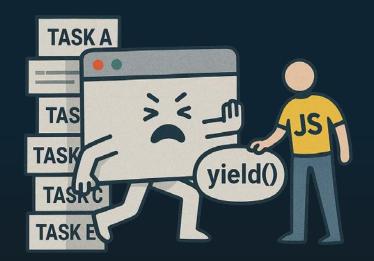
### Let Your Browser Take a Breather



OLLEKS AND RETIKACHENKO



### ABOUT ME:

- Frontend developer with 6+ years of experience.
- Author of technical and scientific articles.
- Judge and mentor at international hackathons.
- Speaker at global conferences.
- Open-source contributor.
- Creator of the "Skeleton Mammoth" open-source CSS library.

## What is scheduler.yield()?



#### TERMINOLOGY

#### Main Thread

This is the central place where the browser does most of its work. It handles rendering, layout, and runs most of your JavaScript code.

#### Long task

This is any JavaScript task that keeps the **Main Thread** busy for too long – usually more than 50 milliseconds. When that happens, the page can freeze or feel unresponsive.

#### Blocking task

Is a synchronous operation on the **Main Thread** that prevents the browser from processing other important things, like responding to clicks or updating the UI. Usually, long tasks are blocking tasks.

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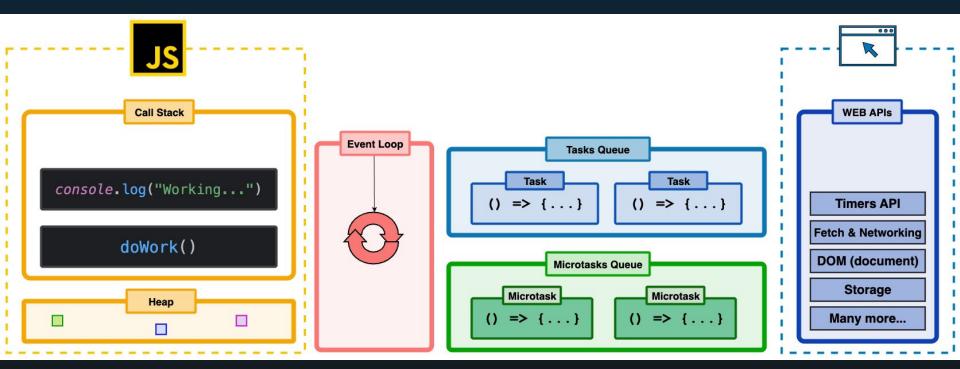
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### Task Processing in the Browser



### The Description - - -

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### blockingTask

```
Project v

> public

> assets

> const start = performance.now()

while ((performance.now() - start) < ms) {
    // Perform pointless computation to block the CPU.
    arr.unshift(Math.sqrt(Math.random()))
}

JS App.js

JS Header.js

JS Footer.js

function blockingTask(ms = 50) {
    const start = performance.now()
    while ((performance.now() - start) < ms) {
        // Perform pointless computation to block the CPU.
        arr.unshift(Math.sqrt(Math.random()))
    }

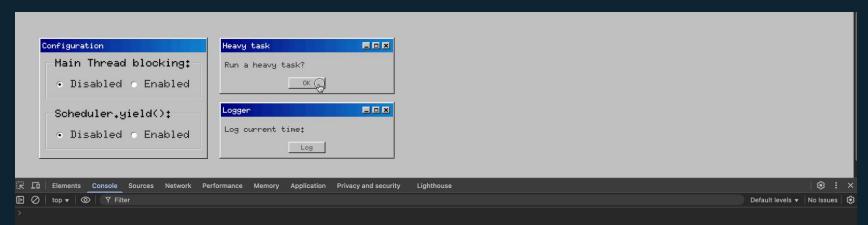
return arr
}</pre>
```

