

# expo IQA 25

MADRID  
May 20th,  
21st & 22nd  
2025



[expoqqa.eu](http://expoqqa.eu)

# Performance is Happiness!!!!!!!

VOL II



THE ONLY FLASH IS HELD  
PLESS IN A BLOCK OF  
AND ICE, THE OTHER  
FLASH IS YANKED UPWA  
THE AIR ...

TURN ON ONE ANOTHER.

THE TWO FLASHES  
HT IT OUT FOR THE  
OF CAPTURING  
KE MY GETAWAY...  
AND CAPTURE  
IF THERE  
E!



# Almudena Vivanco

(@MrsDaehin)

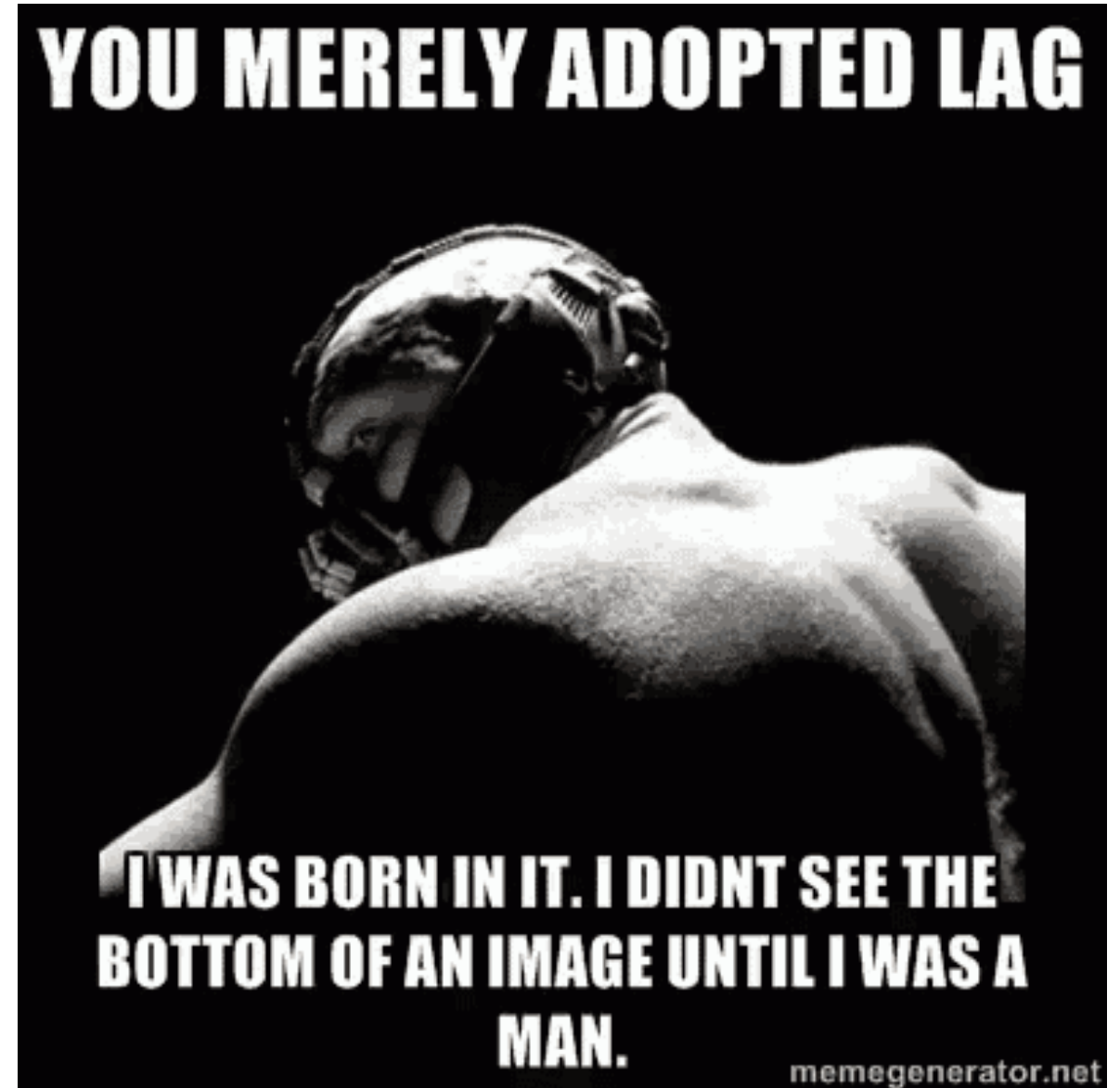
```
import random
import time
import requests
```

```
class Speaker(object):
```

```
    def __init__(self):
        born = "Avilés - Asturias"
        studies = "Applied Maths and Computability"
        jobdescription = "Performance Radiant"
        company = "SCRM Lidl International Hub"
        project = "Omnichannel"
        talks = [Gids, DevopsDays, DevopsCon, WebPerfDays, Velocity]
```

```
    def talk(self):
        start_timer = time.time()
        r = requests.get('http://www.slideshare.net/almudenavivanco')
        r.raw.read()
        latency = time.time() - start_timer
        self.custom_timers['SeleniumConf'] = latency
```

```
if __name__ == '__main__':
    speech = Speaker()
    speech.talk()
    print trans.custom_timers
```



