

**A picture is worth thousand ...
kilobytes**

But should it?

Tamas Piros, 22nd March 2023

Fresh Body 

Fit Mind 

Let's exercise!



Thank you for the standing ovation!



99.9%

**Pages generate at least one request for an
image resource**

199 billion

Image requests were handled by an Image CDN *per month*

2.7 million

Image requests were delivered to Sony BRAVIA TVs *per month*

50%

Of the brain is involved in visual processing

“The image element turned 25 in 2020...it both *engages* users with delight and *enrages* developers”

Henri Helvetica, 2021

How it started (1995)

5.10. Image: IMG

The `` element refers to an image or icon via a hyperlink (see 7.3, "Simultaneous Presentation of Image Resources").

HTML user agents may process the value of the ALT attribute as an alternative to processing the image resource indicated by the SRC attribute.

NOTE - Some HTML user agents can process graphics linked via anchors, but not `` graphics. If a graphic is essential, it should be referenced from an `<A>` element rather than an `` element. If the graphic is not essential, then the `` element is appropriate.

Attributes of the `` element:

How it started (1995)



ALIGN

alignment of the image with respect to the text baseline.

* `TOP' specifies that the top of the image aligns with the tallest item on the line containing the image.

* `MIDDLE' specifies that the center of the image aligns with the baseline of the line containing the image.

* `BOTTOM' specifies that the bottom of the image aligns with the baseline of the line containing the image.



ALT

text to use in place of the referenced image resource, for example due to processing constraints or user preference.



ISMAP

indicates an image map (see 7.6, "Image Maps").



SRC

specifies the URI of the image resource.

NOTE - In practice, the media types of image resources are limited to a few raster graphic formats: typically `image/gif', `image/jpeg'. In particular, `text/html' resources are not intended to be used as image resources.

How it is today (2022)

```

```

“Adding images to a website is easy!”

Said no-one, ever.

**Image optimisation is easy but
getting it right is difficult**

Format? Content? Devices?

Responsive? Delivery? Decode?

