



We  LoAF & INP

- about interactivity & tips to improve -



This is actually a **love** story...



# We love the PageSpeed Community



**Karlijn Löwik**

CEO & Co-founder RUMvision  
Mage-OS NL board member &  
Lady Magento co-founder

HI!  
we  speed



**Erwin Hofman**

CTO & Co-founder RUMvision  
Web dev + perf consultant &  
Google Developer Expert



# We **love** each other



We've been together for 13.5 years, married for 6 years this week



We **love** speed.. the web performance kind

(although Erwin is a big F1 fan too)

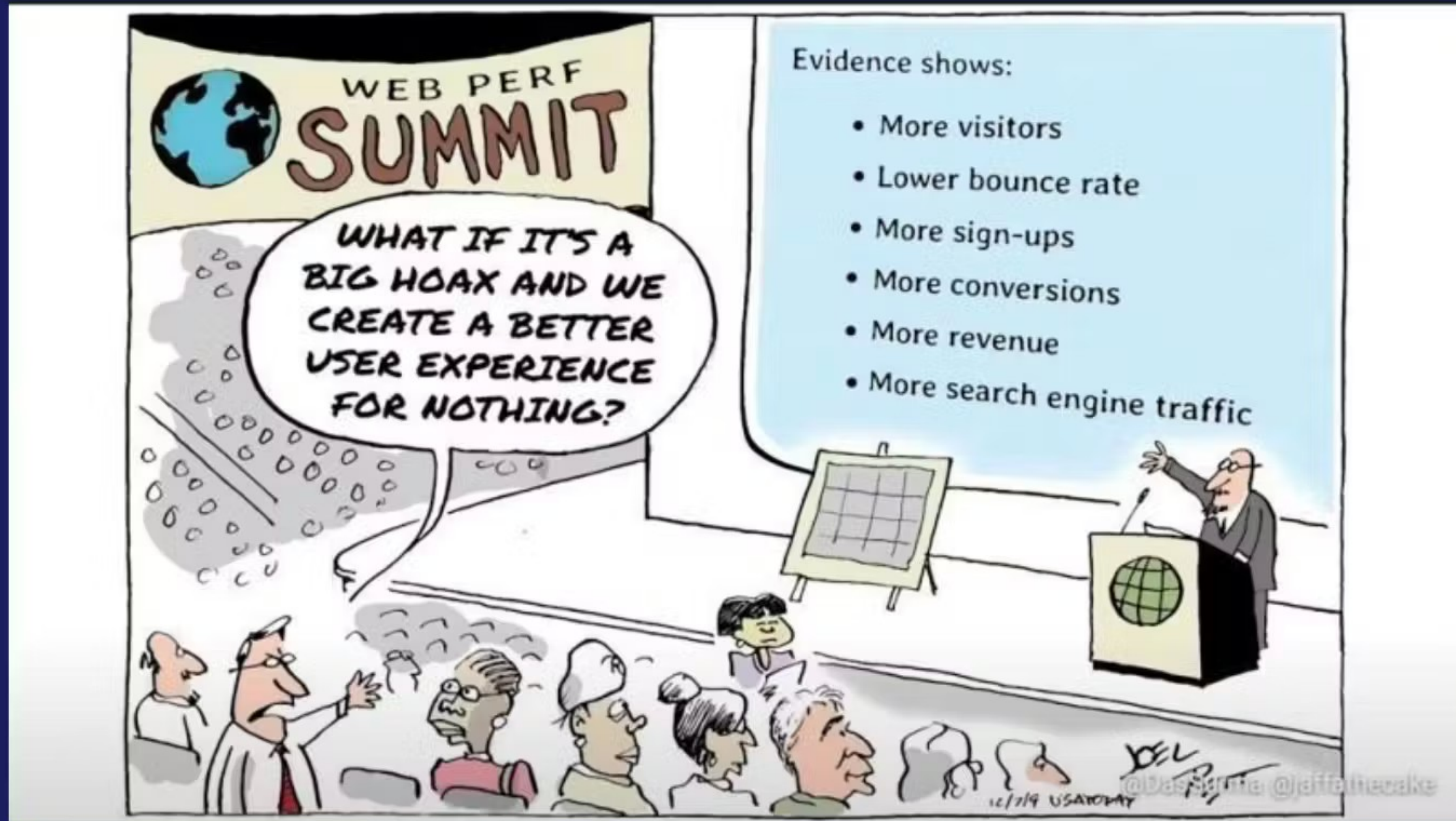


Because having good **SUX** is a very important  
part of this **love** story

No, not sex.. although that is also important in a love story 😊

**Sitespeed User eXperience**

# Turns out: **SUX** sells



eCommerce and site owners **love** that

# And happier users **love** that too

 **vodafone**

**8 %**

More sales by  
making our LCP  
31% faster

**Swappie**

**42 %**

Mobile revenue  
boost by  
improving CWV

 **Google**

**62 %**

Visitors will not  
return after bad  
mobile experience

**Deloitte.**

**-8.3 %**

Less bounce after  
focusing on  
optimization



# To love, you need to be able to **interact**

- In real life you want to talk, listen, joke, cry and laugh with each other
- On a website you want to click & scroll around, see movement, add to cart, dropdowns and slide-outs

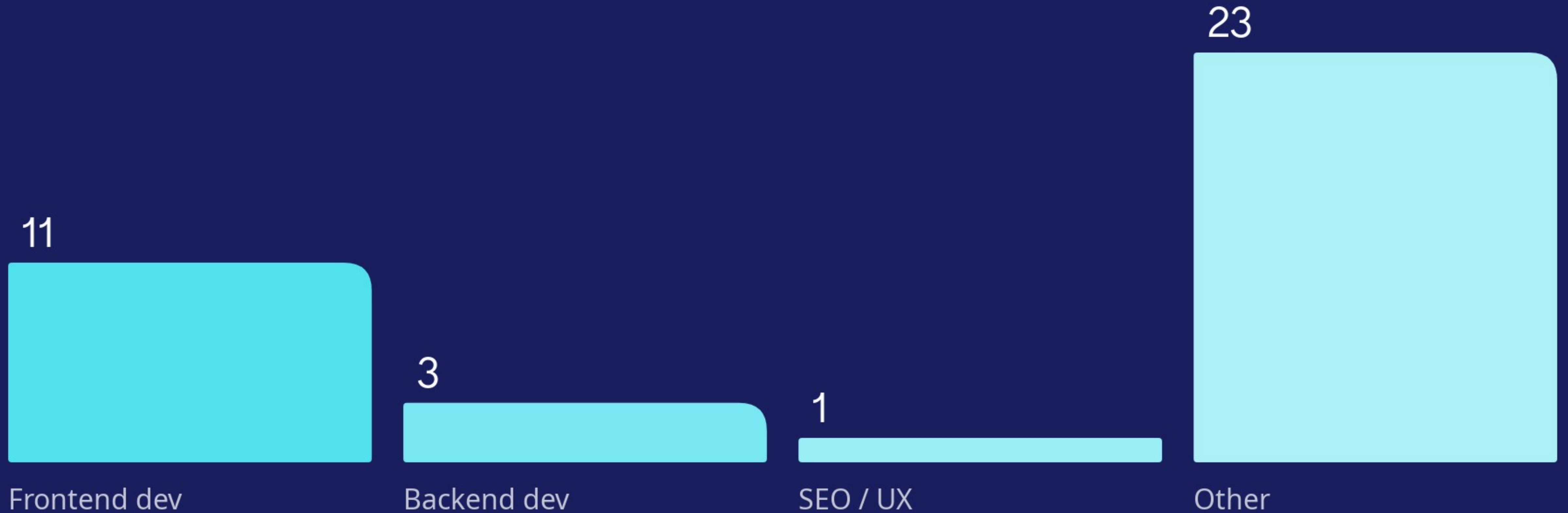
To not get frustrated with your loved ones...

You also need a **quick response** when  
interacting

# Grab your phone!



# Let's get to know each other first! What is your jobtitle?



# Who attended this talk? 👍 👎



## React / Next vs INP : le clash

par Jean-Pierre Vincent

🕒 45 minutes | Salle 2

Les frameworks JS populaires ne cessent d'afficher leurs benchmarks pour nous prouver qu'ils sont rapides, voire meilleurs que le DOM natif! Mais l'arrivée de l'INP ainsi que mes 5 dernières années à accélérer ces stacks chez mes clients démontrent...

[En savoir plus](#)



17



9



# To pass Core Web Vitals there are **3 SUXces** criteria

## Loading speed

=



### Largest Contentful Paint (LCP)

The time it takes until the **largest element** (usually the hero) is **loaded**

< 2.5 seconds

## Visual stability

=



### Cumulative Layout Shift (CLS)

The biggest (5 seconds) sum of **unexpected shifts**, usually by banners and video ads

< 0.1

## Interactivity

=



### Interaction to Next Paint (INP)

The **biggest delay** between user interaction and **visual feedback** during the whole page life cycle

