

# FORENSIC TOOLS FOR IN-DEPTH PERFORMANCE INVESTIGATIONS

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# WHO ARE WE?



Nic Jansma  
SOASTA



Philip Tellis  
SOASTA

# WHAT WE DO

SOASTA mPulse is a Real User Monitoring (RUM) tool for measuring page load performance

# WHAT WE DO

- We have a JavaScript library (Boomerang) that captures performance metrics, page load characteristics, XHRs, SPA navigations, and more
- We are a **third-party** script provider
- We serve `boomerang.js` from a CDN to our customers using a script loader snippet they include in their HTML
- We can update our customer's `boomerang.js` version (if they ask)
- Our script **runs in their page** so we have to be super-duper careful



# BOOMERANG

- Created by Philip Tellis @ Yahoo
- Gathers performance metrics and characteristics of the page load and beacons that data to your server (aka RUM)
- Open-source project (with contributions from SOASTA)
- <https://github.com/lognormal/boomerang/>

# NON-BLOCKING SCRIPT LOADER PATTERN

- [lognormal.com/blog/2012/12/12/the-script-loader-pattern](http://lognormal.com/blog/2012/12/12/the-script-loader-pattern)
- Better than `<script>` nodes or `async`
- Uses an anonymous `IFRAME`

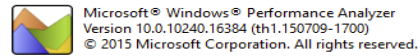
```
(function(url){
  // Section 1
  var dom,doc,where,iframe = document.createElement('iframe');
  iframe.src = "javascript:void(0)";
  iframe.title = ""; iframe.role="presentation"; // ally
  (iframe.frameElement || iframe).style.cssText = "width: 0; height: 0; border
  where = document.getElementsByTagName('script');
  where = where[where.length - 1];
  where.parentNode.insertBefore(iframe, where);

  // Section 2
  try {
    doc = iframe.contentWindow.document;
  } catch(e) {
    dom = document.domain;
    iframe.src="javascript:var d=document.open();d.domain='"+dom+"';void(0);";
    doc = iframe.contentWindow.document;
  }
  doc.open()._l = function() {
    var js = this.createElement("script");
    if(dom) this.domain = dom;
    js.id = "js-iframe-async";
    js.src = url;
    this.body.appendChild(js);
  };
  doc.write('<body onload="document._l();">');
  doc.close();
})('http://some.site.com/script.js');
```

# CUSTOMER CONCERNS

What happens when our customers think our third-party script is causing an issue on their site?

# We bust out our favorite tools!

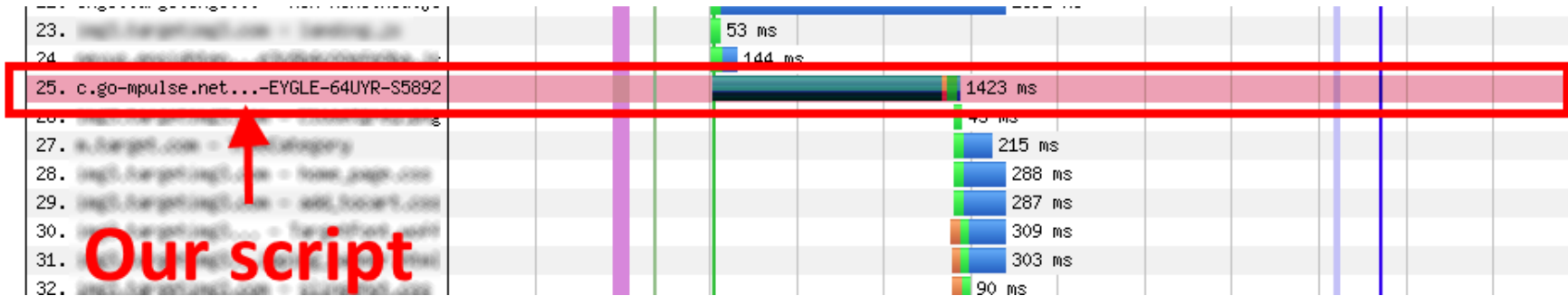


# SCENARIO #1

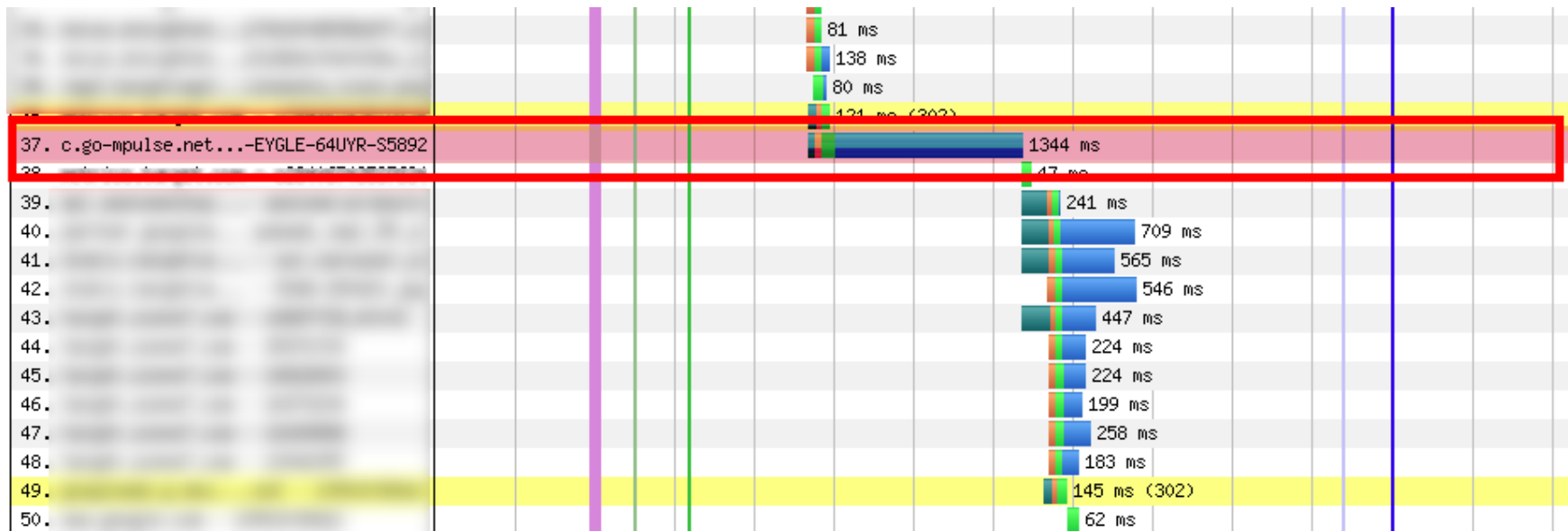
Aren't you supposed to be non-blocking?

## Customer:

*"Hi guys, So, I was running some WPT tests today and saw this... I thought that this was supposed to be non-blocking. If anyone sees this, they'll hang me up by my heels."*



## Screenshot #2 from our customer:





# STEP #1

## REPRODUCE THE ISSUE

# TOOL #1

## WEBPAGETEST



- For reproducing real-world page load scenarios
- For testing Single Points of Failure (SPOF)
- Can give you: waterfalls, TCP dumps, network and processing breakdowns, traces, net logs, screenshots, videos, Page Speed score, comparisons and more

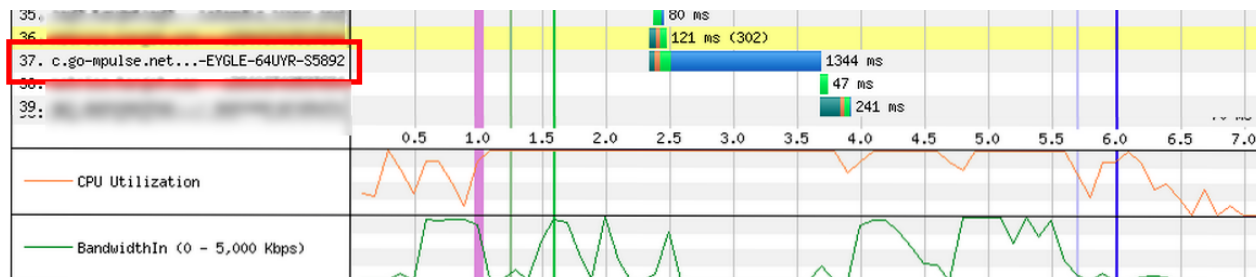
# STEP #1

## REPRODUCE THE ISSUE

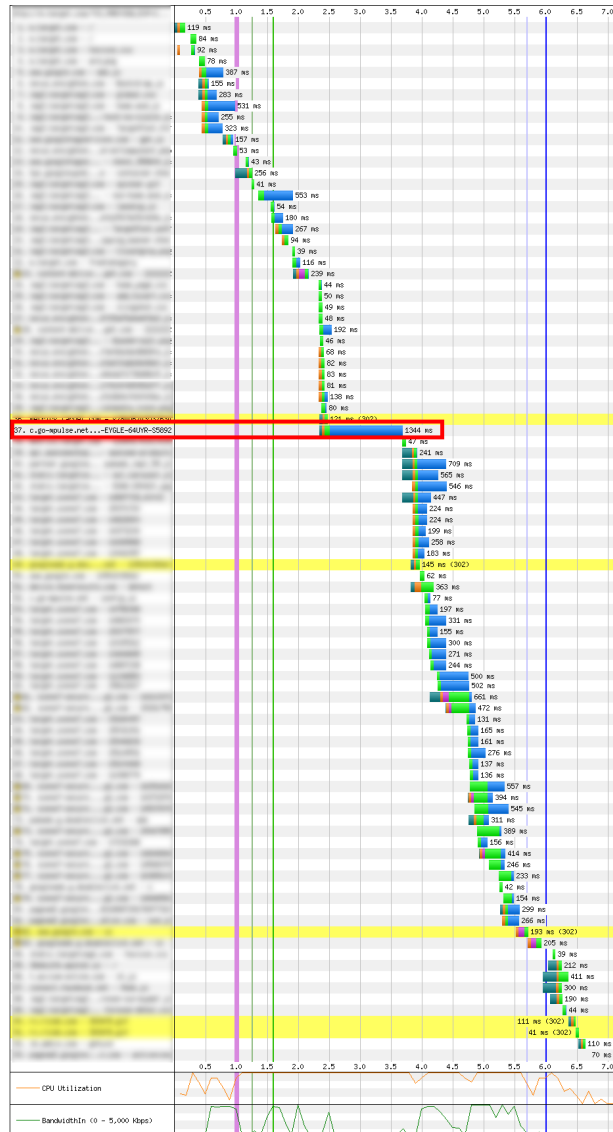
The customer shared their WebPageTest results URL, and we looked closer at the test pass

Out of the 9 runs, 2 showed what appeared to be boomerang.js blocking other downloads

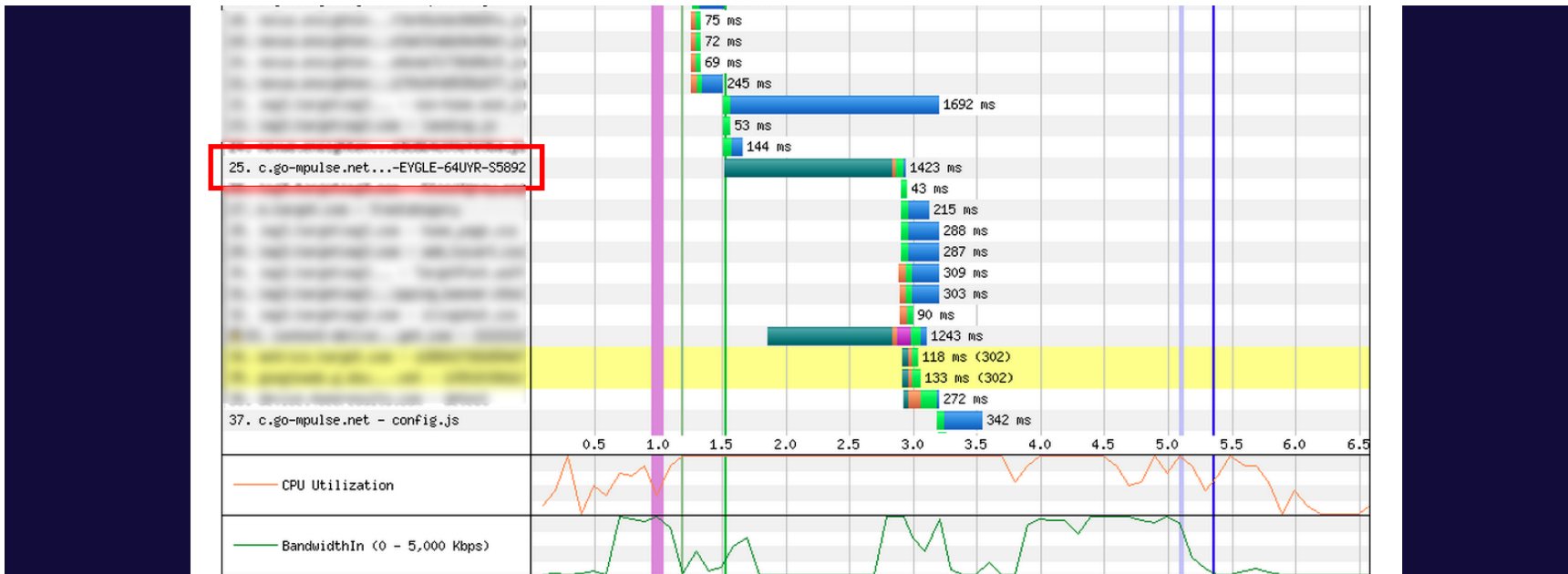
Repro #1:



# Repro #1 Larger view



# Repro #2:



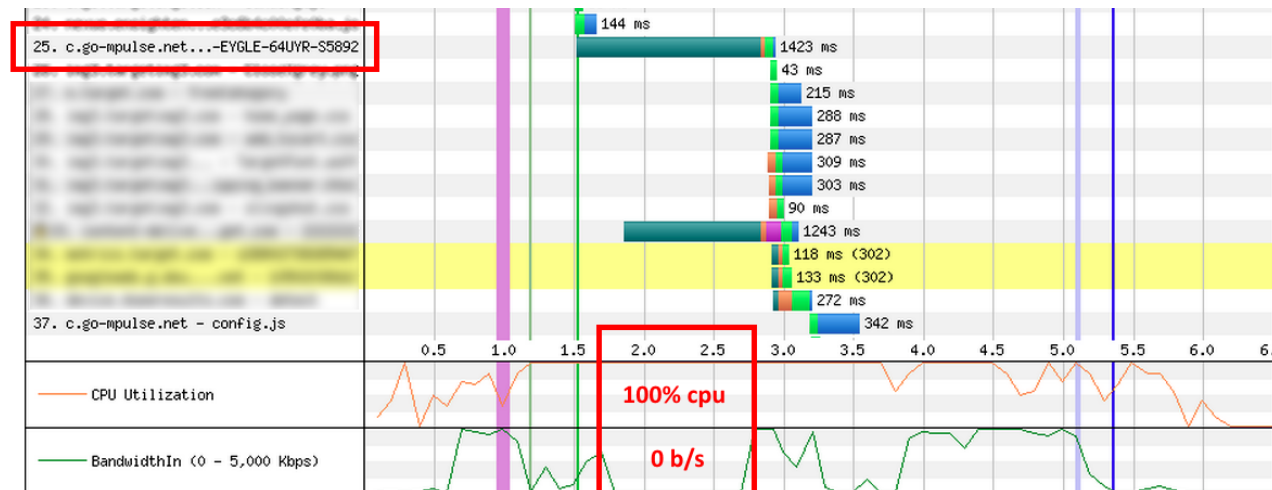
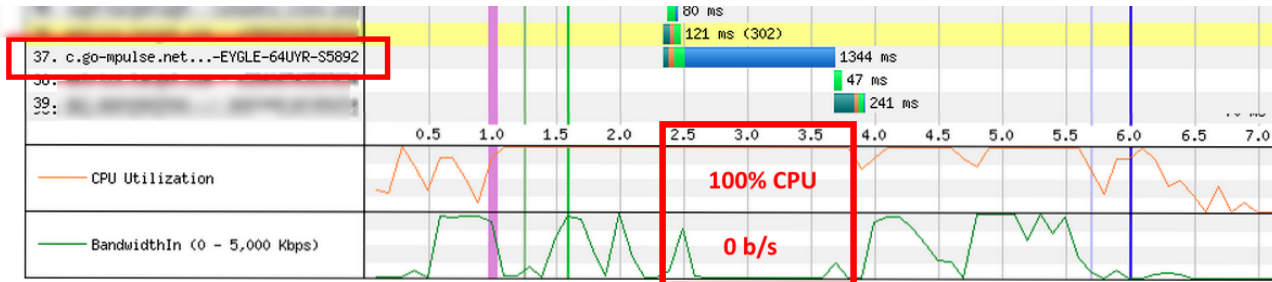
# STEP #2

## DIVE DEEPER

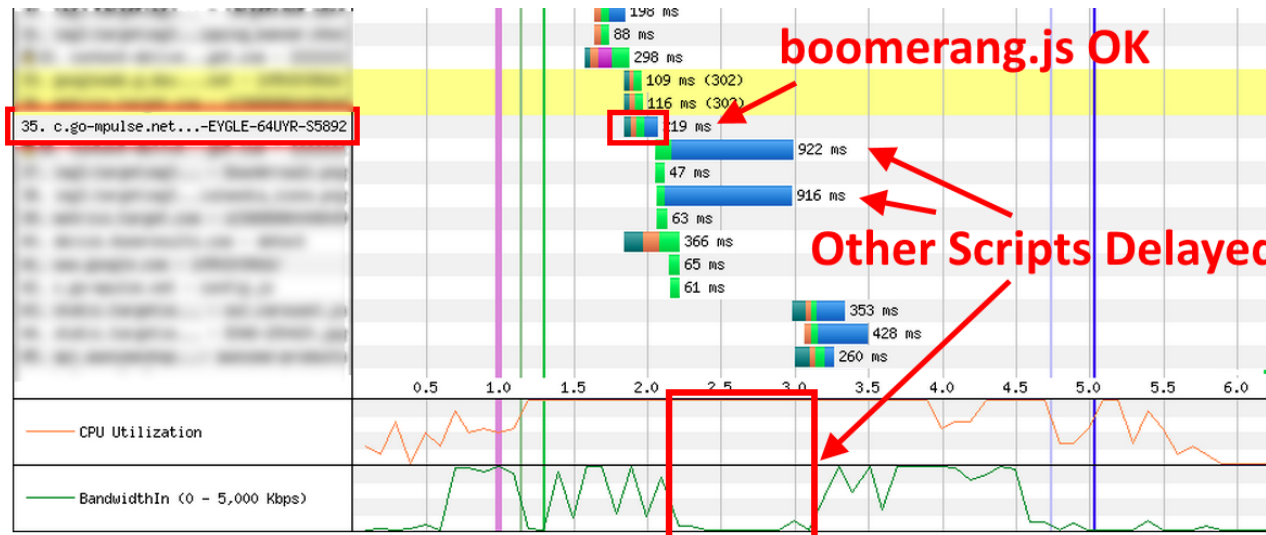
We looked at the 9 test runs, and found 3 more that had some sort of period where nothing happens

The tests show periods of time where the CPU is 100%, and bandwidth (bytes transferred) drops to 0 for 1-4 seconds.

