High Performance Web Sites

14 rules for faster pages



Important Note:

During my session at the @media 2007 conference I presented "12 Rules." In the original presentation by Steve Souders and Tenni Theurer, and in Steve's forthcoming O'Reilly book, there are 14 Rules. To keep things consistent I've added the two missing rules back into this presentation:

#12: Remove duplicate scripts

#14: Make Ajax cachable and small

By reinstating these two extra rules the numbering now matches what you'll find in the book. Conveniently, #12 (from my in-person presentation) is the only number impacted by these additions.

Thanks!

Britpack Diamond Geezer Award





- Explored memory footprint & CPU impact
 - Event & Object management
- 2. Introduced event delegation
- 3. Shared optimal file placement
 - CSS at top (in <head>)
 - JS at bottom (before </body>)



1. Share results of our research into what impacts page performance.

2. Offer 12 specific rules to follow that will make your sites immediately and markedly faster.

"A case study in knowledge sharing...Yahoo is firmly committed to openness and to discussing stuff with the international technical community."

—PPK on quirksmode.org:

Why talk about performance?



Yahoo! Exceptional Performance Team

Steve Souders Tenni Theurer

Architect

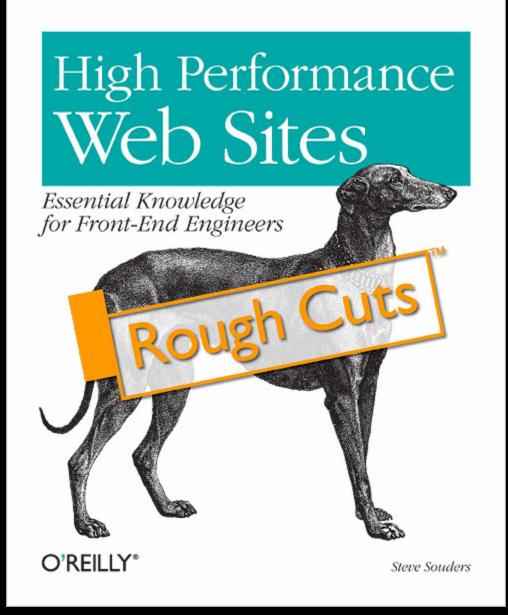
Director

souders@yahoo-inc.com

tenni@yahoo-inc.com



14 Steps to Faster-Loading Web Sites



Rough Cuts: Now

Amazon Pre-order: Now

Hardcopy: Sept 2007

Also, 3 hour workshop at the upcoming:



http://www.oreilly.com/catalog/9780596514211/

Two
Performance
Flavors:

Response Time

System Efficiency

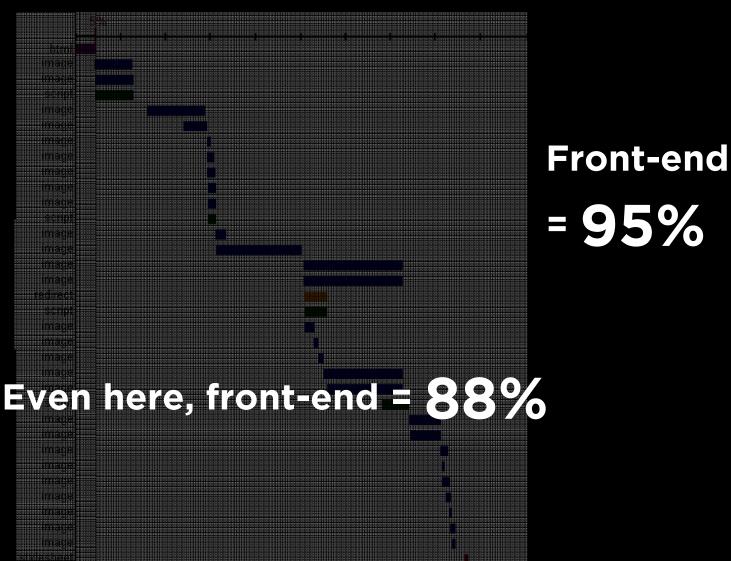






The Importance of Front-End Performance





Back-end vs. Front-end

	Empty Cache	Full Cache
amazon.com	82%	86%
aol.com	94%	86%
cnn.com	81%	92%
ebay.com	98%	92%
google.com	86%	64%
msn.com	97%	95%
myspace.com	96%	86%
wikipedia.org	80%	88%
yahoo.com	95%	88%
youtube.com	97%	95%



Foundational Research:

Perception

perceived response time

Stagnant arvigest instant against arvigest instant against expensive snap ashievement moderate was substitute aragisant paradialistick losorategismistepy to te maxioxcitidgive propostg advance faptexump vsush saunmemo rede exceptional brisk rapid exiciting

what is the end user's experience?

It's in the eye of the beholder

- 1. Perception and usability are important performance metrics.
- 2. More relevant than actual *unload*-to*onload* time.

3. Definition of "user onload" is undefined or varies from one web page to the next.

"80% of consequences come from 20% of causes"

-Vilfredo Pareto

YAHOO.util.Motion = function(el, attributes, duration, method) {
 if (el) {
 this.initMotion(el, attributes, duration, method);
 }
}

YAHOO.util.Motion.prototype = new YAHOO.util.Anim();

YAHOO.util.Motion.prototype.initMotion = function(el, attributes, duration, method) {
 YAHOO.util.Anim.call(this, el, attributes, duration, method);

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Performance Research, Part 1: What the 80/20 Rule Tells Us about Reducing HTTP Requests

November 28, 2006 at 12:56 pm by Tenni Theurer | In Development |

This is the first in a series of articles describing experiments conducted to learn more about optimizing web page performance. You may be wondering why you're reading a performance article on the YUI Blog. It turns out that most of web page performance is affected by front-end engineering, that is, the user interface design and development.

It's no secret that users prefer faster web sites. I work in a dedicated team focused on quantifying all proportion the performance of value of value of work, we conduct exteriments whateuro web page performance. We all carries outsidings as national other front-end engineers join us in accelerating the user experience on the web.

The 80/20 Performance Rule

Vilfredo Pareto, an economist in the early 1900s, made a famous observation where 80% of the nation's wealth belonged to 20% of the population. This was later generalized into what's commonly referred to as the Pareto principle (also known as the 80-20 rule), which states for any phenomenon, 80% of the consequences come from 20% of the causes. We see this phenomenon in software engineering where 80% of the time is spent in only 20% of the code. When we optimize our applications, we know to focus on that 20% of the code. This same technique should also be applied when optimizing web pages. Most performance optimization today are made on the parts that generate the HTML decomposit (appelos Coundatabases, etc.), but these parts only

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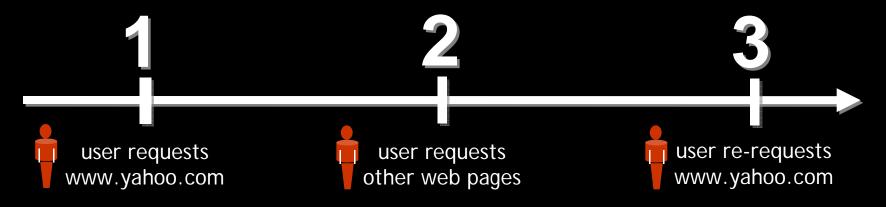


