

Resource Loading at the Cutting Edge

Robin Marx

@programmingart



Resource Loading at *the Cutting Edge*

Robin Marx

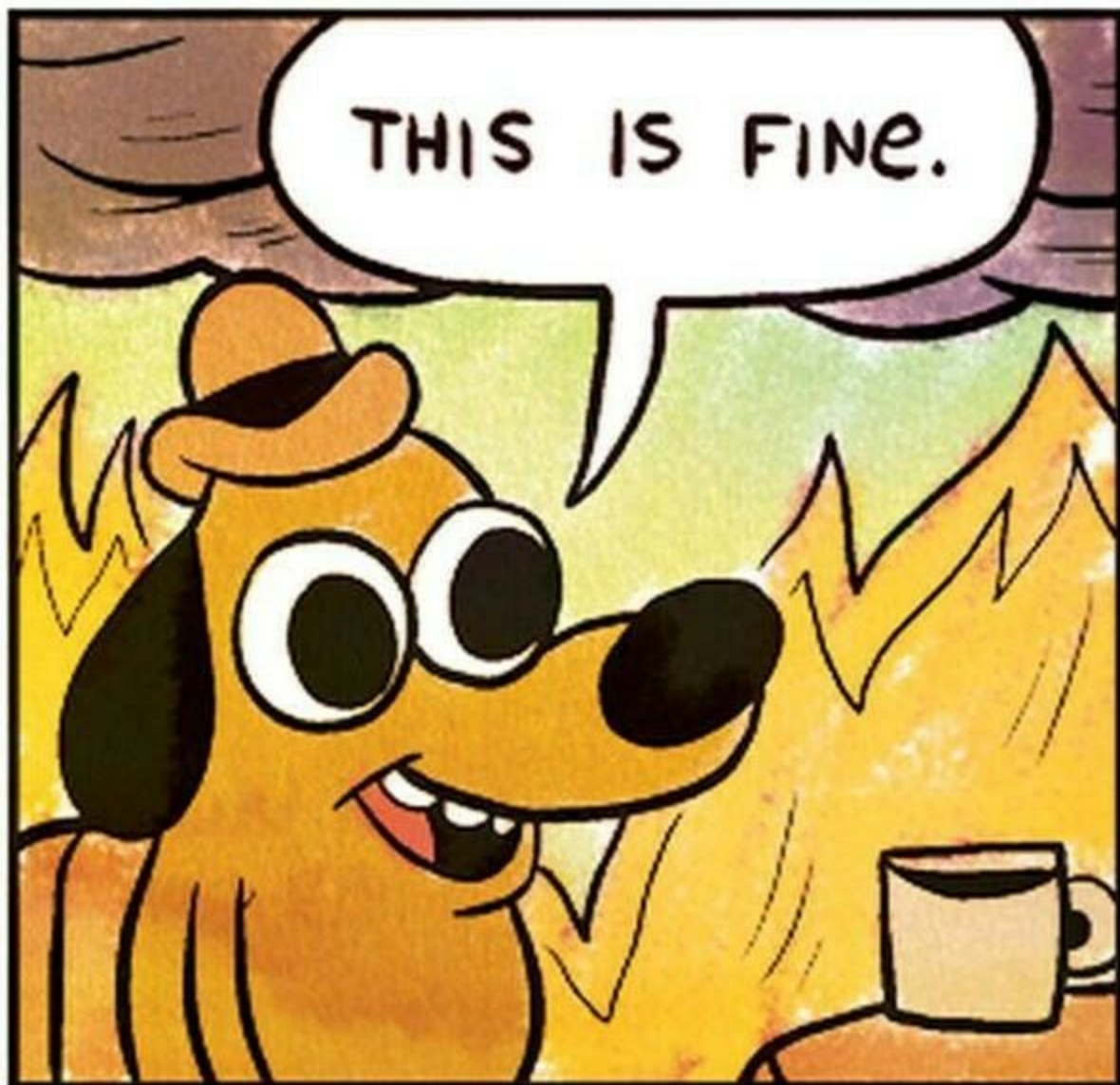
@programmingart





















HISTORICAL EUROPEAN MARTIAL ARTS







Priorities

Name	Type	Protocol	Priority	Time
 font1.woff2	woff2	h3	Low	872ms
 font1.woff2	woff2	h3	High	324ms
 font1.woff2	woff2	h3	Medium	244ms
 img1.png	png	h3	Low	1.07s
 img1.png	png	h3	Low	1.02s
 img1.png	png	h3	Medium	832ms
 img1.png	png	h3	Low	782ms
 img1.png	png	h3	High	527ms
 img1.png	png	h3	Medium	434ms
 img1.png	png	h3	Low	274ms
 img1.png	png	h3	Medium	206ms
 img1.png	png	h3	High	129ms
 script.js	js	h3	Low	1.07s
 qllog-processor.js	js	h3	High	516ms
 script.js	js	h3	Medium	512ms
 script.js	js	h3	High	512ms



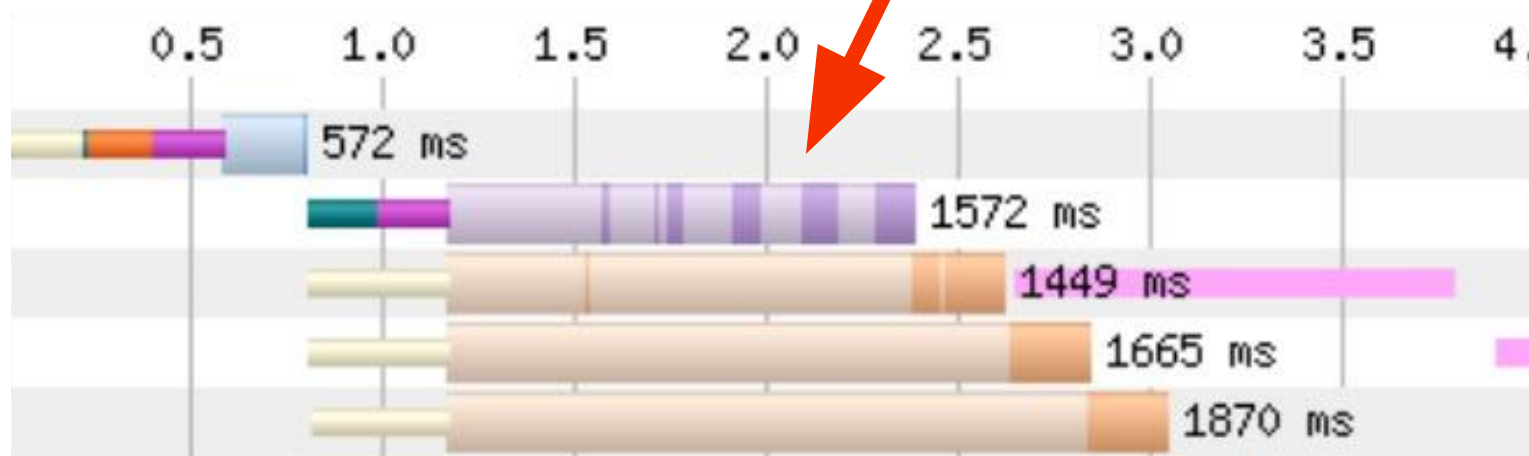
Bandwidth is not endless

New connections begin in **Slow Start** phase

1st Round Trip: 14 - 50 KB

2nd Round Trip: 28 - 100 KB

3rd Round Trip: 56 - 200 KB



Loading order matters...

Server needs to fill 200 KB with one or more of:

- HTML remainder
- script.js
- styles.css
- image.jpg
- content.json
- font.woff2



Single connection,
Multiple resources

...but the server doesn't have enough context

Server needs to fill 200 KB with one or more of:

- HTML remainder is render-blocked?
- script.js async/defer?
- styles.css media = print?
- image.jpg visible in viewport?
- content.json Client Side Rendering?
- font.woff2

HTTP/2

HTTP/3

Single connection,
Multiple resources

The Browser tells the Server what to do

- HTML : **highest** priority
- script.js : **medium** priority
- styles.css : **high** priority
- image.jpg : **lowest** priority



How are Priorities communicated?

- HTML : **highest** priority
- script.js : **medium** priority
- styles.css : **high** priority
- image.jpg : **lowest** priority

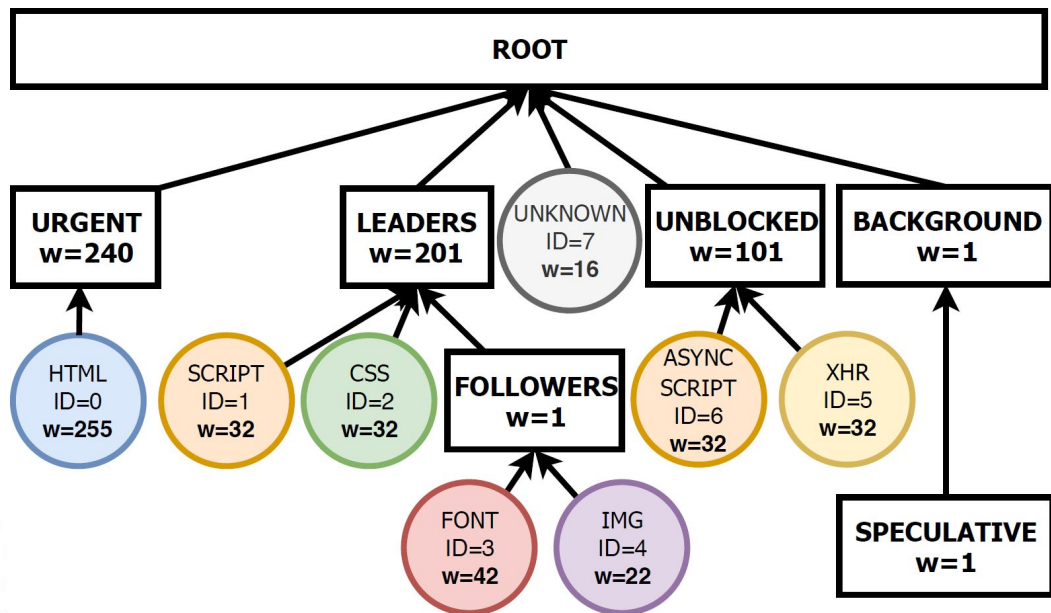


▼ Request Headers

:authority:	perfnw.nl
:method:	GET
:path:	/
:scheme:	https
Accept:	text/html
Priority:	highest



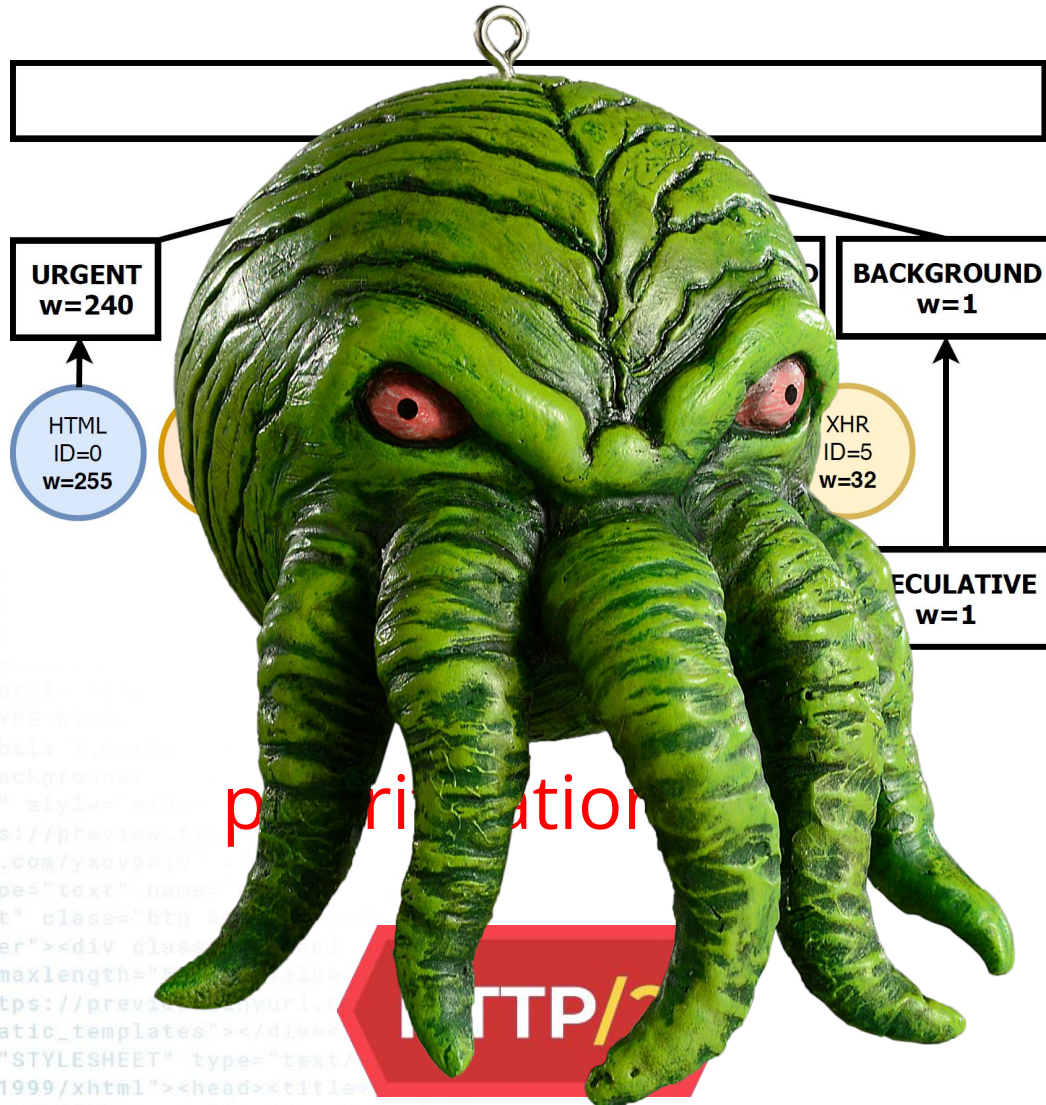
How are Priorities communicated?



prioritization tree

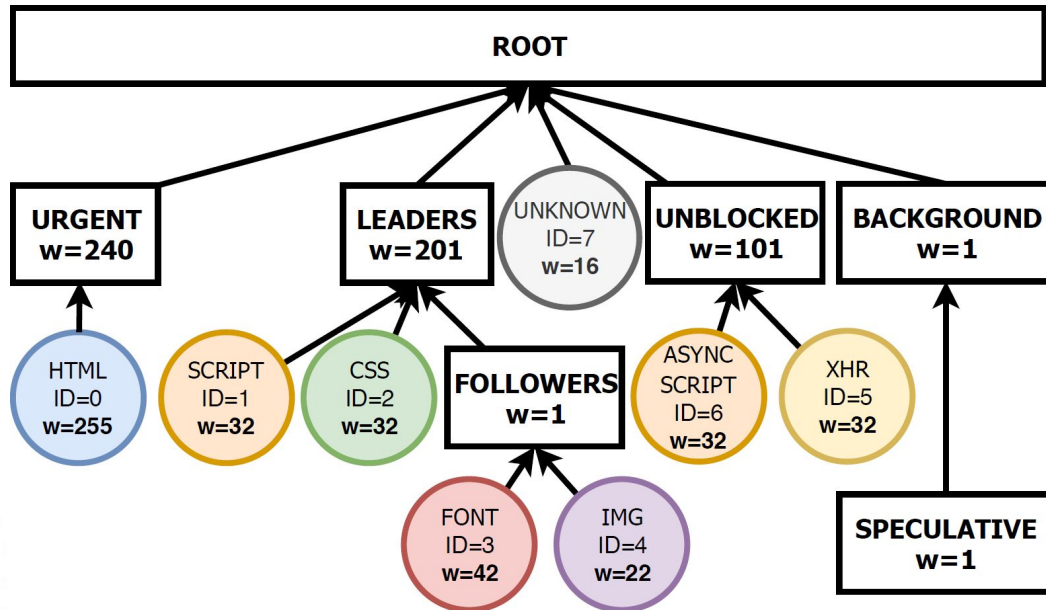
HTTP/2

How are Priorities communicated?



