# Google<sup>™</sup> 09

# Performance Tips for Maps API Mashups

Pamela Fox, Marcelo Camelo, Sasha Aickin May 27, 2009

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code.google.com/events/io/questions



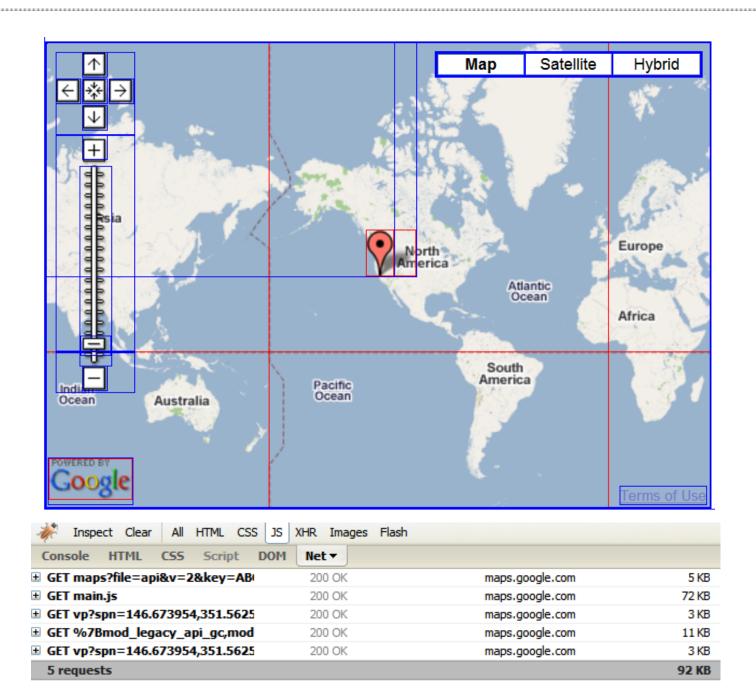
# "Every millisecond counts"