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EEE

Cache

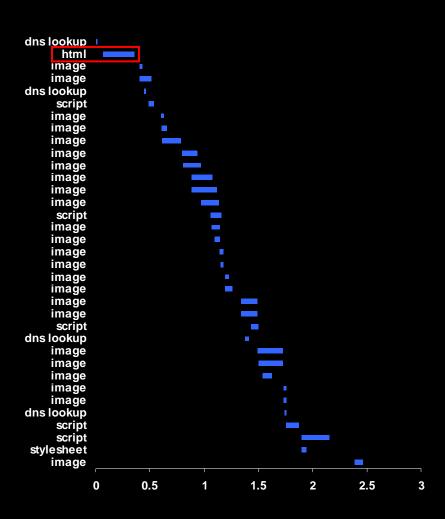


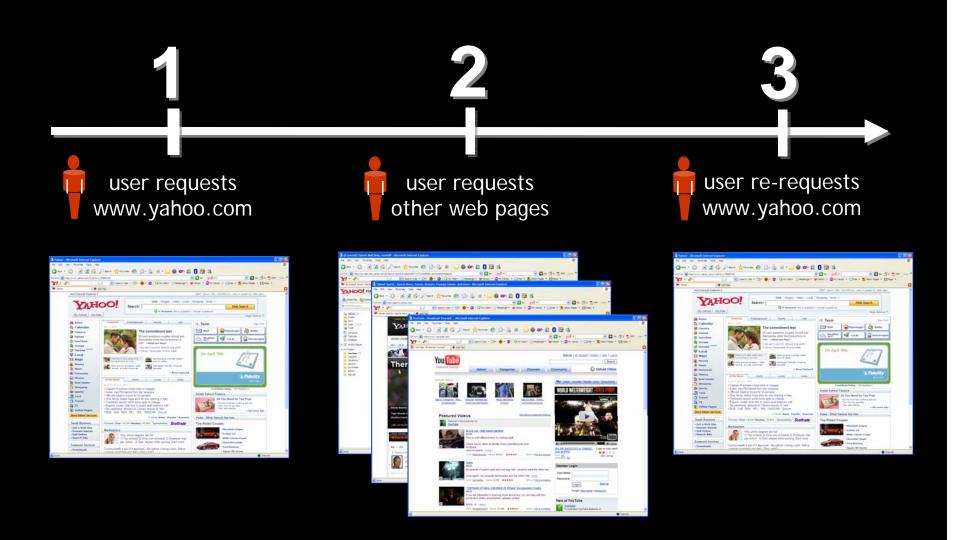






with an empty cache







with a full cache

							X					
							X					
			100				Š.					
1	68.1	To	tal	size			28	.1K	Total	Lsize	•	
_												
**********	30) <u> </u>	IP r	eques	TS.		\$10000000000000000000000000000000000000	3	HITP	reque	STS	

empty cache

2.4 seconds

full cache

0.9 seconds

83% fewer bytes90% fewer HTTP requests

(sadly, the cache doesn't work as well as we wish it did.)

How much does caching benefit our users?

Q1: What <u>% of users</u> view a page with an empty cache?

Q2: What <u>% of page views</u> are with an empty cache?

Browser Cache Experiment

Add a new image to your page





with the following response headers:

Expires: Thu, 15 Apr 2004 20:00:00 GMT Last-Modified: Wed, 28 Sep 2006 23:49:57 GMT

Browser Cache Experiment

Two possible response codes:

- 200 The browser does not have the image in its cache.
- 304 The browser has the image in its cache, but needs to verify the last modified date.

Browser Cache Experiment

Q1: What % of users view with an empty cache?



unique users with at least one 200 response total # unique users

Q2: What % of page views are with an empty cache?

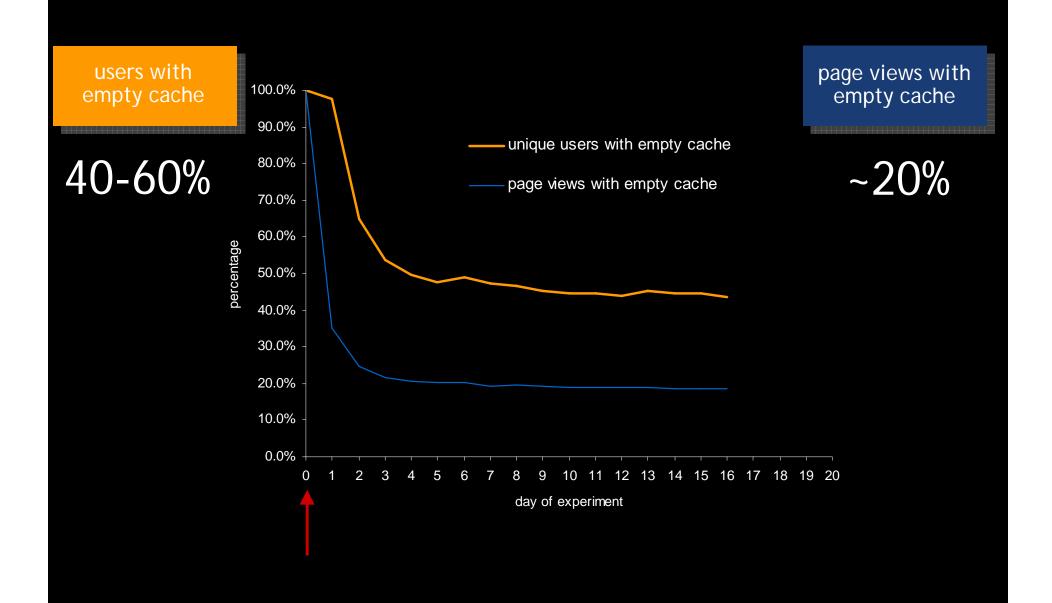


total # of 200 responses # of 200 + # of 304 responses





Surprising Results



Experiment Takeaways

The empty cache user experience is more prevalent than you think!

2. Therefore, optimize for both full cache *and* empty cache experience.



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Performance Research, Part 2: Browser Cache Usage - Exposed!

January 4, 2007 at 12:24 pm by Tenni Theurer | In Development |

This is the second in a series of articles describing experiments conducted to learn more about optimizing web page performance. You may be wondering why you're reading a performance article on the YUI Blog. It turns out that most of web page performance is affected by front-end engineering, that is, the user interface design and development.

In an earlier post, I described What the 80/20 Rule Tells Us about Reducing HTTP Requests. Since browsers spend 80% of the time fetching external components including scripts, stylesheets and images, reducing the number of HTTP requests has the biggest impact on reducing response time. But shouldn't everything be saved in the browser's cache anyway?

Why does cache matter?

It's important to differentiate between end user experiences for an empty versus a full cache page view. An "empty cache" means the browser bypasses the disk cache and has to request all the components to load the page. A "full cache" means all (or at least most) of the components are found in the disk cache and the corresponding HTTP requests are avoided.

The main reason for an empty cache page view is because the user is visiting the page for the first time and the browser has to download all the components to load the page. Other reasons include:

- · The user visited the page previously but cleared the browser cache.
- The browser cache was automatically cleared, based on the browser's settings

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Set Scope Correctly

user requests www.yahoo.com



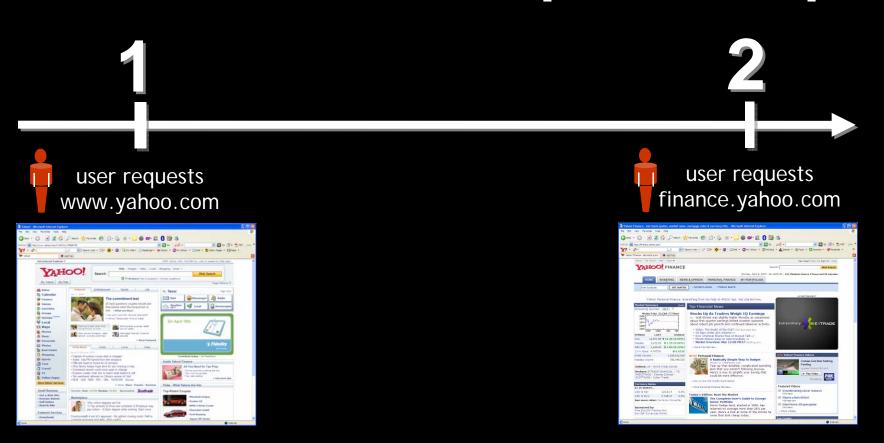
HTTP response header sent by the web server:

HTTP/1.1 200 OK

Content-Type: text/html; charset=utf-8

Set-Cookie: C=abcdefghijklmnopqrstuvwxyz; domain=.yahoo.com

Because broad scope adds up



HTTP request header sent by the browser:

GET / HTTP/1.1

Host: finance.yahoo.com

User-Agent: Mozilla/4.0 (compatible; MSIE 6.0; ...

