



# Performance at Mass.gov



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# A word about Mass.gov



Serves the Commonwealth of Massachusetts

#### Stakeholders are:

- Constituents (as visitors)
- State Organizations (as visitors and publishers)

Receives ~15M pageviews/month

Changes are released twice weekly by a team of developers.

### Backend Performance:

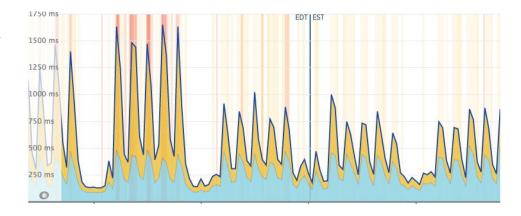
State employees need to be able to publish content in **near** real time.

Constituents need **fast access** to information with **no disruptions**.

The DevOps team needs to balance **freshness** with **reliability**.

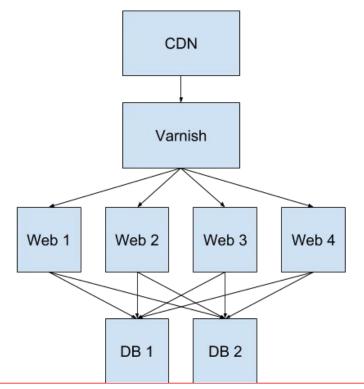
### The Traffic Profile

- Visitors come in all day (heaviest 8AM 8PM)
- Editors work between business hours (8AM - 5PM)
- Releases happen twice weekly (after 8PM)



### The Operating Environment

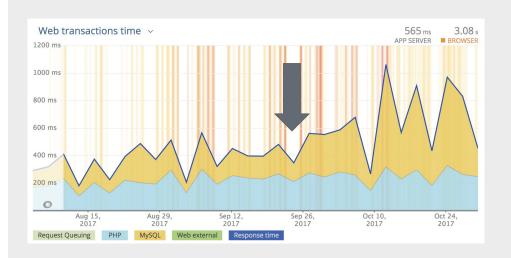
- CDN caches everything for anonymous traffic
- Varnish caches everything for anonymous traffic
- Webs are only hit when there is a miss on CDN and Varnish



### September, 2017

Site "Launch"

DNS is switched to change the URL of the Drupal site from pilot.mass.gov to mass.gov



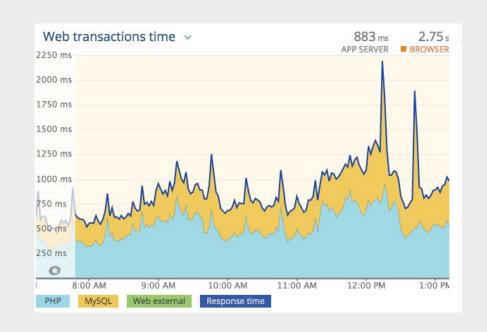
# November 30, 2017

Purge module is rolled out

Varnish cleared on content update

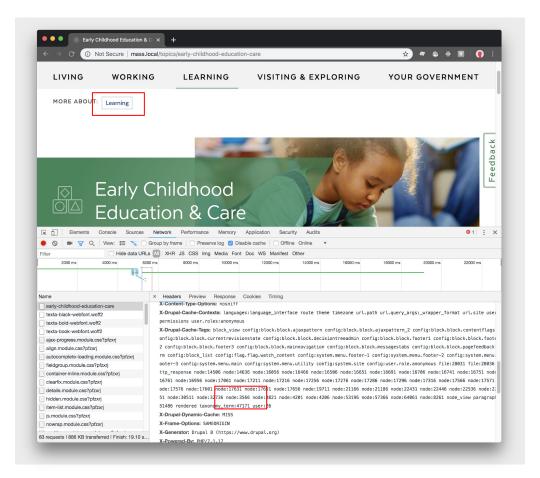
Editors see changes in < 1 hour

Freshness improves, but performance take a big hit.