### heavyWork

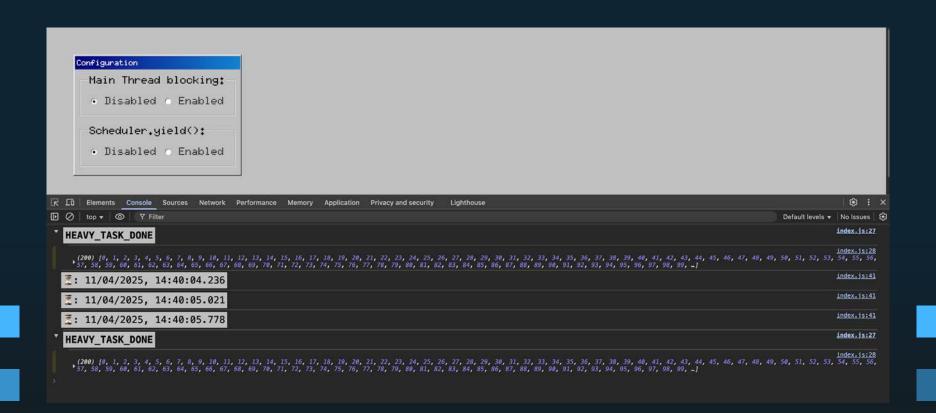
### <u>The Problem Demonstration</u>



### <u>The Problem Demonstration</u>



### The Problem Demonstration



### The Problem Demonstration



### The Problem IIII

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```
Project v
                           function heavyWork() {
                             // Do heavy work...
  JS App.js
  JS Header.js
  JS Footer.js
```

```
Project v
                             /**
                              * Take a breather!
                              * Yield the execution to the Main Thread...
  JS App.js
  JS Header.js
  JS Footer.js
```

```
Project v
  JS App.js
                             // Continue to do heavy work...
  JS Header.js
  JS Footer.js
```

### Old Problem-Solving Approaches

### heavyWork - setTimeout()