< 200 ms



16



5

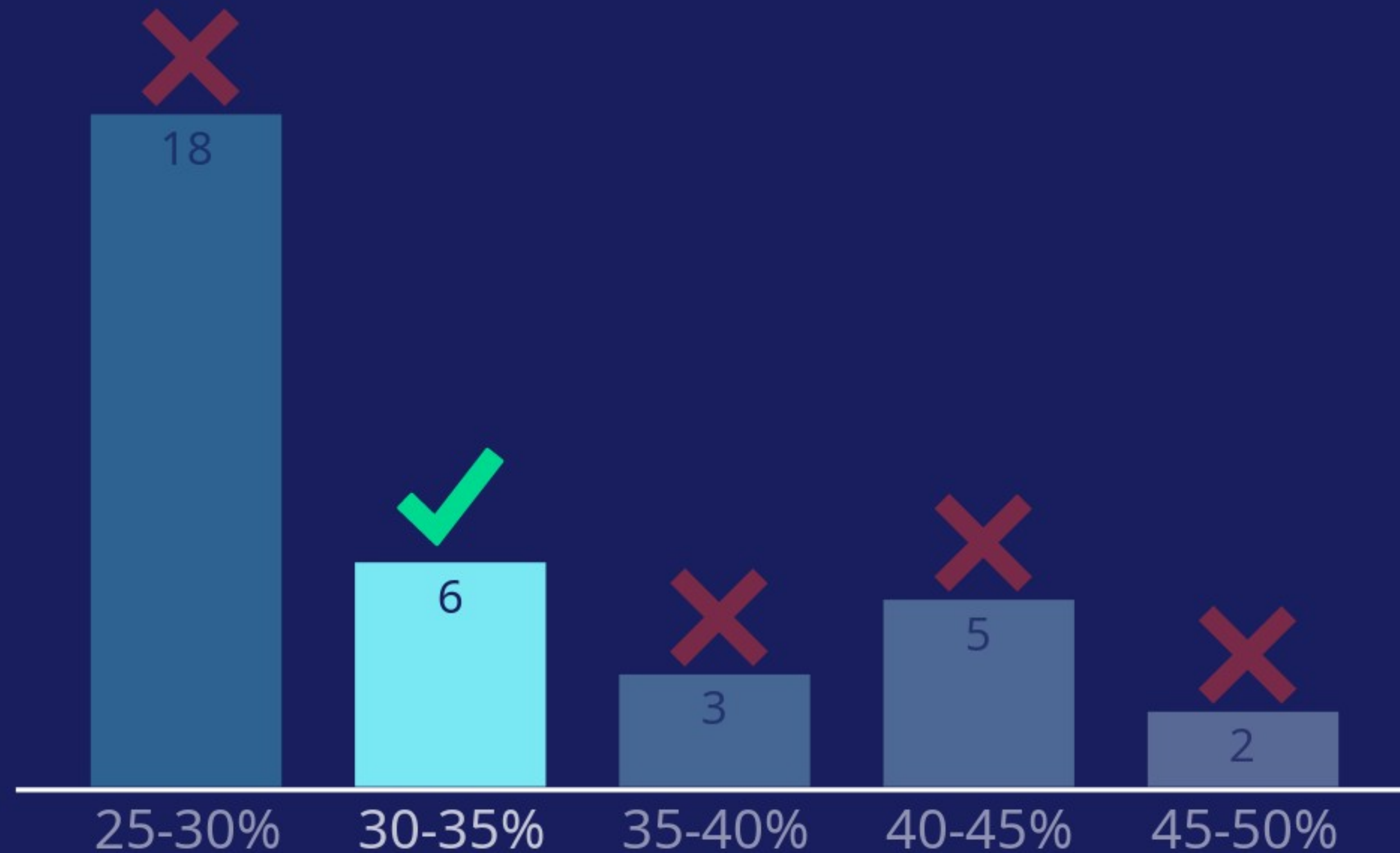


CRUX 202408, 75TH PERCENTILE

# Globally, 24% of tablet and 49% of desktop passed Core Web Vitals

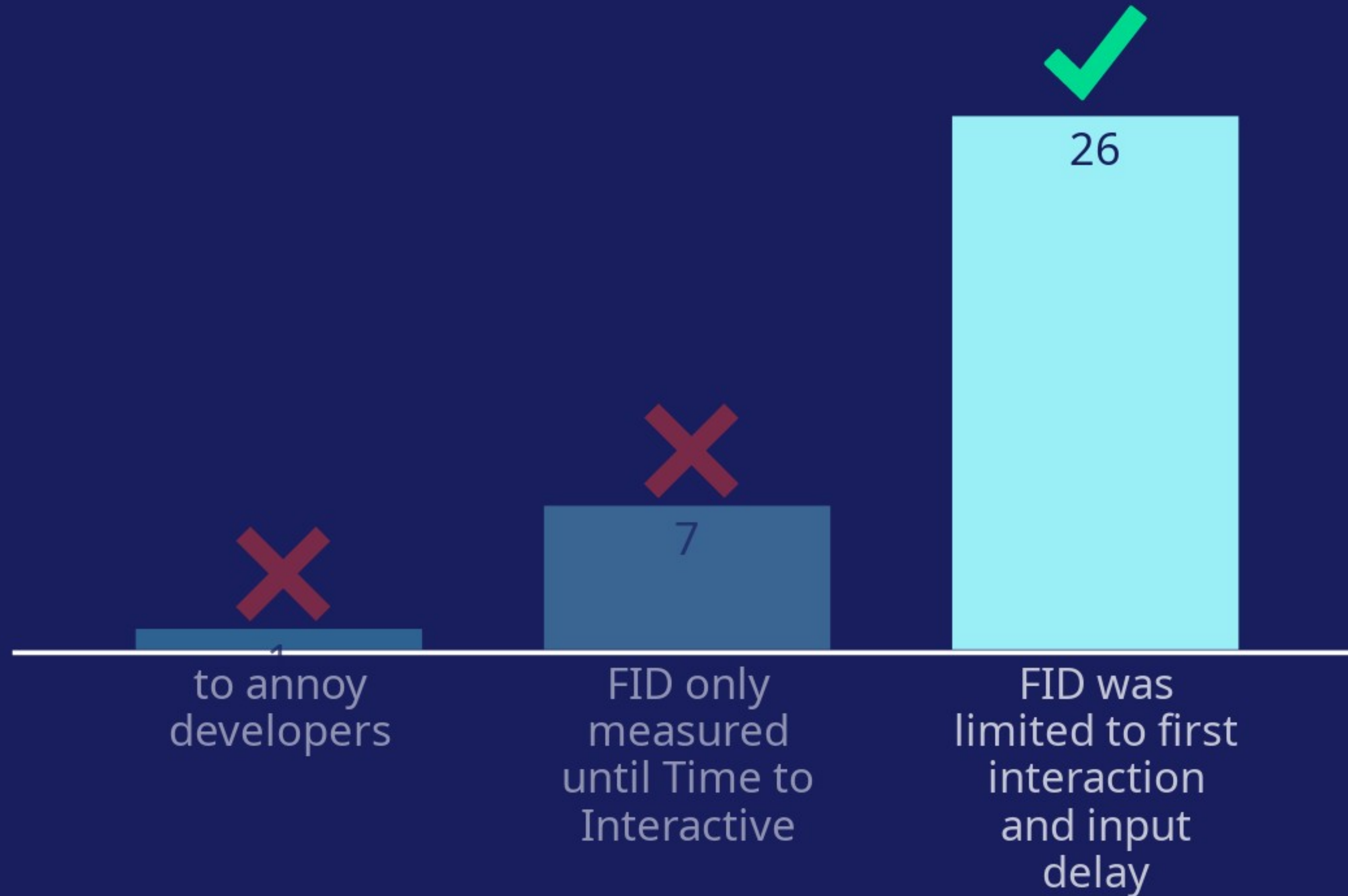
```
SELECT COUNT(origin) FROM chrome-ux-  
report.materialized.device_summary  
WHERE yyymm=202408 AND  
device='tablet' AND p75_lcp<=2500 AND  
p75_inp <= 200 AND p75_cls<=0.1 LIMIT  
1
```

# What percentage was passing CWV on mobile in August 2024





# Why did Google replace FID with INP?



📅 March 12th 2024

FID got replaced by INP as Core Web Vital

📅 September 10th 2024

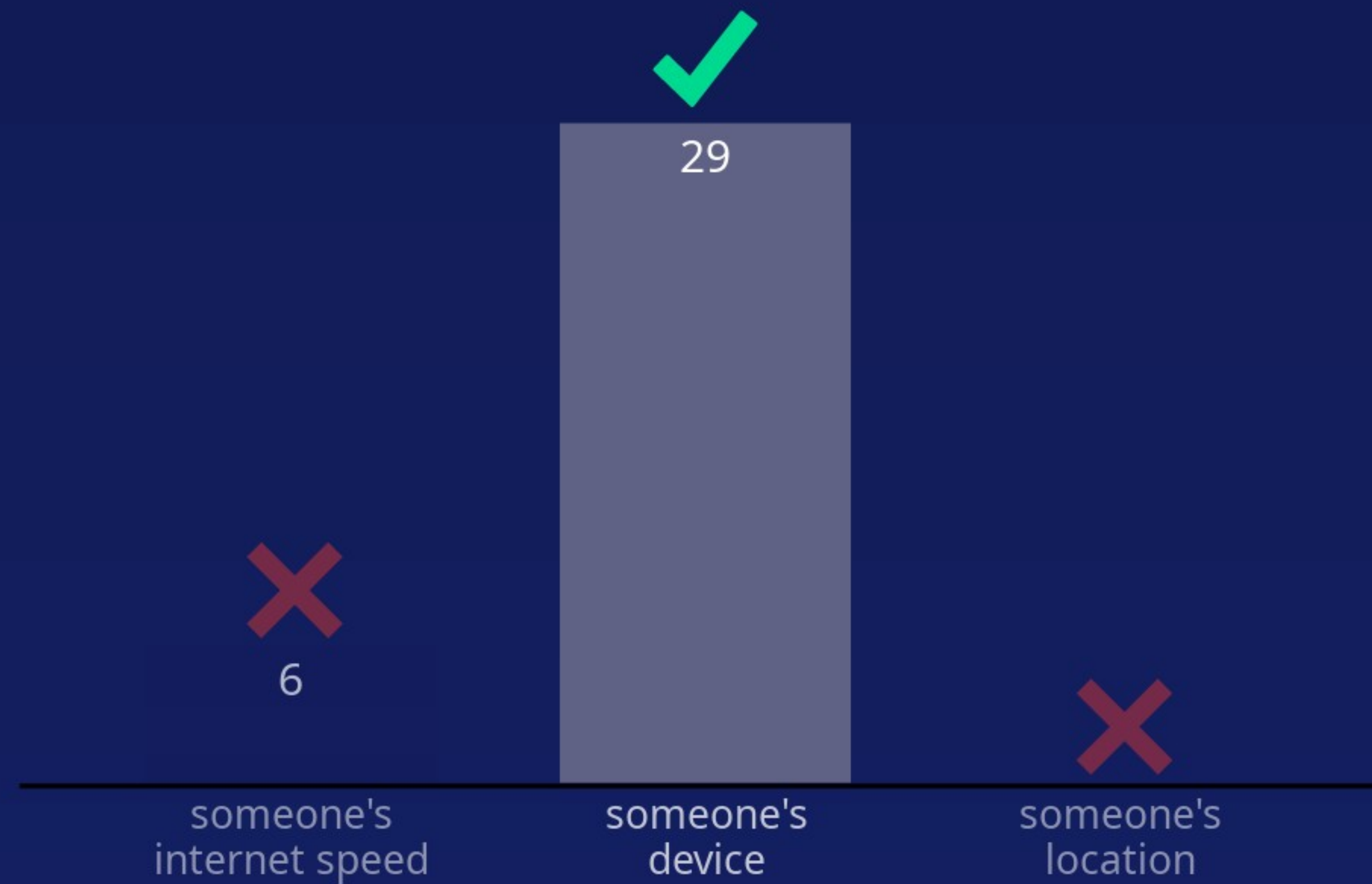
Google fully removed FID from their tools

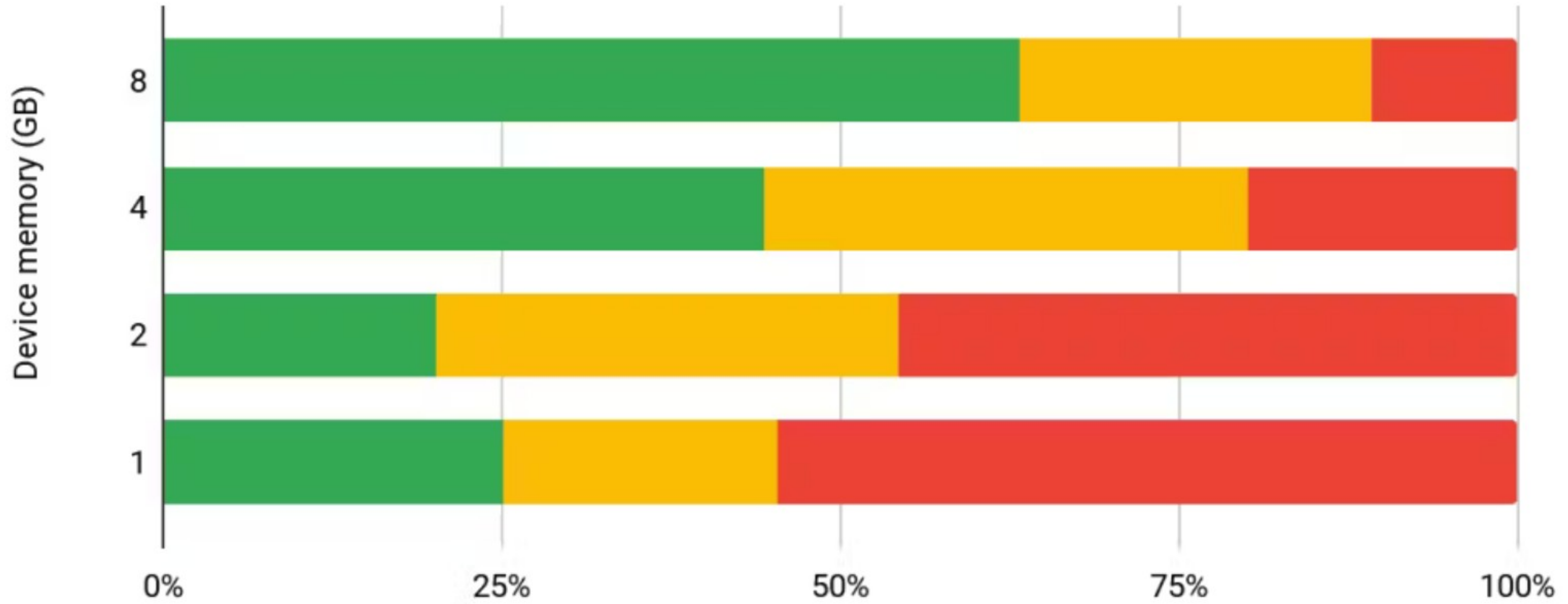




a new metric literally doesn't change a thing though!