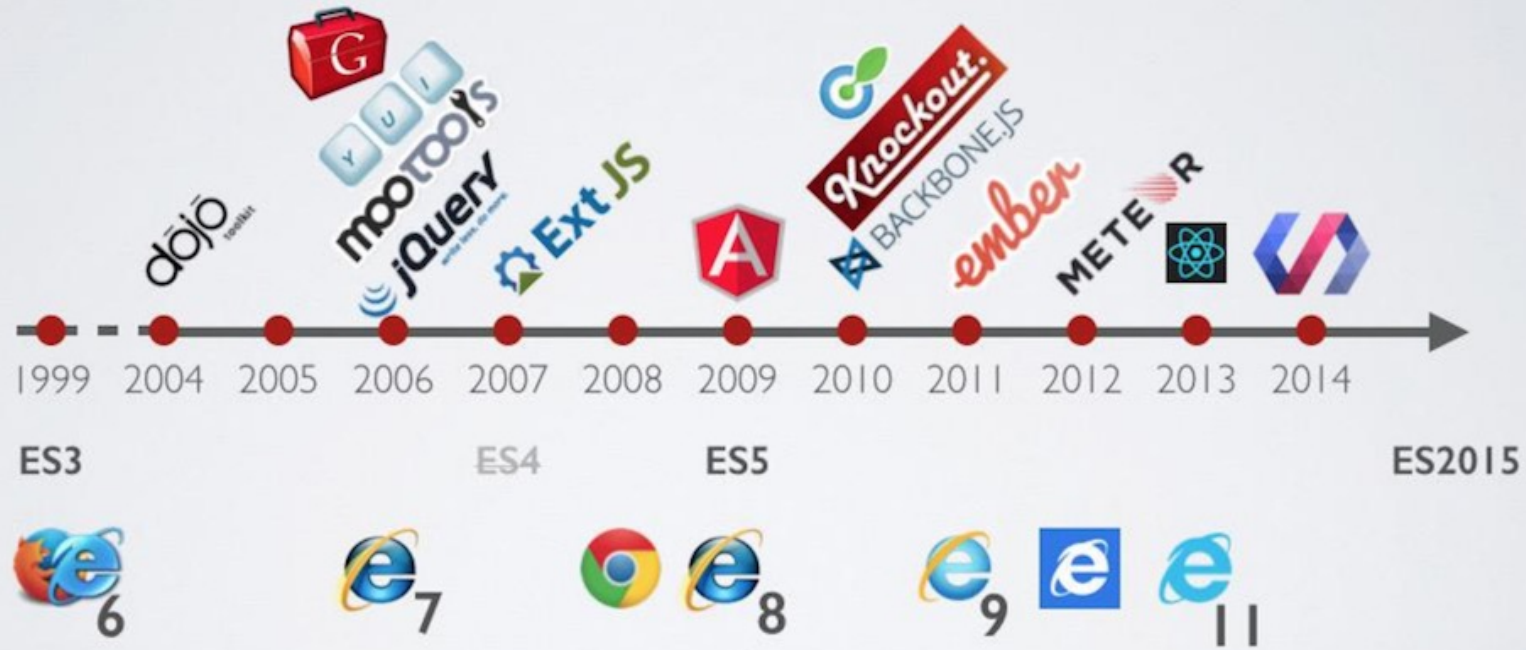
<https://batman.fandom.com/wiki/Category:Doctors>



