

# The five stages of JavaScript performance grief

# Measuring ‘Speed’

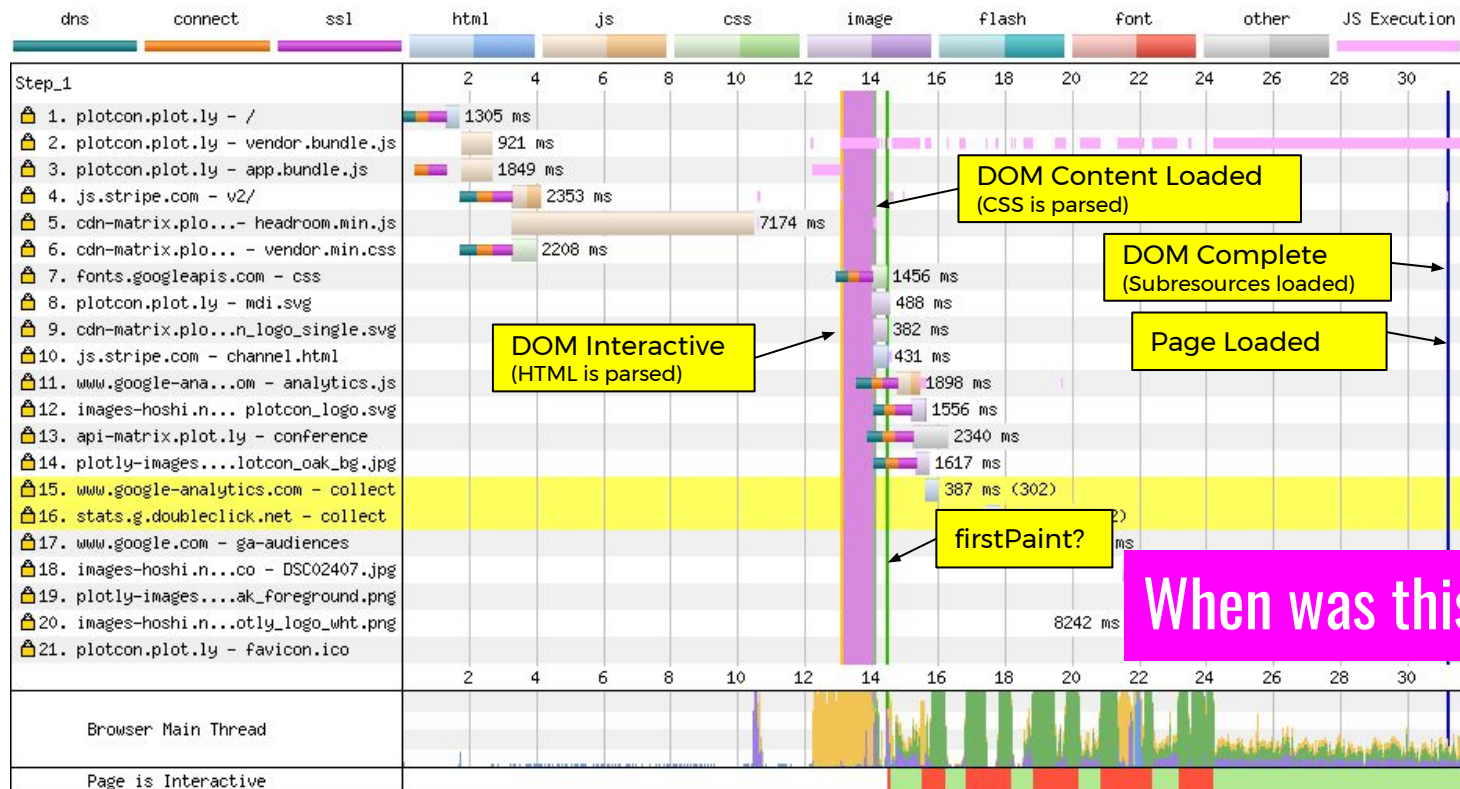
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**You have to measure**