# What has the highest correlation with INP?

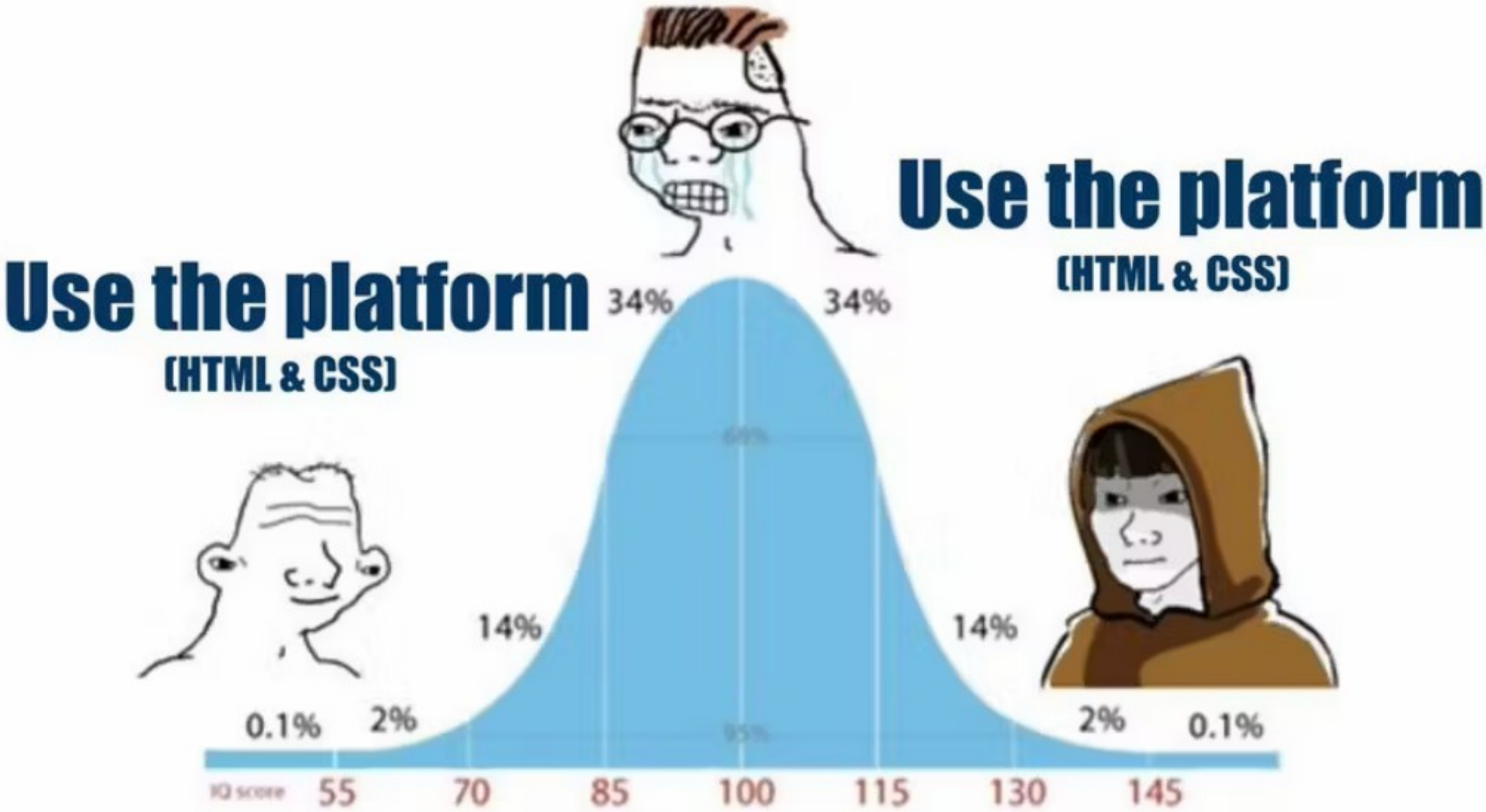




+



# Do everything in JS





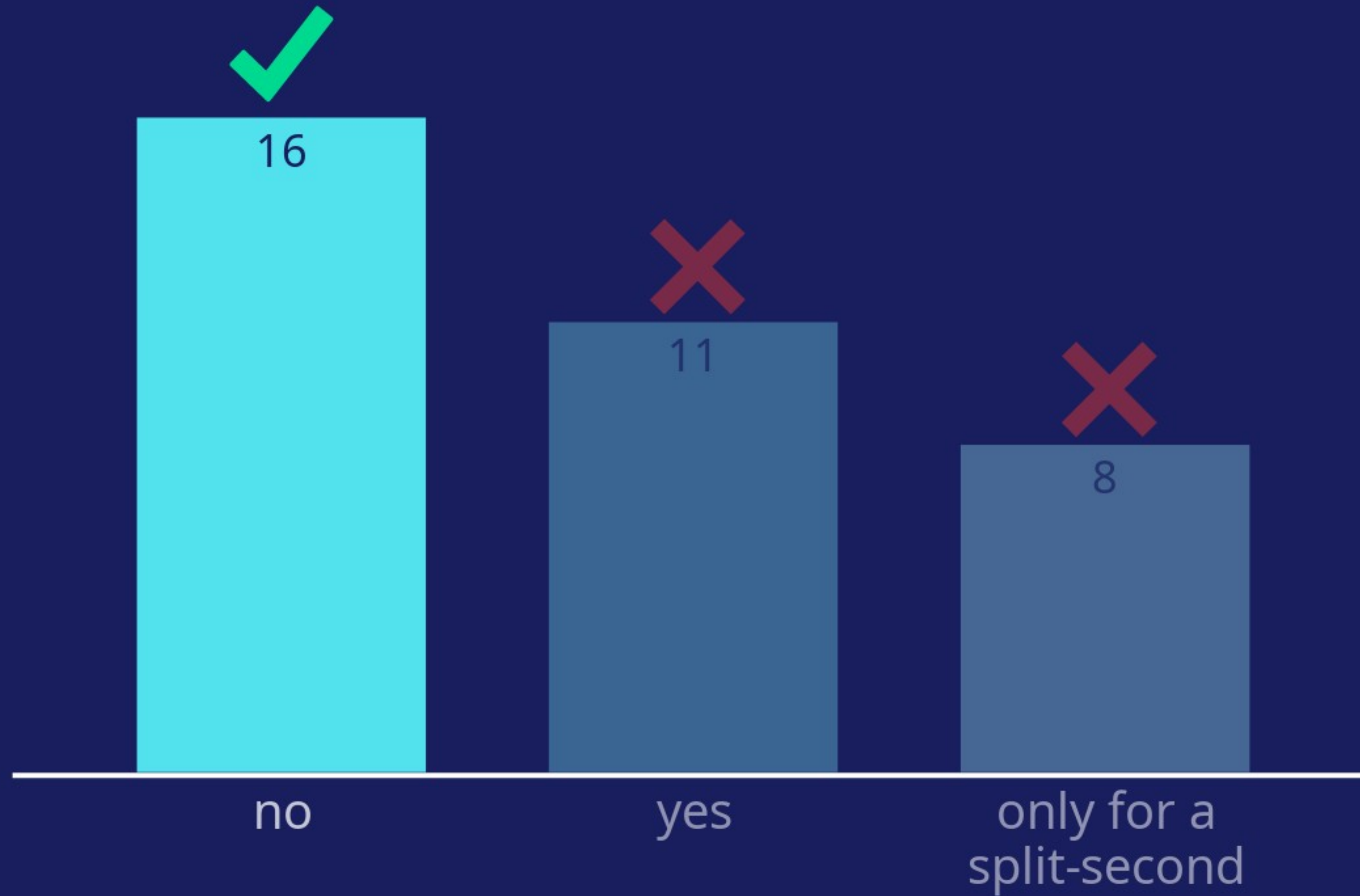
[linkedin.com/groups/121615/](https://www.linkedin.com/groups/121615/)



```
● ● ●  
  
// Create an h1 element with text  
const h1 = document.createElement('h1');  
h1.textContent = 'Hello, World!';  
document.body.appendChild(h1);  
  
// will the <h1> be visible?  
  
// Apply display: none to hide the h1  
h1.style.display = 'none';
```

Appending a `<h1>` to the body

# Will the <h1> be visible?



```
● ● ●  
  
// Create an h1 element with text  
const h1 = document.createElement('h1');  
h1.textContent = 'Hello, World!';  
// Append to body  
document.body.appendChild(h1);  
  
// then apply display: none to hide it  
h1.style.display = 'none';
```

Appending a `<h1>` to the body

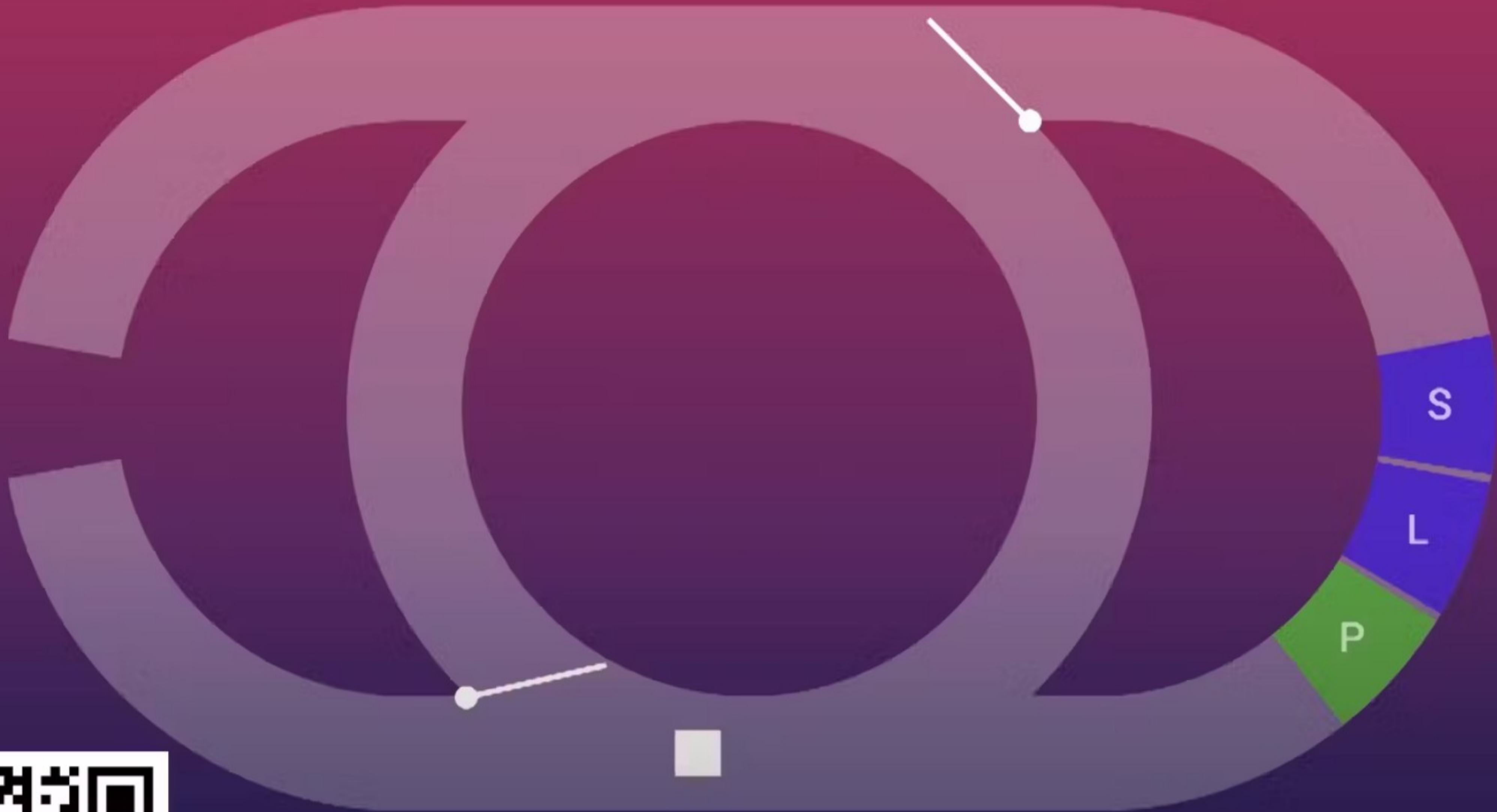


```
// Create an h1 element with text
const h1 = document.createElement('h1');
h1.textContent = 'Hello, World!';
// Apply display: none to hide it
h1.style.display = 'none';

// Then append to body
document.body.appendChild(h1);
```