Cookie: C=abcdefghijklmnopqrstuvwxyz;

Impact on Response Time

Cookie Size	Time	Delta
0 bytes	78 ms	0 ms
500 bytes	79 ms	+1 ms
1000 bytes	94 ms	+16 ms
1500 bytes	109 ms	+31 ms
2000 bytes	125 ms	+47 ms
2500 bytes	141 ms	+63 ms
3000 bytes	156 ms	+78 ms

keep sizes low

80 ms delay

dialup users

Cookie Sizes across the Web

Total	C_{00}	Lia	Siza
TOtal	COO	NIC	JIZC

Amazon	60 bytes
Google	72 bytes
Yahoo	122 bytes
CNN	184 bytes
YouTube	218 bytes
MSN	268 bytes
eBay	331 bytes
MySpace	500 bytes

Experiment Takeaways

- 1. eliminate unnecessary cookies
- 2. keep cookie sizes low
- 3. set cookies at the appropriate domain (or sub-domain) level
- 4. set Expires date appropriately

```
YAHOO.util.Notion = function(el, attributes, duration, method) {
    if (el) {
        this.initMotion(el, attributes, duration, method);
    };

YAHOO.util.Notion.prototype = new YAHOO.util.Anim();

YAHOO.util.Notion.prototype.initMotion = function(el, attributes, duration, method);

YAHOO.util.Anim.call(this, el, attributes, duration, method);

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```

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Performance Research, Part 3: When the Cookie Crumbles

March 1, 2007 at 4:41 pm by Tenni Theurer | In Development |

This article, co-written by Patty Chi, is the third in a series of articles describing experiments conducted to learn more about optimizing web page performance (Part 1, Part 2). You may be wondering why you're reading a performance article on the YUI Blog. It turns out that most of web page performance is affected by front-end engineering — that is, the user interface design and development.

HTTP cookies are used for a variety of reasons such as authentication and personalization. Information about cookies is exchanged in the HTTP headers between web servers and browsers. This article discusses the impact of cookies on the overall user response time.

HTTP Quick Review

Cookies originate from web servers when browsers request a page. Here is a sample HTTP header sent by the web server after a request for www.yahoo.com:

HTTP/1.1 200 OK Content-Type: text/html; charset=utf-8 Set-Cookie: C=abcde; path=/; domain=.yahoo.com

The header includes information about the response such as the protocol version, status code, and content-type. The Set-Cookie is also included in the response and in this example the name of the cookie is "C" and the value of the cookie is "abcde". Note: The maximum size of a cookie is

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Parallel Downloads

Parallel Downloads

Two components

in parallel

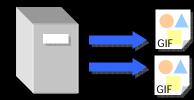
per hostname











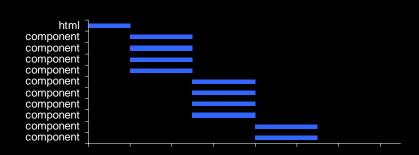
per HTTP/1.1

Parallel Downloads

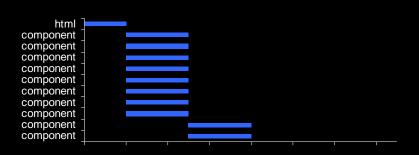
Two in parallel

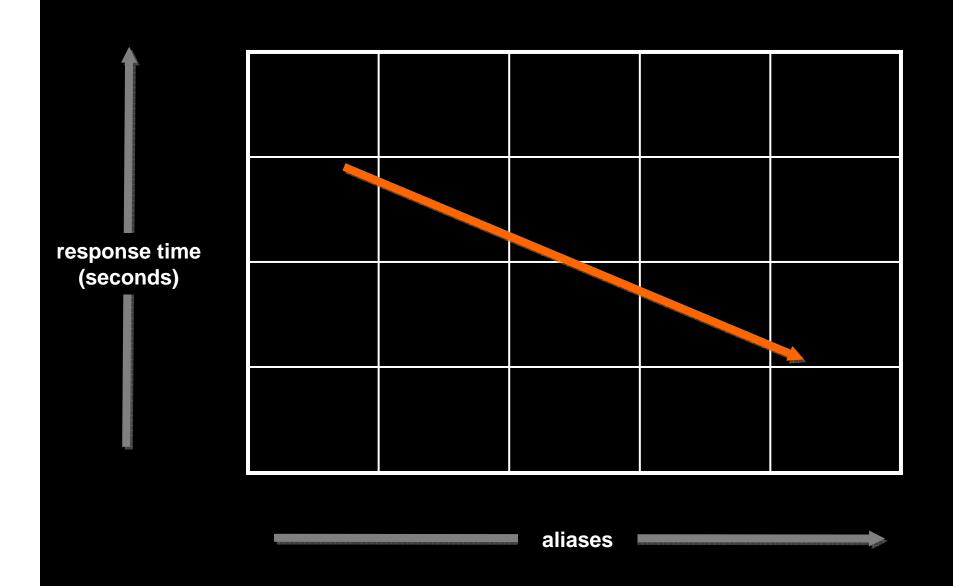
html component component

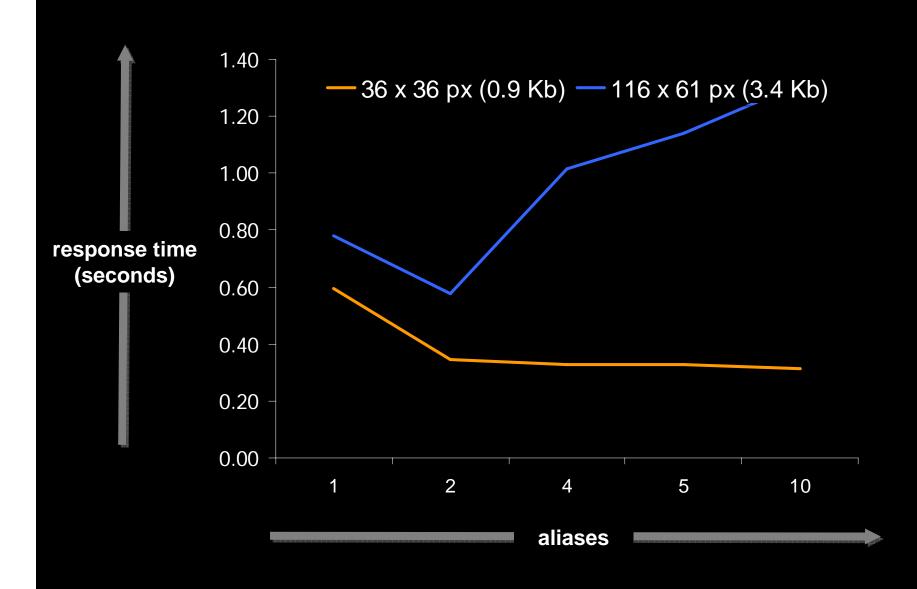
Four in parallel

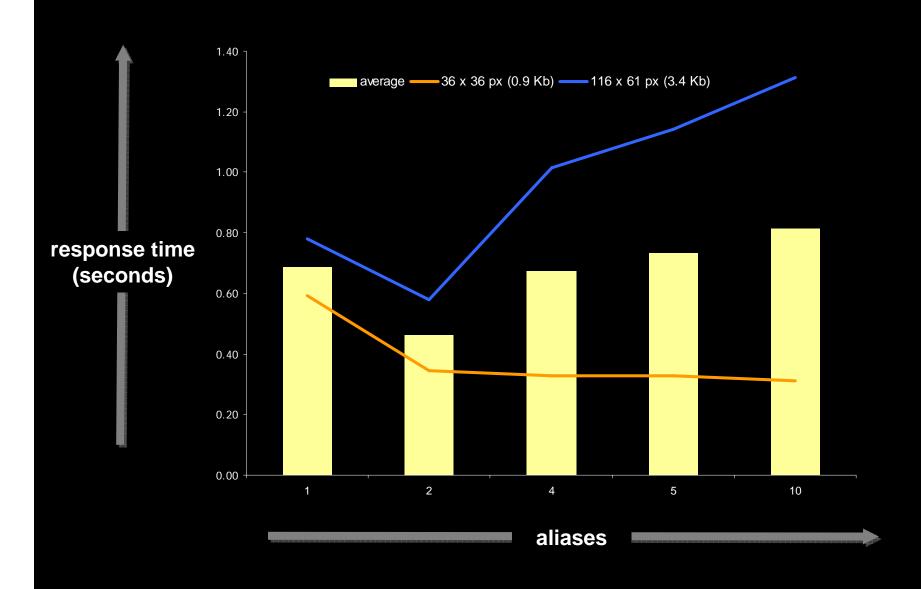


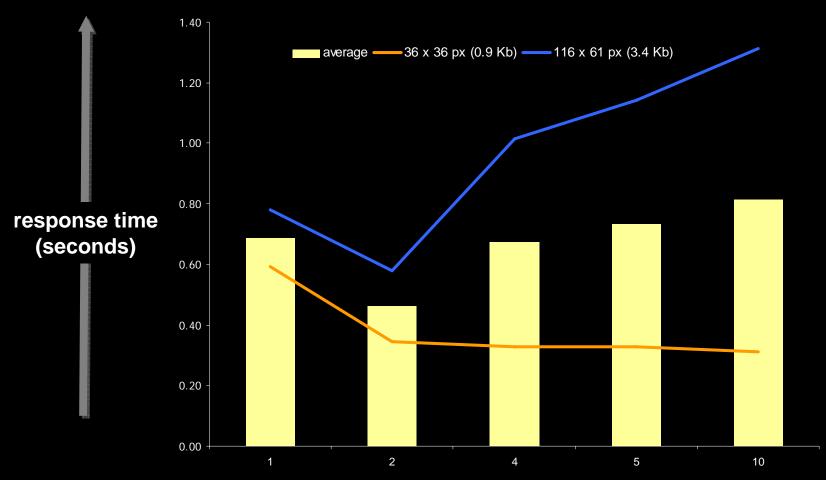
Eight in parallel











rule of thumb: use at least two but no more than four aliases

Experiment Takeaways

- consider the effects of CPU thrashing
- 2. DNS lookup times vary across ISPs and geographic locations
- 3. domain names may not be cached



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Performance Research, Part 4: Maximizing Parallel Downloads in the Carpool Lane

April 11, 2007 at 11:47 am by Tenni Theurer | In Development |

This article, co-written by Steve Souders, is the fourth in a series of articles describing experiments conducted to learn more about optimizing web page performance (Part 1, Part 2, Part 3). You may be wondering why you're reading a performance article on the YUI Blog. It turns out that most of web page performance is affected by front-end engineering, that is, the user interface design and development.

Parallel Downloads

The biggest impact on end-user response times is the number of components in the page. Each component requires an extra HTTP request, perhaps not when the cache is full, but definitely when the cache is empty. Knowing that the browser performs HTTP requests in parallel, you may ask why the number of HTTP requests affects response time. Can't the browser download them all at once?

The explanation goes back to the HTTP/1.1 spec, which suggests that browsers download two components in parallel per hostname. Many web pages download all their components from a single hostname. Viewing these HTTP requests reveals a stair-step pattern, as shown

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Performance Research, Part 4: Maximizing Parallel Downloads in the Carpool Lane

JSON and Browser Security

YUI Version 2.2.1 Released, and Graded Browser Support Update

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Summary

What the 80/20 Rule Tells Us about Reducing HTTP Requests

http://yuiblog.com/blog/2006/11/28/performance-research-part-1/

Browser Cache Usage - Exposed!

http://yuiblog.com/blog/2007/01/04/performance-research-part-2/

When the Cookie Crumbles

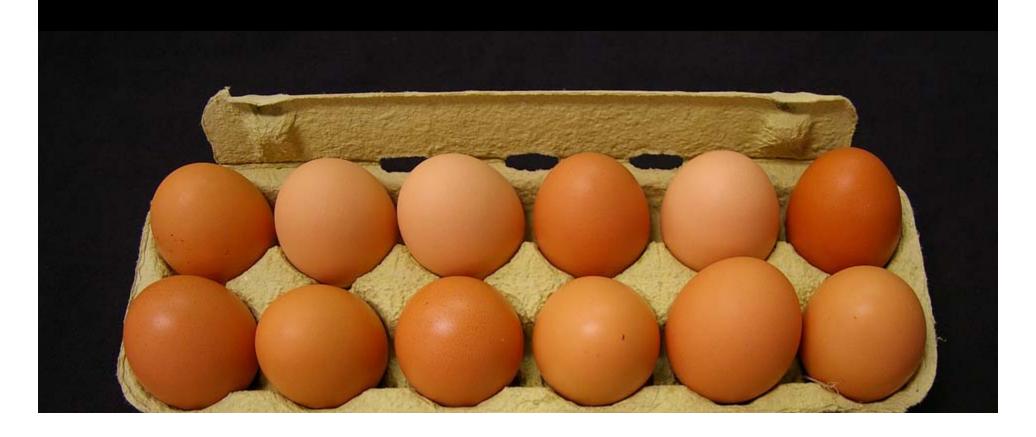
http://yuiblog.com/blog/2007/03/01/performance-research-part-3/

Maximizing Parallel Downloads in the Carpool Lane

http://yuiblog.com/blog/2007/04/11/performance-research-part-4/

14 Rules

(presented as "one dozen rules")



- 1. Make fewer HTTP requests
- 2. Use a CDN
- 3. Add an Expires header
- 4. Gzip components
- 5. Put CSS at the top
- 6. Move JS to the bottom
- 7. Avoid CSS expressions
- 8. Make JS & CSS external
- 9. Reduce DNS lookups
- 10. Minify JS
- 11. Avoid redirects
- 12. Remove duplicate scripts
- 13. Turn off ETags
- 14. Make Ajax cachable and small

Rule 1: Make fewer HTTP requests

CSS sprites

Combined / concatenated JS and CSS files

image maps

inline (data) images

CSS Sprites



