Mobile performance

Xiaoliang "David" Wei

http://www.DavidWei.org www.facebook.com/DavidWei

微博: 魏小亮9

Velocity China, Dec 6th, 2011, Beijing

"Facebook is a mobile company"

350 M

https://www.facebook.com/press/info.php

Agenda

- 1 New challenges in mobile
- 2 Useful (old) tools
- 3 Q&A

New challenges in mobile

New challenges in mobile

Players in web:

- Users
- Browsers

Players in mobile:

- Users
- Browsers
- Networks
- Devices

New challenges: users

New challenges: users

Different behavior and expectation:

- Battery life is a big concern
- Mobile connectivity
- Touch screen -> scrolling experience









Users: battery life



Expectation

- one day per charge
- the faster pages load, the better
- real time information

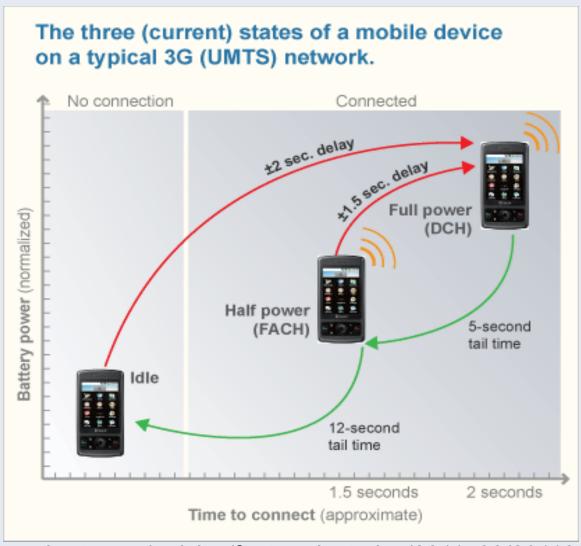
Challenges

- push VS poll, frequency of polling
- Batching / pre-fetching VS on-demand

A call from the carrier...



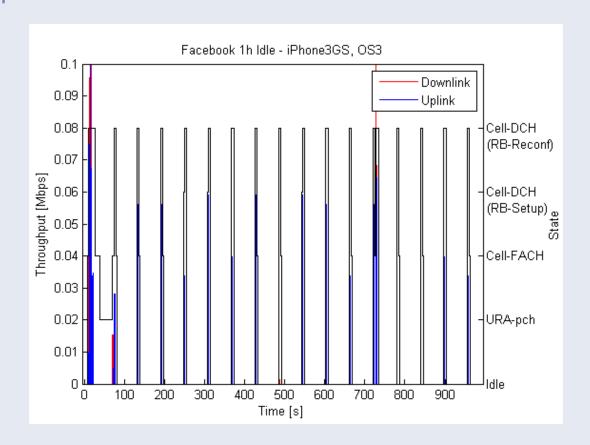
A call from the carrier...



www.research.att.com/articles/featured_stories/2011_03/201102_Energy_efficient

A call from the carrier...

Chat in action



www.research.att.com/articles/featured_stories/2011_03/201102_Energy_efficient

Users: power consumption



Burst in transmission

Prompt in ending connection

- Pages: full download / pre-fetching
- Video: download segments in intervals
- Interactive: polling in different intervals according to user's activities; use push notification if possible
- Don't transmit every minute!

www.research.att.com/articles/featured_stories/2011_03/201102_Energy_efficient

Users: mobile connectivity



Expectation

- Connected anywhere
- Prefer WIFI (faster / cheaper)

Challenges

- Naïve users
- Data security
- Connection type changes



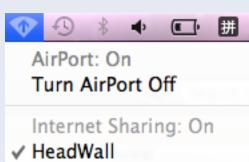








Wire-tapper







魏小亮9

12分钟前

test

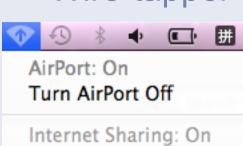
来自Android客户端

转发 | 评论 | 更多





Wire-tapper



✓ HeadWall





12分钟前

转发 | 评论 | 更多

MIME Multipart Media Encapsulation, Type: multipart/form-data, Bounce
[Type: multipart/form-data]
First boundary: --5T7ubbgHtcFAkIfgMwVlmi9q7kiNJVRK\r\n

▼ Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="content"\r\n
Content-Type: text/plain; charset=UTF-8\r\n
Content-Transfer-Encoding: 8bit\r\n\r\n

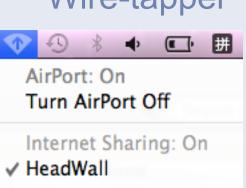
▼ Line-based text data: text/plain
test

Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="ua"\r\n
Content-Type: text/plain; charset=UTF-8\r\n





Wire-tapper







魏小亮9

12分钟前

test

来自Android客户端

转发 | 评论 | 更多

NIME Multipart Media Encapsulation, Type: multipart/form-data, Bounce
[Type: multipart/form-data]
First boundary: --5T7ubbgHtcFAkIfgMwVlmi9q7kiNJVRK\r\n

