

2.– 5. September 2013  
in Nürnberg



# Herbstcampus

Wissenstransfer  
par excellence

## X ways to improve your web application's performance

Eduard Tudenhöfner

adesso AG

# Why is performance important?

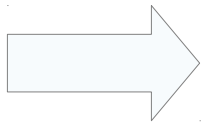
A page that was **2 seconds** slower  
results in a **4.3%**  
drop in revenue/user  
(**Bing**)

**400 ms** delay cause **0.59%** drop  
in searches/user  
(**Google**)

**400 ms** slowdown cause  
**5-9%** drop in full-page traffic  
(**Yahoo**)

Introducing gzip compression resulted  
in **13-25%** speedup and cut outbound  
network traffic by **50%**  
(**Netflix**)

Source: [www.stevesouders.com](http://www.stevesouders.com)



**Investing in Performance  
really pays off**



# What to expect?

## Backend Performance

- ▶ Memory Optimizations & Java GC Tuning
- ▶ App Server Performance Improvements
- ▶ DB & Persistence Layer Tuning
- ▶ ...
- ▶ Might require:
  - redesigning app architecture
  - adding/modifying HW
  - distributing databases

## Frontend Performance

- ▶ Reducing number of requests
- ▶ Reducing transferred data
- ▶ ...
- ▶ Frontend improvements:
  - require less time and resources
  - easier applicable
  - can have significant outcomes

# What to expect?

## Backend Performance

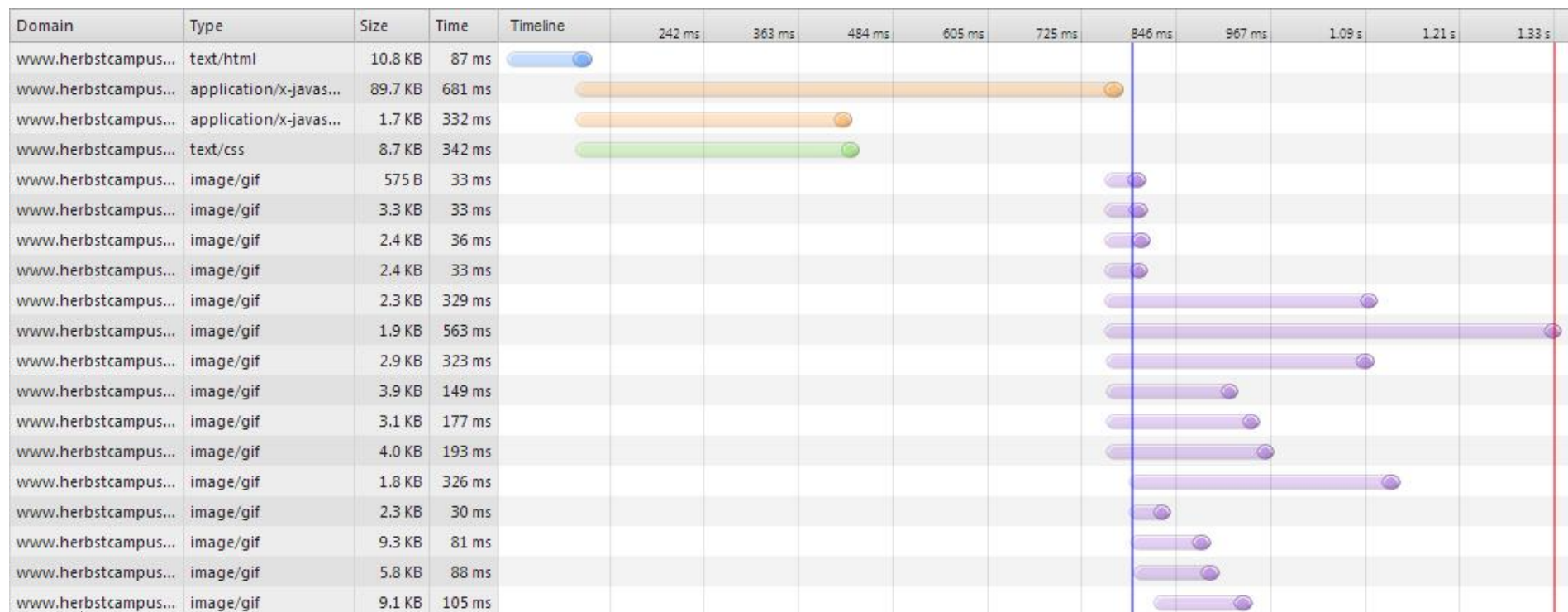
- ▶ Memory Optimizations & Java GC Tuning
- ▶ App Server Performance Improvements
- ▶ DB & Persistence Layer Tuning
- ▶ ...
- ▶ Might require:
  - redesigning app architecture
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## Frontend Performance

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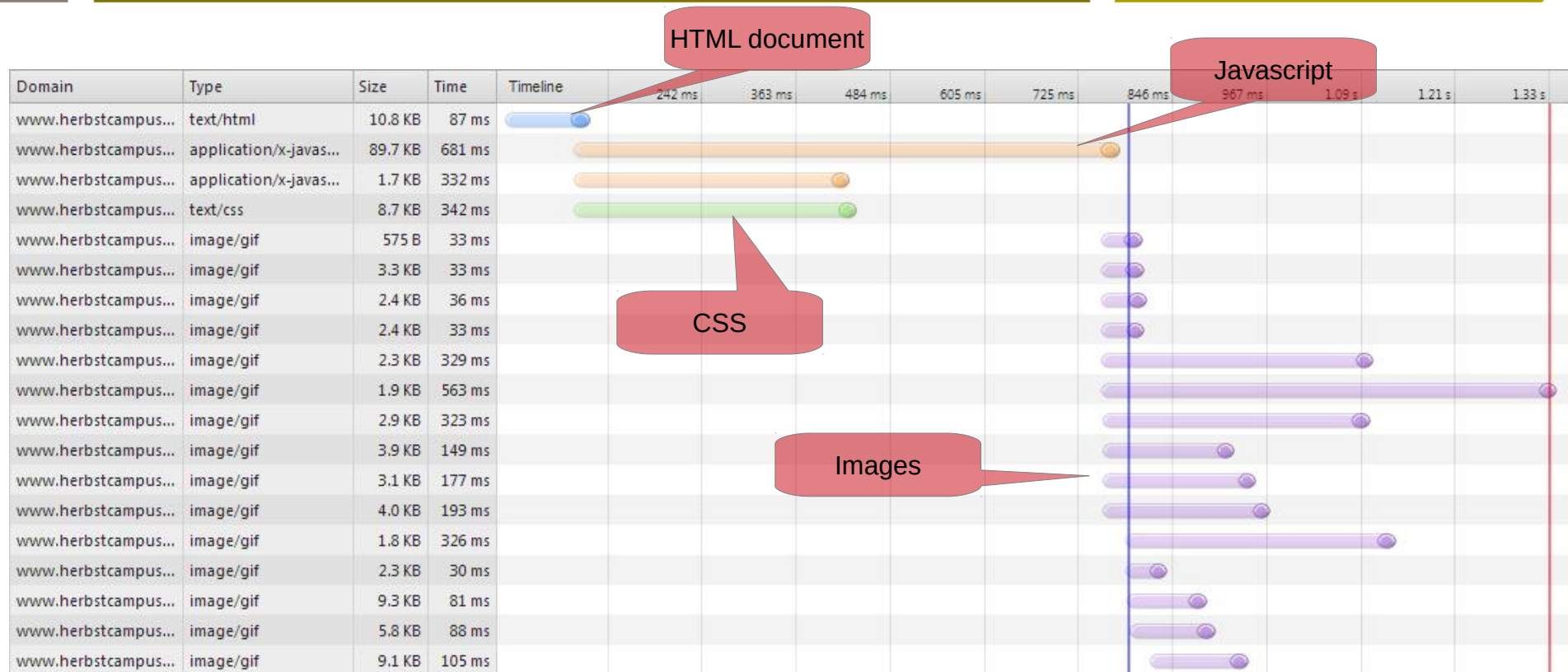
Where does the time go?