```
<span style="
  background-image: url('sprites.gif');
  background-position: -260px -90px;">
</span>
```

size of combined image is less

Combined Scripts, Combined Stylesheets

	Scripts	Stylesheet
		S
amazon.com	3	1
aol.com	18	1
cnn.com	11	2
ebay.com	7	2
froogle.google.com	1	1
msn.com	9	1
myspace.com	2	2
wikipedia.org	3	1
yahoo.com	4	1
youtube.com	7	3
Average	6.5	1.5

Inline (data:) Images

data: URL scheme

data:[<mediatype>][;base64],<data>

<IMG ALT="Red Star" **</pre>

not supported in IE

avoid increasing size of HTML pages: put inline images in cached stylesheets

The end.

Rule 2: Use a CDN

amazon.com	Akamai
aol.com	Akamai
cnn.com	
ebay.com	Akamai, Mirror Image
google.com	
msn.com	SAVVIS
myspace.com	Akamai, Limelight
wikipedia.org	
yahoo.com	Akamai
youtube.com	

distribute your static content before distributing your dynamic content

Rule 3: Add an Expires header

not just for images

	Images	Stylesheets	Scripts	%	Median Age
amazon.com	0/62	0/1	0/3	0%	114 days
aol.com	23/43	1/1	6/18	48%	217 days
cnn.com	0/138	0/2	2/11	1%	227 days
ebay.com	16/20	0/2	0/7	55%	140 days
froogle.google.com	1/23	0/1	0/1	4%	454 days
msn.com	32/35	1/1	3/9	80%	34 days
myspace.com	0/18	0/2	0/2	0%	1 day
wikipedia.org	6/8	1/1	2/3	75%	1 day
yahoo.com	23/23	1/1	4/4	100%	n/a
youtube.com	0/32	0/3	0/7	0%	26 days

Rule 4: Gzip components you can affect users' download times 90%+ of browsers support compression

Gzip vs. Deflate

		Gzip		Deflate	
	Size	Size	Savings	Size	Savings
Script	3.3K	1.1K	67%	1.1K	66%
Script	39.7K	14.5K	64%	16.6K	58%
Stylesheet	1.0K	0.4K	56%	0.5K	52%
Stylesheet	14.1K	3.7K	73%	4.7K	67%

Gzip compresses more
Gzip supported in more browsers

Gzip: not just for HTML

	HTML	Scripts	Stylesheets
amazon.com	X		
aol.com	X	some	some
cnn.com			
ebay.com	X		
froogle.google.com	X	X	Χ
msn.com	X	deflate	deflate
myspace.com	X	X	X
wikipedia.org	X	Χ	X
yahoo.com	X	Χ	X
youtube.com	X	some	some

gzip scripts, stylesheets, XML, JSON (not images, PDF)



Free YUI Hosting includes:

Free Hosting of YUI Files from Yahoo!

February 22, 2007 at 9:18 pm by Nate Koechley | In Development |

re assort on e con 2. The con war of the current of the contract of the contra free YUI hosting from the Yahoo! network to all YUI implementers. If you're using YUI for your own project, we'll serve the files for you - gzipped, with good cache-control, using our ne roll, for fiee. You comment on these file being continuously available

Files served from Yahoo!'s network include version numbers in filepaths, allowing you to reference a specific version in your code. Previous versions are retained even as new ith respect to the availability ability of legacy YUI files.

Why Provide YUI Hosting on Yahoo!'s Network?

a web company. The progress being made by developers in richness and usability today is healthy for the web and, by extension, good for Yahoo! We want to do everything we can do to enhance that evolution - whether it's opening up YUI, hosting YUI files, or creating best-of-breed APIs like the recently-announced Browser-Based Authentication system.

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Douglas Crockford To Speak at the Yahoo! Widgets Conference on "JavaScript: The Good Parts"

YUI Theater - Grady Booch: "The Promise, the Limits, the Beauty of Software"

Rule 5: Put CSS at the top

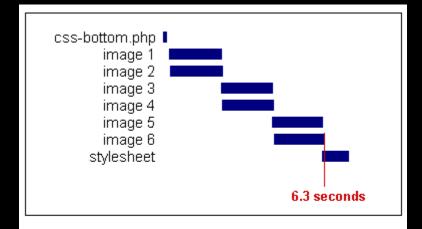
stylesheets block rendering in IE http://stevesouders.com/examples/css-bottom.php

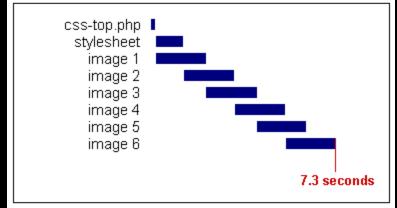
solution: put stylesheets in HEAD (per spec)

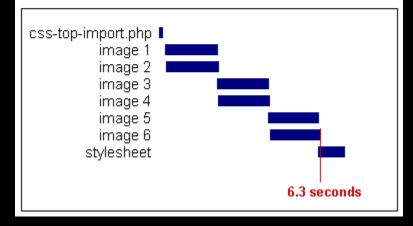
avoids Flash of Unstyled Content

use <link> (not @import)

Slowest is actually the Fastest







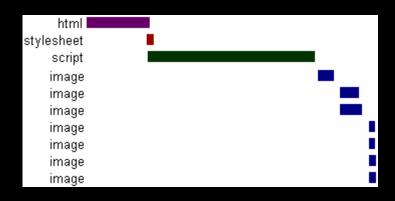
Rule 6: Move scripts to the bottom

scripts block rendering of <u>everything</u> below them in the page

scripts block parallel downloads <u>across</u> all hostnames

IE and FF

http://stevesouders.com/examples/js-middle.php



What about defer?

script defer attribute is not a solution

- blocks rendering and downloads in FF
- slight blocking in IE

Rule 7: Avoid CSS expressions

Can be used to set CSS properties dynamically in IE

```
width: expression(
  document.body.clientWidth < 600 ?
  "600px": "auto");</pre>
```

But problematic because expressions execute many times

- mouse move, key press, resize, scroll, etc.

Rule 8: Make JS and CSS external

Inline: bigger HTML but no HTTP request

External: cachable but extra HTTP

Variables:

- page views per user (per session)
- empty vs. full cache stats
- component re-use

External is typically better

- home pages may be an exception due to cache behavior of browser's startpage.

Post-Onload Download

inline in front page

download external files after onload

```
window.onload = downloadComponents;
function downloadComponents() {
    var elem = document.createElement("script");
    elem.src = "http://.../file1.js";
    document.body.appendChild(elem);
    ...
}
```

speeds up secondary pages

Dynamic Inlining

start with post-onload download set cookie after components downloaded

server-side:

- if cookie, use external
- else, do inline with post-onload download

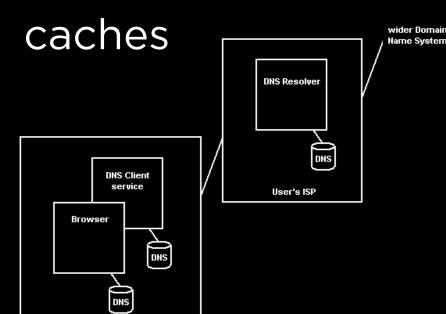
cookie expiration date is key speeds up all pages

Rule 9: Reduce DNS lookups

typically 20-120 ms

block parallel downloads

OS and browser both have DNS



User's Computer

Best practice:

Max 2-4 hosts

Use keep-alive

TTL (Time To Live)

1 minute
1 minute
10 minutes
1 hour
5 minutes
5 minutes
1 hour
1 hour
1 minute
5 minutes

TTL - how long record can be cached Browser settings override TTL

Tweaking Browser's DNS Cache

- DnsCacheTimeout: 30 minutes
- KeepAliveTimeout: 1 minute
- ServerInfoTimeout: 2 minutes

Firefox

- network.dnsCacheExpiration: 1 minute
- network.dnsCacheEntries: 20
- network.http.keep-alive.timeout: 5 minutes
- Fasterfox Extension:
 - 1 hour, 512 entries, 30 seconds

Rule 10: Minify JavaScript

	Minify External?	Minify Inline?
www.amazon.com	no	no
www.aol.com	no	no
www.cnn.com	no	no
www.ebay.com	yes	no
froogle.google.com	yes	yes
www.msn.com	yes	yes
www.myspace.com	no	no
www.wikipedia.org	no	no
www.yahoo.com	yes	yes
www.youtube.com	no	no

minify inline scripts, too

Minify vs. Obfuscate

	Original	JSMin Savings	Dojo Savings
www.amazon.com	204K	31K (15%)	48K (24%)
www.aol.com	44K	4K (10%)	4K (10%)
www.cnn.com	98K	19K (20%)	24K (25%)
www.myspace.com	88K	23K (27%)	24K (28%)
www.wikipedia.org	42K	14K (34%)	16K (38%)
www.youtube.com	34K	8K (22%)	10K (29%)
Average	85K	17K (21%)	21K (25%)

minify – it's safer

http://crockford.com/javascript/jsmin http://dojotoolkit.org/docs/shrinksafe

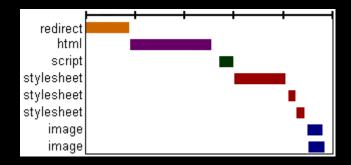
Rule 11: Avoid redirects

3xx status codes - mostly 301 and 302

HTTP/1.1 301 Moved Permanently
Location: http://stevesouders.com/newuri

add Expires headers so redirect headers are cached

Redirects are worst form of blocking



http://www.w3.org/Protocols/rfc2616/rfc2616-sec10.html

Redirects

Redirects

www.amazon.com	no
www.aol.com	yes – secondary page
www.cnn.com	yes – initial page
www.ebay.com	yes – secondary page
froogle.google.com	no
www.msn.com	yes – initial page
www.myspace.com	yes – secondary page
www.wikipedia.org	yes – secondary page
www.yahoo.com	yes - secondary page
www.youtube.com	no

Rule 12: Remove Duplicate Scripts

(this rule was not presented live)

hurts performance

- extra HTTP requests (IE only)
- extra executions

atypical?

 2 of 10 top sites contain duplicate scripts

team size, # of scripts

Script Insertion Functions