Appending a `<h1>` to the body

T



The Event Loop by Jake Archibald



# Lazyloads all JavaScript:



Performance



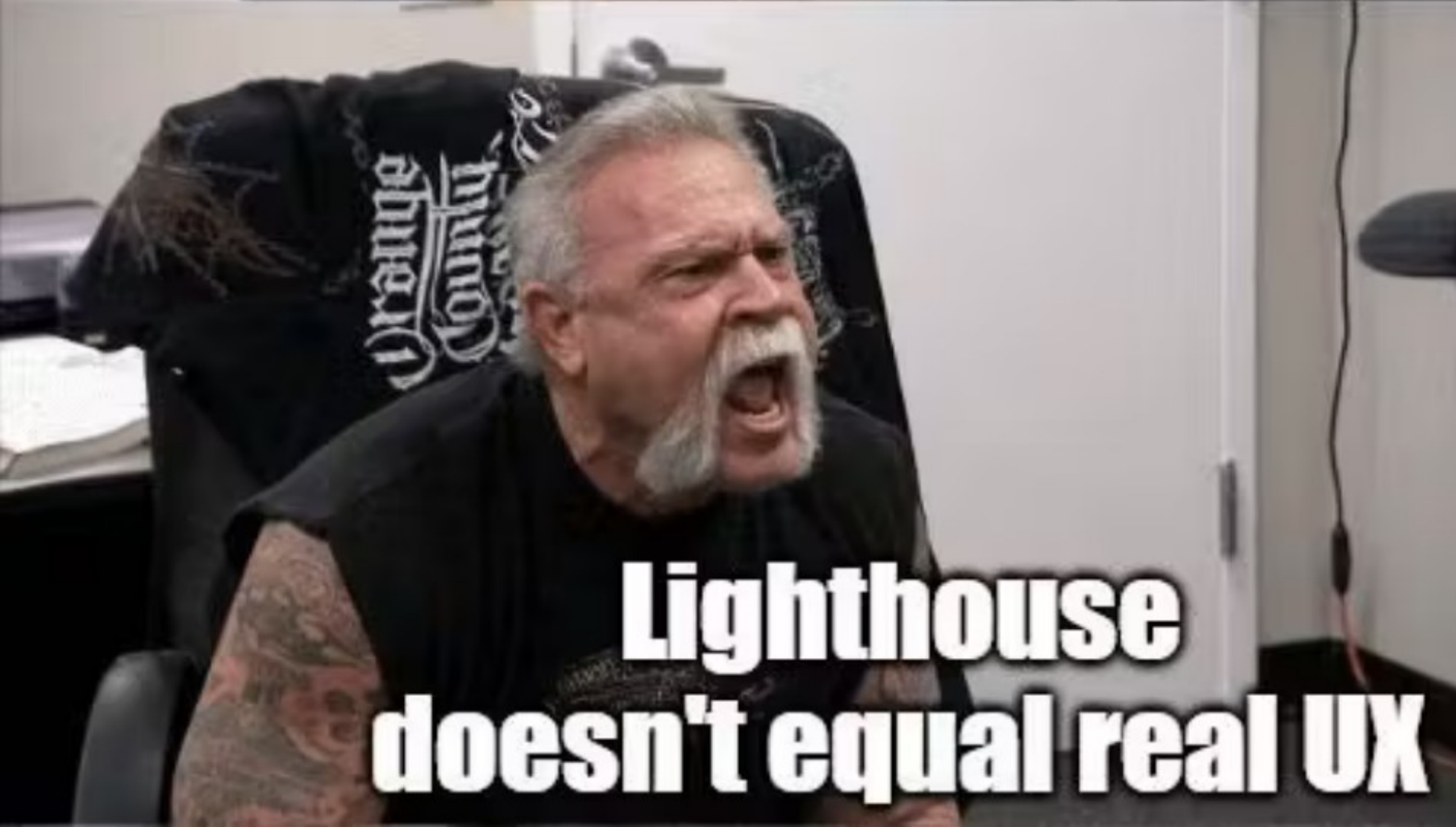
You know, I'm something of a pagespeed specialist myself