▼ Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="content"\r\n
Content-Type: text/plain; charset=UTF-8\r\n
Content-Transfer-Encoding: 8bit\r\n\r\n

▼ Line-based text data: text/plain

test

Boundary: \r\n--5T7ubbgHtcFAkIfgMwVlmi9q7kiNJVRK\r\n

▼ Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="ua"\r\n
Content-Type: text/plain; charset=UTF-8\r\n

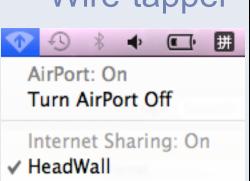
bogon:touch tests curl -F 'content=test_from_curl'-F

<?xml version="1.0" encoding="utf-8" ?><rss><sid>77f2
esult>1/result><mblogid>xzUGha9bt</mblogid>/rss>bog





Wire-tapper







魏小亮9

12分钟前

test

来自Android客户端

转发 | 评论 | 更多

MIME Multipart Media Encapsulation, Type: multipart/form-data, Bounce
[Type: multipart/form-data]
First boundary: --5T7ubbgHtcFAkIfgMwVlmi9q7kiNJVRK\r\n

▼ Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="content"\r\n
Content-Type: text/plain; charset=UTF-8\r\n
Content-Transfer-Encoding: 8bit\r\n\r\n

▼ Line-based text data: text/plain
test

Boundary: \r\n--5T7ubbgHtcFAkIfgMwVlmi9q7kiNJVRK\r\n
▼ Encapsulated multipart part: (text/plain)
Content-Disposition: form-data; name="ua"\r\n
Content-Type: text/plain; charset=UTF-8\r\n



15分钟前

转发 | 评论 | 更多

bogon:touch tests curl -F 'content=test_from_curl' -F 2.5.2_android F 1.50=1025502 F 3=100511201 F 1 http://api.weibo.cn/interface/f/ttt/v3/dealmblog.p05a6e041&wm=5277_0822&from=10255010&c=android&ua=unkndroid&lang=1

<?xml version="1.0" encoding="utf-8" ?><rss><sid>77f2
esult>1</result><mblogid>xzUGha9bt</mblogid></rss>bog

S E E



- Recommended, esp in Apps
- 200~600ms slower
- HTTPS everything but images
 - protected from most attacks
 - can reveal certain usage pattern
- HTTPS on domains with cookies only
 - protection against wiretapping
 - vulnerable to man-in-the-middle attack
- Full HTTP
 - Vulnerable to all attacks





Users: Scrolling

Experience

- Paging
- Scrolling
- Infinite Scroll

上一页 1 2 3 4 5 6 7 8 9 10 11 下一页 More





Challenges

- Very very tall mobile pages
- Scrolling smoothness (Goal: 60 frames per second = 16msec per frame)



Measurement

- TouchMove event firing frequency
 - Rough approximation
 - Values different for different browsers (iOS/Android)

Performance

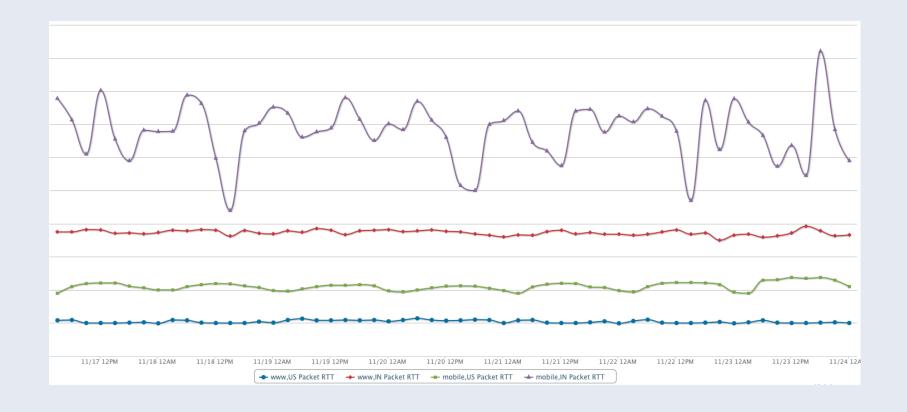
- Pipelining to handle long pages
 - Minimum DOM changes or changes in idle for smoothness
 - DOM recycle
- Use CSS key frames instead of iScroll *
 - Tradeoff between memory and performance

^{*} http://joehewitt.com/2011/10/05/fast-animation-with-ios-webkit

New challenges: networks

Networks: larger role in performance

- Larger portion of the total latency: 50%~90%
- DiffServ / zero-rating
- Link layer protocols: CDMA / GSM; connection timeout



Networks: larger role in performance

Challenges

- Detailed network performance measurement in production
- TCP throughput

Networks: measurement



Doppler measures:

- DNS resolution
- TCP connection setup (3way-handshake)
- Round trip time (RTT)
- TCP throughput

Networks



Doppler:

- a <= <random number>
- http://a-doppler.facebook.com/test_pixel?HTTP1.0&t=1&size=0k

t1 = DNS + New Connection + RTT

Networks



Doppler:

- a <= <random number>
- http://a-doppler.facebook.com/test_pixel?HTTP1.0&t=1&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=2&size=0k

t2 = New Connection + RTT

Networks t2 = New Connection + RTT



Doppler:

- a <= <random number>
- http://a-doppler.facebook.com/test_pixel?HTTP1.0&t=1&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=2&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=3&size=0k t3 = RTT

Networks t2 = New Connection + RTT

t3 = RTT



Doppler:

- a <= <random number>
- http://a-doppler.facebook.com/test_pixel?HTTP1.0&t=1&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=2&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=3&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=4&size=10k

10k / $(t4 - t3) \sim TCP$ bandwidth

Networks t2 = New Connection + RTT

t3 = RTT

10k / $(t4 - t3) \sim TCP$ bandwidth



Doppler:

- a <= <random number>
- http://a-doppler.facebook.com/test_pixel?HTTP1.0&t=1&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=2&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=3&size=0k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=4&size=10k
- http://a-doppler.facebook.com/test_pixel?HTTP1.1&t=5&size=40k

 $(40k-10k) / (t5 - t4) \sim TCP bandwidth$

https://www.facebook.com/note.php?note_id=10150212498738920

Networks: Performance

TCP congestion control:

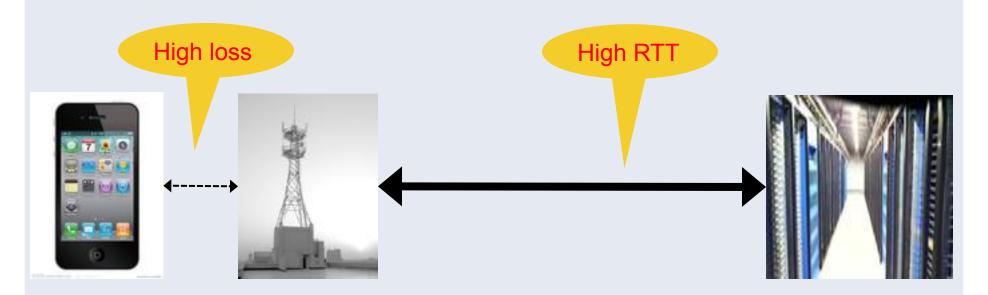
- $throughput \approx \frac{1}{RTT} \sqrt{\frac{1.5}{loss}}$
- Higher RTT => smaller throughput
- Higher loss rate => smaller throughput

Networks: TCP throughput

TCP congestion control:

throughput
$$\approx \frac{1}{RTT} \sqrt{\frac{1.5}{loss}}$$

- Higher RTT => smaller throughput
- Higher loss rate => smaller throughput



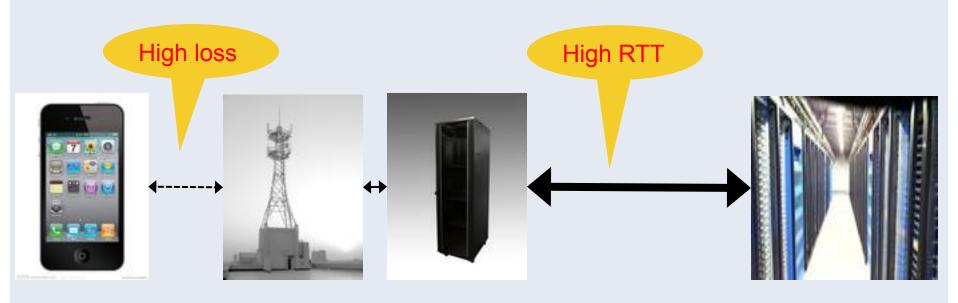
TCP Connection: high RTT + high loss rate

Networks: TCP throughput

TCP termination at edge:

throughput
$$\approx \frac{1}{RTT} \sqrt{\frac{1.5}{loss}}$$

throughput
$$\approx \min \left\{ \frac{1}{RTT_1} \sqrt{\frac{1.5}{loss_1}}, \frac{1}{RTT_2} \sqrt{\frac{1.5}{loss_2}} \right\}$$