```
<?php
function insertScript($jsfile) {
    if ( alreadyInserted($jsfile) ) { return; }
    pushInserted($jsfile);
    if ( hasDependencies($jsfile) ) {
        $dependencies = getDependencies($jsfile);
        for ($i = 0; $i < count($dependencies); $i++) {
            insertScript($dependencies[$i]);
    echo '<script type="text/javascript" src="' .</pre>
         getVersion($jsfile) . '"></script>";
```

Rule 13: Turn off ETags

(this was #12 when presented live)

unique identifier returned in response

```
ETag: "c8897e-aee-4165acf0"
```

Last-Modified: Thu, 07 Oct 2004 20:54:08 GMT

used in conditional GET requests

```
If-None-Match: "c8897e-aee-4165acf0"
If-Modified-Since: Thu, 07 Oct 2004 20:54:08 GMT
```

Breaks caching:

if ETag doesn't match, can't send 304

Rule 14: Make AJAX cacheable and small

(this rule was not presented live)

XHR, JSON, iframe, dynamic scripts can still be cached, minified, and gzipped

a personalized response should still be cacheable by that person

AJAX Example: Yahoo! Mail Beta

address book XML request

```
→ GET /yab/[...]&r=0.5289571053069156 HTTP/1.1
   Host: us.xxx.mail.yahoo.com