### December, 2017

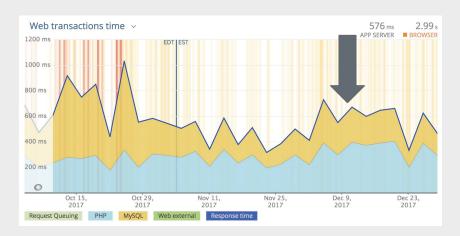
Many missing cache tags are fixed.



# December, 2017

Drupal cache lifetime increased to 3 hours

Attempt to take advantage of the purge work by holding pages that *haven't changed* for up to 3 hours.



Backend disruption due to accidental self-DDOS

Work on the emergency alerts system disrupts the site after it is deployed with a cache-busting query parameters in an AJAX request.

#### Takeaways:

- Every PR needs to be considered for performance impact.
- Having a system in place to run some level of load test or benchmarking on changes before production is key if uptime matters.
- Even front end work can affect backend performance.

Strip out the *node\_list* cache tag from most pages, replacing with "relationship" tag clearing.

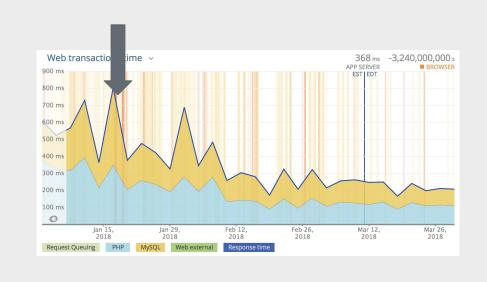
The absence of the *node\_list* tag is backed up by Behat tests, and relationship clearing is also tested.

```
    Visit SD and observe that SP _is_ reflected in the "Related to" section.

* To work around this, we clear tags for all referenced entities when a
* referencing entity is saved. See https://github.com/massgov/mass/pull/1747
* for a full discussion of the issue.
function mass_fields_entity_insert(EntityInterface_Sentity) {
 mass fields entity clear referenced($entity);
* Implements hook_entity_update().
function mass_fields_entity_update(EntityInterface Sentity) {
 mass_fields_entity_clear_referenced($entity);
                       Node 1
                                                Node 2
                       (node:1)
                                                (node:2)
                       Node 3
                       (node:3)
```

Strip out the *node\_list* cache tag from most pages, replacing with "relationship" tag clearing.

The absence of the *node\_list* tag is backed up by Behat tests, and relationship clearing is also tested.

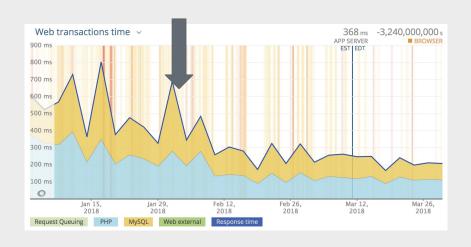


Metatags module is patched to prevent 2x token generation.

This performance enhancement was submitted and accepted on D.O.

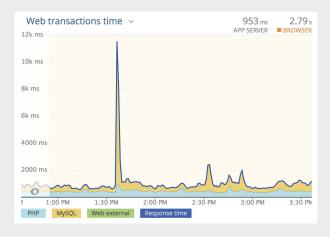
#### Takeaways:

 Contrib modules aren't immune to performance problems.



Backend disruption due to heavy traffic on admin views

Symptoms: Users unable to log in, slowness on uncached pages of public site.



Backend disruption due to heavy traffic on admin views

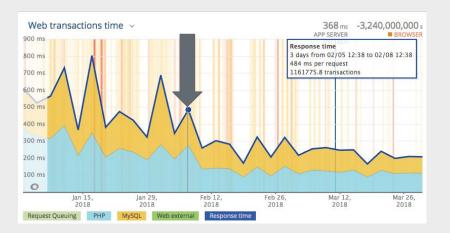
Symptoms: Users unable to log in, slowness on some pages of public site.