# THE EVOLUTION OF THE WEB

# JAVASCRIPT WEB UI

## Js Fatigue



 @MichaelLNorth



Static Site Generation

Server Side Rendering

Client Side Rendering

Edge-Side Rendering

Incremental Static

Regeneration



I NEED BACK TO THE TEAM, BU...

RUN TO THE TEAM, BU...

I SEE THREE LINES. WHY--?

BEC THE HIS F W T

WHAT... WAS THAT? DID SHE SAY--?

# FLASHPOINT



# APACHE JMeter™

Copyright (c) 1998-2017 The Apache Software Foundation  
All Rights Reserved.  
Apache JMeter Version 3.3 r1808647



1995

2000

2005

2015

2020

TODAY



ALWAYS  
WONDERED... JUST  
WHICH OF US... WAS  
FASTEST...

# Performance Tester

# The death of the Performance Tester



THE

# Self-Asses your content's page experience

**Core Web Vitals**

**Security**

**Accessibility**

**Responsiveness**

**Usability**





# Goal User Happiness

...and keep in budget



SORRY  
I'M LATE.

Timing

# Scope



# Design for Failure





THERE'S A "NO LITTERING"  
SIGN FARTHER DOWN  
THE WAY.

# No Littering

Efficiency

Effectiveness

Efficacy

# Performance Team



# Observability Revealing Uncertainty





I NEED BACK TO THE TEAM, BUT...

I SEE THREE LINES. WHY--?

BECOME THE HERO

WHAT... WAS THAT? DID SHE SAY--?