# Where does the time go?

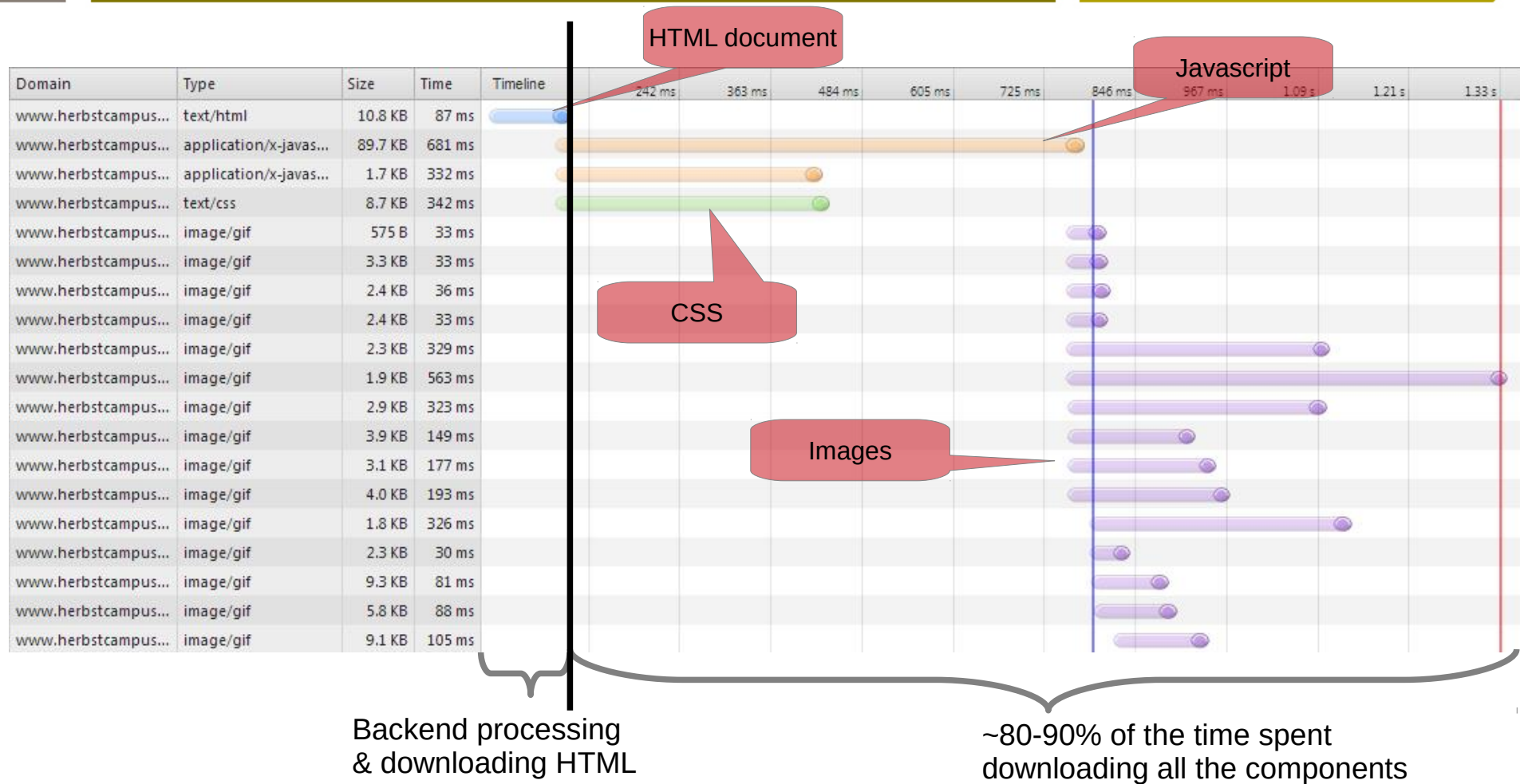


Main Herbstcampus Page

# Where does the time go?



# Where does the time go?



Clearly visible where the time does **NOT** go:

**does not go into downloading the HTML document incl. backend processing**



# Bandwidth / Latency

## Bandwidth

- ▶ Important, but is not the only factor in performance
- ▶ Higher Bandwidth good for:
  - Audio/video streaming
  - Large downloads

## Latency

- ▶ primarily determined by the distance a request must travel
- ▶ Physics get in our way

# Bandwidth / Latency

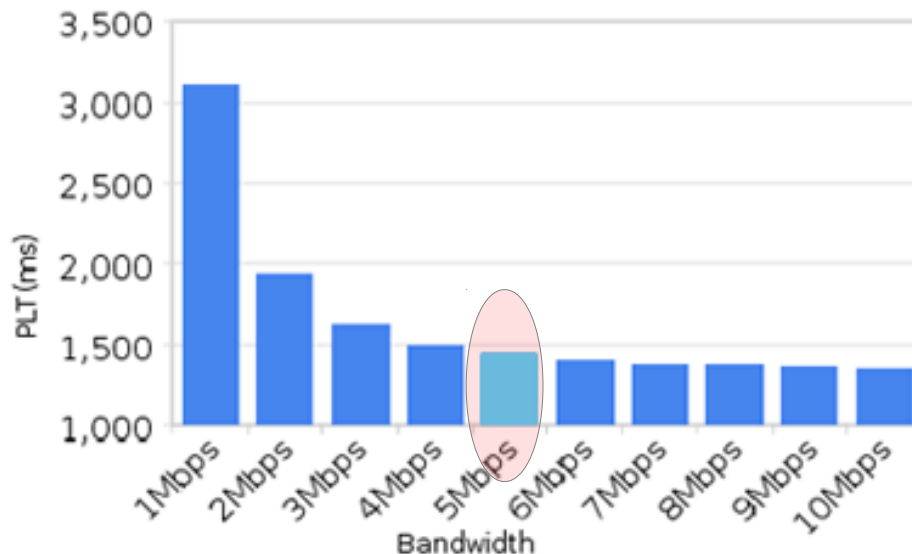
## Bandwidth

- ▶ Important, but is not the only factor in performance
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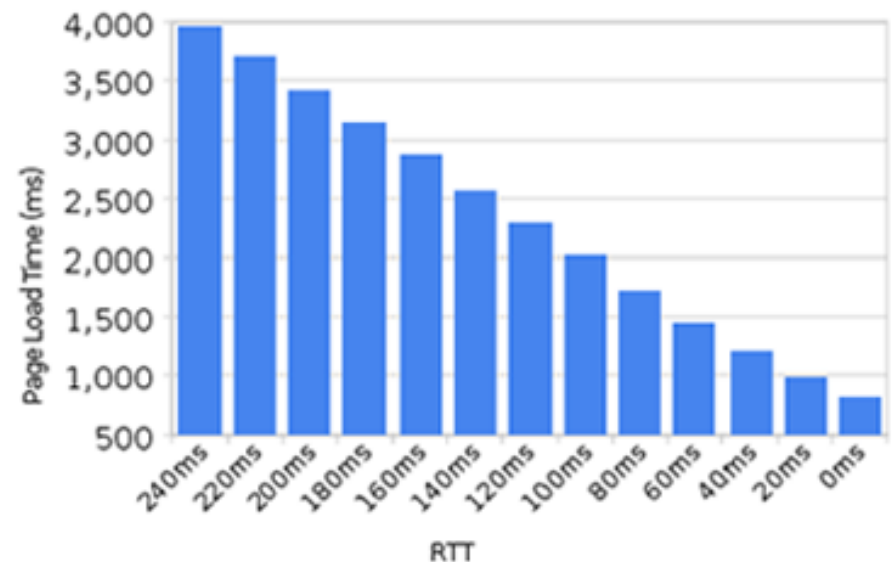
## Latency

