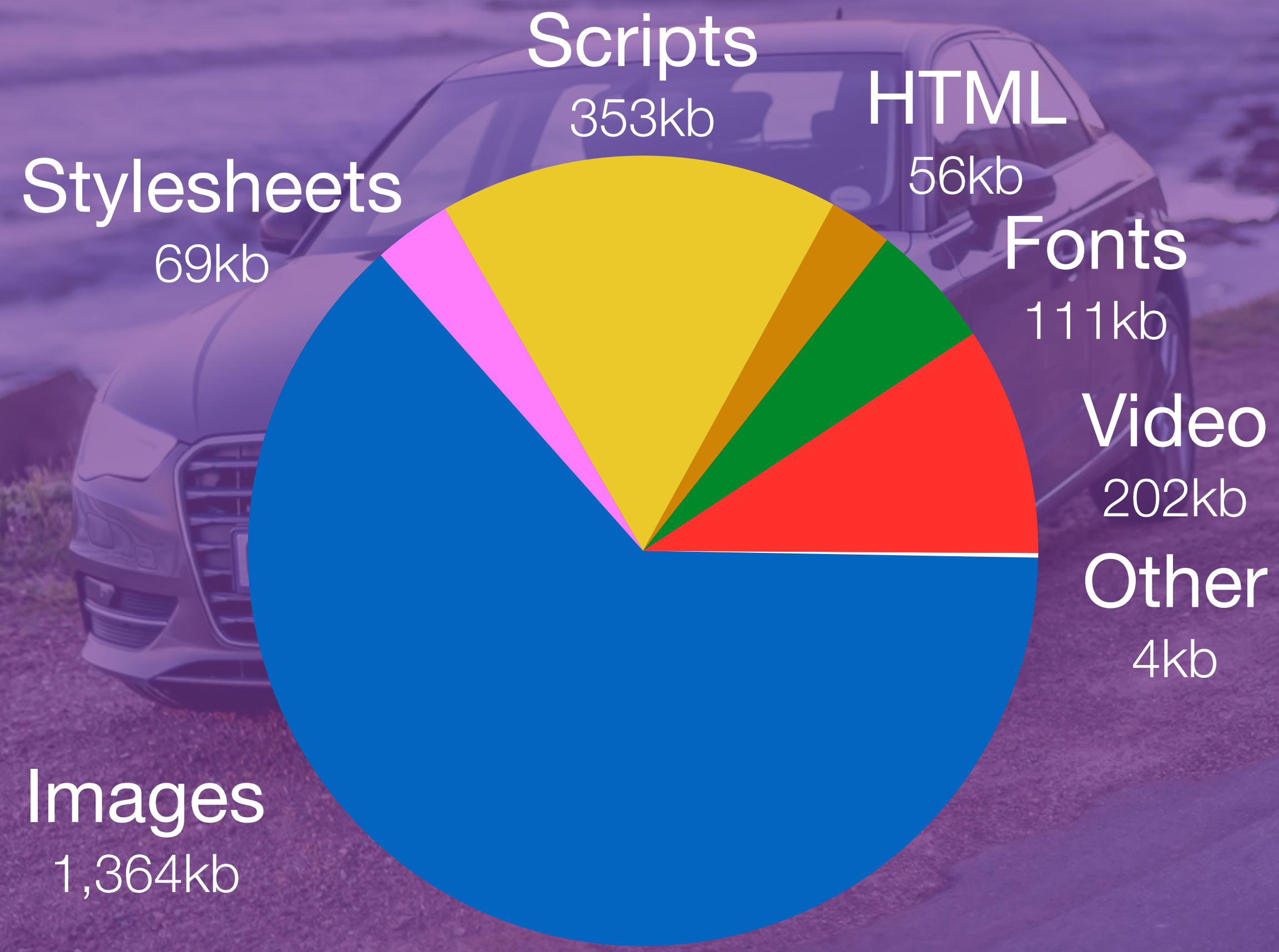
WAIT!



smaller
PAGE SIZE

Image Credit: <https://www.flickr.com/photos/rockingcars/10083247036/>

Average bytes per page by Content Type for top 1,000,000 web sites



Total: 2,169kb

Source: <http://httparchive.org/interesting.php?a=All&l=Aug%2015%202015>



SET A **PERFORMANCE BUDGET**

**A BASELINE FOR PAGE SIZE AND
NUMBER OF REQUESTS**

More Info: <http://timkadlec.com/2013/01/setting-a-performance-budget/>

RESPONSIVE IMAGES

Serve images that fit the size of the users' device appropriately.