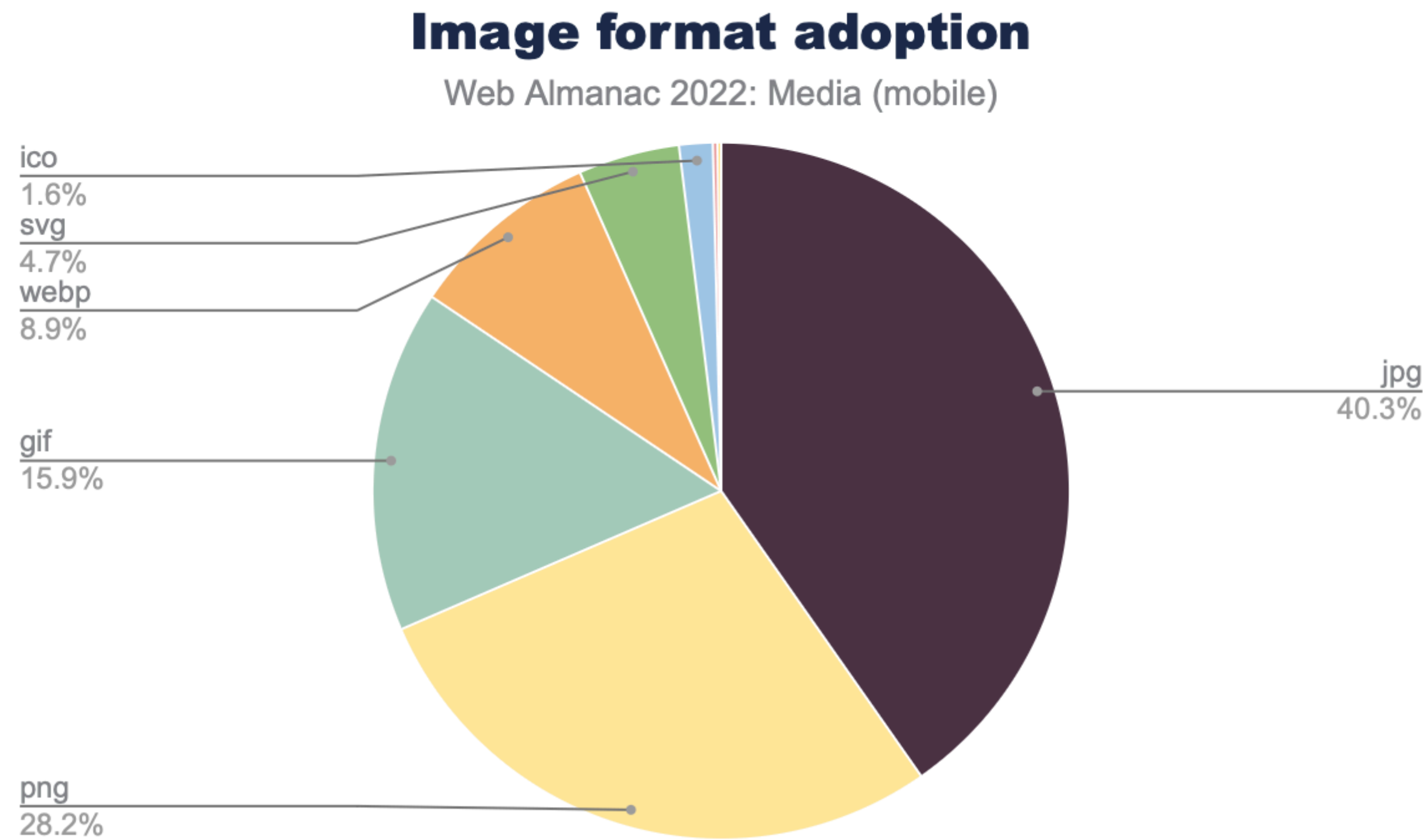
Available tooling

- Various **online tools** (Squoosh.app)
- Various **desktop clients** (ImageOptim)
- Various **libraries** (npm: sharp, jimp)
- **Image CDNs**

Key concepts

- Image formats
- User device (art direction, device pixel ratio, viewport)
- Core Web Vitals (LCP, FID, CLS)
- Responsive images
- Placeholders and loading techniques

Image Formats



Hide description of Figure 6.9

<https://almanac.httparchive.org/en/2022/media>

A pie chart breaking down each format's share of the web's images. JPEG comes in first, at 40.3%. Next, we have PNG, at 28.2%, GIF, at 15.9%, WebP at 8.9%, SVG, at 4.7%, and ICO, at 1.6%. A couple of tiny slivers of the pie are left unlabeled.

Compression (photo

low fidelity

medium fidelity

high fidelity

lossless

Compression (other

lossy non-photograph

lossless non-photograph

mixed photo / nonphoto

**Fidelity is about visually
preserving the original image**

Low-Fidelity AVIF

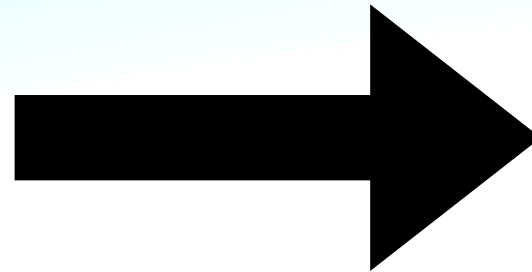


High-Fidelity JPEG



The Xerox Incident

110.000	54,60
125.000	60,00
140.000	65,40
155.000	70,80
170.000	76,20



110.000	54,80
125.000	60,00
140.000	85,40
155.000	70,80
170.000	76,20

**Sure sure, but what does this all
mean?**

BagsForSale: e-commerce shop

(👉 I made that up)

Low-fidelity, high-appeal: Lower bandwidth, sharp images that load faster



Great browser experience, better sales and profit



Low-fidelity could fail to preserve original colour, or fine details about the fabric of the product



Unhappy customers, returns, complaints.



Improve

Core Web Vitals

on a media heavy site

First Input Delay

- The goal is to create a good load responsiveness
- Avoid network conflict amongst competing resources
- Avoid large network requests that block requests to other resources

Cumulative Layout Shift

- Set image dimensions (width, height) to avoid content shift
- Use the appropriate CSS properties (aspect-ratio) to “block” space for images

Largest Contentful Paint

- Optimise TTFB (time to first byte)
- Optimise resource load delay
- Optimise resource load time
- Reduce element render delay

Reduce TTFB

- **Measures the time between the request for a resource and the first received byte**
- Deliver the initial HTML page as quickly as possible
 - Reduce page redirects
 - Reconnect to origins
 - Use HTTP/2 or HTTP/3 (QUIC)
 - Utilise predictive prefetching (Guess.js)
 - Generate static HTML at build time vs Server-Side Rendering