- ▶ primarily determined by the distance a request must travel
- ▶ Physics get in our way

Latency per Bandwidth



Page Load Time As RTT Decreases



## What is more important?

- ▶ Bandwidth is important, but is not the only factor
- ▶ HTTP uses short, bursty connections (for downloading web content)
  - **RTT (round-trip-time) dominates** performance more than bandwidth does
- ▶ Faster browsing experience → **reduce RTT**

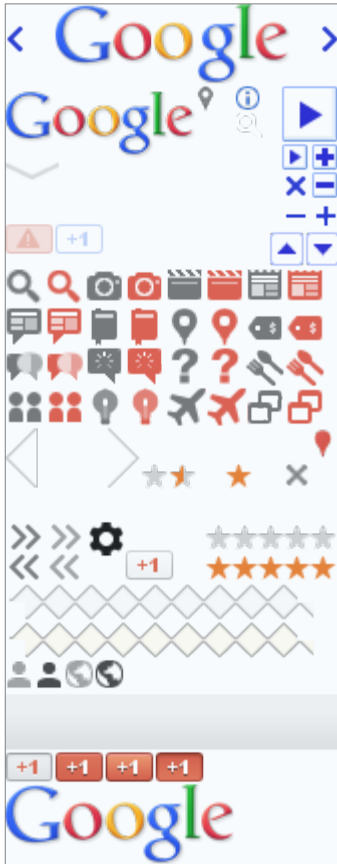
# How to improve?

## Fewer HTTP Requests

- ▶ Simple Rule: **less components to download = less round trips**
- ▶ But: we don't want to make tradeoffs between performance and design
- ▶ What to do?
  - Image Sprites
  - Combine JS / CSS
  - Improve caching (more to come in own chapter)

# How to improve? → Fewer HTTP Requests

## CSS Image Sprites



# How to improve? → Fewer HTTP Requests

## CSS Image Sprites

Before

Name	...	Domain	Type	Size	Time	Timeline	646 ms	969 ms	1.29 s	1.62 s	1.94 s	2.26 s
sprite_images.html?PageSpeed=off	...	modpag...	text/html	873 B	176 ms							
sprite_images.css	...	modpag...	text/css	937 B	168 ms							
Cuppa.png?f=ic	...	modpag...	image/png	2.0 KB	165 ms							
Puzzle.jpg?f=ic	...	modpag...	image/jpeg	236 KB	1.92 s							
BikeCrashIcn.png?f=ic	...	modpag...	image/png	26.2 KB	957 ms							
IronChef2.gif?f=ic	...	modpag...	image/gif	24.6 KB	966 ms							

Name	...	Domain	Type	Size	Time	Timeline	666 ms	999 ms	1.33 s
sprite_images.html?PageSpeed=on&PageS...	...	modpag...	text/html	913 B	177 ms				
A.sprite_images.css.pagespeed.cf.0RdkIPJf...	...	modpag...	text/css	1.1 KB	168 ms				
Cuppa.png,qf==ic+BikeCrashIcn.png,qf=...	...	modpag...	image/png	53.8 KB	985 ms				

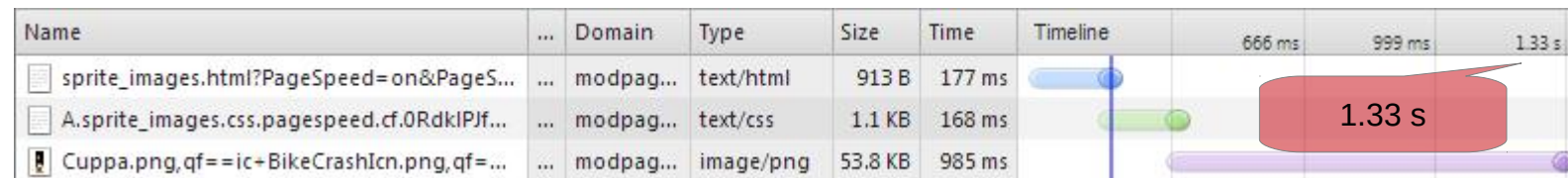
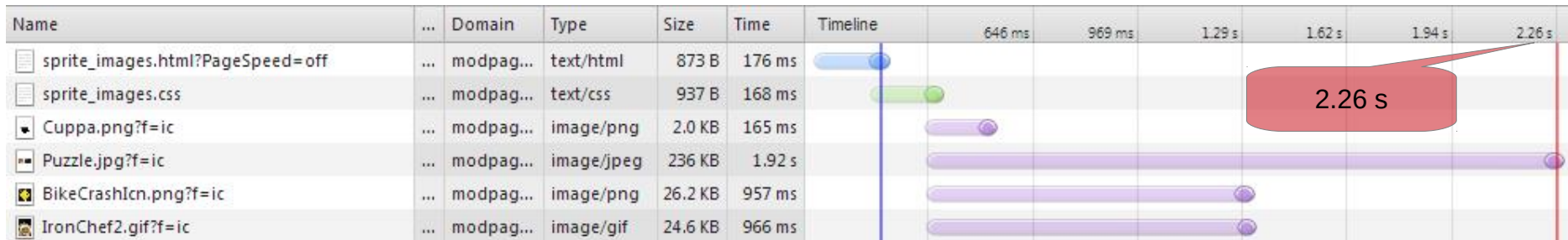
After



# How to improve? → Fewer HTTP Requests

## CSS Image Sprites

Before



After

**Savings: ~41%**

# How to improve? → Fewer HTTP Requests

## Combine Javascript

Before

Name	...	Domain	Type	Size	Time	Timeline	191 ms	286 ms	381 ms	476 ms	572 ms	667 ms
combine_javascript.html?PageSpeed=off	...	modpag...	text/html	565 B	331 ms							
combine_javascript1.js	...	modpag...	applicatio...	551 B	166 ms							
combine_javascript2.js	...	modpag...	applicatio...	441 B	334 ms							

Name	...	Domain	Type	Si...	T...	Timeline	174 ms	261 ms	348 ms
combine_javascript.html?ModPagespeed=on&ModPagespeedFilters=combine_javascript	...	www.m...	text/html	6...	1...				
combine_javascript1.js+combine_javascript2.js.pagespeed.jc.zYiUaxFS8I.js	...	www.m...	applicatio...	7...	1...				