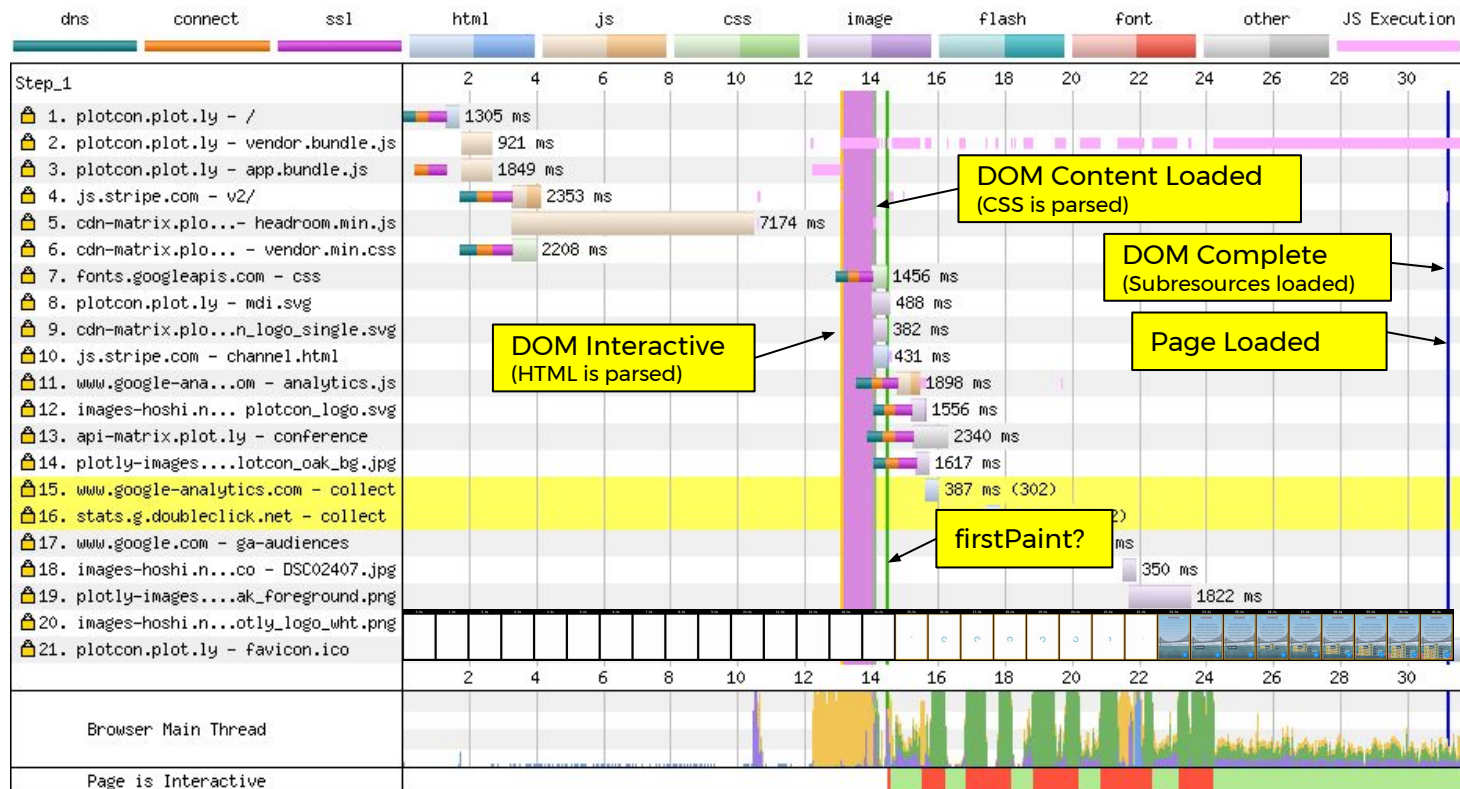
**Real User**

**performance**

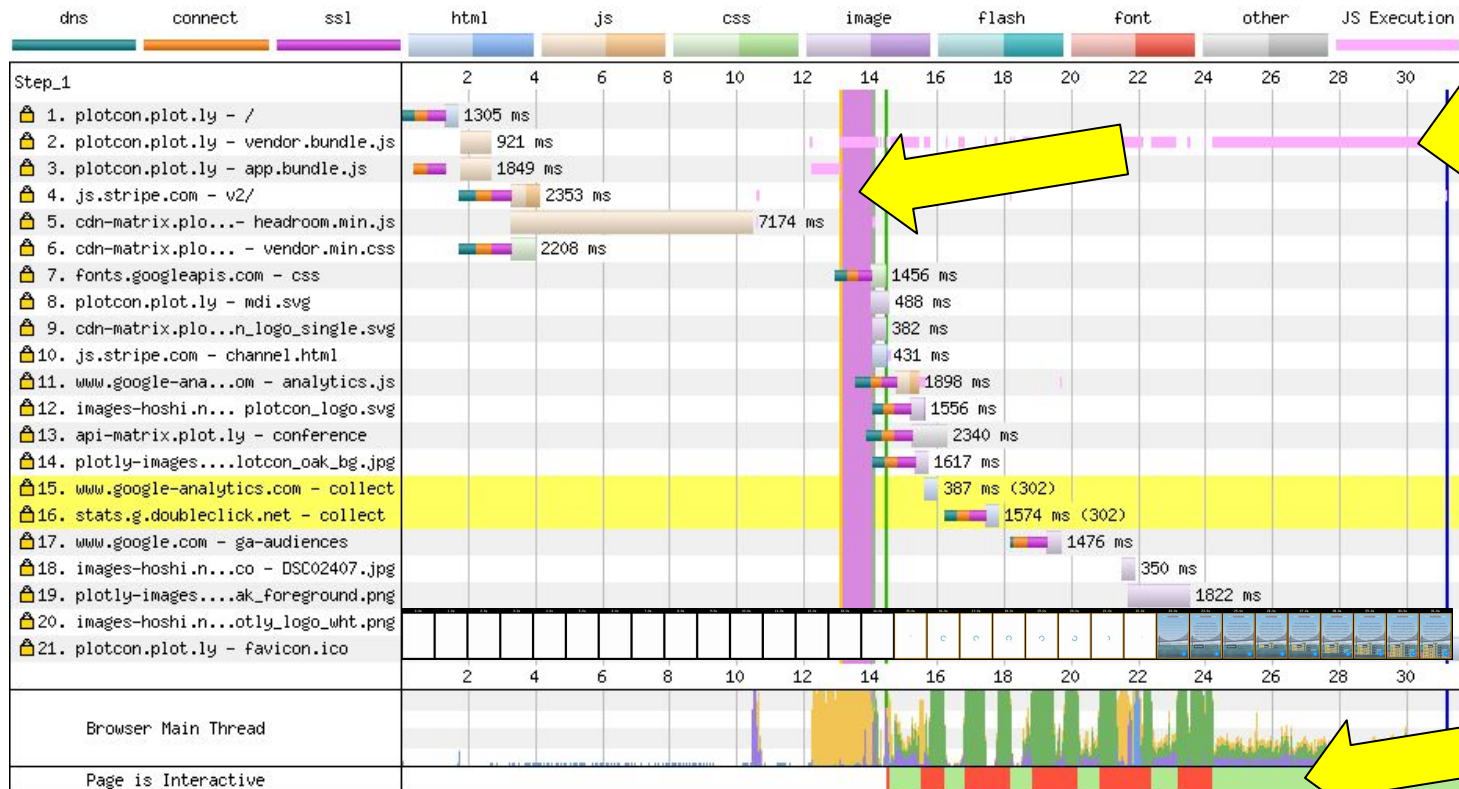
# Nav Timings in WebPageTest



# Nav Timings in WebPageTest



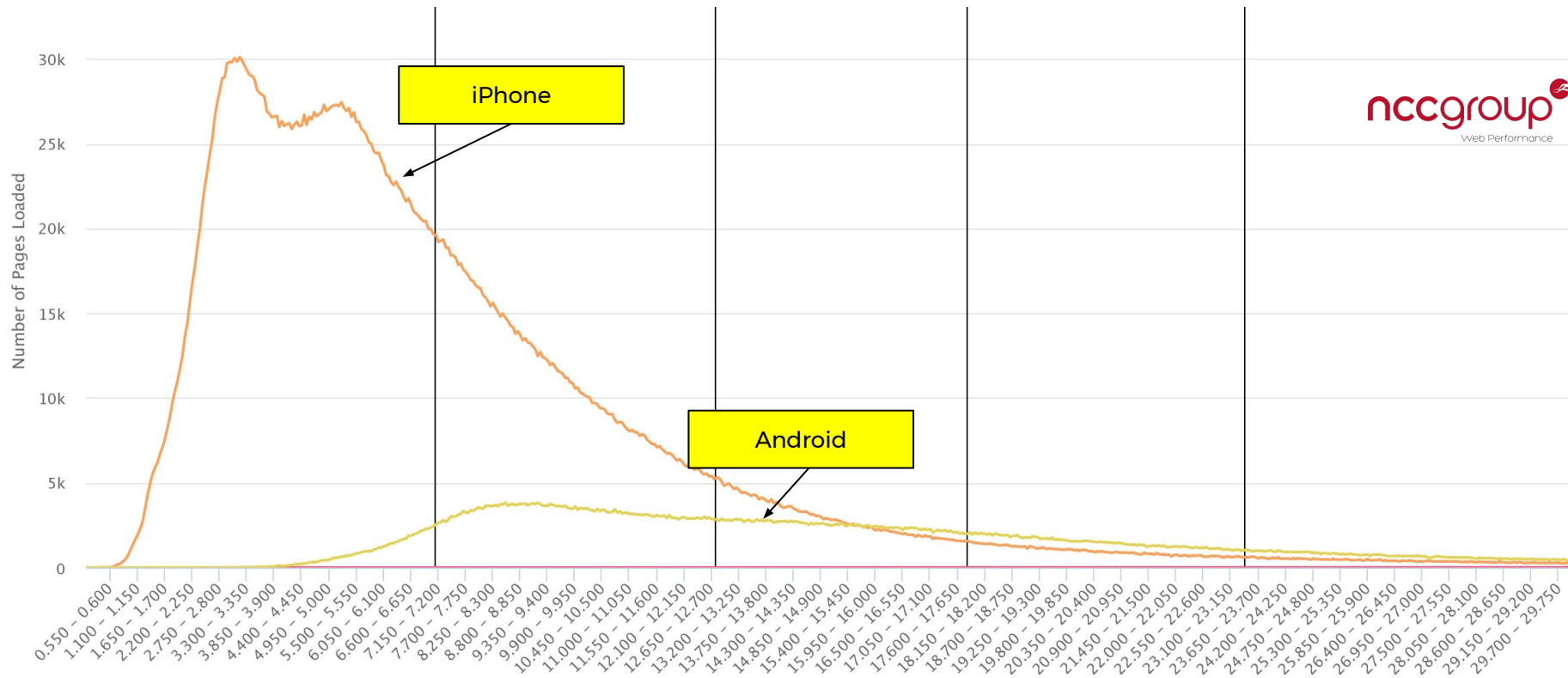
# Nav Timings in WebPageTest





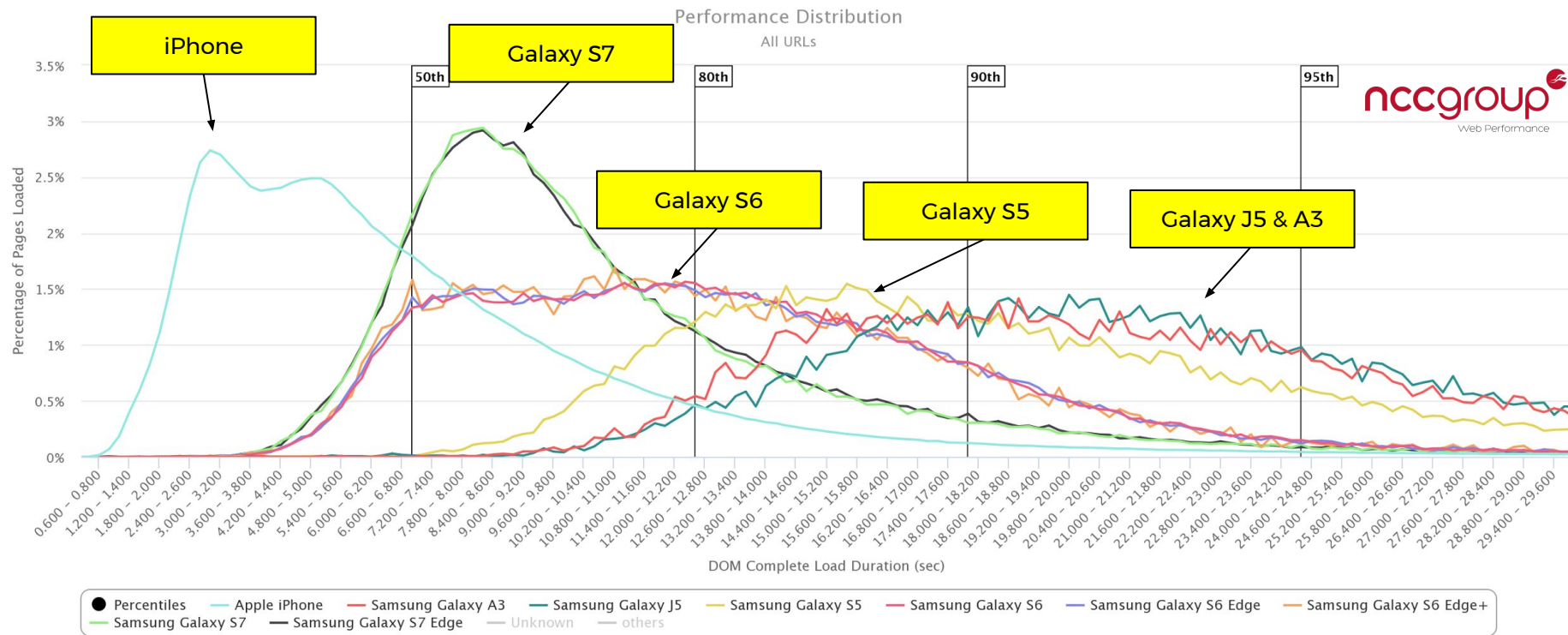
# Navigation Timing API

# Distributions tell a story (Smartphone OS)

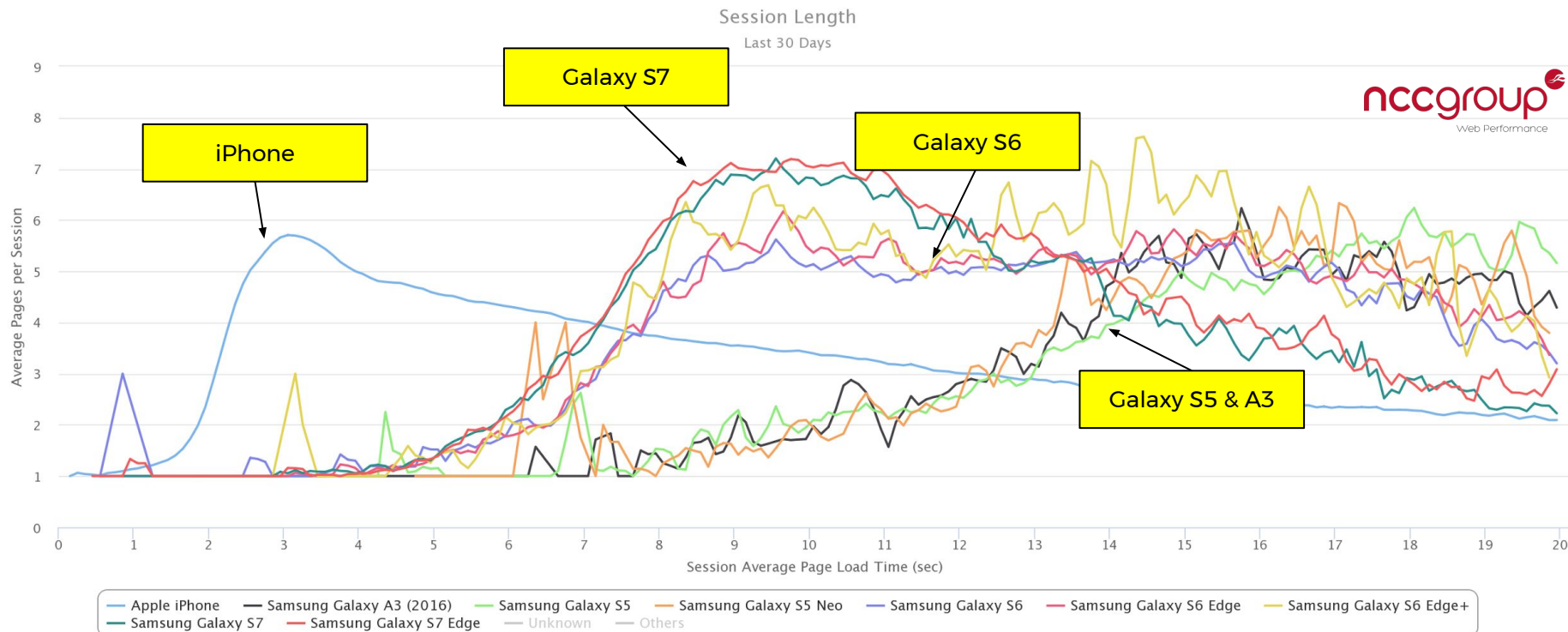




# Distributions tell a story (Top 10 Models)

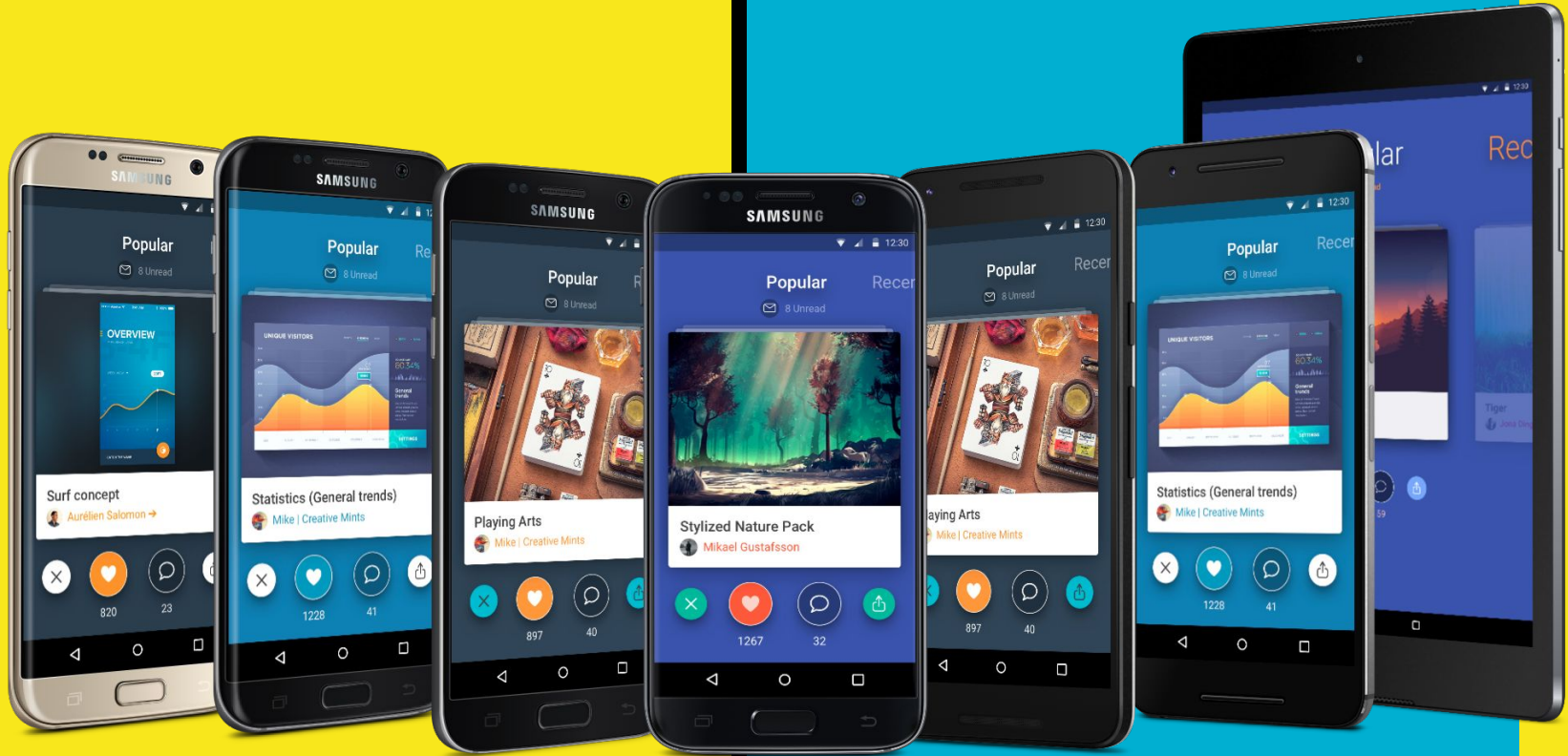