Resource Load Delay

- **Δ between TTFB and the browser loading the LCP resource candidate**
- Load the LCP resource as soon as possible
 - General rule of thumb: LCP resource should start loading at the same time as the first resource for a page
 - Set the appropriate priority (aid the browser's preload scanner)

Resource Load Time

- **The actual time it takes to load the LCP resource**
- Reduce the time spent transferring the bytes of the resource over the network
 - Create a smaller more optimised resource
 - Image optimisations - load via image CDN*
 - (As a sidenote fonts also impact the resource load time, when the LCP is text)

Load Images via CDN*

- * Having a resource on the same origin vs a CDN would actually be beneficial, however on the fly / CDN level optimisation has potentially more benefits

Element Render Delay

- **Δ between when the LCP resource finishes loading and the element is fully rendered**
- Render LCP element straight after it has been loaded
 - LCP should not be loaded via JavaScript nor lazy-loaded
 - Inline critical styles, reduce stylesheet size
 - Defer non-critical CSS and JavaScript

LCP value: 4725.8

LCP element: `` <https://serene-genie-90e41b.netlify.app/img/1.jpeg>

(index)	LCP sub-part	Time (ms)	% of LCP
0	'Time to first byte'	7	'0.1%'
1	'Resource load delay'	281.2000000011176	'6%'
2	'Resource load time'	4307.5999999996275	'91.2%'
3	'Element render delay'	129.99999999925512	'2.8%'

► Array(4)



LCP value: 146.399

perf.

LCP element:

perf.

``
[s://res.cloudinary.com/tamas-demo/image/upload/w_776,f_auto,q_auto/lcp/1](https://res.cloudinary.com/tamas-demo/image/upload/w_776,f_auto,q_auto/lcp/1)

perf.

(index)	LCP sub-part	Time (ms)	% of LCP
0	'Time to first byte'	8.199999999254942	'5.6%'
1	'Resource load delay'	8.599999999627471	'5.9%'
2	'Resource load time'	20.59999999962747	'14.1%'
3	'Element render delay'	108.99900000149012	'74.5%'

► Array(4)