# Loading the JavaScript API





#### Lots of Resources to Display a Map

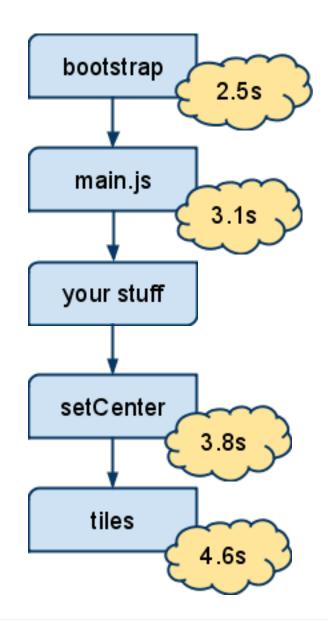




#### The Load Sequence - How Is Time Spent\*?







\*Median times, measured from when the hosting page was requested



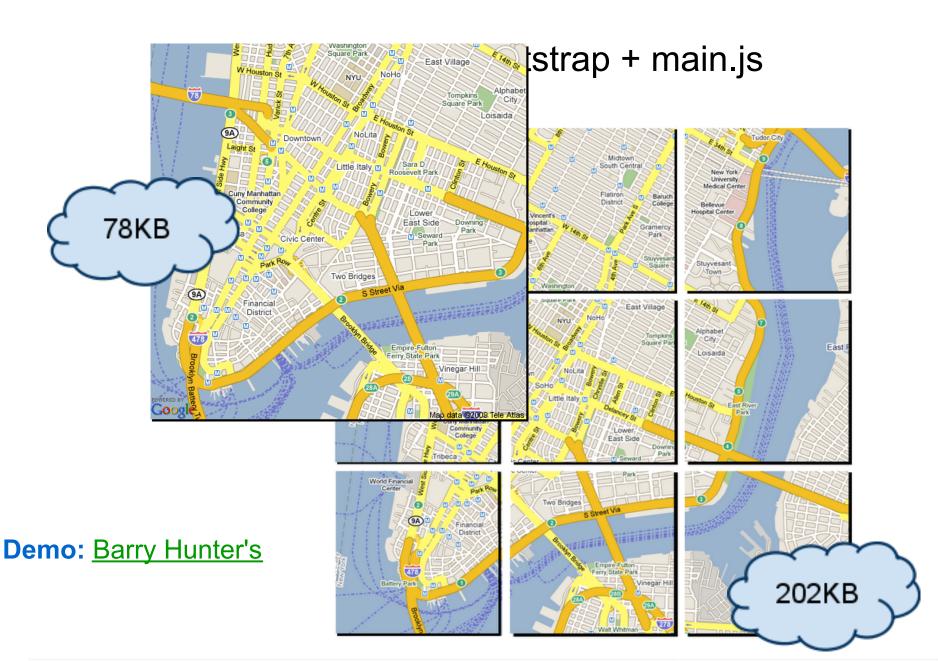






### **Too Many Files To Download**







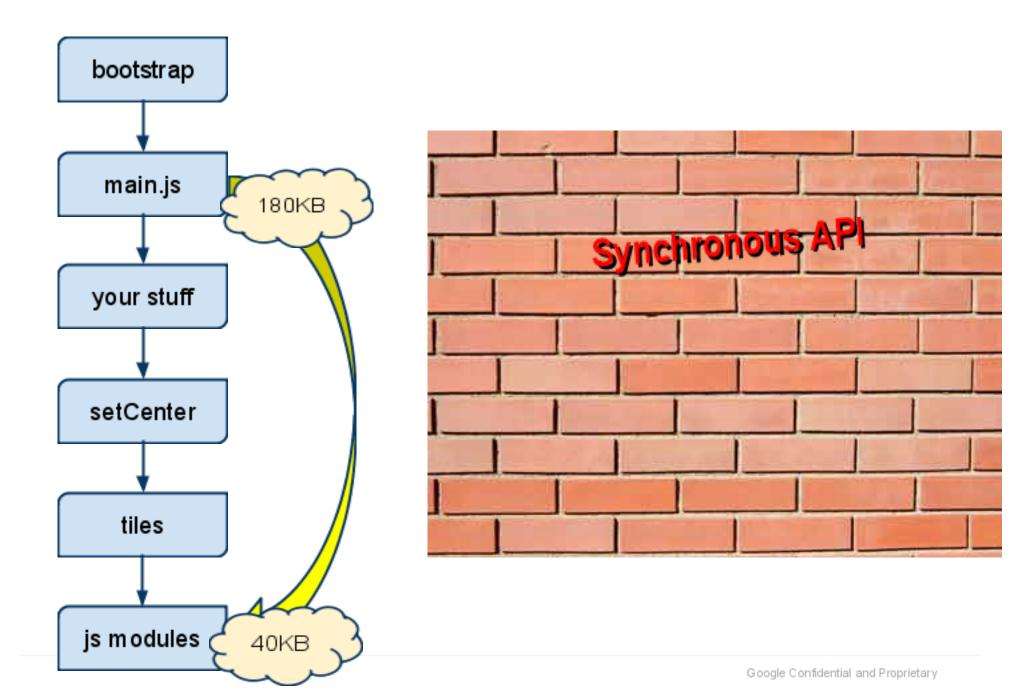
#### **Too Much Code To Parse**





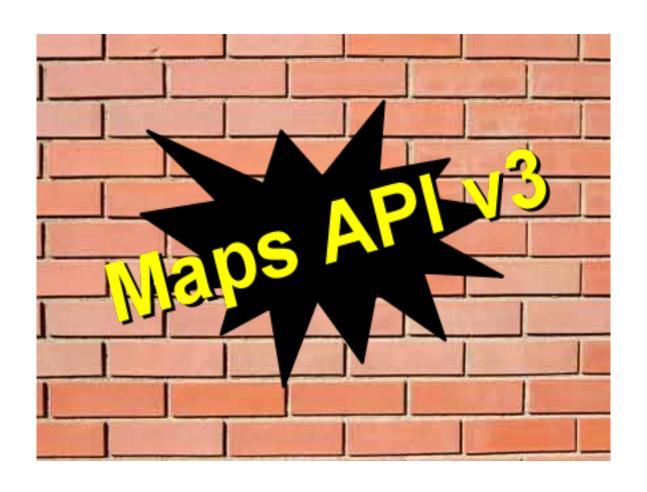
# **Delay Loading JavaScript**















http://googlegeodevelopers.blogspot.com/2009/05/announcing-google-maps-api-v3.html
http://code.google.com/apis/maps/documentation/v3/