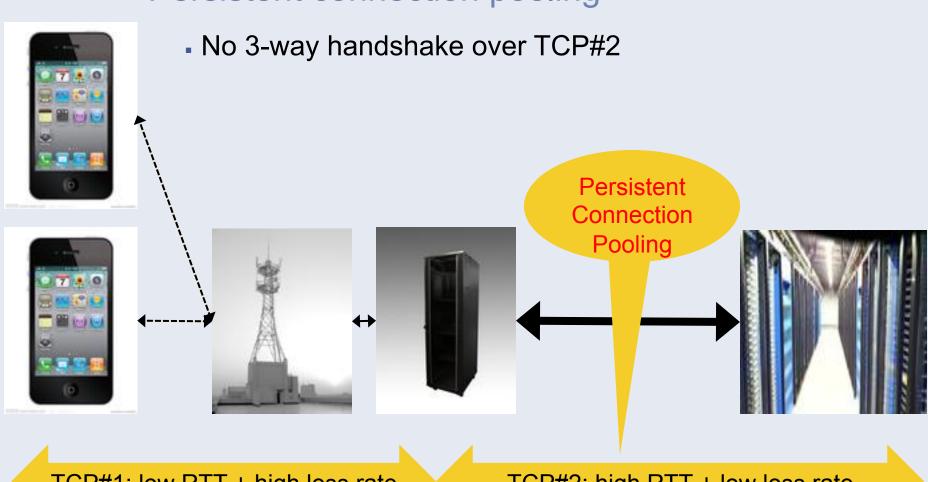


TCP 1: low RTT + high loss rate

TCP 2: high RTT + low loss rate

Networks: TCP termination

Persistent connection pooling



TCP#1: low RTT + high loss rate

TCP#2: high RTT + low loss rate

Networks: TCP throughput

throughput
$$\approx \frac{1}{RTT} \sqrt{\frac{1.5}{loss}}$$

TCP improvements:

- TCP termination at edge
- ISP-peering
- Server-side WAN accelerator solution
- Linux TCP tuning
 - parameters
 - Algorithms
- Vanilla Linux TCP (no improvements)



New challenges: browsers

Browsers: there is no "Webkit on mobile"!

Variances

- HTTP Pipelining?
- Inline images?
- Background images?
- External CSS?

Performance implication

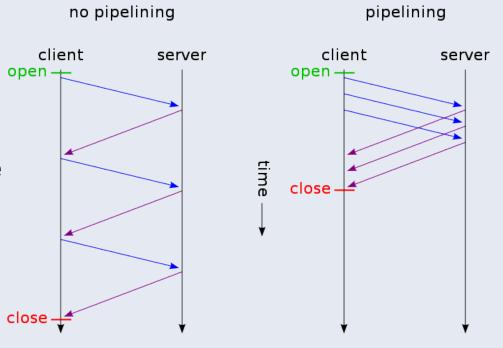
- # of domains
- # of HTTP connections
- Sprites
- HTML size

Browsers: HTTP pipelining

iOS3 vs iOS5 / Android

• 3+ parallel requests in the same connection

 No need for parallel connections by multiple domains



Screen: pixel density

• iPhone 3 vs iPhone 4





Browsers: huge variances

Challenges

- How to recognize the browser's capability?
 - Millions of different User Agent strings
- How to serve different browsers the best contents?
 - Dozens of new capability combinations

Browsers: How to recognize?

Existing libraries

- Browscap: http://drupal.org/project/browscap
- wurfl: http://wurfl.sourceforge.net/



Browsers: How to recognize?

Existing libraries

- Browscap: http://drupal.org/project/browscap
- wurfl: http://wurfl.sourceforge.net/



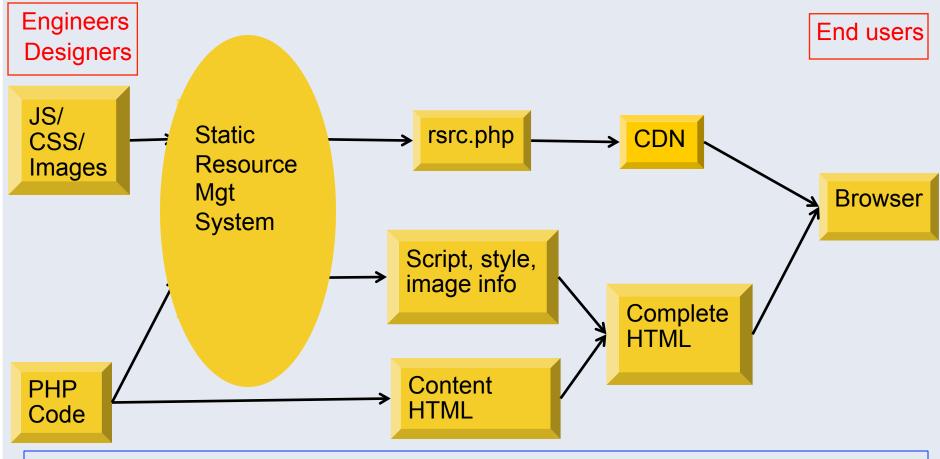
Improving wurfl by users



Browsers: How to serve?