Repro #1 and #2 show 100% CPU and no bandwidth for over a second:

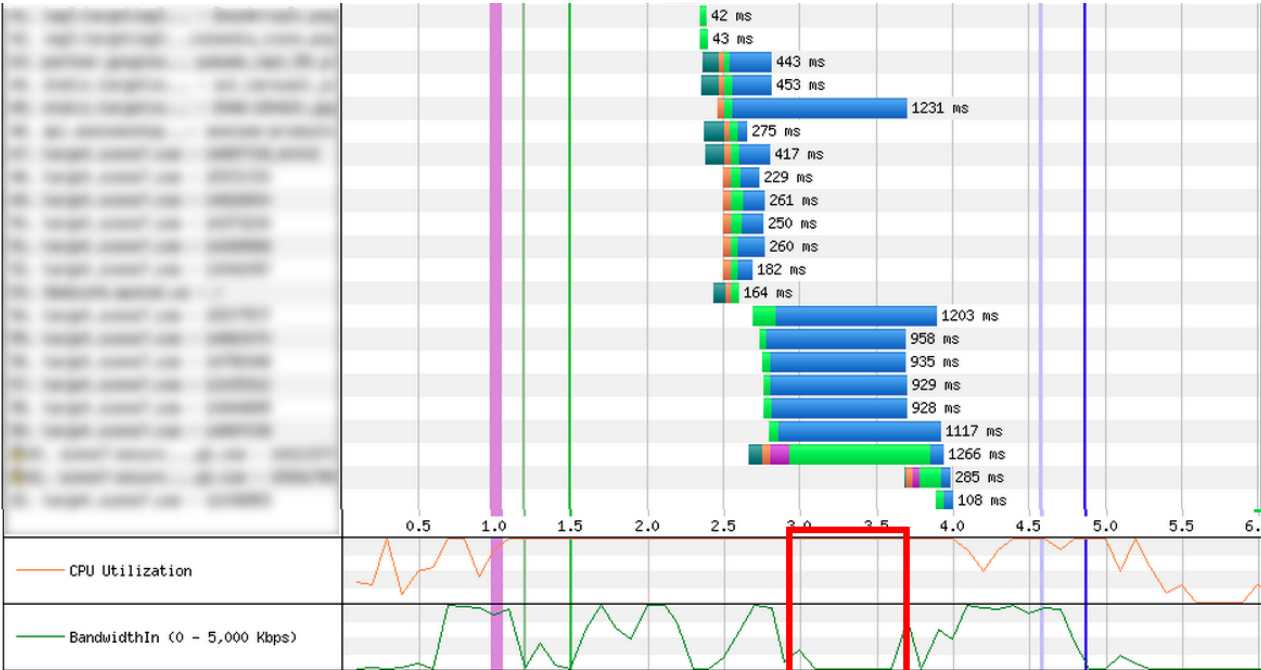


# Non-repros: boomerang.js loaded quickly, but two images appeared to "hang"

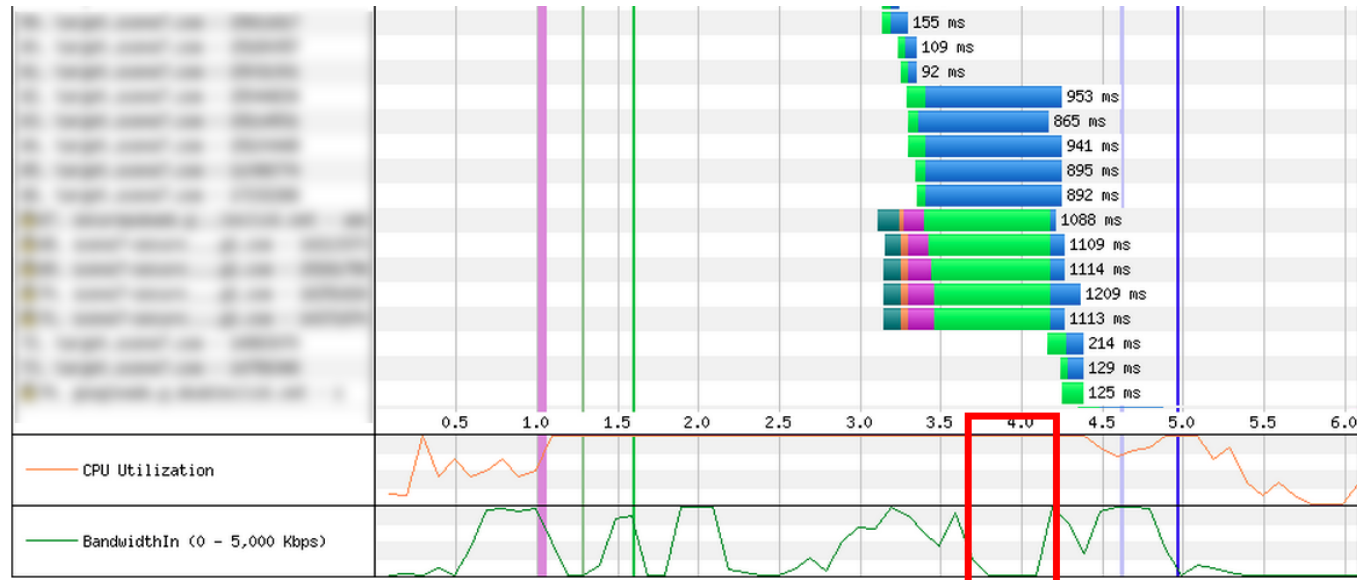




# Non-repros: boomerang.js loaded much earlier, but other content appears to "hang"

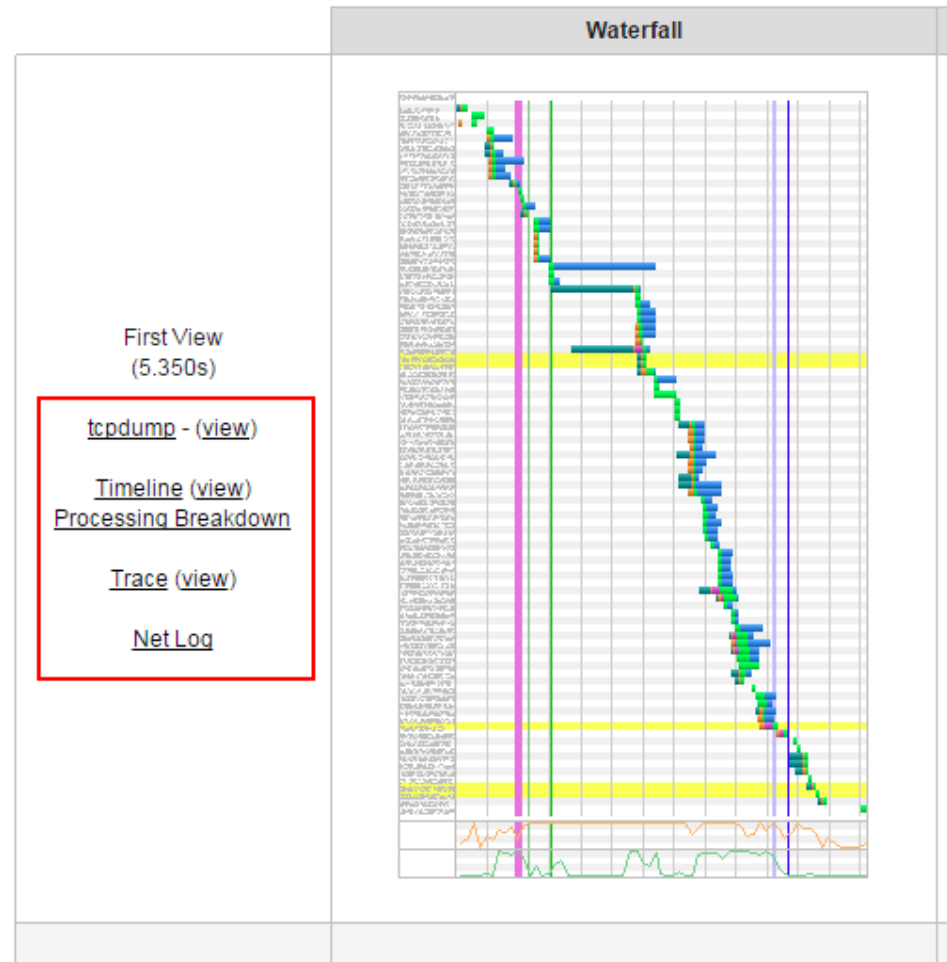


# Non-repros: Other content "hanging"



# WebPageTest has many options for diving deeper

Run 4:



# WEBPAGETEST PROCESSING BREAKDOWN

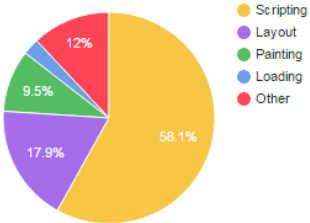
Gives a breakdown of main thread processing and timeline

# PROCESSING BREAKDOWN

## Main thread processing breakdown

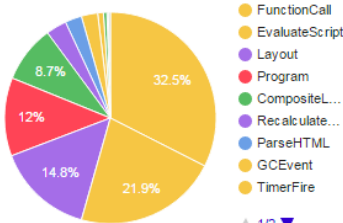
Where the browser's main thread was busy, not including idle time waiting for resources ([view timeline](#)).

Processing Categories



Category	Time (ms)
Scripting	1325
Layout	409
Other	273
Painting	216
Loading	58

Processing Events



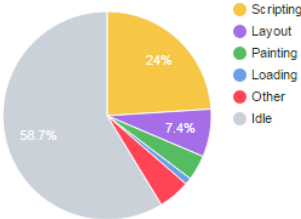
Event	Time (ms)
FunctionCall	741
EvaluateScript	500
Layout	337
Program	273
CompositeLayers	199
RecalculateStyles	72
ParseHTML	58
GCEvent	57
TimerFire	20
UpdateLayerTree	12
Paint	5
EventDispatch	3
XHRReadyStateChange	3
XHRLoad	1

# PROCESSING BREAKDOWN

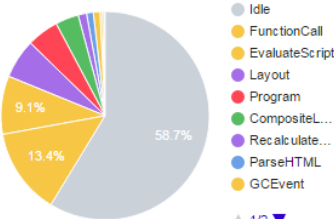
## Main thread time breakdown

All of the main thread activity including idle (waiting for resources usually) ([view timeline](#)).

Processing Categories



Processing Events



Category	Time (ms)
Idle	3243
Scripting	1325
Layout	409
Other	273
Painting	216
Loading	58

Event	Time (ms)
Idle	3243
FunctionCall	741
EvaluateScript	500
Layout	337
Program	273
CompositeLayers	199
RecalculateStyles	72
ParseHTML	58
GCEvent	57
TimerFire	20
UpdateLayerTree	12
Paint	5
EventDispatch	3
XHRReadyStateChange	3
XHRLoad	1

# TOOL #2

## TCPDUMP



- Packet capturing, viewing and analysis
- `libpcap` is a portable library for capturing

# TCPDUMP

[tcpdump.org/manpages/tcpdump.1.html](http://tcpdump.org/manpages/tcpdump.1.html)

tcpdump -nS

```
[nicjansma@server3 ~]$ sudo tcpdump -nS
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth0, link-type EN10MB (Ethernet), capture size 65535 bytes
07:51:03.463098 IP 64.34.161.211.ssh > 73.191.226.169.56559: Flags [P.], seq 904704263:904704375, ack 1590440397, win 229, length 112
07:51:03.463127 IP 64.34.161.211.ssh > 73.191.226.169.56559: Flags [P.], seq 904704375:904704487, ack 1590440397, win 229, length 112
07:51:03.467636 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180439:4072180683, ack 3667255274, win 417, length 244
07:51:03.468319 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180683:4072180767, ack 3667255274, win 417, length 84
07:51:03.469295 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180767:4072180835, ack 3667255274, win 417, length 68
07:51:03.470287 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180835:4072180903, ack 3667255274, win 417, length 68
07:51:03.472301 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180903:4072180955, ack 3667255274, win 417, length 52
07:51:03.474285 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072180955:4072181007, ack 3667255274, win 417, length 52
07:51:03.475281 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181007:4072181059, ack 3667255274, win 417, length 52
07:51:03.477010 IP 64.34.161.2 > 224.0.0.18: VRRPv2, Advertisement, vrid 0, prio 150, authtype none, intvl 1s, length 20
07:51:03.477307 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181059:4072181127, ack 3667255274, win 417, length 68
07:51:03.478226 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181127:4072181179, ack 3667255274, win 417, length 52
07:51:03.479287 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181179:4072181231, ack 3667255274, win 417, length 52
07:51:03.480282 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181231:4072181283, ack 3667255274, win 417, length 52
07:51:03.480507 IP 73.191.226.169.56559 > 64.34.161.211.ssh: Flags [.], ack 904704263, win 507, length 0
07:51:03.481428 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181283:4072181335, ack 3667255274, win 417, length 52
07:51:03.481764 IP 85.76.142.215.64204 > 64.34.182.211.http: Flags [S], seq 1214324504, win 8192, options [mss 1400,nop,wscale 2,nop,n
07:51:03.482451 IP 64.34.182.211.http > 85.76.142.215.64204: Flags [S.], seq 3188831852, ack 1214324505, win 14600, options [mss 14600,r
07:51:03.482611 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181335:4072181419, ack 3667255274, win 417, length 84
07:51:03.482732 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181419:4072181535, ack 3667255274, win 417, length 116
07:51:03.482794 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181535:4072181587, ack 3667255274, win 417, length 52
07:51:03.482865 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181587:4072181639, ack 3667255274, win 417, length 52
07:51:03.482935 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181639:4072181691, ack 3667255274, win 417, length 52
07:51:03.483013 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181691:4072181743, ack 3667255274, win 417, length 52
07:51:03.483083 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181743:4072181795, ack 3667255274, win 417, length 52
07:51:03.483154 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181795:4072181847, ack 3667255274, win 417, length 52
07:51:03.483208 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181847:4072181899, ack 3667255274, win 417, length 52
07:51:03.483268 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181899:4072181951, ack 3667255274, win 417, length 52
07:51:03.483324 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072181951:4072182003, ack 3667255274, win 417, length 52
07:51:03.483375 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072182003:4072182055, ack 3667255274, win 417, length 52
07:51:03.483425 IP 64.34.161.211.ssh > 73.191.226.169.6814: Flags [P.], seq 4072182055:4072182107, ack 3667255274, win 417, length 52
```



# TOOL #3

## WIRESHARK



Higher-level analysis of tcpdump

# WIRESHARK

test.cap

File Edit View Go Capture Analyze Statistics Telephony Tools Internals Help

Filter: Expression... Clear Apply

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	192.168.0.2	Broadcast	ARP	42	Gratuitous ARP for 192.168.0.2 (F
2	0.299139	192.168.0.1	192.168.0.2	NBNS	92	Name query NBSTAT *<00><00><00><0
3	0.299214	192.168.0.2	192.168.0.1	ICMP	70	Destination unreachable (Port un
4	1.025659	192.168.0.2	224.0.0.22	IGMP	54	v3 Membership Report / Join group
5	1.044366	192.168.0.2	192.168.0.1	DNS	110	Standard query SRV _ldap._tcp.nbc
6	1.048652	192.168.0.2	239.255.255.250	SSDP	175	M-SEARCH * HTTP/1.1
7	1.050784	192.168.0.2	192.168.0.1	DNS	86	Standard query SOA nb10061d.wv004
8	1.055053	192.168.0.1	192.168.0.2	SSDP	337	HTTP/1.1 200 OK
9	1.082038	192.168.0.2	192.168.0.255	NBNS	110	Registration NB NB10061D<00>
10	1.111945	192.168.0.2	192.168.0.1	DNS	87	Standard query A proxyconf.wv004.
11	1.226156	192.168.0.2	192.168.0.1	TCP	62	ncu-2 > http [SYN] seq=0 win=6424
12	1.227282	192.168.0.1	192.168.0.2	TCP	60	http > ncu-2 [SYN, ACK] seq=0 Ack

Frame 11: 62 bytes on wire (496 bits), 62 bytes captured (496 bits)

- Ethernet II, Src: 192.168.0.2 (00:0b:5d:20:cd:02), Dst: Netgear\_2d:75:9a (00:09:5b:2d:75:9a)
- Internet Protocol, src: 192.168.0.2 (192.168.0.2), Dst: 192.168.0.1 (192.168.0.1)
- Transmission Control Protocol, Src Port: ncu-2 (3196), Dst Port: http (80), Seq: 0, Len: 0
  - Source port: ncu-2 (3196)
  - Destination port: http (80)
  - [Stream index: 5]
  - Sequence number: 0 (relative sequence number)
  - Header length: 28 bytes
  - Flags: 0x02 (SYN)
  - window size value: 64240

```
0000  00 09 5b 2d 75 9a 00 0b 5d 20 cd 02 08 00 45 00  ..[-u... ] .....E.
0010  00 30 18 48 40 00 80 06 61 2c c0 a8 00 02 c0 a8  .0.H@... a,.....
0020  00 01 0c 7c 00 50 3c 36 95 f8 00 00 00 00 70 02  ...|.P<6 .....p.
0030  fa f0 27 e0 00 00 02 04 05 b4 01 01 04 02      ..'..... .....
```

File: "C:/test.cap" 14 KB 00:00:02 Packets: 120 Displayed: 120 Marked: 0 Load time: 0:00.000 Profile: Default

# TOOL #4

## CLOUDSHARK



Analyze PCAP (tcpdump) files in your browser

# CLOUDSHARK

CloudShark Enterprise // Nic Jansma · cloudshark.org

4.trim.2mb.cap 1.9 mb · 2548 packets · [more info](#)