Latency: #1 priority

Aggressive modularization

Latency features

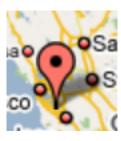
iPhone / Android

# Displaying Many Markers





#### Problem: GMarker is a Feature-full Fatty

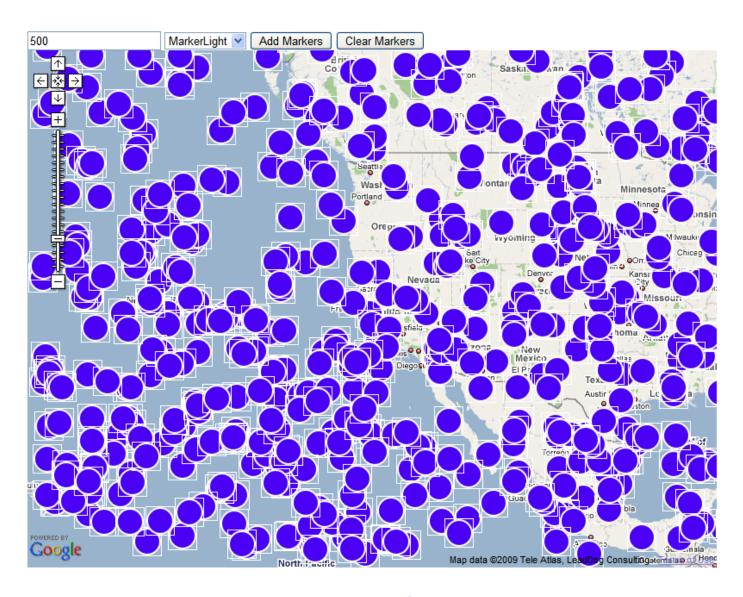


$$= ![]()*5 + *1$$

Property	Туре	Description
image	String	The foreground image URL of the icon.
shadow	String	The shadow image URL of the icon.
printImage	String	The URL of an alternate foreground icon image used for printing on browsers incapable of handling the default <a href="GIcon.image">GIcon.image</a> . Versions of IE typically require an alternative image in these cases as they cannot print the icons as transparent PNGs. Note that browsers capable of printing the default image will ignore this property.
mozPrintImage	String	The URL of an alternate non-transparent icon image used for printing on browsers incapable of handling either transparent PNGs (provided in the default <a href="mage">GICON.DECON.D</a>
printShadow	String	The URL of the shadow image used for printed maps. It should be a GIF image since most browsers cannot print PNG images.
transparent	String	The URL of a virtually transparent version of the foreground icon image used to capture click events in Internet Explorer. This image should be a 24-bit PNG version of the main icon image with 1% opacity, but the same shape and size as the main icon.
imageMap	Number[]	An array of integers representing the x/y coordinates of the image map we should use to specify the clickable part of the icon image in browsers other than Internet Explorer.



#### Solution: Light-weight Marker

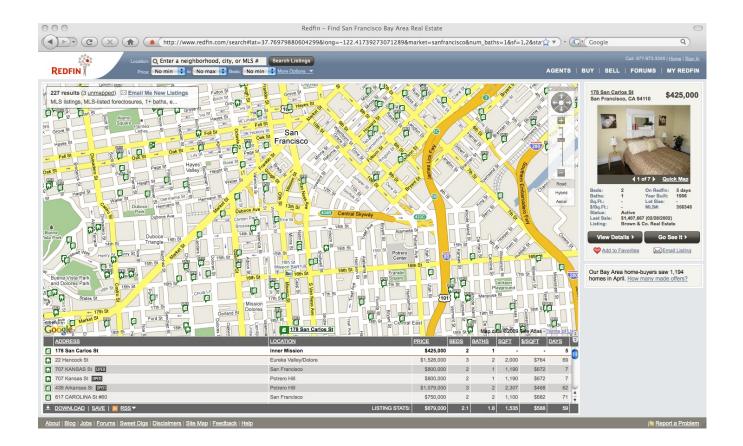


**Many Markers Comparison** 



#### Redfin: Map Driven UI

- Online real estate search site
- Map drives our whole user interface
- We show up to 500 houses at a time, so speed is critical
- We use a custom overlay to achieve performance