# Distributions tell a story (Engagement by Model)



# There were 25,000 unique Android devices detected in 2015

@SimonHearne ⇌ JS Monthly ⇌ 30 May 2017



# Only 15 iPhone models have ever been produced



# The five stages of grief





**Denial**  
**Bargaining**  
**Anger**  
**Depression**  
**Acceptance**

# Denial

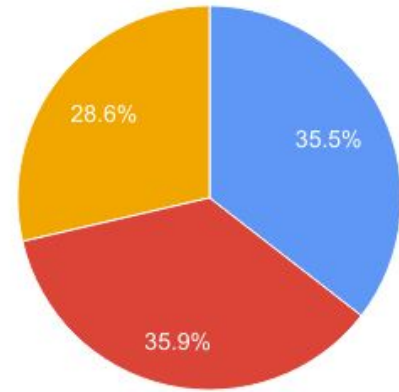
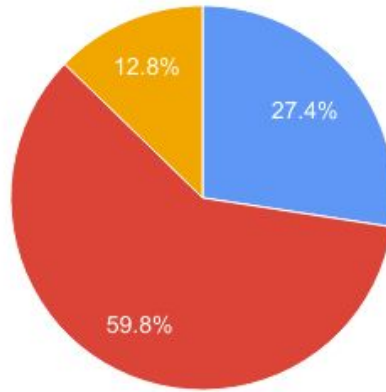
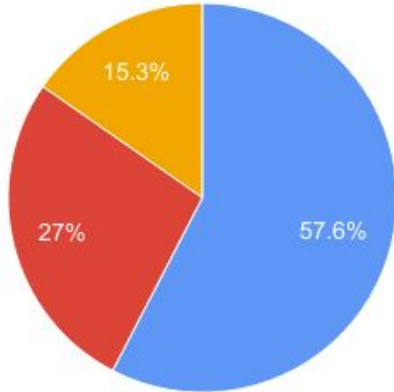
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We don't have  
much Smartphone  
traffic



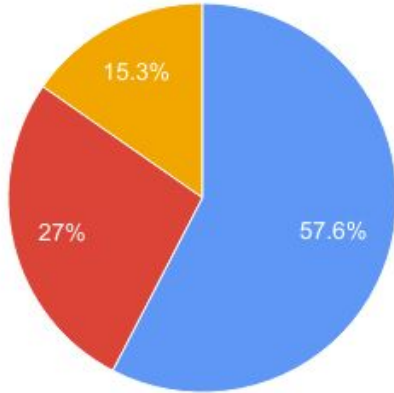
# Three large UK retailers. Which is the fastest?