After

# How to improve? → Fewer HTTP Requests

## Combine Javascript

Before

667 ms

Name	...	Domain	Type	Size	Time	Timeline	191 ms	286 ms	381 ms	476 ms	572 ms	667 ms
combine_javascript.html?PageSpeed=off	...	modpag...	text/html	565 B	331 ms							
combine_javascript1.js	...	modpag...	applicatio...	551 B	166 ms							
combine_javascript2.js	...	modpag...	applicatio...	441 B	334 ms							

348 ms

Name	...	Domain	Type	Si...	T...	Timeline	174 ms	261 ms	348 ms
combine_javascript.html?ModPagespeed=on&ModPagespeedFilters=combine_javascript	...	www.m...	text/html	6...	1...				
combine_javascript1.js+combine_javascript2.js.pagespeed.jc.zYiUaxFS8I.js	...	www.m...	applicatio...	7...	1...				


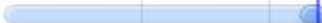



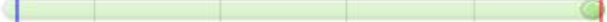




After


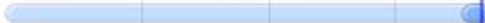

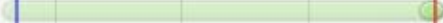
**Savings: ~48%**

# How to improve? → Fewer HTTP Requests

## Combine CSS

Before

Name	...	Domain	Type	Size	Time	Timeline	143 ms	214 ms	286 ms	357 ms	429 ms	500 ms
 combine_css.html?PageSpeed=off	...	modpag...	text/html	776 B	169 ms							
 yellow.css	...	modpag...	text/css	350 B	166 ms							
 blue.css	...	modpag...	text/css	336 B	327 ms							
 big.css	...	modpag...	text/css	4.5 KB	328 ms							
 bold.css	...	modpag...	text/css	346 B	329 ms							

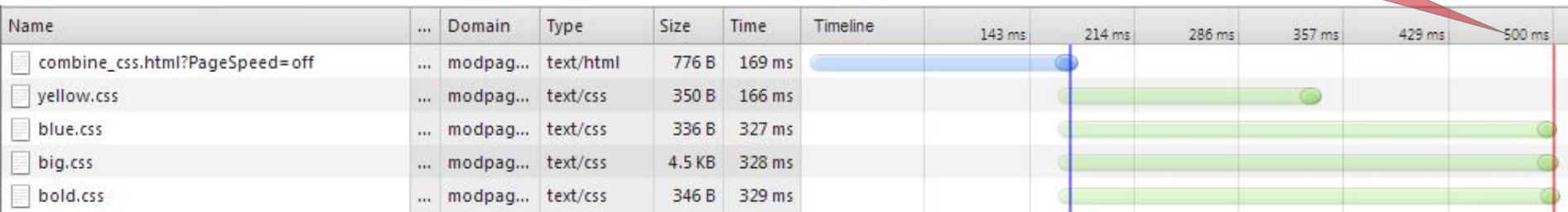
Name	...	Domain	Type	Size	Time	Timeline	106 ms	159 ms	212 ms	265 ms	318 ms	371 ms
 combine_css.html?PageSpeed=on&PageSp...	...	modpag...	text/html	656 B	195 ms							
 yellow.css+blue.css+big.css+bold.css.pag...	...	modpag...	text/css	4.6 KB	176 ms							

After

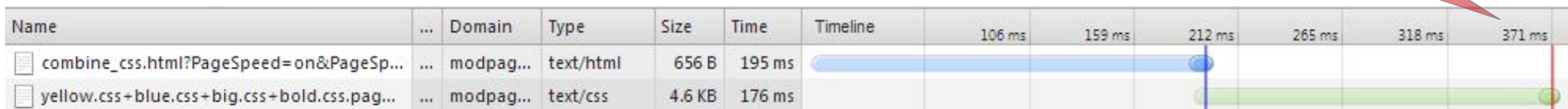
# How to improve? → Fewer HTTP Requests

## Combine CSS

Before



371 ms



After

**Savings: ~26%**

# How to improve? → Use a CDN

## CDN (Content Delivery Network)

- ▶ Simple Rule: **content closer to the user = lower latency**
- ▶ to implement geographically dispersed content:
  - we want to bring **static** content closer to the user
  - we don't want to redesign our web app to work in a distributed way (clustering, ...)
- ▶ dispersing content is much easier than dispersing an entire application
- ▶ nice benefit → spikes in traffic during peak load times can be absorbed
- ▶ CDN Providers (taken from <http://goo.gl/l4UmJC>)
  - Akamai
  - Limelight Networks
  - CacheFly
  - CloudFare
  - MaxCDN

## Caching

- ▶ We want to maximize the browser's caching capabilities
- ▶ First-time visitor might have to make much more # of requests than a returning user
- ▶ What to cache?
  - Images, Scripts, Stylesheets, Flash, ...
- ▶ How to handle updates to cached components?
  - Rename them (e.g. use version numbers)
- ▶ How to cache?
  - add Expires / Cache-Control Header
  - configure ETags

# How to improve? → Improve Caching

## Expires Header

- ▶ Tells the browser that this response won't be stale until a given date/time
- ▶ # of requests is reduced by one
- ▶ `mod_expires`

```
ExpiresDefault "modification plus 10 years"
```

▼ Response Headers [view source](#)

```
Cache-Control: public, max-age=628520483
Connection: keep-alive
Content-Encoding: gzip
Content-Length: 1520
Content-Type: text/css
Date: Sun, 25 Aug 2013 19:14:46 GMT
Expires: Tue, 26 Jul 2033 08:16:09 GMT
Last-Modified: Mon, 22 Jul 2013 09:54:26 GMT
Server: nginx
Vary: Accept-Encoding
```

Amazon



# How to improve? → Improve Caching

## Expires Header

- ▶ What if Expires header is not set?
  - Component is stored in the browser's cache
  - **Conditional request** is required



▼ Request Headers [view source](#)

```
Accept: image/webp,*/*;q=0.8
Accept-Encoding: gzip,deflate,sdch
Accept-Language: en-US,en;q=0.8
Cache-Control: max-age=0
Connection: keep-alive
Host: www.herbstcampus.de
If-Modified-Since: Fri, 09 Aug 2013 14:49:01 GMT
```

Herbstcampus



▼ Response Headers [view parsed](#)

```
HTTP/1.1 304 Not Modified
Date: Sun, 25 Aug 2013 19:28:17 GMT
Server: Apache
Connection: Keep-Alive
Keep-Alive: timeout=15, max=99
ETag: "1d223a-b6d-4e384e00d5140"
```

Herbstcampus

# How to improve? → Improve Caching

## Cache Control Header (since HTTP 1.1)

- ▶ introduced to overcome limitations of Expires header
  - clock synchronization

▼ Response Headers [view source](#)

```
Cache-Control: public, max-age=628520483
Connection: keep-alive
Content-Encoding: gzip
Content-Length: 1520
Content-Type: text/css
Date: Sun, 25 Aug 2013 19:14:46 GMT
Expires: Tue, 26 Jul 2033 08:16:09 GMT
Last-Modified: Mon, 22 Jul 2013 09:54:26 GMT
Server: nginx
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```

Amazon

# How to improve? → Improve Caching

## Configure/Remove ETags (Entity Tags)

- ▶ Uniquely identifies a **specific version** of a resource
- ▶ Apache 2.x ETag format
  - **<inode-timestamp-size>**
  - Should be changed for clustered environments
- ▶ Problem
  - Inode might be different for 2 servers
  - <http://www.apacheweek.com/issues/02-01-18>
- ▶ Example
  - 10 servers in our cluster
  - Probability  $1/10 = 10\%$  that user will get a 304 Code
  - **90%** → wasteful 200 Code

### Inode

The file's i-node number will be included in the calculation

### MTime

The date and time the file was last modified will be included

### Size

The number of bytes in the file will be included

Source: <http://httpd.apache.org/docs/2.2/mod/core.html>

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▼ Response Headers [view parsed](#)