<https://horronaments.com/products/cthulhu>

How are Priorities communicated?



prioritization tree

HTTP/2

▼ Request Headers

:authority:	perfnow.nl
:method:	GET
:path:	/
:scheme:	https
Accept:	text/html
Priority:	u=3, i=?1

urgency:

from 0 (highest) to 7 (lowest)

incremental: 0 or 1

HTTP/3

Sequential vs Incremental

u=2, i=0

u=2, i=0

u=2, i=0

Sequential



Sequential vs Incremental

u=2, i=0

u=2, i=0

u=2, i=0

Sequential

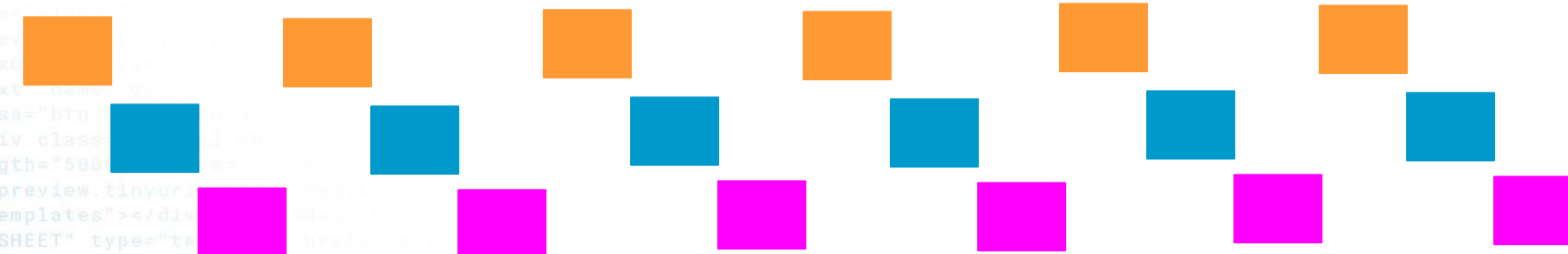


u=2, i=1

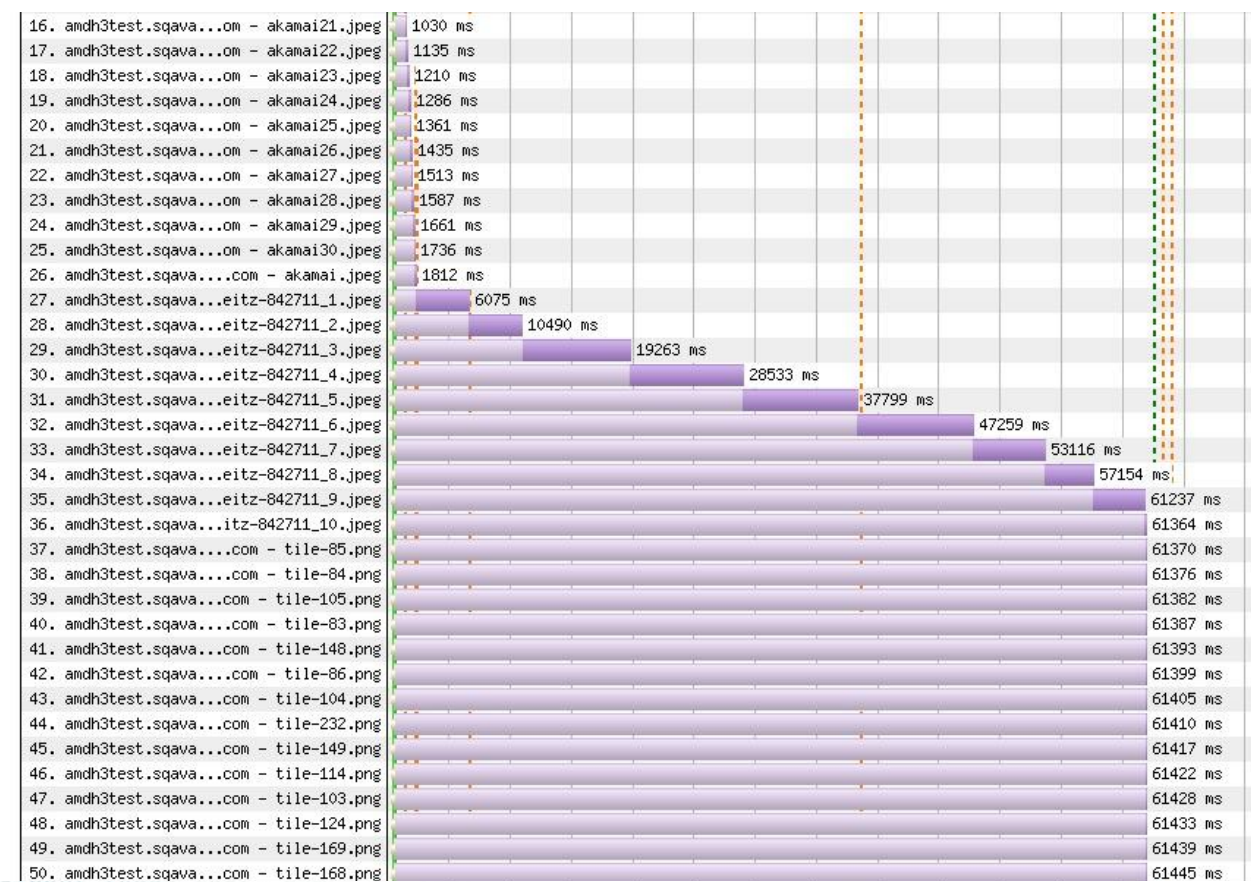
u=2, i=1

u=2, i=1

Incremental

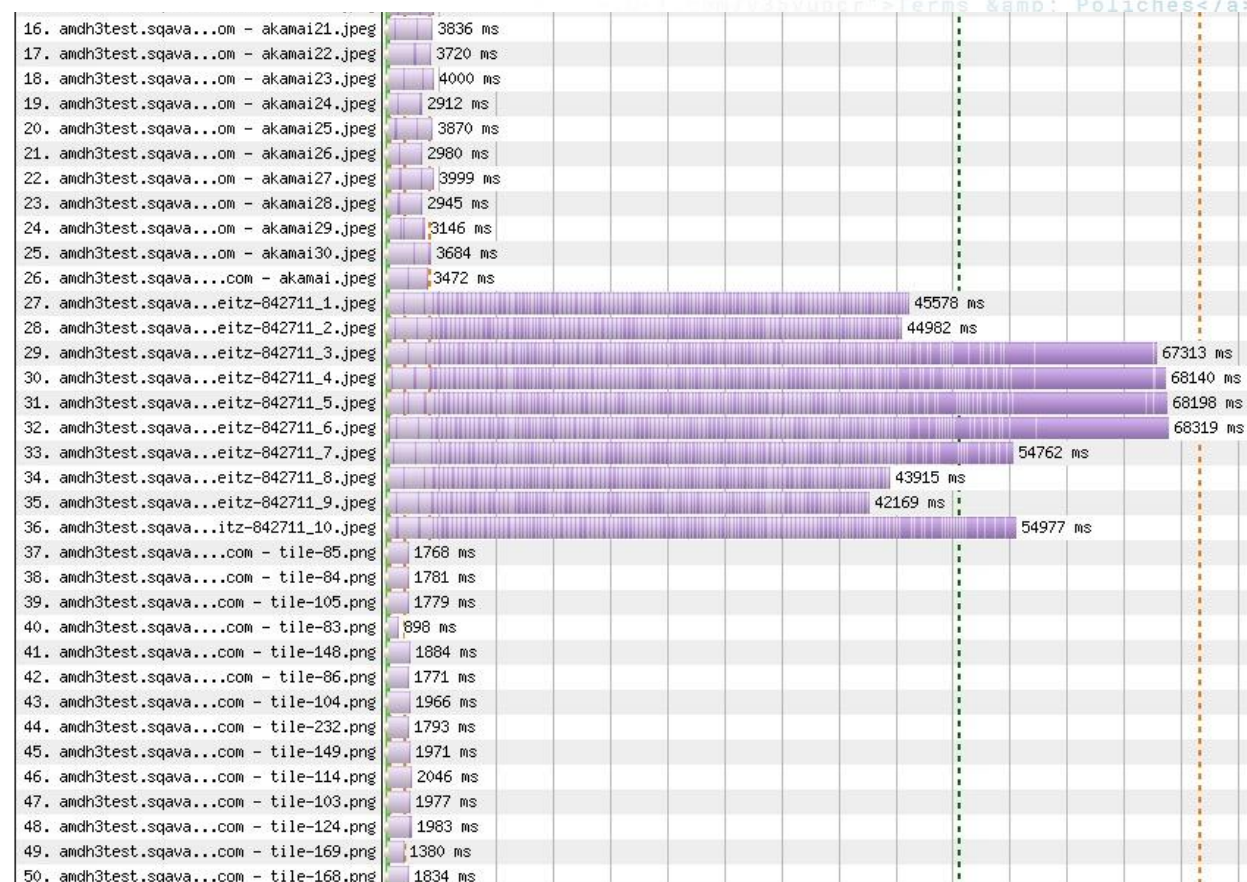


Sequential



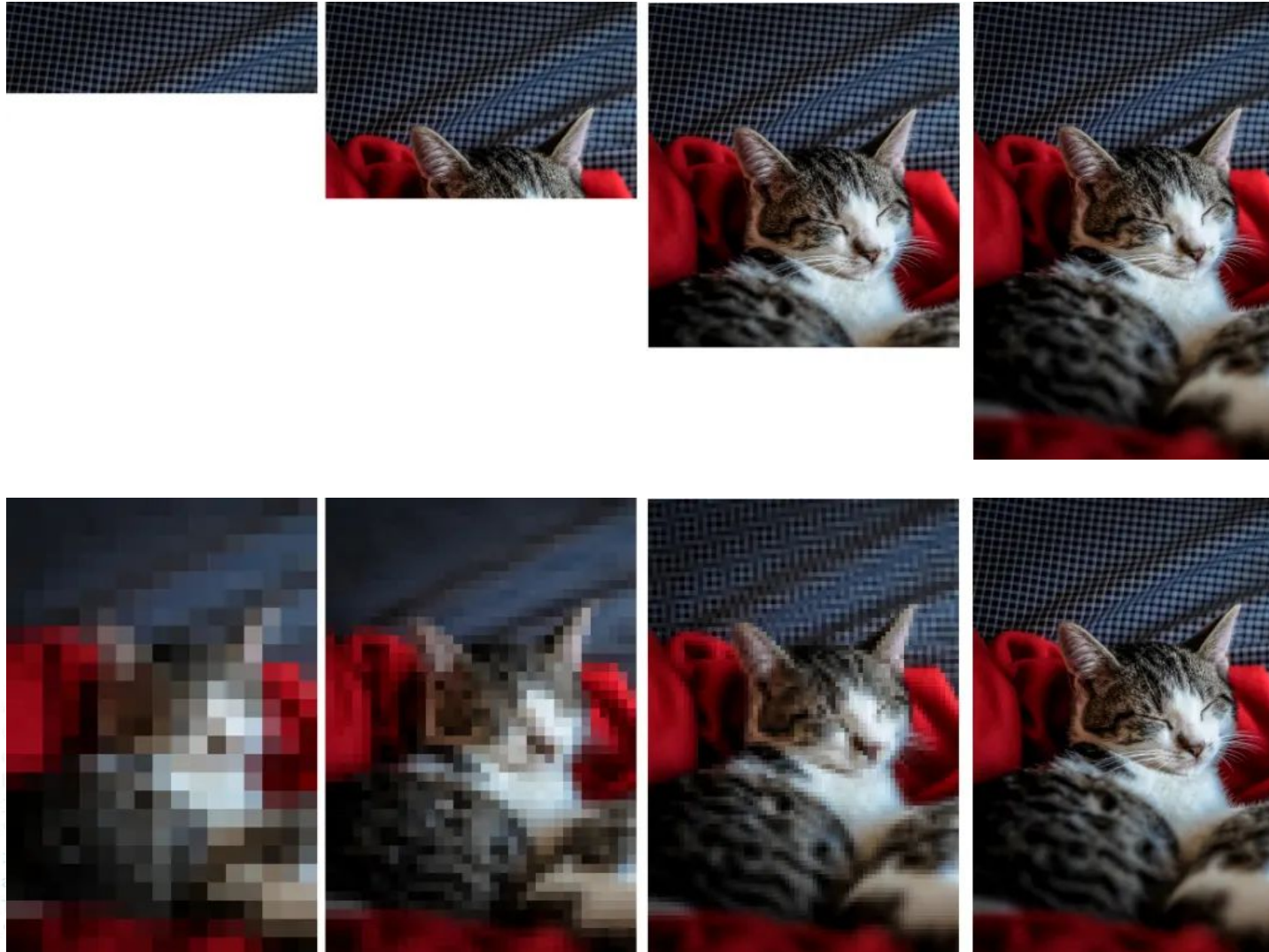
Large files delay
smaller ones behind

Incremental



Small files come in early,
barely delay larger ones

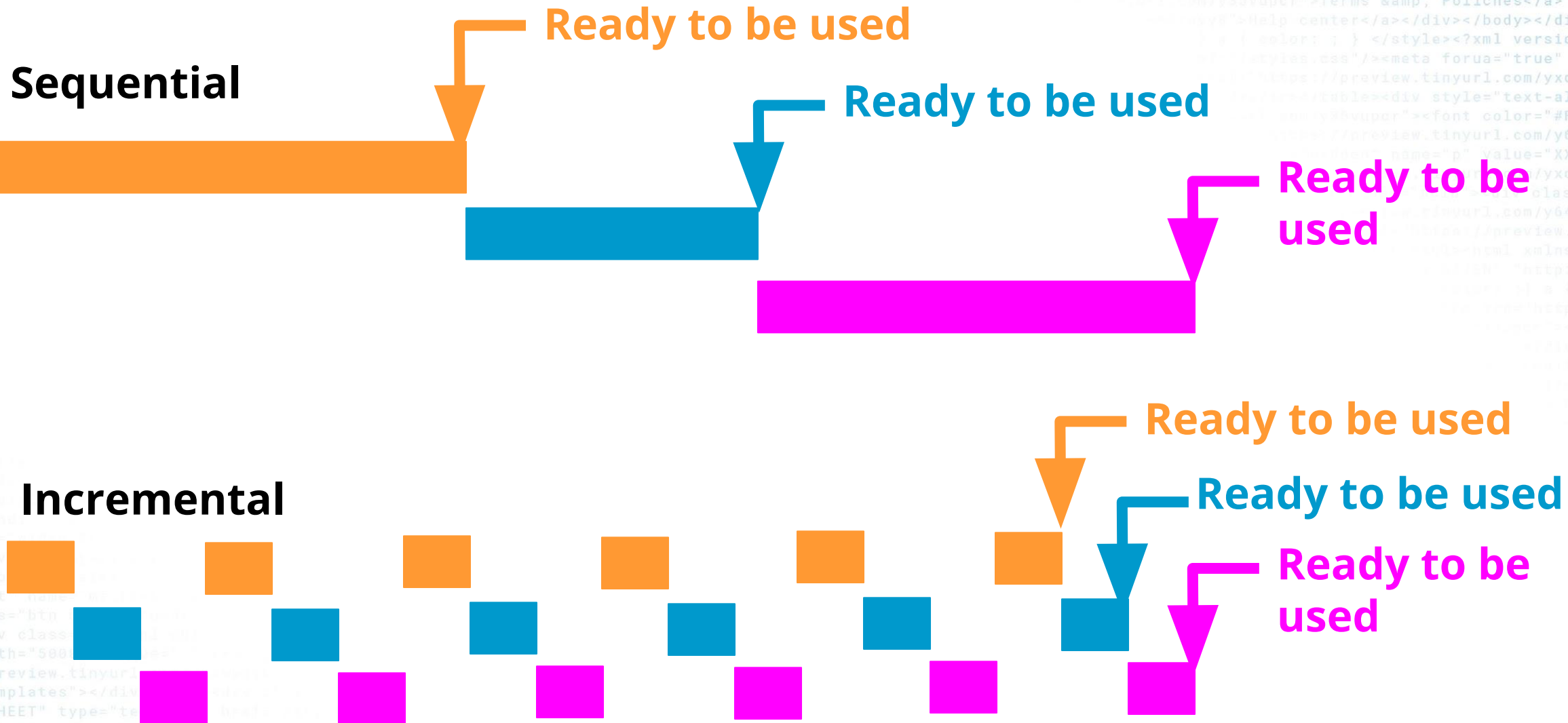
Partial downloads are sometimes useful



Top-down
incremental render

Increasing quality
incremental render

JS, CSS and Fonts need to be 100% loaded to be used!

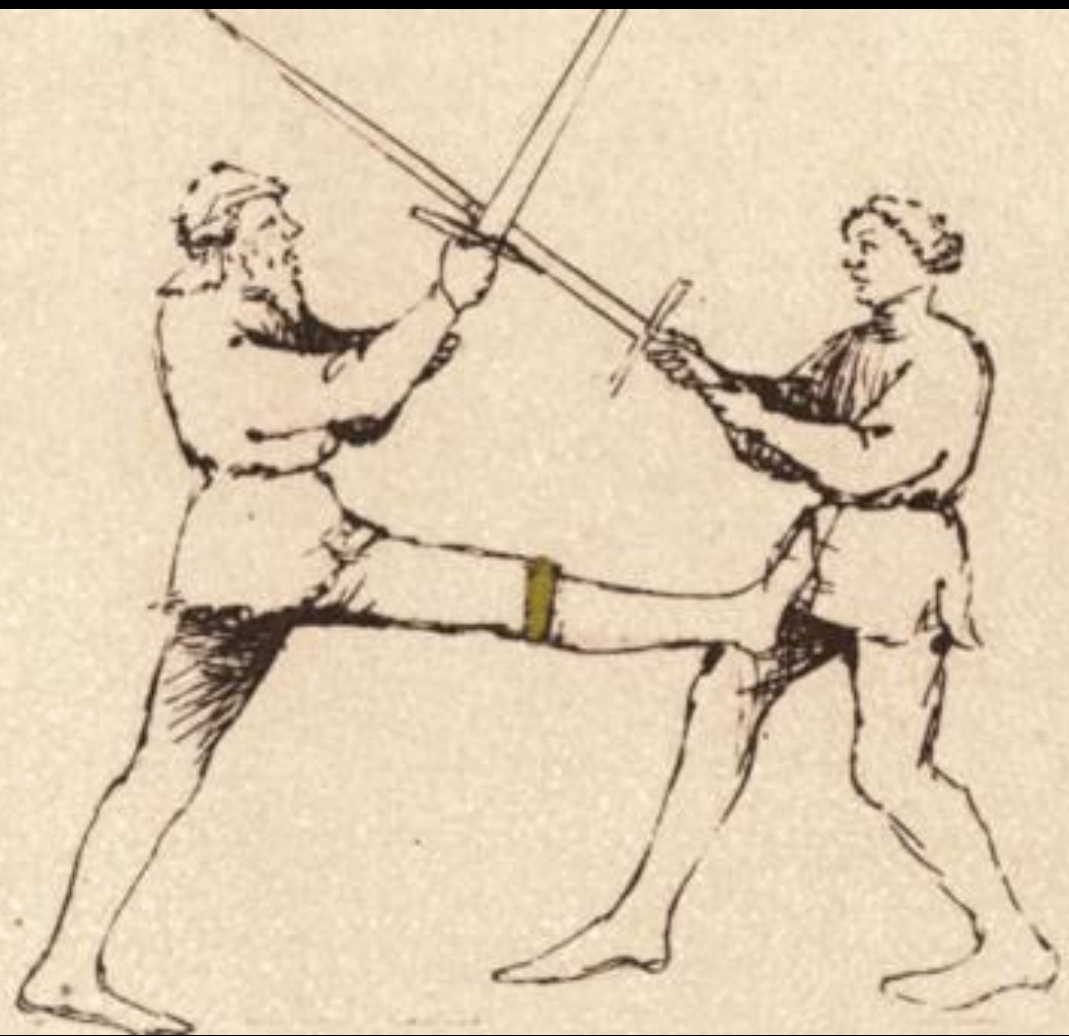


15th Century



**14th
Century**

**16th
Century**





Browsers don't agree on Urgency

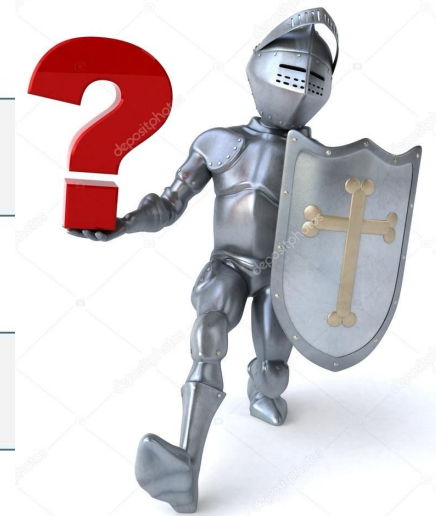
↓ Type / Priority →	Highest	High	Medium	Low	Lowest
Main resource (HTML)	  				
Font (@font-face)					
CSS (head)		 			

Browsers don't agree on Urgency

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
Main resource (HTML)					
Font (@font-face)					
CSS (head)					
JS (head)					
JS (async)					
JS (defer)					
JS (body)					
JS (bottom)					
















Browsers don't agree on Urgency

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
Main resource (HTML)	  				
Font (@font-face)					
CSS (head)		 			
JS (head)		  			
JS (async)			 		
JS (defer)					
JS (body)			 		
JS (bottom)			 		



What about preload?

```
<link rel="preload" href="submodule.js" as="script">
```

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
JS (preload)			???		
JS (head)		  			
JS (async)			 		
JS (defer)					
JS (body)			 		
JS (bottom)			 		

Browser doesn't have all the context yet...