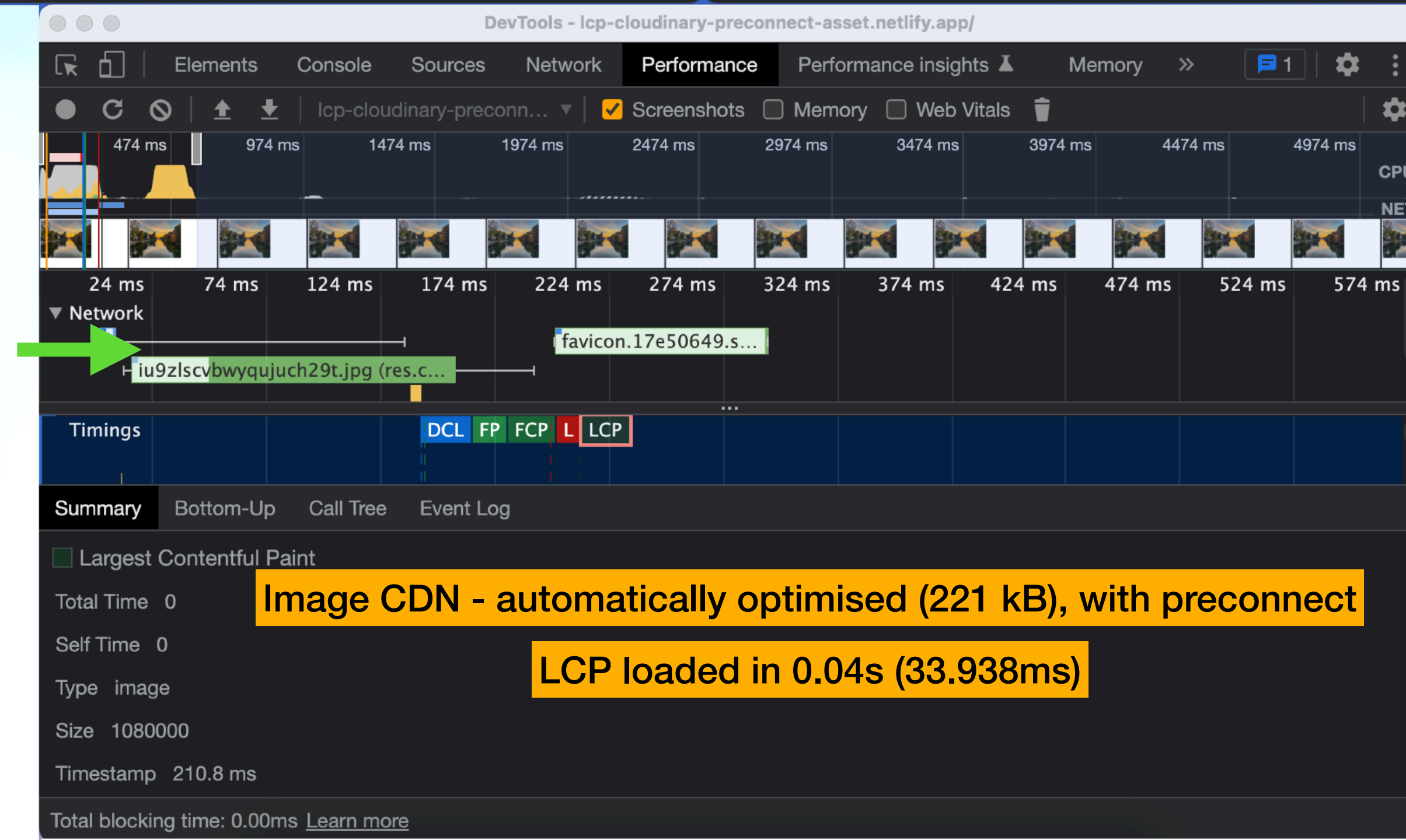
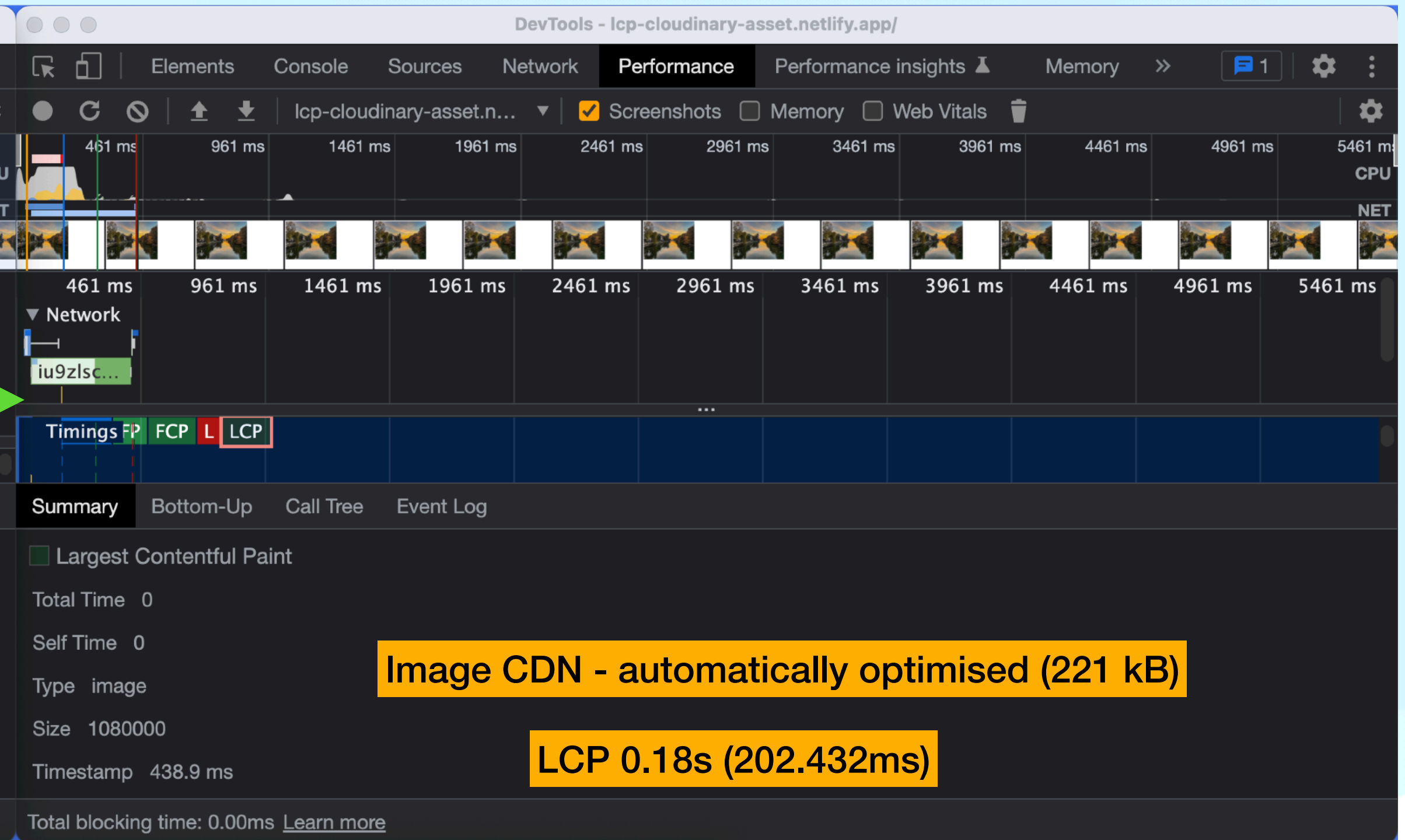