Start typing a Display Filter ✓ Apply

No.	Time	Source	Destination	Protocol	Length	Info
38	1.521156	216.58.217.142	192.168.103.113	TCP	60	https → 64468 [ACK] Seq=4295 Ack=1338 Win=45696 Len=0
39	1.553164	216.58.217.142	192.168.103.113	TLSv1.2	351	Application Data
40	1.553211	192.168.103.113	216.58.217.142	TCP	54	64468 → https [ACK] Seq=1338 Ack=4592 Win=131560 Len=0
41	1.556162	216.58.217.142	192.168.103.113	TLSv1.2	1470	Application Data
42	1.556205	216.58.217.142	192.168.103.113	TLSv1.2	567	Application Data
43	1.556224	192.168.103.113	216.58.217.142	TCP	54	64468 → https [ACK] Seq=1338 Ack=6521 Win=131560 Len=0
44	1.556246	216.58.217.142	192.168.103.113	TLSv1.2	100	Application Data
45	1.708031	192.168.103.113	216.58.217.142	TLSv1.2	100	Application Data
46	1.783192	216.58.217.142	192.168.103.113	TCP	60	https → 64468 [ACK] Seq=6567 Ack=1384 Win=45696 Len=0
47	1.958219	192.168.105.112	192.168.105.255	NBNS	92	Name query NB HTTPS<00>
48	2.035273	Spanning-tree-(for-bridges)_01	Broadcast	0x8874	64	Ethernet II
49	2.708319	192.168.105.112	192.168.105.255	NBNS	92	Name query NB HTTPS<00>
50	3.600459	192.168.103.113	192.168.103.2	TCP	54	[TCP Retransmission] 64175 → http [FIN, ACK] Seq=1 Ack=1 Win=32769 Len=0
51	3.947670	192.168.103.113	192.168.103.1	DNS	81	Standard query 0xdc6d A cache.pack.google.com
52	3.956861	Spanning-tree-(for-bridges)_01	Broadcast	0x8874	64	Ethernet II
53	3.972466	192.168.103.1	192.168.103.113	DNS	552	Standard query response 0xdc6d CNAME redirector.c.pack.google.com A 173.194.121.34 A 173.194.121.34
54	3.973253	192.168.103.113	173.194.121.34	TCP	66	64469 → http [SYN] Seq=0 Win=8192 Len=0 MSS=1460 WS=4 SACK_PERM=1
55	4.002472	173.194.121.34	192.168.103.113	TCP	66	http → 64469 [SYN, ACK] Seq=0 Ack=1 Win=42900 Len=0 MSS=1430 SACK_PERM=1 WS=128
56	4.002542	192.168.103.113	173.194.121.34	TCP	54	64469 → http [ACK] Seq=1 Ack=1 Win=131560 Len=0
57	4.003046	192.168.103.113	173.194.121.34	HTTP	523	GET /crx/blobs/QgAAAC6zw0qH2DJtnXe8Z7rUJp11V-NR4wY58jM2HOPewEhQCTjk48snqnsU2rm1fVen1u99
58	4.037481	173.194.121.34	192.168.103.113	TCP	60	http → 64469 [ACK] Seq=1 Ack=470 Win=44032 Len=0

▶ Frame 47: 92 bytes on wire (736 bits), 92 bytes captured (736 bits)

▶ Ethernet II, Src: Vmware\_00:33:60 (00:0c:29:00:33:60), Dst: Broadcast (ff:ff:ff:ff:ff:ff)

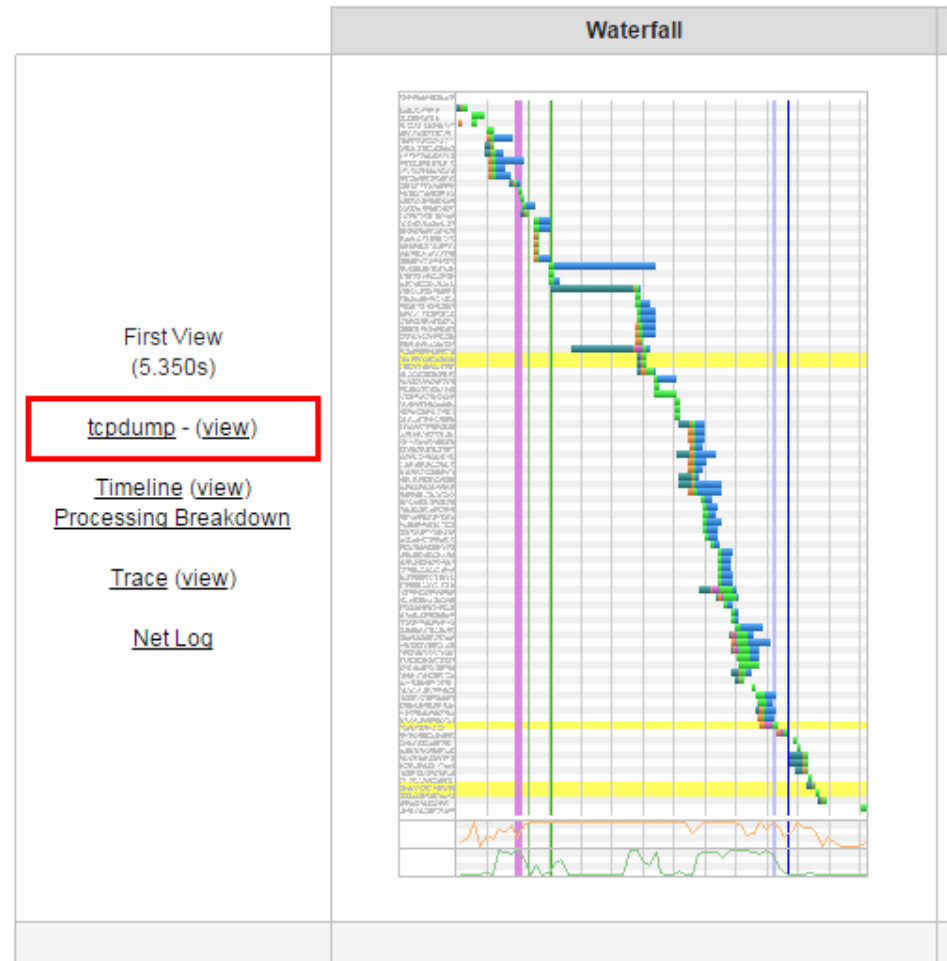
▶ Internet Protocol Version 4, Src: 192.168.105.112 (192.168.105.112), Dst: 192.168.105.255 (192.168.105.255)

▶ User Datagram Protocol, Src Port: netbios-ns (137), Dst Port: netbios-ns (137)

▶ NetBIOS Name Service

At this point, we downloaded the WebPageTest tcpdump files to dive deeper into the data

Run 4:



In all of the runs that showed a period of "no progress", we found zero network activity

Frame Number	Time Date Local Adjusted	Time Offset	Source	Destination	Protocol Name	Description
1719	4:07:02 PM 4/22/2015	30.0893270	192.168.102.94	23.23.102.119	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1720	4:07:02 PM 4/22/2015	30.0893480	192.168.102.94	23.67.242.74	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1721	4:07:02 PM 4/22/2015	30.0927990	23.23.102.119	192.168.102.94	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1722	4:07:02 PM 4/22/2015	30.0928440	192.168.102.94	23.23.102.119	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1727	4:07:03 PM 4/22/2015	31.1253310	192.168.102.94	192.243.250.20	HTTP	HTTP/1.1 200 OK (text/css)
1728	4:07:03 PM 4/22/2015	31.1271320	192.168.102.94	192.93.246.15	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1729	4:07:04 PM 4/22/2015	31.1629330	192.243.250.20	192.168.102.94	TCP	TCP [RST] Seq=12807928, Win=0, Len=0
1730	4:07:04 PM 4/22/2015	31.1729380	192.243.250.20	192.168.102.94	HTTP	HTTP/1.1 200 OK (text/css)
1731	4:07:04 PM 4/22/2015	31.2519320	192.168.102.94	192.168.102.1	DNS	DNS Query for www.google.com

**No Packets for 1,035 ms**

*(Repro #1)*

We expect the OS network stack to continue TCP communications even if the browser was "blocked" on a script

# CLOUDSHARK

CloudShark Enterprise // Nic Jansma · cloudshark.org

4.trim.2mb.cap 1.9 mb · 2548 packets · more info

Start typing a Display Filter

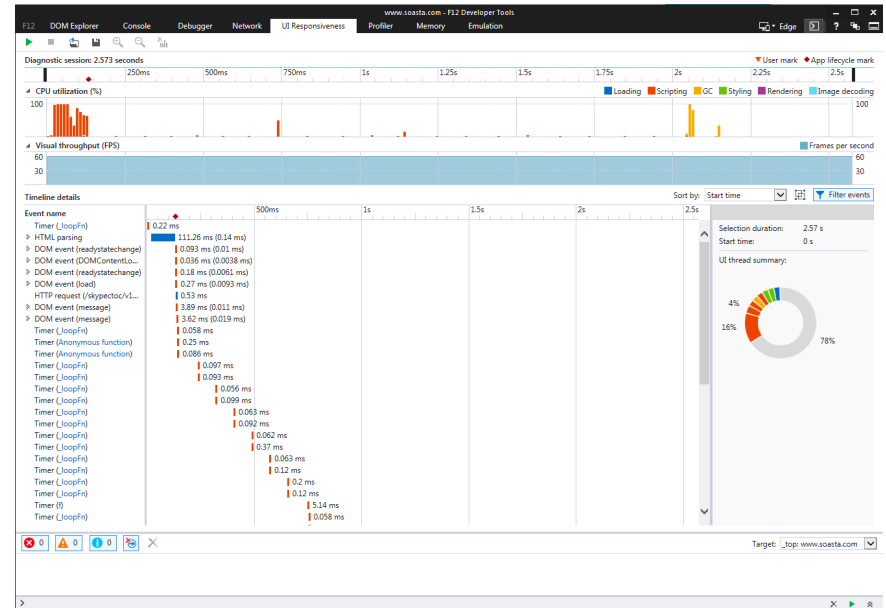
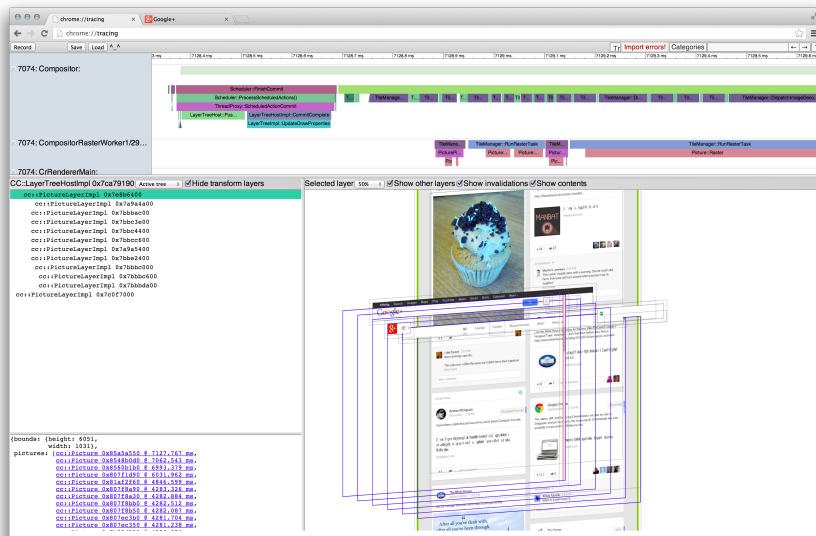
**Minimal activity for 1.5 seconds**

No.	Time	Source	Destination	Protocol	Length	Info
38	1.521156	216.58.217.142	192.168.103.113	TCP	60	https → 64468 [ACK] Seq=4295 A
39	1.553164	216.58.217.142	192.168.103.113	TLSv1.2	351	Application Data
40	1.553211	192.168.103.113	216.58.217.142	TCP	54	64468 → https [ACK] Seq=1338 A
41	1.556162	216.58.217.142	192.168.103.113	TLSv1.2	1470	Application Data
42	1.556205	216.58.217.142	192.168.103.113	TLSv1.2	567	Application Data
43	1.556224	192.168.103.113	216.58.217.142	TCP	54	64468 → https [ACK] Seq=1338 A
44	1.556246	216.58.217.142	192.168.103.113	TLSv1.2	100	Application Data
45	1.708031	192.168.103.113	216.58.217.142	TLSv1.2	100	Application Data
46	1.783192	216.58.217.142	192.168.103.113	TCP	60	https → 64468 [ACK] Seq=6567 A
47	1.958219	192.168.105.112	192.168.105.255	NBNS	92	Name query NB HTTPS<00>
48	2.035273	Spanning-tree-(for-bridges)_01	Broadcast	0x8874	64	Ethernet II
49	2.708319	192.168.105.112	192.168.105.255	NBNS	92	Name query NB HTTPS<00>
50	3.600459	192.168.103.113	192.168.103.2	TCP	54	[TCP Retransmission] 64175 →
51	3.947670	192.168.103.113	192.168.103.1	DNS	81	Standard query 0xdc6d A cache.
52	3.956861	Spanning-tree-(for-bridges)_01	Broadcast	0x8874	64	Ethernet II
53	3.972466	192.168.103.1	192.168.103.113	DNS	552	Standard query response 0xdc6d
54	3.973253	192.168.103.113	173.194.121.34	TCP	66	64469 → http [SYN] Seq=0 Win=8
55	4.002472	173.194.121.34	192.168.103.113	TCP	66	http → 64469 [SYN, ACK] Seq=0
56	4.002542	192.168.103.113	173.194.121.34	TCP	54	64469 → http [ACK] Seq=1 Ack=1
57	4.003046	192.168.103.113	173.194.121.34	HTTP	523	GET /crx/blobs/QgAAAC6zw0qH2D
58	4.003481	173.194.121.34	192.168.103.113	TCP	60	http → 64469 [ACK] Seq=1 Ack=1

(Repro #2)

# TOOL #5

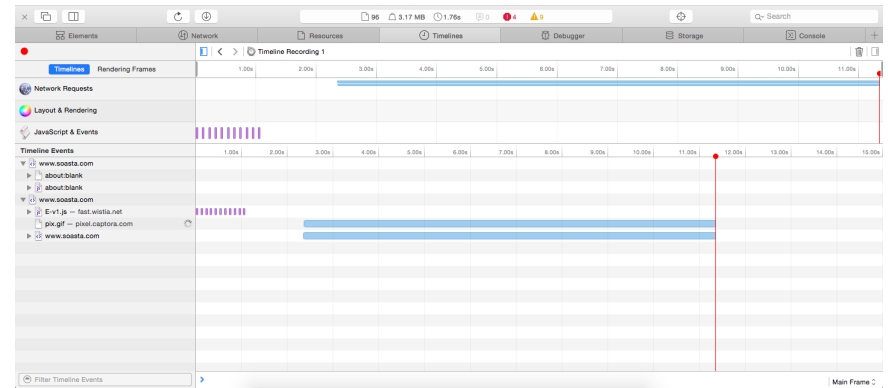
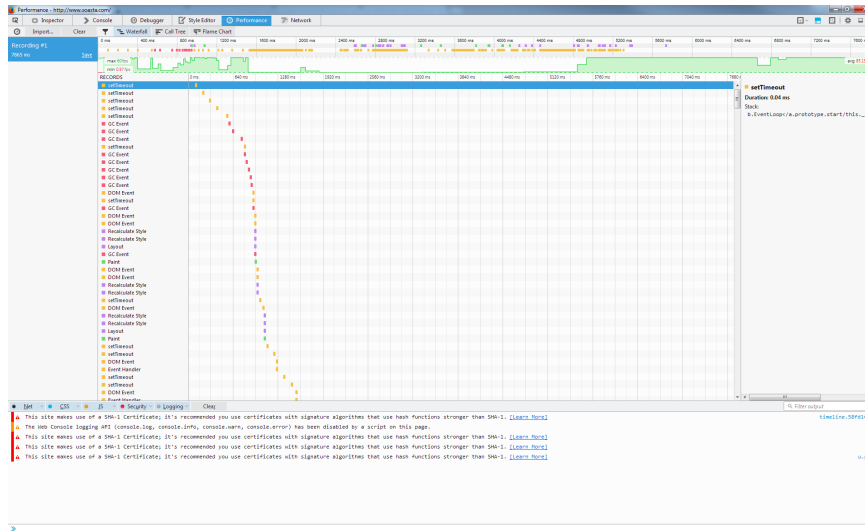
## BROWSER DEV TOOLS





# TOOL #5

## BROWSER DEV TOOLS



The usefulness of Browser Dev Tools could be a talk on its own, but we'll give some highlights during our investigations

# TOOL #6

## CHROME TRACING

chrome://tracing

The screenshot displays the Chrome Tracing interface. At the top, the browser address bar shows 'chrome://tracing'. Below the address bar, there are controls for 'Record', 'Save', and 'Load'. A timeline at the top shows various system events with their durations, such as 'Scheduler: FinishCommit' (3 ms) and 'LayerTreeImpl: UpdateDrawProperties' (7128.6 ms).

The main area is divided into three sections:

- 7074: Composer:** Shows a sequence of tasks including 'Scheduler: FinishCommit', 'Scheduler: ProcessScheduledActions', 'ThreadProxy: ScheduledActionCommit', 'LayerTreeHost: Pus...', and 'LayerTreeImpl: UpdateDrawProperties'.
- 7074: CompositorRasterWorker1/29...** Shows tasks like 'TieManager: RunRasterTask' and 'Picture: Raster'.
- 7074: CrRendererMain:** Shows the active tree structure for 'CC:LayerTreeHostImpl 0x7ca79190', listing various 'PictureLayerImpl' objects with their memory addresses.

