THE JOURNEY OF BUILDING OPEN SPEEDMONITOR

Learnings from unexpectedly finding ourselves developing a FLOSS project

FOSDEM 2020
Are we product developers?
Do we earn our money with open source?
Do we work in academic research?
Is webperformance our core business?
OpenSpeedMonitor development since 8 years
daily web performance work

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WHAT HAPPENED ???
2011

one of Europes biggest e-commerce shops asked us to evaluate their webperformance.
2011 was different...
2011 was different...
Page Speed Insight
mod_pagespeed

Navigation Timing API

Lighthouse

Resource Timing API


?
REQUIREMENTS OF OUR CUSTOMER

• continuous monitoring
• deep dive into single results / outliers
• more detailed results than existing monitoring
initial setup 2011
FURTHER REQUIREMENTS...

- measure customer journeys through the shop
- KPI to describe the overall performance of the shop
2012 started development which led to OSM
OSM Setup 2012

Derivation of CSI

Automation

Test a website's performance

Enter a Website URL:

Test Location:

Internet:

Advanced Settings:

Start Test
2014

idea: Open Source

...mistakes have been made
LESSON LEARNED:

open sourcing a project is more than pushing to github
it was a power user tool only
feature "CSI" remains inaccessible for others
merging our changes into WebPagetest was already impossible
2015

• more customers for web performance
• still a small, changing team of developers
• web performance requirements evolve
2016

invest time in OSS

- re-implement multistep measurement in WPT
- make OSM more usable
LESSON LEARNED:

working together with the community is key

- multistep was considered during WPT development
- first issues on github appeared
2017

mobile is getting into focus
and sometimes out of control...
high effort to stabilize mobile measurements
LESSON LEARNED:

exchange with community beyond code is equally important

- discussed the setup with different people
- new wptagent made with all our requirements
The key to a good user experience is quickly delivering the content your visitors care about the most. This is not easy, but tricky to do. Every site has unique content and user engagement goals, which is why measuring critical content renders has historically been a challenging task.

That’s why we’re very excited to introduce Hero Rendering Times, a set of new metrics for measuring your experience. Hero Times measure when a page’s most important content finishes rendering in the browser. These metrics are available right now to SpeedCurve users.
LESSON LEARNED:

being able to benefit from other projects is priceless

• we could easily integrate features from others...
• ... and others could easily implement ours! 😊
community engagement with OSM is still low
LESSON LEARNED:

community doesn't come for free and needs love
WRAP UP
without OSS we would still work on a web performance level of 2012

...and be probably out of web performance business
it's not the lines of code contributed to your project that count

...but collaborating with the community
you don't need to be a key player in web performance to contribute

...it is enough to share what you build because it is missing
iteratec.github.io/OpenSpeedMonitor/

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