# FLASHPOINT

# Performance Metrics

**How fast can it go?**

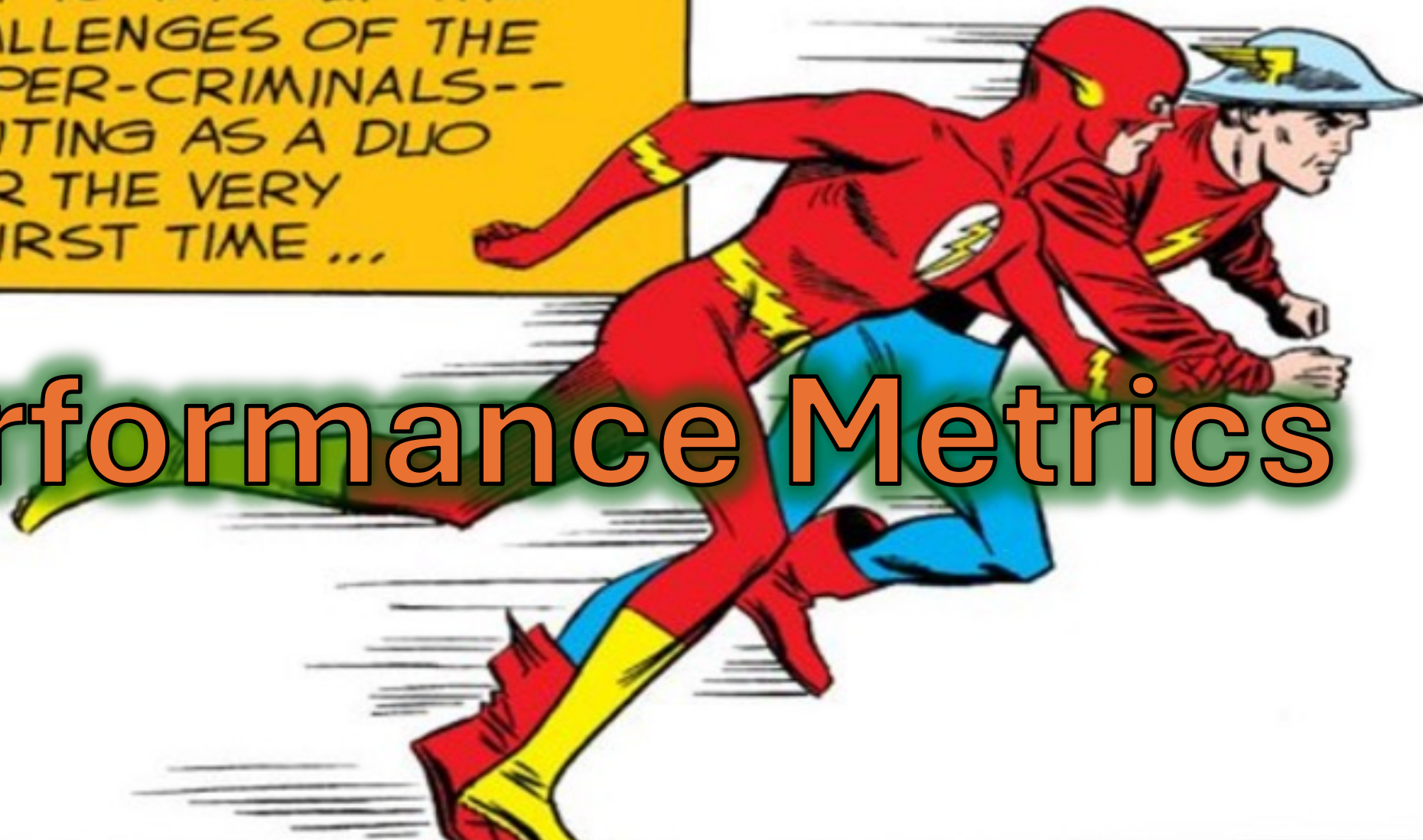
**How far can it go?**

**How long can it keep going for?**





TOGETHER, NEW FLASH  
AND OLD FLASH STREAK  
OUT TO TAKE UP THE  
CHALLENGES OF THE  
SUPER-CRIMINALS--  
UNITING AS A DUO  
FOR THE VERY  
FIRST TIME ...



# Performance Metrics



WALLY WEST FLASH  
Design by Brett Booth

VERSION 1.2

# Core Web Vitals

First Contentful  
Paint (FCP)

Cumulative  
Layout Shift (CLS)

Time To First  
Byte (TTFB)

First Input  
Delay (FID)

Largest  
Contentful Paint  
(LCP)

