



PANTHEON[®]

Website Management Platform

Life on the Edge:
CDN and HTTPS
Delivery in 2018

Performance and Security: A Business Case

HTTPS Matters

Treatment of HTTP pages with password or credit card form fields:

Chrome 53

🔒 login.example.com

Jan. 2017 (Chrome 56)

⚠️ Not secure | login.example.com

Eventual treatment of all HTTP pages in Chrome:

⚠️ Not secure | example.com

HTTPS as a ranking signal

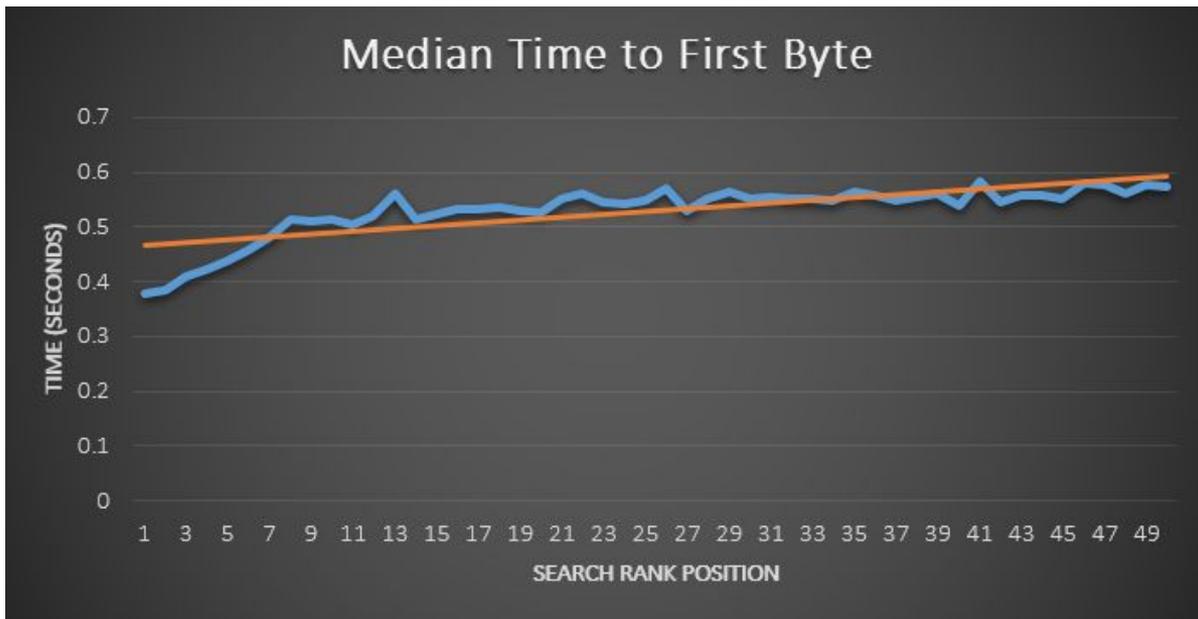
Wednesday, August 06, 2014

Webmaster level: all

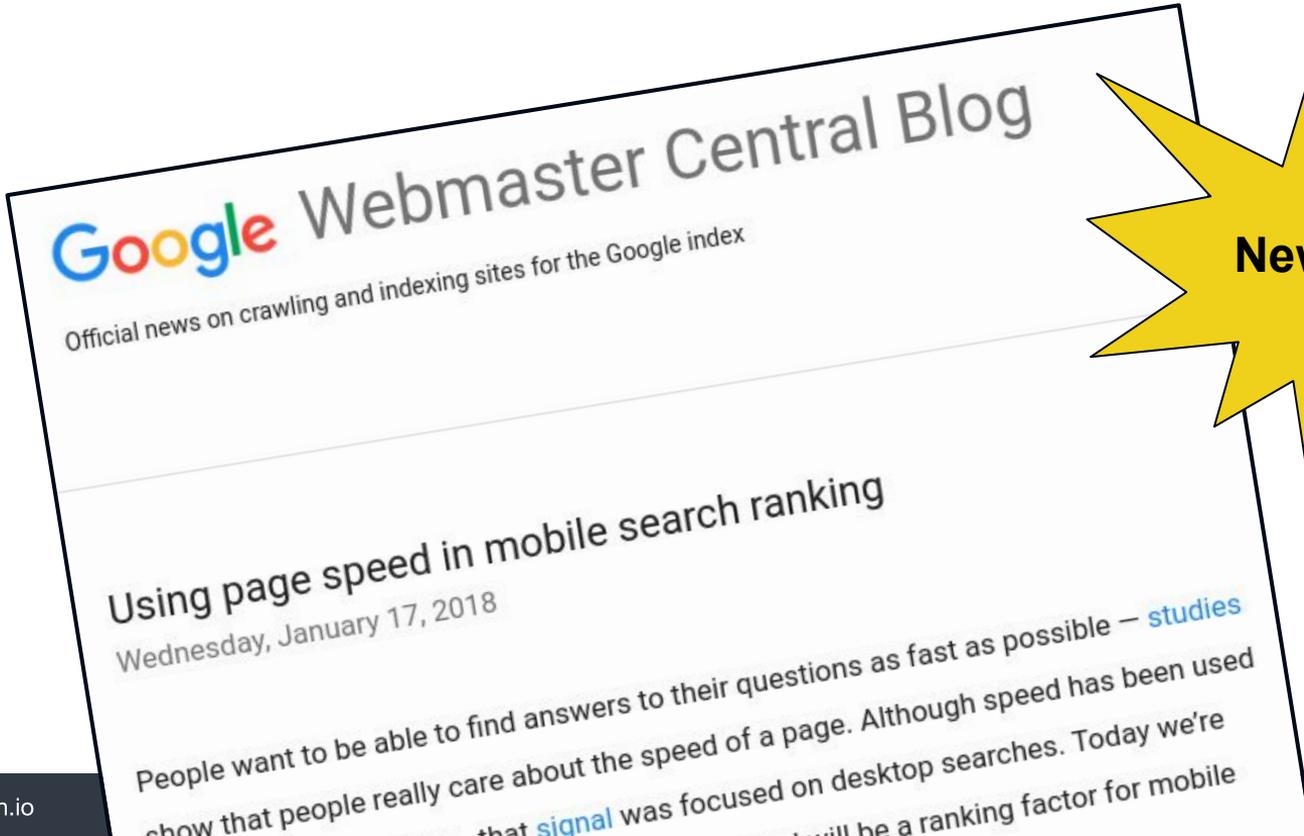
Security is a top priority for Google. We invest a lot in making sure that our services use industry-leading security, like [strong HTTPS encryption by default](#). That means that people using Search, Gmail and Google Drive, for example, automatically have a secure connection to Google. We want to make the web safer more broadly. A big