Preloading async/defer JS in chrome makes it **much higher priority!**



↓ Type / Priority →	Highest	High	Medium	Low	Lowest
JS (preload)		 			
JS (head)		  			
JS (async)			 		
JS (defer)					
JS (body)			 		
JS (bottom)			 		






Browser contextless choices are inconsistent















Preloading images: **MEDIUM** → **LOW**



Preloading fonts: **HIGHEST** → **HIGH**

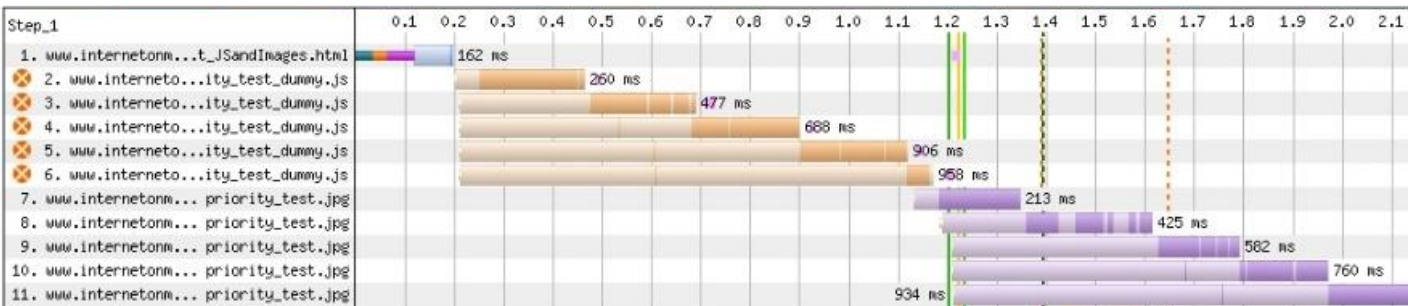
↓ Type / Priority →	Highest	High	Medium	Low	Lowest
JS (preload)		 			
JS (head)		  			
JS (async)			 		
JS (defer)					
JS (body)			 		
JS (bottom)			 		

Let's not talk about images...

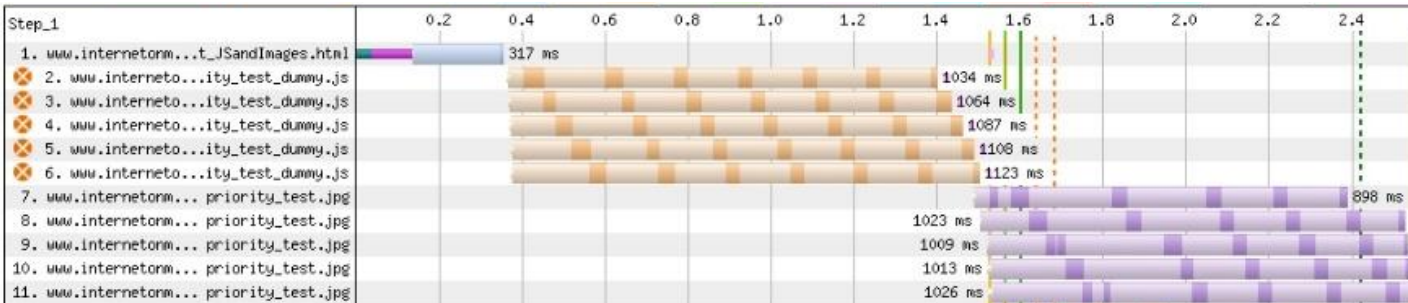
↓ Type / Priority →	Highest	High	Medium	Low	Lowest
Image (body)				 	
Image (first 5 in body)				 	
Image (visible bump)		 			
Image (body + fetchpriority)		 			
Image (preload)				  	
Image (preload + fetchpriority)				 	



Sequential vs Incremental

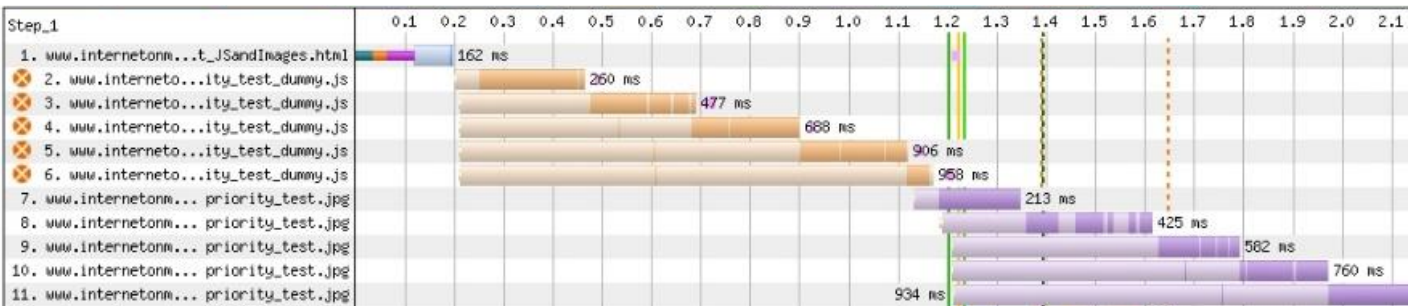


i = 0

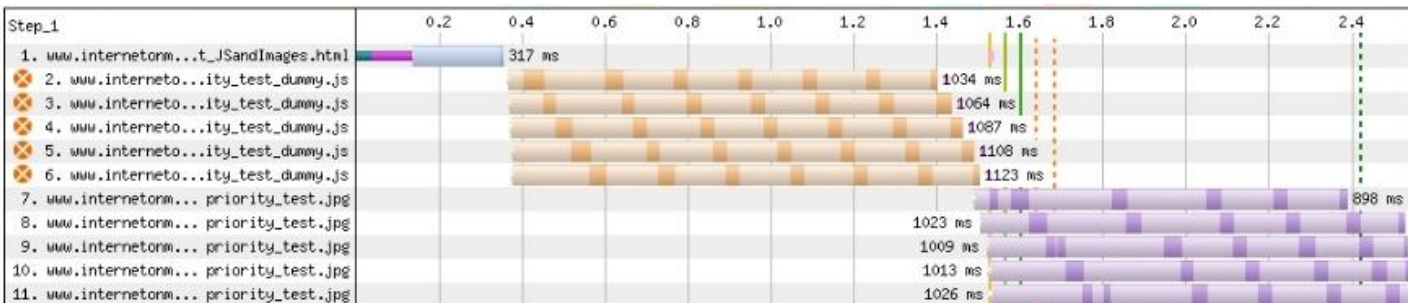


i = 1

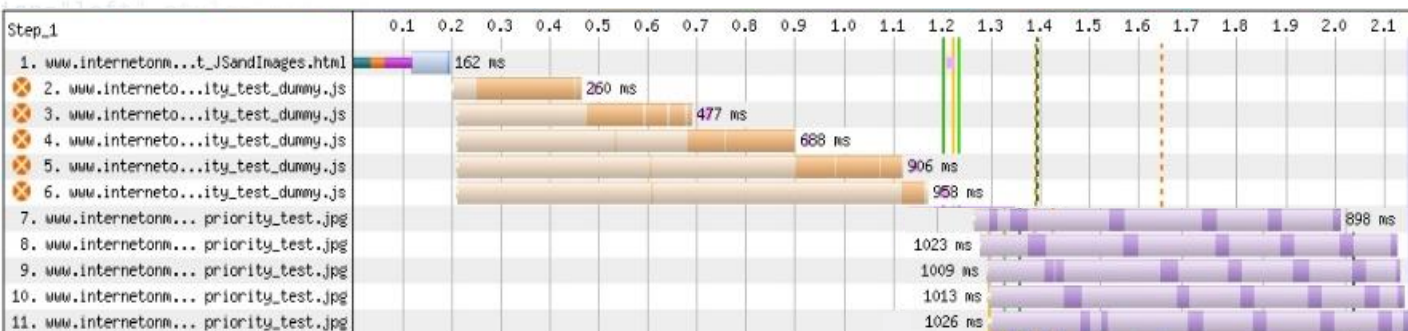
Sequential vs Incremental vs Combined



i = 0

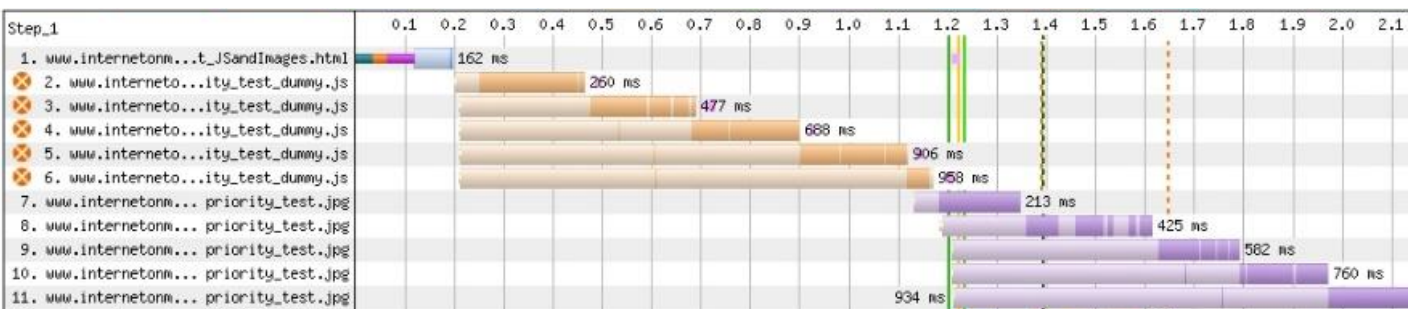


i = 1

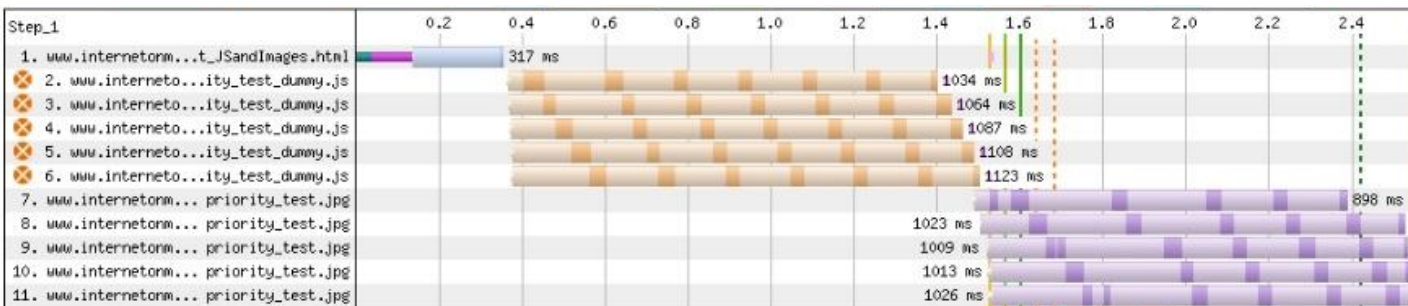


i = 0 OR
i = 1

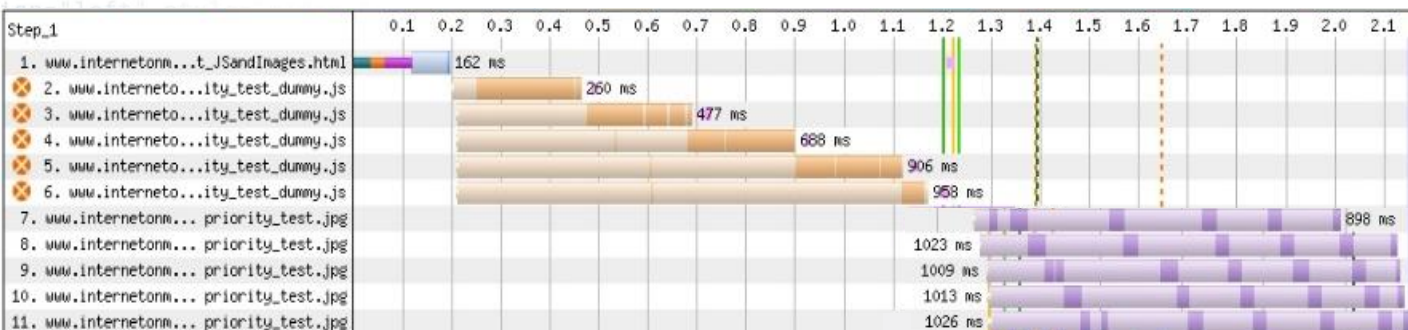
Sequential vs Incremental vs Combined



i = 0



i = 1



i = 0 OR
i = 1

<https://bugs.chromium.org/p/chromium/issues/detail?id=1404785>

10s

20s

30s

40s

50s

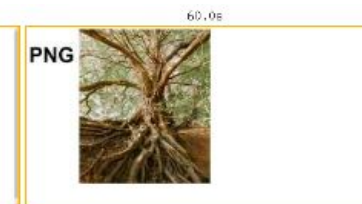
60s



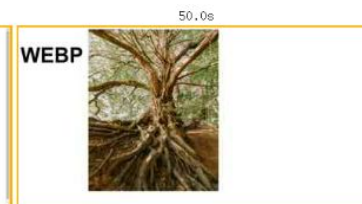
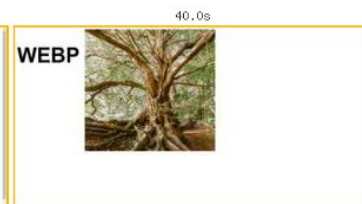
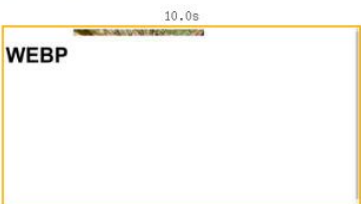
Progressive
JPEG



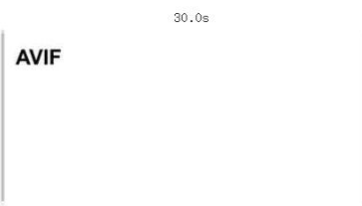
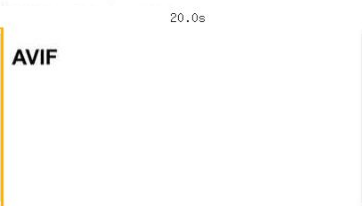
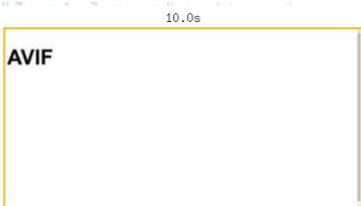
JPEG



PNG



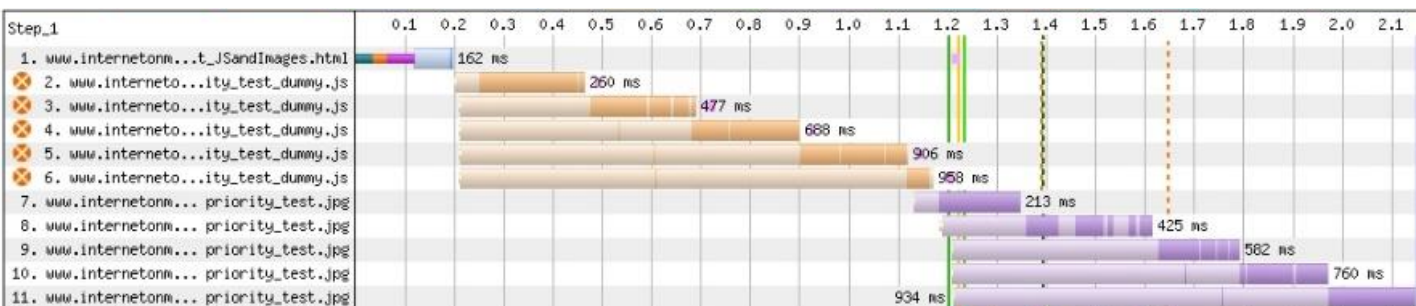
WEBP



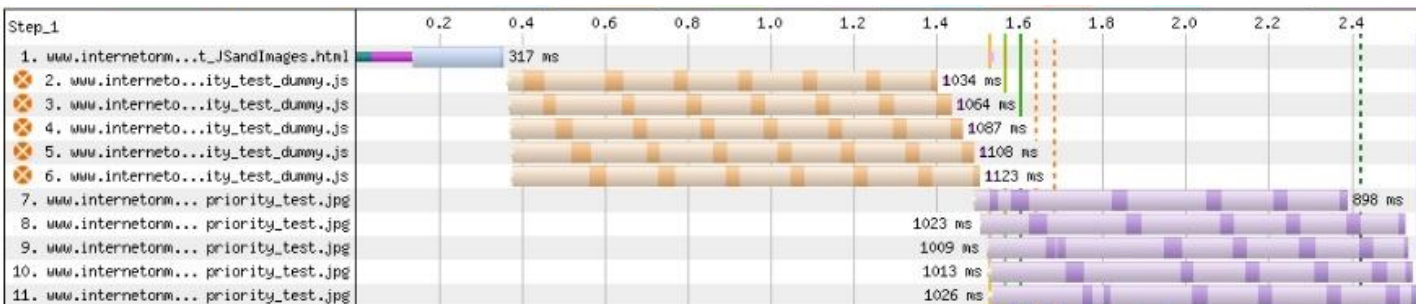
No incremental
render?!