```
Project v
                           async function heavyWork() {
                             // Yield to Main Thread to avoid UI blocking before heavy work
> public
                             await new Promise(resolve => setTimeout(resolve, 0))
 > src
                             const data = Array.from({ length: 200 }, (_, i) => i)
 > assets
                             const result = []
 > components
                             // Interval at which execution will be yielded to the main thread (approx. \sim 25\%).
  JS App.js
                             const vieldInterval = Math.ceil(data.length / 4)
  JS Header.js
                             for (let i = 0; i < data.length; i++) {</pre>
  JS Footer.js
                               if (i % vieldInterval === 0) {
                                 await new Promise(resolve => setTimeout(resolve, 0))
                               result.push(threadBlockingEnabled ? blockingTask(10) : data[i])
                             return result
```

### heavyWork - setTimeout()

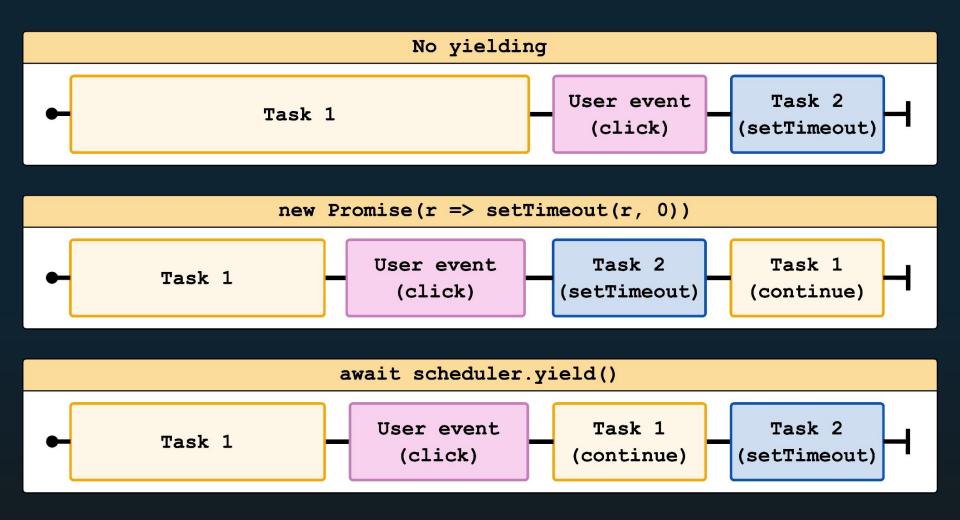
```
Project v
> public
 > src
> assets
 > components
  JS App.js
  JS Header.js
  JS Footer.js
```

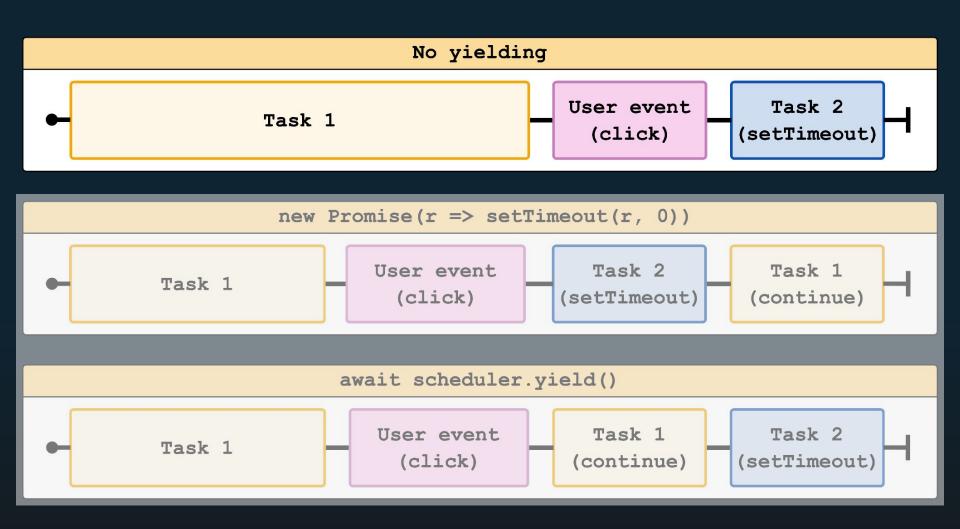
```
setInterval(() => { /* Another heavy work... */ })
async function heavyWork() {
  // Yield to Main Thread to avoid UI blocking before heavy work
  await new Promise(resolve => setTimeout(resolve, 0))
  const data = Array.from({ length: 200 }, ( , i) => i)