# Demo: Custom Overlay

First, subclass GOverlay:

```
var SuperMarker = function() {
   //This will the pseudo-marker objects
   this.layer = null;

//This will hold the layer DOM object
   this.node = null;
}
```

**SuperMarker.prototype = new GOverlay()**;



Next, implement initialize, which is called by the API:

```
SuperMarker.prototype.initialize = function(map) {
 this.map_= map;
 //Create a DIV dom node for the layer
 this.node = document.createElement("div");
 // add the node to the map marker pane.
this.map_.getPane(G_MAP_MARKER_PANE)
 .appendChild(this.node);
 this.redraw(true);
```



Next implement draw (note use of text array + innerHTML):

```
SuperMarker.prototype.draw = function(layer) {
 var i = layer.markers.length;
 var textArray = [];
 while (i--) {
  var divPixel = this.map .fromLatLngToDivPixel(layer.markers[i].point);
  textArray.push("<div style='left:");
  //Snip a lot more HTML addition to textArray
 //Insert the HTML into the overlay
 this.node.innerHTML = textArray.join(");
```



Finally, add just one SuperMarker to the GMap, and call the SuperMarker's draw method when you want to draw pseudomarkers:

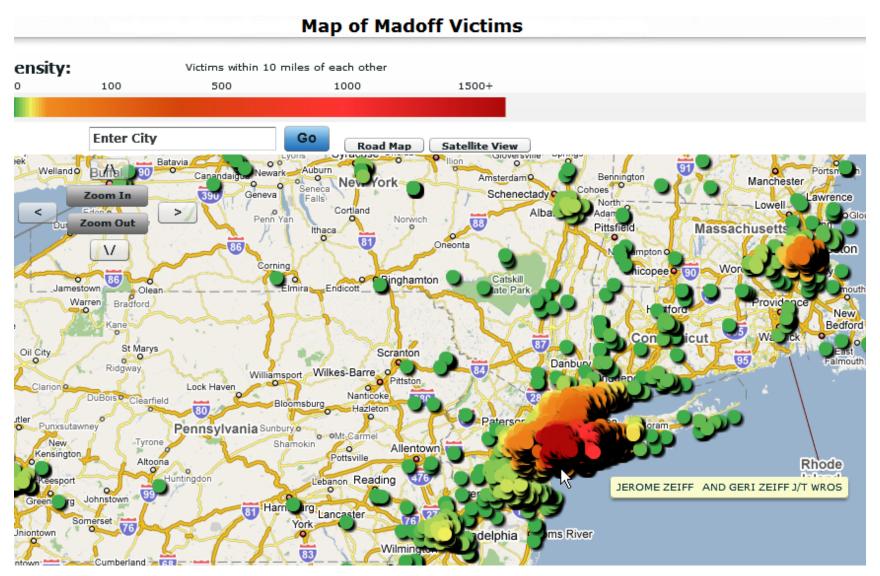
```
var superMarker = new SuperMarker();
map.addOverlay(superMarker);

// draw one marker at 10' lat 10' lon
layer = {markers:[id:1, point:new GLatLng(10, 10)]};
superMarker.draw(layer);

// do some more stuff, now draw a different marker
layer = {markers:[id:2, point:new GLatLng(20, 20)]};
superMarker.draw(layer);
```