**why do we fail  
Core Web Vitals**



**Lighthouse showed  
green when we launched**

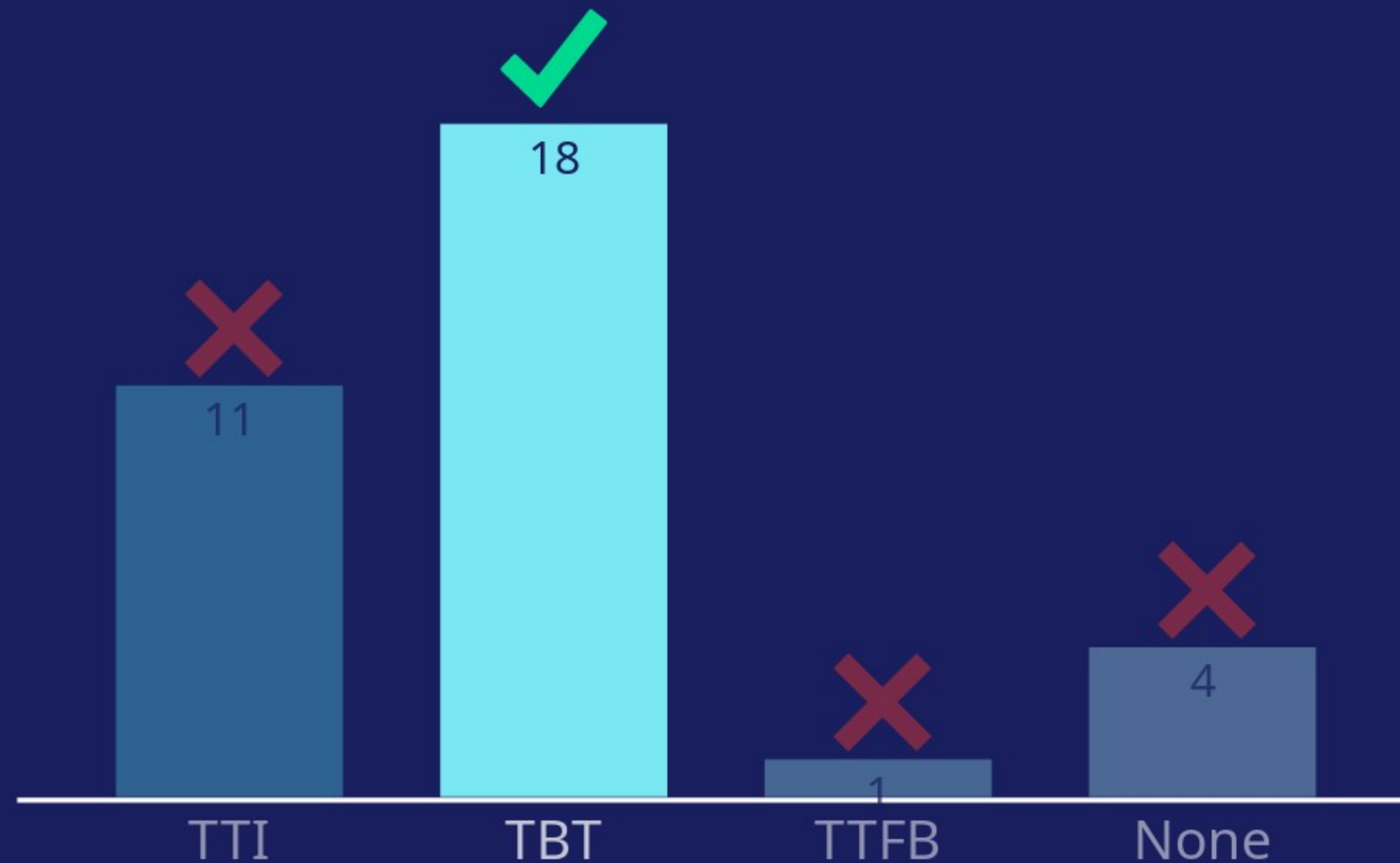


**Lighthouse  
doesn't equal real UX**



**nobody  
told me that**

# Which Lighthouse metric is closest to INP?



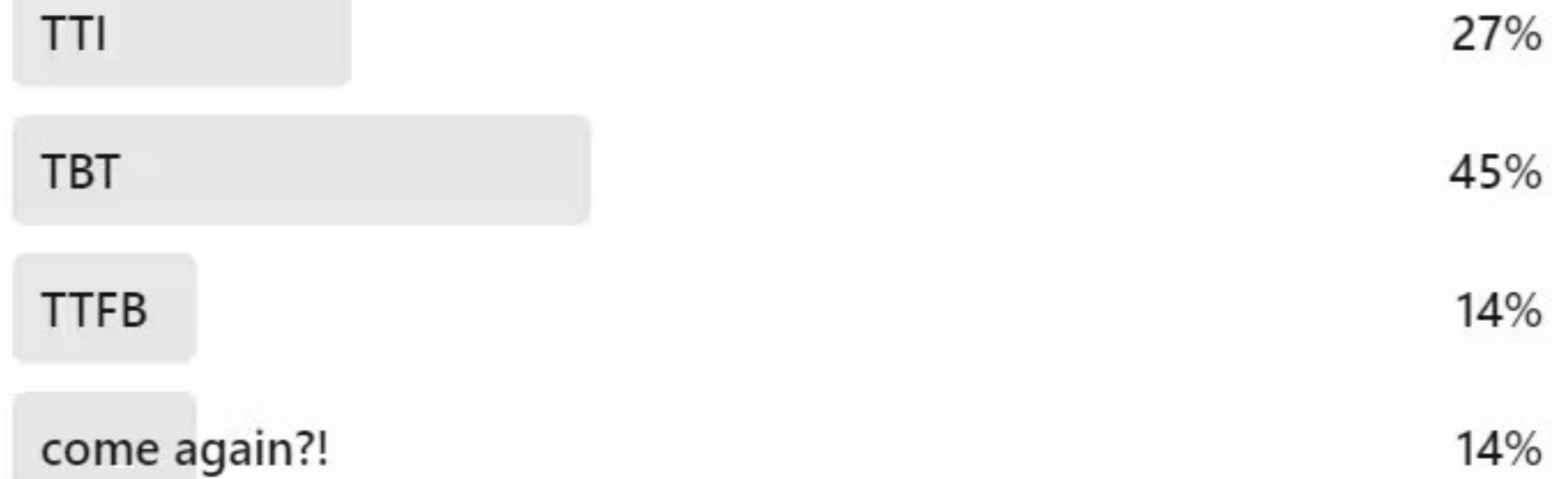


# TBT vs INP

- TBT (Lighthouse)
- INP (Core Web Vitals)
- real users cannot be simulated

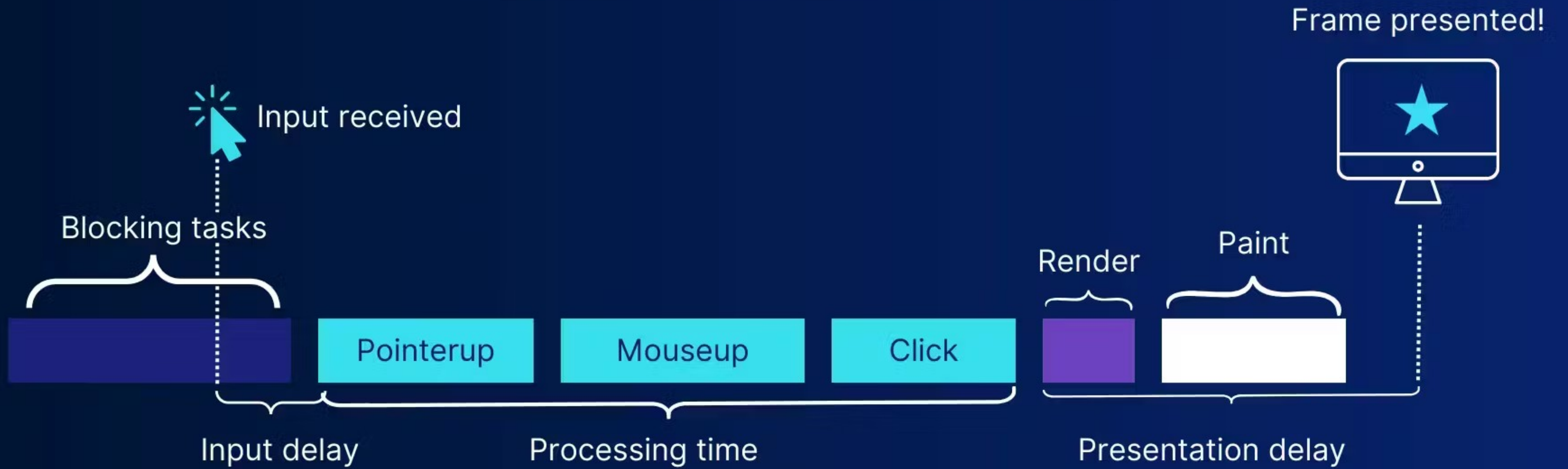
## Which Lighthouse metric is closest to INP?

You can see how people vote. [Learn more](#)

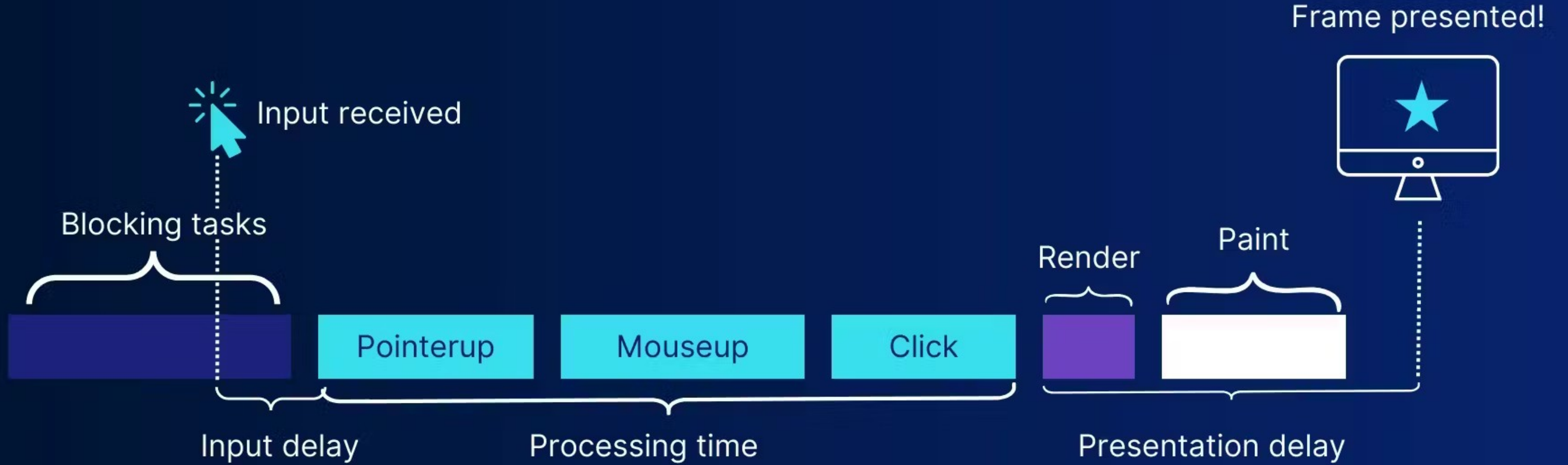


108 votes • 3d left • [Hide results](#)

# The life of an interaction:



# The life of an interaction:



## INP phases breakdown

● 22% input delay

**56 ms**

● 36% processing time

**89 ms**

● 42% presentation delay

**104 ms**

 **Chrome 121**  
→ Whiskers

 **Chrome 123**  
→ LoAF

 **Chrome 129**  
→ new Performance panel  
→ Scheduler.yield

**Local and field metrics**

**Largest Contentful Paint (LCP)**

Local	<b>723 ms</b> <span>1.</span>	Field 75th Percentile	<b>1.50 s</b> <span>2.</span>
-------	-------------------------------	-----------------------	-------------------------------

Your local LCP value of **723 ms** is good, and is similar to your users' experience.

LCP Element `img.pagebuilder-mobile-only`

---

**Cumulative Layout Shift (CLS)**

Local	<b>0.00</b>	Field 75th Percentile	<b>0.07</b>
-------	-------------	-----------------------	-------------

Your local CLS value of **0.00** is good, and is similar to your users' experience.

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**Interaction to Next Paint (INP)**

Local	<b>288 ms</b>	Field 75th Percentile	<b>261 ms</b>
-------	---------------	-----------------------	---------------

Your local INP value of **288 ms** needs improvement, and is similar to your users' experience.

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**Next steps**

**Field data**

Collection period: 5 aug 2024 - 1 sep 2024

URL: `https://www.██████████`

Device: Mobile 3. Configure

---

**Recording settings**

A majority of users are on mobile. Try simulating a mobile device that matches real users. [Learn more about simulating different devices.](#)

Try using **Fast 4G** network throttling to approximate real-user network latencies measured on this page by the Chrome UX Report.

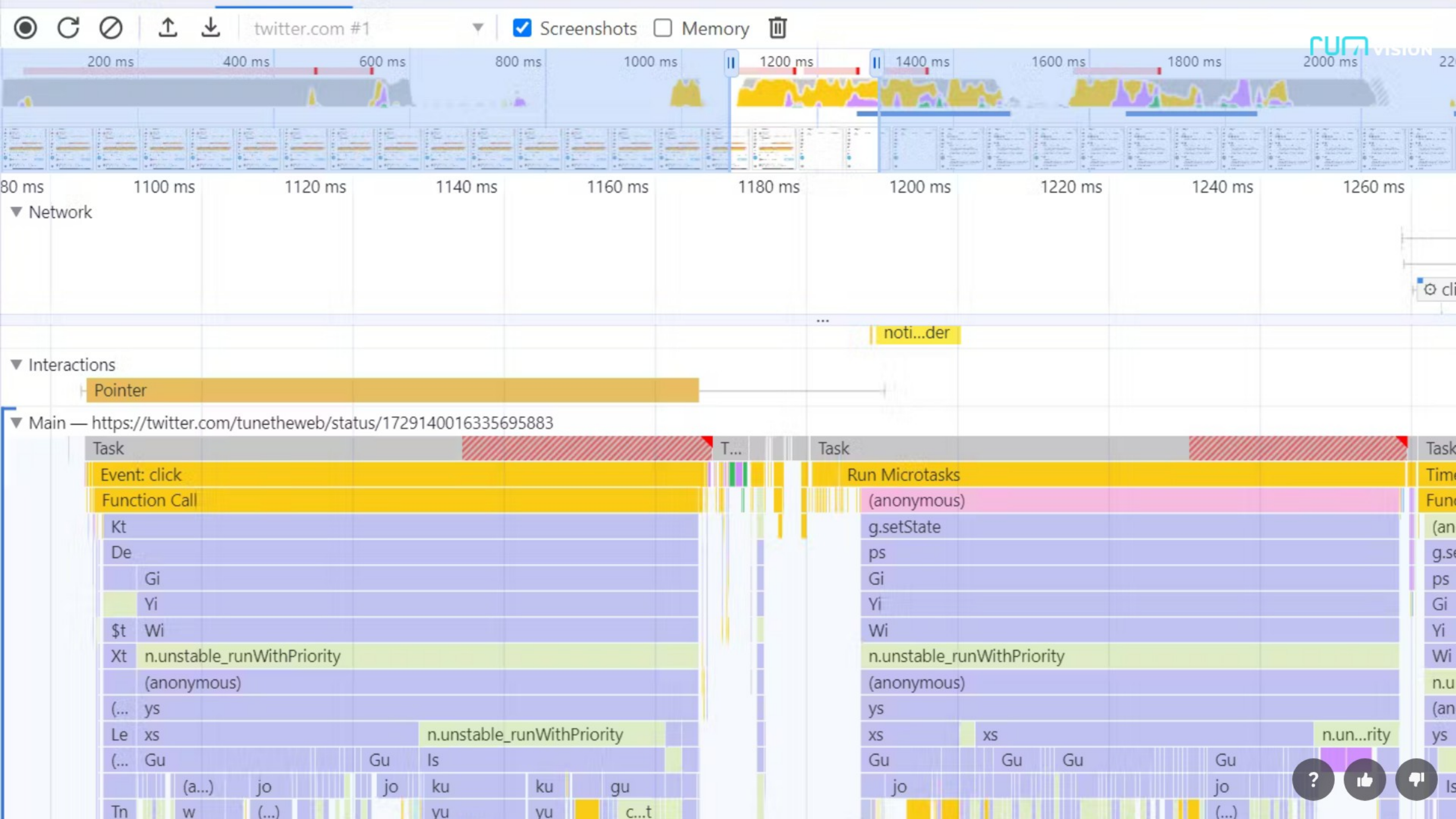
CPU: No throttling 4.