#### Takeaways:

- 1. Your bottlenecks will change as traffic patterns change.
- 2. Be proactive about fixing small issues before they become big issues we spotted this issue the month prior, but didn't prioritize.
- 3. Full pagers are evil because they require count queries that are always as bad or worse than the views query.

Upgrade to PHP 7

"Free" performance win celebrated by everyone.



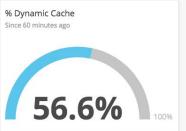
New Relic Monitoring Customizations.

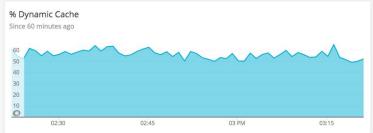
You can't improve what you can't measure

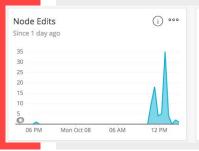
Most time consuming	
/dynamic.cache.view	38.4
/entity.node.canonical:service_details	7.39
/media_entity_download.download	6.15
/redirect.canonical	3.95
/Drupontroller\NodeViewController->view	3.77
/entity.node.canonical:regulation	3.04
/entity.node.canonical:service_page	2.71
/redirect.redirect	2.45
/entity.media.canonical:document	1.97
/entity.node.canonical:curated_list	1.92
/entity.node.canonical:decision	1.85
/entity.node.canonical:how_to_page	1.85

New Relic Monitoring Customizations.

You can't improve what you can't measure







What kinds of content is being edited? Since 1 day ago	
NAME \$	TRANSACTIONS 🗘
WebTransaction/Custom/entity.node.edit_form:guide_page	62
WebTransaction/Custom/entity.node.edit_form:service_page	24
$WebTransaction/Custom/entity.node.edit\_form:curated\_list$	16
$WebTransaction/Custom/entity.node.edit\_form:service\_details$	5
$WebTransaction/Custom/entity.node.edit\_form: info\_details$	4
WebTransaction/Custom/entity.node.edit_form:how_to_page	4

Audit and remediate cache hogging items

Α	В	С	D	E	F
Bin =	Writes =	Reads =	Write % =	Size (mb)	Cardinality =
bootstrap	313,776.00	4,950,000.00	6.34%	1.33	22.00
config	103,000.00	8,980,000.00	1.15%	8.53	6,063.00
container	26.00	2,120,000.00	0.00%	0.03	1.00
data	1,882,850.00	13,300,000.00	14.16%	890	487,652.00
default	24,500.00	5,490,000.00	0.45%	14.64	2,122.00
discovery	111,000.00	13,900,000.00	0.80%	7.13	471.00
dynamic_page_cache	661,000.00	3,320,000.00	19.91%	4116	35,718.00
entity	726,000.00	8,520,000.00	8.52%	2481	420,816.00
menu	132,000.00	1,340,000.00	9.85%	35.44	27,206.00
render	692,000.00	4,040,000.00	17.13%	1536	87,685.00
Total	4,646,152.00	65,960,000.00	7.04%	9090.1	1,067,756.00

Audit and remediate cache hogging items

#### Anatomy of a cache item:

response:[languages:language\_interface]=en:[request
\_format]=html:[route]=mass\_map.map\_page5a04d4631e65
8a97aee299dca5490f20606afa3b1d74727d2789c61256bf616
f:[theme]=mass\_theme:[url.path]=/visit-massachusett
s-state-Qe00jmfLF-ho00WMXuD9XMrqNVUDXc0sEZrAm7KYfas

This cache item uses the following "contexts":

- languages:language\_interface
- request\_format
- route
- theme
- url.path

Audit and remediate cache hogging items

#### A simple example:

```
response:[route]=entity.node.canonical5a04:[url.path]
=/visit-massachusetts-state-parks
```

This represents the same content as:

```
response:[route]=entity.node.canonical5a04:[url.path]
=/node/123
```

You will create a new cache entry every time a context you care about changes. Be a nihilist... care about less stuff!