#### Solution: Light-weight Marker.. for Flash, too!



**MadoffMap** 



#### Problem: Too Many DOM Nodes





#### Solution: Clustering

#### CURRENTLY DISPLAYING: Last 100 articles published



**AuthorMapper** 



#### Solution: k-means Clustering



360Cities



#### Solution: Grid-Based Clustering



#### **MarkerClusterer**



#### Solution: Regional Clustering



#### **US Pizzas**

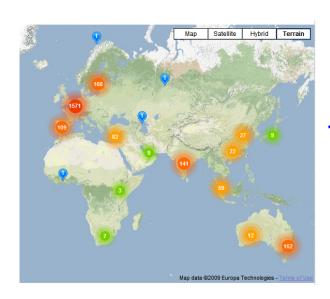


#### More Clustering Resources



**Article: Handling Large Amounts of Markers** 

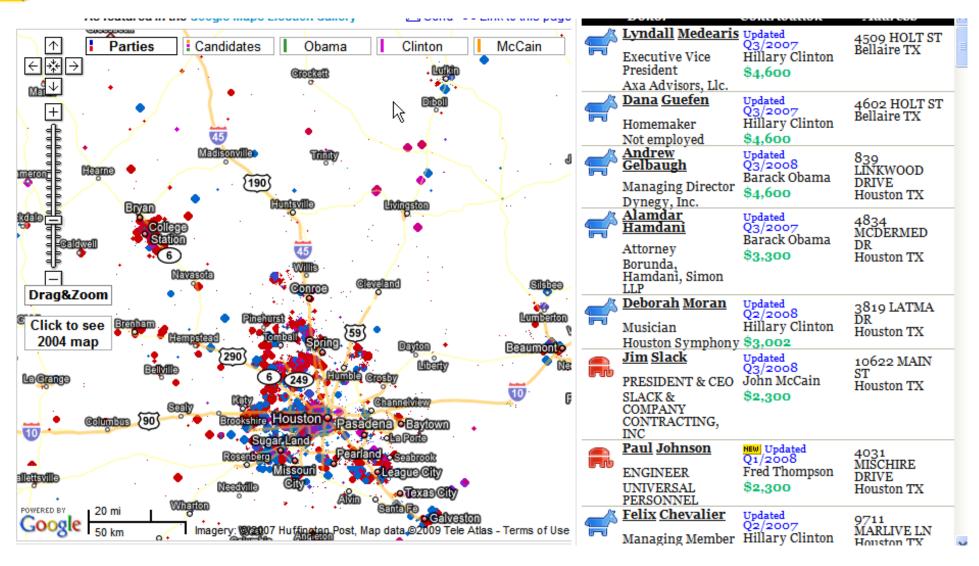
#### Python k-means



**Maptimize** 



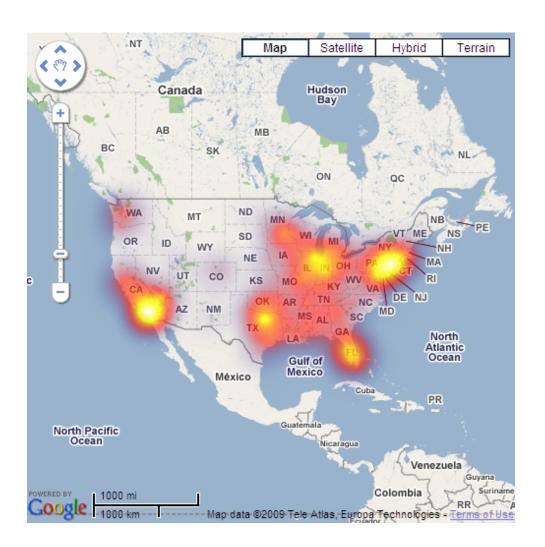