APDEX

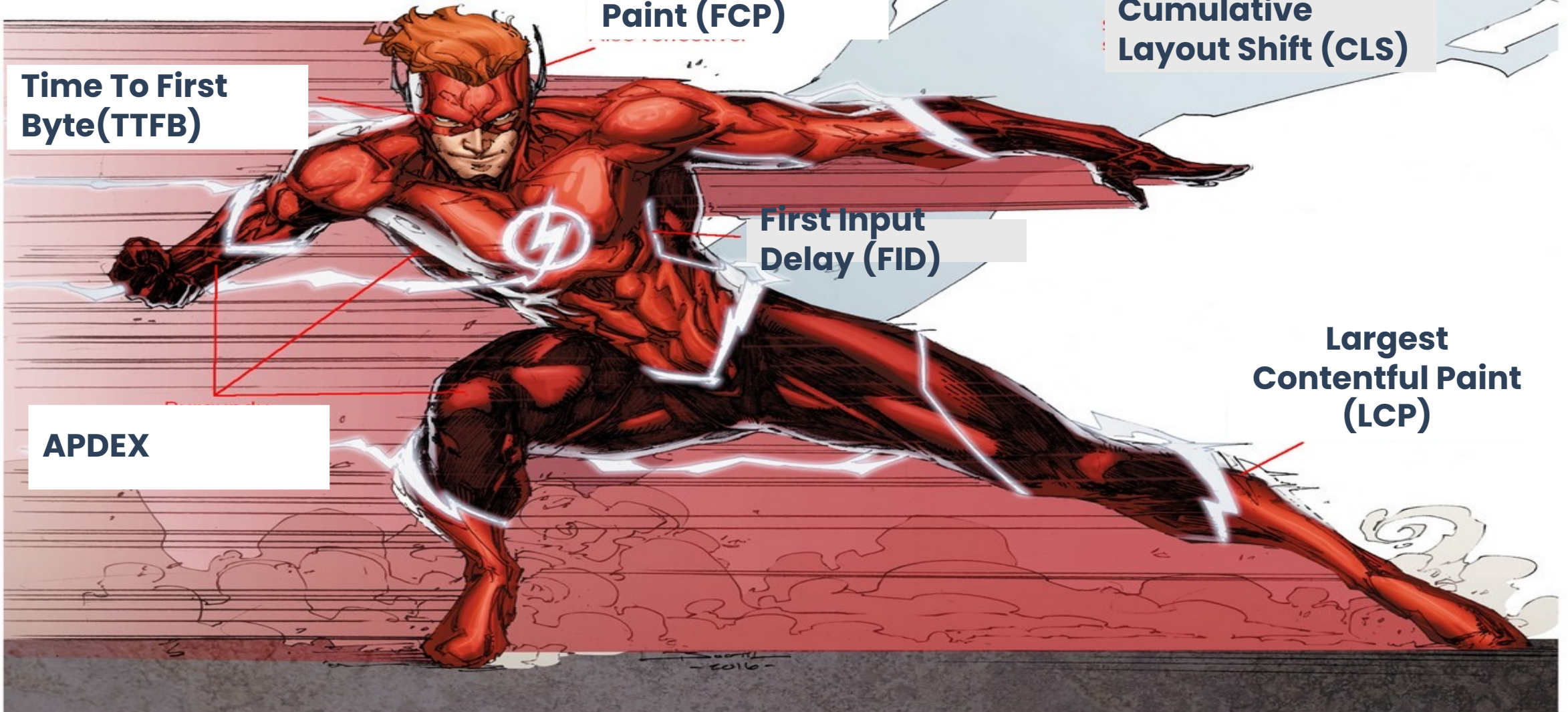


Illustration by Brett Booth & Andrew Dalhouse

*(Loading)*

# LCP

Largest Contentful Paint



*(Interactivity)*

# INP

Interaction to Next Paint



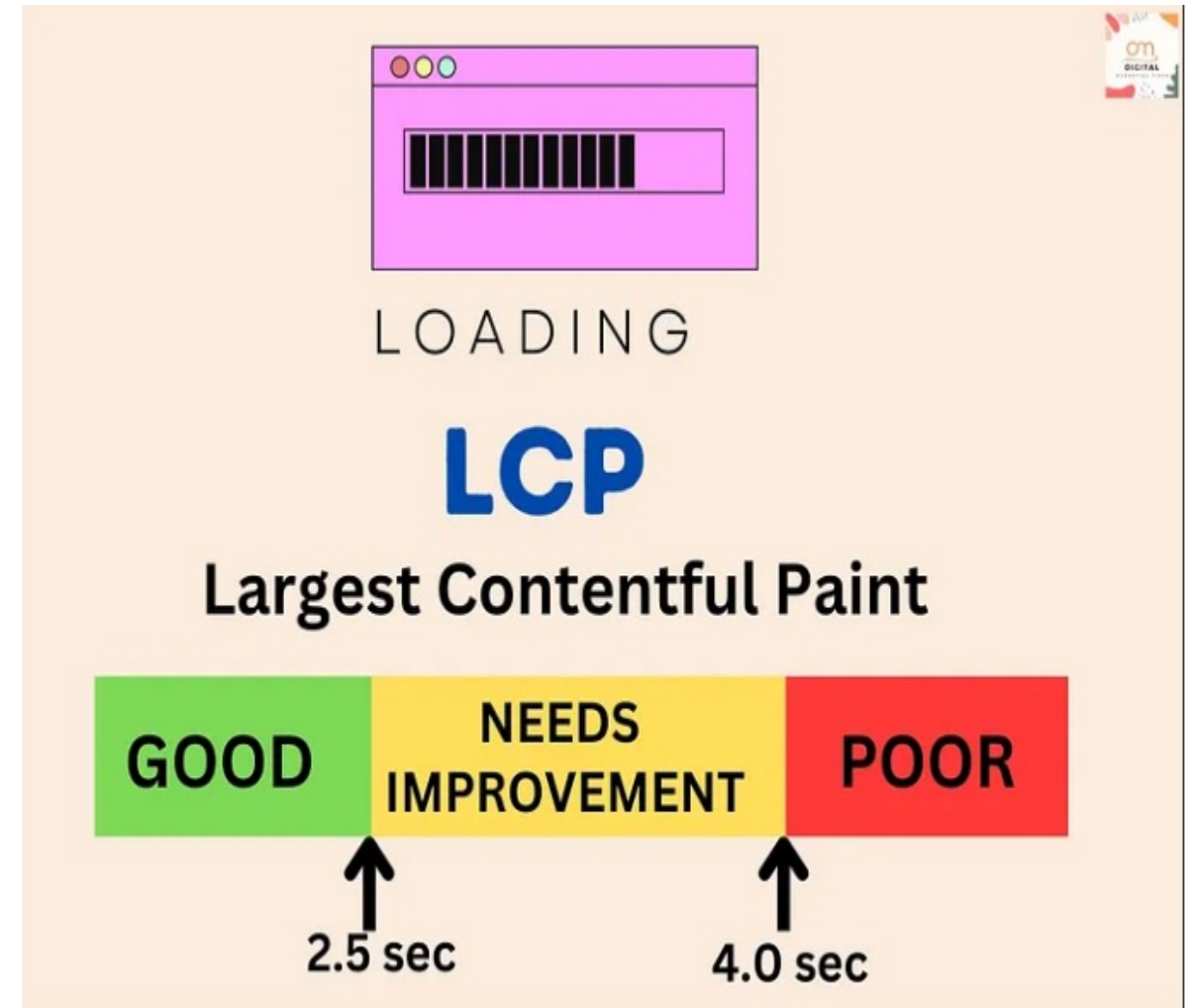
*(Visual Stability)*

# CLS

Cumulative Layout Shift



1. Apply image compression
2. Convert your images to a next-gen format (e.g., WebP)
3. Use link rel=preload to prioritize the loading of LCP elements
4. Minify and compress your code files
5. Implement Critical CSS
6. Eliminate render-blocking resources