- User Security
 - Passwords
 - Personal Information
 - Payment Data
- Browser Behavior
 - Gentle at first, then more alarming
- New and powerful features are HTTPS-only
 - Geolocation
 - Notifications
 - EME
 - Device Motion/Orientation
- It is not optional.
- But, HTTPS can undermine performance if done without a good configuration and CDN.

PageRank Uses Time to First Byte (TTFB)



Source: "How Website Speed Actually Impacts Search Ranking," Moz, 2013

A tilted screenshot of a blog post from Google Webmaster Central. The header includes the Google logo and the text "Webmaster Central Blog" and "Official news on crawling and indexing sites for the Google index". The main heading is "Using page speed in mobile search ranking" with a date of "Wednesday, January 17, 2018". The body text discusses how page speed is becoming a ranking factor for mobile search.

Google Webmaster Central Blog

Official news on crawling and indexing sites for the Google index

Using page speed in mobile search ranking

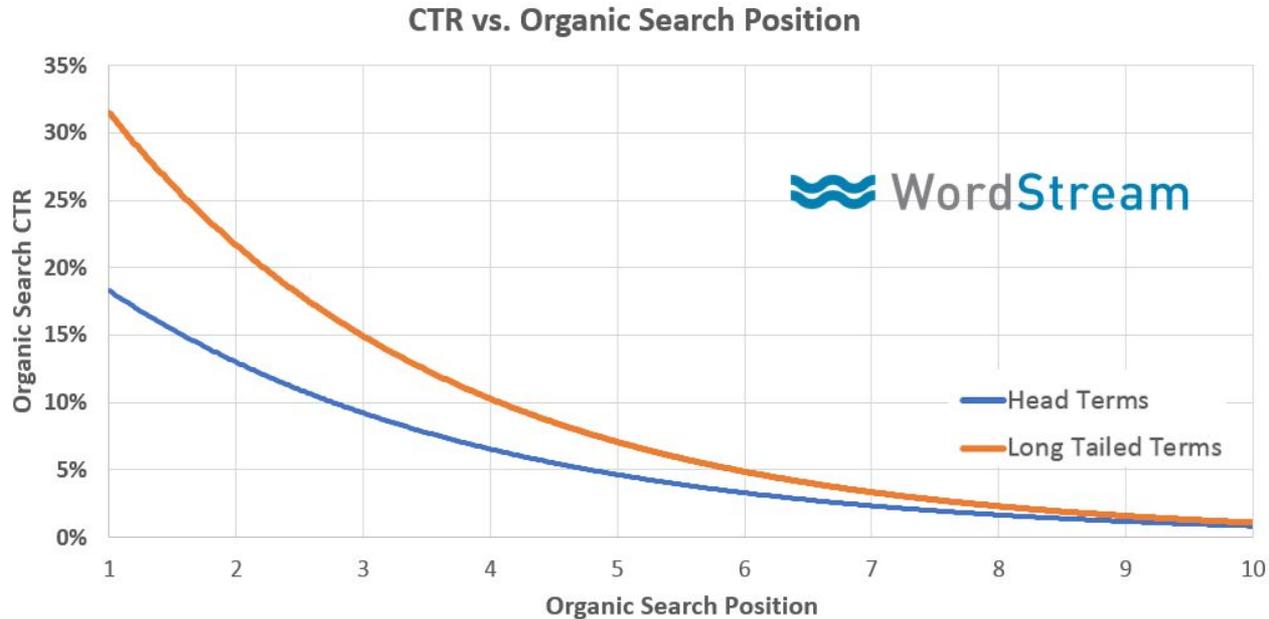
Wednesday, January 17, 2018

People want to be able to find answers to their questions as fast as possible — [studies](#) show that people really care about the speed of a page. Although speed has been used that [signal](#) was focused on desktop searches. Today we're [will](#) be a ranking factor for mobile

A yellow starburst graphic with a black outline, containing the text "New in 2018".