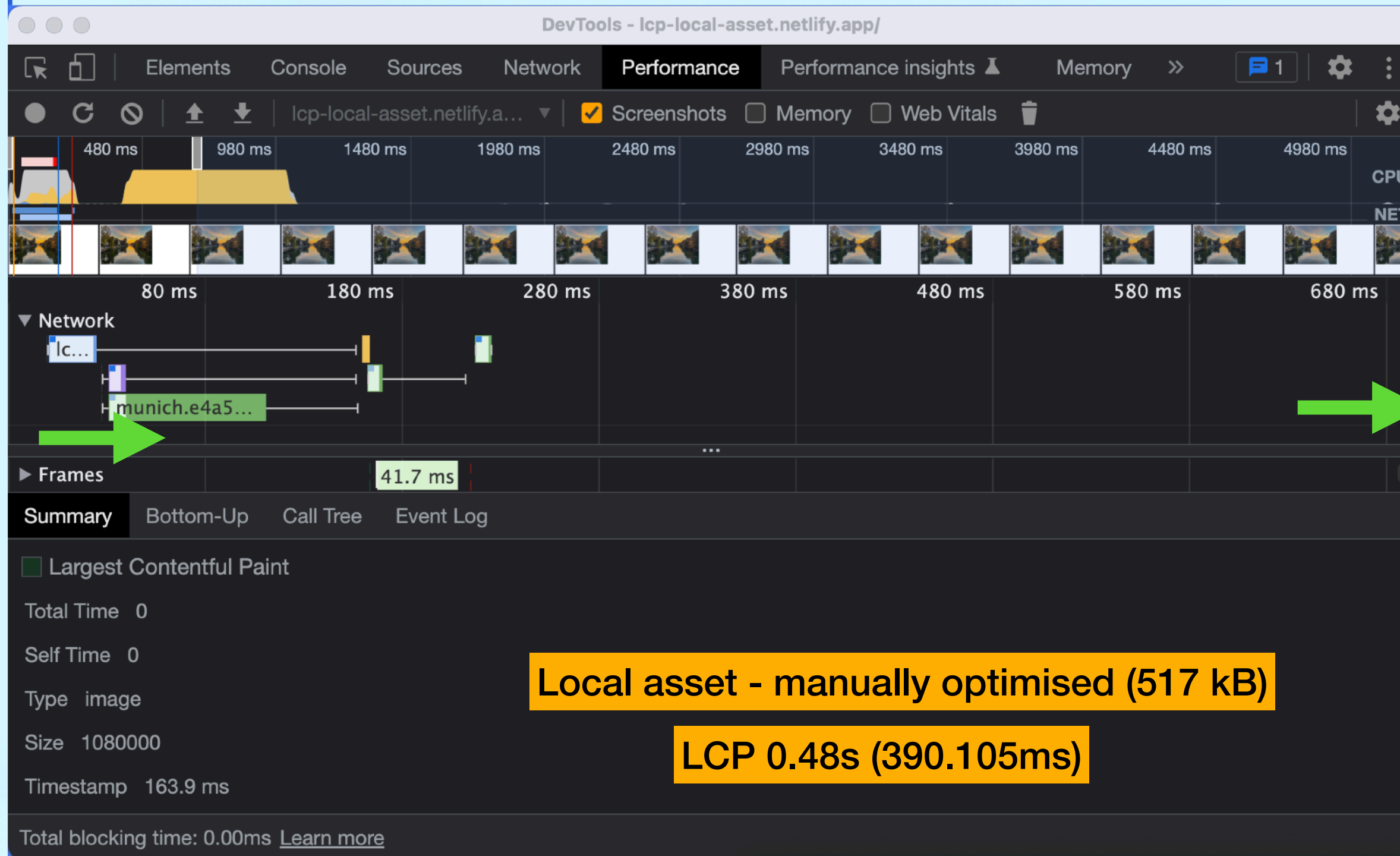