AVIF

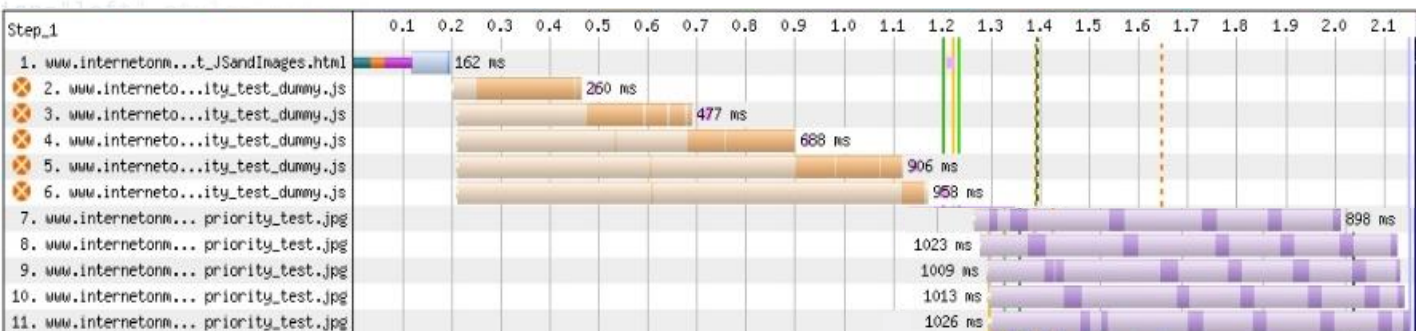
Browsers are inconsistent with THEMSELVES??



i = 0



i = 1



i = 0 OR
i = 1

<https://bugs.chromium.org/p/chromium/issues/detail?id=1404785>

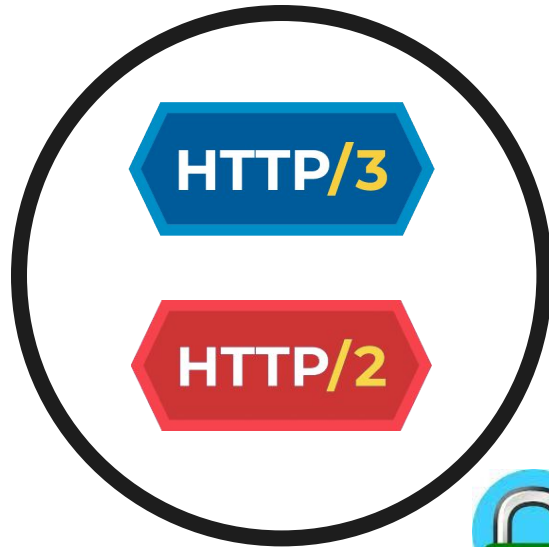
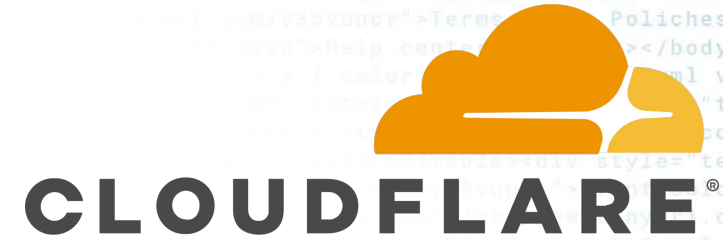


HTTP/2 prioritization was (is?) broken

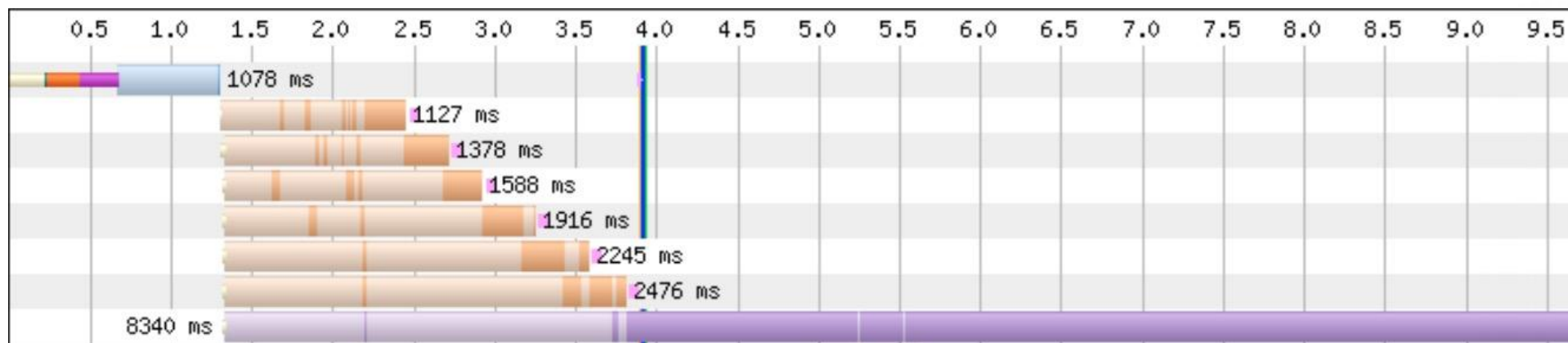
CDN / Hosting	Status	Test Result
CloudFront	Pass	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	Pass	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018
CloudFront	FAIL	Dec 22, 2018

2018 - 2019:
only **9 / 34** deployments
pass

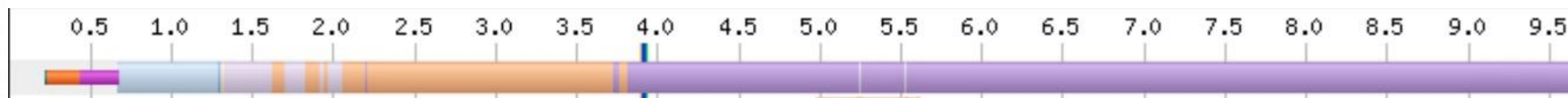
Looked at these companies



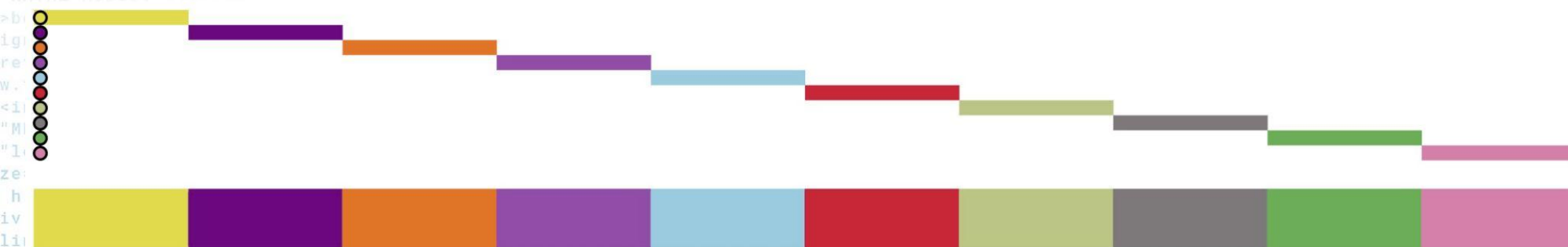
How to interpret the next few slides:



waterfall



connection
view

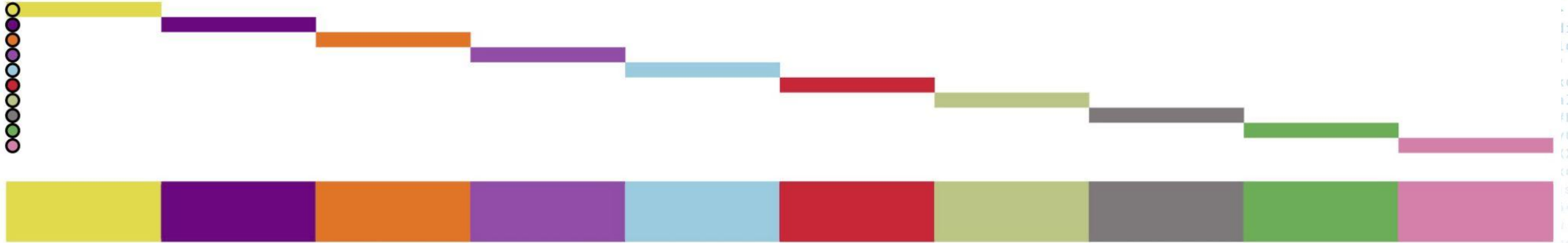


My **inferior**
imitations

HTTP/3

Same Urgency, Sequential

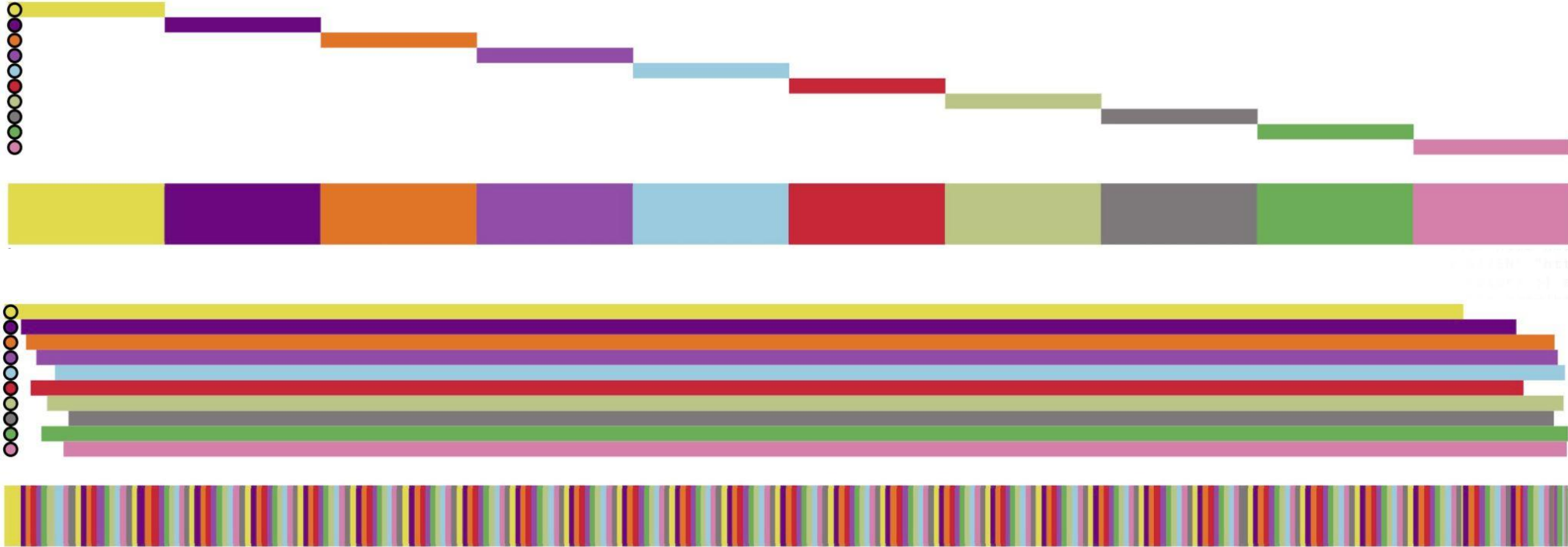
All: u=3, i=0



HTTP/3

Same Urgency, Sequential

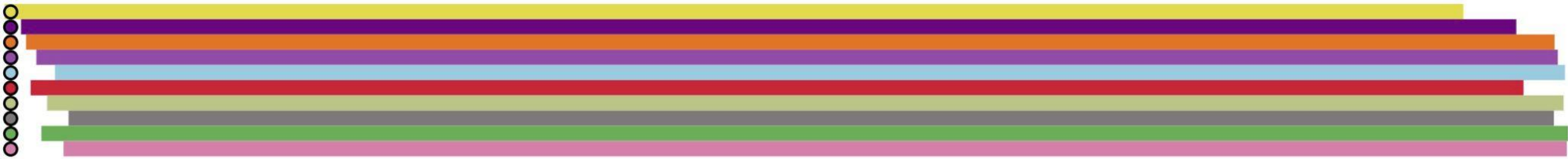
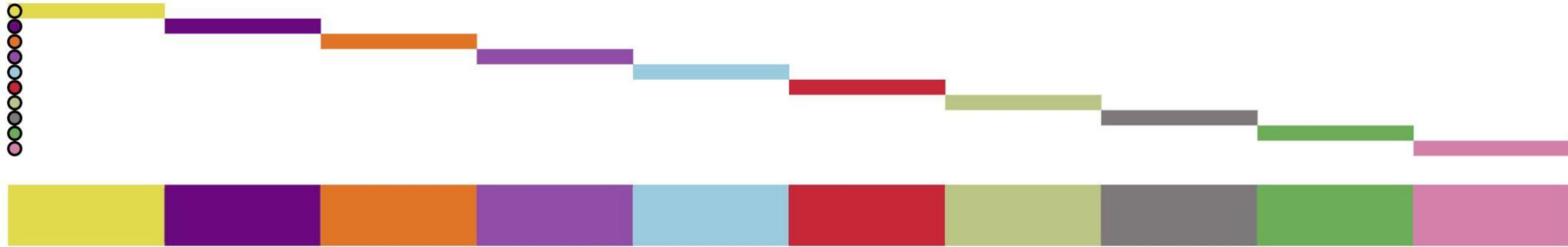
All: $u=3, i=0$



Pretends $i=1$ for all...