```
HTTP/1.1 304 Not Modified
Date: Sun, 25 Aug 2013 19:28:17 GMT
Server: Apache
Connection: Keep-Alive
Keep-Alive: timeout=15, max=99
ETag: "1d223a-b6d-4e384e00d5140"
```

▼ Response Headers [view source](#)

```
Cache-Control: public, max-age=619478342
Connection: keep-alive
Content-Encoding: gzip
Content-Length: 1244
Content-Type: application/x-javascript
Date: Mon, 26 Aug 2013 19:14:20 GMT
ETag: "21YuyR40v7L#1"
```

Amazon

# How to improve? → Gzip Components

## Enable Gzip Compression

- ▶ Simple rule: **less data to transmit = transfer time decreases**
- ▶ Easiest of all techniques & has biggest impact

### ▼ Request Headers view parsed

```
GET / HTTP/1.1
Host: www.youtube.com
Connection: keep-alive
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/
User-Agent: Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.3
Referer: http://www.youtube.com/
Accept-Encoding: gzip, deflate, sdch
Accept-Language: en-US,en;q=0.8
```

### ▼ Response Headers view source

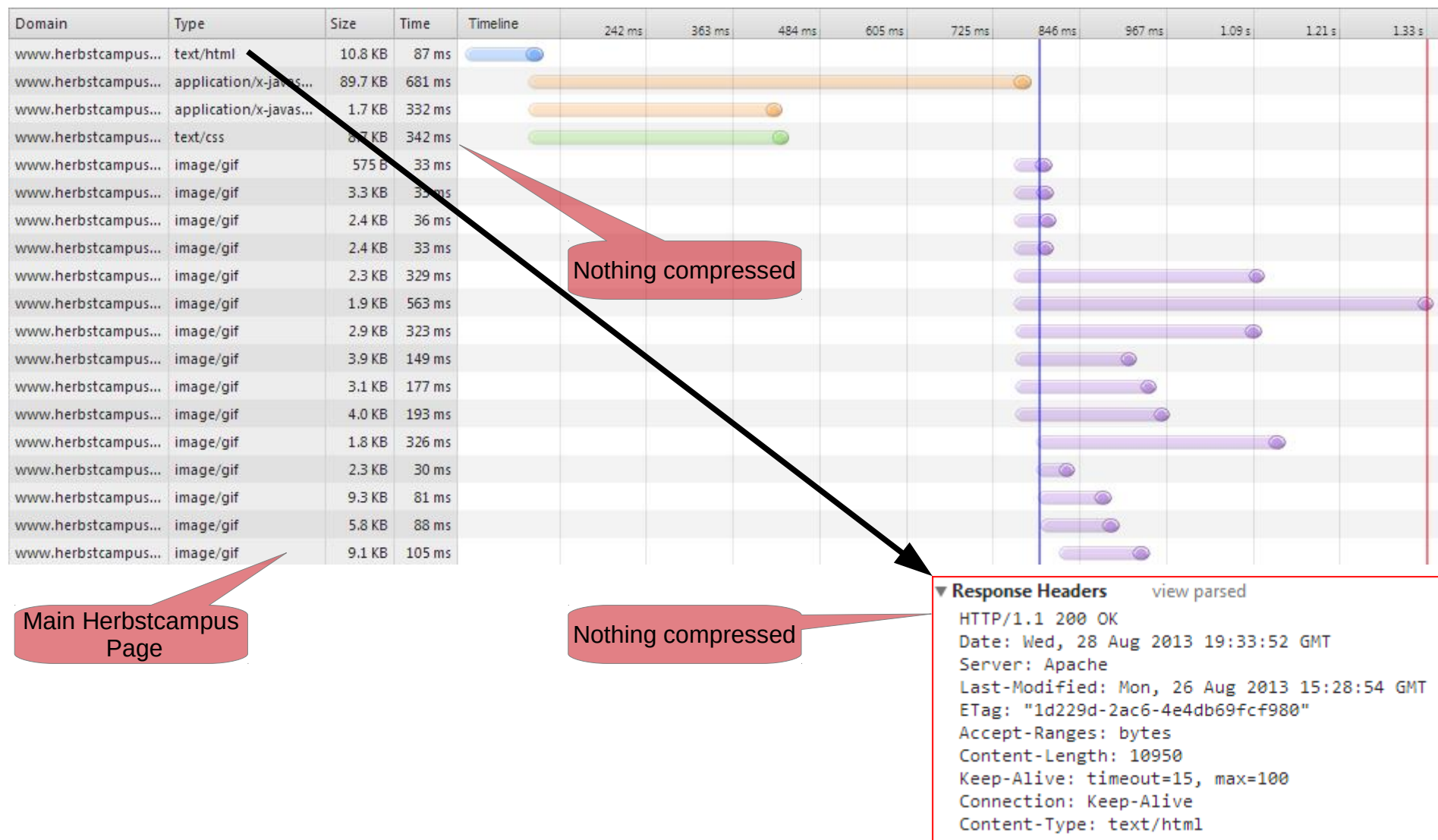
```
Alternate-Protocol: 80:quic
Cache-Control: no-cache
Content-Encoding: gzip
Content-Length: 30748
Content-Type: text/html; charset=utf-8
Date: Mon, 26 Aug 2013 19:02:19 GMT
Expires: Tue, 27 Apr 1971 19:44:06 EST
```

YouTube

- ▶ What to compress?
  - Any text response (HTML, Scripts, CSS, XML, JSON)
  - Not necessary to compress images, PDFs (see <http://goo.gl/7WYx1I>)
- ▶ How? → Apache mod\_deflate

```
AddOutputFilterByType DEFLATE text/html text/plain text/xml
```



# How to improve? → Gzip Components



# How to improve? → Gzip Components

## Enable Gzip Compression

Total Possible Savings: ~73.3 KB





 Audits  
RESULTS  
 http://www.herbstcampu...

▼ Network Utilization

● ▼ Enable gzip compression (4)

Compressing the following resources with gzip could reduce their transfer size by about two thirds (~73.3 KB):



- [www.herbstcampus.de/](#) could save ~7.1 KB **1**
- [common.css](#) could save ~5.6 KB **2**
- [jquery-1.6.2.min.js](#) could save ~59.6 KB **3**
- [animation.js](#) could save ~987 B **4**

Name	Type	Size	Time
 www.herbstcampus.de <b>1</b>	text/html	11.0 KB	2.91 s
 common.css <b>2</b>	text/css	8.7 KB	75 ms
 animation.js <b>4</b>	application/x-javascript	1.7 KB	57 ms
 jquery-1.6.2.min.js <b>3</b>	application/x-javascript	89.7 KB	356 ms

# How to improve? → Gzip Components

## Enable Gzip Compression

Total Possible Savings: ~73.3 KB





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 jquery-1.6.2.min.js <b>3</b>	application/x-javascript	89.7 KB	356 ms

File	Size	Sav. in KB	Sav. in %
HTML (1)	11.0 KB	7.1 KB	<b>64.5 %</b>
CSS (2)	8.7 KB	5.6 KB	<b>64.4 %</b>
JS (3)	89.7 KB	59.6 KB	<b>66.4 %</b>
JS (4)	1.7 KB	987 B	<b>58.1 %</b>
	<b>111.1 KB</b>	<b>73.3 KB</b>	<b>~65 %</b>

## Minify JS / CSS

- ▶ Simple rule: **less data to transmit = transfer time decreases**
- ▶ Minification = process of removing unnecessary characters



# How to improve? → Minification

## Minify JS / CSS

- ▶ Simple rule: **less data to transmit = transfer time decreases**
- ▶ Minification = process of removing unnecessary characters

## Compressed Code