At the bottom, there are checkboxes for 'Hide transform layers', 'Selected layer: 50%', 'Show other layers', 'Show invalidations', and 'Show contents'. The right side of the interface shows a visual overlay of a webpage (a Google+ post) with blue and purple bounding boxes indicating the layout of various elements like images and text blocks.

```
{bounds: {height: 6051, width: 1031}, pictures: [cc:Picture 0x859a5a550 @ 7127.767 ms, cc:Picture 0x85488b0d0 @ 7062.543 ms, cc:Picture 0x8560b1b0 @ 6993.379 ms, cc:Picture 0x807f1d90 @ 6031.962 ms, cc:Picture 0x81a2f60 @ 4816.559 ms, cc:Picture 0x807f8a90 @ 4283.326 ms, cc:Picture 0x807f8a30 @ 4282.884 ms, cc:Picture 0x807f9bb0 @ 4282.512 ms, cc:Picture 0x807f9b50 @ 4282.087 ms, cc:Picture 0x807ec3b0 @ 4281.704 ms, cc:Picture 0x807ec350 @ 4281.238 ms]
```

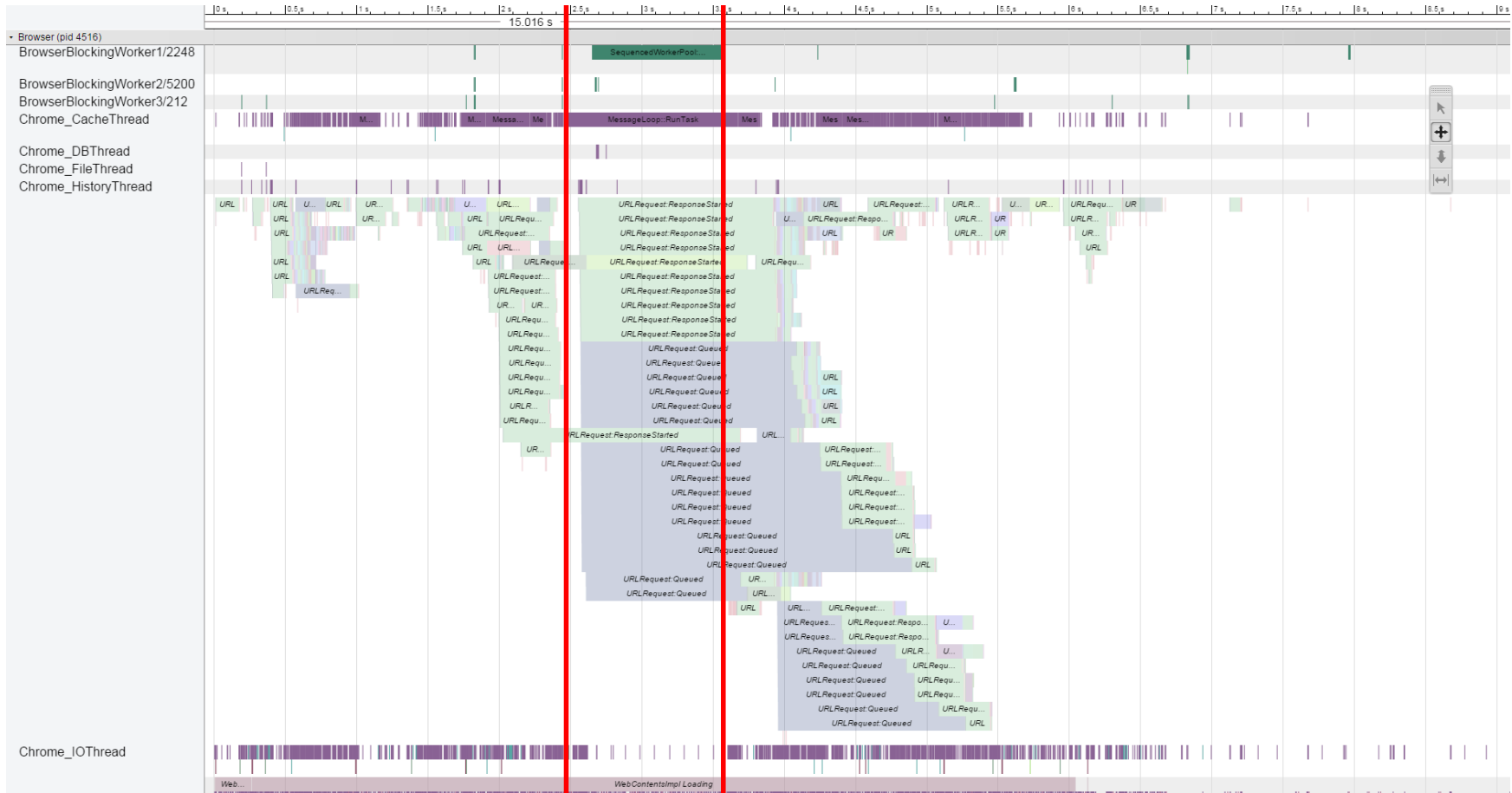
# WebPageTest provides Chrome Traces

Run 4:



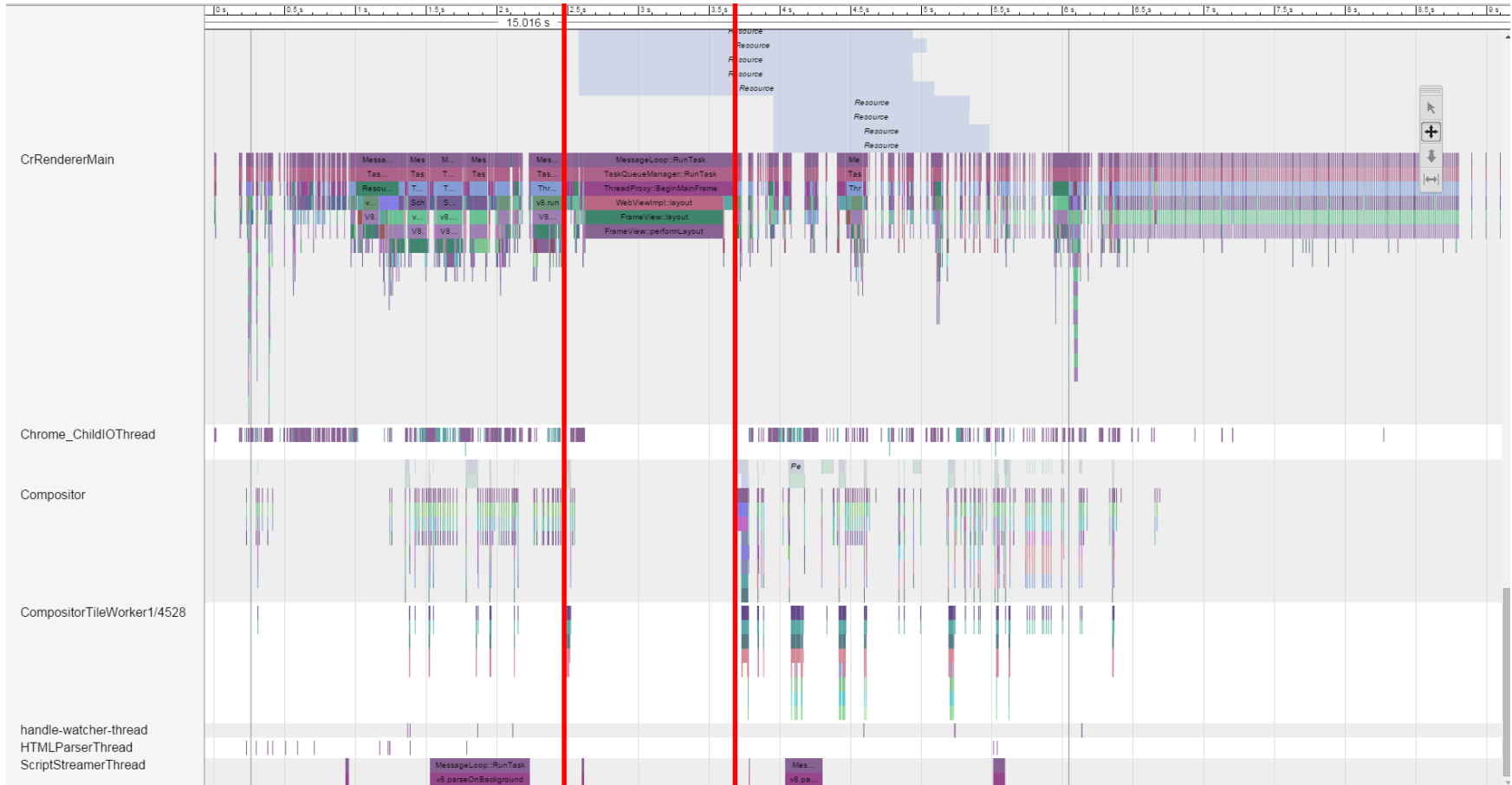
# CHROME TRACE

## Repro #2:



# CHROME TRACE

## Repro #2:



# NETLOG

NetLog: Chrome's network logging system

<https://www.chromium.org/developers/design-documents/network-stack/netlog>

# REPRO #2: NETLOG

```
{ "params": { "load_flags": 2163712, "method": "GET", "priority": "LOWEST",  
  "url": "http://c.go-mpulse.net/boomerang/KQTS5-4NBTD-EYGLE-64UYR-S5892" },  
  "phase": 1, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 91 },  
{ "phase": 1, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 93 },  
{ "phase": 2, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 93 },  
{ "phase": 1, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 101 },  
{ "phase": 2, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 101 },  
{ "phase": 1, "source": { "id": 588, "type": 1 }, "time": "5454412310", "type": 102 },  
{ "params": { "byte_count": 1460 }, "phase": 0, "source": { "id": 275, "type": 4 },  
  "time": "5454412311", "type": 62 },  
{ "phase": 2, "source": { "id": 529, "type": 1 }, "time": "5454412311", "type": 143 },  
{ "phase": 1, "source": { "id": 529, "type": 1 }, "time": "5454412311", "type": 143 },  
{ "params": { "byte_count": 443 }, "phase": 0, "source": { "id": 275, "type": 4 },  
  "time": "5454412313", "type": 62 },  
{ "phase": 2, "source": { "id": 529, "type": 1 }, "time": "5454412313", "type": 143 },  
{ "phase": 1, "source": { "id": 529, "type": 1 }, "time": "5454412313", "type": 143 },  
{ "phase": 2, "source": { "id": 275, "type": 4 }, "time": "5454412313", "type": 37 },  
{ "phase": 2, "source": { "id": 529, "type": 1 }, "time": "5454412313", "type": 143 },
```



# STEP #2

## DIVE DEEPER

It will be great to (re)prove that our script loader works even if our CDN is down, or if there are delays in the network

How can we do this? There are a couple tools that can help with **Single Point of Failure** (SPOF) testing

# WEBPAGETEST SPOF

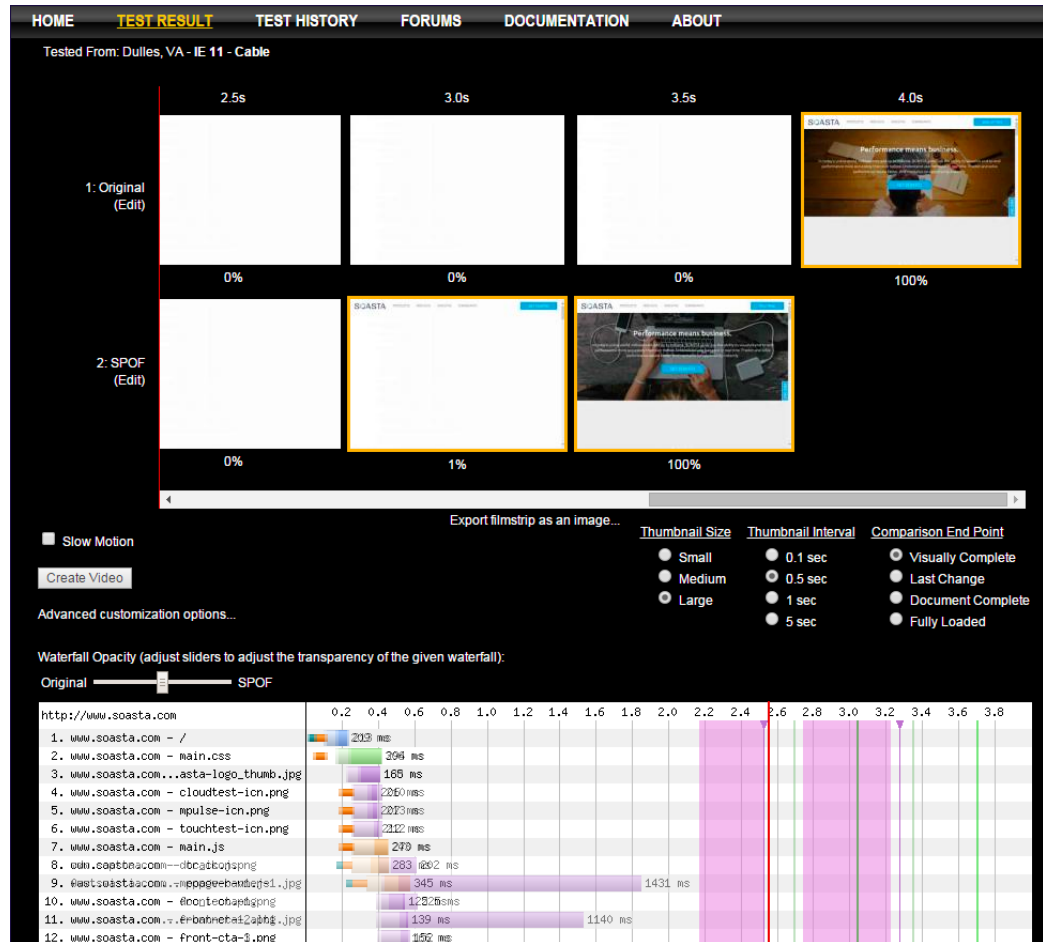
blackhole.webpagetest.org drops all traffic

```
setDnsName c.go-mpulse.net blackhole.webpagetest.org  
navigate our-customer.com
```

The screenshot shows the WebPageTest SPOF configuration interface. At the top, there are three tabs: "Analytical Review", "Visual Comparison", and "Traceroute". Below the tabs, the domain "our-customer.com" is entered in the main input field. To the right of this field is a yellow "START TEST" button. Below the domain field, there are two dropdown menus: "Test Location" set to "Dulles, VA USA (IE 8-11, Chrome, Firefox, Android, iOS)" and "Browser" set to "IE 9". Below these is an "Advanced Settings" section with a dropdown arrow. Under "Advanced Settings", there are several tabs: "Test Settings", "Advanced", "Chrome", "Auth", "Script", "Block", "SPOF", and "Custom". The "SPOF" tab is selected. The "SPOF" tab content includes a description: "Simulate failure of specified domains. This is done by re-routing all requests for the domains to [blackhole.webpagetest.org](http://blackhole.webpagetest.org) which will silently drop all requests." Below this is a text input field labeled "Hosts to fail (one host per line)..." containing the text "c.go-mpulse.net".

# WEBPAGETEST SPOF

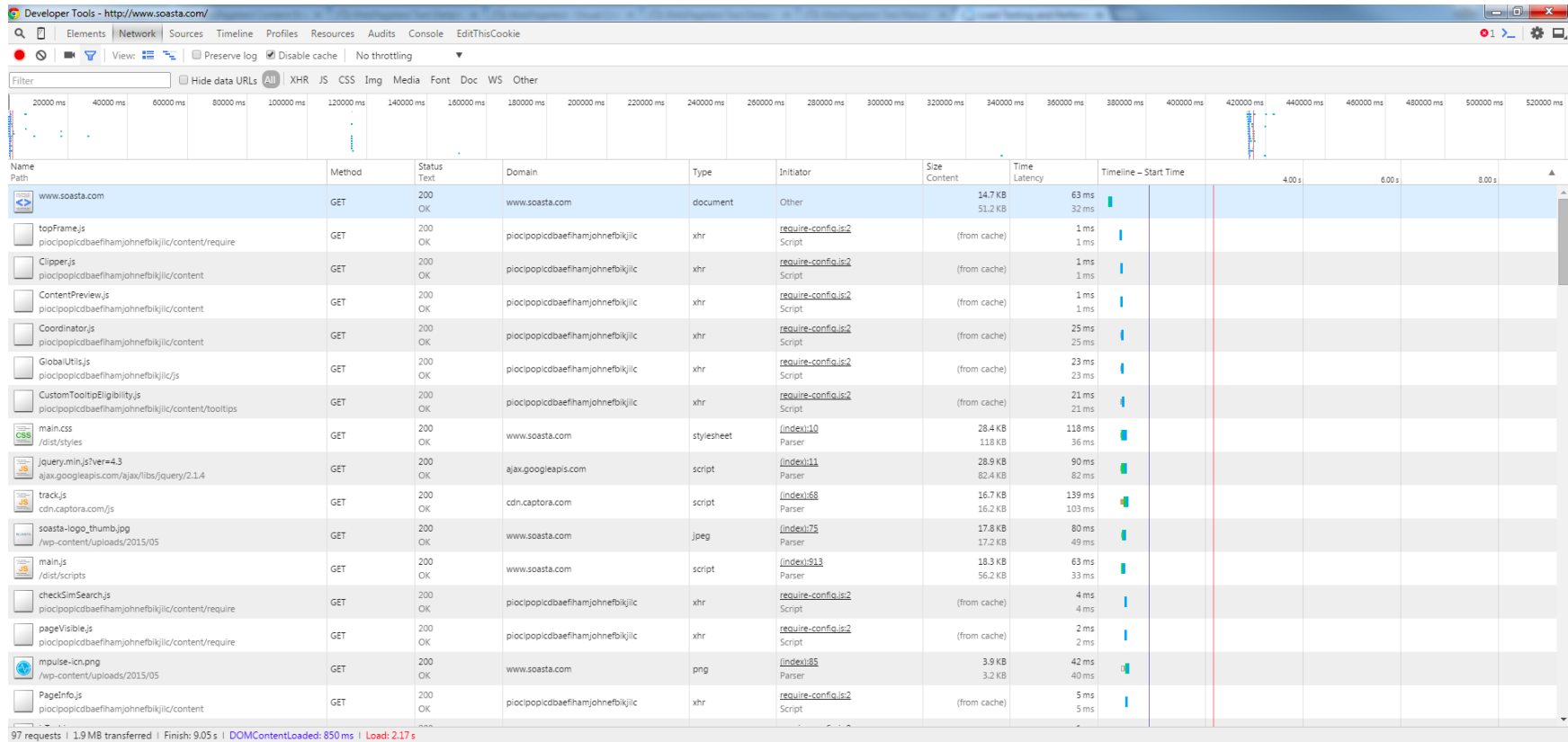
No issues with blocking our CDN c.go-mpulse.net



Let's try to do SPOF on our local machine as well

# BROWSER DEV TOOLS

## WATERFALL



# TOOL #7

**`/etc/hosts`**

- Great for quickly redirecting traffic to your local machine
- Or for sending traffic to a blackhole

On Windows:

`C:\windows\system32\drivers\etc\hosts`

# /ETC/HOSTS

blackhole.webpagetest.org == 72.66.115.13

```
72.66.115.13 apis.google.com  
72.66.115.13 www.google-analytics.com  
72.66.115.13 c.go-mpulse.net
```

# TOOL #8

# FIDDLER



- For monitoring all traffic from desktop or mobile devices
- For injecting different content into live sites
- For artificially delaying traffic



# FIDDLER

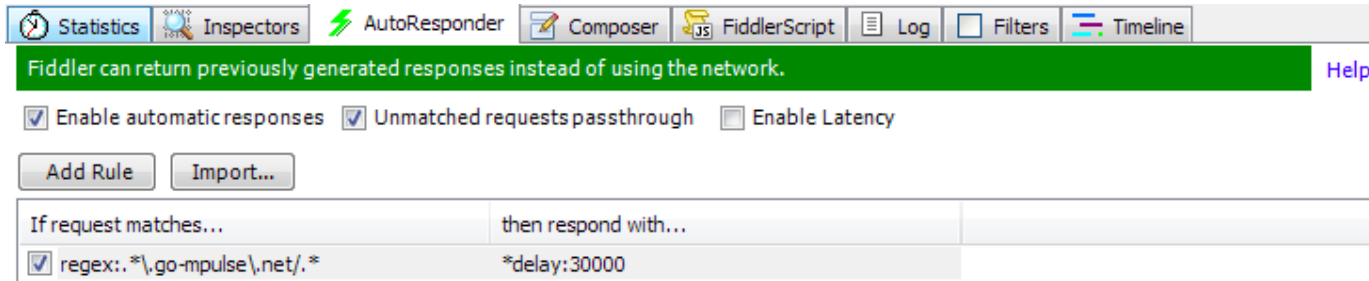
The screenshot displays the Fiddler Web Debugger interface. The main window shows a list of intercepted HTTP requests with columns for #, Result, Protocol, Host, URL, Body, Caching, Content-Type, Process, Comments, Custom, rt.quit, h.pg, t\_done, and rt.star. The list includes various requests such as CSS files, images, and application data.