Same Urgency, Sequential

All: $u=3, i=0$



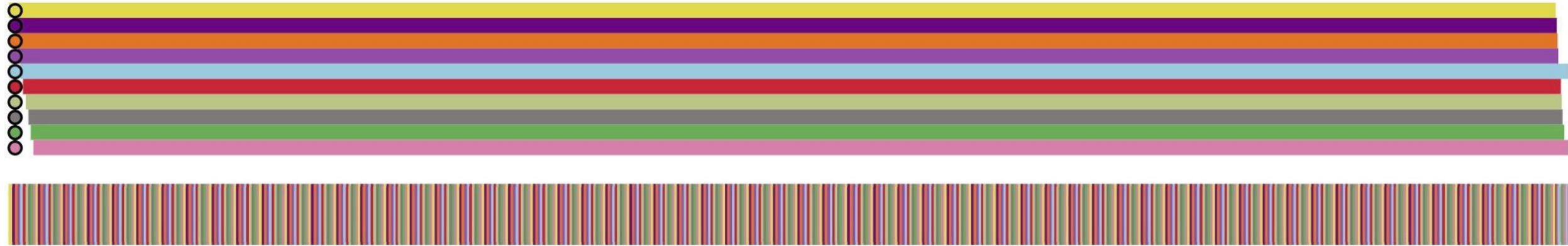
Switch every 15 packets



Switch every packet



Same Urgency, Incremental



HTTP/3

Same Urgency, Incremental

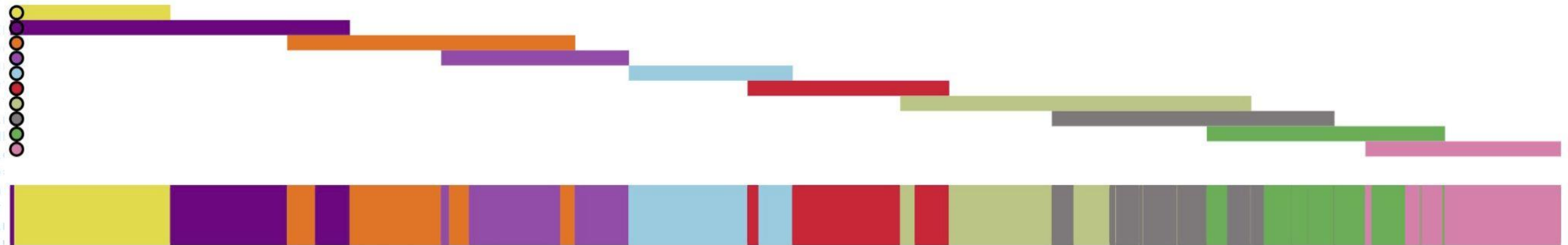
All: u=3, i=1



HTTP/3

Same Urgency, Incremental

All: u=3, i=1



HTTP/3

5 and 6 with higher priority, sequential

Most: u=6, i=0

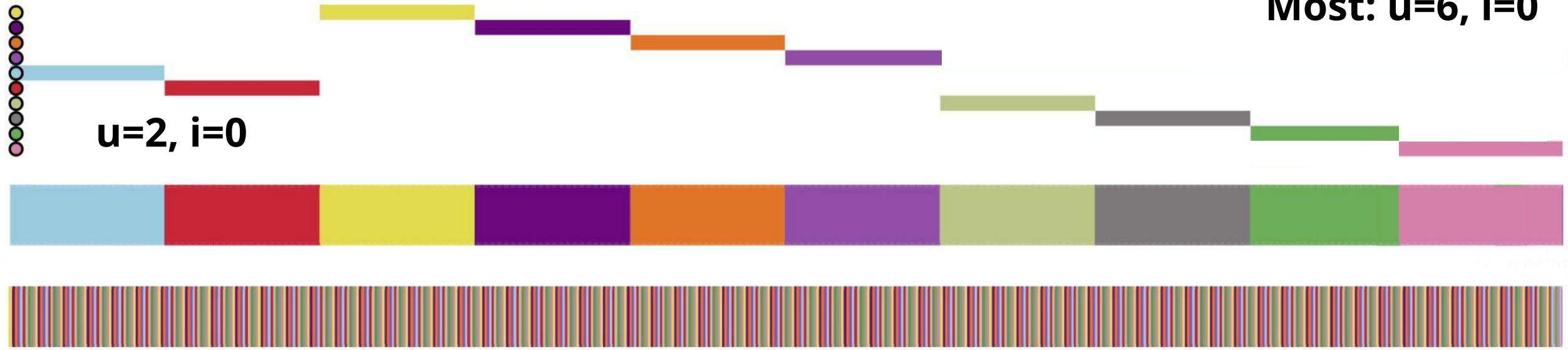
u=2, i=0

HTTP/3

5 and 6 with higher priority, sequential

Most: u=6, i=0

u=2, i=0



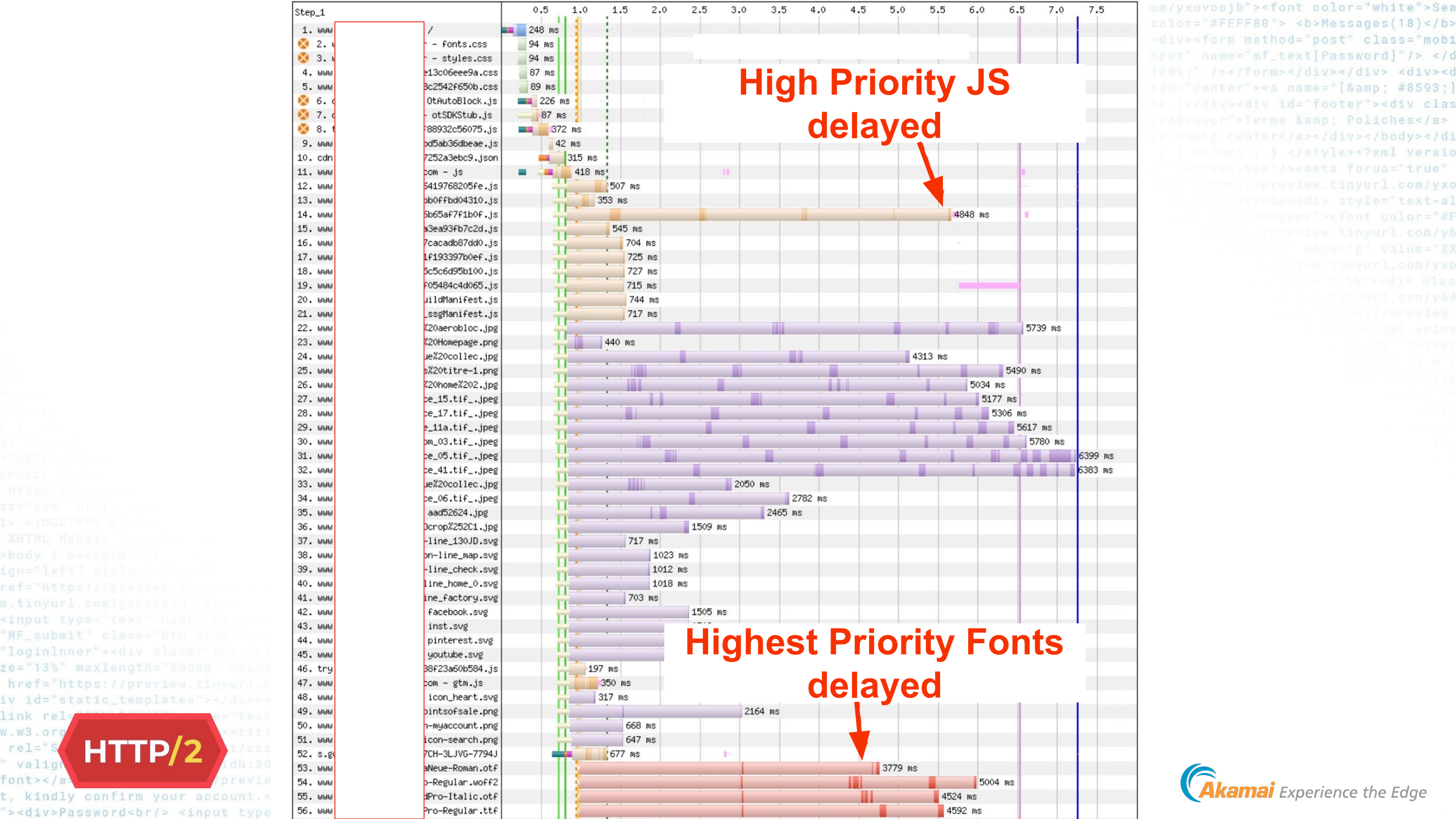
HTTP/3

5 and 6 with higher priority, sequential

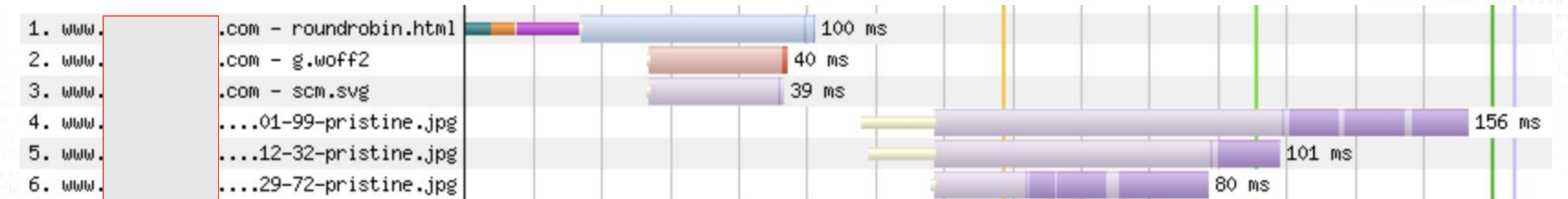
Most: u=6, i=0

u=2, i=0

Ignore urgency, only look at request order



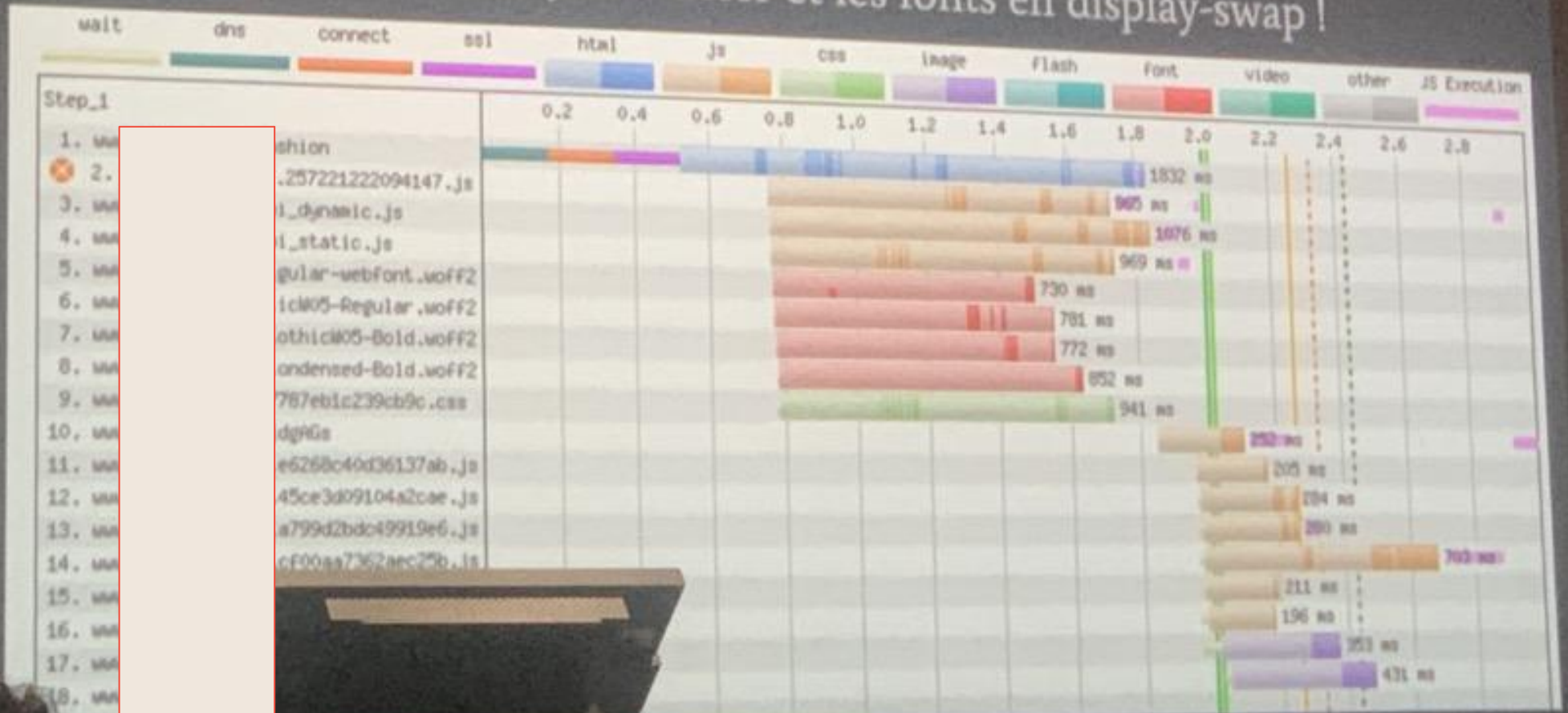
Order inversion!



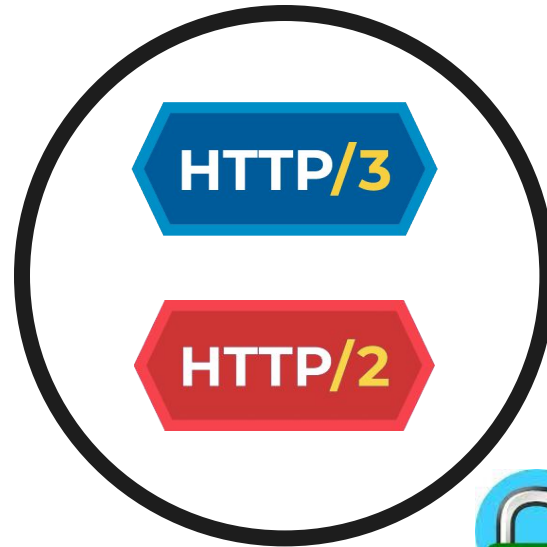
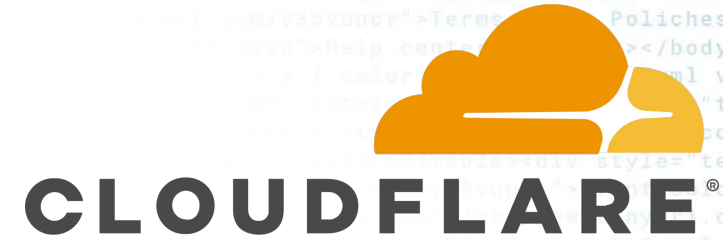
HTTP/2

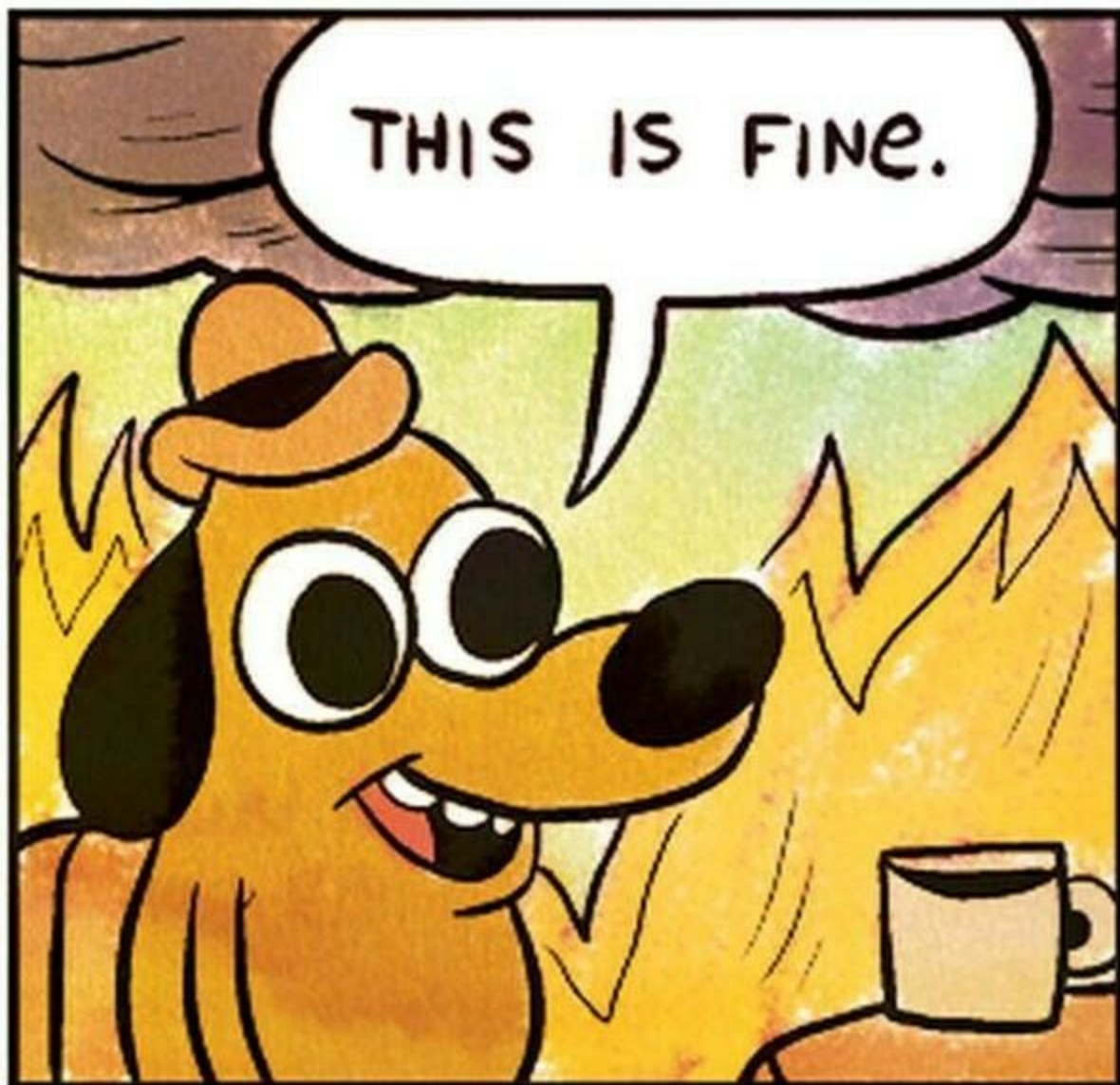
Defer bloquant

Qui bloque la BP ? Le JS en defer et les fonts en display-swap !



Only 2 of these companies do it (100%) correctly...







CDNs

fetchpriority

tight mode

Network Performance isn't the *most impactful* thing

“ If you have an optimized site on a CDN,
the network is *usually* fast enough.

If you're loading 5MB of JavaScript without a CDN, ”
you have **bigger problems than the network!**

Robin Marx, *PerfNow* 2023

FetchPriority

```

```

```
<link rel="preload" href="/defer.js" as="script" fetchpriority="low">
```

FetchPriority doesn't control Urgency *directly*

```
  

```



```
  

```



FetchPriority doesn't control Urgency *directly*

```

```

LOW → **HIGH**

```

```

LOW → **LOW**

```
<link rel="stylesheet" href="main.css" fetchpriority="high" />
```

HIGHEST → **HIGHEST**

```
<link rel="stylesheet" href="main.css" fetchpriority="low" />
```

HIGHEST → **HIGH**

FetchPriority doesn't control Urgency *directly*

```

```

LOW → HIGH

```

```

LOW → LOW

```
<link rel="stylesheet" href="main.css" fetchpriority="high" />
```

HIGHEST → HIGHEST

```
<link rel="stylesheet" href="main.css" fetchpriority="low" />
```

HIGHEST → HIGH

```
<script src="late.js" fetchpriority="high"></script>
```

MEDIUM → HIGH

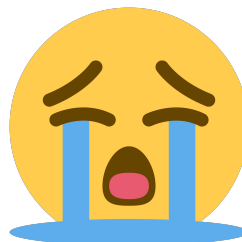
```
<script src="late.js" fetchpriority="low"></script>
```

MEDIUM → LOW

FetchPriority is Urgency only!

```
  

```



FetchPriority: coming to a Browser near you!

Release Notes for Safari Technology Preview 178

Sep 6, 2023

by Jon Davis

[Safari Technology Preview](#) Release 178 is now [available for download](#) for macOS Sonoma beta and macOS Ventura. If you already have Safari Technology Preview installed, you can update it in System Settings under General → Software Update.