```
(function(a){a.fn.slider=function(d,j){var l=d*2;var f=0;var i=0;var g=null;var b=null;var e=false;var h=false;function c(){if(e||f==g){return}e=true;b.children().eq(0).animate({top:"-"+i},d,function(){e=false;f=f+1}})function k(){e=true;b.children().eq(0).animate({top:"0"},d,function(){e=false;f=0}})return this.each(function(){b=a(this);i=b.children().eq(0).children().eq(0).height();b.css("height", (i*j));g=b.children().eq(0).children().size()-j;setInterval(function(){if(!h){if(f==g){k()}else{c()}}},l);b.mouseenter(function(){h=true});b.mouseleave(function(){h=false}}))})(jQuery);$(document).ready(function(){$("#slider").slider(500,3)});
```

Herbstcampus JS File

before	1547
after compression	647
compression ratio	58%
after compression and gzip	337
compression and gzip ratio	78%

Savings: 58%

Code minified with YUI Compressor

# How to improve? → Minification

## Minify JS / CSS

- ▶ Simple rule: **less data to transmit = transfer time decreases**

### Compressed Code

```
html{height:100%;max-height:100%;padding:0;margin:0;border:0;background:#fff;/**/overflow:hidden;/**/}body{height:100%;margin:0;overflow:hidden;padding:0;margin:0;border:0;background:#e1dfd9}#head{position:absolute;margin:0;top:0;left:0;display:block;width:100%;height:181px;z-index:5;text-align:center;border-bottom:1px solid #555;background:white}#head_brown{background-color:#685c53;position:relative;margin:0;top:0;left:0;display:block;width:100%;height:60px}#foot{position:absolute;margin:0;bottom:0;left:0;display:block;width:100%;height:60px;z-index:5;background-color:#685c53}#breadcrumb{padding-top:10px;padding-left:20px;left:0;top:10px;width:90%;font-size:1em;background:#e1dfd9;overflow:hidden;height:80px}#menu,#container,#container_wide,#sponsors{position:absolute;left:0;top:181px;bottom:60px;width:25%;font-size:1em;z-index:4;background:#e1dfd9;overflow:hidden}* html #menu,* html #container,* html #container_wide,* html #sponsors{height:100%;top:0;bottom:0;border-top:181px solid #fff;border-bottom:60px solid #fff}#menu{left:0;background:#d7d2cb;border-right:1px solid #555}#container{left:26%;width:50%}#container_wide{left:26%;width:74%}#sponsors{left:77%;width:23%}#content{margin:auto;padding-left:20px;padding-right:0;margin-top:10px;left:0;top:100px;bottom:20px;width:90%;position:absolute;overflow:auto}* html #content{top:0;border-top:80px solid #e1dfd9;border-bottom:20px solid #e1dfd9;height:100%;z-index:-1}#divider{width:90%;border-bottom:1px solid #555;margin-left:20px;margin-top:0}* html #divider{margin-top:-20px}*{color:#444;font-family:Georgia,"Times New
```

Herbstcampus CSS File

before	9165
after compression	6841
compression ratio	25%
after compression and gzip	1474
compression and gzip ratio	84%

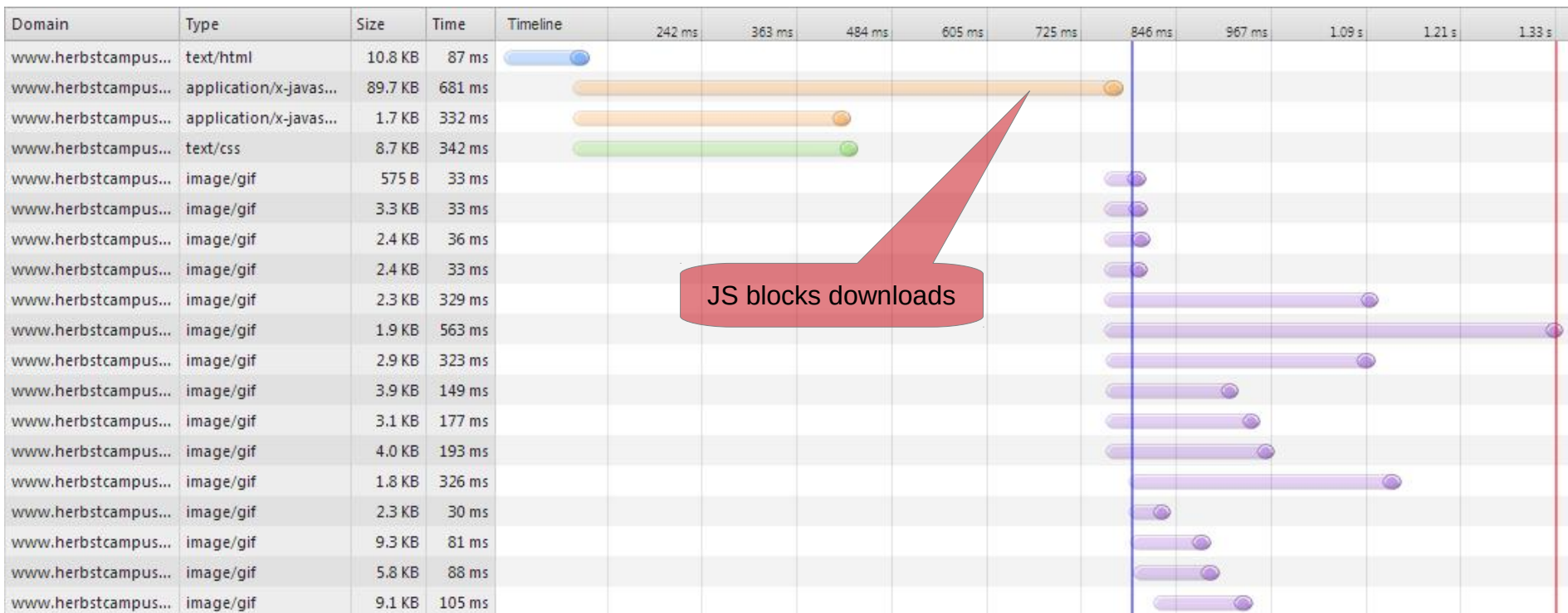
Savings: 25%

Code minified with YUI Compressor

# How to improve? → Correct Placement of Files

## Stylesheets at Top / JS at Bottom

- ▶ browser should start rendering as early as possible (user perceives a faster loading page)
- ▶ anything below the script is blocked from rendering and downloading until after the script is loaded (even when threads are available) → **entire page is delayed**



# How to improve? → Correct Placement of Files

## Stylesheets at Top / Scripts at Bottom

Script at the TOP

Name	Method	Status	Type	Initiator	Size	Time	Timeline	4.36 s	6.55 s	8.73 s	10.91 s	13.09 s
js-top.php	GET	200	text/html	Other	9.1 KB	408 ms						
sleep.cgi?type=js&sleep=10&e...	GET	200	applicat...	js-top.php:3	579 B	10.23 s						
utils.js	GET	200	applicat...	js-top.php:3	2.4 KB	353 ms						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-top.php:3	1.3 KB	2.24 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-top.php:3	1.5 KB	2.44 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-top.php:3	1.7 KB	2.41 s						
greyhound_a_32x32.jpg	GET	200	image/j...	js-top.php:3	1.3 KB	356 ms						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-top.php:3	740 B	2.41 s						