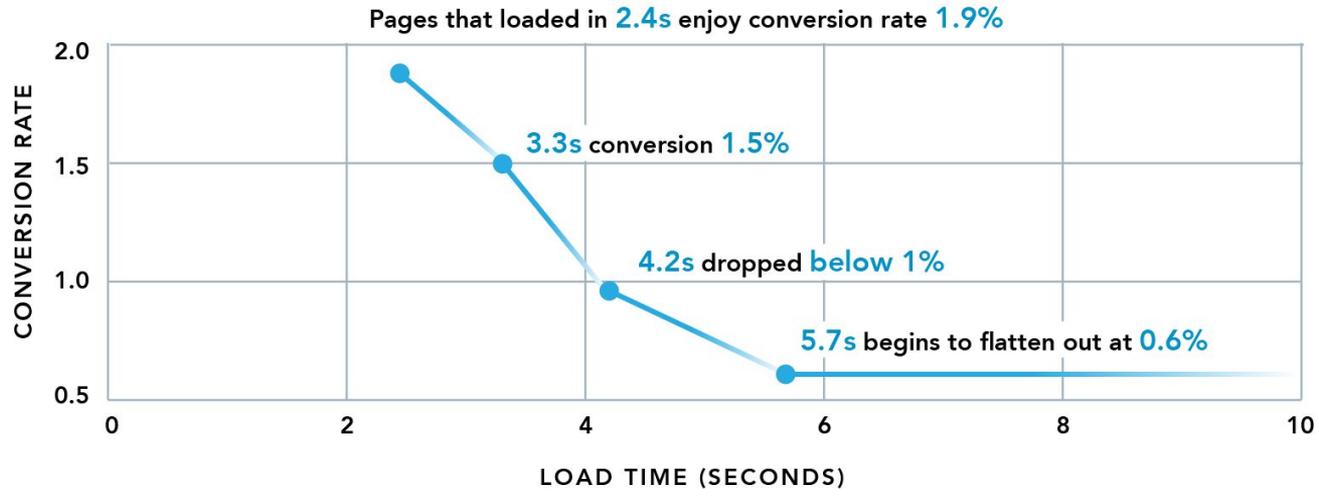
New in 2018

PageRank Affects Click-Through Rates



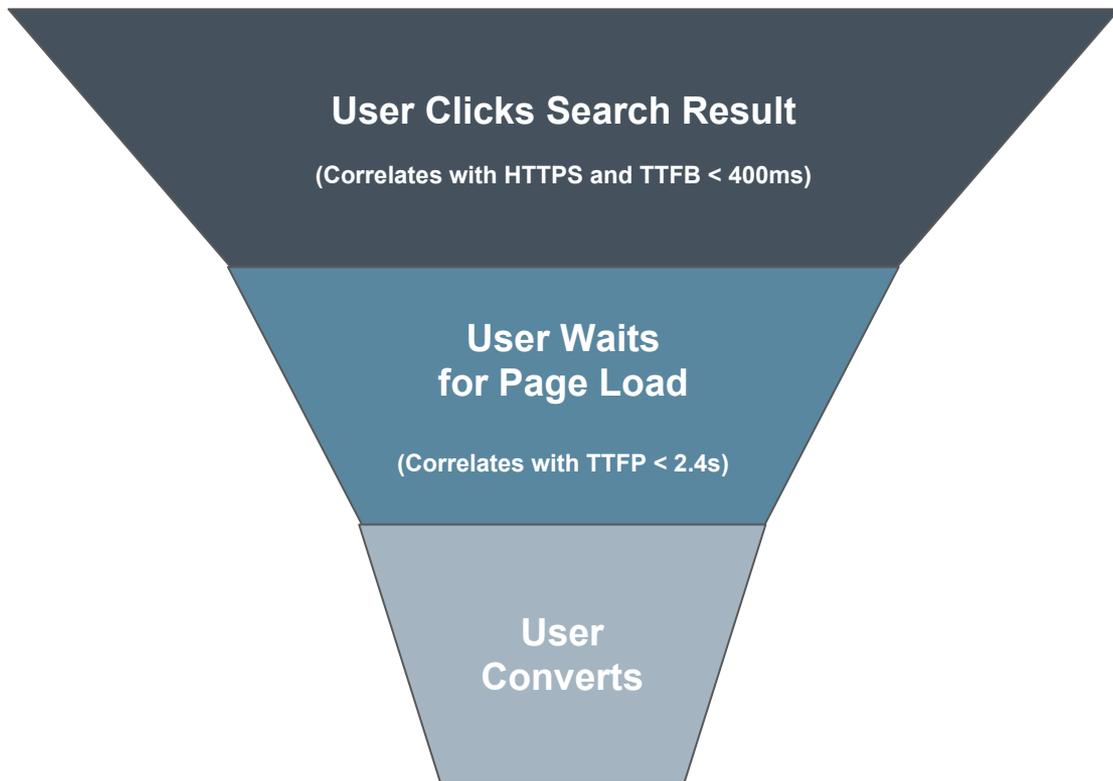
Source: "Does Organic CTR Impact SEO Rankings? [New Data]," Moz, 2016