● Desktop  
● Smartphone  
● Tablet

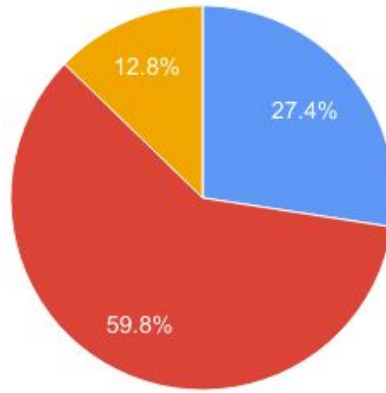


# Three large UK retailers. Which is the fastest?

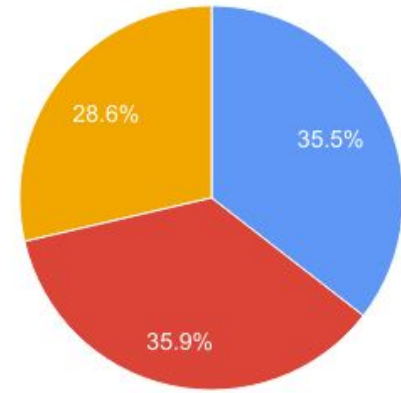
● Desktop  
● Smartphone  
● Tablet



5.8s



1.8s



3.8s

Median smartphone DOM Content Loaded time



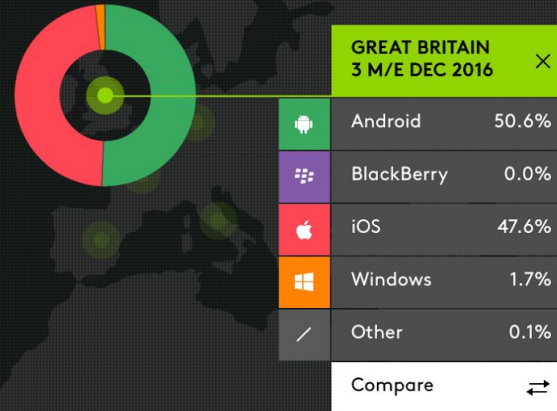
**Sites with faster mobile experiences  
have more mobile traffic**

We don't have  
much Android  
traffic

# Smartphone OS sales market share

Read our expert's latest commentary

iOS and Android push towards a Two-OS world



# 53%

of mobile visits over 3 seconds are abandoned

# 53%

of mobile visits over 3 seconds are abandoned

like, proper lost

# 53%

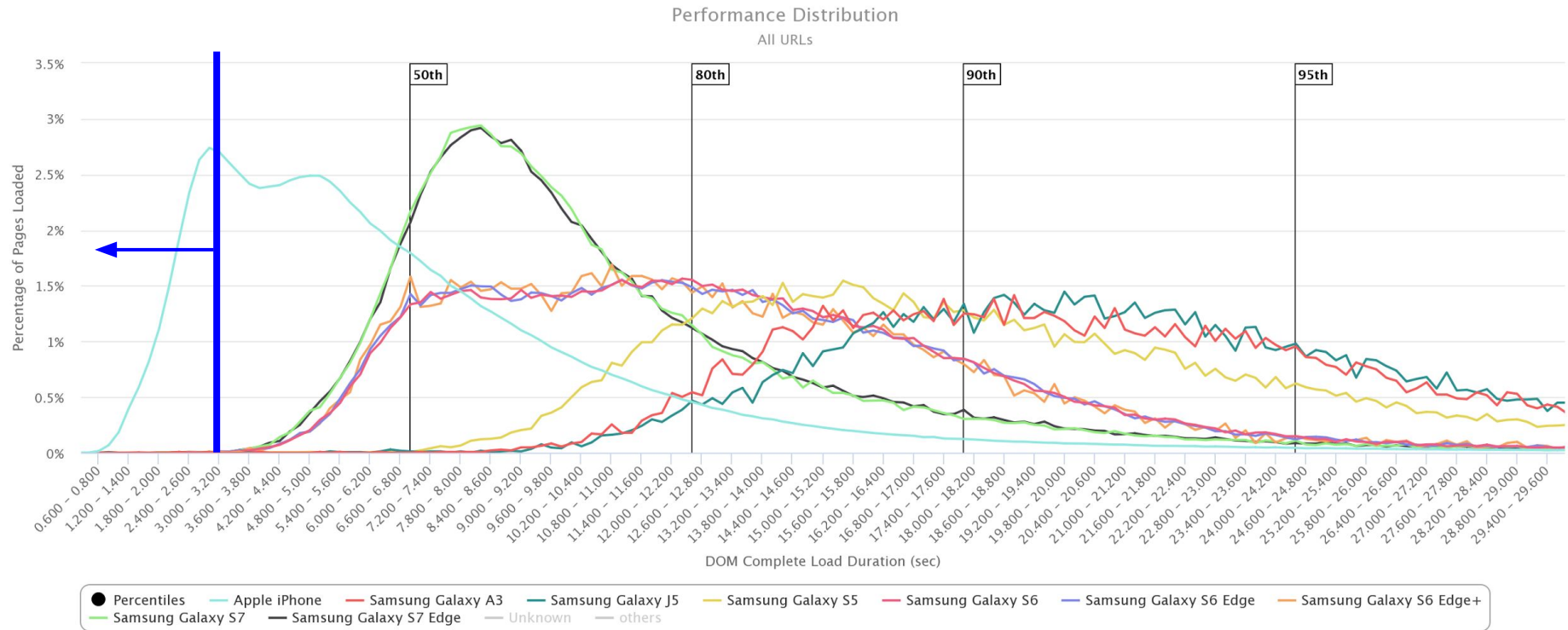
of mobile visits over 3 seconds are abandoned

like, proper lost

not bounces, just *silent echoes in an analytics void*



# Three seconds...



Android doesn't  
convert as well as  
iPhone

**The Android-iOS conversion rate  
gap is now a mere 5%**

# The Android-iOS conversion rate gap is now a mere 5%

(Android users want to buy things, who knew?)

# Denial - Summary

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- Android & iPhone traffic *should* be equal
- Android & iPhone conversions *should* be equal
- Android bounce rate is likely understated
- Question assumptions about your users

# Bargaining

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# Android devices are getting faster