  const result = []
  // Interval at which execution will be yielded to the main thread (approx. \sim 25\%).
  const yieldInterval = Math.ceil(data.length / 4)
  for (let i = 0; i < data.length; i++) {
    // Yield control to Main Thread to update UI and handle other tasks.
    if (i % yieldInterval === 0) {
      await new Promise((resolve, reject) => setTimeout(resolve, 0))
    result.push(threadBlockingEnabled ? blockingTask(10) : data[i])
  return result
```

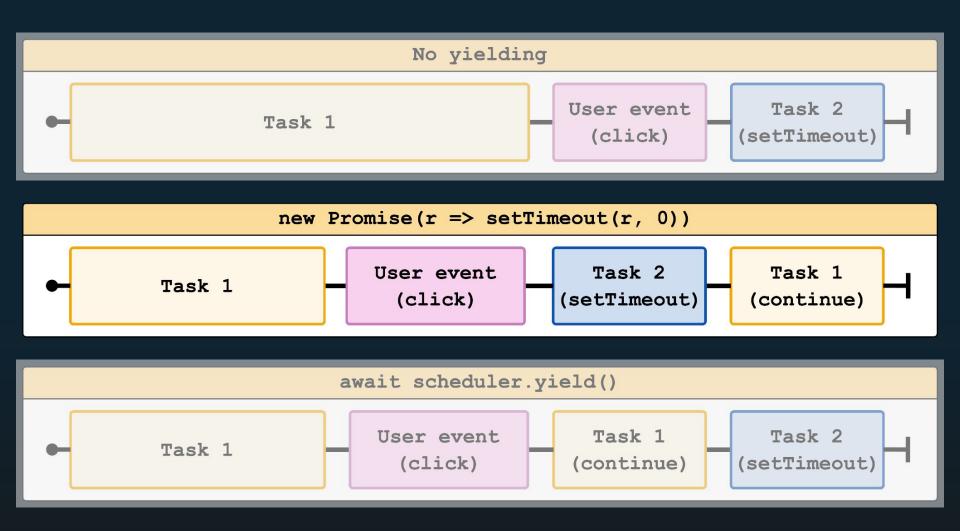
### Scheduler.yield()

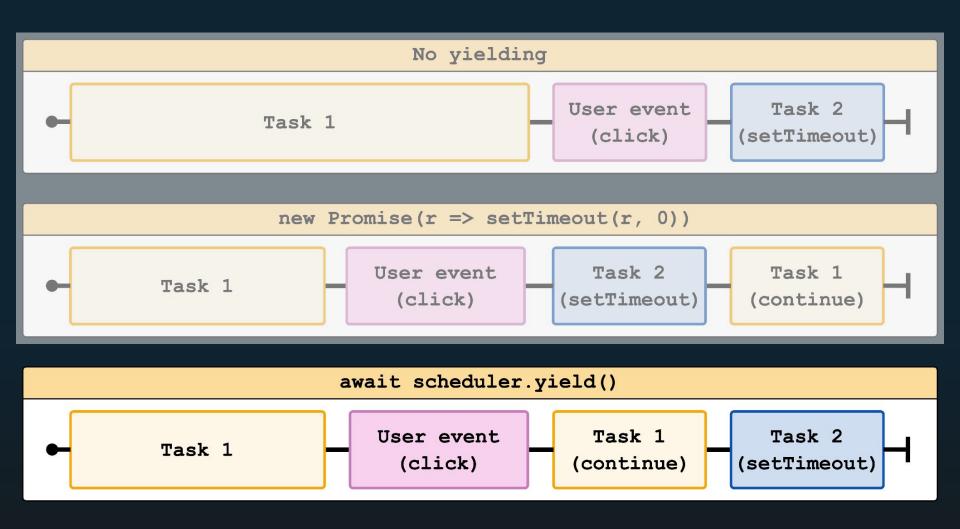
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"user-blocking"

The highest priority tasks that directly affect user interaction, such as handling clicks, taps, and critical UI operations.

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"user-visible"

Tasks that affect UI visibility or content, but are not critical for input.

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The highest priority tasks that directly affect user interaction, such as handling clicks, taps, and critical UI operations.

"user-visible"

Tasks that affect UI visibility or content, but are not critical for input.

"background"

Tasks that can be safely postponed without affecting the current user experience, and are not visible to the user.

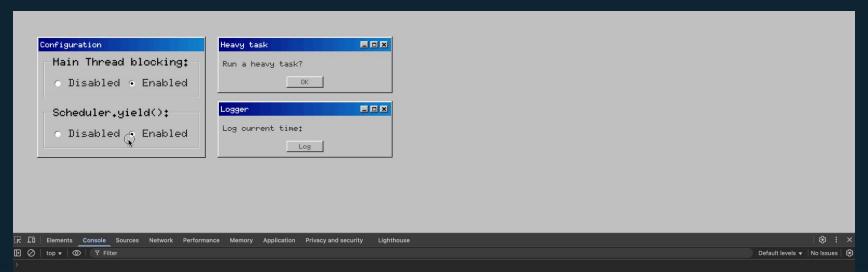
### How to use Scheduler.yield() ?

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### heavyWork - scheduler.yield()