On the right side, the 'AutoResponder' panel is visible, showing a rule configuration. The rule is set to 'Enable automatic responses' and 'Unmatched requests passthrough'. The rule configuration is as follows:

If request matches...	then respond with...
<input checked="" type="checkbox"/> regex: "%\,go-mpulse\.net/,*"	*delay:30000

At the bottom, the 'Rule Editor' shows the rule configuration: `regex: "%\,go-mpulse\.net/,*"`  and `*delay:30000`.

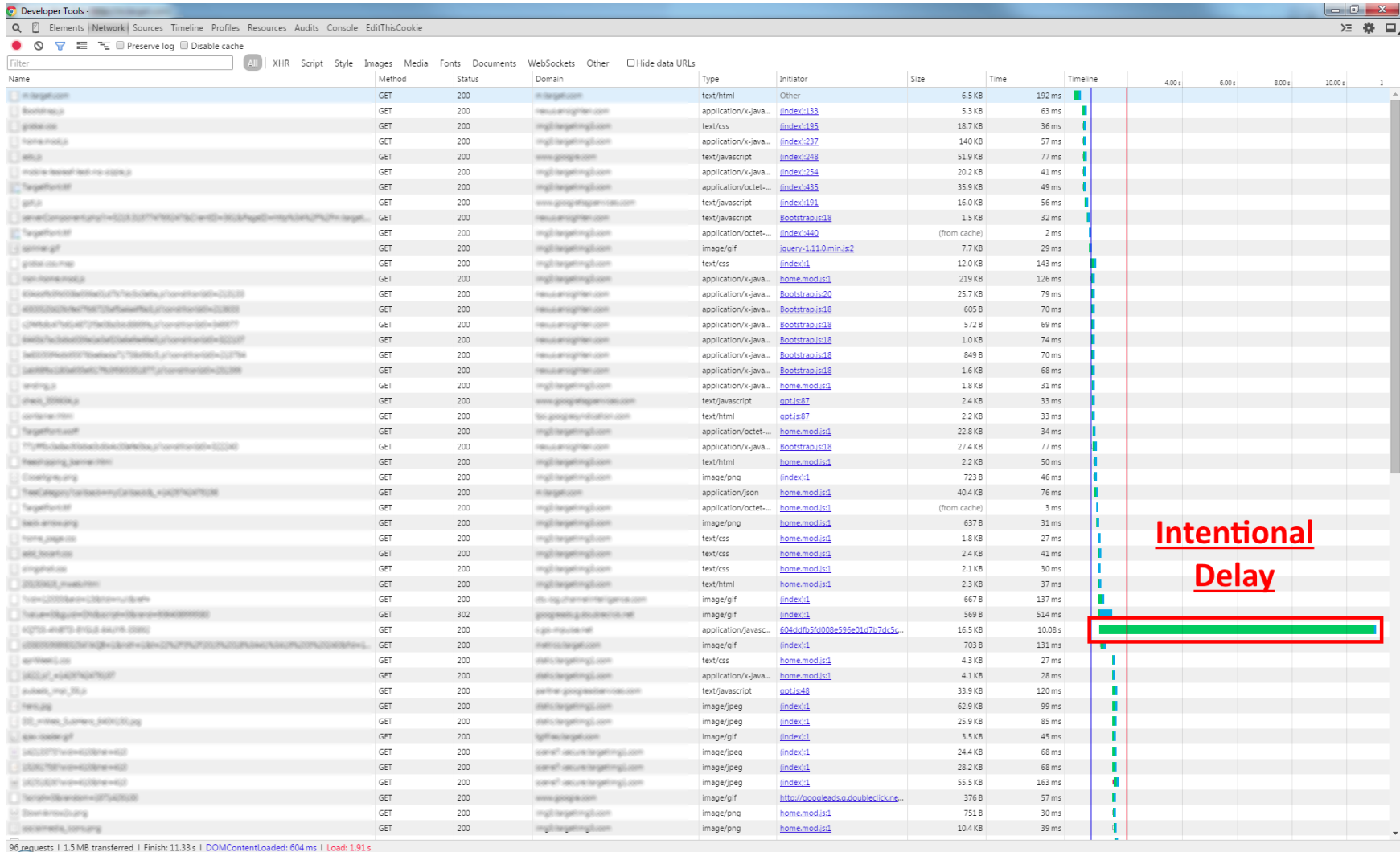
# FIDDLER SPOF



The screenshot shows the Fiddler SPOF interface. At the top, there is a toolbar with icons for Statistics, Inspectors, AutoResponder, Composer, FiddlerScript, Log, Filters, and Timeline. Below the toolbar is a green status bar with the text "Fiddler can return previously generated responses instead of using the network." and a "Help" link. Underneath the status bar are three checkboxes: "Enable automatic responses" (checked), "Unmatched requests passthrough" (checked), and "Enable Latency" (unchecked). Below these are two buttons: "Add Rule" and "Import...". At the bottom, there is a table with two columns: "If request matches..." and "then respond with...". The table contains one row with a checked checkbox, a regex pattern "regex:.\*\go-mpulse\.net/.\*", and a response "\*delay:30000".

If request matches...	then respond with...
<input checked="" type="checkbox"/> regex:.*\go-mpulse\.net/.*	*delay:30000

# FIDDLER SPOF



# SCENARIO #1

## Conclusion:

- Able to reproduce the issue on WebPageTest that day, but **not later**
- Saw periods of **no CPU activity**
- Saw periods of **no TCP activity**
- Boomerang had already reached the network interface, so something else was blocking it on the box
- Customer had multiple tag managers

# SCENARIO #1

## Conclusion:

- We ran SPOF checks with WebPageTest, /etc/hosts, and Fiddler
- Via WPT and Fiddler SPOF, we show our script is non-blocking

# SCENARIO #2

## PRE-RENDER SHENANIGANS

## Customer:

---

*"I'm seeing pages that should match showing up in No Page Group again"*

- You can define **rules** in mPulse for **URLs** to be matched to a **Page Group** dimension
- Customer was seeing a high number of hits to a (No Page Group) category that should have matched a URL

# PAGE GROUPS

Configure Web App

General   Beacons   **Page Groups**   Metrics   Timers   Dimensions

	Definition Method	Parameter1	Parameter2	Subresource	
1	URL Regular Expr ▼	Pattern: /view/	Page Group: Map View	<input type="checkbox"/>	✗
2	URL Regular Expr ▼	Pattern: /map/[a-z0-9-]+/\$	Page Group: Map Info	<input type="checkbox"/>	✗
3	URL Regular Expr ▼	Pattern: /category/	Page Group: Categories	<input type="checkbox"/>	✗
4	URL Regular Expr ▼	Pattern: /states/	Page Group: States	<input type="checkbox"/>	✗
5	URL Regular Expr ▼	Pattern: /countries/	Page Group: Countries	<input type="checkbox"/>	✗
6	URL Regular Expr ▼	Pattern: /maps/	Page Group: Maps	<input type="checkbox"/>	✗
7	URL Regular Expr ▼	Pattern: /date/	Page Group: Date	<input type="checkbox"/>	✗
8	URL Regular Expr ▼	Pattern: ^http://virtualglobetrotting.com/\$	Page Group: Home	<input type="checkbox"/>	✗
9	URL Regular Expr ▼	Pattern: /forums/	Page Group: Forums	<input type="checkbox"/>	✗
10	URL Regular Expr ▼	Pattern: /search/	Page Group: Search	<input type="checkbox"/>	✗
11	URL Regular Expr ▼	Pattern: /api/	Page Group: API	<input checked="" type="checkbox"/>	✗
12	URL Regular Expr ▼	Pattern: ckb0.googleapis.com	Page Group: Google Map APIs	<input checked="" type="checkbox"/>	✗
13	URL Regular Expr ▼	Pattern: capture.trackjs.com	Page Group: TrackJS APIs	<input checked="" type="checkbox"/>	✗
14	URL Regular Expr ▼	Pattern: maps.googleapis.com	Page Group: Google Map APIs	<input checked="" type="checkbox"/>	✗

Enter Test URL:  Test Result:  ?



# TOOL #9

## RUM

- Real User Monitoring (RUM) tools
- **Real world** data
- Look at data in aggregate

# DISCLAIMER

*We obviously work for SOASTA, and mPulse is our RUM product*

# RUM

## AGGREGATE DATA

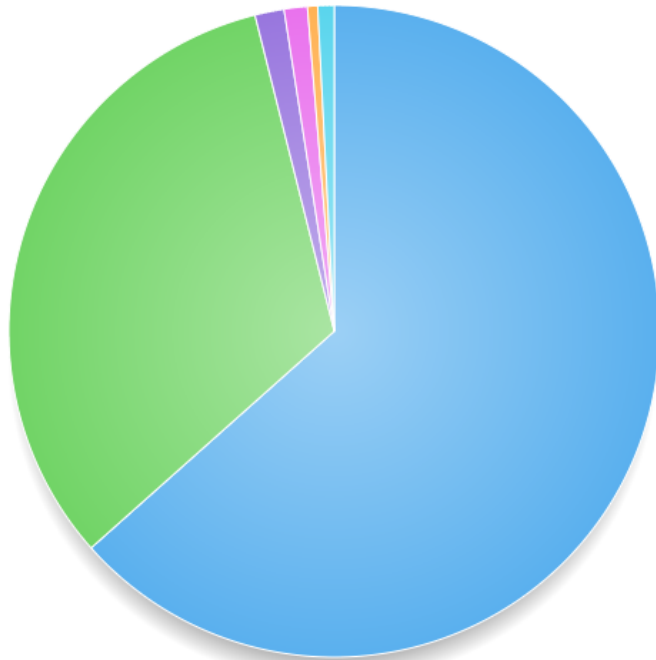
RUM lets you view your real-world customer data from an aggregate level

Row	Page Group	Beacons
1	...	47,152
2	...	38,656
3	...	37,628
4	...	26,886
5	...	9,532
6	...	8,032
7	...	4,525
8	...	4,430
9	...	3,546
10	...	3,465
11	...	3,011
12	...	2,999
13	...	2,892
14	...	2,641
15	...	2,638
16	...	2,436
17	(No Page Group)	2,003
18	...	1,949

# RUM

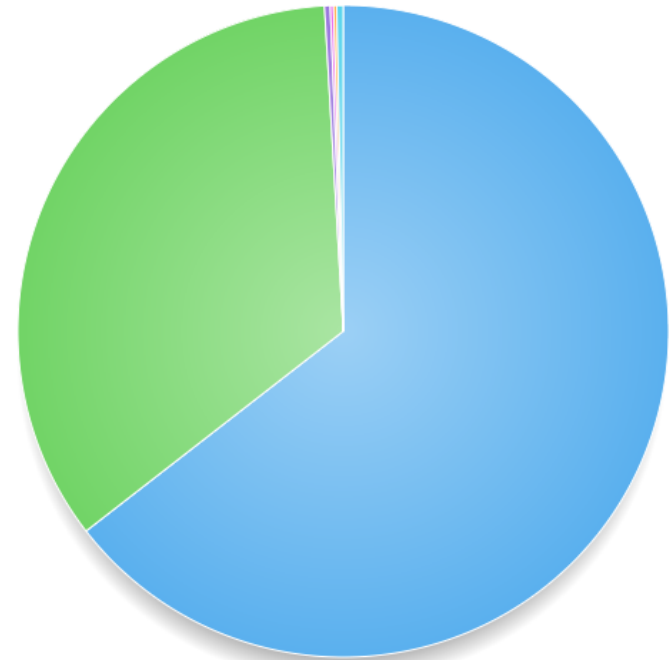
What are the most common causes of (No Page Group)?  
iOS Mobile Safari sticks out:

Top 5 Browsers



Mobile Safari	165,858	(63%)
Chrome Mobile	85,402	(33%)
Chrome	3,786	(1%)
Chrome Mobile iOS	3,018	(1%)

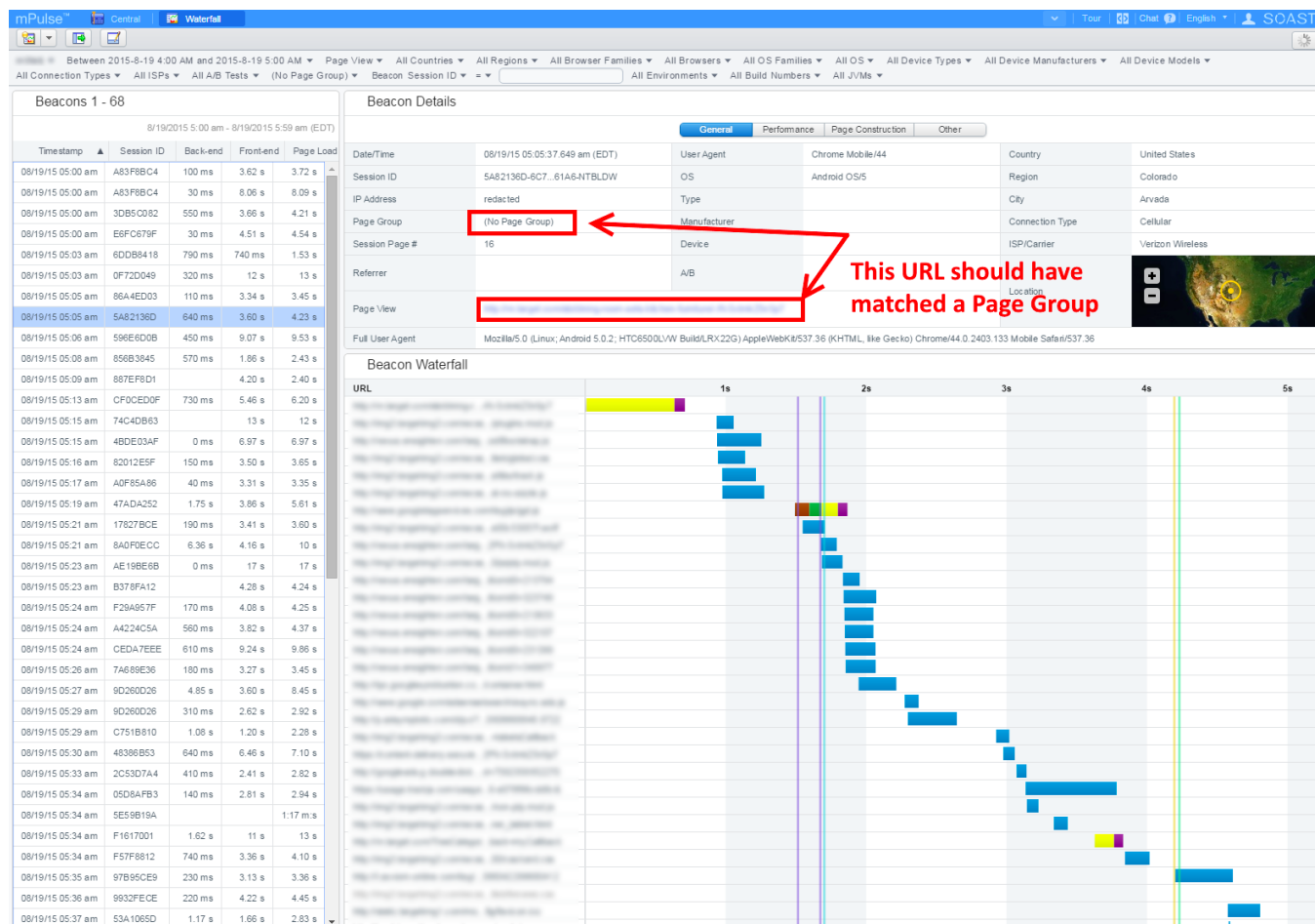
Top 5 Operating Systems



iOS	168,661	(64%)
Android OS	90,436	(35%)
Mac OS X	739	(0.28%)
Windows	430	(0.16%)

# RUM WATERFALLS

RUM Waterfalls let you look at real-world **individual page loads**



# STEP #1

## REPRODUCE THE ISSUE

- From RUM data, the issue was most common on the **home page** from **iOS** devices.
- Time to reproduce the issue on an iPad!

# FIDDLER

One great use of Fiddler is to monitor external browser traffic without having Browser Dev Tools open (including mobile traffic!)

The screenshot displays the Fiddler Web Debugger interface. The main window shows a list of intercepted HTTP requests. A red box highlights a column of hostnames, labeled "Beacons". Another red box highlights a custom column labeled "h.pg", which contains a list of menu items, labeled "Custom Columns". On the right-hand side, the "Filters" pane is visible, with a red box around the "Domain Filters" section, which lists several domains including "rum-dev.soasta.com" and "mpstat.com".

#	Result	Protocol	Host	URL	Body	Caching	Content...	Process	Comments	Custom
1746	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		h.pg
1814	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Home
1843	204	HTTP	36f10ff3.mpstat.us	/		0 no-cache		chrome...		Map Info
1889	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Countries
1927	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Maps
1938	204	HTTP	36f10ff3.mpstat.us	/		0 no-cache		chrome...		Categories
1945	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Categories
1993	204	HTTP	36f11e2c.mpstat.us	?h...		0 no-cache		chrome...		Categories
2032	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		States
2075	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		States
2398	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Forums
2470	204	HTTP	36f11e2c.mpstat.us	/		0 no-cache		chrome...		Home

**Beacons**

**Custom Columns**

**Domain Filters**

rum-dev.soasta.com; rum-dev-collector.soasta.com; \*.mpstat.com; \*.mpstat.us; \*.go-mpulse.net;

At this point, we sat with an iPad, reloading the home page hundreds of times to try to get a repro...



And tried...

And tried...

... an hour later, after trying many ways of loading the home page, we finally got a hit!

