## BEST OF BOTH WORLDS

Mark Zeman
@SpeedCurve
COSpeedCurve


Cliff Crocker @cliffcrocker SDASTA

## ACTIVE

## MONITORING

- Simulated health-checks of the system and it's parts
- Scripted journeys through an application
- "Creation" of a singular or set of events and/or actions
- Synthetic is a form of active monitoring



## PASSIVE MONITORING

- Listening to actual traffic as it moves through a system
- Observing behavior of the system and/or its operator
- "Measurement" of actions or events
- RUM is a form of passive monitoring


Our focus is on the experience of the crowd


## RUM 101

Real User Measurement (RUM) is a technology for collecting performance metrics directly from the browser of an end user.

- Involves instrumentation of your website via JavaScript
- Measurements are fired across the network to a collection point through a small request object (beacon)



## THE GOOD PARTS - RUM

- Always on
- Every user, every browser, every network, anywhere in the world
- Ability to capture human behavior/events with performance data
- Only getting better (waterfalls)


## Synthetic 101

Synthetic monitoring (for purposes of this discussion) refers to the use of automated agents (bots) to measure your website from different physical locations.

- A set 'path' or URL is defined
- Tests are run either adhoc or scheduled and data is collected



## THE GOOD PARTS - SYNTHETIC

- Rich data collected (waterfall, videos/filmstrip, HTTP Headers)
- Consistent "clean room" baseline
- Nothing to install
- Doesn't require users/ability to measure preproduction, competition


## COMMON THINGS WE HEAR ABOUT BOTH RUM AND SYNTHETIC

- "Why are these numbers so different?"
- "I don't trust your data. Your numbers are wrong."
- "How are you calculating Page Load time?"
- "I can't share two sets of numbers with the business."

WHY ARE THE TWO NUMBERS SO FAR OFF?

Real users are not normal

# Page Load Times 

All Countries, User Agents, Carriers, Operating Systems

### 3.23s - Median

## Page Load Times

All Countries, User Agents, Carriers, Operating Systems

### 10.45s - p95

# Page Load Times 

All Countries, User Agents, Carriers, Operating Systems

### 17.26s - p98

$1.5 \quad 3.0$
$4.5 \quad 6.0$
7.5
9.0
10.5
12.0
13.5
15.0
16.5
18.0

## Page Load Times

## By Operating System

| OS | Median | 95 |  |
| :--- | :--- | :--- | :--- |
| th Percentile $98^{\text {th }}$ Percentile |  |  |  |
| Windows 7 | 2.41 s | 9.29 s | 15.89 s |
| Mac OS X/10 | 2.30 s | 8.11 s | 13.45 s |
| iOS7 | 3.27 s | 10.64 s | 15.79 s |
|  | 4.06 s | 14.30 s | 27.93 s |
| IOS8 | 3.53 s | 11.54 s | 19.72 s |
| Windows 8 | 2.67 s | 10.75 s | 18.74 s |

WHY ARE THE TWO NUMBERS SO FAR OFF?


Median: 3.23s

"BUT, IT LOADS SO MUCH FASTER FOR ME??!!"

4 seconds


- 2015 Macbook Pro
- Warm browser cache
- FIOS

20 seconds


- x86 - Windows 7 VM
- Completely cold cache/dns
- Throttled bandwidth


## RUM

## SYNTHETIC

- Primary source of truth
- User behavior/ conversion
- Complete coverage
- Diagnostics
- Page Construction
- Pre-production \& Competitive benchmarking


## RUM

## SYNTHETIC

- Primary source of truth
- User behavior/ conversion
- Complete coverage
- Diagnostics
- Page Construction
- Pre-production \& Competitive benchmarking