Audit and remediate cache hogging items

#### Problematic contexts:

- 1. *url.path* prefer *route* wherever you can
- 2. *url.query\_args* prefer *url.query\_args.X* instead
- 3. *headers.*\* there aren't many valid use cases for this
- 4. *cookies*.\* Don't use cookies in your backend code.

Audit and remediate cache hogging items

**Rule of thumb**: cache global elements with the broadest/least contexts possible, using a #lazy\_builder if you need a single, simple element to change based on some conditions.

Did you f	ind what you were looking for on this webpage? *
O Yes	○ No
lf you ne	ed to report child abuse, any other kind of abuse, or need urgent
assistand	e, please click here.
SEND F	EEDBACK

Audit and remediate cache hogging items

(a word about the dynamic page cache)

**Rule of thumb:** If you have a reverse proxy cache in front of your site, use *dynamic\_page\_cache* instead of *page\_cache*. This will save a lot of cache space due to url variations that don't matter to your site (eg: /?utm\_source=Twitter).

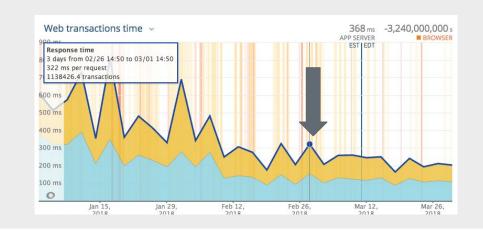
	No Cache	Dynamic Page Cache	Page Cache
Homepage	438	156.4	50.4
1	405	178	60
2	437	138	52
3	574	160	57
4	426	182	39
5	348	124	44
topics/parks-recreation	517	166	46.6
1	538	135	46
2	499	138	56
3	589	145	47
4	509	225	45
5	450	187	39
Cache Size (bytes)	0.00	256,000.00	272,000.00
Avg Response Time (ms)	477.5	161.2	48.5
% Original time		33.76%	10.16%

Begin Crawling the *CD* environment nightly.

We intended this as a nightly error check, but it provides a pretty good daily performance audit for pre-production code, too!



CDN Cache Lifetime goes from 60 minutes to 30 minutes



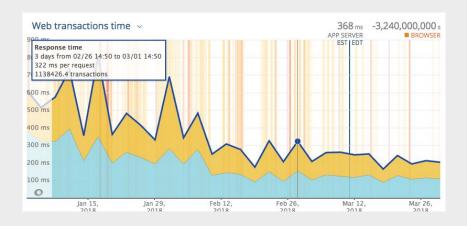
### **Overall Effect**

Time to publish is cut in half, with average response time cut by over 50%

Nov 1: 526ms

Mar 29: 227ms

This has resulted in a 0 disruptions due to performance issues since we completed our work.



### Frontend Performance:

Constituents need **fast access** to information across many devices and varying network connections.

Our research:

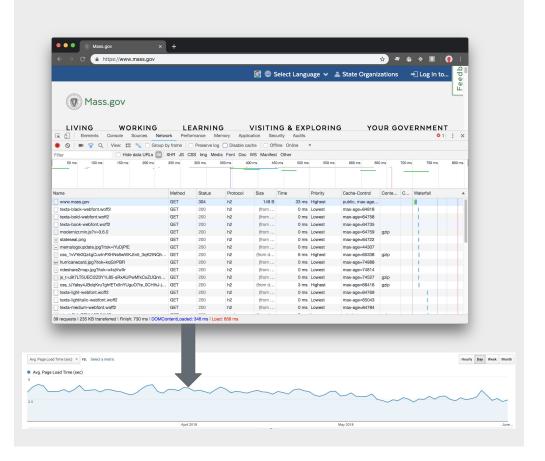
0-1s load time: 1.6% bounce rate

1-3s load time: 10.4% bounce rate

3-7s load time: 22.7% bounce rate

7-13s load time: 24.7% bounce rate

Enable HTTP/2

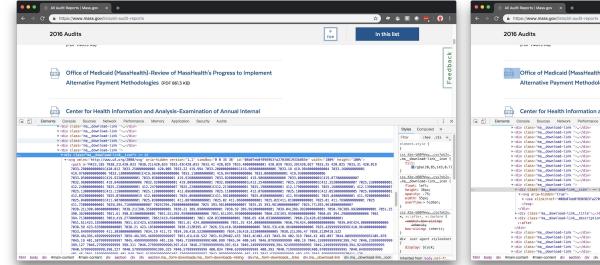


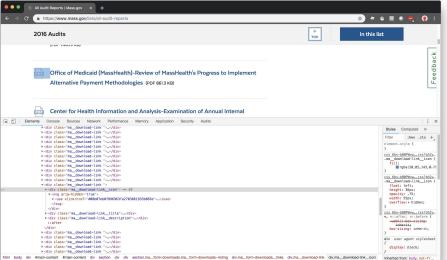
Switch from directly inlining SVG to embedding with a *use* statement and inlining each used SVG 1x per page.

We discovered SVG was taking up a large % of the initial HTML response due to duplicated icons on the same page.

We came up with a solution to embed each icon that was used on a page 1 time in the header, and reference it multiple times with an SVG *use* statement.





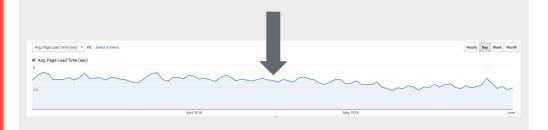


Size: > 1MB, Load: > 30s

HTML 78Kb, Load: 2.6s

Switch from directly inlining SVG to embedding with a *use* statement and inlining each used SVG 1x per page.

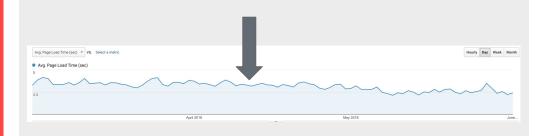
Backend cache sizes also dropped tremendously, since we were no longer storing all of that inline SVG in *cache\_render*, and *cache\_dynamic\_page\_cache*.



Audit, deduplicate, and clean up javascript

#### No longer loaded:

- 1 extra copy of Modernizr
- 1 extra copy of Handlebars
- Several deprecated custom JS files
- Google Maps (only loaded where needed)
- Google CSE (lazy loaded where needed)



Reformulate JSONAPI AJAX request made on every page to be more specific about what's it's asking for

#### Before (781k before gzip):

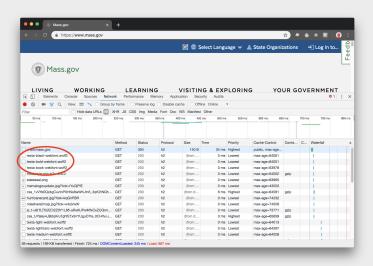
https://www.mass.gov/jsonapi/node/alert?include=field\_target\_pag
es\_para\_ref,field\_alert&filter[status][value]=1

#### After (16k before gzip):

https://www.mass.gov/jsonapi/node/alert?page[limit]=250&sort=-ch anged&include=field\_target\_pages\_para\_ref, field\_alert&filter[st atus][value]=1&fields[node--alert]=title, changed, entity\_url, fie ld\_alert\_severity, field\_alert, field\_target\_pages\_para\_ref, field\_alert\_display&fields[paragraph--emergency\_alert]=id, changed, field\_emergency\_alert\_timestamp, field\_emergency\_alert\_message, field\_emergency\_alert\_link, field\_emergency\_alert\_content&fields[paragraph--target\_pages]=field\_target\_content\_ref



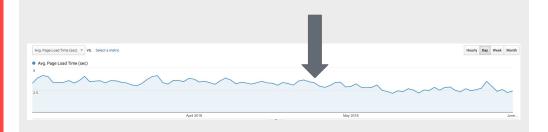
Add WOFF2 webfont variants and use preloading to shorten the critical asset chain.