# THE REPRO

- It just so happens I was typing `www.customer.com` in the address bar, but got a phone call, so didn't hit Go yet
- Saw a beacon go through *without* a Page Group attached, but clearly for the customer's home page
- Ran the same scenario again, same result. Repro!
- Mobile Safari was **pre-rendering** the page I was typing into the address bar

# STEP #2

## DIVE DEEPER

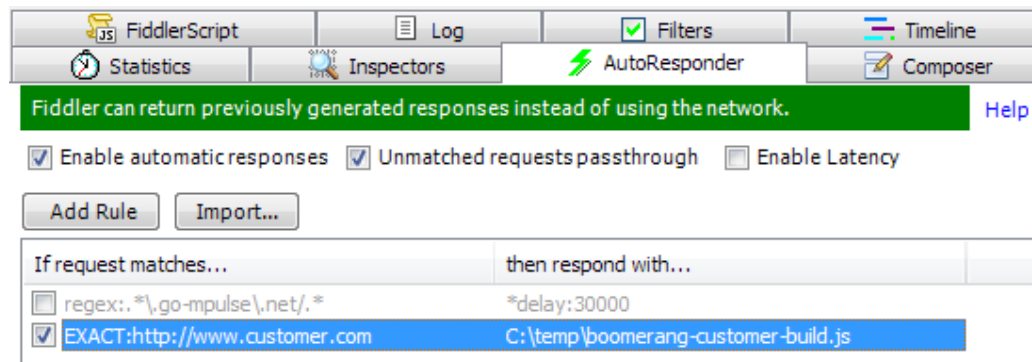
Now that we had a repro, we were able to narrow down the issue to a bug in Boomerang that didn't deal with **pre-render** state transitions properly.

The fix was pretty straightforward, but we needed to test it.

# FIX VALIDATION

Fiddler allows you to inject your own content in place other **live** content on any host

We injected our fixed version into the customer' site, and validated that it worked



# SCENARIO #2

## Conclusion:

- We used RUM to narrow down the problem
- We used RUM waterfalls to validate the problem happens in real-world data
- We used tools like Fiddler help reproduce the issue
- We used tools like Fiddler to help validate the fix

# SCENARIO #3

Stop messing with my `readyState`



# SCENARIO #3

- We were loading `www.customer.com` and found that Boomerang wasn't reliably sending a Page Load beacon
- Boomerang should run on `window.onload` and fire a beacon, but this wasn't happening

# STEP #1

## REPRODUCE THE ISSUE

- After injecting a debug version of Boomerang (via Fiddler) onto the customer's site, we found some interesting logging statements
- For example, `document.readyState == "loading"` even though `window.onload` had fired
- `window.pageshow` was firing before `window.onload` -- `window.onload` should be first

# STEP #2

## DIVE DEEPER

Our guess was that there was a script running on our customer's site that was messing with some of the document loading states, but had to prove it

One way is to fetch, unminify and analyze all of the site's JavaScript, but there are a couple easier ways if you want to use the Browser Dev Tools to work for you

# TOOL #9

## TAMPERMONKEY



- "Userscript" manager for Chrome, Opera and Android
- Allows you to inject your own code in other sites without a proxy

We started out with a guess that something was changing  
`window.onload` or `document.readyState`

# EASY WAY TO SEE

One way of modifying pre-existing DOM properties is via  
`Object.defineProperty`

Inject this in the page to find anyone using it:

```
Object.defineProperty = function(obj, prop, descriptor) {  
  debugger;  
};
```



Tampermonkey

v3.11 by Jan Biniok

Editor

Settings



Break on Object.defineProperty

by Nic Jansma



Update URL:

Search

Replace

Jump to line

Insert constructor

Auto-indent all

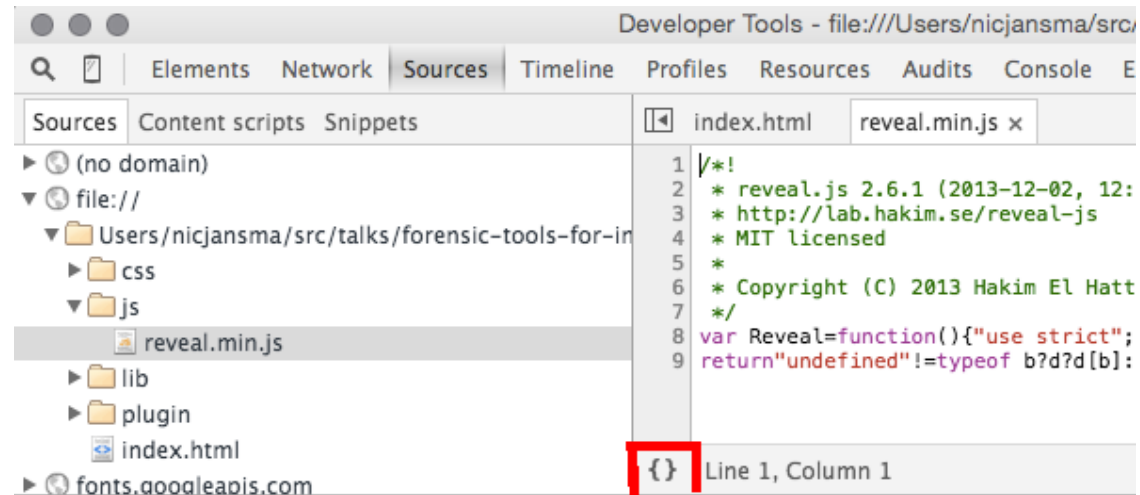
```
1 // ==UserScript==
2 // @name      Break on Object.defineProperty
3 // @namespace  http://nicj.net
4 // @version   0.1
5 // @description  Enters the debugger
6 // @author    Nic Jansma
7 // @match    https://*/
8 // @grant    none
9 // ==/UserScript==
10
11 Object.defineProperty = function(obj, prop, descriptor) {
12     debugger;
13 };
14
```

# HIT!

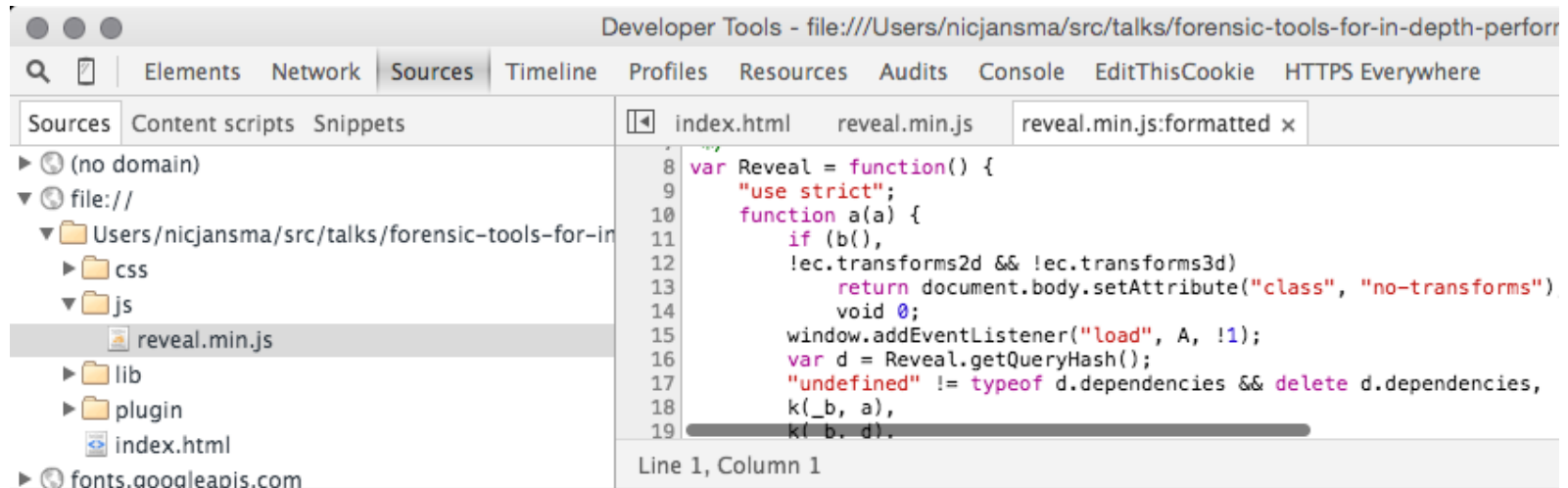
```
this.overrideBrowserFunctions = function() {  
  if (!E) {  
    Z();  
    aa();  
    try {  
      Object.defineProperty(window, "onload", {  
        set: function(a) {  
          window.addEventListener ? FE0.events.kk:AddEventListenerHandler("load", a) : FE0.events.kk:  
        }  
      })  
    } catch (a) {  
      f("Unable to override window.onload: ", a.message)  
    }  
  }  
}
```



# Chrome/IE/FF pretty-print (unminify) is **the greatest thing**



# Chrome/IE/FF pretty-print (unminify) is **the greatest thing**



We also a similar change of `document.readyState`

```
Object.defineProperty(
  document,
  "readyState",
  {
    get:
      function()
      {
        return document.someOtherReadyState;
      }
  });
```

# SCENARIO #3

## Conclusion:

- Changes to `window.onload` and `document.readyState` were intentional by another third-party script for FEO optimization
- We worked with that third-party to ensure our performance instrumentation wouldn't be affected

# SCENARIO #4

Premature optimization is the root of all good intentions

# SCENARIO #4

- Our mPulse beacons are protected against CSRF by a token and timestamp that gets sent with each beacon
- The CSRF token times out after 5 minutes
- A new token/timestamp is fetched from our servers every 5 minutes to ensure long-running apps can continue to send beacons

# SCENARIO #4

- We were finding that there was an increasing occurrence of the timestamp being "too old" -- that the CSRF timestamp on beacons were over 5 minutes old
- These beacons get **dropped**, but we needed to figure out **why**

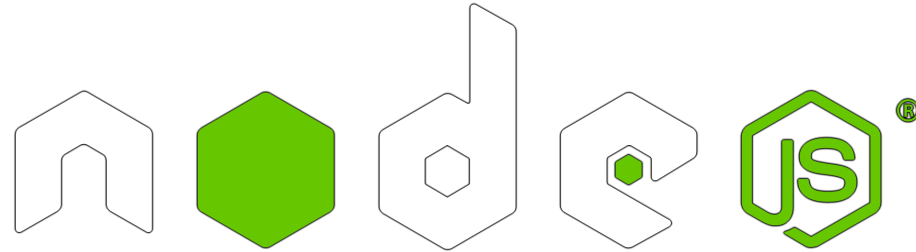
# STEP #1

## REPRODUCE THE ISSUE

- Every beacon that gets sent to mPulse is permanently persisted (stripped of PII), so we can easily go back and investigate the raw data
- Every **dropped** beacon is logged along with *why* it was dropped
- These dropped beacons don't hit our reporting infrastructure, but we still want to be able to look for trends among the dropped beacons



# TOOL #10: NODEJS



- Great for writing throw-away analysis scripts
- JavaScript lets you quickly iterate
- Tons of NPM modules for command-line use

# NODEJS

We use NodeJS for many things at SOASTA:

- boomerang.js build, deployment and testing (Grunt/Jenkins)
- Infrastructure tools
- Raw data analysis

# NODEJS

Useful NodeJS NPM modules for command-line scripts:

- `jetty`: ANSI control sequences
- `fast-stats`: Statistical analysis of numeric datasets
- `cli-table`: Tables for the command-line
- `commander`: Command-line argument parsing
- `line-by-line`: Reads large files without buffering into memory

# STEP #2

## DIVE DEEPER

We fetched gigabytes of dropped-beacon log files, and started doing some statistical analysis on the causes

# DROPPED-BEACON BREAKDOWN

We can break down the dropped-beacons data by dimensions to help guide us towards finding a repro:

- By browser
- By OS
- By beacon type
- By URL

# DROPPED-BEACON BREAKDOWN

NodeJS `cli-table` output. By browser:

---

URL	Count	%
IE/7.0	1559	66.65
IE/9.0	293	12.53
Safari/5.1.9	283	12.10

# DROPPED-BEACON BREAKDOWN

NodeJS `cli-table` output. By beacon type:

---

URL	Count	%
xhr	2222	95.00
navigation	37	1.58
...	7	0.30
Total	2339	100

# DROPPED-BEACON BREAKDOWN

NodeJS `cli-table` output. By URL:

---

URL	Count	%
<code>http://www.customer.com/api/foo</code>	2187	93.50
<code>http://www.customer.com/anotherurl</code>	9	0.38



# THE REPRO

- From our raw data, the "too old" beacons were mostly caused by **IE 7 and IE 9**, from **XHRs** to the customer's `/api/foo` endpoint

# TOOL #11

## VIRTUALIZATION

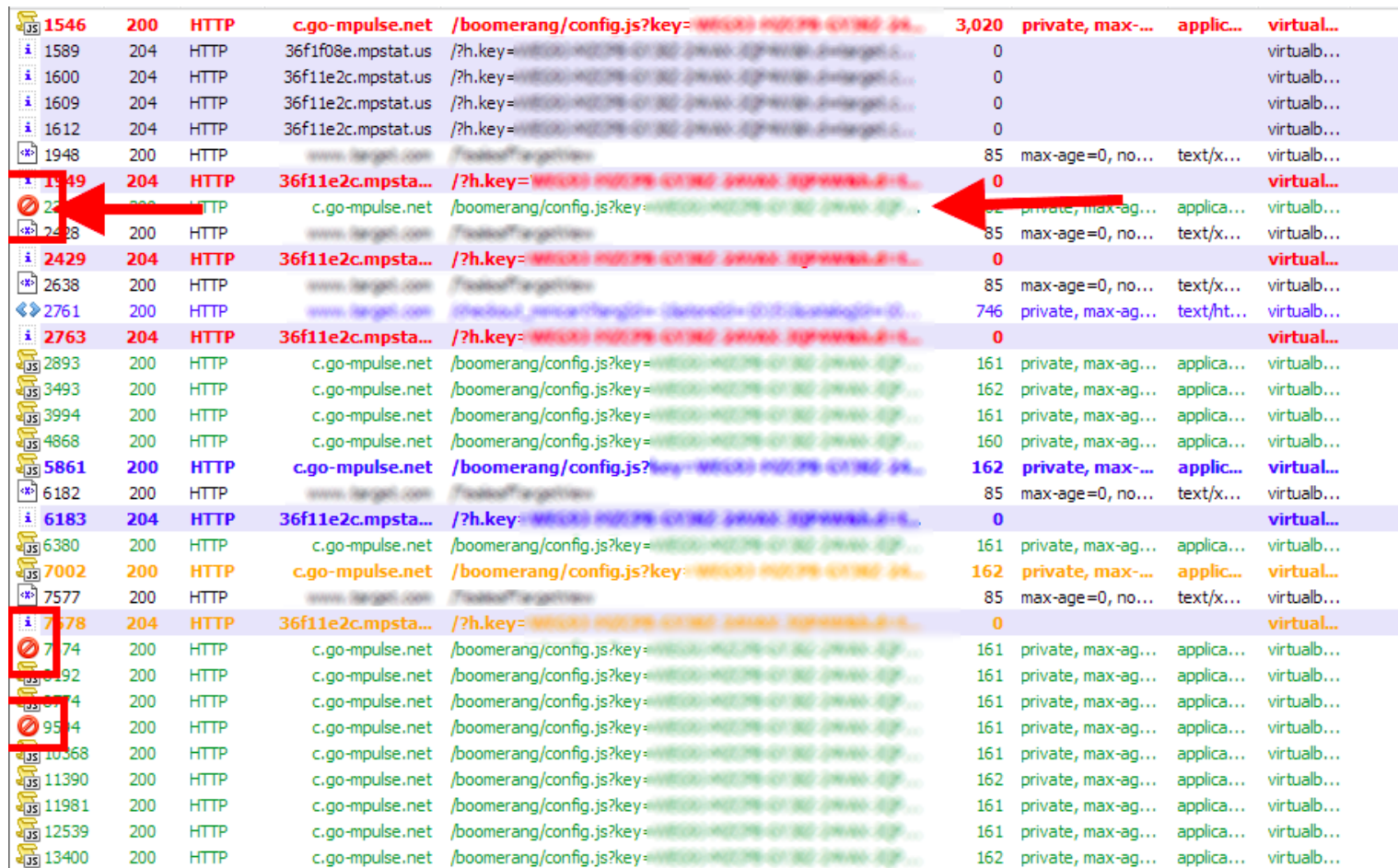
- VirtualBox, VMWare, Parallels, etc
- All great ways to test older browsers
- [modern.ie](http://modern.ie) has VMs for IE 6, 7, 8, 9, 10, 11 and Edge

# THE REPRO

We sat our VirtualBox IE 9 browser on `www.customer.com` for a while, watching XHRs and beacons flow past

# THE REPRO

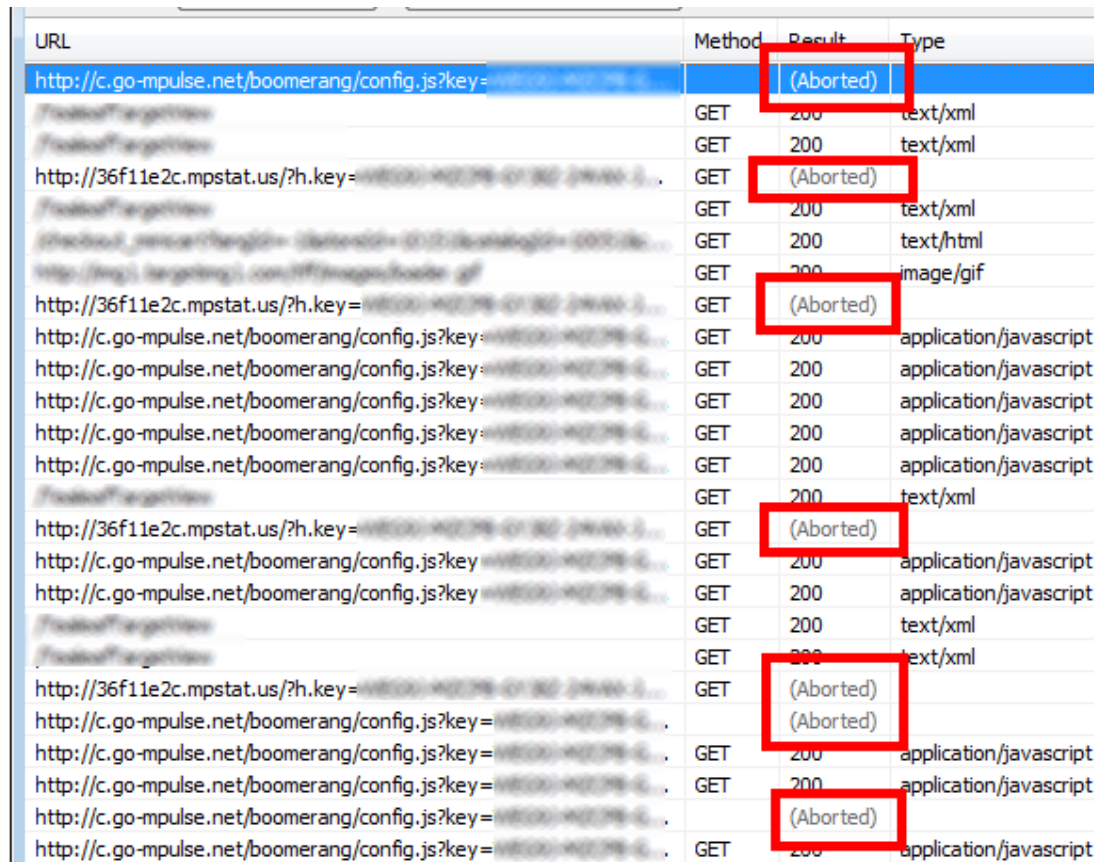
Both IE 9 Developer Tools and Fiddler showed something interesting:



1546	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	3,020	private, max-...	applic...	virtual...
1589	204	HTTP	36f1f08e.mpstat.us	/?h.key=...	0			virtualb...
1600	204	HTTP	36f11e2c.mpstat.us	/?h.key=...	0			virtualb...
1609	204	HTTP	36f11e2c.mpstat.us	/?h.key=...	0			virtualb...
1612	204	HTTP	36f11e2c.mpstat.us	/?h.key=...	0			virtualb...
1948	200	HTTP	www.target.com	/Feed/Favorites	85	max-age=0, no...	text/x...	virtualb...
1949	204	HTTP	36f11e2c.mpsta...	/?h.key=...	0			virtual...
2228	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-ag...	applica...	virtualb...
2428	200	HTTP	www.target.com	/Feed/Favorites	85	max-age=0, no...	text/x...	virtualb...
2429	204	HTTP	36f11e2c.mpsta...	/?h.key=...	0			virtual...
2638	200	HTTP	www.target.com	/Feed/Favorites	85	max-age=0, no...	text/x...	virtualb...
2761	200	HTTP	www.target.com	/Checkout/ViewCart/Items=3&ItemID=012&ItemID=0...	746	private, max-ag...	text/ht...	virtualb...
2763	204	HTTP	36f11e2c.mpsta...	/?h.key=...	0			virtual...
2893	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
3493	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-ag...	applica...	virtualb...
3994	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
4868	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	160	private, max-ag...	applica...	virtualb...
5861	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-...	applic...	virtual...
6182	200	HTTP	www.target.com	/Feed/Favorites	85	max-age=0, no...	text/x...	virtualb...
6183	204	HTTP	36f11e2c.mpsta...	/?h.key=...	0			virtual...
6380	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
7002	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-...	applic...	virtual...
7577	200	HTTP	www.target.com	/Feed/Favorites	85	max-age=0, no...	text/x...	virtualb...
7578	204	HTTP	36f11e2c.mpsta...	/?h.key=...	0			virtual...
7579	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
7580	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
7581	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
7582	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
7583	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
10368	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
11390	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-ag...	applica...	virtualb...
11981	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
12539	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	161	private, max-ag...	applica...	virtualb...
13400	200	HTTP	c.go-mpulse.net	/boomerang/config.js?key=...	162	private, max-ag...	applica...	virtualb...