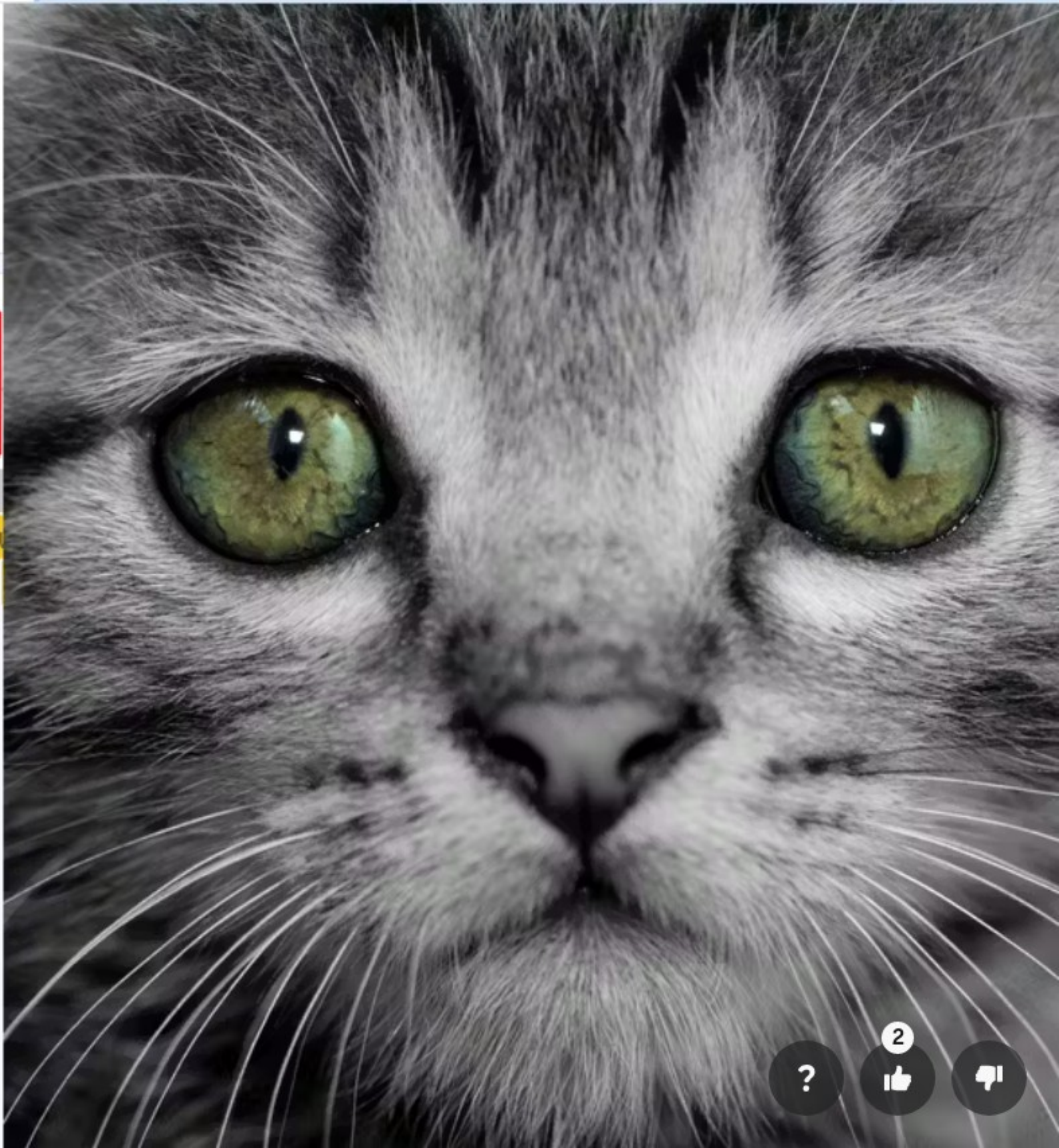
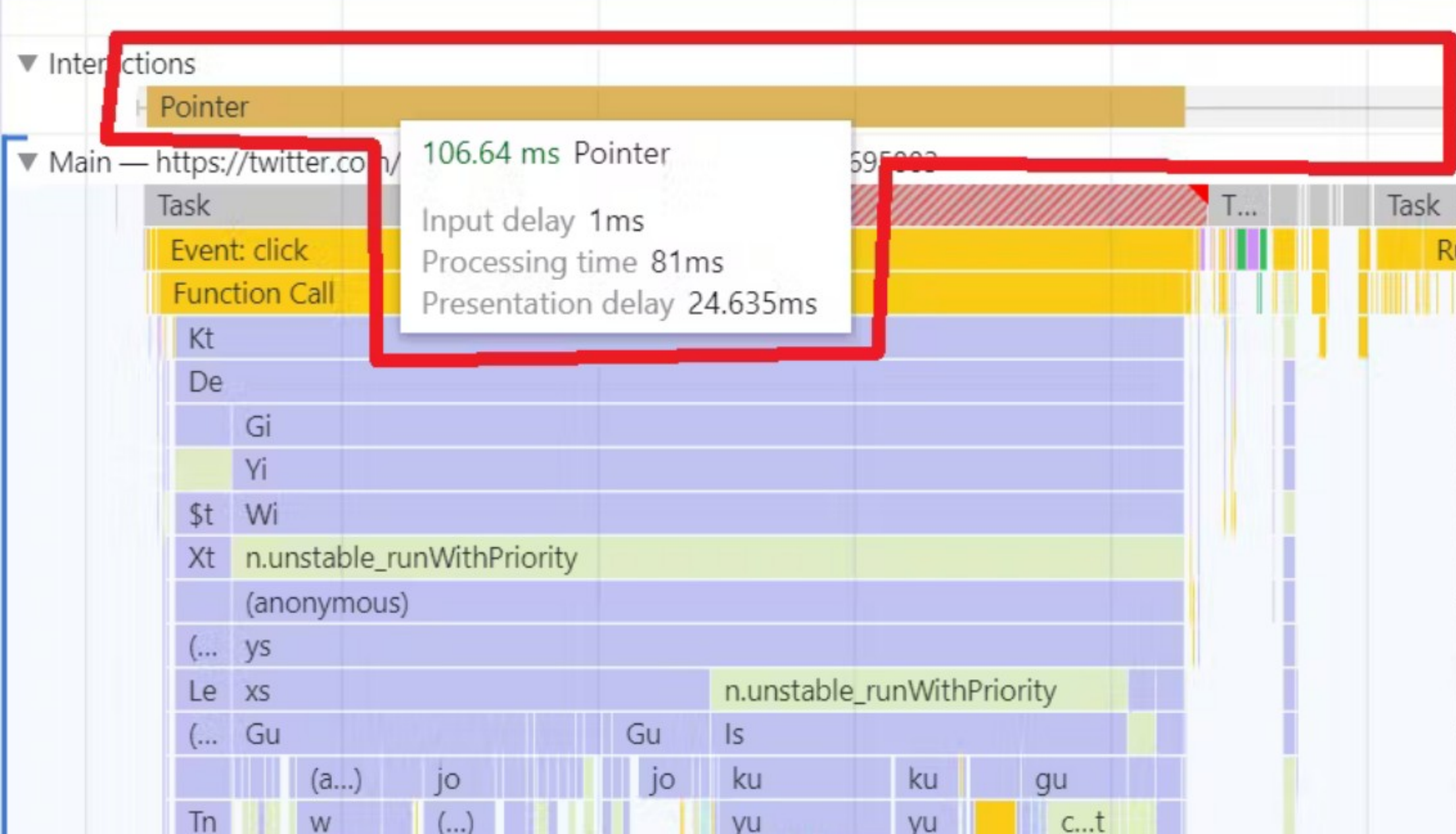
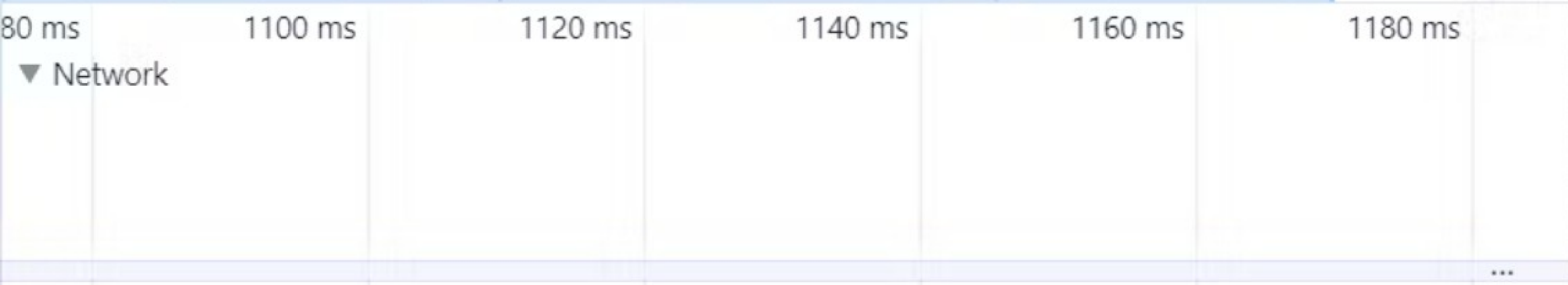
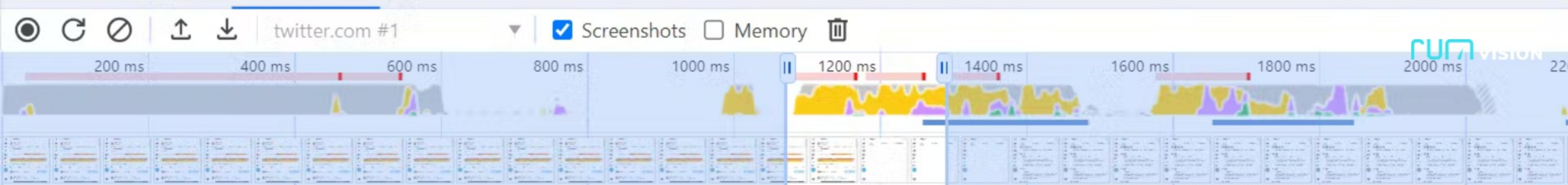
Network: No throttling 4.

Disable network cache

---

Record 5. Ctrl + E





# How to track INP?

- Lighthouse + (new) DevTools Performance panel
- but what applies to you might not apply to me
- So: RUM + LoAF API (and track in all browsers)

INP can be measured both in [the field](#) and in [the lab](#) through a variety of tools.



**Key point:** The best way to measure your website's INP **is by gathering metrics from actual users in the field**. If you're accustomed to relying on lab data for assessing performance, take some time to read [Why lab and field data can be different \(and what to do about it\)](#).

## In the field

Ideally, your journey in optimizing INP will start with field data. At its best, field data from Real User Monitoring (RUM) will give you not only a page's INP value, but also contextual data that highlights what specific interaction was responsible for the INP value itself, whether the interaction occurred during or after page load, the type of interaction (click, keypress, or tap), and other valuable information.




# You can't improve **what you don't measure**


#Google

### Consider a Real User Monitoring (RUM) vendor

RUM is a technology that uses JavaScript on the web to get field data, which provides valuable insight into real user experiences. Using one can save you time, and provide rich and detailed visualizations of aggregated real user performance data—including INP!



provide services that  
can do this work for you.