**The Galaxy S8 is only  
15% faster than the Galaxy S6.**

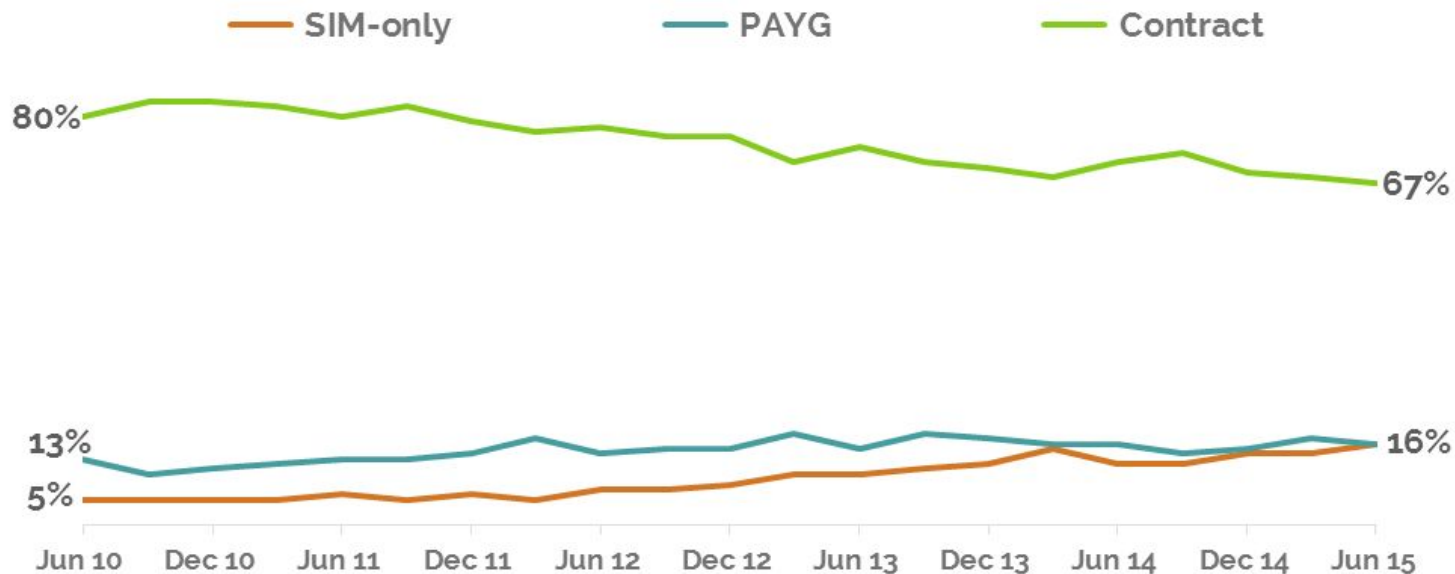
**It's 3x slower than the iPhone 7**



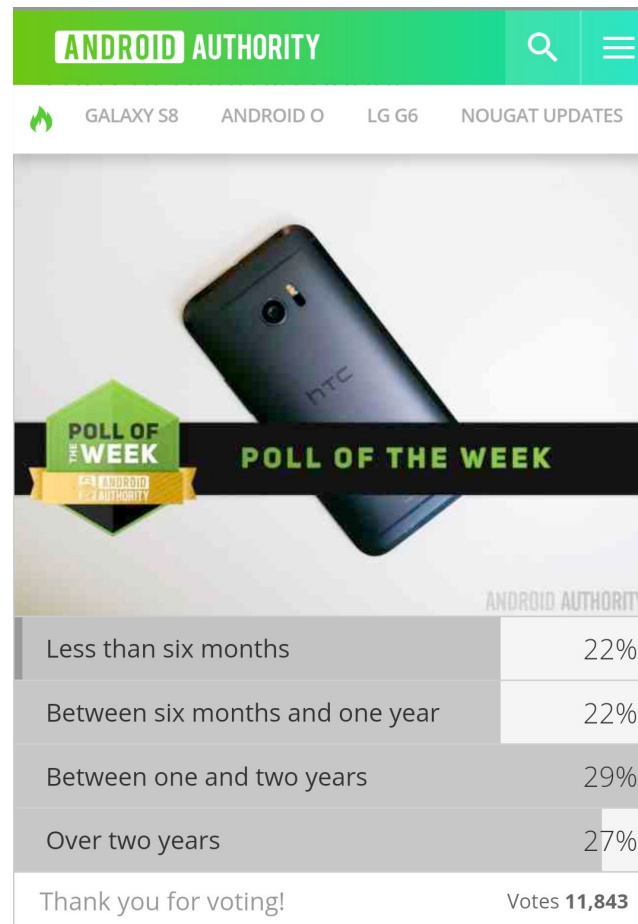
# People are moving to PAYG

## Mobile phone contract type

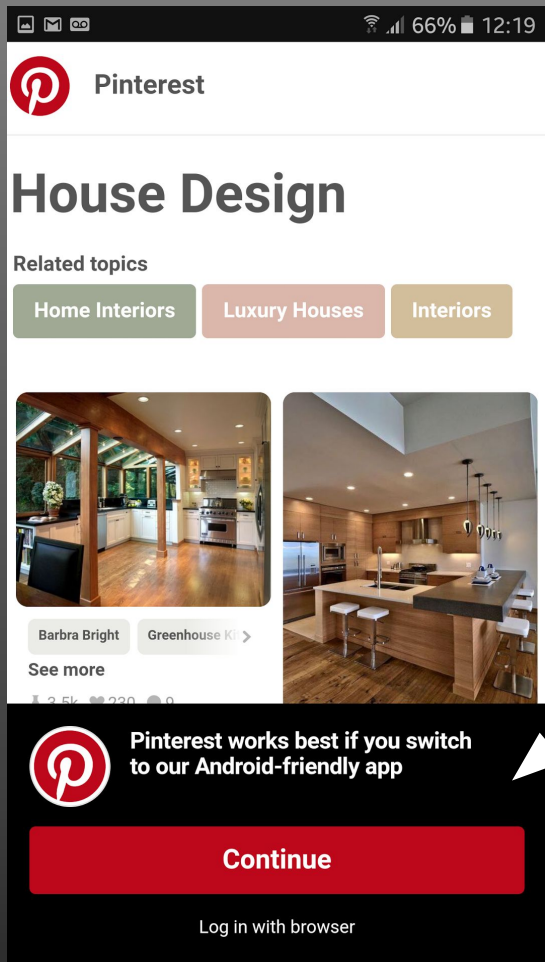
June 2010 - June 2015



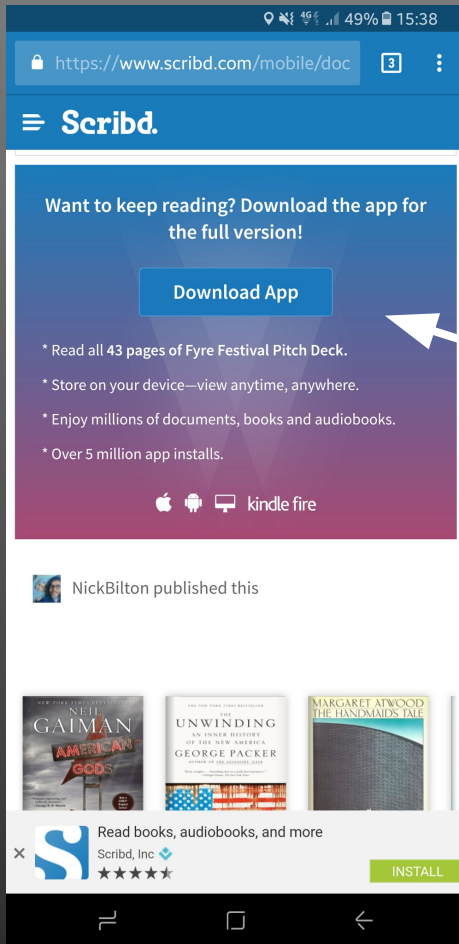
# 27% of 'techies' have old phones



# We've got an app!



That takes guts

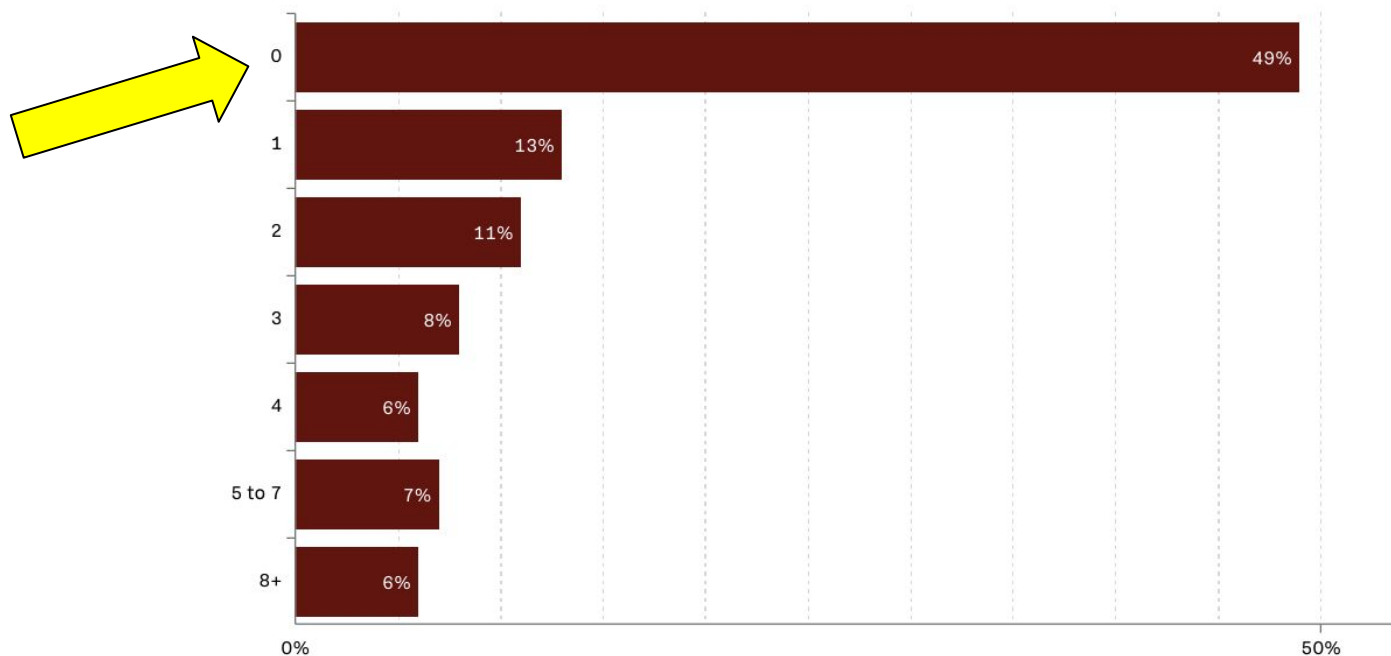


That takes guts

# Average # apps downloaded per month?

## US smartphone users' number of app downloads per month

Age 13+, three-month average ending June 2016.

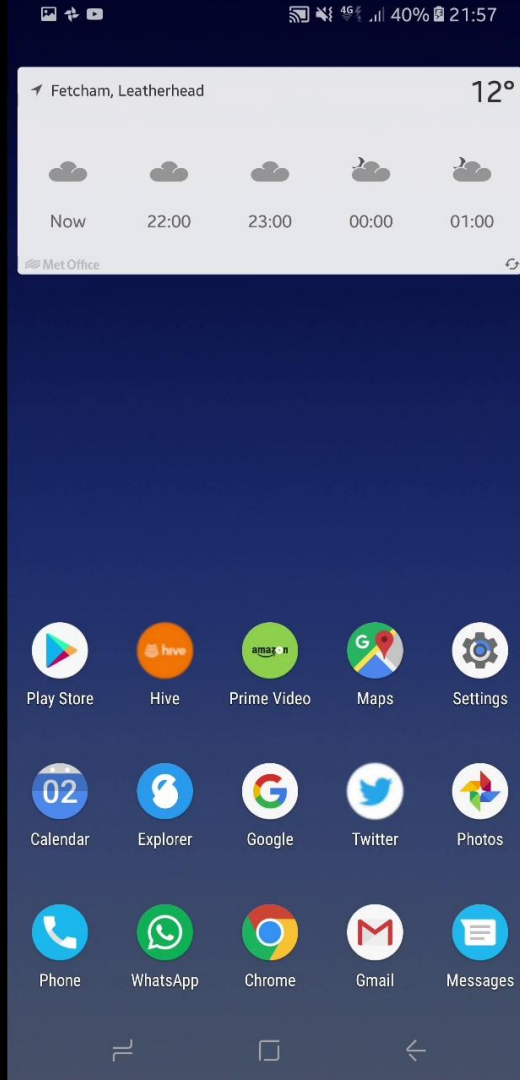


People with cheap  
phones expect a  
slow experience

**Your website competes  
with native applications**







# Bargaining

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









- Do not assume that devices will catch up
- Users won't install your app
- Users with slow devices still expect fast websites!