After Clicking, Load Times Affect Conversion



Source: "How Page Load Time Affects Conversion Rates: 12 Case Studies [Infographic]," HubSpot, 2017

The Business Value of Performance



- Does the site meet business value requirements?
- Is the TTFB good enough? It should be under **500ms**.
- Is the TTFP good enough? It should be under **2.4s**.
- Is the site staying online?

Don't create unnecessary work for yourself.

HTTPS + Performance: Reluctant Partners

Yes (and No)

RT × RTT

Solved Problems

- Negotiation CPU Overhead
- Active Connection CPU Overhead
- +2 Round Trips vs. HTTP (Initial)
 - ⊙ Incurring this $\times 6$ with HTTP 1.1
- +1 Round Trip vs. HTTP (To Resume)
 - ⊙ Incurring this $\times 6$ with HTTP 1.1
 - ⊙ Will be solved with TLS 1.3 0-RTT
- +1 Round Trip vs. UDP
 - ⊙ Will be solved with QUIC

Remaining Challenges

- +1 Round Trip vs. HTTP
 - ⊙ May not be solvable

Old Stack

TLS < 1.2, HTTP/1.1, No QUIC

- Each Connection
 - ⦿ TCP: +1 Round Trips
 - ⦿ TLS: +2 Round Trips
 - ⦿ HTTP: +1 Round Trip
- Connections
 - ⦿ Initial Connection: +1
 - ⦿ Additional Connections: +5 (In Parallel)

= 8 Round Trips

Modern Stack

TLS 1.2 with False Start, HTTP/2, No QUIC

- Each Connection
 - ⦿ TCP: +1 Round Trips
 - ⦿ TLS: +1 Round Trips
 - ⦿ HTTP: +1 Round Trip
- Connections
 - ⦿ Initial Connection: +1

= 3 Round Trips

Future Stack

TLS 1.3, HTTP/2, QUIC

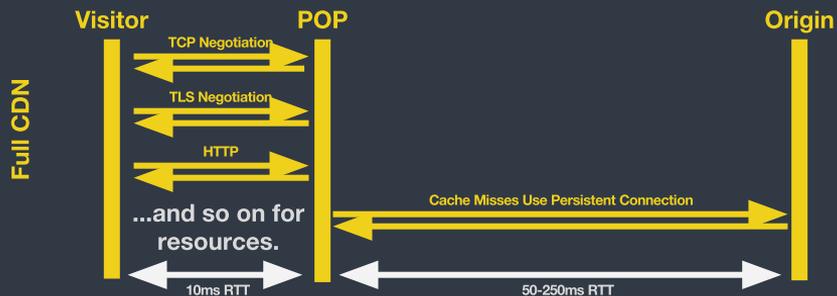
- Each Connection
 - ⦿ QUIC: 0 Round Trips
 - ⦿ TLS: +1 Round Trips
 - ⦿ HTTP: +1 Round Trip
- Connections
 - ⦿ Initial Connection: +1

= 2 Round Trips

Adding in CDN Models



HTTPS is best on a CDN



It's all about
the round trips.

Big, Upcoming Assumption:

200ms

Page Render Times from Drupal

Adapt the numbers for your sites accordingly.

Old Stack and No CDN

- TCP: +45ms
- TLS: +90ms
- HTTP: +45ms
- No HTTP/2: X2 (or worse)

TTFB = 360ms

- Missed Page Cache: +245ms

TTFB = 705ms

Modern Stack with CDN

- TCP: +2ms
- TLS: +2ms
- HTTP: +2ms

TTFB = 6ms

- Missed Page Cache: +245ms

TTFB = 251ms

Old Stack and No CDN

- TCP: +85ms
- TLS: +170ms
- HTTP: +85ms
- No HTTP/2: X2 (or worse)

TTFB = 680ms

- Missed Page Cache: +285ms

TTFB = 965ms

Modern Stack with CDN

- TCP: +2ms
- TLS: +2ms
- HTTP: +2ms

TTFB = 6ms

- Missed Page Cache: +285ms

TTFB = 291ms

Old Stack and No CDN

- TCP: +175ms
- TLS: +350ms
- HTTP: +175ms
- No HTTP/2: X2 (or worse)