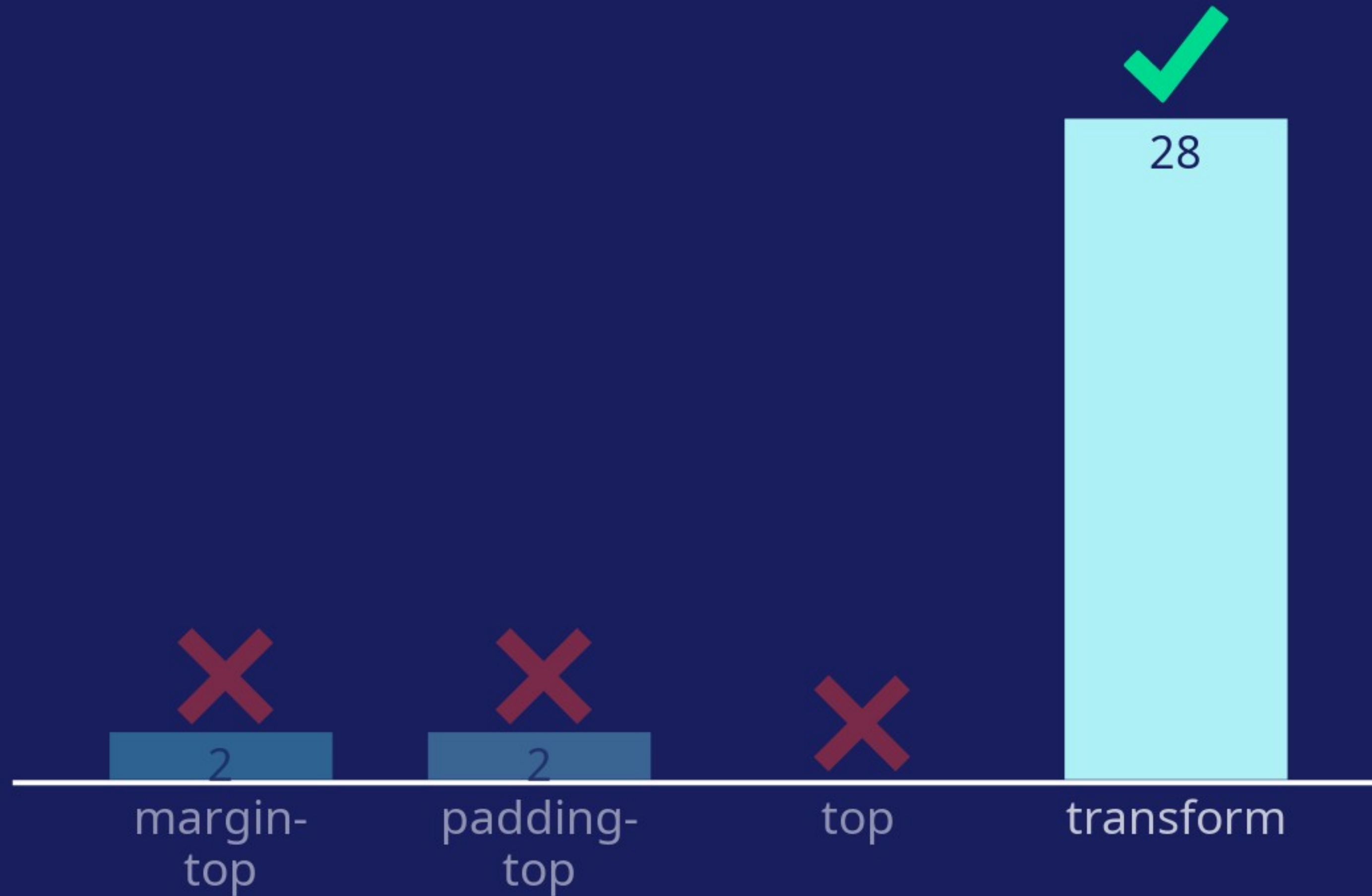
16:22 / 17:30

Chrome for Developers  
750K subscribers



Explainer video INP by Google

# Best CSS property to animate elements?



# Debugging OneTrust

```

2397 yo.prototype.animate = function(s, a) {
2398     var l, c = this;
2399     for (var e in this.el = document.querySelector(this.selector),
2400         s)
2401         l = e,
2402         function() {
2403             var e = parseInt(s[1])
2404                 , t = s[1].split(parseInt(s[1]))[1] ? s[1].split(parseInt(s[1]))[1] : "px"
2405                 , o = "\n                @keyframes slide-" + ("top" === 1 ? "up" : "down") + "-custom {\n
2406                     + ("top" === 1 ? c.el.getBoundingClientRect().top : window.innerHeight) + "px !important;\n
2407                     + ("top" === 1 ? c.el.getBoundingClientRect().top : window.innerHeight) + "px !important;\n
2408                     + ("top" === 1 ? c.el.getBoundingClientRect().top : window.innerHeight) + "px !important;\n
2409                 , n = document.head.querySelector("#onetrust-style");
2410                 console.log('onetrust-style', o.replaceAll('                ', ''));
2411                 if (n ? n.innerHTML += o : ((i = document.createElement("style")).id = "onetrust-legacy-style",
2412                     i.type = "text/css",
2413                     i.innerHTML = o,
2414                     document.head.appendChild(i)),

```

```

onetrust-style
@keyframes slide-down-custom {
  0% {
    bottom: 953px !important;
  }
  100% {
    bottom: 0px;
  }
}

```

VM3706 otBannerSdk.js

OneTrust being bad for performance



APRIL 14, 1994

Tobacco company CEOs declare - under oath - that nicotine is not addictive



Debugging this is why we **love** LoAF

**L**ong **A**nimation **F**rames

Longtask came  short, so we needed  
to reframe them

– Noam Rosenthal (chrome web platform engineer) & Karlijn Löwik



```
const observer = new PerformanceObserver((list) => {  
  console.log(list.getEntries());  
});  
  
observer.observe({ type: 'long-animation-frame', buffered: true });
```

Observe LoAFs (see buffered flag)

```
// A LoAF entry:  
{  
  "blockingDuration": 0,  
  "duration": 60,  
  "entryType": "long-animation-frame",  
  "firstUIEventTimestamp": 11801.0999999999627,  
  "name": "long-animation-frame",  
  "renderStart": 11858.8000000000745,  
  "scripts": [{..},{..}],  
  "startTime": 11802.4000000000373,  
  "styleAndLayoutStart": 11858.8000000000745  
}
```

A LoAF entry

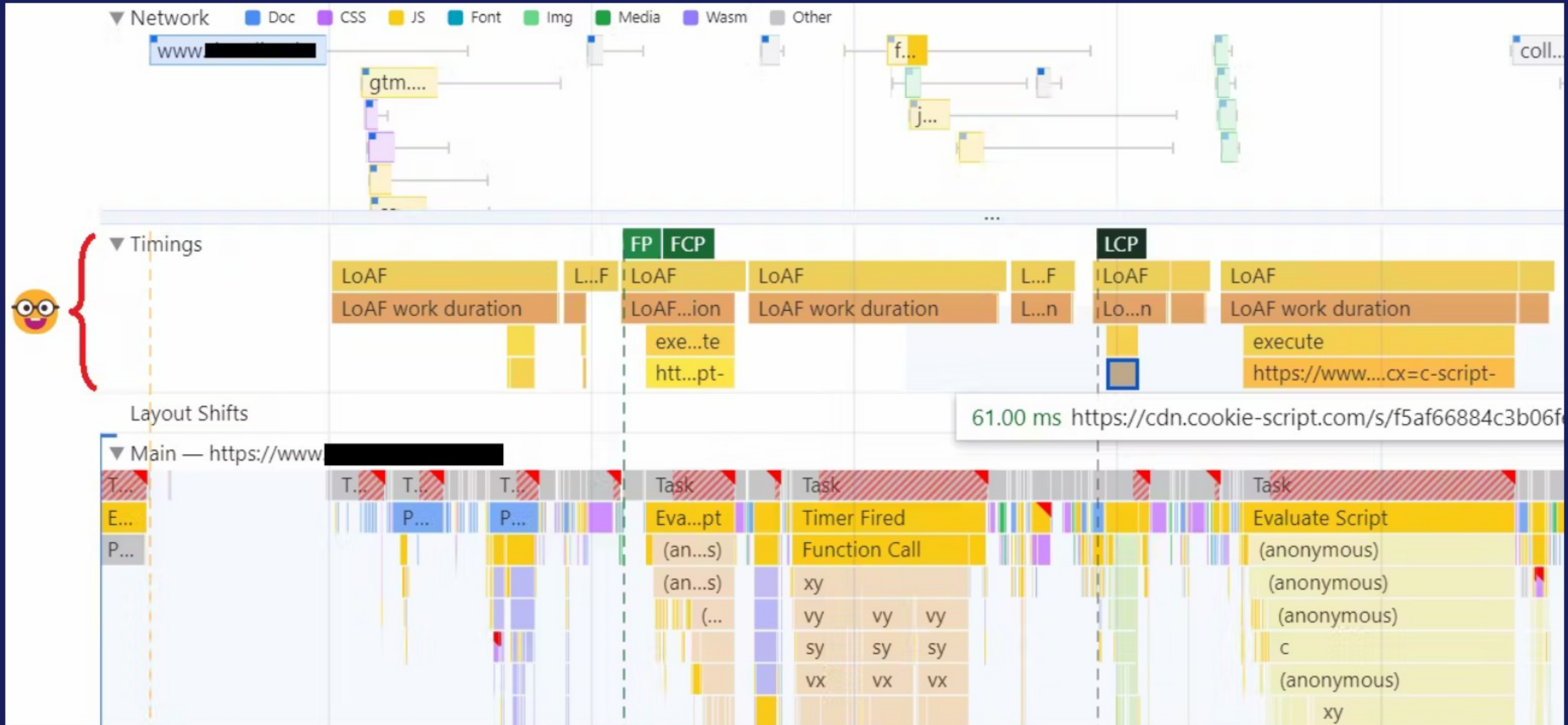


```
{
  ..
  "scripts": [
    {
      ..
      "duration": 45,
      "invoker": "DOMWindow.onclick",
      "invokerType": "event-listener",
      "sourceURL": "https://web.dev/js/index-ffde4443.js",
      "sourceFunctionName": "myClickHandler",
      "sourceCharPosition": 17796,
      ..
    }
  ],
  ..
}
```

Array of script-entries that contributed to a long animation frame

low impact 246 hostname(s)	moderate impact 47 hostname(s)	critical impact 10 hostname(s)
static.klaviyo.com 86 ms	www.googletagmanager.com 322 ms	script.hotjar.com 1212 ms
code.jquery.com 168 ms	js.intercomcdn.com 453 ms	www.dwin1.com 686 ms
browser.sentry-cdn.com 96 ms	squeezely.tech 219 ms	cdn.consentmanager.net 909 ms
connect.facebook.net 142 ms	pagead2.googleadsyndication.com 239 ms	fw.adsafeprotected.com 546 ms
analytics.tiktok.com 170 ms	securepubads.g.doubleclick.net 318 ms	c.gumgum.com 577 ms
dev.visualwebsiteoptimizer.com 28 ms	dynamic.sooqr.com 226 ms	static.trackedweb.net 718 ms
embed.tawk.to 93 ms	static.widget.trengo.eu 406 ms	www.clickcease.com 740 ms
www.clarity.ms 96 ms	static.zdassets.com 350 ms	trc.taboola.com 653 ms
consent.cookiebot.com 180 ms	ajax.cloudflare.com 200 ms	d38xvr37kwwhcm.cloudfront.net 753 ms
cdn-4.convertexperiments.com 94 ms	cdn.cookieelaw.org 253 ms	www.googleadservices.com 526 ms
dynamic.criteo.com 93 ms	cdn-cookieeyes.com 298 ms	
widgets.trustedshops.com 135 ms	cdn.cookie-script.com 248 ms	