#### Solution: View-only Visualization

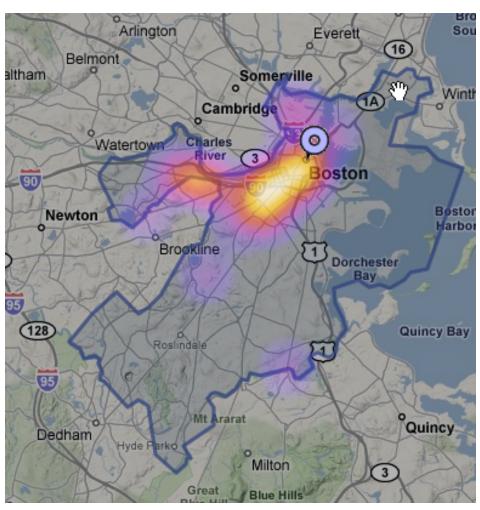


#### **FundRace**



#### Solution: View-only Visualization



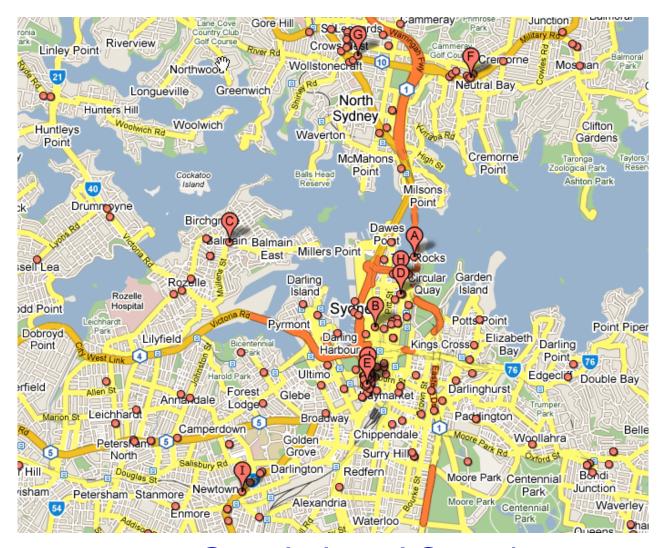


**HeatMapAPI** 

**Boston Pizza** 



#### Solution: Tiny Clickable Markers





Clickable Tile Layer

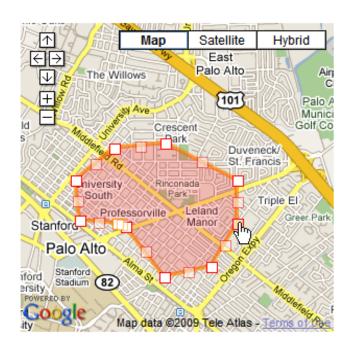
Google Local Search

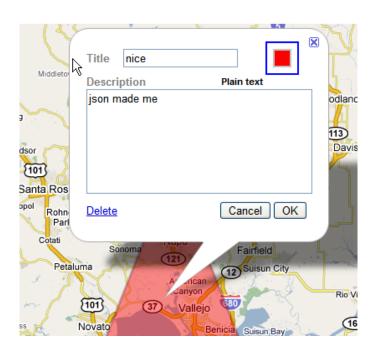
# Rendering Large Polys

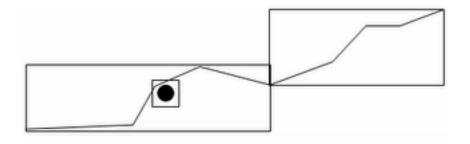




#### Problem: GPolygon is a Full-Featured Fatty

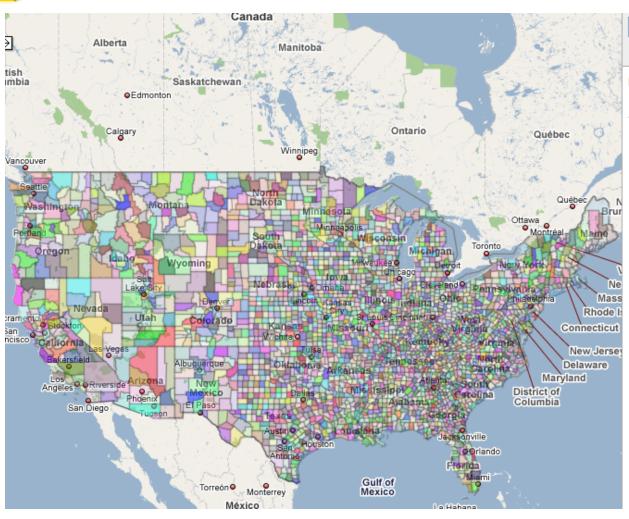