# Anger

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




# Why is Android so slow?!

	iPad Pro Apple A9X 2238 MHz (2 cores)	3224	<div></div>
	iPhone 6s Apple A9 1849 MHz (2 cores)	2490	<div></div>
	iPhone 6s Plus Apple A9 1849 MHz (2 cores)	2485	<div></div>
	iPad Air 2 Apple A8X 1500 MHz (3 cores)	1809	<div></div>
	iPad mini 4 Apple A8 1295 MHz (2 cores)	1678	<div></div>
	iPhone 6 Apple A8 1400 MHz (2 cores)	1607	<div></div>
	iPhone 6 Plus Apple A8 1400 MHz (2 cores)	1605	<div></div>

	iPad Air Apple A7 1400 MHz (2 cores)		
	iPhone 5s Apple A7 1300 MHz (2 cores)		
	iPad mini (Retina) Apple A7 1300 MHz (2 cores)		
	iPod touch (6th Generation) Apple A8 1100 MHz (2 cores)	1372	<div></div>
	iPad Mini 3 Apple A7 1300 MHz (2 cores)	1355	<div></div>
	iPad (4th Generation) Apple A6X 1400 MHz (2 cores)	768	<div></div>
	iPhone 5 Apple A6 1300 MHz (2 cores)	707	<div></div>
	iPhone 5c Apple A6 1300 MHz (2 cores)	689	<div></div>
	iPad 2 Apple A5 1000 MHz (2 cores)	261	<div></div>
	iPad 2 (Early 2012) Apple A5 (32nm) 1000 MHz (2 cores)	259	<div></div>

	HTC Nexus 9 NVIDIA Tegra K1 Denver 2499 MHz (2 cores)	1880	<div></div>
	Samsung Galaxy S6 edge Samsung Exynos 7420 1500 MHz (8 cores)	1336	<div></div>
	Samsung Galaxy S6 edge+ Samsung Exynos 7420 1500 MHz (8 cores)	1264	<div></div>
	Samsung Galaxy S6 Samsung Exynos 7420 1500 MHz (8 cores)	1249	<div></div>
	Samsung Galaxy Note 5 Samsung Exynos 7420 1500 MHz (8 cores)	1222	<div></div>
	Samsung Galaxy Note 4 Samsung Exynos 5433 1300 MHz (8 cores)	1145	<div></div>
	NVIDIA SHIELD Tablet NVIDIA Tegra K1 2218 MHz (4 cores)	1097	<div></div>

# Android CPUs focus on multitasking

	OnePlus 2 Qualcomm MSM8994 Snapdragon 810 1555 MHz (8 cores)	1006	<div></div>
	Samsung Galaxy S5 Plus Qualcomm APQ8084 Snapdragon 805 2457 MHz (4 cores)	1003	<div></div>
	HTC One (M8x) Qualcomm MSM8974AB Snapdragon 801 2457 MHz (4 cores)	960	<div></div>
	Motorola Moto X (2014) Qualcomm MSM8974AC Snapdragon 801 2457 MHz (4 cores)	957	<div></div>
	OnePlus One Qualcomm MSM8974AC Snapdragon 801 2457 MHz (4 cores)	952	<div></div>
	Sony Xperia Z3 Qualcomm MSM8974AB Snapdragon 801 2457 MHz (4 cores)	949	<div></div>

# iPhone vs Android



**VS**



# Whose job is it?





# Anger

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- Android devices are slower than iPhones :(
- Lack of ownership of the problem

# Depression

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**Why did we  
choose  
Angular?**



Legit stock photo

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**Optimising for  
everything is hard**

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Responsive web design  
*squishes* desktop sites onto  
mobile viewports

AMP :(

# Instant. Everywhere.

For many, reading on the mobile web is a slow, clunky and frustrating experience – but it doesn't have to be that way. The Accelerated Mobile Pages (AMP) Project is an open source initiative that embodies the vision that publishers can create mobile optimized content once and have it load instantly everywhere.

About 23,400,000 results (0.95 seconds)

### The Problem With Google AMP - Slashdot

<https://tech.slashdot.org/story/17/01/18/1455259/the-problem-with-google-amp> ▼

18 Jan 2017 - Kyle Schreiber has raised some issues about Google's AMP (Accelerated Mobile Pages), an open ... **AMP sucks** ass, everybody knows that.

### Google AMP SUCKS - Google Product Forums

<https://productforums.google.com/forum/#!topic/webmasters/...amp%7Csort...> ▼

28 Nov 2016 - 2 posts - 2 authors

Google **AMP sucks** how do I disable this? I am not gonna take pictures or tell you what websites arnt working because its all of them, I can't ...

### How to turn off accelerated mobile pages / AMP? - Google Product ...

[productforums.google.com/d/topic/news/ixPneB4vpGk](https://productforums.google.com/d/topic/news/ixPneB4vpGk) ▼

31 Mar 2016 - 100+ posts - 77 authors

These **amp** pages really **suck**! They don't open properly, scroll down properly, don't link properly, and don't save as bookmarks properly!

### Google AMP sucks : webdev - Reddit

[https://www.reddit.com/r/webdev/comments/5i6ybb/google\\_amp\\_sucks/](https://www.reddit.com/r/webdev/comments/5i6ybb/google_amp_sucks/) ▼

13 Dec 2016 - It's on reddit now, so when I search for posts it pulls up the **AMP** version and I cant login or reply or anything. Is there a way to set an option...



[All](#)[Shopping](#)[Maps](#)[Images](#)[Videos](#)[More](#)[Settings](#)[Tools](#)

About 25,600,000 results (0.75 seconds)

## Welcome to the Ampthill Festival AmpRocks - Welcome to the Ampthill ...

[www.ampthillfestival.co.uk/amprocks/](http://www.ampthillfestival.co.uk/amprocks/) ▼

**AmpRocks** is a unique, not for profit, boutique music festival in Ampthill. Organised by volunteers for the local community, **AmpRocks** is staged in th.

### Latest AmpRocks News

Latest news from our facebook page:  
... AmpRocks shared ...

### AmpRocks Artists

As a reminder in previous years  
AmpRocks has seen...2016 ...

### Buy Tickets

Buy tickets for all Ampthill Festival  
events from Eventbrite. All ...

### AmpRocks Photos

AmpRocks Photos. AmpRocks 2016  
by Gordon Tant. 194 ...

[More results from ampthillfestival.co.uk »](#)

## AmpRocks - Home | Facebook

<https://en-gb.facebook.com/AmpRocksLive/> ▼

**AmpRocks**, Ampthill. 5031 likes · 33 talking about this. A unique, not for profit, boutique music festival in Ampthill. Organised by volunteers for the...

# Acceptance

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# What can we do?

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# Track JS Execution On Phones

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There's no point measuring JS performance on Desktop

# Track JS Execution using... Developer Tools or WebPageTest or RUM

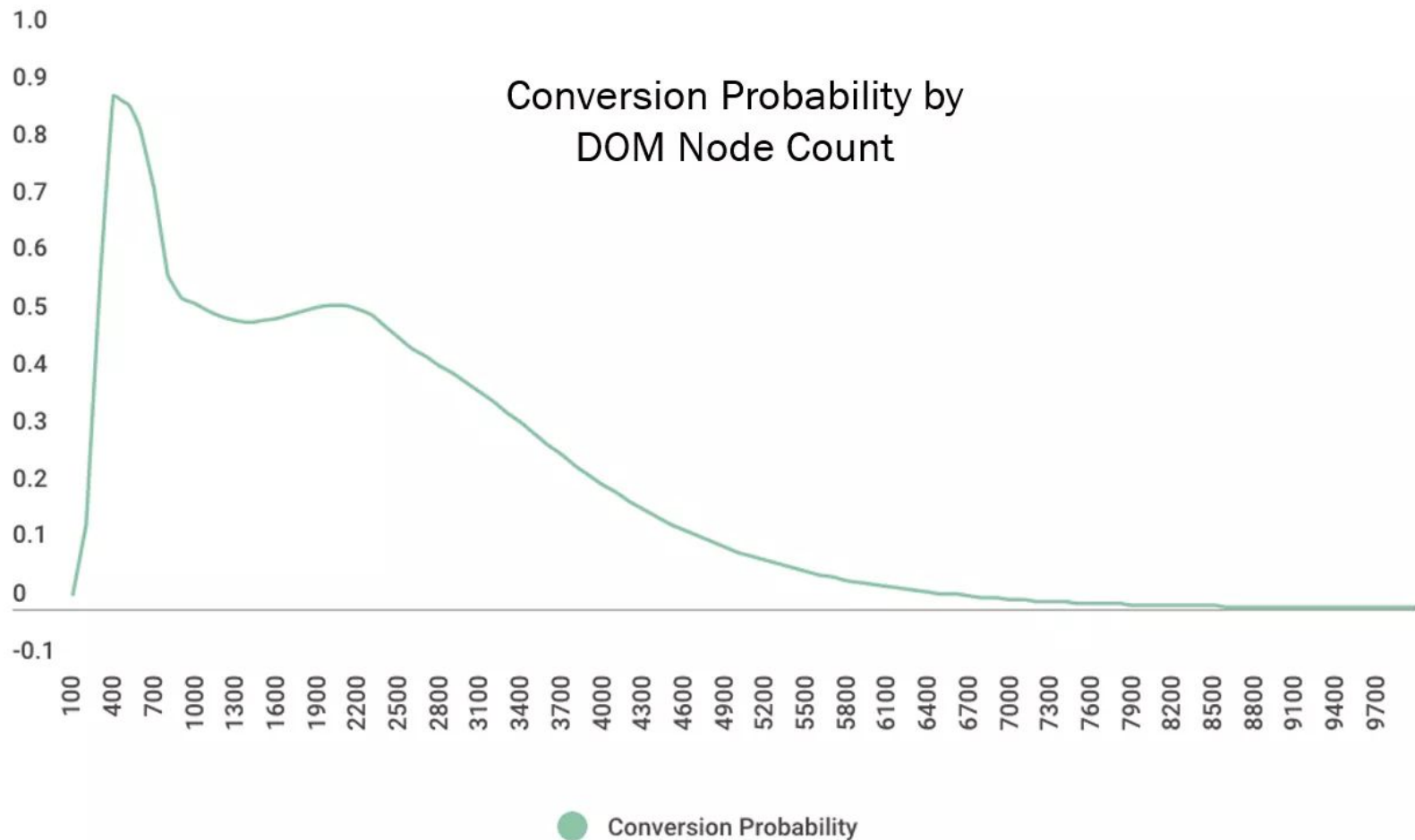
(<https://github.com/SOASTA/measuring-continuity/blob/master/examples/cpu-page-busy.js>)