Haste/Makehaste

The Facebook scalable static resource management systems



http://velocity.oreilly.com.cn/2010/index.php?func=session&name=静态网页资源的管理和优化

A website with 500M active users

Dimensions of parameters

- 10000+ static resources
- x 100+ language translations
- x 3 browser setups
- x 5 packaging strategies
- x 3 user AB testing groups
- x 2 delivery strategies (iframe / raw)
- x 2 minification strategies

To support

- Multiple revisions
- Released in 10 minutes
- Even more dimensions in the future

= 3,000,000 + different static resources

A website with 500M 750M+ active users

Dimensions of parameters

- 10000+ static resources
- x 100+ language translations
- x 3 browser setups
- x 5 packaging strategies
- x 3 user AB testing groups
- x 3 delivery strategies (iframe / raw / inline)
- x 2 minification strategies
- x 4 domain numbers
- x 3 pixel density
- x 2 protocols (HTTP / HTTPS)

To support

- Multiple revisions
- Released in 10 minutes
- Even more dimensions in the future

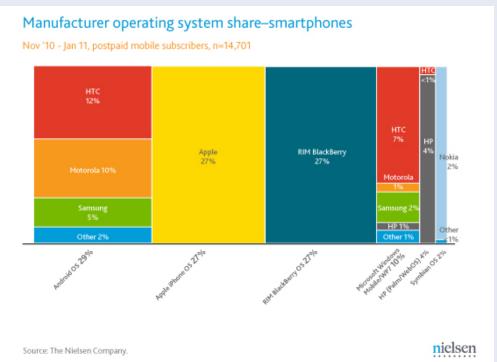
New challenges: devices

Devices: segmentation

- Android App => Java
- iPhone App => Object C
- Mobile Web => HTML(5)

Challenges:

- Engineer resources
- Product consistency across platforms



Devices: segmentation within my family



Devices: Faceweb

Share implementation cross mobile platforms

Grassroot-WURFL to detect browser capabilities



- Progress enhancement in mobile site
 - functional base HTML
 - JS enhancement
- Hybrid approach in Apps
 - Thin native layer
 - HTML/JS in WebViews