TTFB = 1400ms

- Missed Page Cache: +375ms

TTFB = 1775ms

Modern Stack with CDN

- TCP: +2ms
- TLS: +2ms
- HTTP: +2ms

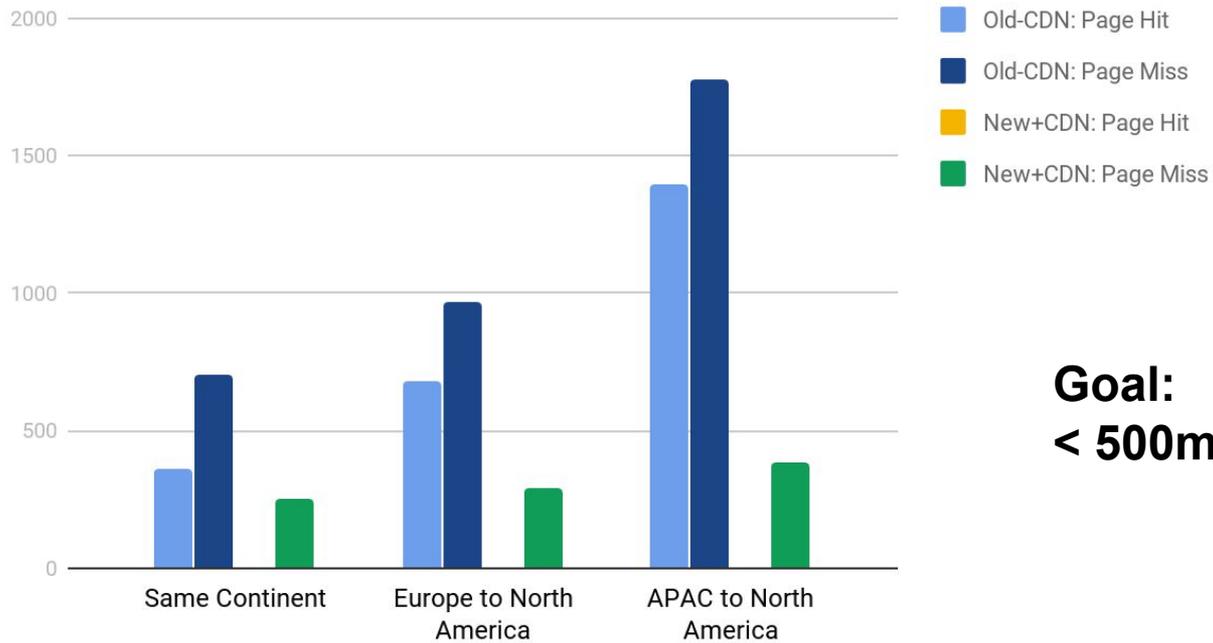
TTFB = 6ms

- Missed Page Cache: +375ms

TTFB = 381ms