← HTTP/1.1 200 OK
   Date: Thu, 12 Apr 2007 19:39:09 GMT
   Cache-Control: private, max-age=0
   Last-Modified: Sat, 31 Mar 2007 01:17:17 GMT
   Content-Type: text/xml; charset=utf-8
   Content-Encoding: gzip
```

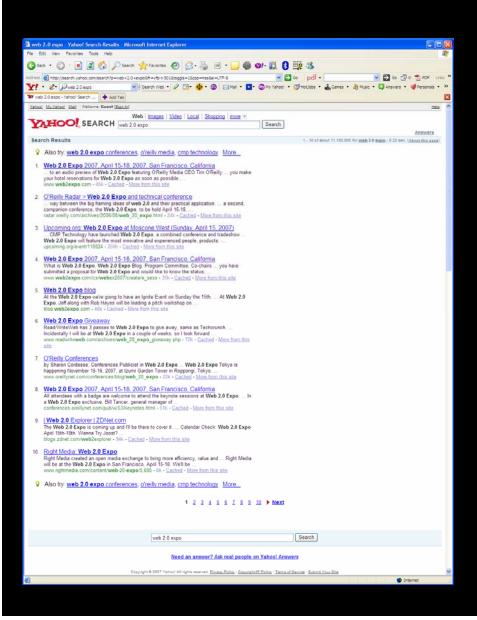
address book changes infrequently

- cache it; add last-modified-time in URL



Case Studies

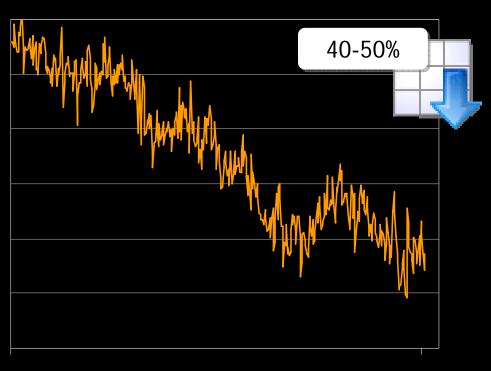




- moved JS to onload
- 2. removed redirects
- 3. used image sprites
- 4. hosted JS on CDN
- 5. combined JS files







1/25/06 3/25/07

What about performance and Web 2.0 apps?

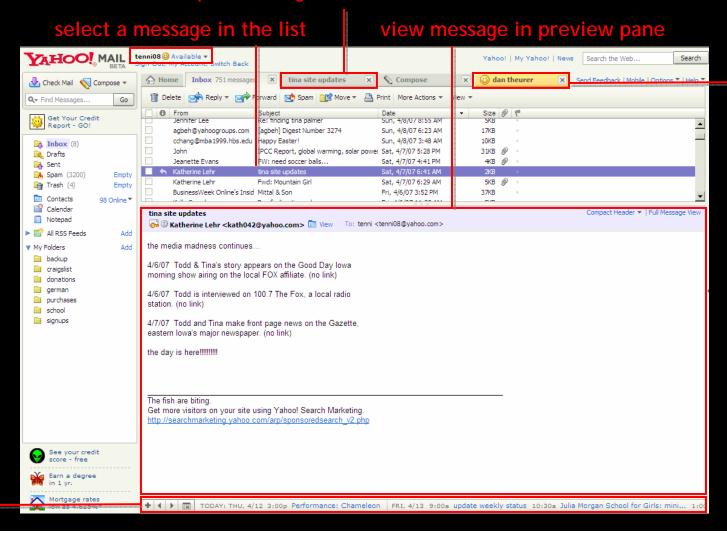
client-side CPU is more of an issue user expectations are higher start off on the right foot: care! measuring is different



instant

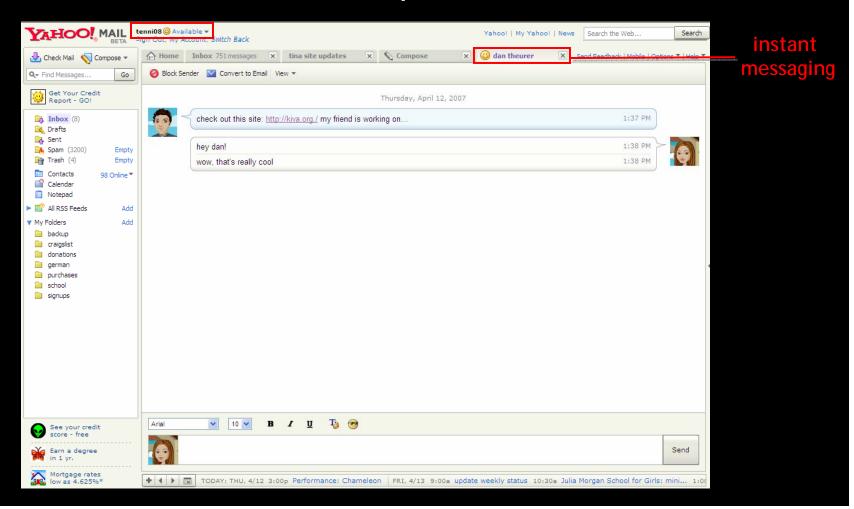
messaging

open messages in their own tabs

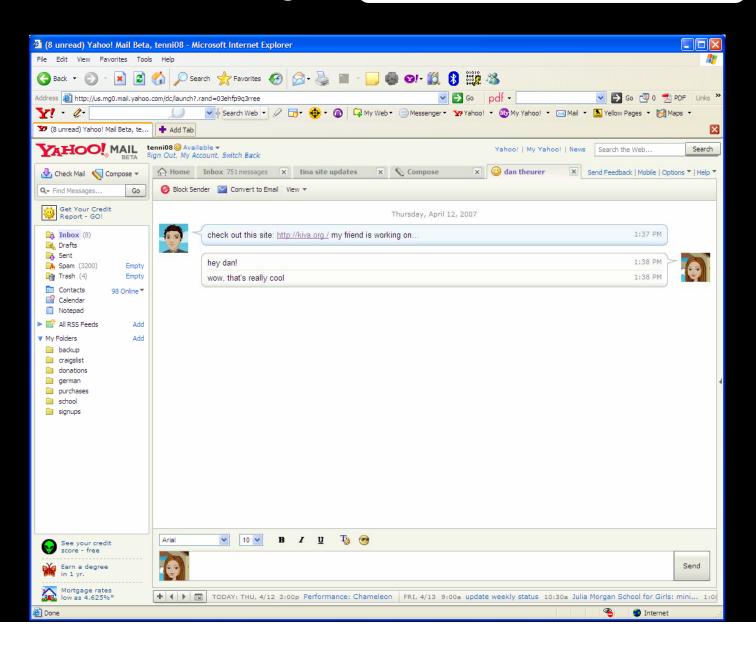




Does it meet user expectations?

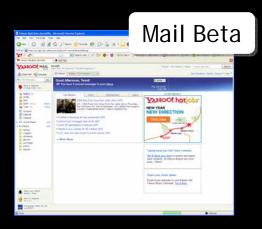












Work flow	Time	Time
mail.yahoo.com	2.40 s	12.48 s
view inbox folder	1.66 s x 3 = 4.98 s	1.52 s
read message (x3)	2.13 s x 3 = 6.39 s	0.51 s x 3 = 1.53 s
compose message	2.21 s	0.34 s
confirm send	2.10 s	O s



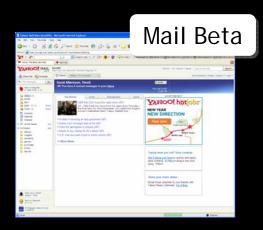




	Time	Time	Delta
mail.yahoo.com	2.40 s	12.48 s	+420%
view inbox folder	4.98 s	1.52 s	-70%
read message (x3)	6.39 s	1.53 s	-76%
compose message	2.21 s	0.34 s	-85%
confirm send	2.10 s	O s	-100%
total time:	18.08 s	15.87 s	-12%







	Time	Time	Delta
mail.yahoo.com	2.40 s	12.48 s	+420%
view inbox folder	4.98 s	1.52 s	-70%
read message (x3)	6.39 s	1.53 s	-76%
compose message	2.21 s	0.34 s	-85%
confirm send	2.10 s	Os	-100%
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total time:	18.08 s	15.87 s	-12%

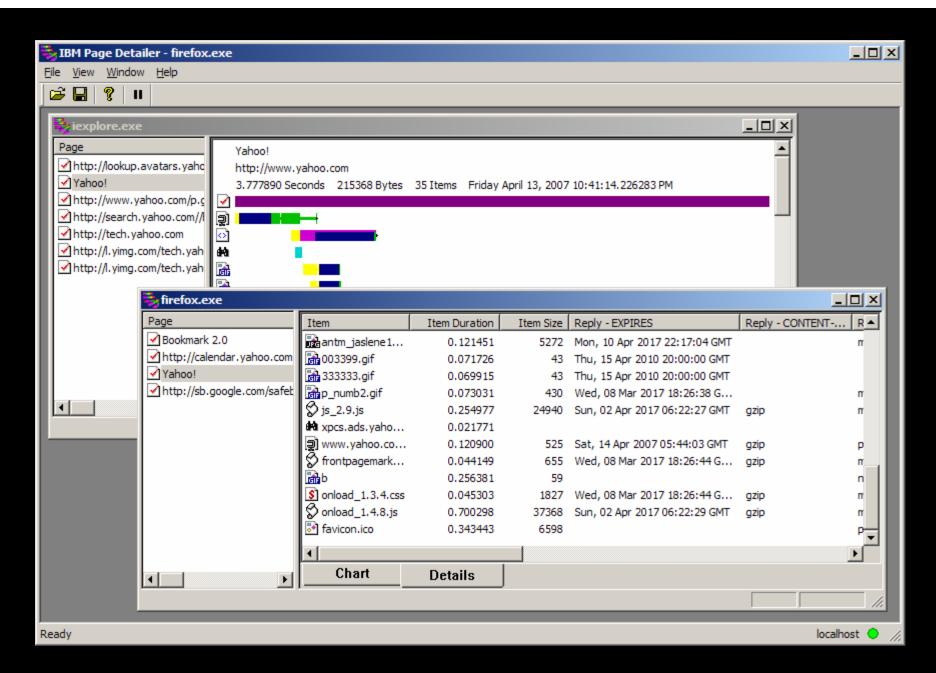
Live Analysis

IBM Page Detailer

packet sniffer
Windows only
IE, FF, any .exe
 c:\windows\wd_WS2s.ini
 Executable=(NETSCAPE.EXE),(NETSCP6.EXE),(firef ox.exe)

free trial, \$300 license

http://alphaworks.ibm.com/tech/pagedetailer