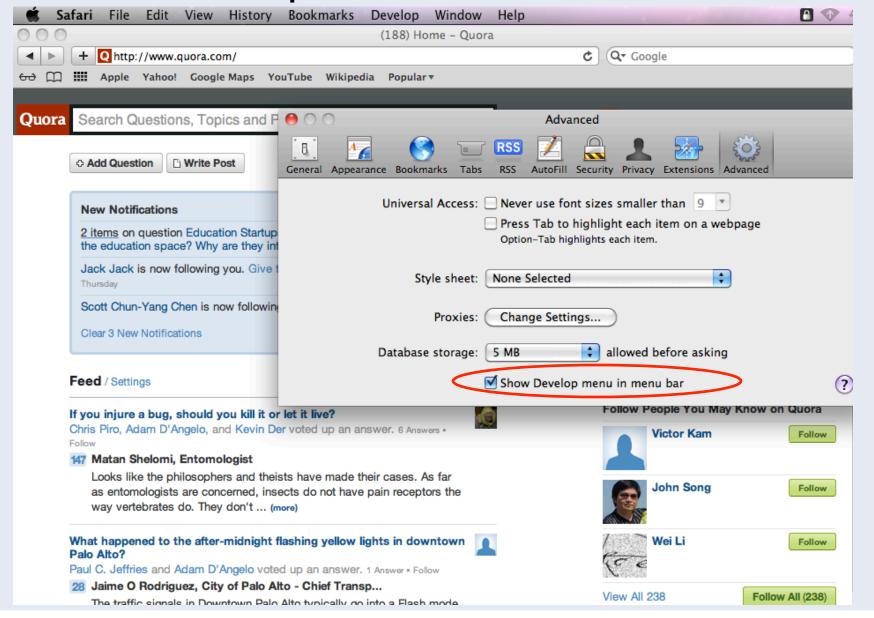


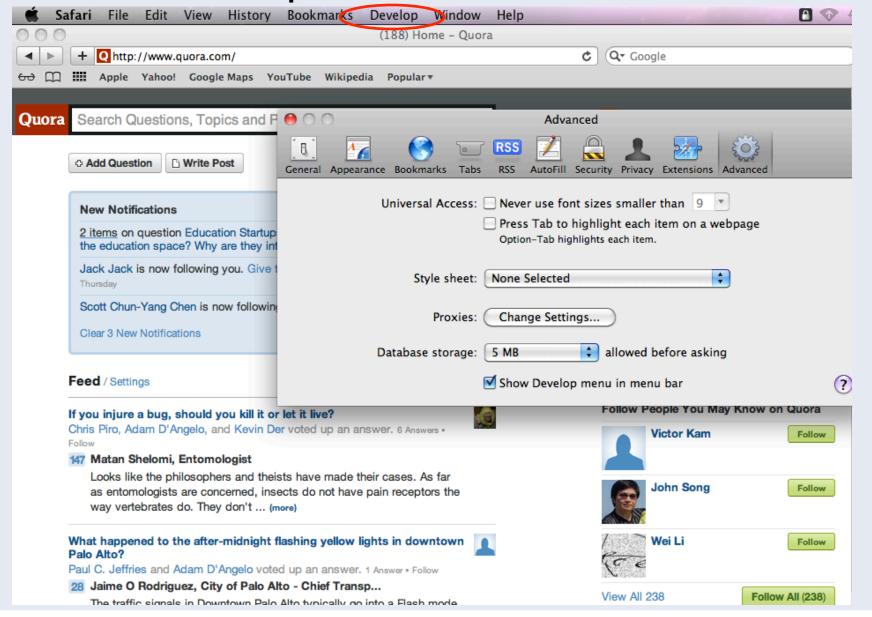
New challenges: summary

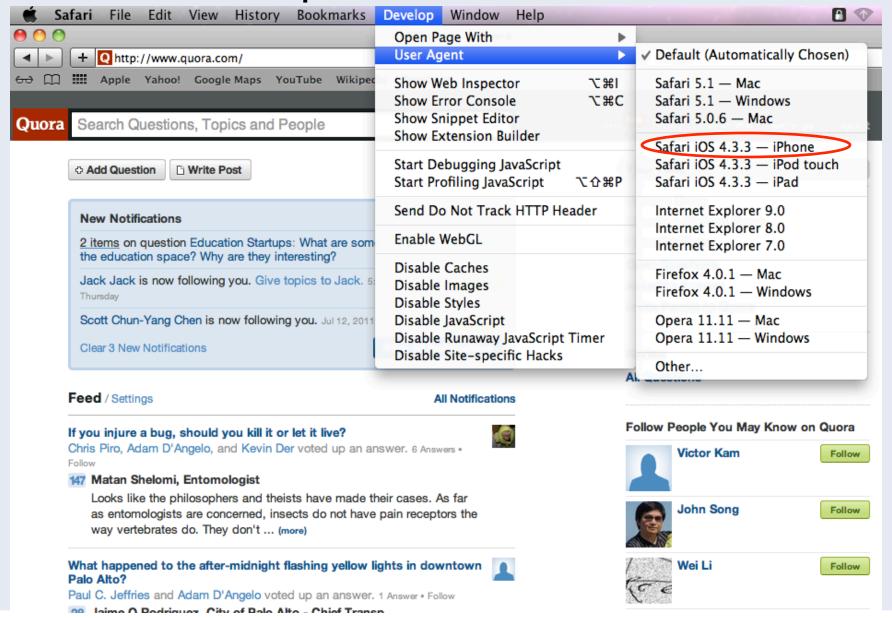
Challenges

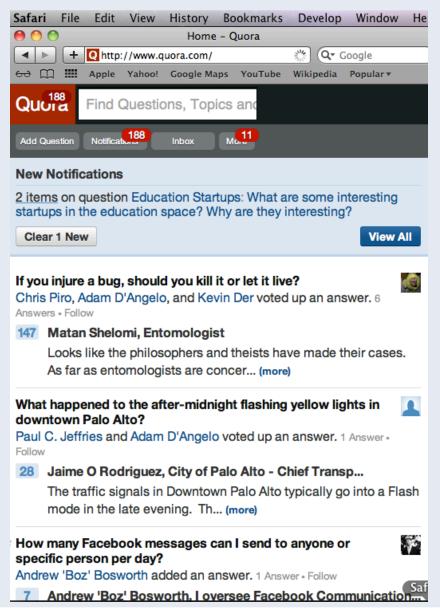
- New user experience & expectation
- Larger role of networks
- Variance in browsers
- Segmentation in devices