Image Optimisation Checklist

- Run a **performance report** - check for image related audits (serve images in next-gen formats, properly size images, efficiently encode images, preload LCP image, etc...) (Lighthouse, PageSpeed Insights, WebpageTest)
- Use the new **Performance Insights** panel (beta) in DevTools to further analyse LCP
- **Optimise image resources** - remember, bulk optimisation is a good start, but not perfect
- Generate **different versions for different browsers**
- **Cache image resources** at the CDN level, if possible for faster delivery
- **Lazy-load** images (but not LCP)
- Use **low quality image placeholders** (LQIP) to provide instant visuals


DIAGNOSTICS

▲ Largest Contentful Paint image was lazily loaded

▲ Image elements do not have explicit `width` and `height`

● Serve images in next-gen formats — Potential savings of 93 KiB

Image formats like WebP and AVIF often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. [Learn more](#).

URL	Resource Size	Potential Savings
 <code>img</code> <code>/zurich.jpg (localhost)</code>	563.5 KiB	92.8 KiB

▲ Largest Contentful Paint

7.51s

▼ LCP Element

Element `img.active.w-100` [↗](#)
Width 776px
Height 582px

▼ Slowed down by

Type Render blocking request
Resource <https://cdn.jsdelivr.net/npm/bootstrap@5.2.0-beta1/dist/css/bootstrap.css>
How to fix Inline critical styles required for the first paint in an inline `<style>` block. [See web.dev](#).

Type Render blocking request
Resource <https://serene-genie-90e41b.netlify.app/styles/styles.css>
How to fix Inline critical styles required for the first paint in an inline `<style>` block. [See web.dev](#).

Type Long task
Function `insertBefore()`
How to fix Optimize how you load this third party script to avoid impacting your page load. [Learn more](#)

▼ Critical path for LCP resource

<https://serene-genie-90e41b.netlify.app/img/1.jpeg> 6,159.422ms

▼ Timings breakdown

Total 7.498s
Time to first byte 361.464ms
Resource load delay 845.031ms
Resource load time 6.16s
Element render delay 131.475ms

[Learn more on LCP timings](#)

Yikes!



Can you do *all of this at once*?

```

```



```
<picture>
  <source
    media="(max-width: 600px)"
    srcset="
      https://res.cloudinary.com/tamas-demo/image/upload/f\_auto,q\_auto,w\_400/zurich
    "
    width="400"
    height="452"
  />
  
</picture>
```

https://res.cloudinary.com	→	Default Cloudinary shared CDN distribution
/tamas-demo	→	Cloudinary account name
/image/upload	→	Asset delivery type
/f_auto,q_auto	→	Automatic format and quality selection
/w_400	→	Set the width to 400px
/zurich	→	Name of asset served

<https://res.cloudinary.com>

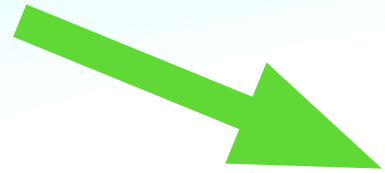
[/tamas-demo](#)

[/image/upload](#)

[/e_vectorize:colors:2:detail:0.2](#)

[/w_400](#)

[/zurich.svg](#)



Vectorise effect (2 colours, level of detail)



Same asset, but delivered as SVG

Document x +

localhost:8080

node ct.css DemoLinks Imported



DevTools - localhost:8080/

Elements Console Sources **Network** Performance >> 14

Preserve log Disable cache Fast 3G

Filter Invert Hide data URLs

All Fetch/XHR JS CSS **Img** Media Font Doc WS Wasm Manifest Other Has blocked cookies