# THE REPRO

IE 9 Developer Tools showing aborted requests to our injected <javascript> that updates the token and timestamp:



The screenshot shows the Network tab of the IE 9 Developer Tools. The network log contains several entries, with several of them marked as '(Aborted)'. The entries are as follows:

URL	Method	Result	Type
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	(Aborted)	
...	GET	200	text/xml
...	GET	200	text/xml
http://36f11e2c.mpstat.us/?h.key=...	GET	(Aborted)	
...	GET	200	text/xml
...	GET	200	text/html
http://img.limgimg.com/files/images/...	GET	200	image/gif
http://36f11e2c.mpstat.us/?h.key=...	GET	(Aborted)	
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
...	GET	200	text/xml
http://36f11e2c.mpstat.us/?h.key=...	GET	(Aborted)	
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
...	GET	200	text/xml
...	GET	200	text/xml
http://36f11e2c.mpstat.us/?h.key=...	GET	(Aborted)	
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	(Aborted)	
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	(Aborted)	
http://c.go-mpulse.net/boomerang/config.js?key=...	GET	200	application/javascript

# SCENARIO #4

## Conclusion:

- We had recently made a change in boomerang.js to quickly remove the `<javascript>` node that was fetching the updated CSRF token and timestamp
- In some older browsers, this causes the network request to abort
- We were able to validate the fix (keeping the `<javascript>` node around for a bit) via the same tools

# SCENARIO #5

The many ways to send a beacon  
... and the many ways to **not** send a beacon

# SCENARIO #5

We send the boomerang.js beacon to mPulse via several methods:

- If the payload is small, we create a hidden `IMG` element with a `img.src` containing the payload in the query string
- If the payload is large (greater than 2083 bytes), we create a hidden `FORM` element and call `form.submit()` on it



# SCENARIO #5

Windows 10 and Edge had just been released, and a customer reported that their site was hanging in Edge on some pages, and that it no longer did when boomerang.js was removed from their site

We had tested Windows 10 Technical Preview (the previous Edge build) thoroughly, but something in the final release was causing problems

# STEP #1

## REPRODUCE THE ISSUE

Sure enough, loading `customer.com` would hang Edge for up to 30 seconds.

Since the browser was hung, it was hard to use the Edge debugger

# STEP #2

## DIVE DEEPER

Time to dive into system-level tracing!

# TOOL #12

## EVENT TRACING FOR WINDOWS



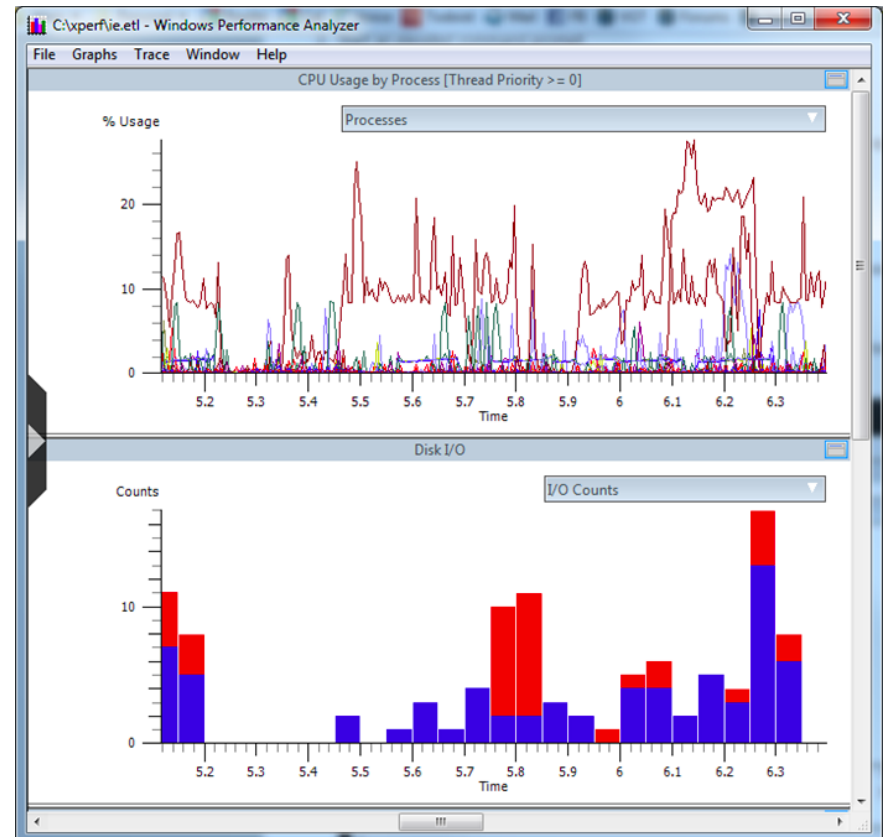
Microsoft® Windows® Performance Analyzer  
Version 10.0.10240.16384 (th1.150709-1700)  
© 2015 Microsoft Corporation. All rights reserved.

- Event Tracing for Windows (**ETW**) is built into all versions of Windows from XP onward
- Enables the OS and applications to efficiently generate runtime tracing events
- **xperf** and the newer **Windows Performance Analyzer (WPA)** are tools used to generate ETW traces and then analyze them

# ETW

Available tracing:

- CPU usage
- Disk usage
- Hard faults
- DPCs/ISRs
- TCP
- Sampled Profiling
- Custom app events (IE7+, Chrome)
- With stacks!



# ETW - DOWNLOADING

- Part of the **Windows Performance Toolkit**
- Included in the [Windows Assessment and Deployment Kit](#)
- Friendly interface via UIforETW:  
[github.com/google/UIforETW](https://github.com/google/UIforETW)

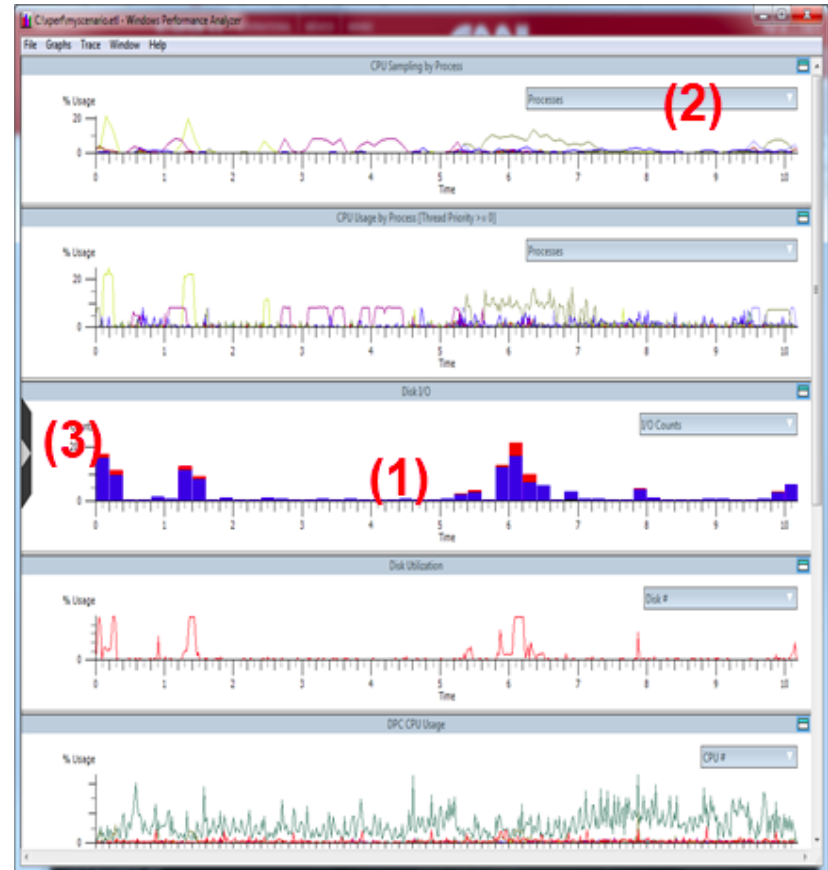
# ETW - USAGE

Simple trace of system evenst:

```
xperf.exe -on latency -stackwalk profile  
// [run scenario]  
xperf.exe -stop -d myscenario.etl
```

# ETW - XPERFVIEW

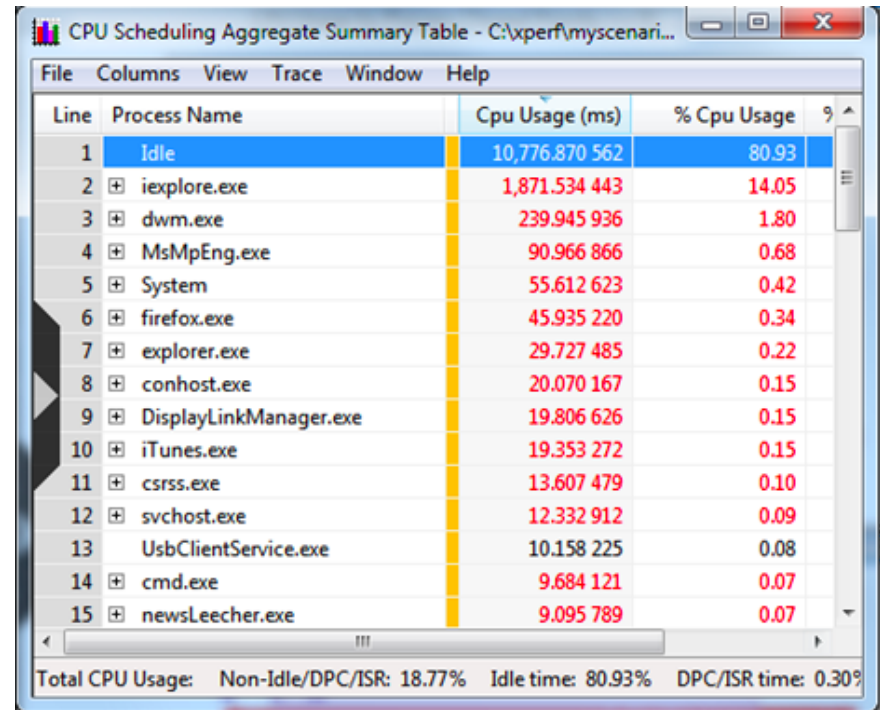
1. Timeline of events
2. Filter processes
3. Graph selection





# XPERF - SUMMARY TABLES

- All of the graphs can be interacted with - zoom, popups, right-clicks
- Summary Tables show data in tabular form

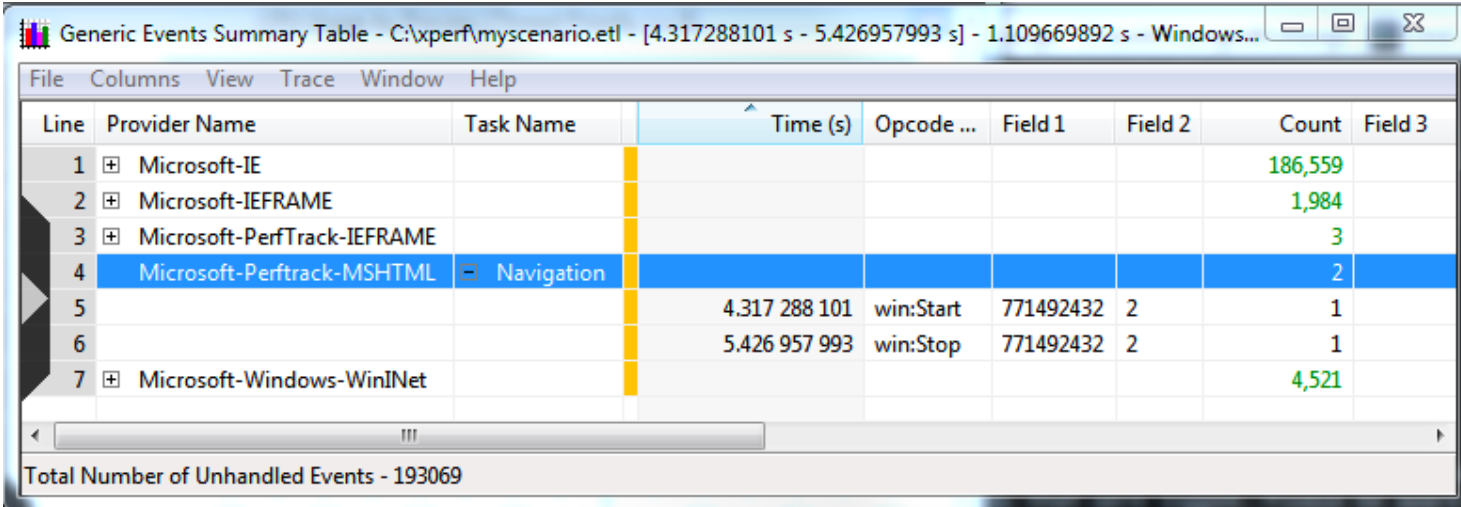


Line	Process Name	Cpu Usage (ms)	% Cpu Usage
1	Idle	10,776.870 562	80.93
2	iexplore.exe	1,871.534 443	14.05
3	dwm.exe	239.945 936	1.80
4	MsMpEng.exe	90.966 866	0.68
5	System	55.612 623	0.42
6	firefox.exe	45.935 220	0.34
7	explorer.exe	29.727 485	0.22
8	conhost.exe	20.070 167	0.15
9	DisplayLinkManager.exe	19.806 626	0.15
10	iTunes.exe	19.353 272	0.15
11	csrss.exe	13.607 479	0.10
12	svchost.exe	12.332 912	0.09
13	UsbClientService.exe	10.158 225	0.08
14	cmd.exe	9.684 121	0.07
15	newsLeecher.exe	9.095 789	0.07

Total CPU Usage: Non-Idle/DPC/ISR: 18.77% Idle time: 80.93% DPC/ISR time: 0.30%

# ETW - BROWSER EVENTS

Internet Explorer and Chrome both fire ETW events that you can overlay in the charts and see in the tables



The screenshot shows a Windows Performance Monitor window titled "Generic Events Summary Table - C:\xperf\myscenario.etl - [4.317288101 s - 5.426957993 s] - 1.109669892 s - Windows...". The window displays a table of event data with the following columns: Line, Provider Name, Task Name, Time (s), Opcode ..., Field 1, Field 2, Count, and Field 3. The table contains 7 rows of data, with the 4th row highlighted in blue. The total number of unhandled events is 193069.

Line	Provider Name	Task Name	Time (s)	Opcode ...	Field 1	Field 2	Count	Field 3
1	Microsoft-IE						186,559	
2	Microsoft-IEFRAME						1,984	
3	Microsoft-PerfTrack-IEFRAME						3	
4	Microsoft-Perftrack-MSHTML	Navigation					2	
5			4.317 288 101	win:Start	771492432	2	1	
6			5.426 957 993	win:Stop	771492432	2	1	
7	Microsoft-Windows-WinINet						4,521	

Total Number of Unhandled Events - 193069

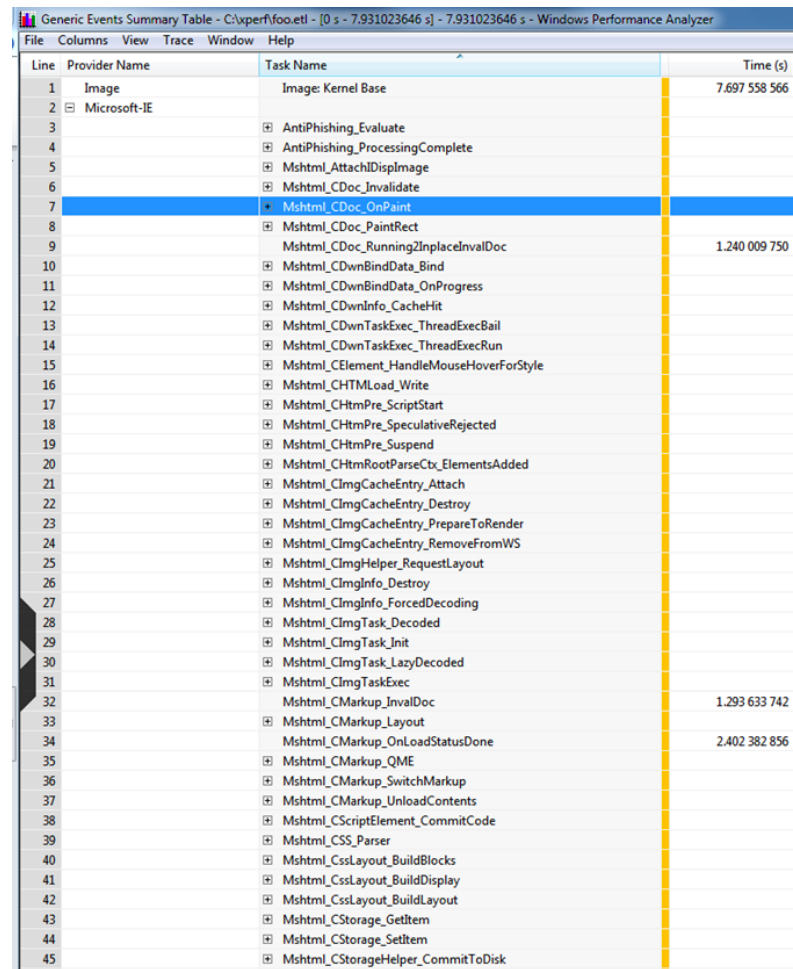
# ETW - IE EVENTS

## Microsoft-IE events:

- CMarkup\_OnLoadStatusDone:  
Page load is complete
- CDoc\_OnPaint: Paints
- CDwnBindData\_Bind:  
Downloads
- + 100s more

## Microsoft-IEFRAME:

- Frame events for tabs,  
navigations, history, extensions



The screenshot displays the Windows Performance Analyzer interface, showing a Generic Events Summary Table for IE events. The table has four columns: Line, Provider Name, Task Name, and Time (s). The events are listed in a tree view under the Microsoft-IE provider. The event 'Mshtml\_CDoc\_OnPaint' is highlighted in blue. The table shows a total time of 7.697 558 566 seconds for the entire trace, and 1.240 009 750 seconds for the 'Mshtml\_CDoc\_OnPaint' event.