Otherwise we're just sending wasted pixels



```
npm install grunt-responsive-images
```



```
npm install gulp-responsive
```



Workflow
task
resizes
image



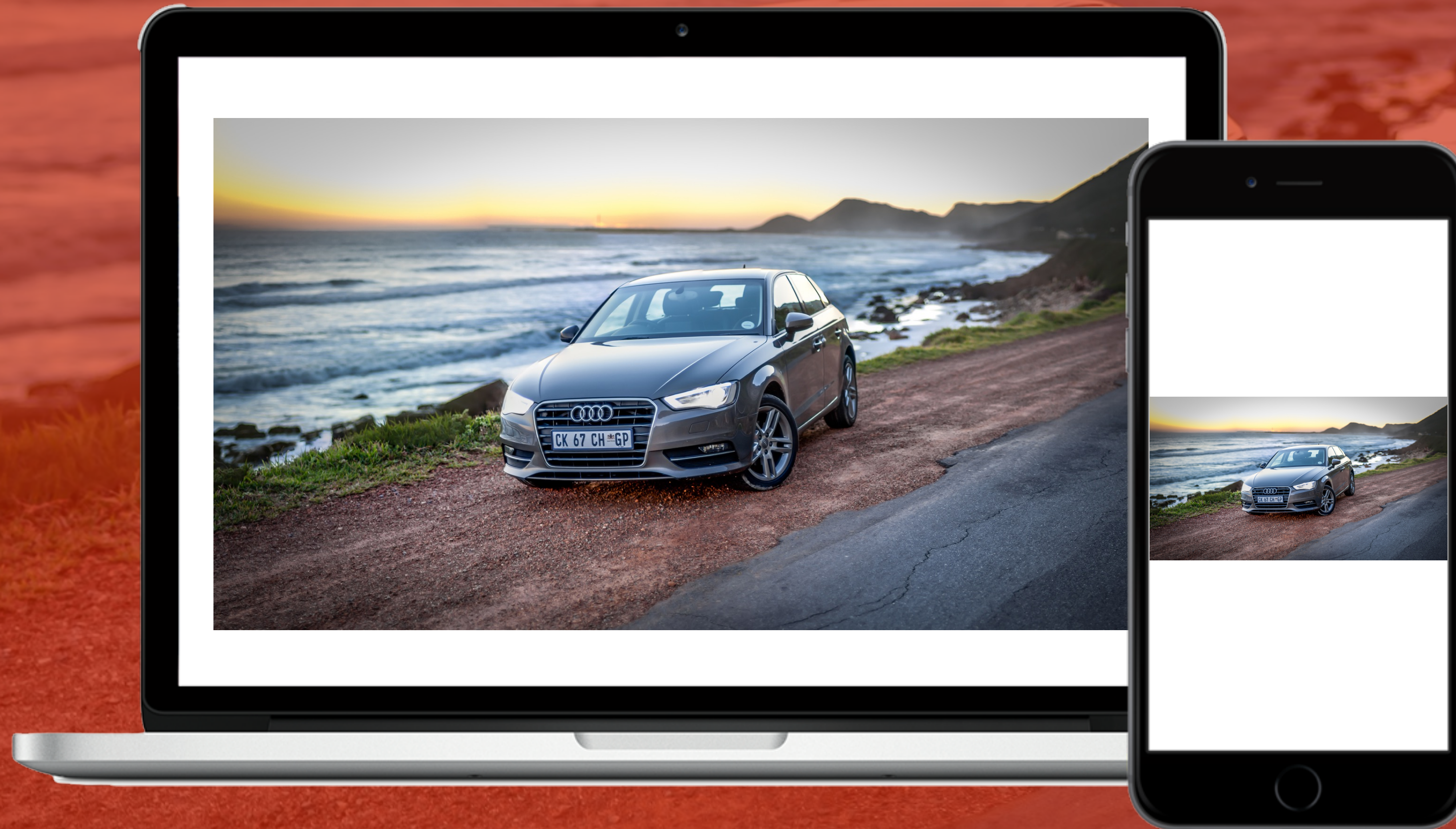
Use **srcset** and
picture element



SRCSET *vs* PICTURE



SIZE/DPI



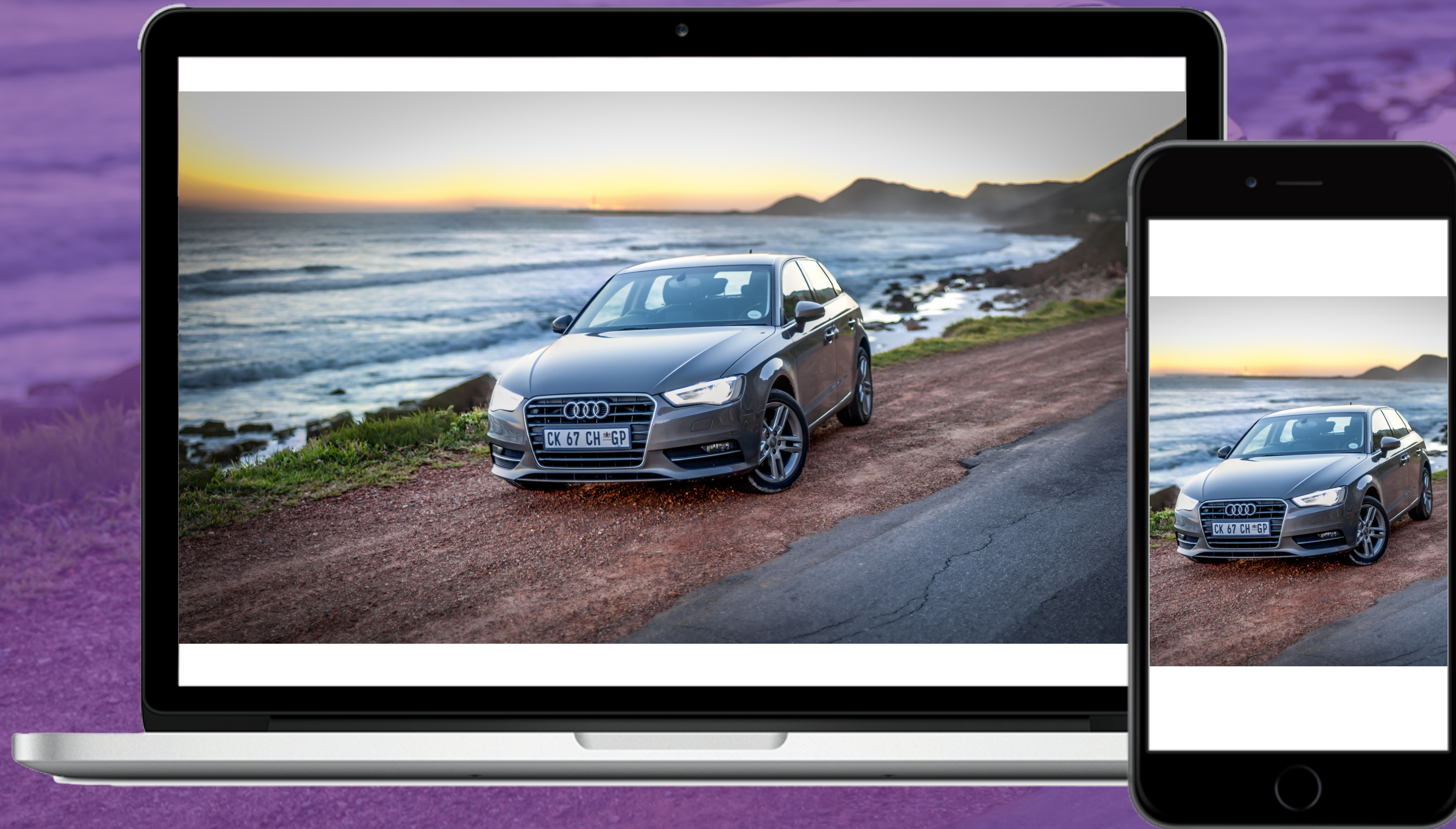
USE IMG WITH SRCSET & SIZES

```

```

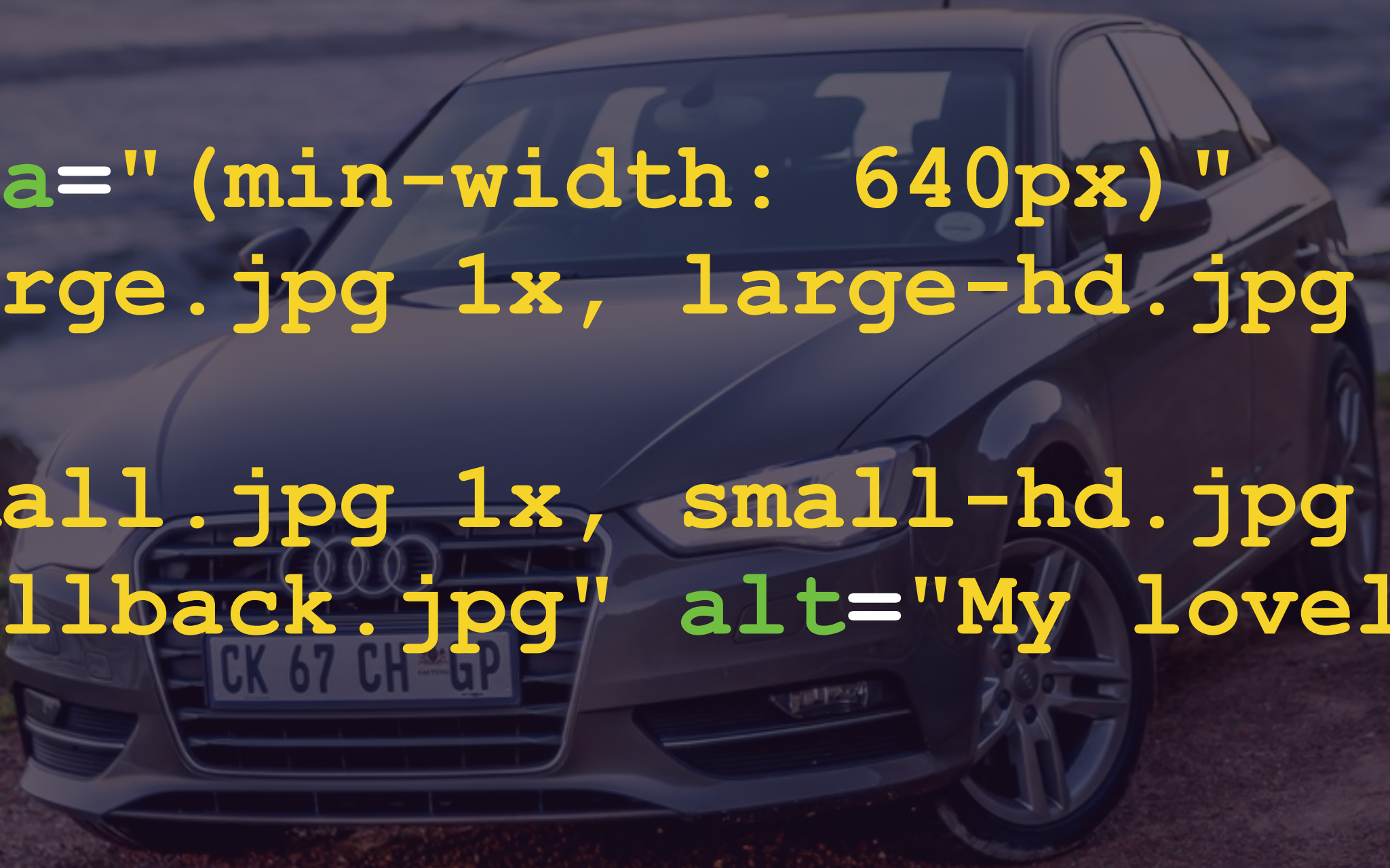


ART DIRECTION



USE PICTURE

```
<picture>  
  <source media="(min-width: 640px)"  
    srcset="large.jpg 1x, large-hd.jpg 2x">  
  <source  
    srcset="small.jpg 1x, small-hd.jpg 2x">  
    
</picture>
```

A dark grey Audi car is parked on a gravel path next to a road. The car is facing left and has a license plate that reads "CK 67 CH GP". The background shows a sunset over a body of water with mountains in the distance. The sky is a mix of purple and orange.