Tools

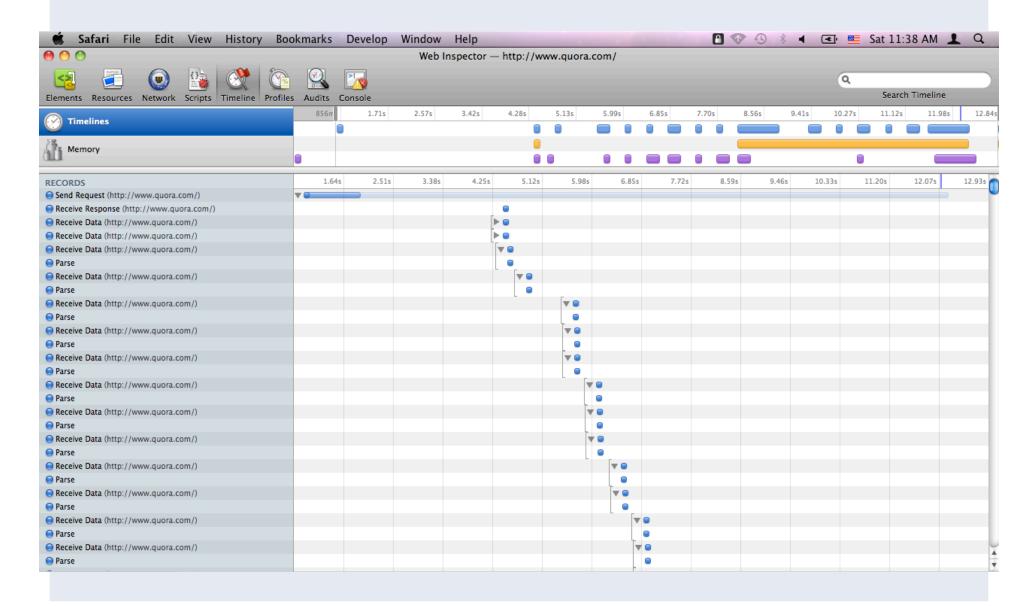






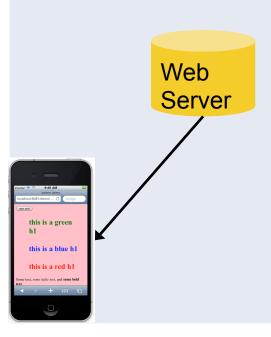


Safari Develop menu: Web Inspector



weinre

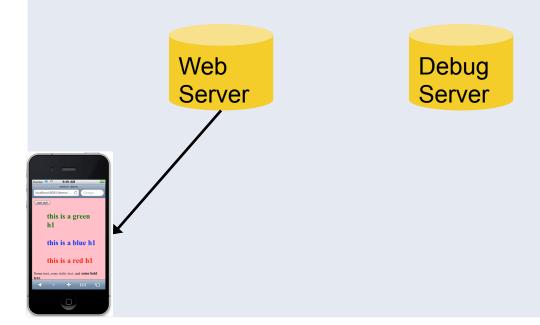
- Web Inspector on remote pages
- E.g. ontouchmove events only available on mobile browsers



Weinre

Start debug server which serves:

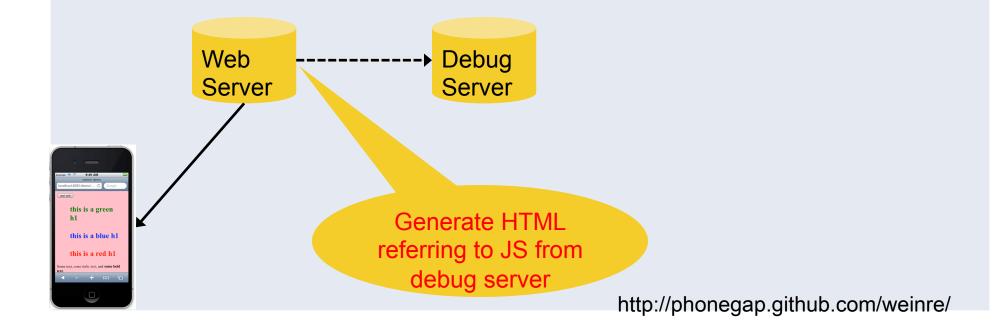
- JS to embed in target page
- Debug console page