```
<html>
  <head>
    <script src="/bin/sleep.cgi?type=js&sleep=10&expires=-1&last=0"></script>
    <title>Scripts at the Top</title>
    <style>...</style>
    <script src="utils.js"></script>
    <script>...</script>
  </head>
  <body>
    <div class="header">...</div>
    <div class="subheader">...</div>
    <div class="content">...</div>
    <!-- close content div -->
    <cite>...</cite>
  </body>
</html>
```

CGI Script that sleeps for 10s

# How to improve? → Correct Placement of Files

## Stylesheets at Top / Scripts at Bottom

Script at the Bottom

Name	Method	Status	Type	Initiator	Size	Time	Timeline	3.79 s	5.68 s	7.57 s	9.47 s	11.36 s
js-bottom.php	GET	200	text/html	Other	8.9 KB	772 ms						
utils.js	GET	200	applicat...	js-bottom.php:...	2.4 KB	184 ms						
sleep.cgi?type=js&sleep=10&e...	GET	200	applicat...	js-bottom.php:...	580 B	10.58 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-bottom.php:...	1.3 KB	2.25 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-bottom.php:...	740 B	2.45 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-bottom.php:...	740 B	2.46 s						
sleep.cgi?type=gif&sleep=2&e...	GET	200	image/gif	js-bottom.php:...	1.7 KB	2.47 s						
greyhound_a_32x32.jpg	GET	200	image/j...	js-bottom.php:...	1.3 KB	415 ms						

```
<html>
  <head>
    <title>Scripts at the Bottom</title>
    <style>...</style>
    <script src="utils.js"></script>
    <script>...</script>
  </head>
  <body>
    <div class="header">...</div>
    <div class="subheader">...</div>
    <div class="content">...</div>
    <!-- close content div -->
    <cite>...</cite>
    <script src="/bin/sleep.cgi?type=js&sleep=10&expires=-1&last=0"></script>
  </body>
</html>
```



# How to improve? → Reduce Redirects

## Reduce Redirects

### 3xx Redirection:

*“This class of status code indicates that **further** action needs to be taken by the **user agent** to fulfil the request.”*

*From Wikipedia*

Das neue Nexus 7.

Redirect

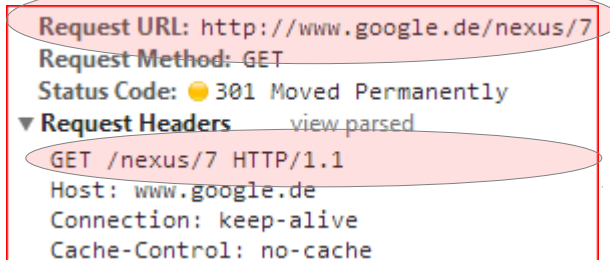
Elements	Resources	Network	Sources	Timeline	Profiles	Audits	Console
Name	Sta...	Domain	Type	Size	Time	Timeline	
7	301	www.google.de	text/html	601 B	22 ms		
7/	200	www.google.de	text/html	14.3 KB	43 ms		
css?family=Roboto%20Condensed:...	200	fonts.googleapis.c...	text/css	623 B	28 ms		
css?family=Roboto:100,300,400,500,...	200	fonts.googleapis.c...	text/css	726 B	28 ms		
nexus.css?v3	200	www.google.de	text/css	8.7 KB	56 ms		
google.js	200	www.google.com	text/javascript	2.3 KB	51 ms		
cinco.ui.view.js	200	www.google.de	text/javascript	12.8 KB	52 ms		

Entire Page  
is delayed

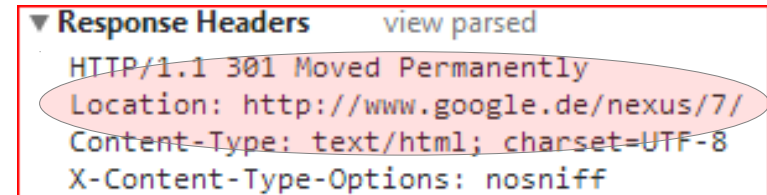
# How to improve? → Avoid Redirects

## Reduce Redirects

- ▶ Redirect blocks entire page loading (worse than putting Scripts at the TOP)
- ▶ Most wasteful redirect is the missing trailing '/'
  - `www.google.de/nexus/7` → redirect to: `www.google.de/nexus/7/`



```
Request URL: http://www.google.de/nexus/7
Request Method: GET
Status Code: 301 Moved Permanently
Request Headers
GET /nexus/7 HTTP/1.1
Host: www.google.de
Connection: keep-alive
Cache-Control: no-cache
```