## **April, 2018**

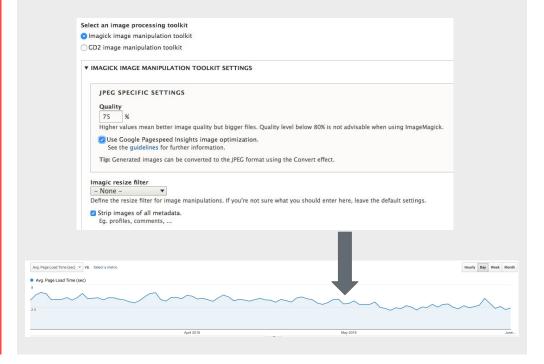
Add WOFF2 webfont variants and use preloading to shorten the critical asset chain.

- WOFF2 is about 25% smaller.
- Preloading allows the browser to initiate fetching the fonts before it even requests the CSS file that declares their usage. Fonts are needed for the first render.
- All browsers that support WOFF2 also support preloading.

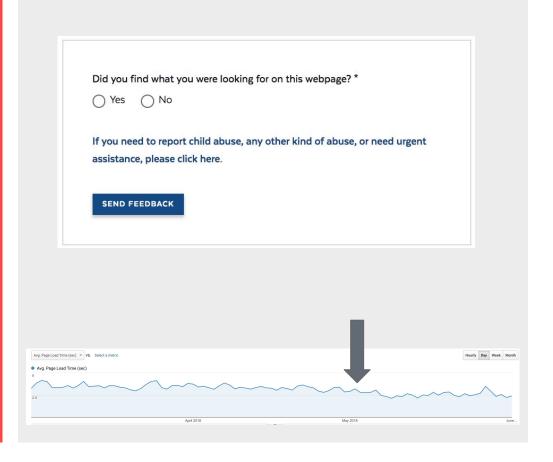


Use imagick for "on the fly" image optimization

### This simple toggle cut some of our larger hero images by over 100K!



Use a static feedback form rather than a javascript embed



Optimize the state seal and use it for both the header and footer.

- The "logo" is really the seal + some text, whereas it used to be an image.
- The footer now uses the same seal.
- Cut ~100k from every uncached pageview.

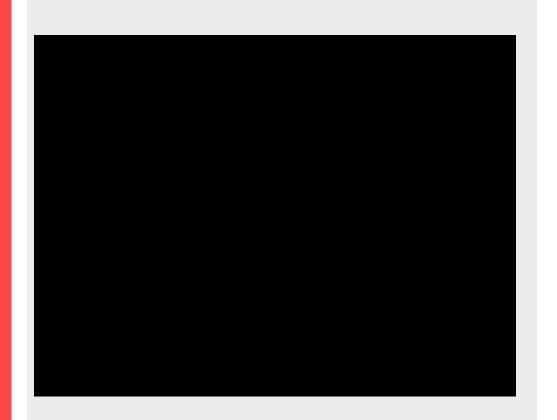




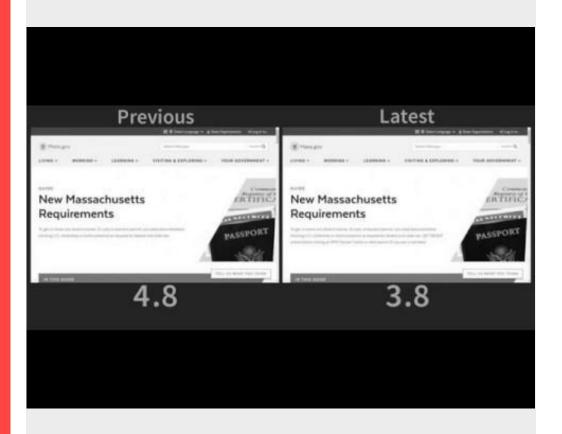
Speedcurve diff of individual "Curated List" page