Blocked Requests 3rd-party requests

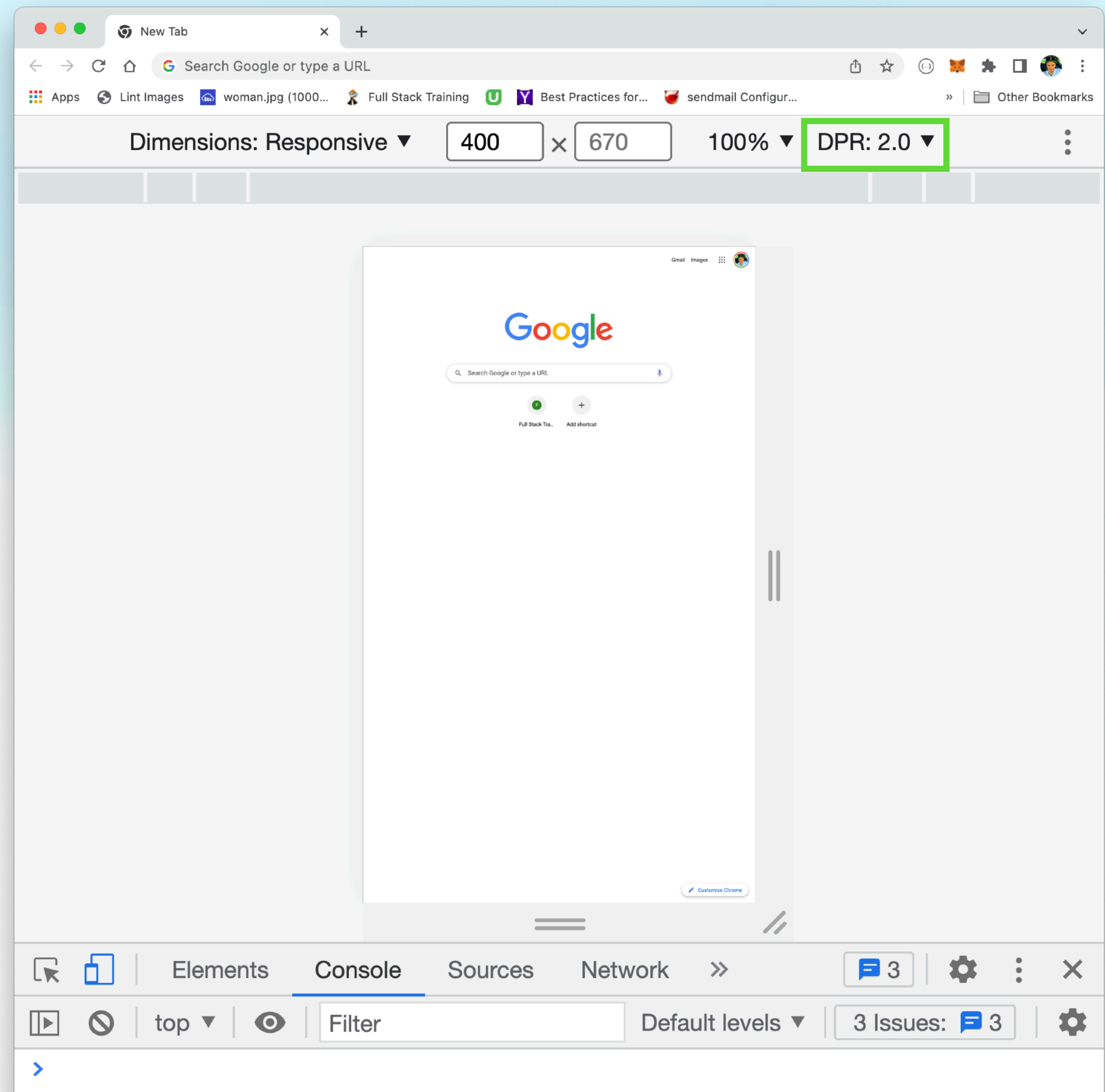
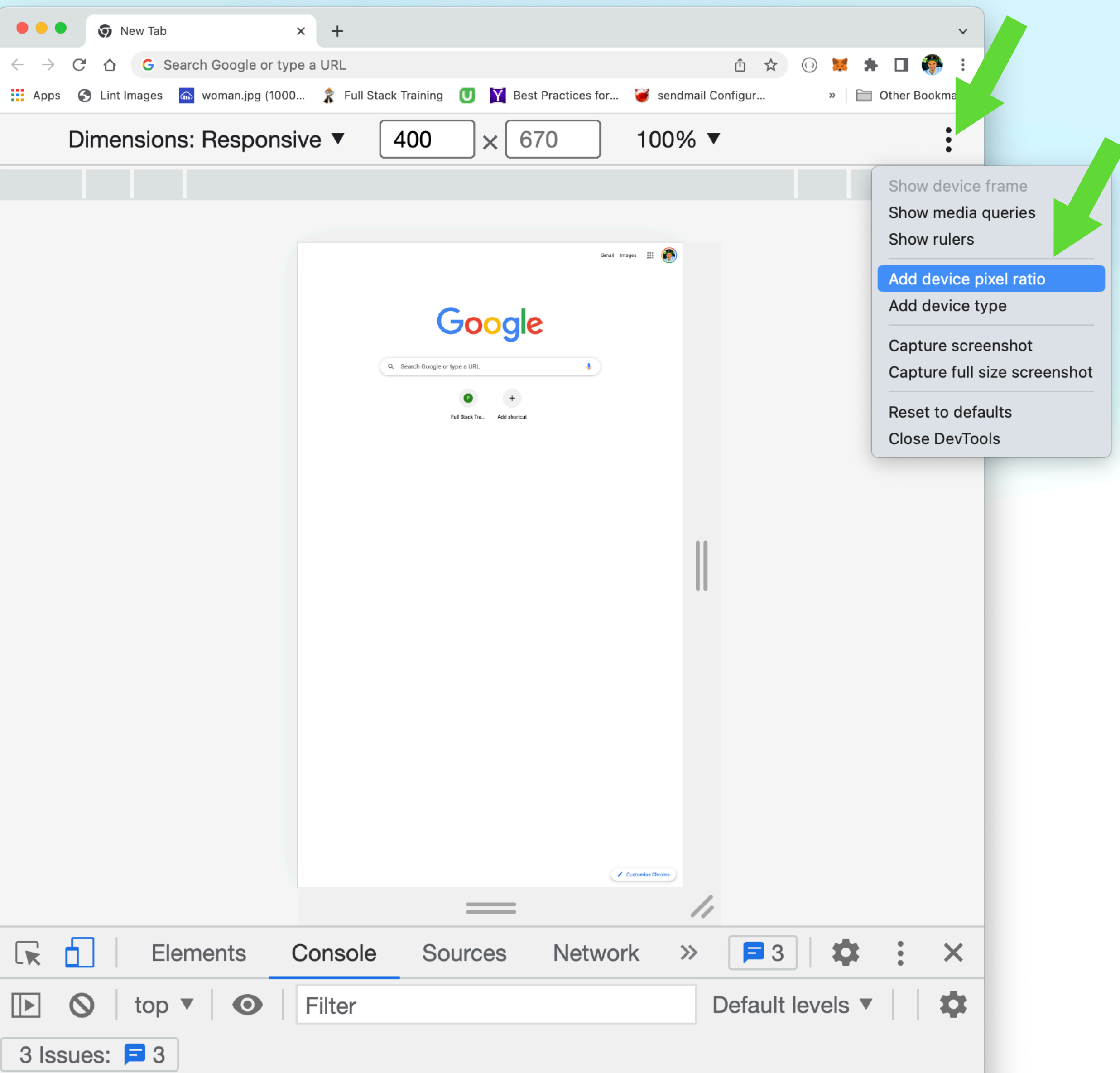
Use large request rows Group by frame