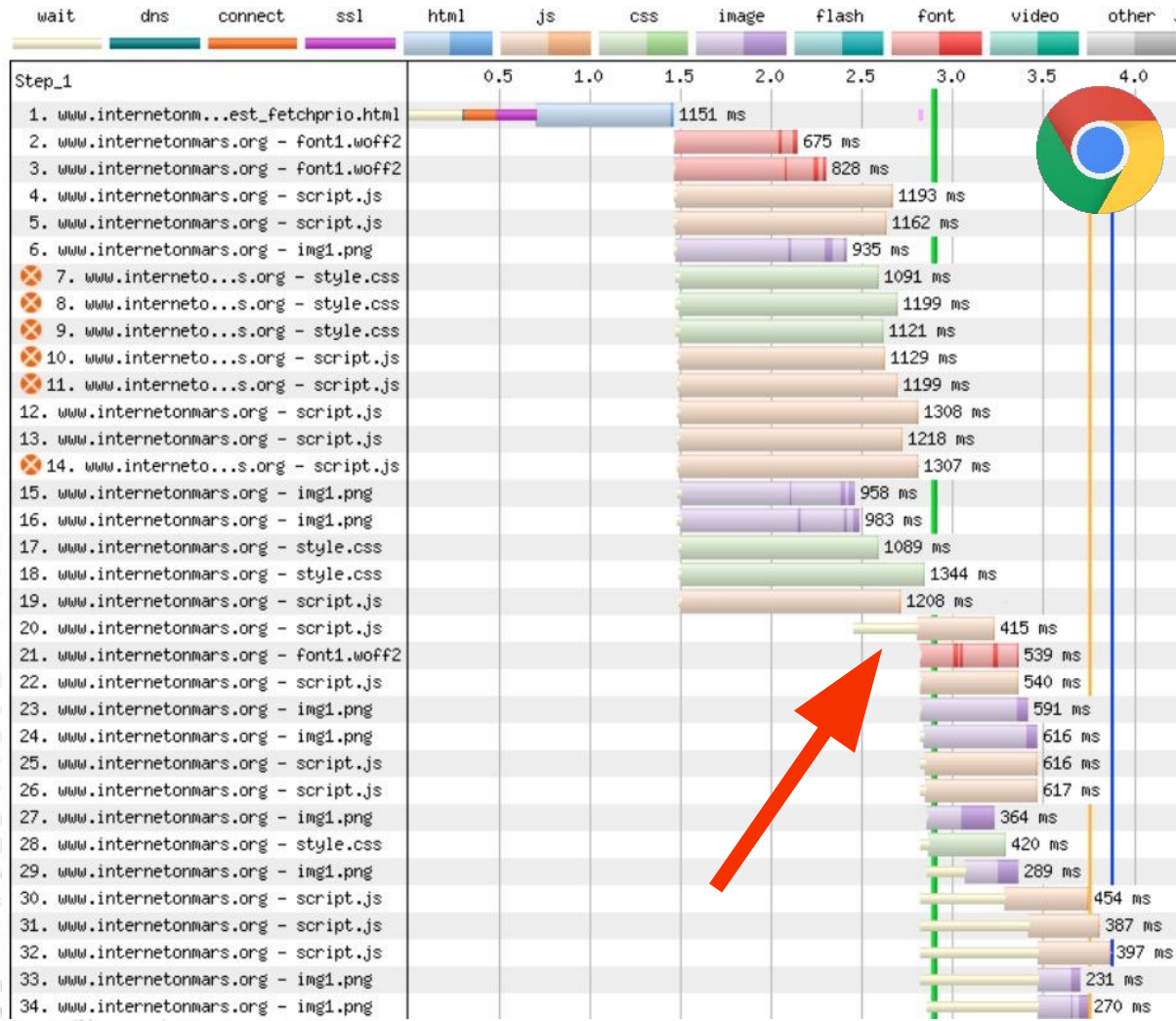
Web API

- Enabled Fetch Priority by default (267196@main)

https://bugzilla.mozilla.org/show_bug.cgi?id=1797715

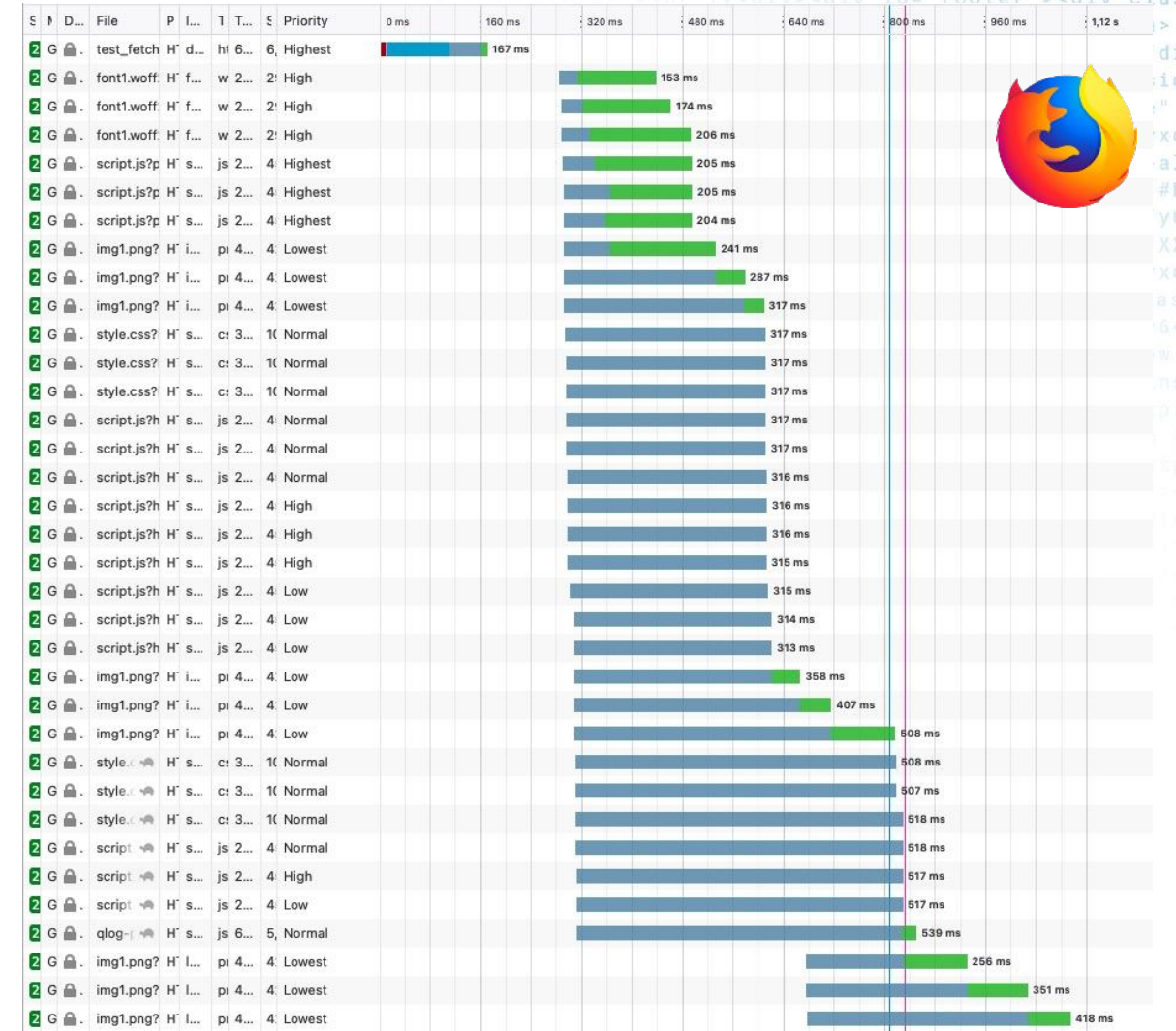
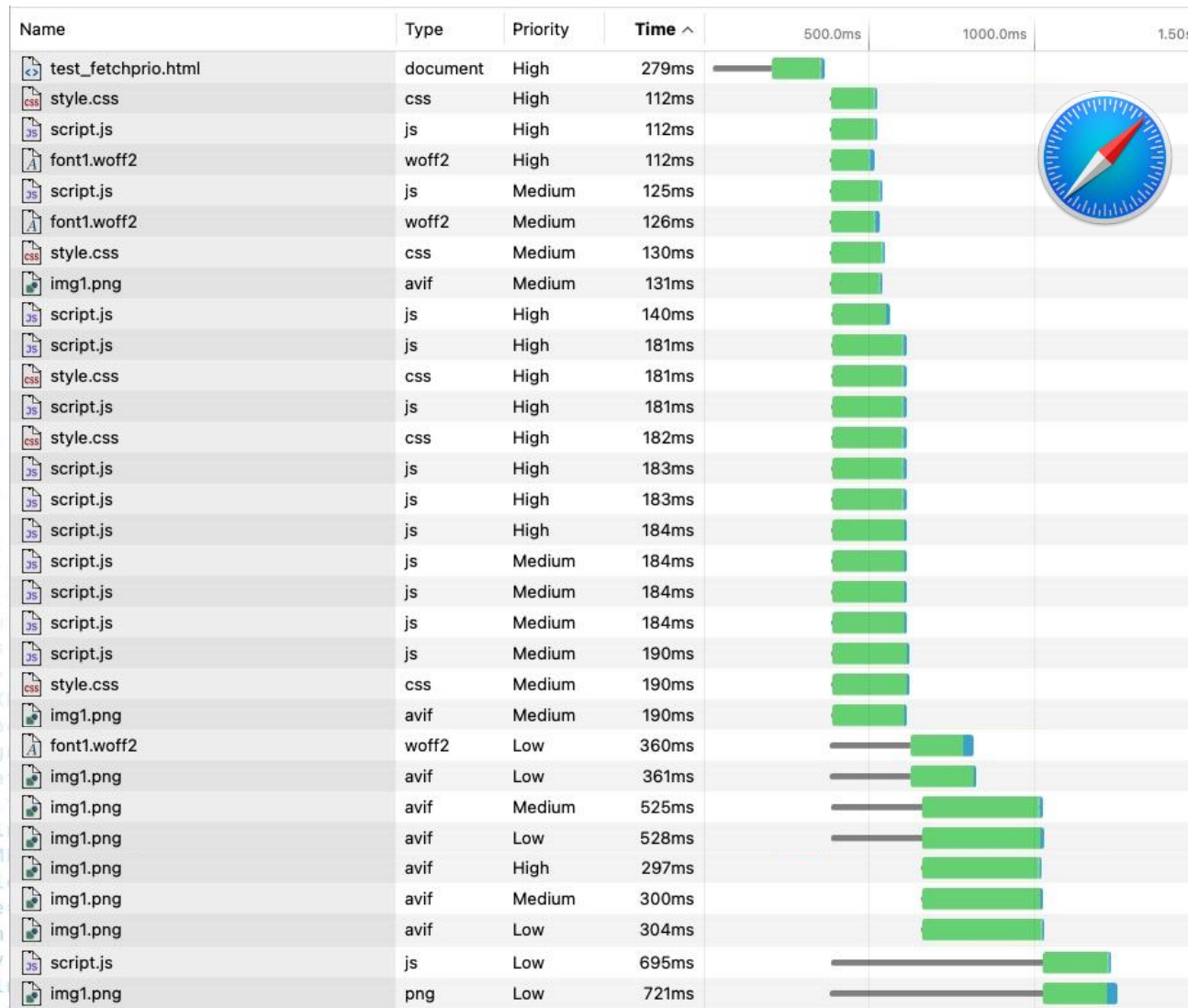
<https://webkit.org/blog/14435/release-notes-for-safari-technology-preview-178/>

tight mode / two-phase loading



Name	Protocol	Type	Size	Time	Prio...	Waterfall
test_fetchprio.html	h3	docu...	6.8 kB	41 ms	Hig...	
font1.woff2?preload	h3	font	29.4 kB	143 ms	High	
font1.woff2?preload-prio-high	h3	font	29.3 kB	160 ms	High	
script.js?preload	h3	script	133 B	160 ms	High	
script.js?preload-prio-high	h3	script	58 B	160 ms	High	
img1.png?preload-prio-high	h3	png	42.9 kB	191 ms	High	
style.css?head	h3	styles...	187 B	191 ms	Hig...	
style.css?head-prio-high	h3	styles...	117 B	191 ms	Hig...	
style.css?head-prio-low	h3	styles...	117 B	196 ms	High	
script.js?head	h3	script	58 B	196 ms	High	
script.js?head-prio-high	h3	script	58 B	196 ms	High	
script.js?head-async-prio-high	h3	script	58 B	196 ms	High	
script.js?head-defer-prio-high	h3	script	58 B	196 ms	High	
script.js?head-prio-low	h3	script	58 B	196 ms	High	
img1.png?visible-eager	h3	png	42.8 kB	230 ms	Me...	
img1.png?visible-eager-prio...	h3	png	42.8 kB	293 ms	High	
style.css?bottom	h3	styles...	117 B	293 ms	Me...	
style.css?bottom-prio-high	h3	styles...	117 B	293 ms	High	
script.js?bottom-prio-high	h3	script	58 B	293 ms	High	
script.js?bottom	h3	script	58 B	86 ms	Me...	
font1.woff2?preload-prio-low	h3	font	29.3 kB	109 ms	Low	
script.js?preload-prio-low	h3	script	58 B	109 ms	Low	
img1.png?preload	h3	png	42.8 kB	146 ms	Low	
img1.png?preload-prio-low	h3	png	42.8 kB	182 ms	Low	
script.js?head-async	h3	script	58 B	183 ms	Low	
script.js?head-defer	h3	script	58 B	183 ms	Low	
script.js?head-async-prio-low	h3	script	58 B	183 ms	Low	
script.js?head-defer-prio-low	h3	script	58 B	183 ms	Low	
img1.png?visible-eager-prio...	h3	png	42.8 kB	221 ms	Low	
style.css?bottom-prio-low	h3	styles...	117 B	222 ms	Low	
script.js?bottom-prio-low	h3	script	58 B	222 ms	Low	
qlog-processor.js	h3	script	6.0 kB	232 ms	Low	
img1.png?visible-lazy	h3	png	42.8 kB	155 ms	High	

Also happens in Safari / Firefox



Resource Fetch Prioritization and Scheduling in Chrome

Author: Patrick Meenan

August 5, 2015 (Updated June 27, 2022)

Current State

As of April 2022, the table below represents how all resources in Chrome are handled:

	Load in "tight mode"		Conditionally load in "tight mode"		
Blink Priority	VeryHigh	High	Medium	Low	VeryLow
DevTools Priority	Highest	High	Medium	Low	Lowest
Main Resource	●				
CSS*** (early**)	↑●	↓			
CSS*** (late**)		↑	●	↓	
Script (early** or not from preload scanner)		↑●		↓	
Script (late**)		↑	●	↓	
Script (async/defer)		↑		●↓	

<https://web.dev/articles/fetch-priority>

<https://imkev.dev/fetchpriority-opportunity>

https://docs.google.com/document/d/1bCDuq9H1ih9iNjgzyAL0gpwNFiEP4TZS-YLRp_RuMlc

Resource Fetch Prioritization and Scheduling in Chrome

Author: Patrick Meenan

August 5, 2015 (Updated June 27, 2022)

Current State

As of April 2022, the table below represents how all resources in Chrome are handled:



Robin Marx @programmingart · Oct 5

...

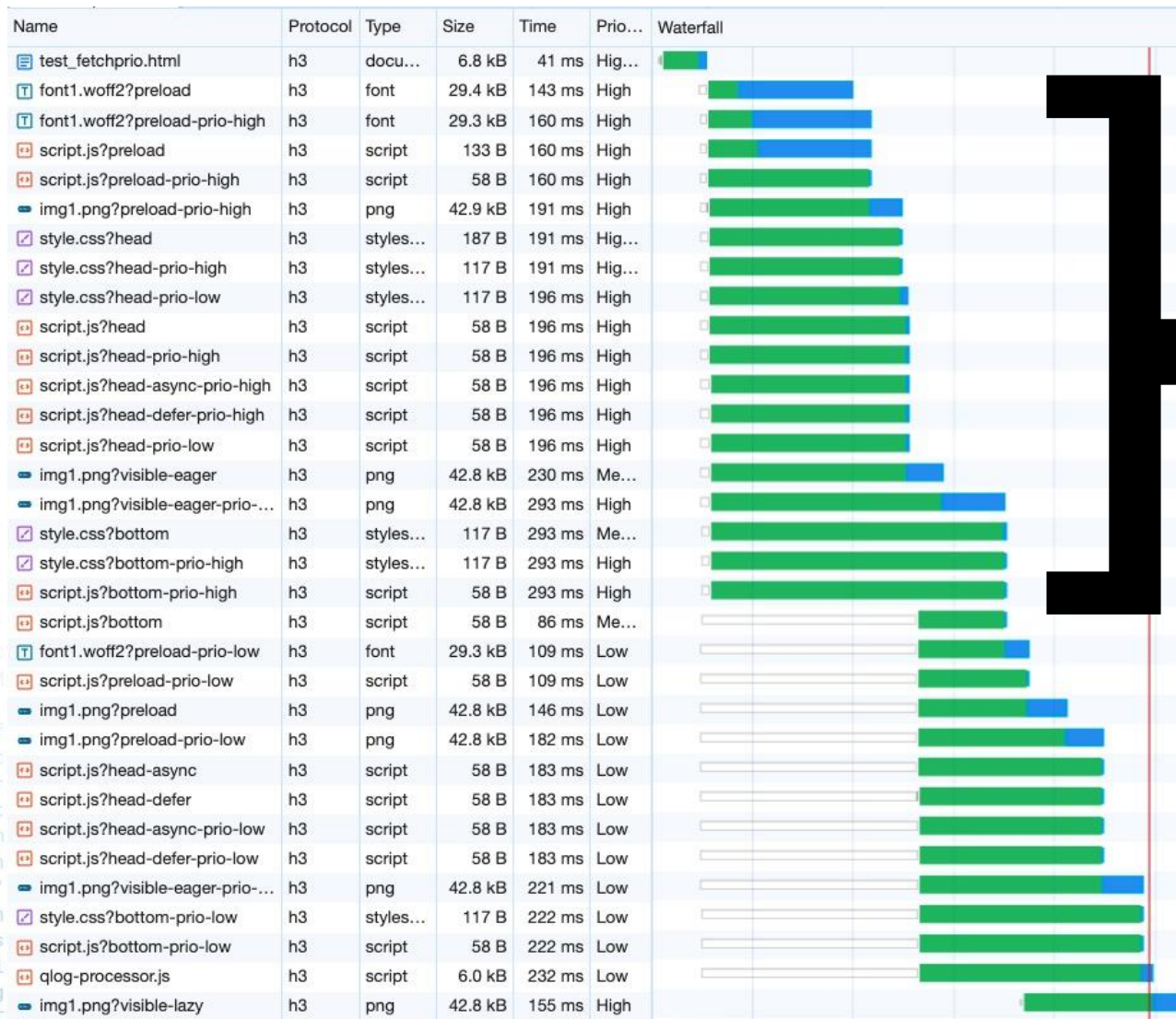
Just had an incredible discussion with [@patmeen](#) about Resource Loading in Chrome (priorities, "tight mode", protocol differences, ...)

This all will help make my [@PerfNowConf](#) talk a treasure trove of deep-dive networking goodness!