```
Response Headers
HTTP/1.1 301 Moved Permanently
Location: http://www.google.de/nexus/7/
Content-Type: text/html; charset=UTF-8
X-Content-Type-Options: nosniff
```

- ▶ Workaround?
  - Apache Alias → Alias `/myurl /usr/local/apache/...`
  - Apache `mod_rewrite`
  - Note: both do not solve the problem of finding URLs relative to the current directory

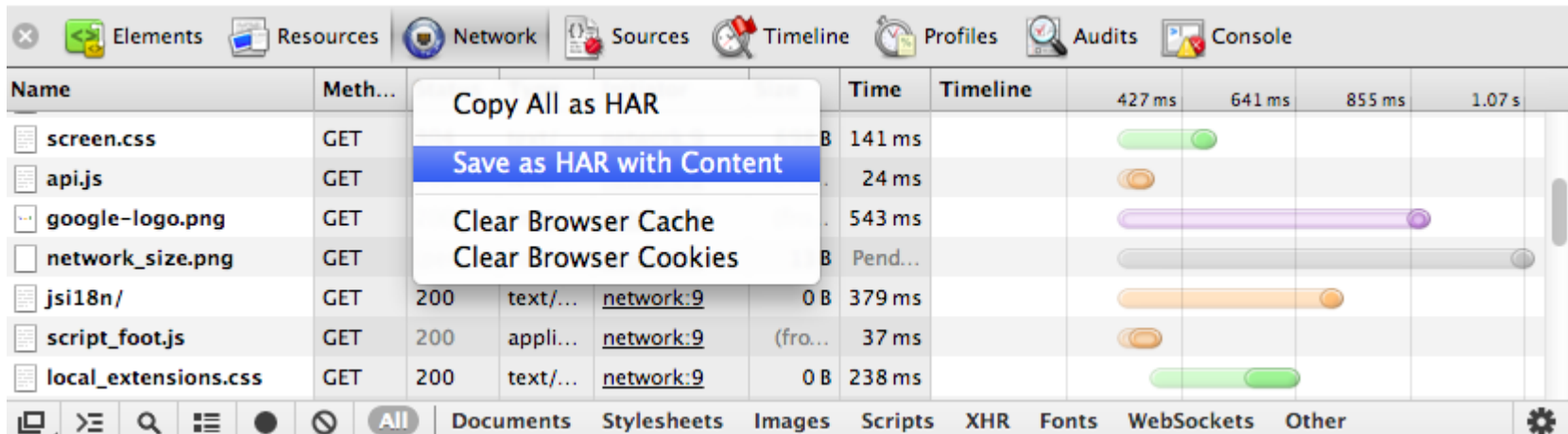
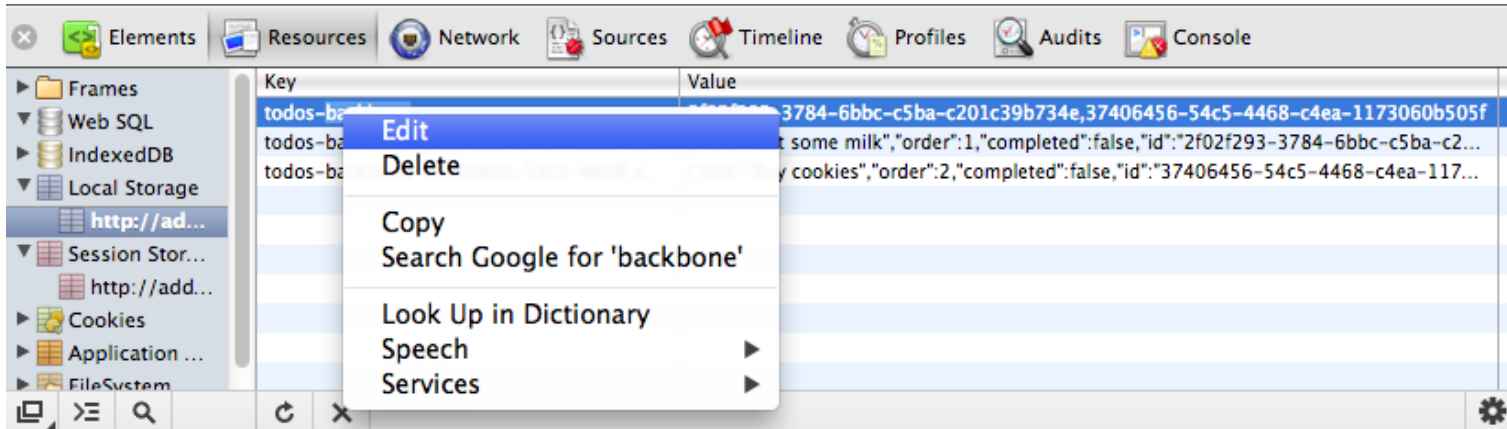
# Tools (just a few)



# Which Tools to Use?

## Tools

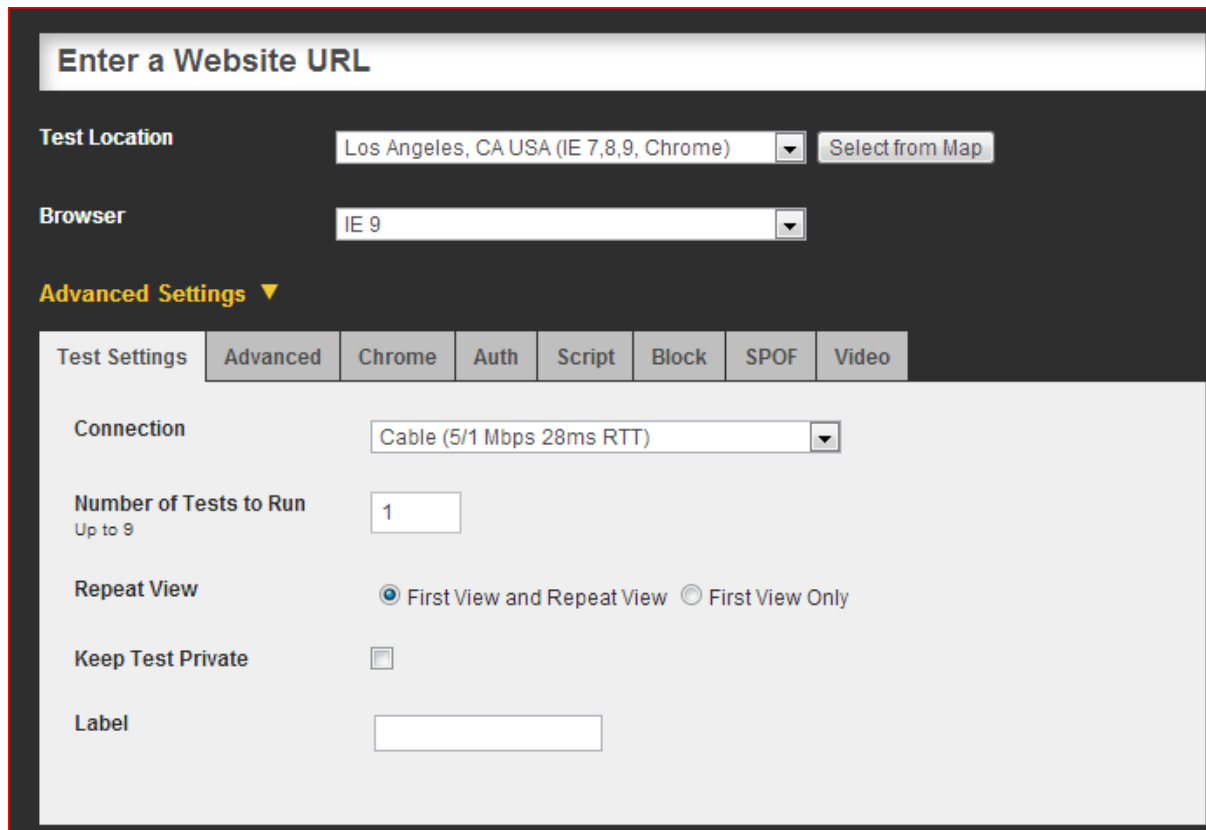
### ► Chrome Developer Tools (<https://developers.google.com/chrome-developer-tools/>)



# Which Tools to Use?

## Tools

- ▶ <http://www.webpagetest.org/>
  - Allows to simulate different RTTs / Browsers / Geographic Locations / Bandwidths



The screenshot shows the WebPageTest.org configuration interface. At the top is a text input field labeled "Enter a Website URL". Below this are two dropdown menus: "Test Location" (set to "Los Angeles, CA USA (IE 7,8,9, Chrome)") and "Browser" (set to "IE 9"). A "Select from Map" button is next to the "Test Location" dropdown. Below these is an "Advanced Settings" section with a downward arrow. Under "Advanced Settings", there are several tabs: "Test Settings", "Advanced", "Chrome", "Auth", "Script", "Block", "SPOF", and "Video". The "Test Settings" tab is active, showing a "Connection" dropdown (set to "Cable (5/1 Mbps 28ms RTT)"), a "Number of Tests to Run" input field (set to "1", with a note "Up to 9"), a "Repeat View" section with two radio buttons ("First View and Repeat View" is selected, and "First View Only" is unselected), a "Keep Test Private" checkbox (unchecked), and a "Label" input field.

# Which Tools to Use?

## Tools

- ▶ JAWR ([jawr.java.net](http://jawr.java.net))
  - Built-in minification
  - Enforced caching
  - Bundling of resources
  - CSS image sprite generation
  - Can be used with (JSF, Spring MVC, Wicket, Grails, ...)
- ▶ mod\_pagespeed ([modpagespeed.com](http://modpagespeed.com))
  - Apache module for rewriting web pages to reduce latency and bandwidth
  - Automatic website and asset optimization
  - 40+ configurable optimization filters

# Thank you for your Attention!

[eduard.tudenhoefner@adesso.de](mailto:eduard.tudenhoefner@adesso.de)  
[www.adesso.de](http://www.adesso.de)

## Literature & Sources

- ▶ High Performance Web Sites, Steve Souders
- ▶ Even Faster Web Sites, Steve Souders
- ▶ High Performance Browser Networking, Ilya Grigorik
- ▶ Google's „Make the Web Faster“, <https://developers.google.com/speed/>
- ▶ Web Performance Optimization, <http://goo.gl/4xjs>
- ▶ Improve the performance of your web applications, IBM developerWorks, <http://goo.gl/UD5Ksj>