SIZES		SIZES
TOTAL SIZE	45% SMALLER	TOTAL SIZE
1124KB	TO SMALLER	613KB
HTML SIZE	5% SMALLER	HTML SIZE
20KB	5% 5/ // ZEEK	19KB
CSS SIZE	39% SMALLER	CSS SIZE
92KB	33/3 3: # 122211	56KB
JS SIZE	47% SMALLER	JS SIZE
648KB		341KB
IMAGES SIZE	75% SMALLER	IMAGES SIZE
138KB	70% SHALLER	34KB
FONTS SIZE	29% SMALLER	FONTS SIZE
199KB	20% STIALLER	142KB
FLASH SIZE	0% NO CHANGE	FLASH SIZE
ОКВ	ON ITO CHAINE	ОКВ
VIDEO SIZE	0% NO CHANGE	VIDEO SIZE
ОКВ	ON THE CHANGE	OKB
OTHER SIZE	19% SMALLER	OTHER SIZE
26KB	1370 SMALLER	21KB

SpeedCurve visualization of homepage load



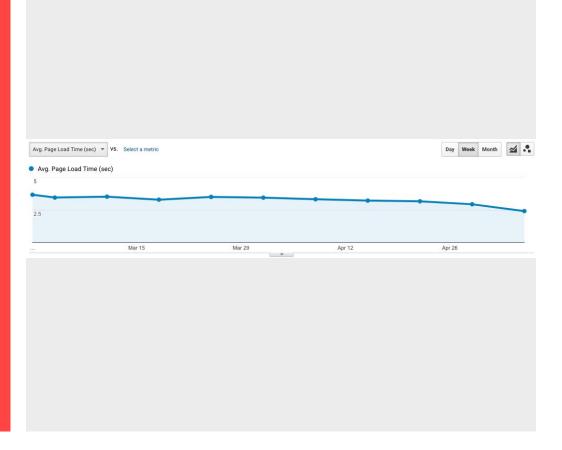
SpeedCurve visualization of "REALID" guide



### **Overall Effect**

35% improvement (3.6s vs 2.4s)

(as per Google Analytics)



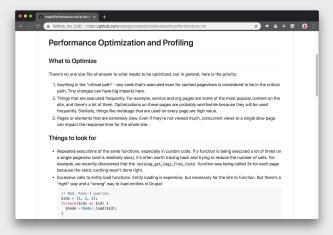
## Questions?

Psst... Like what you see here? Massachusetts Digital Services is hiring! https://www.mass.gov/digital-services/jobs Visit @MassGovDigital on Twitter or Medium

# December, 2017

Performance Documentation is added to the repository

Allows us to **share** a common set of performance standards with the rest of the team. Provides a **living standard** for how we think about performance on the site.



# February, 2018

Other, minor work

#### Batch load entities wherever you can:

```
// Bad. Runs 3 queries.
$ids = [1, 2, 3];
foreach($ids as $id) {
    $node = Node::load($id);
}

// Good. Runs 1 query.
$ids = [1, 2, 3];
foreach (Node::loadMultiple($ids) as $node) {
}
```

```
// Bad. Runs as many queries as there are items.
foreach($node->field_my_reference as $item) {
    $itemEntity = $item->entity;
}
// Good. Runs 1 query.
foreach($node->field_my_reference->referencedEntities() as $itemEntity) {
}
```

# February, 2018

Other, minor work

### Fix Expensive Queries, including:

- Anything more complicated than a simple equality check or LIKE (avoid substring matching).
- COUNT queries
- Anything that's showing up in your slow query logs