## Exact third party impact by RUMvision



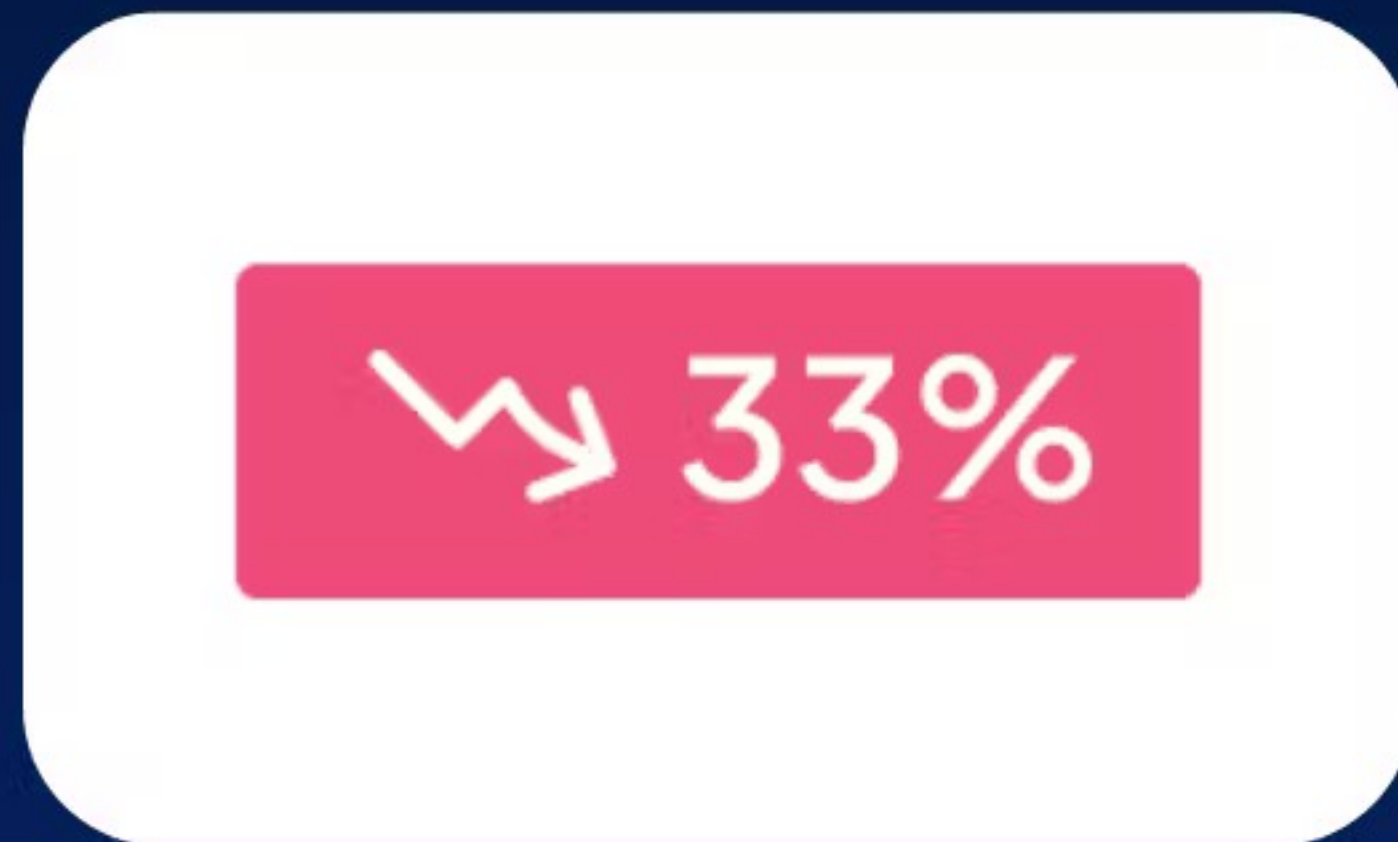
Add LoAFs to your *Timings* section

# How to improve INP?

- bfcache
- Use less JS
- Scheduler.yield
- Prevent layout trashing
- Use content-visibility
- Regularly review unused third parties

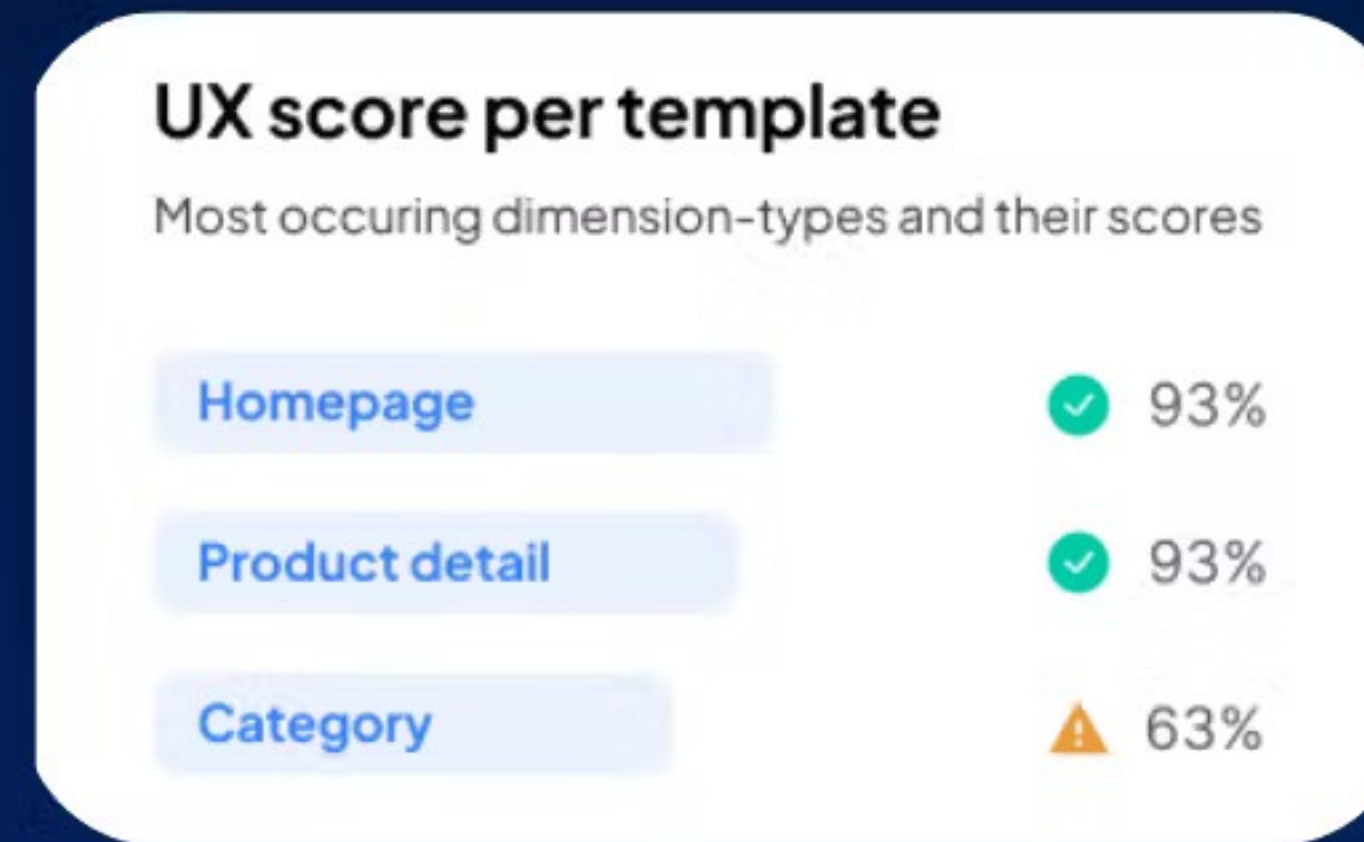
# Real time **control** of SUX is within your reach

3 reasons why you need RUM in eCommerce or when you do a lot of changes in your code:



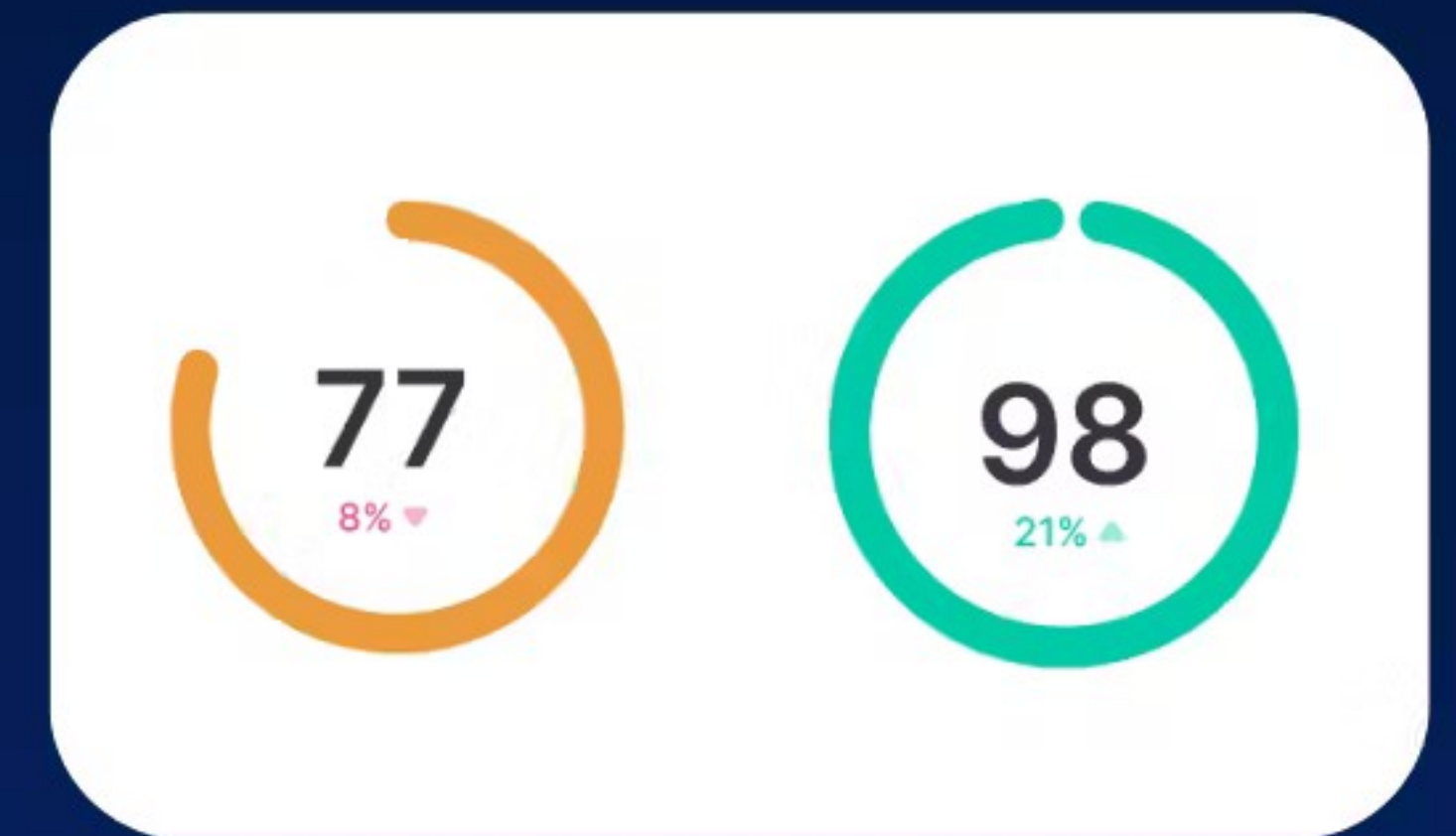
## 1. Validation

Sites are always changing. Make sure you check trends after a release.



## 2. Optimization

Visualizing issues easily saves developer time for fixing them. Everyone wins.



## 3. Assurance

Never let new **to you** 3rd parties or codechanges *regress* SUX and CWV, and **thus your bottom line**.

# Leaderboard



Questions? Ask them now! If time allows..

0 questions  
0 upvotes



# Remember, **SUX** sells!

Just a 0.1-second boost in site speed can increase conversions by 8.4% and grow basket size by 9.2%.

Do not let lack of the right insights **cost you money. Focus on real people!**

**Thanks for your time, any questions, we're around all day, and sponsoring the afterparty!**



*Book your **free demo** now!*