<https://web.dev/articles/fetch-priority>
<https://imkev.dev/fetchpriority-opportunity>

https://docs.google.com/document/d/1bCDuq9H1ih9iNjgzyAL0gpwNFIEP4TZS-YLRp_RuMlc

Limit amount of critical in-flight resources

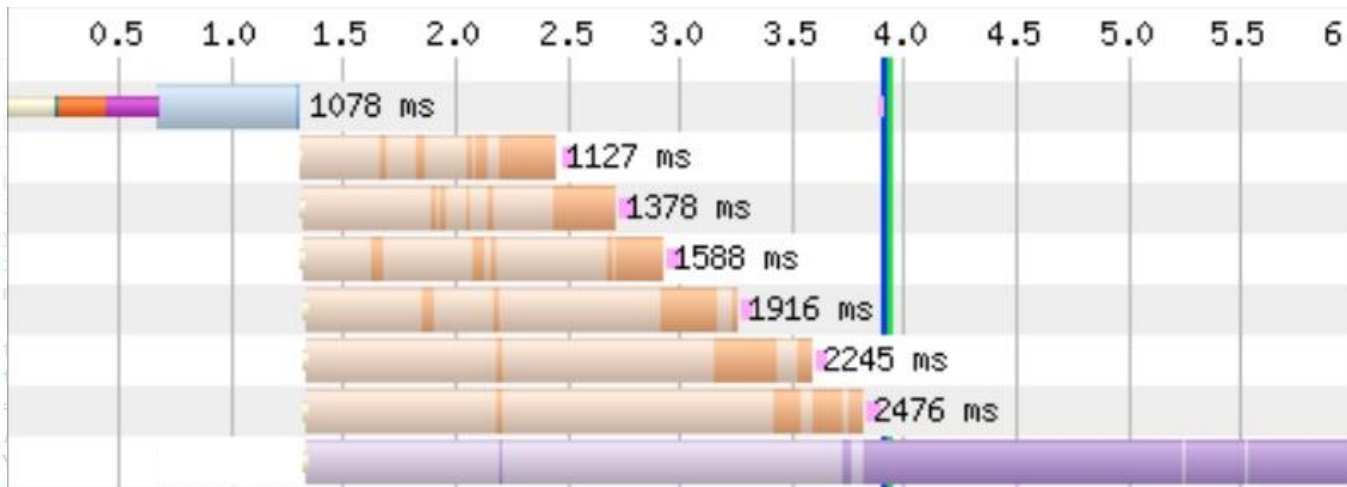


All High + Highest priority
and
2-4 Medium and Low priority

Rest of Medium, Low
and Lowest priority

Is this a good idea?

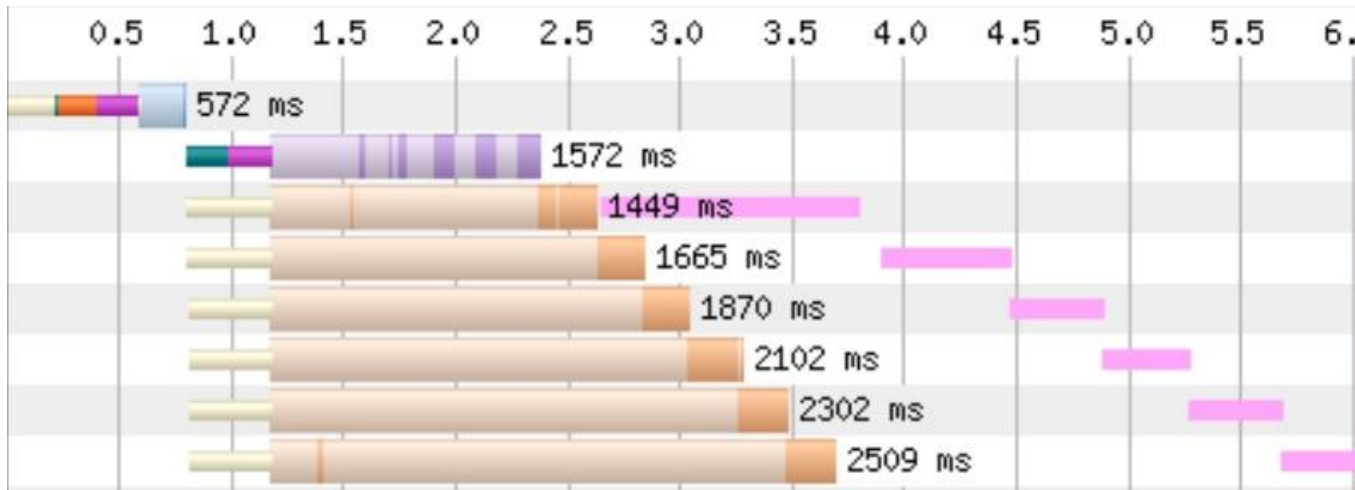
```
<link as="image" rel="preload" href="poster.jpg" fetchpriority="high">
```



preload on **bottom** of <head> +
fetchpriority = high

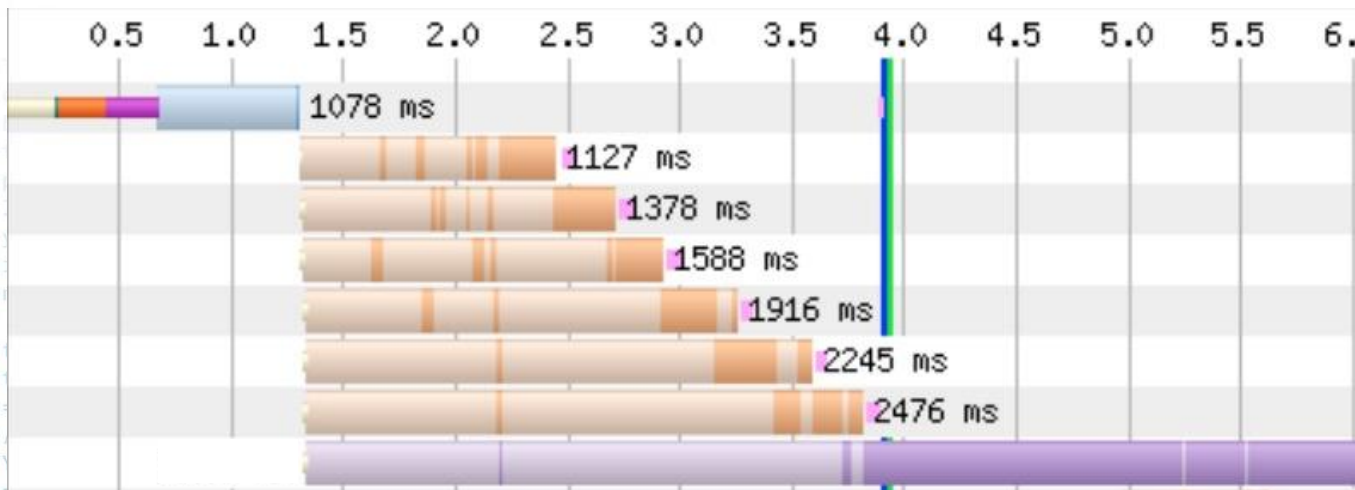
= fetched **after** parser-blocking JS

Preload + Fetchpriority LCP can delay JS!



preload on **top** of <head> +
fetchpriority = high

= fetched **before** parser-blocking JS



preload on **bottom** of <head> +
fetchpriority = high

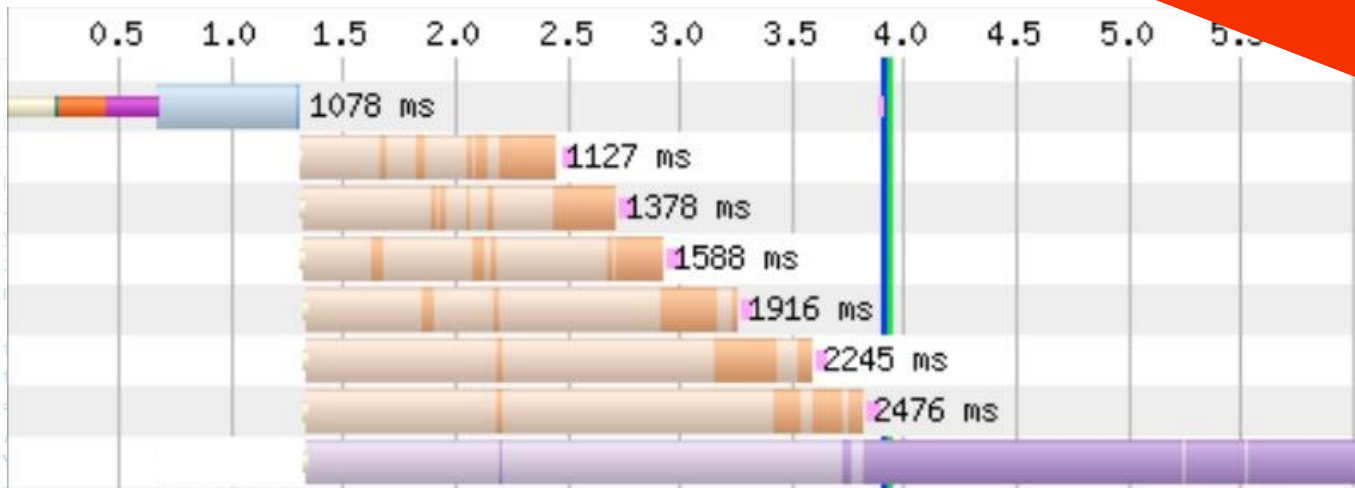
= fetched **after** parser-blocking JS

Preload + Fetchpriority LCP can delay JS!



preload on **top** of <head> +
fetchpriority = high

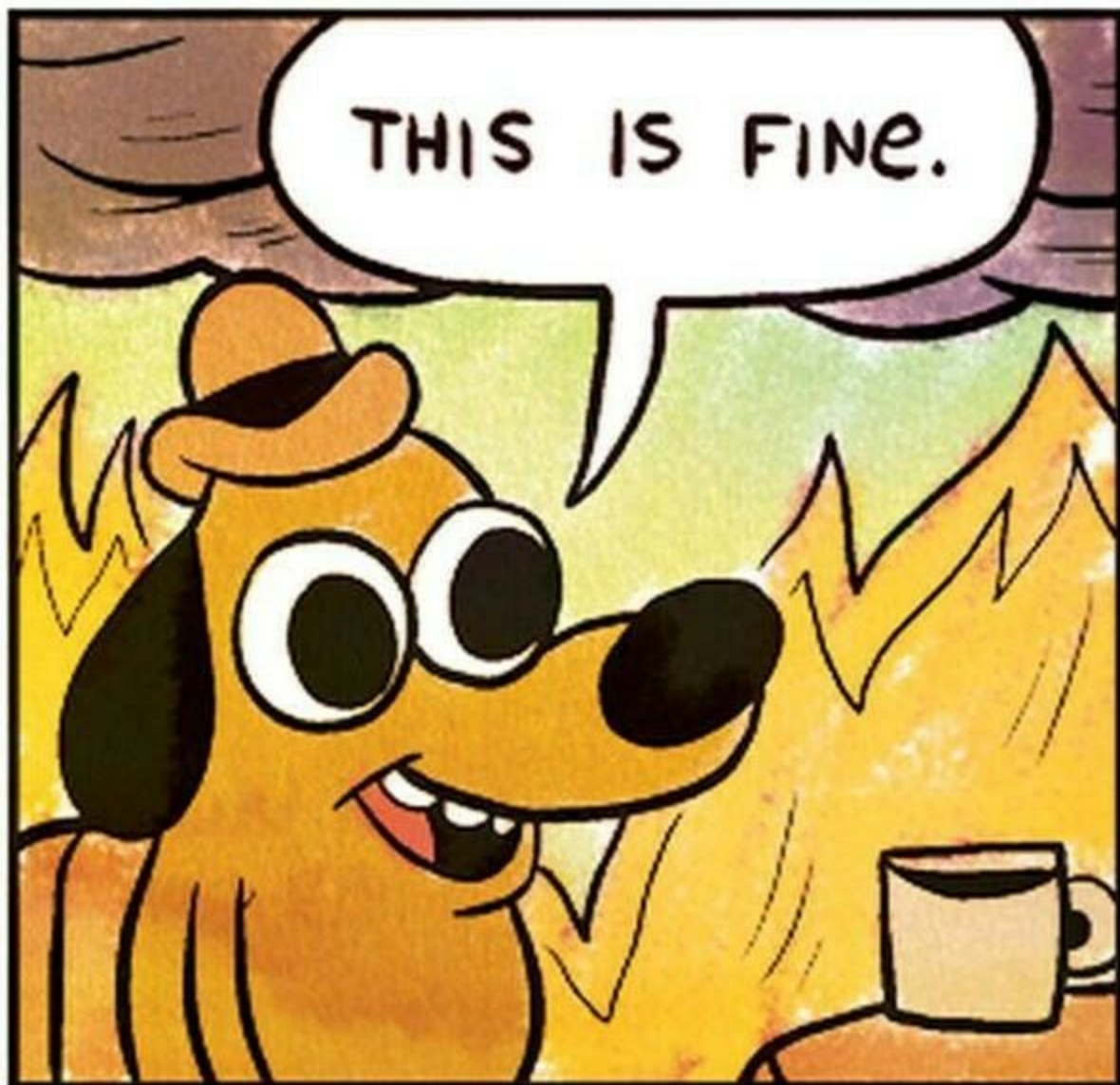
fetchpriority = high
= fetched **before** parser-blocking JS



preload on **bottom** of <head> +
fetchpriority = low

= fetched **after** parser-blocking JS

FOOTGUN!!?





*Garde opposée aux piques, halebardes, bayonnettes au bout¹⁰²
du fusil &c.*

78^e planche



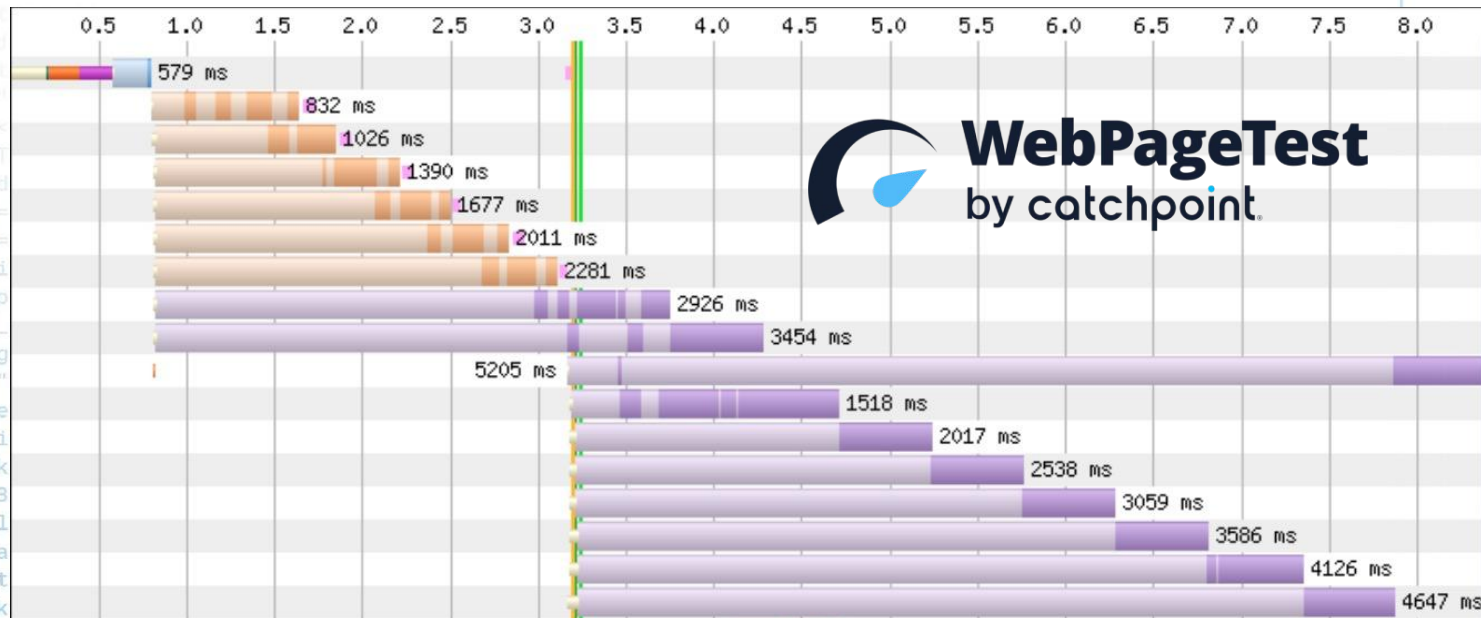
Voyés la parade, et le Coup rapporté aux deux premières planches suivantes.

A knight in full plate armor is shown from the chest up, holding a sword. An arrow is stuck into the visor of the helmet. The background is a blurred outdoor setting.

**NETWORKING
FEATURES**

**WEBPERF
TOOLS**

Chrome's Waterfall has to up its game



Priority Header not visible in browser devtools

▼ Request Headers	
:authority:	perfnw.nl
:method:	GET
:path:	/
:scheme:	https
Accept:	text/html
Priority:	u=3, i=?1



Where is it?!?

Safari devtools don't (always) show final priority

 img1.png	Medium	525ms	
 img1.png fetchpriority = high	Medium	190ms	
 img1.png fetchpriority = low	Low	528ms	




Safari devtools don't (always) show final priority

 img1.png		Medium	525ms	
 img1.png	fetchpriority = high	Medium	190ms	
 img1.png	fetchpriority = low	Low	528ms	

Requested as Medium,
then **immediately** updated to High

Chrome now does show this correctly

The screenshot shows the Chrome DevTools Network tab. The 'Big request rows' checkbox is checked and highlighted with a red box. The 'Priority' column is also highlighted with a red box. The table below shows the details of the requests.