7. Upgrade your server infrastructure
8. Use a Content Delivery Network (CDN)
9. Take maximum advantage of caching



1. Optimizing images, ads, and embeds

2. Minimizing the impact of third-party content e.g PartyTown

3. prioritizing visual stability



VISUAL STABILITY

**CLS**

**Cumulative layout shift**



0.1

0.25

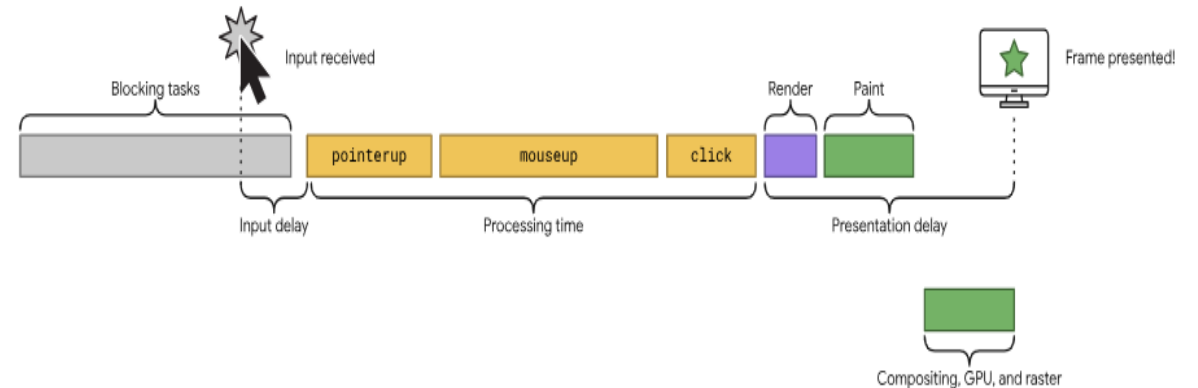
1. Identify and reduce input delay
2. The relationship between script evaluation and long tasks during startup
3. Optimize event callbacks
4. Yield to allow rendering work to occur sooner