http://alphaworks.ibm.com/tech/pagedetailer

Fasterfox

measures load time of pages alters config settings for faster loading

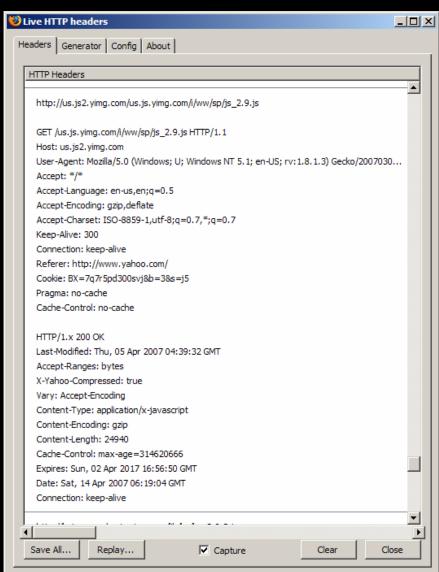
Firefox extension free



http://fasterfox.mozdev.org/

LiveHTTPHeaders

view HTTP headers
Firefox extension
free

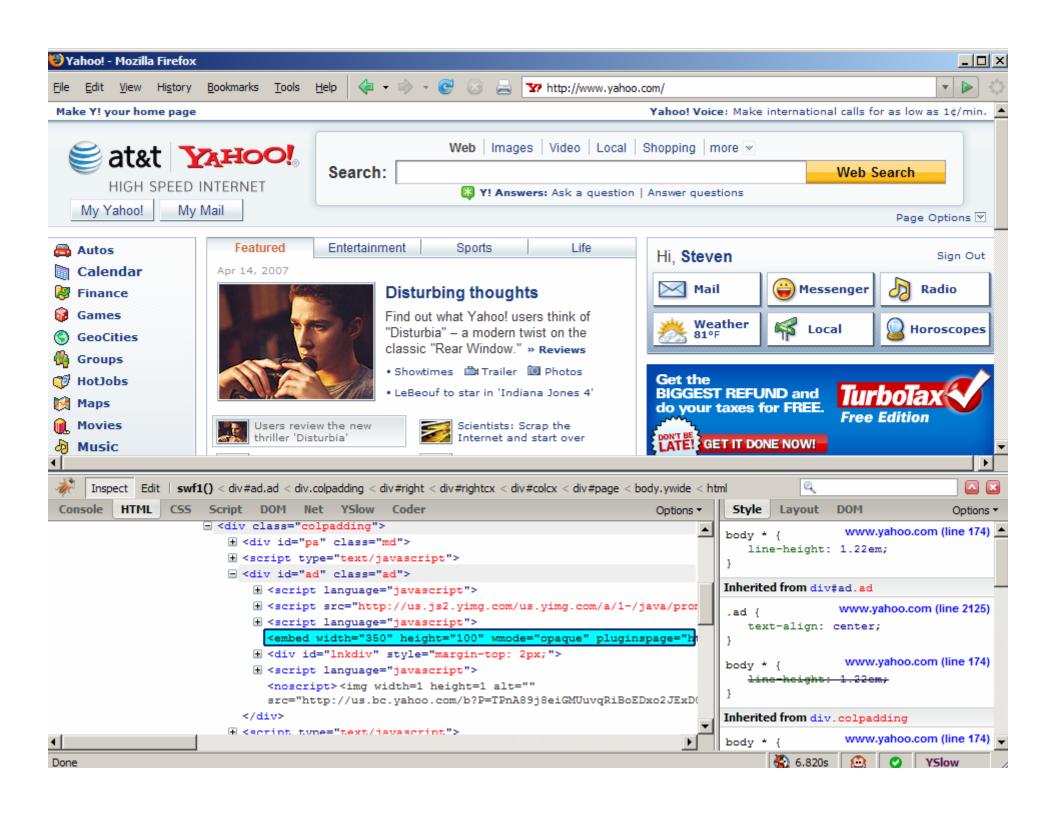


http://livehttpheaders.mozdev.org/

Firebug

web development evolved inspect and edit HTML tweak and visualize CSS debug and profile JavaScript monitor network activity (caveat) Firefox extension free

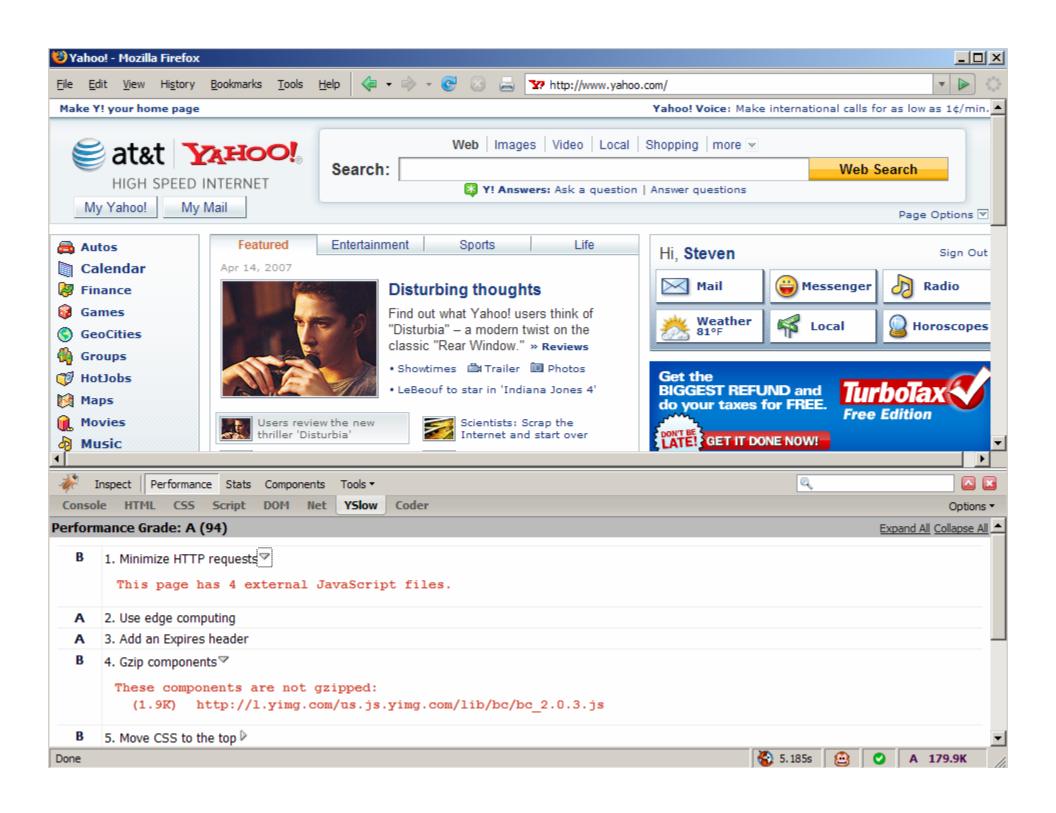
http://getfirebug.com/



YSlow

performance lint tool
grades web pages for each rule
Firefox extension

Yahoo! internal tool



Conclusion

Takeaways

focus on the front-end harvest the low-hanging fruit reduce HTTP requests enable caching you do control user response times LOFNO - be an advocate for your users

Links

book: http://www.oreilly.com/catalog/9780596514211/

examples: http://stevesouders.com/examples/

image maps: http://www.w3.org/TR/html401/struct/objects.html#h-13.6

CSS sprites: http://alistapart.com/articles/sprites inline images: http://tools.ietf.org/html/rfc2397 jsmin: http://crockford.com/javascript/jsmin

dojo compressor: http://dojotoolkit.org/docs/shrinksafe

HTTP status codes: http://www.w3.org/Protocols/rfc2616/rfc2616-sec10.html

IBM Page Detailer: http://alphaworks.ibm.com/tech/pagedetailer

Fasterfox: http://fasterfox.mozdev.org/

LiveHTTPHeaders: http://livehttpheaders.mozdev.org/

Firebug: http://getfirebug.com/

YUIBlog: http://yuiblog.com/blog/2006/11/28/performance-research-part-1/

http://yuiblog.com/blog/2007/01/04/performance-research-part-2/

http://yuiblog.com/blog/2007/03/01/performance-research-part-3/

http://yuiblog.com/blog/2007/04/11/performance-research-part-4/

YDN: http://developer.yahoo.net/blog/archives/2007/03/high_performanc.html http://developer.yahoo.net/blog/archives/2007/04/rule_1_make_few.html

CC Images Used