Line	Provider Name	Task Name	Time (s)
1	Image	Image: Kernel Base	7.697 558 566
2	Microsoft-IE		
3		AntiPhishing_Evaluate	
4		AntiPhishing_ProcessingComplete	
5		Mshtml_AttachDisplmage	
6		Mshtml_CDoc_Invalidate	
7		Mshtml_CDoc_OnPaint	
8		Mshtml_CDoc_PaintRect	
9		Mshtml_CDoc_RunningZInplaceInvalDoc	1.240 009 750
10		Mshtml_CDwnBindData_Bind	
11		Mshtml_CDwnBindData_OnProgress	
12		Mshtml_CDwnInfo_CacheHit	
13		Mshtml_CDwnTaskExec_ThreadExecBail	
14		Mshtml_CDwnTaskExec_ThreadExecRun	
15		Mshtml_CElement_HandleMouseHoverForStyle	
16		Mshtml_CHTMLoad_Write	
17		Mshtml_CHtmlPre_ScriptStart	
18		Mshtml_CHtmlPre_SpeculativeRejected	
19		Mshtml_CHtmlPre_Suspend	
20		Mshtml_CHtmlRootParseCtx_ElementsAdded	
21		Mshtml_CImgCacheEntry_Attach	
22		Mshtml_CImgCacheEntry_Destroy	
23		Mshtml_CImgCacheEntry_PrepareToRender	
24		Mshtml_CImgCacheEntry_RemoveFromWS	
25		Mshtml_CImgHelper_RequestLayout	
26		Mshtml_CImgInfo_Destroy	
27		Mshtml_CImgInfo_ForcedDecoding	
28		Mshtml_CImgTask_Decoded	
29		Mshtml_CImgTask_Init	
30		Mshtml_CImgTask_LazyDecoded	
31		Mshtml_CImgTaskExec	
32		Mshtml_CMarkup_InvalDoc	1.293 633 742
33		Mshtml_CMarkup_Layout	
34		Mshtml_CMarkup_OnLoadStatusDone	2.402 382 856
35		Mshtml_CMarkup_QME	
36		Mshtml_CMarkup_SwitchMarkup	
37		Mshtml_CMarkup_UnloadContents	
38		Mshtml_CScriptElement_CommitCode	
39		Mshtml_CSS_Parser	
40		Mshtml_CssLayout_BuildBlocks	
41		Mshtml_CssLayout_BuildDisplay	
42		Mshtml_CssLayout_BuildLayout	
43		Mshtml_CStorage_GetItem	
44		Mshtml_CStorage_SetItem	
45		Mshtml_CStorageHelper_CommitToDisk	

# USERTIMING IN ETW

```
performance.mark("startTime1");  
performance.mark("endTime1");  
performance.mark("startTime2");  
performance.mark("endTime2");  
performance.measure("durationTime1", "startTime1", "endTime1");  
performance.measure("durationTime2", "startTime2", "endTime2");
```

Generic Events Summary Table - D:\temp\foo.etl - [0 s - 31.4217972 s] - 31.4217972 s - Windows Performance Analyzer

Line	Provider Name	Task Name	Time (s)	Opcode ...	Field 1	Field 2	Count	Field 3	Field 4
110		Mshtml_MsPerformance_Mark					4		
111			18.342 649 329	win:Info	"startTime1"		1		
112			18.913 867 334	win:Info	"endTime1"		1		
113			18.913 870 534	win:Info	"startTime2"		1		
114			24.672 879 108	win:Info	"endTime2"		1		
115		Mshtml_MsPerformance_Measure					3		
116			24.672 886 788	win:Info	"durationTime1"	"startTime1"	1	"endTime1"	1787074
117			24.672 890 628	win:Info	"durationTime2"	"startTime2"	1	"endTime2"	17996382
118			24.672 896 068	win:Info	"durationTimeTotal"	"startTime1"	1	"endTime2"	19783478

Total Number of Unhandled Events - 4501146

# ETW - STACKS

By using `-stackwalk` on the command line, you can enable stacks on many events

Public symbol servers:

<https://msdl.microsoft.com/download/symbols>

<http://symbols.mozilla.org/firefox>

<https://chromium-browser-symsrv.commondatastorage.googleapis.com/>

Line	Process	Stack	Weight
1	Idle (0)		14,723,751,199
2	explorer.exe (15716)		1,757,963,644
3		[Root]	1,746,964,721
4		ntdll.dll!RtlUserThreadStart	1,450,969,689
5		ntdll.dll!RtlUserThreadStart	1,450,969,689
6		kernel32.dll!BaseThreadInitThunk	1,450,969,689
7		IEFRAME.DLL!Detour_DefWindowProcA	1,292,986,077
8		!-!eRtUtil.dll!CisoScope::RegisterThread	1,017,006,326
9		IEFRAME.DLL!CIETab_ThreadProc	1,017,006,326
10		IEFRAME.DLL!CIETabWindow::_TabWindowThreadProc	1,017,006,326
11		user32.dll!DispatchMessageW	999,009,359
12		user32.dll!DispatchMessageWorker	898,008,691
13		user32.dll!UserCallWinProcCheckWow	898,008,691
14		user32.dll!InternalCallWinProc	898,008,691
15		MSHTML.DLL!GlobalWndProc	734,010,341
16		MSHTML.DLL!GlobalWndOnMethodCall	734,010,341
17		MSHTML.DLL!CView::EnsureViewCallback	315,005,625
18		MSHTML.DLL!CView::EnsureView	314,005,404
19		MSHTML.DLL!CTreeNode::IsDisplayNone	1,000,221
20		MSHTML.DLL!CDownChan::OnMethodCall	209,002,886
21		MSHTML.DLL!CPaintBeat::OnVSyncMethodCall	117,001,658
22		MSHTML.DLL!CProgSink::OnMethodCall	41,000,463
23		MSHTML.DLL!CXMLEHttpReq::DeferredFire_onreadystatechange	18,000,795
24		MSHTML.DLL!CMarkup::AnchorVisitedCheckCallback	9,000,081
25		MSHTML.DLL!CScriptElement::FireOnReadyStateChange	7,998,579
26		MSHTML.DLL!CDoc::OnUImMsgCbDeferredDownload	5,999,732
27		MSHTML.DLL!CMarkup::ProcessPeerTasks	5,000,150
28		MSHTML.DLL!CDoc::FilterCallback	3,000,346
29		MSHTML.DLL!CMarkup::SetInteractiveInternal	1,000,221
30		MSHTML.DLL!CTimerCb::OnMethodCall	0,999,903
31		ntdll.dll!RtlEnterCriticalSection	0,999,902

Line	Process	Stack	Weight
1	Idle (0)		223,389,926,693
2	firefox.exe (32544)		3,316,777,954
3		[Root]	3,311,781,633
4		xul.dll!nsDisplayList::PaintForFrame	182,989,152
5		xul.dll!mozilla::layers::LayerManagerD3D10::EndTransaction	147,993,208
6		xul.dll!mozilla::layers::LayerManagerD3D10::Render	147,993,208
7		xul.dll!mozilla::layers::ContainerLayerD3D10::Validate	103,003,343
8		xul.dll!mozilla::layers::ContainerLayerD3D10::Validate	68,000,380
9		xul.dll!mozilla::layers::ThebesLayerD3D10::Validate	66,000,895
10		xul.dll!_cairo_d2d_flush	51,001,085
11		d2d1.dll!ID2DRenderTargetBase<ID2D1RenderTarget>::EndDraw	50,000,864
12		d2d1.dll!DrawingContext::EndDraw	50,000,864
13		d2d1.dll!DrawingContext::Flush	50,000,864
14		d2d1.dll!DrawingContext::FlushBatch	50,000,864
15		d2d1.dll!CBatchSerializer::FlushInternal	46,001,892
16		d2d1.dll!CHwSurfaceRenderTarget::ProcessBatch	34,001,786
17		d2d1.dll!CCommand_DrawGlyphRun::Execute	14,000,547
18		d2d1.dll!CHwSurfaceRenderTarget::DrawGlyphRunInternal	14,000,547
19		d2d1.dll!GlyphRunRealizer::Init	7,999,538
20		DWrite.dll!DWriteFactory::CreateGlyphRunAnalysis	5,999,413
21		DWrite.dll!GlyphRunAnalysis::GlyphRunAnalysis	5,999,413
22		DWrite.dll!GetGlyphBitmaps	5,999,413

# ETW - MORE HELP

More great tutorials on ETW, UIForETW, and xperf are available at: [randomascii.wordpress.com](http://randomascii.wordpress.com)

via Bruce Dawson [@BruceDawson0xB](https://twitter.com/BruceDawson0xB)

# ETW - USES

- Slow page load performance? Take a trace!
- See page load from a system-wide perspective
- Isolate page load from interference due to other CPU/disk/network activity
- Compare browser page load times and resource usage
- Examine browser CPU usage hot-spots from sampled profile stacks
- Automated page load regression testing of browsers via command-line tools
- Integrate page load time / cpu usage metrics into your build system

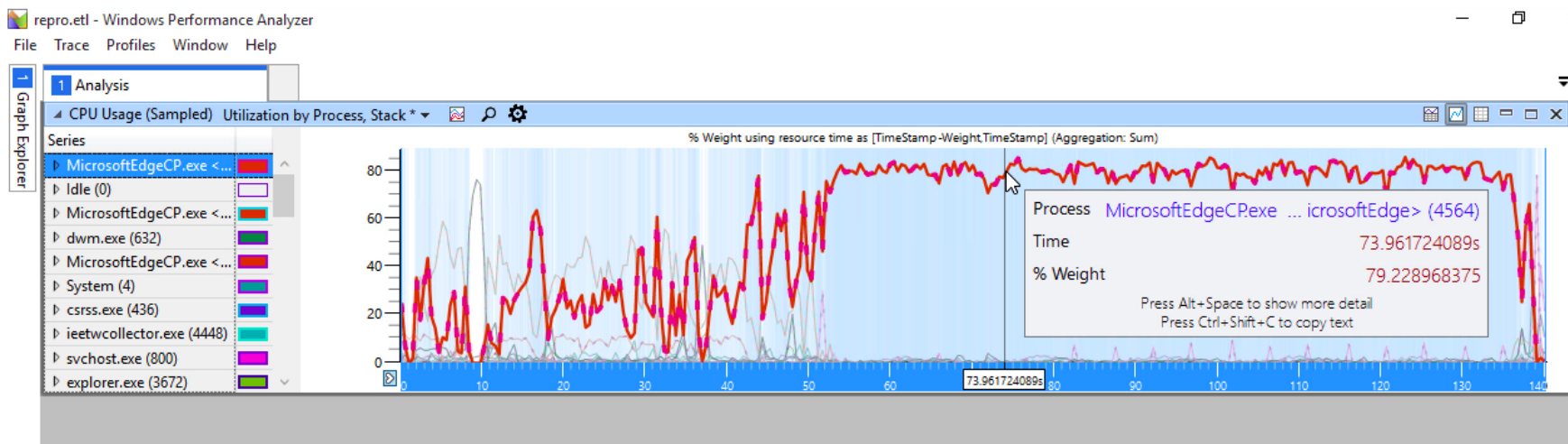
# THE REPRO

1. Using Windows 10 (in a VirtualBox VM?)
2. Open Edge
3. `xperf -on latency -stackwalk profile`
4. Head to `www.customer.com`
5. We immediately see the browser go to *(Not Responding)*
6. `xperf -d repro.etl`

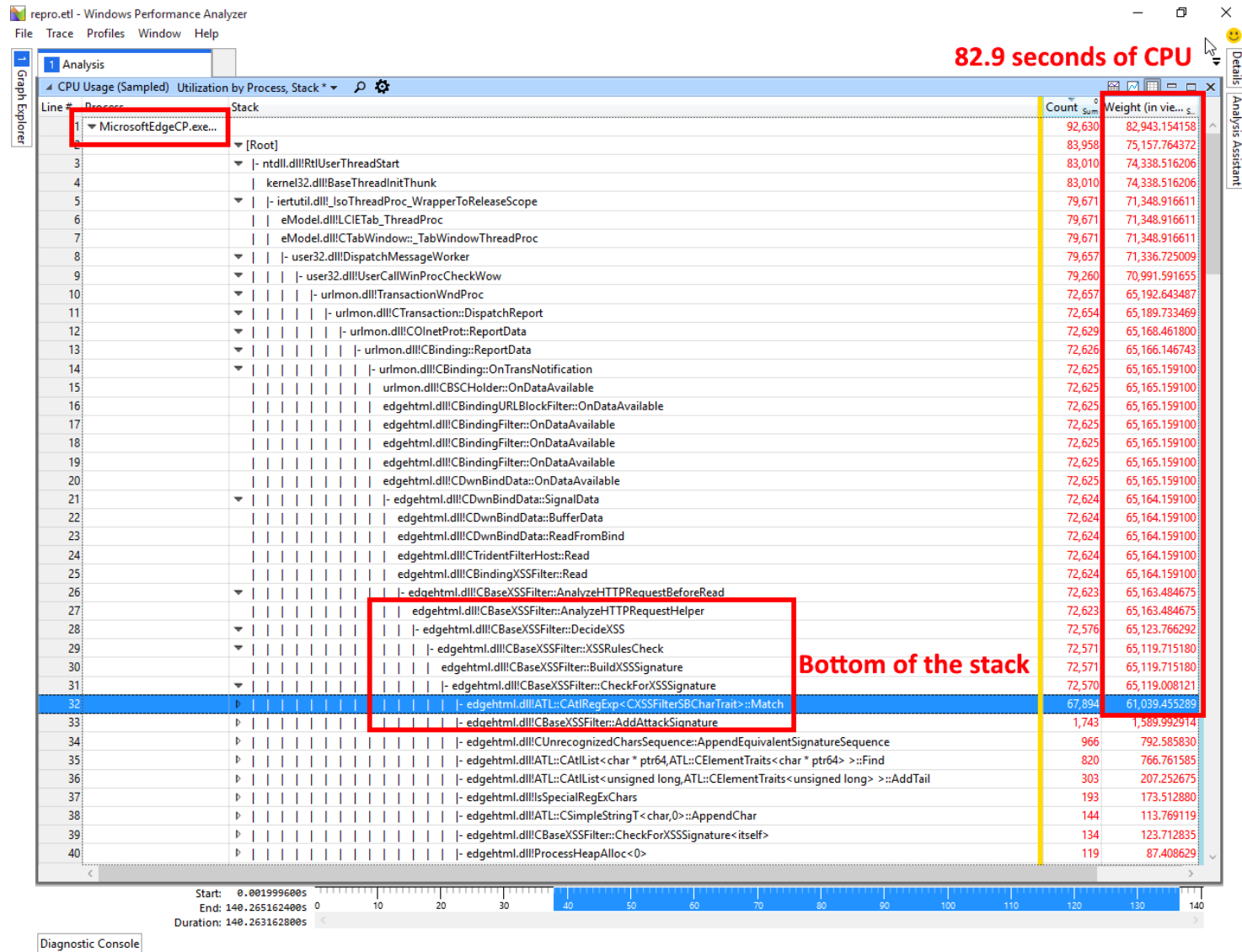


# WPA - CPU SAMPLING

The trace shows Edge spending nearly 100% CPU for over 70 seconds:



# CPU SAMPLING STACKS



# DIVE DEPEER

- With the repro, after a lot of digging around, we found that the way we were sending large beacons, via a hidden FORM submission, was triggering this Edge hang
- But *only* if our server was returning either a:
  - 200 OK response, or
  - 204 No Content response that was *missing* a Content-Length: 0 header.

# VALIDATION

We were able to test different fixes across our test matrix (IE 6 - Edge, Chrome, Firefox, Safari, Mobile Safari, Android, Lynx, etc) using Fiddler

# CONCLUSION

- When you really need to look at a problem wholistically, system-level tracing is the only way to go
- ETW (or things like DTrace on Mac/Linux) can give you a different perspective, and show you CPU, disk, network, and other system activity occurring during your scenario

# LINKS

- mPulse: [mpulse.soasta.com](http://mpulse.soasta.com)
- WebPageTest: [webpagetest.org](http://webpagetest.org)
- tcpdump: [tcpdump.org](http://tcpdump.org)
- Wireshark: [wireshark.org](http://wireshark.org)
- CloudShark: [cloudshark.org](http://cloudshark.org)

# LINKS

- Chrome Trace: [chromium.org/developers/how-tos/trace-event-profiling-tool](https://chromium.org/developers/how-tos/trace-event-profiling-tool)
- Fiddler: [telerik.com/fiddler](https://telerik.com/fiddler)
- Windows Performance Analyzer:  
[go.microsoft.com/fwlink/p/?LinkID=293840](https://go.microsoft.com/fwlink/p/?LinkID=293840)
- VirtualBox: [virtualbox.org](https://virtualbox.org)
- TamperMonkey: [tampermonkey.net](https://tampermonkey.net)
- NodeJS: [nodejs.org](https://nodejs.org)
- UIForETW: [github.com/google/UIforETW](https://github.com/google/UIforETW)

THANKS!