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# Manage DOM complexity

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# yellowlab.tools has your back

D

## DOM complexity

●	DOM elements count	2948
●	DOM max depth	26
●	Number of iframes	5
●	IDs duplicated	2

F

## DOM manipulations

●	DOM access	2732
●	Queries without result	562 ⚠️
●	Duplicated DOM queries	885 ⚠️

E

## CSS complexity

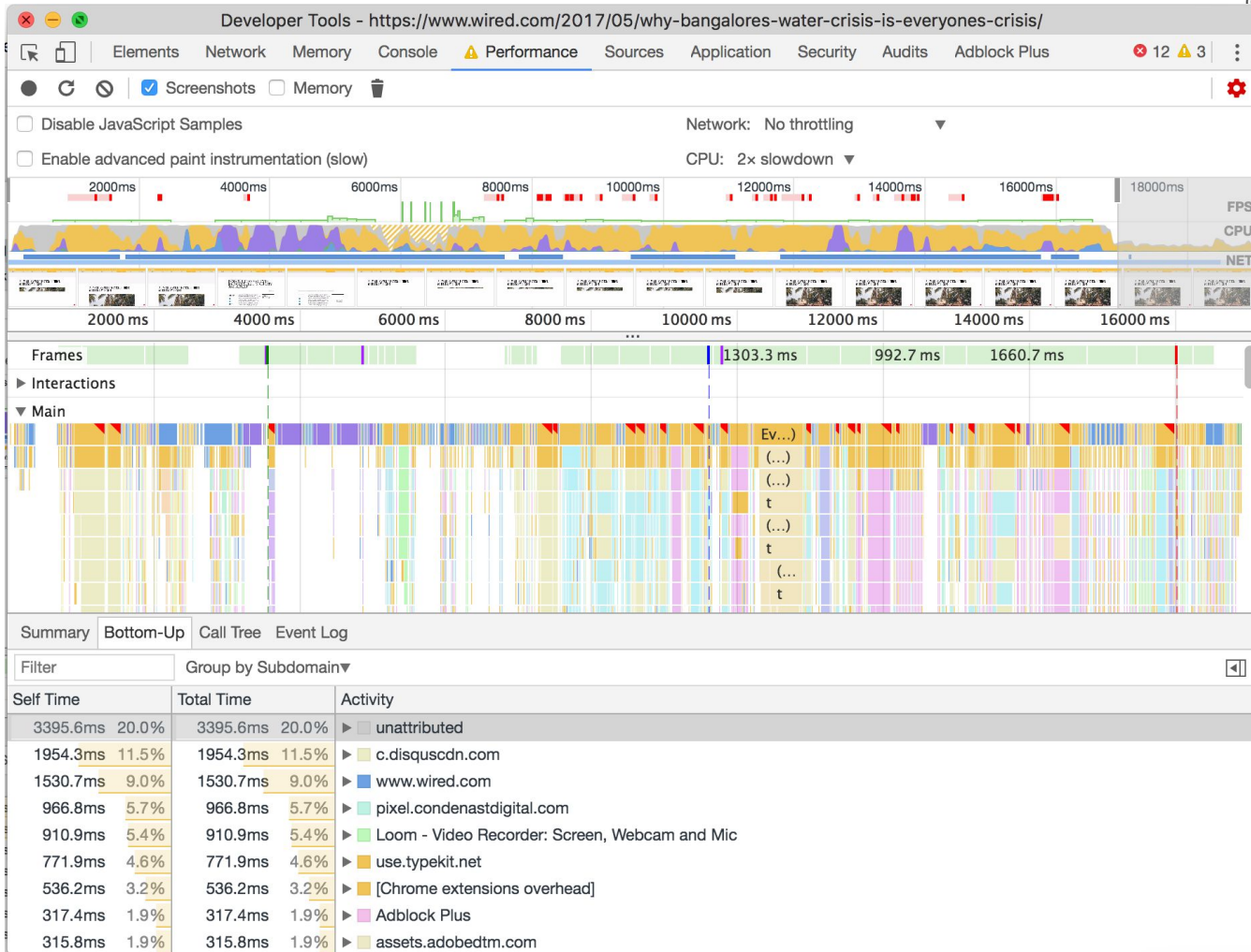
●	Rules count	2605
●	Complex selectors	535
●	Colors count	170
●	Similar colors	58
●	Breakpoints count	38
●	Not mobile-first media queries	99



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# Budget Third-party Content

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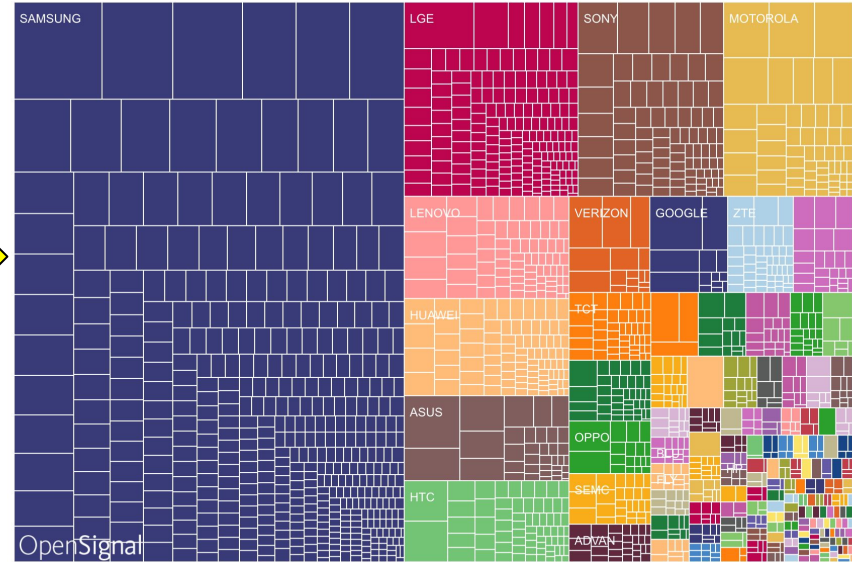


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# Render on the Server

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# Why give away control?



Safe, easy to scale, cheap, easy to monitor...