RESPONSIVE IMAGES

	SRCSET	PICTURE
Resize	Yes	No
Pixel Density (e.g. Retina)	Yes	No
Art Direction Changing	No	Yes
MIME Type (e.g. WebP)	No	Yes

More Info: <https://dev.opera.com/articles/responsive-images/>

SRCSET

IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Chrome for Android
8			31					4.1	
9		38	43			7.1		4.3	
10		39	44		31	2 8.4		4.4.4	
11	2 12	40	45	2 8	32	9	8	44	44
	2 13	41	46	9	33				
		42	47		34				
		43	48						

PICTURE

IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Chrome for Android
8			31					4.1	
9		38	43			7.1		4.3	
10		39	44		31	8.4		4.4.4	
11	12	40	45	8	32	9	8	44	44
	13	41	46	9	33				
		42	47		34				
		43	48						



LACKING BROWSER SUPPORT?

USE A POLYFILL!

<https://github.com/scottjehl/picturefill>

COMPRESS IMAGES

Compress images so they take less time to download



```
npm install grunt-contrib-imagemin
```



```
npm install gulp-imagemin
```

FILE SIZE SAVINGS

BEFORE



273KB

AFTER



240KB

UNUSED CSS

No need to include unused CSS on our pages.



```
npm install grunt-uncss
```



```
npm install gulp-uncss
```

MINIFY, UGLIFY

Image Credit: <https://www.flickr.com/photos/abrinsky/14836518223>

MINIFY, UGLIFY & CONCATENATE

Usemin runs a number of performance helper tasks such as uglify, cssmin and concatenate automatically.



```
npm install grunt-usemin
```



```
npm install gulp-usemin
```

HTML SETUP

```
<!-- build:css /assets/css/main.min.css -->  
<link href="/assets/css/vendors/bootstrap.css"  
rel="stylesheet" />  
<link href="/assets/css/main.css" rel="stylesheet" />  
<!-- endbuild -->
```

HTML SETUP

```
<!-- build:js /assets/js/main.min.js -->  
<script src="/assets/js/vendors/jquery.js"></script>  
<script src="/assets/js/vendors/picturefill.js"></  
script>  
<script src="/assets/js/main.js"></script>  
<!-- endbuild -->
```

EXAMPLE SETUP

```
usemin: {
  html: '**/*.html',
  css: PATHS.DEST + PATHS.CSS + '**/*.css',
  js: PATHS.DEST + PATHS.JS + '**/*.js'
},
useminPrepare: {
  html: 'src/index.html',
  options: {
    root: 'src'
  }
}
```

TASK ORDER

```
grunt.registerTask('usemin',  
  ['useminPrepare',  
   'concat',  
   'cssmin',  
   'uglify',  
   'filerev',  
   'usemin',  
   'htmlmin']);
```

COMPRESS FILES

GZIP our HTML, CSS, JavaScript.



```
npm install grunt-contrib-compress
```



```
npm install gulp-gzip
```


LAZY LOADING





fewer
REQUESTS

SPRITE IMAGES

Combine smaller images in to one sprite file, and generate CSS for the sprite



```
npm install grunt-spritesmith
```



```
npm install gulp.spritesmith
```

Add-on Item *AutoRip* >>

 Add to Watchlist

 Adding...