```
"Zipper Pocket" by jogales: http://www.flickr.com/photos/jogales/11519576/
"Need for Speed" by <u>Amnemona</u>: http://www.flickr.com/photos/marinacvinhal/379111290/
"I wonder what flavour it is?" by <u>blather</u>:
http://www.flickr.com/photos/deadlyphoto/411770353/
"takeout boxes from Grand Shanghai" by <u>massdistraction</u>: 
http://www.flickr.com/photos/sharynmorrow/11263821/
"takeout" by dotpolka: http://www.flickr.com/photos/dotpolka/249129144/
"ice cream cone melting/rome" by <u>Megandavid</u>: http://www.flickr.com/photos/megandavid/189332042/
"nikon em bokeh" by dsevilla: http://www.flickr.com/photos/dsevilla/249202834/
"maybe" by Tal Bright: http://www.flickr.com/photos/bright/118197469/
"how do they do that" by Fort Photo:
    http://www.flickr.com/photos/fortphoto/388825145/
"Gorgeous iceberg 7 [Le Toit du Monde]" by <u>Adventure Addict</u> <a href="http://www.flickr.com/photos/adventureaddict/35290307/">http://www.flickr.com/photos/adventureaddict/35290307/</a>
"molasses-spice cookies" ilmungo: http://www.flickr.com/photos/ilmungo/65345233/
"Driving is fun" by Ben McLeod: http://www.flickr.com/photos/benmcleod/59948935/
"Dozen eggs" by aeA: http://www.flickr.com/photos/raeallen/96238870/
"Max speed 15kmh" by xxxtoff: http://www.flickr.com/photos/xxxtoff/219781763/
"Stairway to heaven" ognita: http://www.flickr.com/photos/ognita/503915547/
```

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nate.koechley.com/talks/2007/atmedia-london

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