Unpredictable, uncontrollable, hard to measure

---

# Stop Enhancing

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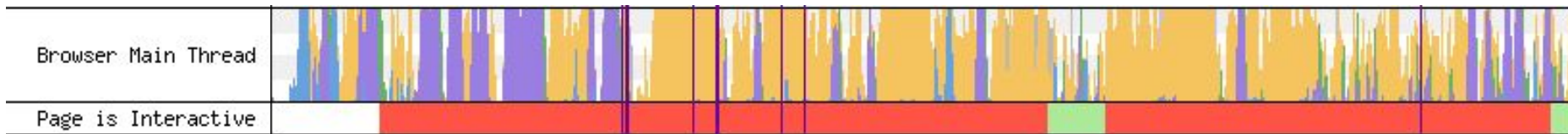
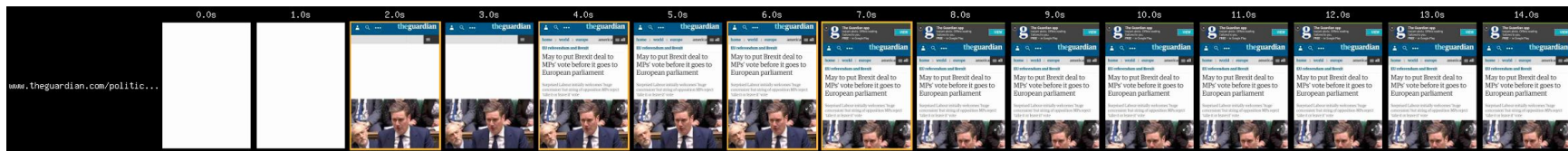
Initial page payload



Final progressively enhanced page



# The Guardian. Moto G1. 100Mb/s.



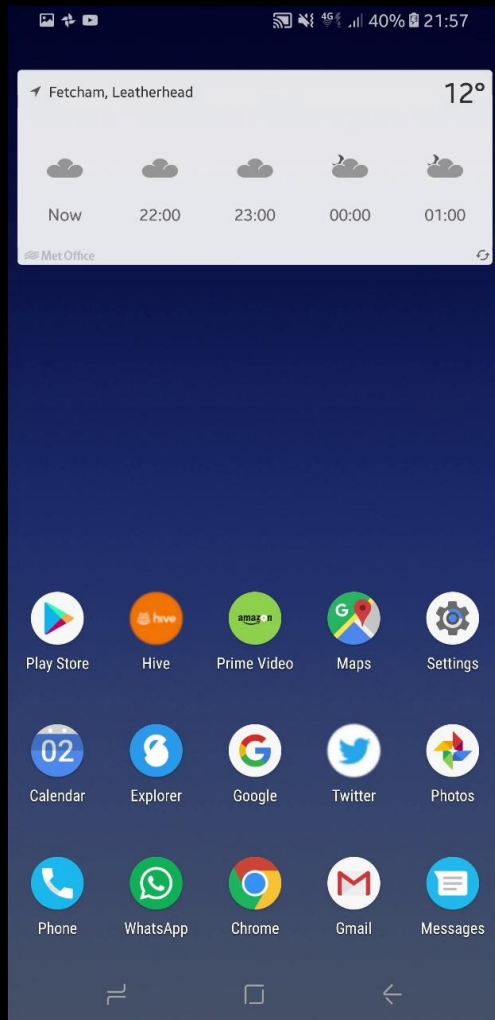
14s

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# Embrace (mobile) Technology

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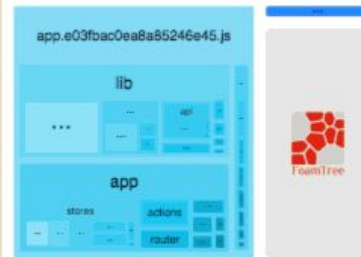
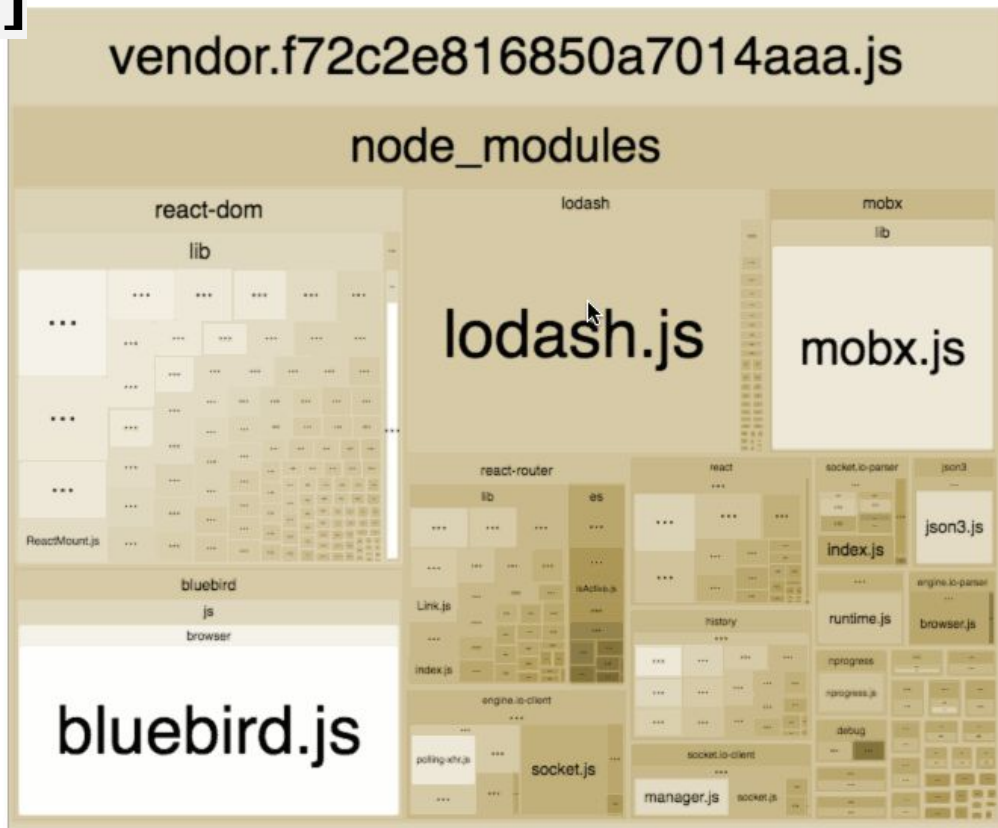


- 1. Performance is more of a challenge than you think**
- 2. Performance is everyone's responsibility**
- 3. JavaScript is a bigger problem than network**
- 4. Test on *representative* mobile devices**

**Let's keep in touch.**

**@SimonHearne**  
**webperf.ninja**

[sidebar]



# All the Nav Timings

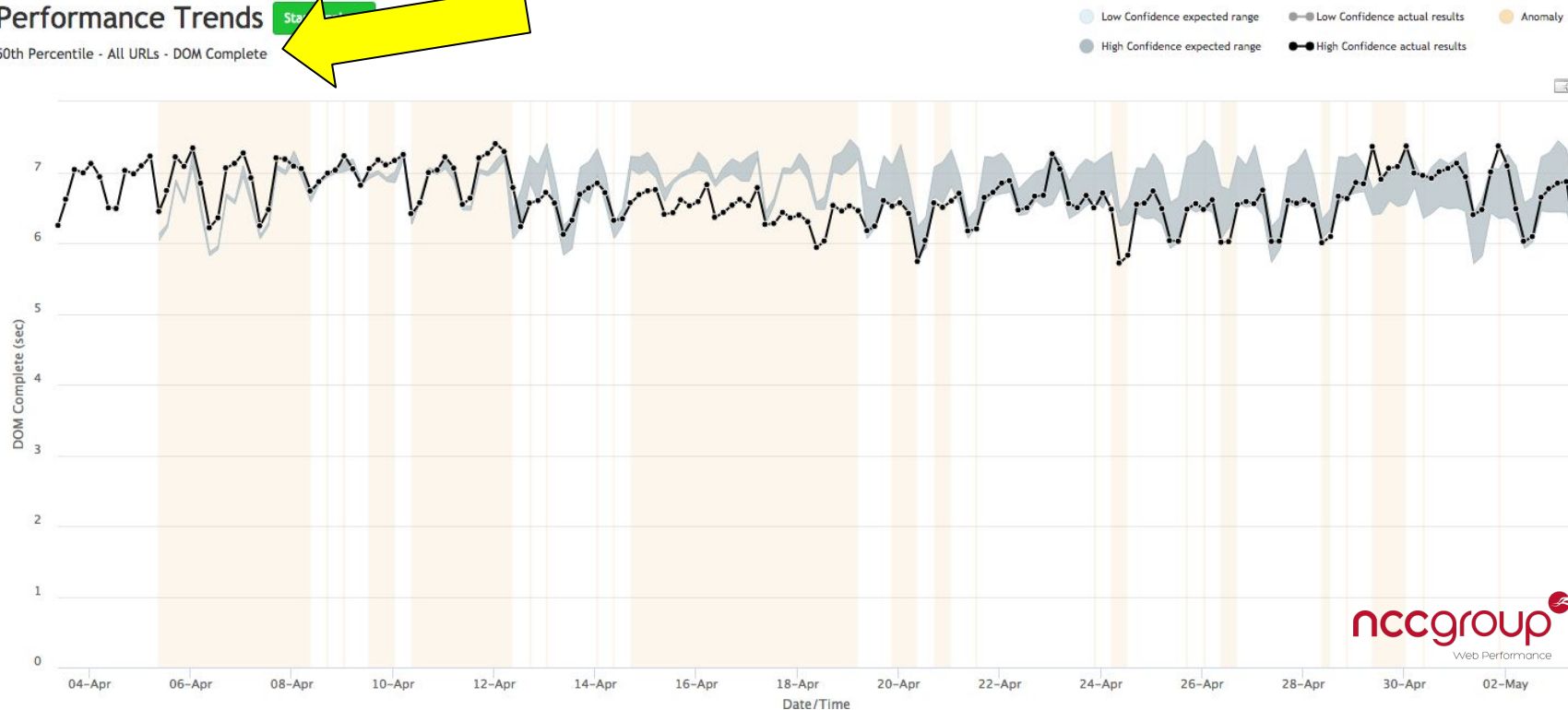
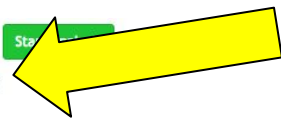
**boomerang is a JavaScript library that measures the page load time experienced by real users, commonly called RUM.**



# All the DATA

## Performance Trends

50th Percentile - All URLs - DOM Complete



# Distributions tell a story (Top 10 Browser versions)