 Add to Cart

 Add to Cart *AutoRip* >>

(3-5 Days)

 amazon *Prime*

[Empty blue bar]

See more like this

#1 Best Seller

amazon instant video

 Get Started

Ultimata

 amazon *ultimata*

CRITICAL CSS

Inline critical CSS for above-the-fold content in to the first 14kb.



```
npm install grunt-penthouse
```



```
npm install gulp-critical-css
```

no BLOCKING SCRIPTS

<SCRIPT> AT BOTTOM OF PAGE

<SCRIPT **ASYNC**>

<SCRIPT **DEFER**>*

*IE 10+

reduce **LATENCY**

CDN

SOME DOMAIN SHARDING

CONCATENATION

CONNECTION SPEED

CACHE



CACHE FILES

Use filerev to set your workflow to assign file revision numbers



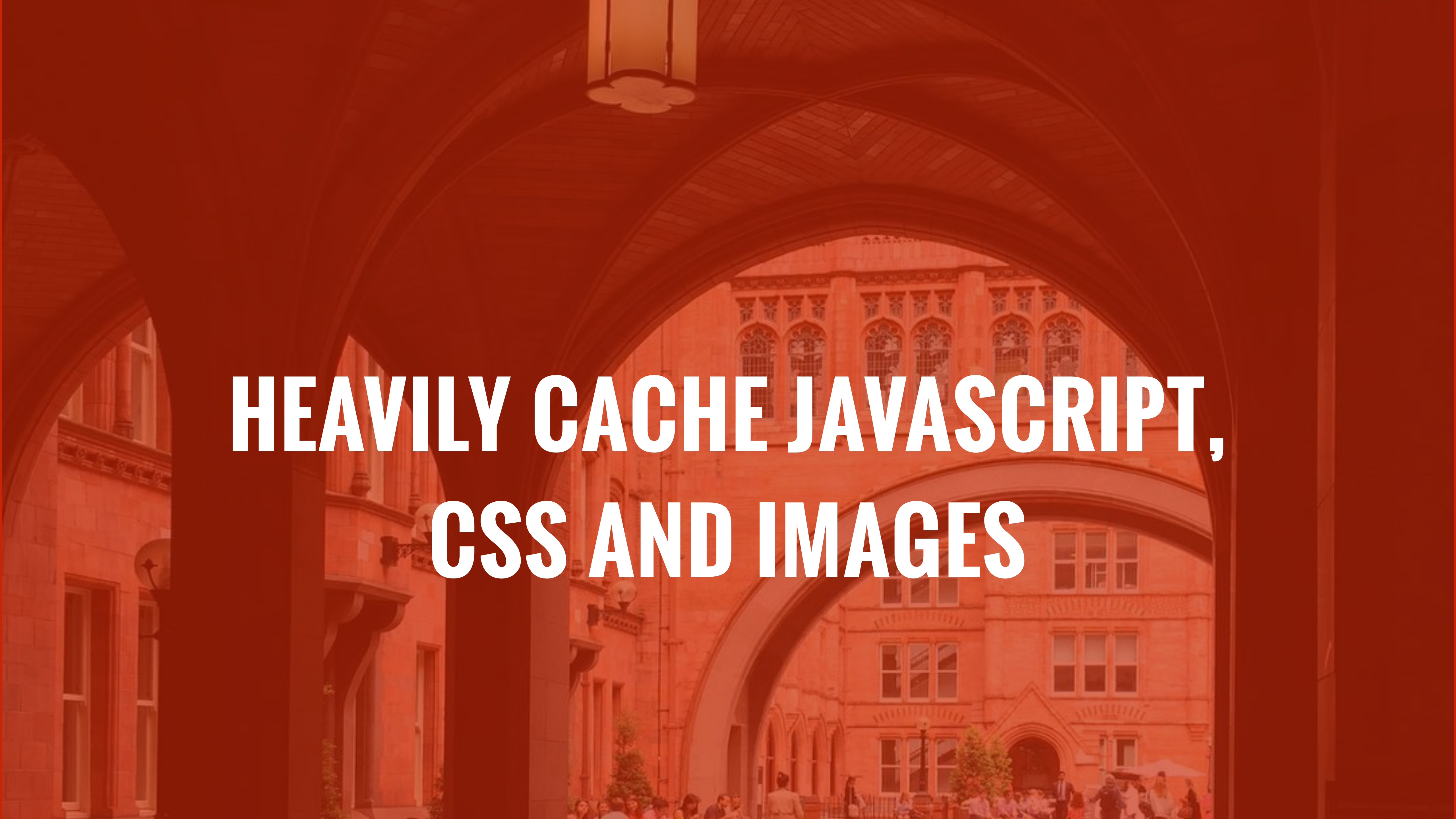
```
npm install grunt-filerev
```



```
npm install gulp-filerev
```