Show overview Capture screenshots

20 ms	40 ms	60 ms	80 ms	100 ms
Recording network activity...				
Perform a request or hit ⌘ R to record the reload.				
Learn more				

```
<picture>
  <source srcset="zurich.avif" type="image/avif">
  <source srcset="zurich.webp" type="image/webp">
  
</picture>
```

Pro tip



```
<link fetchpriority="high" rel="preload"  
      href="zurich.jpeg" as="image" />`
```

Format? Content? Devices?

Responsive? Delivery? Decode?

Using Cloudinary

- Optimise image resources: ``q_auto``
- Generate different versions for difference browsers: ``f_auto``
- Cache image resources at the CDN level: Cloudinary is a **multi-tenant CDN**
- Lazy-load images: use ``lazy`` attribute
- Use low quality image placeholders (LQIP) to provide instant visuals: ``e_vectorize`` or ``e_blur:1000,q_1,e_grayscale``

Demo

Resources

- **State of Visual Media (2022):** <https://cloudinary-marketing-res.cloudinary.com/image/upload/sovm22-state-of-visual-media-report-2022.pdf>
- **State of Media (Web Almanac 2022):** <https://almanac.httparchive.org/en/2022/media>
- **web.dev:** <https://web.dev/fast/#optimize-your-images>
- **Get started with Cloudinary:** https://cloudinary.com/documentation/cloudinary_get_started
- **Go all in:** https://cloudinary.com/blog/author/jon_sneyers

 **Thank you** 

tpiros.dev