http://phonegap.github.com/weinre/

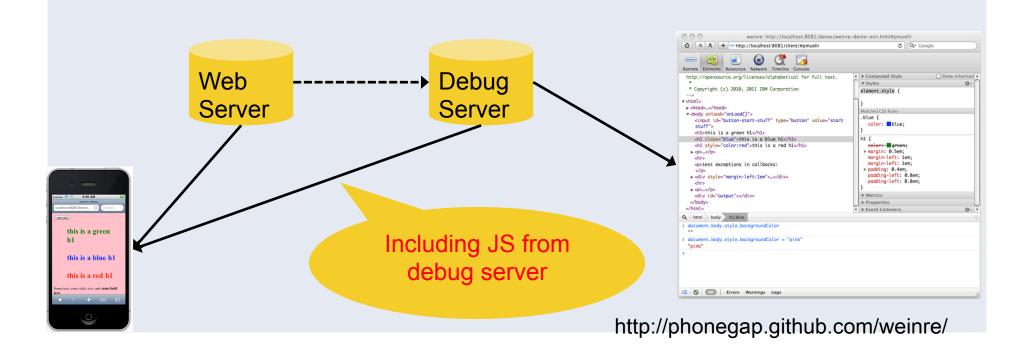
weinre

Change documents in web server to include JS from debug server



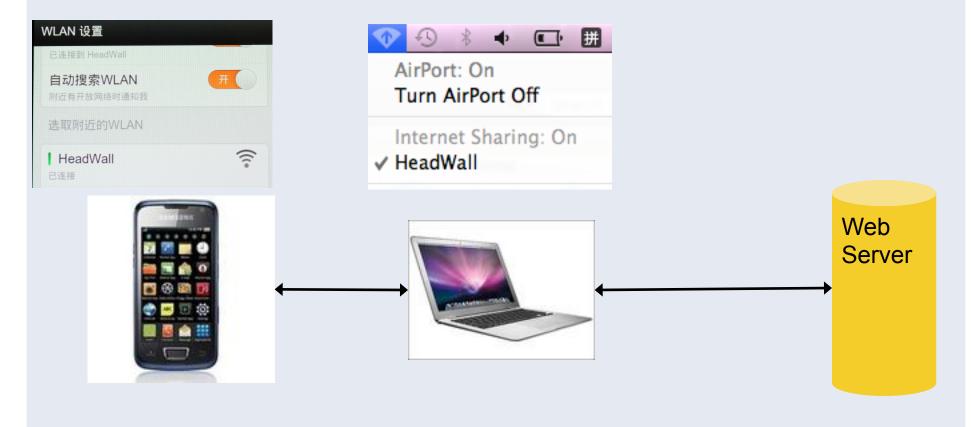
weinre

- Load the page on target (phone)
- Load the debug console on a desktop Safari



TCP Dump / Wireshark

Packet Sniffer



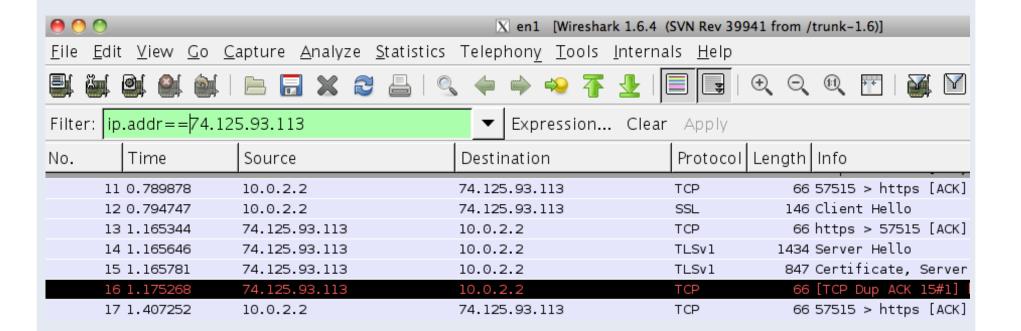
TCP Dump / Wireshark

Packet Sniffer



TCP Dump / Wireshark

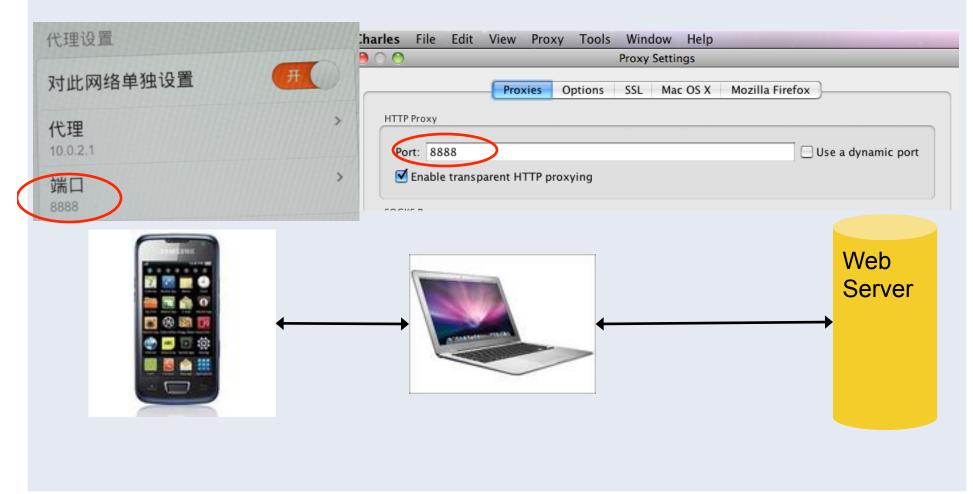
Packet Sniffer



Charles

Web debugging proxy: setup

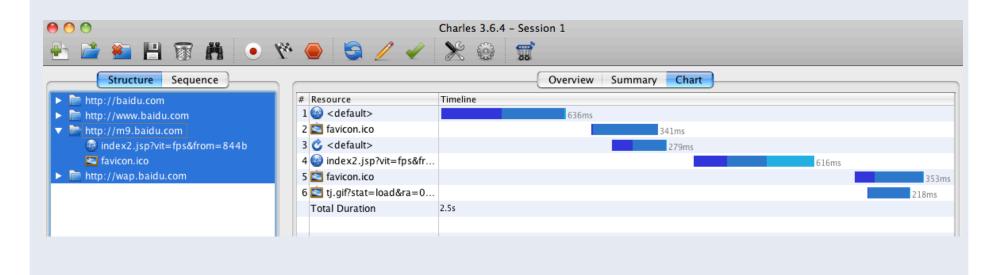




Charles

Web debugging proxy

- Nice visualization for HTTP traffics
- Can proxy SSL traffic
- Might change browser behaviors





Conclusions

Mobile performances

New challenges

- New challenges across stacks
- Very helpful to have full stack knowledge
- Tools and frameworks still in developments
 - Scalability in terms of # of users, products, engineering teams
 - Tradeoff between performance and other aspects of user experience (reliability / security / cost...)

Mobile performances

I have a dream

- A set of framework & toolsets that allow most mobile app/ web developers to focus on products
 - Fast in development
 - Fast by default

Thank you!

Xiaoliang "David" Wei

http://www.DavidWei.org www.facebook.com/DavidWei

微博: 魏小亮9

Velocity China, Dec 6th, 2011, Beijing