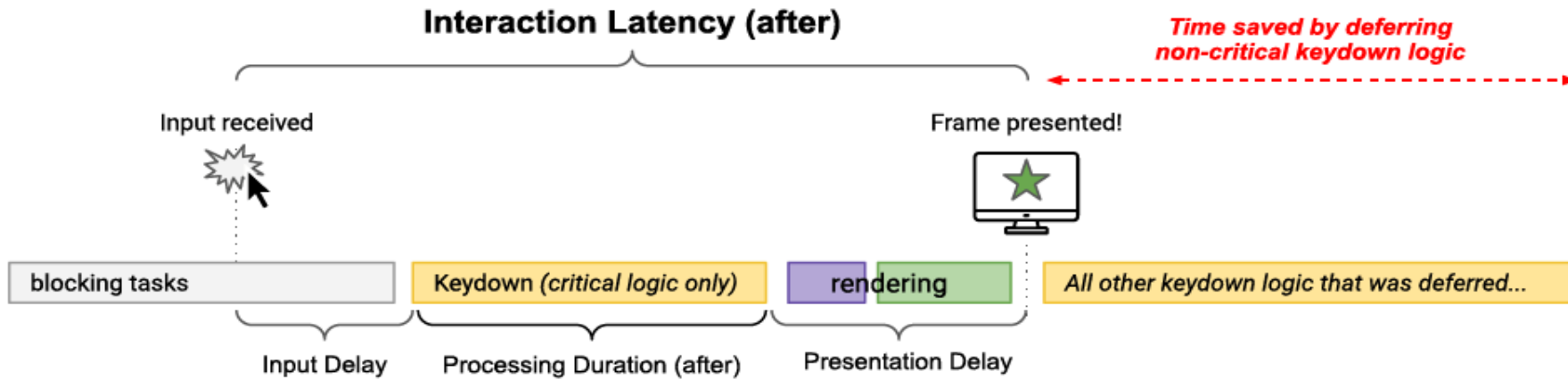
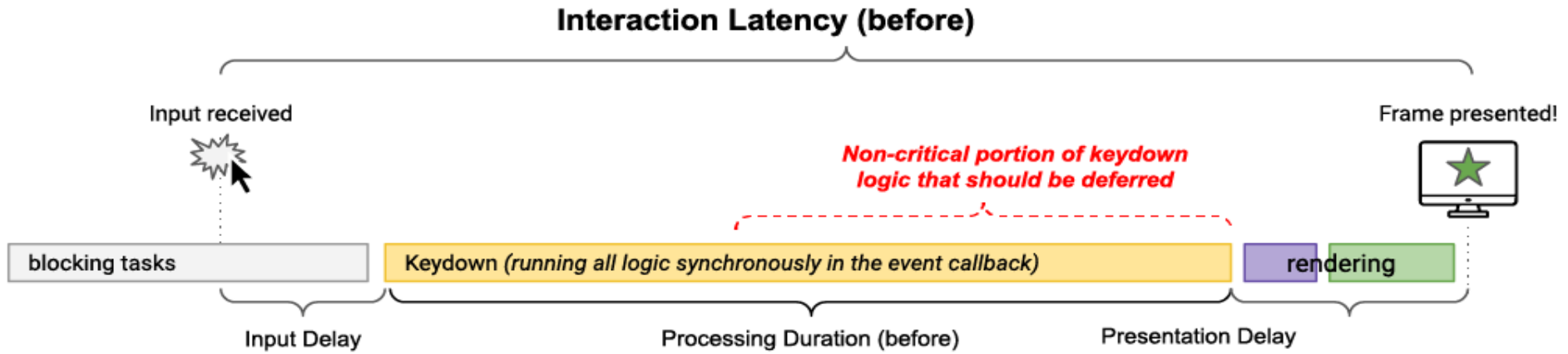
# INP

Interaction to Next Paint



What's in an interaction?