The Cost of Old Stacks and No CDNs

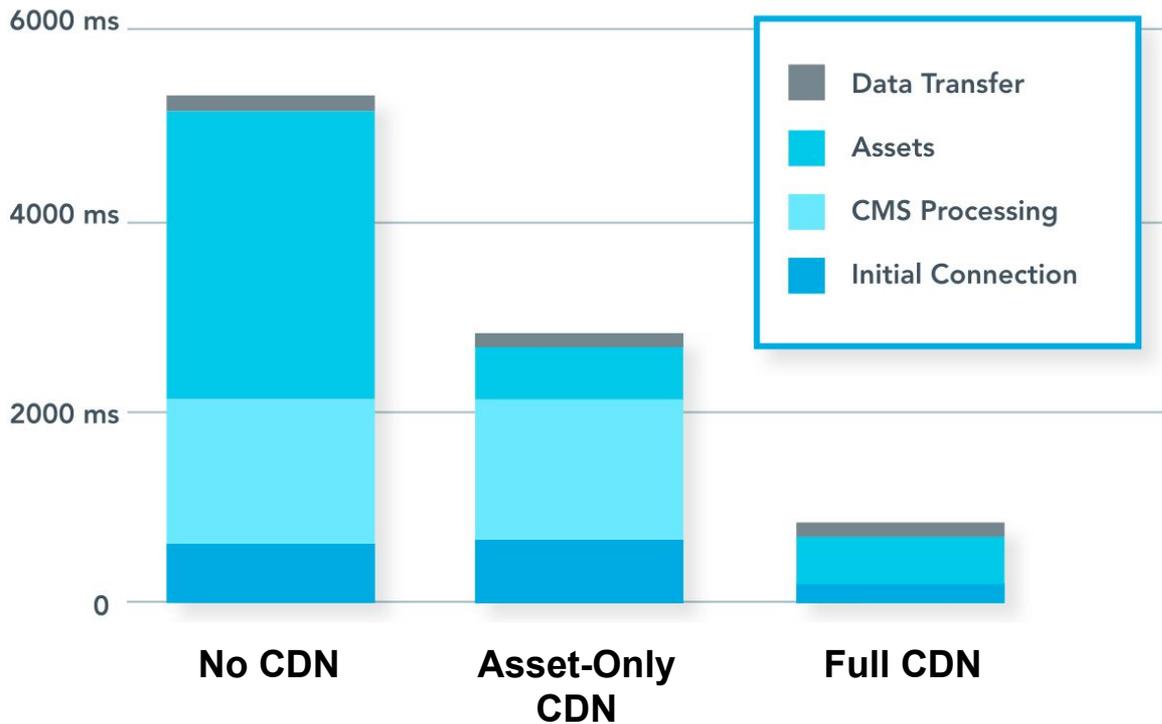
TTFB Latency



Goal:
< 500ms

TTFB
+ Size / BW
+ CPU Time

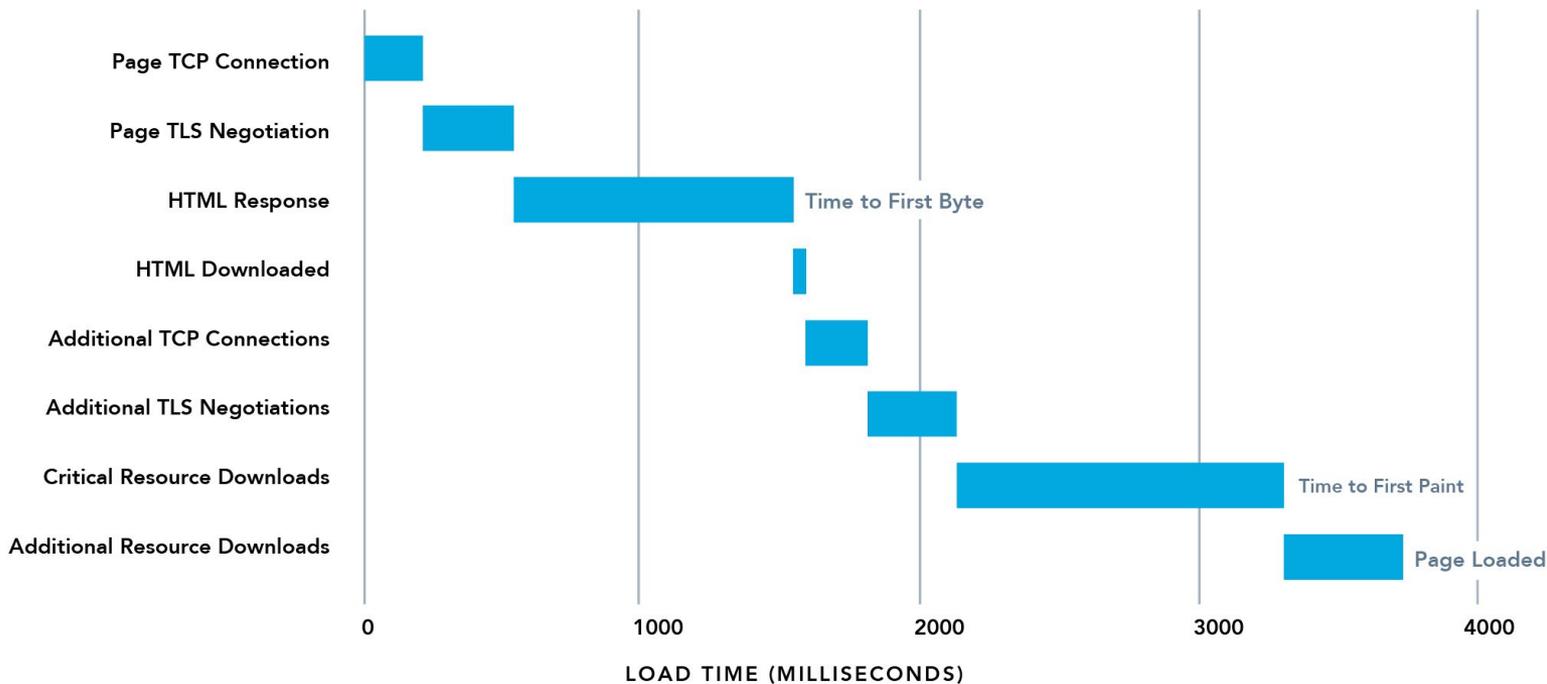
The Necessity of a CDN for Assets *and* Pages