FILEREV SETS A FILENAME BASED ON THE FILE CONTENTS

main.css → main.a1b2c3.css



**HEAVILY CACHE JAVASCRIPT,
CSS AND IMAGES**

CHANGES TO THE FILE WILL CREATE A NEW FILENAME

main.css → main.d4e5f6.css

SUMMARY OF TASKS

- **Smaller Page Size**
Responsive Images, Image Optimisation, Unused CSS, Minify and Uglify
- **Fewer Requests**
Concatenate, Sprite Images, Critical CSS
- **Connection Speed**
Cache Files

After GO LIVE

Image Credit: <https://www.flickr.com/photos/ecodallaluna/3987049662>

MEASURE PERFORMANCE

Measure SpeedIndex and Google PageSpeed to check performance.



```
npm install grunt-perfbudget  
npm install grunt-pagespeed
```



```
https://github.com/addyosmani/psi-gulp-sample  
http://bit.ly/1iGsRXP
```

SETUP ALERTS IN ANALYTICS

Create an Alert ✕

Alert name:

Apply to: **All Web Site Data** and

Period:

Send me an email when this alert triggers. Also include

[Setup your mobile phone](#) to receive a text message about Intelligence Alerts

Alert Conditions

This applies to

| Alert me when | Condition | Value | Compared to |
|--|---|-----------------------------------|--|
| <input type="text" value="Avg. Page Load Time (sec)"/> | <input type="text" value="% increases by more than"/> | <input type="text" value="20 %"/> | <input type="text" value="Same day in the previous week"/> |

Intelligence events in Google Analytics

WATCH

YOUR

IMAGE

SIZES!

BEWARE OF CMS AUTHORS



to



Image Credit: <https://www.flickr.com/photos/jaguarcarsmena/13979908838>
https://www.flickr.com/photos/paul_appleyard/11009129905

**IMAGE
OPTIMISATION
IN YOUR CMS**

CONCLUSION

Design with a performance budget

Use a workflow to save you pain

Optimise your images, CSS and JavaScript

Educate the people who are going to be maintaining the site!

CHALLENGER APPROACHING



Image Credit: <https://www.flickr.com/photos/134832191@N08/19984768723>

HTTP/2

**1 CONNECTION CAN DOWNLOAD
MULTIPLE RESOURCES IN PARALLEL**

BINARY RATHER THAN TEXTUAL

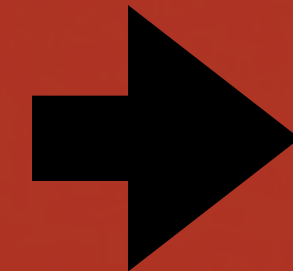
LOWER PARSE OVERHEAD

SIMPLER, SO LESS ERROR PRONE

HEADER COMPRESSION

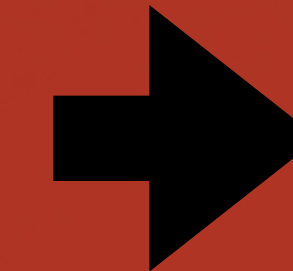
Request Headers

| | |
|----------------|----------------------|
| :method | GET |
| :scheme | https |
| :host | <u>andismith.com</u> |
| ... | ... |