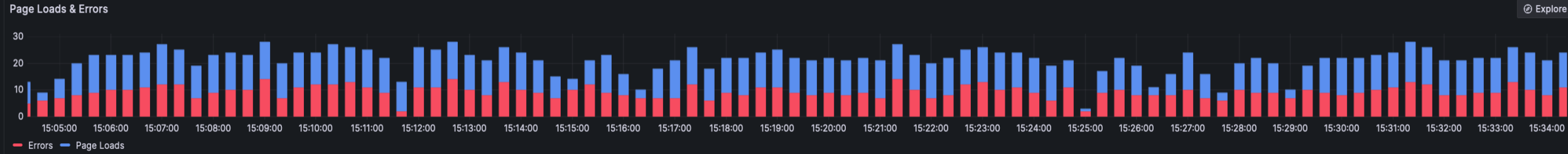


Too Much????

DEMO TIME

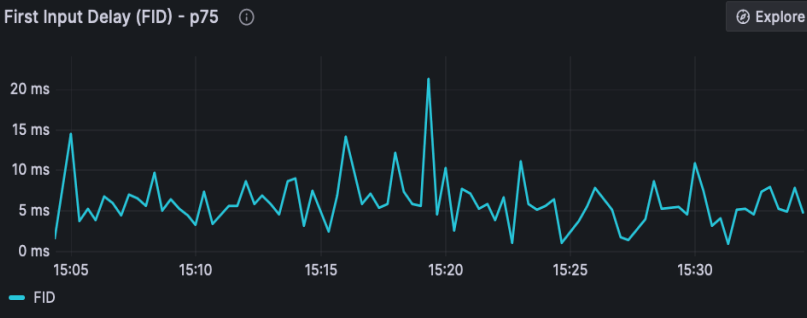
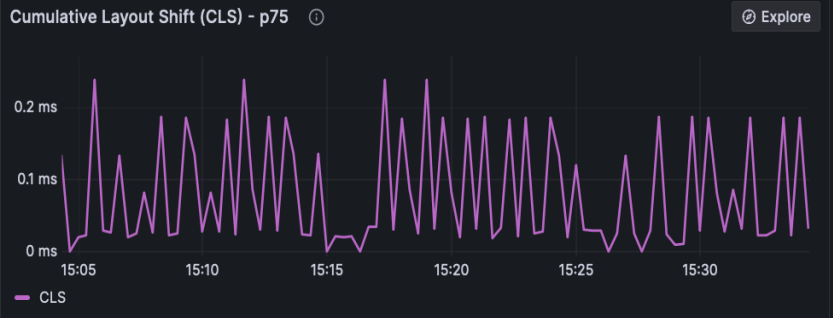
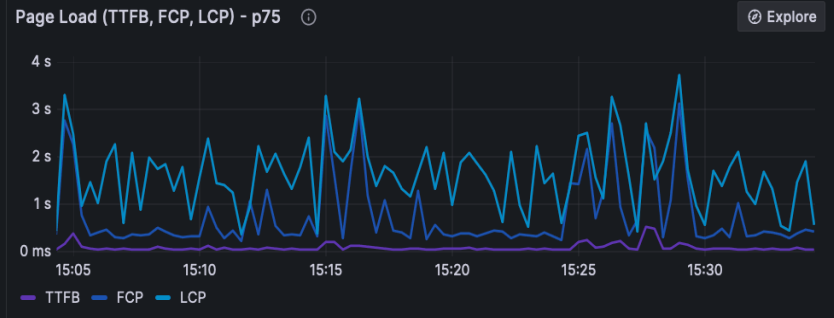


# Shift Right!!!! Observability



**Page Performance**

Page Route	TTFB	FCP	LCP	CLS	FID	INP	Errors
/	91.6 ms	822 ms	1.18 s	0.00275 ms	15.8 ms	516 ms	180
/cart	70.0 ms	598 ms	791 ms	0.0539 ms	4.54 ms	127 ms	319
/cart/checkout/*	40.8 ms	238 ms	no data	0.238 ms	3.89 ms	438 ms	35
/product/*	75.7 ms	1.20 s	1.29 s	0.00713 ms	2.96 ms	122 ms	304





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# FLASHPOINT



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Thank you for attending

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