Traditional

No CDN, No Proxy Page Cache

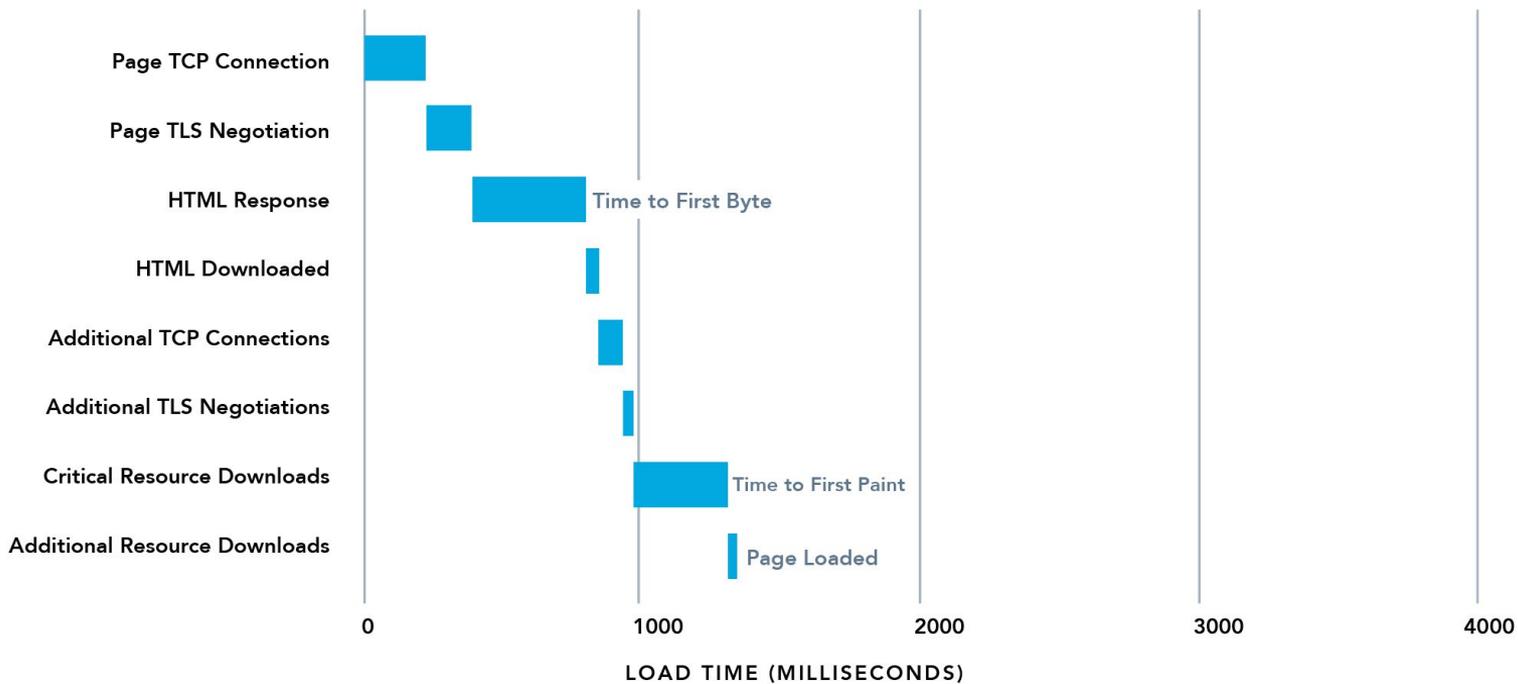
Page Loading Progress



Standard CDN

Origin Proxy Page Cache, Resource CDN, No HTTP/2