```
Project v
                           async function heavyWork() {
                             // Yield to Main Thread to avoid UI blocking before heavy work
> public
                             await scheduler.vield()
 > src
                             const data = Array.from({ length: 200 }, (_, i) => i)
 > assets
                             const result = []
 > components
                             // Interval at which execution will be yielded to the main thread (approx. \sim 25\%).
  JS App.js
                             const vieldInterval = Math.ceil(data.length / 4)
  JS Header.js
                             for (let i = 0; i < data.length; i++) {
  JS Footer.js
                               // Yield control to Main Thread to update UI and handle other tasks.
                               if (i % vieldInterval === 0) {
                                 await scheduler.yield()
                               result.push(threadBlockingEnabled ? blockingTask(10) : data[i])
                             return result
```

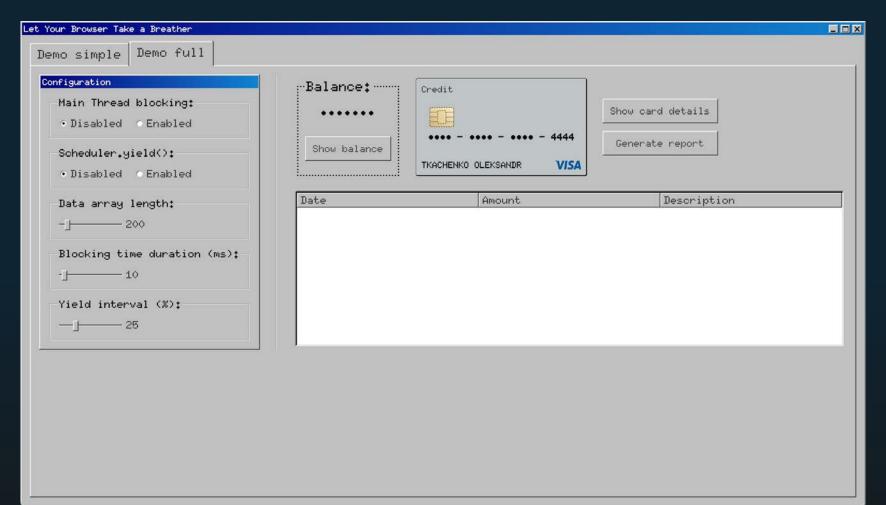
### How to use Scheduler.yield() ?



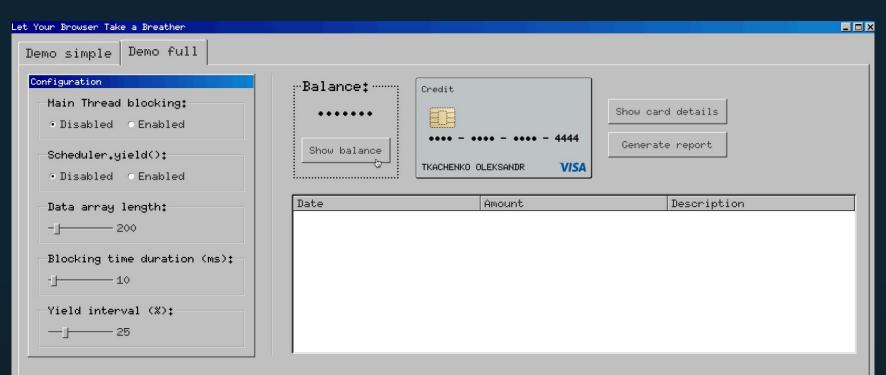




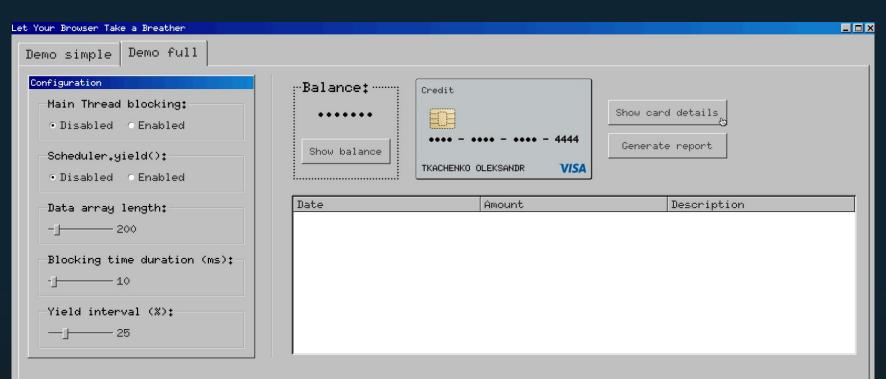




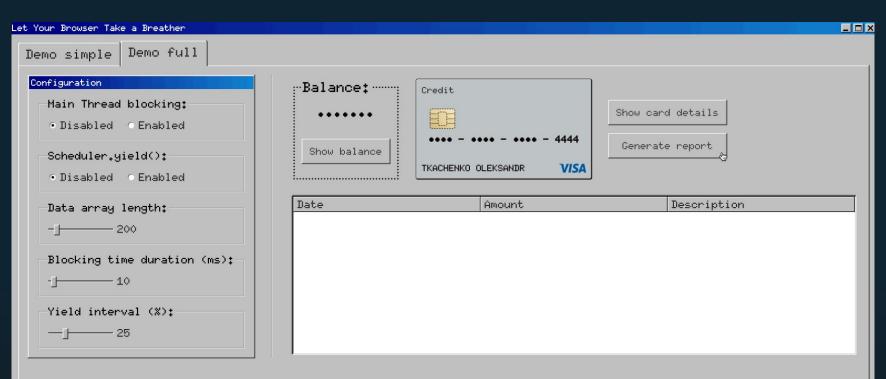








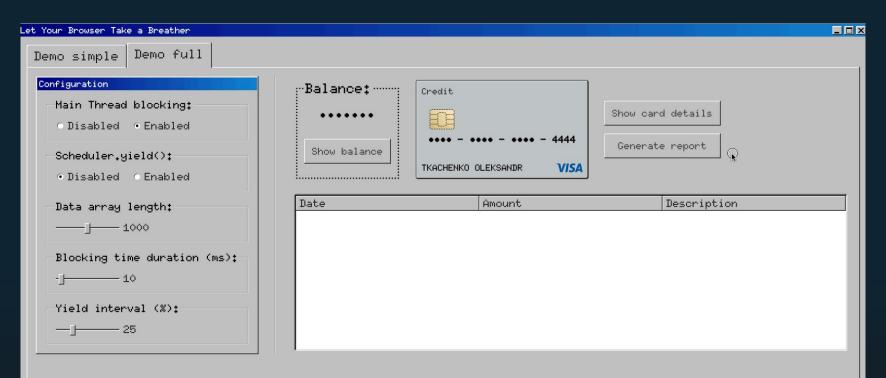






### Configuration Main Thread blocking: • Disabled • Enabled Scheduler.yield(): • Disabled • Enabled Data array length: Blocking time duration (ms): Yield interval (%):

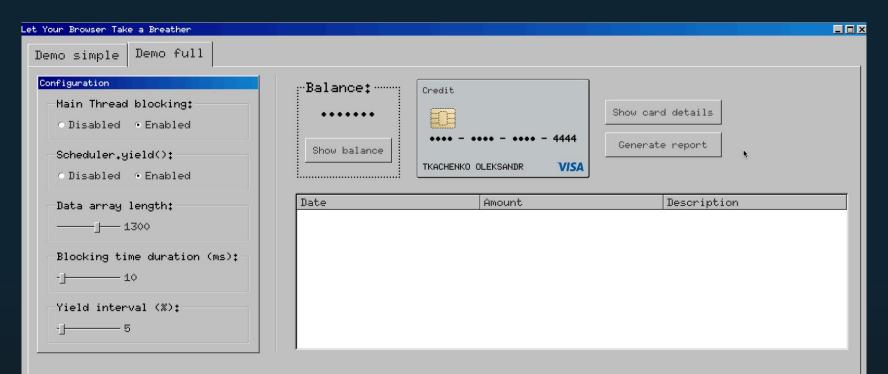






### Configuration Main Thread blocking: O Disabled • Enabled Scheduler.yield(): O Disabled • Enabled Data array length: ——— <u>|</u> 1300 Blocking time duration (ms): Yield interval (%):





### THANKS

Scan for useful links