## THIS IS YOUR "ONE NUMBER"

| START RENDER 1.58 S | $\begin{gathered} \text { DNS } \\ 110 \mathrm{MS} \end{gathered}$ | $\begin{aligned} & \text { TCP } \\ & 40 \mathrm{MS} \end{aligned}$ | $\begin{gathered} \text { TTFB } \\ \mathbf{6 5 0} \mathbf{~ M S} \end{gathered}$ |
| :---: | :---: | :---: | :---: |
| DOM LOADING 680 MS | $\begin{gathered} \text { DOM READY } \\ \mathbf{2 . 7 5 S} \end{gathered}$ | $\begin{gathered} \text { PAGE LOAD } \\ \mathbf{3 . 0 5} \end{gathered}$ | $\begin{gathered} \text { FULLY LOADED } \\ 19.68 \mathrm{~S} \end{gathered}$ |
| $\begin{gathered} \text { USER TIMING } \\ \mathbf{1 . 9 5 S} \end{gathered}$ | $\begin{gathered} \text { RESOURCE } \\ \text { TIMING } \\ 237 \mathrm{MS} \end{gathered}$ | $\begin{gathered} \text { REQUESTS } \\ \mathbf{1 1 6} \end{gathered}$ | $\begin{aligned} & \text { BYTES IN } \\ & \mathbf{2 , 1 4 3} \mathrm{KB} \end{aligned}$ |
| $\begin{gathered} \text { SPEED INDEX } \\ \mathbf{3 0 8 6} \end{gathered}$ | PAGESPEED SCORE 83 | $1 \mathrm{~S}=$ \$ 27 M | $\begin{gathered} \text { DOM } \\ \text { ELEMENTS } \\ 3931 \end{gathered}$ |
| $\begin{aligned} & \text { DOM SIZE } \\ & \mathbf{3 , 1 4 3 K B} \end{aligned}$ | VISUALLY COMPLETE 15.2 S | $\begin{aligned} & \text { REDIRECT } \\ & \text { OS } \end{aligned}$ | SSL NEGOTIATION 93 MS |

THE MANY FACES OF PERFORMANCE


C-Level


Operations Developer
Designer


## $00$




"What is the right number for me to communicate to the organization?"

- CTO


REALISTICALLY, THERE IS NOT ONE NUMBER

"How is site performance impacting revenue?"

- CEO




For a typical eCommerce site, conversion rate drops by up to 50\% when "browse" pages increase from

1 to 6 seconds

```
BOTTOM OF FUNNELIMPACT (CHECKOUT PAGES)
NOT ALL PAGES ARE CREATED EQUAL
```

However, there is much less impact to conversion when "checkout" pages degrade

HOW FAST SHOULD I BE?

"How do we compare to the competition?"

- CEO


| Guardian Beta |  | Muffington | NY Times |  | Readwrite |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |



"How is our site doing in Spain? Are we winning there?"

- CEO



## SITE PERFORMANCE - SPAIN


"How are third parties impacting my site?"

- VP ECOMMERCE


3RD PARTY STUDY - UNIQUE DOMAINS PER PAGE
Primary domains $\quad$ 3rd Party domains


## 3RD PARTY STUDY



## SOASTA

HUFFINGTON POST - THIRD PARTY IMPACT USING PETTY CASH


## SETTING MEANINGFUL SLAS

Example SLA: Response time measured using resource timing from Chrome browsers in the United States should not exceed a median (50th percentile) of 100 ms or a 95 th percentile of 500 ms for a population of more than 500 users in a 24 hour period
"How should I measure my site in pre-production?"

Current CSS Size CSS Size Budget
"Should I optimize my site for mobile?"

- VP ECOMMERCE


## Page Load Times

Desktop vs. Mobile (Mobile and Tablet Optimized)


## Page Load Times

Desktop vs. Mobile (Full site on Tablet)

| Platform | Median | $\mathbf{9 5}^{\text {th }}$ Percentile $\mathbf{9 8}^{\text {th }}$ Percentile |  |
| :--- | :--- | :--- | :--- |
| Mobile | $\mathbf{4 . 7 0 s}$ | $\mathbf{1 7 . 8 7 s}$ | $\mathbf{3 4 . 4 3 s}$ |
| Desktop | 3.81 s | 25.15 | 55.34 s |


| 0 | 1.5 | 3 | 4.5 | 6 | 7.5 | 9 | 10.5 | 12 | 13.5 | 15 | 16.5 | 18 | 19.5 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

$\square$

"How can I determine the effectiveness of my CDN provider?"

- OPERATIONS


## WHICH SITE IS USING A CDN?



Site A


Site B
"How has page construction changed over the last month, and what impact has that had on performance?"

- FRONT END DEVELOPER

"What is the performance of my single page web application?"
- FRONT END DEVELOPER


## THE CHALLENGE OF SINGLE-PAGE APPLICATIONS

- Challenges with synthetic: Only measure first page load, not feasible to measure secondary loads via XHR
- Challenges with RUM: Determining whether call is a "page" or service call;Risk of diluting overall numbers
"How do I know how fast my page becomes usable?"
- DESIGNER

- Other questions?


## SUMMARY

- You need rich sets of data
- There is not one number
- Choose the right number(s) for the right audience