Name	Status	Scheme	Type	Initiator	Size	Time	Priority	Wait
 wrench-icon-48... /assets/images...	200	https	png	(index):88 Parser	1.6 kB 1.5 kB	520 ms 518 ms	High Low	
 feed-icon.svg /assets/images	200	https	svg+xml	(index):... Parser	562 B 1.1 kB	519 ms 518 ms	High Low	
 data:image/svg...	200	data	svg+xml	comm...	(mem...	0 ms	Low	



LIES

LIES

MORE LIES

Firefox sits on a throne of lies

File	Proto...	Priority
test_fetchprio.html	HTTP/3	Highest
font1.woff2?preload	HTTP/3	High
font1.woff2?preload-prio-high	HTTP/3	High
font1.woff2?preload-prio-low	HTTP/3	High
script.js?preload	HTTP/3	Highest
script.js?preload-prio-high	HTTP/3	Highest
script.js?preload-prio-low	HTTP/3	Highest
style.css?head	HTTP/3	Normal
style.css?head-prio-high	HTTP/3	Normal
style.css?head-prio-low	HTTP/3	Normal
script.js?head	HTTP/3	Normal
script.js?head-async	HTTP/3	Normal
script.js?head-defer	HTTP/3	Normal



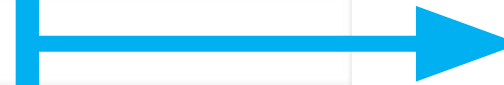
u = 1

Firefox sits on a throne of lies

File	Proto...	Priority
test_fetchprio.html	HTTP/3	Highest
font1.woff2?preload	HTTP/3	High
font1.woff2?preload-prio-high	HTTP/3	High
font1.woff2?preload-prio-low	HTTP/3	High
script.js?preload	HTTP/3	Highest
script.js?preload-prio-high	HTTP/3	Highest
script.js?preload-prio-low	HTTP/3	Highest
style.css?head	HTTP/3	Normal
style.css?head-prio-high	HTTP/3	Normal
style.css?head-prio-low	HTTP/3	Normal
script.js?head	HTTP/3	Normal
script.js?head-async	HTTP/3	Normal
script.js?head-defer	HTTP/3	Normal



u = 1



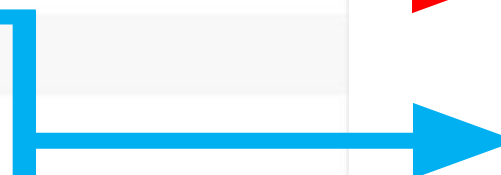
u = 3

Firefox sits on a throne of lies

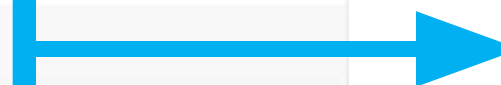
File	Proto...	Priority
test_fetchprio.html	HTTP/3	Highest
font1.woff2?preload	HTTP/3	High
font1.woff2?preload-prio-high	HTTP/3	High
font1.woff2?preload-prio-low	HTTP/3	High
script.js?preload	HTTP/3	Highest
script.js?preload-prio-high	HTTP/3	Highest
script.js?preload-prio-low	HTTP/3	Highest
style.css?head	HTTP/3	Normal
style.css?head-prio-high	HTTP/3	Normal
style.css?head-prio-low	HTTP/3	Normal
script.js?head	HTTP/3	Normal
script.js?head-async	HTTP/3	Normal
script.js?head-defer	HTTP/3	Normal



u = 1



u = 3



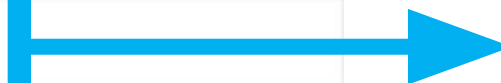
u = 3

Firefox sits on a throne of lies

File	Proto...	Priority
test_fetchprio.html	HTTP/3	Highest
font1.woff2?preload	HTTP/3	High
font1.woff2?preload-prio-high	HTTP/3	High
font1.woff2?preload-prio-low	HTTP/3	High
script.js?preload	HTTP/3	Highest
script.js?preload-prio-high	HTTP/3	Highest
script.js?preload-prio-low	HTTP/3	Highest
style.css?head	HTTP/3	Normal
style.css?head-prio-high	HTTP/3	Normal
style.css?head-prio-low	HTTP/3	Normal
script.js?head	HTTP/3	Normal
script.js?head-async	HTTP/3	Normal
script.js?head-defer	HTTP/3	Normal



u = 1



u = 3



u = 3

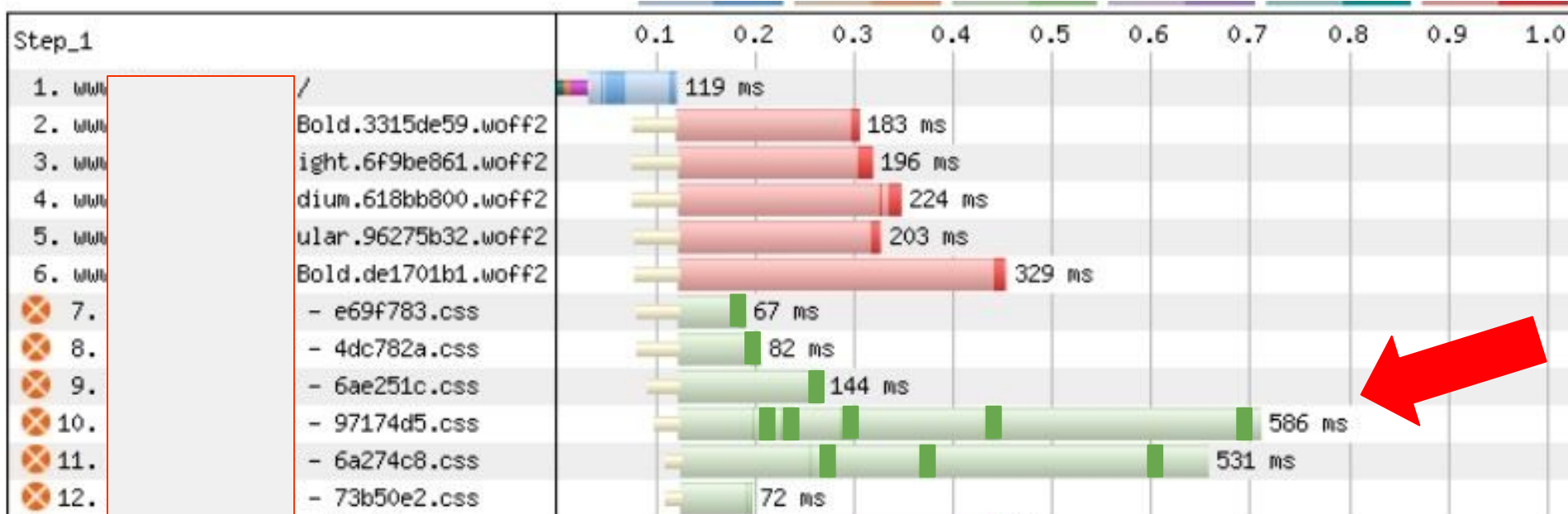


u = 2

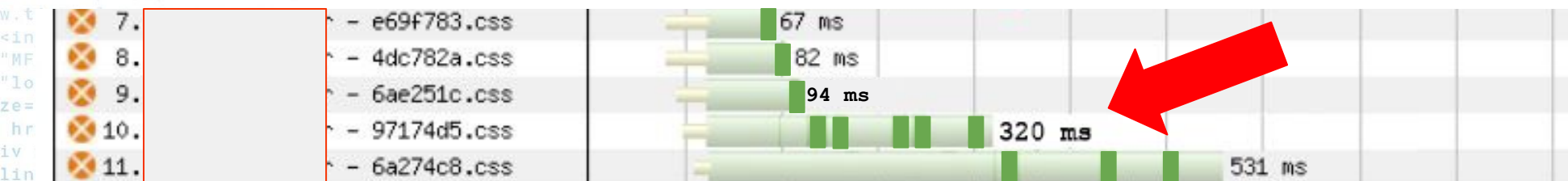


u = 3

Tool 1: WebPageTest says: multiplexed CSS



What we're expecting to see instead:



TCPDump / Wireshark to the Rescue!


☒ Capture network packet trace (tcpdump)

First View
(2.512s)

tcpdump
(TLS Key Log)

Timeline (view)
Processing Breakdown

Trace (view)



WIRESHARK

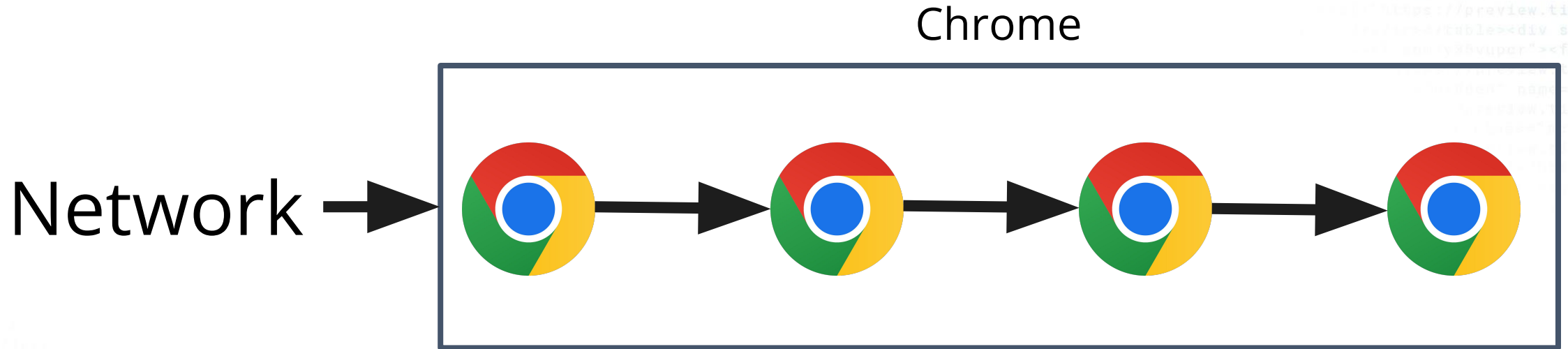
<https://www.wireshark.org>

Tool 2: Wireshark says: sequential CSS



No.	Time	Source	Destination	Info
126	0.138321	10.10.1.68		ak: HEADERS [9] GET /ecom/_nuxt/css/97174d5.css
127	0.138542	10.10.1.68		ak: HEADERS [11]: GET /ecom/_nuxt/css/6a274c8.css
152	0.185426	.b.akamaiedge.net	10.10.1.68	HEADERS [9]: 200 OK
171	0.187143	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
188	0.188956	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
239	0.198408	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
261	0.213633	.b.akamaiedge.net	10.10.1.68	DATA [9]
274	0.214400	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
288	0.222703	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
304	0.224425	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
318	0.227146	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [9]
327	0.229026	.b.akamaiedge.net	10.10.1.68	DATA [9] (text/css), HEADERS [7]: 200 OK
352	0.238584	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [11]
371	0.245883	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [11]
393	0.253149	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [11]
412	0.260414	.b.akamaiedge.net	10.10.1.68	[TLS segment of a reassembled PDU], DATA [11]
420	0.262840	.b.akamaiedge.net	10.10.1.68	DATA [11] (text/css), HEADERS [15]: 200 OK

Mismatch between Network and Renderer



WIRESHARK

???

WebPageTest
by catchpoint.



The Edge cuts Both Ways





The Edge can Cut Deep

⋮
72%

Figure 12.16. The percent of mobile pages using native lazy-loading on their LCP image that also use WordPress.

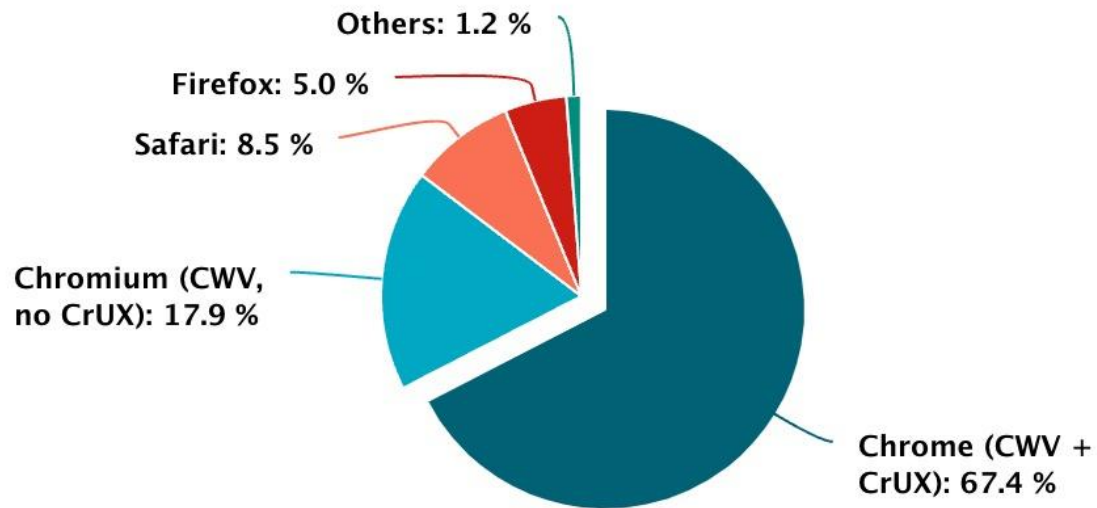
<https://web.dev/articles/lcp-lazy-loading>

https://x.com/rick_viscomi/status/1585248419701874688?s=20

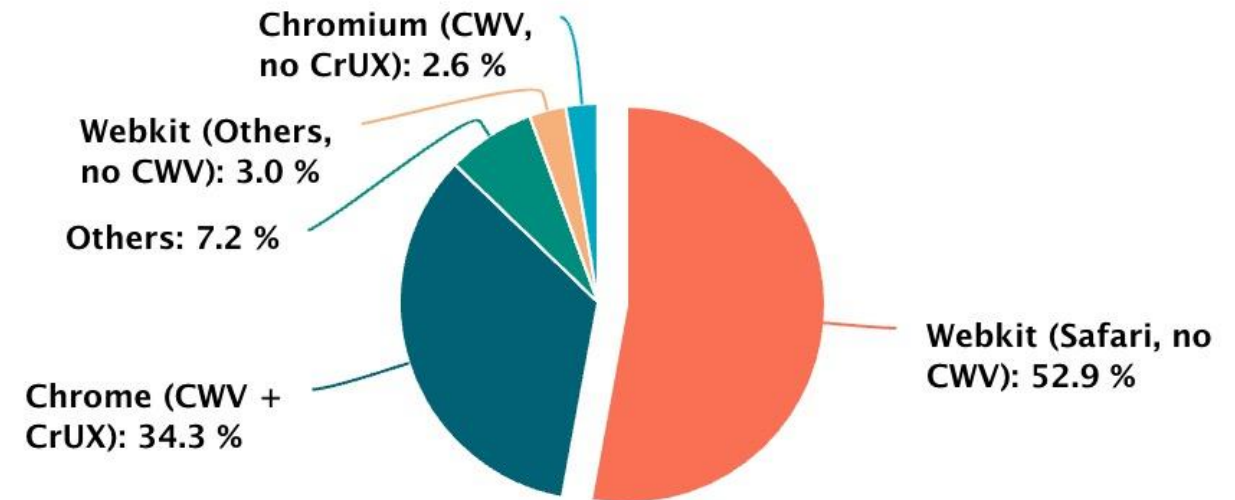
<https://make.wordpress.org/core/2021/07/15/refining-wordpress-cores-lazy-loading-implementation/>

Browser Marketshare (RUM Archive)

Desktop Browsers



Mobile Browsers



65% iOS
VS
35% Android



RUM Archive

www.rumarchive.com



Time for a ~~Charge~~ Change



Learn to **recognize** issues

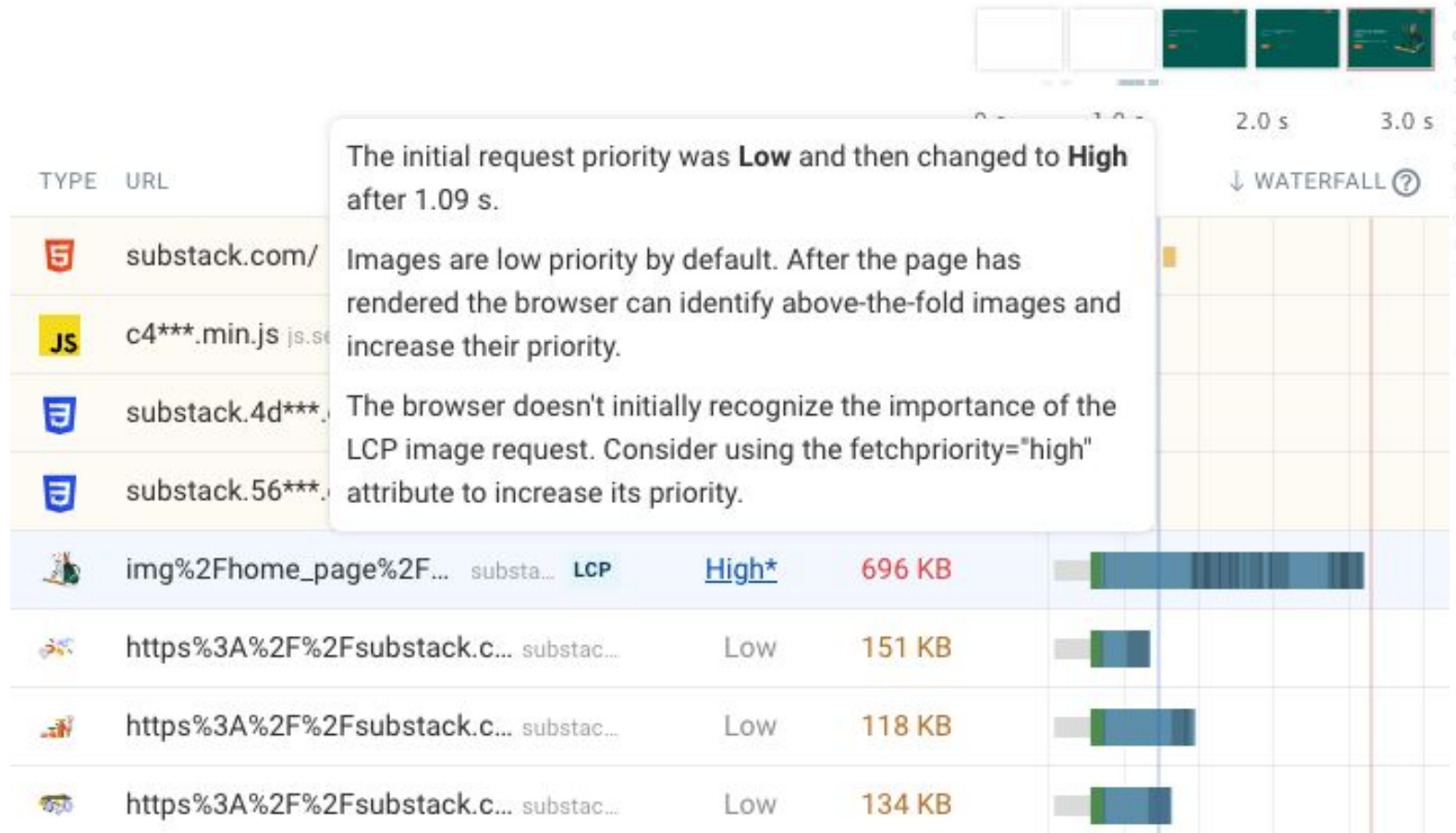
Hold companies **accountable**

Improve **tooling**

Knight in Shining Armour



DebugBear







VERY EFFICIENT INDEED