#### Solution: Lightweight Polys



#### All 3199 Counties (slow in IE!)

□ Animate

#### nowhere

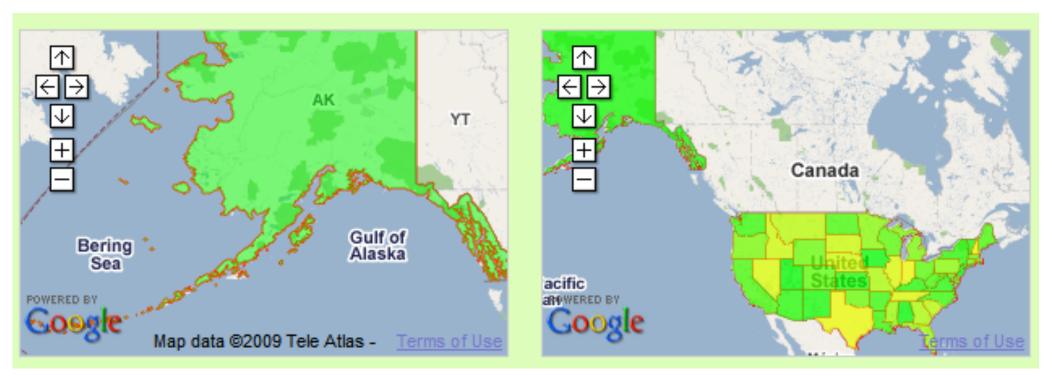
0.000 start gonzo.redraw

0.298 end gonzo.redraw

0.000 3199 places, 3357 shapes, 33557 points



#### Problem: Too Many Points

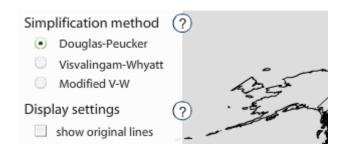


13500 points

2200 points

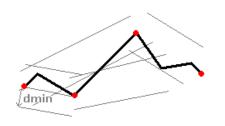


#### **Data Simplification**



MapShaper MapSimplification

#### A short example of the Douglas-Peucker algorithm on a polyline

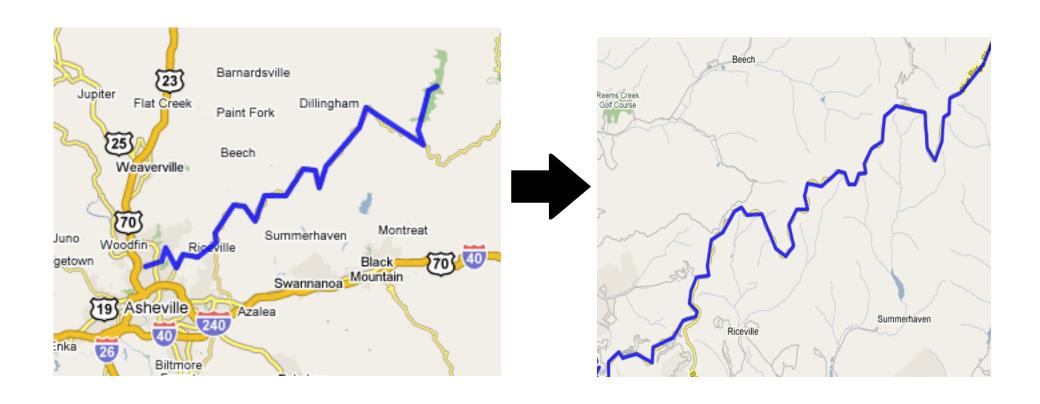


: original line
 : non simplifiable vertex
 : algorithm border line

Mapping the Votes: Resources