Lookup Table

| | | |
|-----|----------------|-----|
| 2 | :method | GET |
| ... | ... | ... |



Encoded Header

| |
|-----|
| 2 |
| ... |

**ALLOWS SERVERS TO
PUSH RESPONSES TO CLIENT**

E.G. SEND CSS BEFORE REQUESTED

WHEN CAN I

USE **HTTP/2**?

HTTP/2 protocol - OTHER

Global

53.15% + 6.17% = 59.32%

Networking protocol for low-latency transport of content over the web. Originally started out from the SPDY protocol, now standardized as HTTP version 2.


Current aligned Usage relative Show all

| IE | Edge * | Firefox | Chrome | Safari | Opera | iOS Safari * | Opera Mini * | Android Browser * | Chrome for Android |
|-----------------|--------|---------|--------|--------|-------|--------------|--------------|-------------------|--------------------|
| 8 | | | 31 | | | | | 4.1 | |
| 9 | | 38 | 43 | | | 7.1 | | 4.3 | |
| 10 | | 39 | 44 | | 31 | 8.4 | | 4.4.4 | |
| ¹ 11 | 12 | 40 | 45 | 8 | 32 | 9 | 8 | 44 | 44 |
| | 13 | 41 | 46 | 9 | 33 | | | | |
| | | 42 | 47 | | 34 | | | | |
| | | 43 | 48 | | | | | | |

Source: <http://caniuse.com/#search=http2>

HTTP/2 ADOPTION

- Support from most major server software by end of 2015
- **nginx** alpha now available
- **Apache** 2.4.12 supported via patching, in next release
- **IIS** for Windows 10



optimising
YOUR HTTP/2 WEBSITE FOR
PERFORMANCE

Image Credit: <https://www.flickr.com/photos/noddymini/17368814772>

SMALLER REQUESTS

AVOID CONCATENATION

DON'T INLINE RESOURCES



A photograph of a long pier extending into the ocean. The pier has a wooden structure with a railing and several street lamps. In the background, there is a large white building with a pointed roof. The sky is filled with soft, white clouds. The entire image is overlaid with a semi-transparent purple color.

**WITH HTTP/2,
LOAD RESOURCES **ON DEMAND****

HTTP/1.1

0s

REFRESH

Run HTTP/2 test

<http://www.http2demo.io/>



REDUCE LATENCY

RE-EVALUATE CDN

REDUCE DOMAIN SHARDING

A photograph of a pier extending into the ocean at dusk. The pier is made of wooden posts and has a large white tent structure on it. The sky is a mix of purple and blue, and the water is dark blue. The text is overlaid on the image.

STILL IMPORTANT

SMALLER PAGE SIZE

NO BLOCKING SCRIPTS

| | HTTP/1.X | HTTP/2.X |
|--------------------------|-----------------|-----------------|
| Responsive Images | Yes | Yes |
| Image Min | Yes | Yes |
| Spriting | Yes | No |
| Inline CSS | Yes | No |
| CSS Minification | Yes | Yes |
| CSS Concatenation | Yes | No |
| JavaScript Minification | Yes | Yes |
| JavaScript Concatenation | Yes | No |
| HTML Minification | Yes | Yes |

MORE ON HTTP/2

<https://http2.github.io/>

<https://www.mnot.net/blog/2014/01/30/>

[http2_expectations](#)



THANKS!

@andismith

andismith.com

Image Credit: <https://www.flickr.com/photos/eurosporttuning/19261694863>