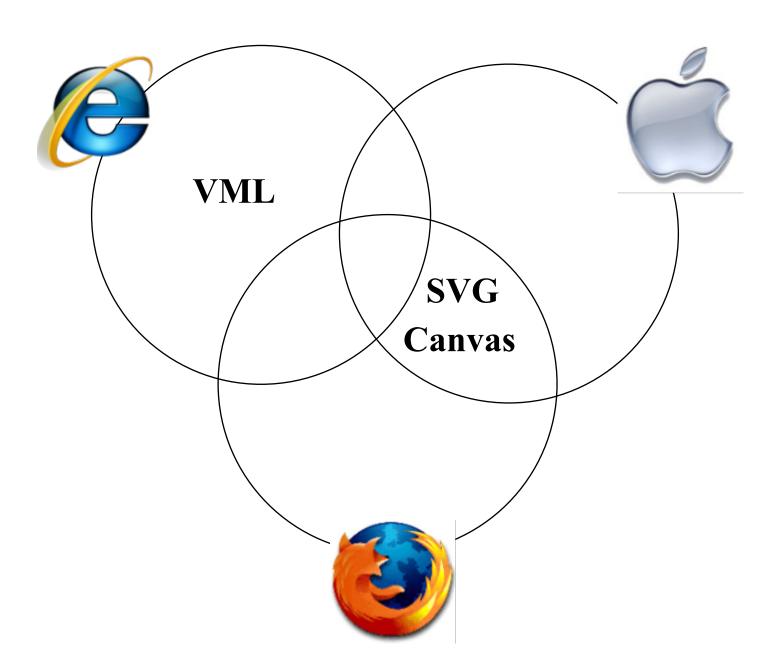
#### Solution: Encoded Polys



#### **Encoded Poly Example**



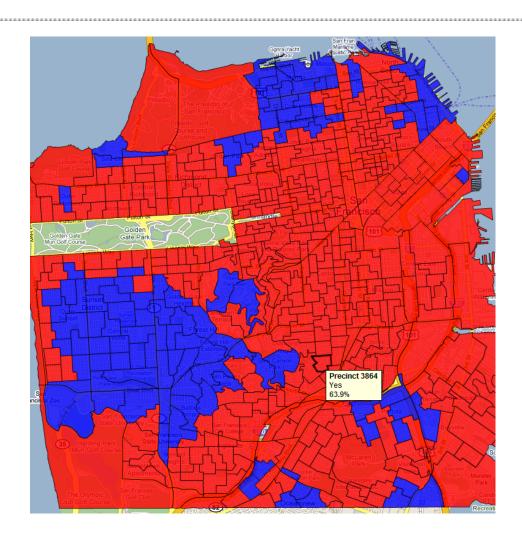
#### Browsers + Vector Graphics = :(





#### Solution: Flash API



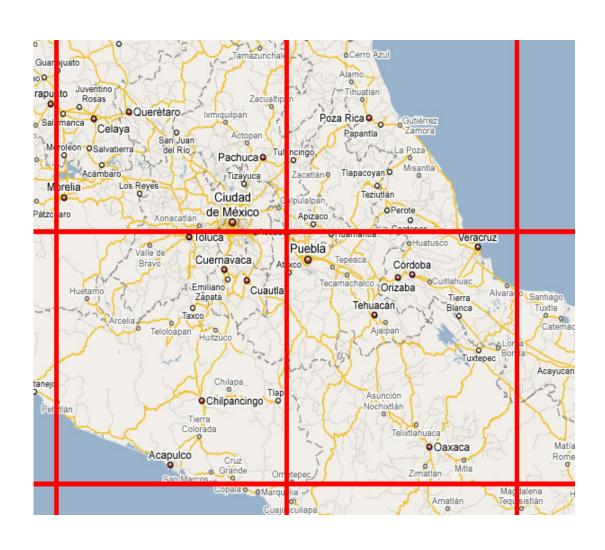


Thematic Mapping (Compare to the <u>Javascript API</u>)

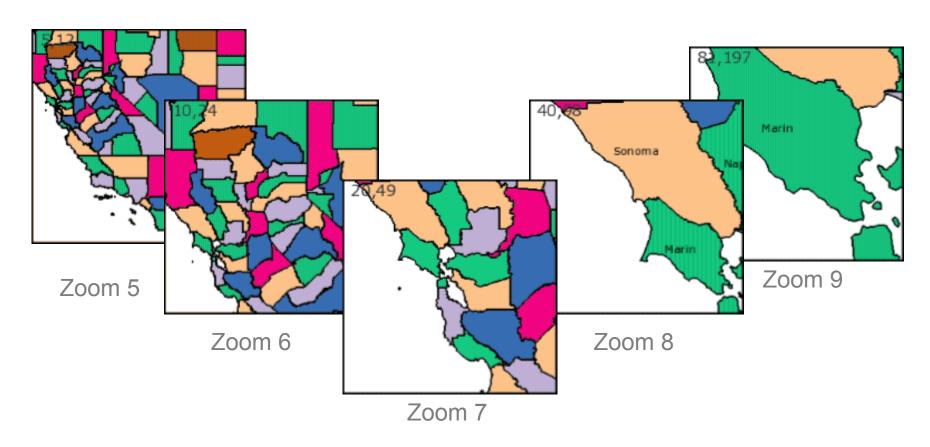
**HowSFVotes** 

### Solution: Tile Layers





#### Static data tiles: Counties Example



#### **Generated County Tiles**

 Tiles generated with Perl script using data in PostGRE database for zoom levels 5-9





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