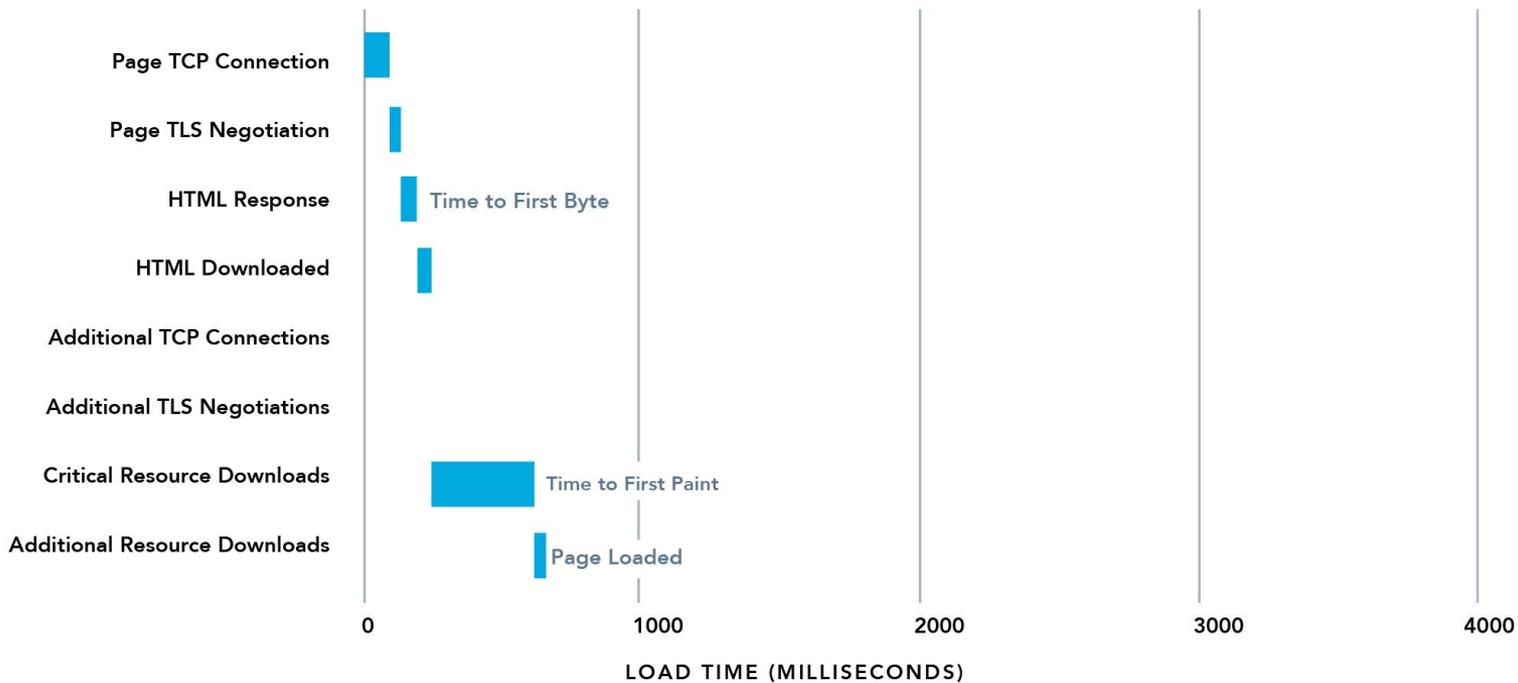
Page Loading Progress



Full CDN

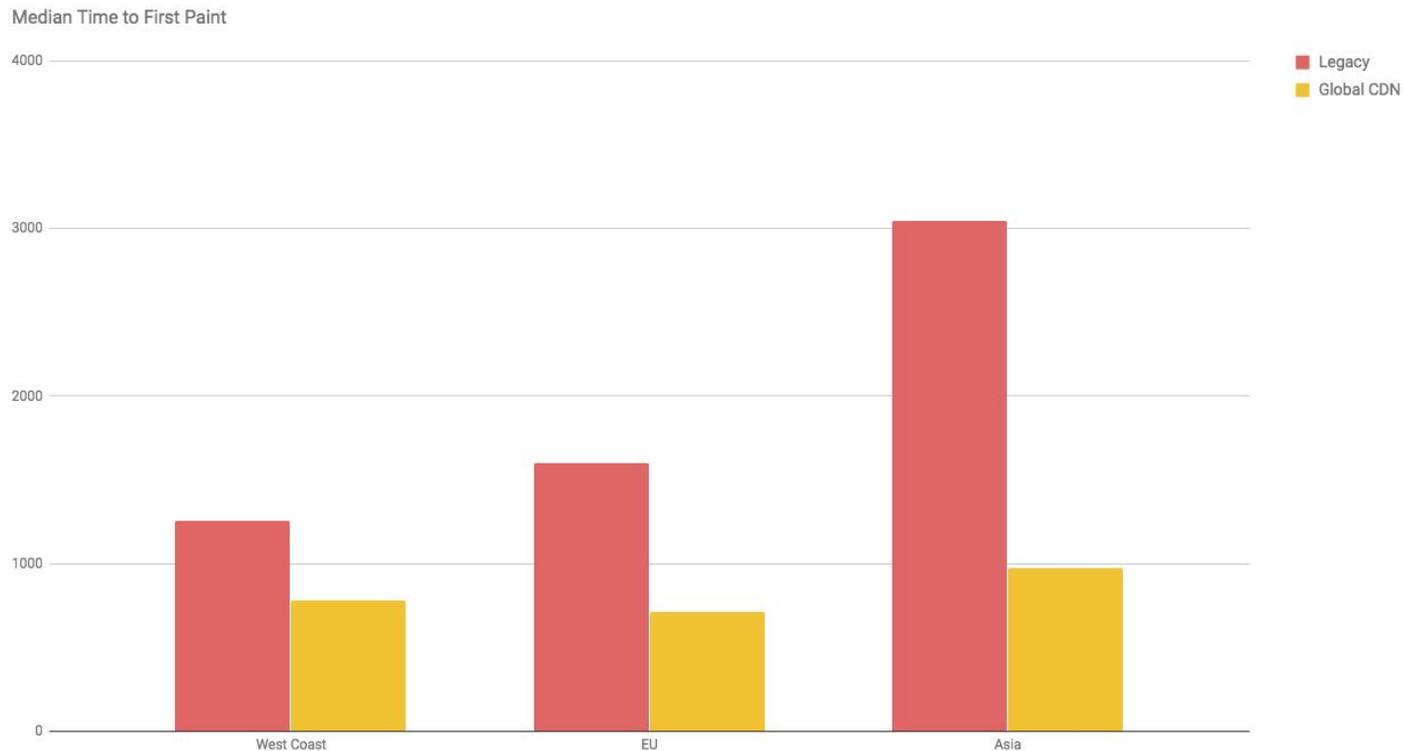
Page CDN + Resource CDN + HTTP/2

Page Loading Progress



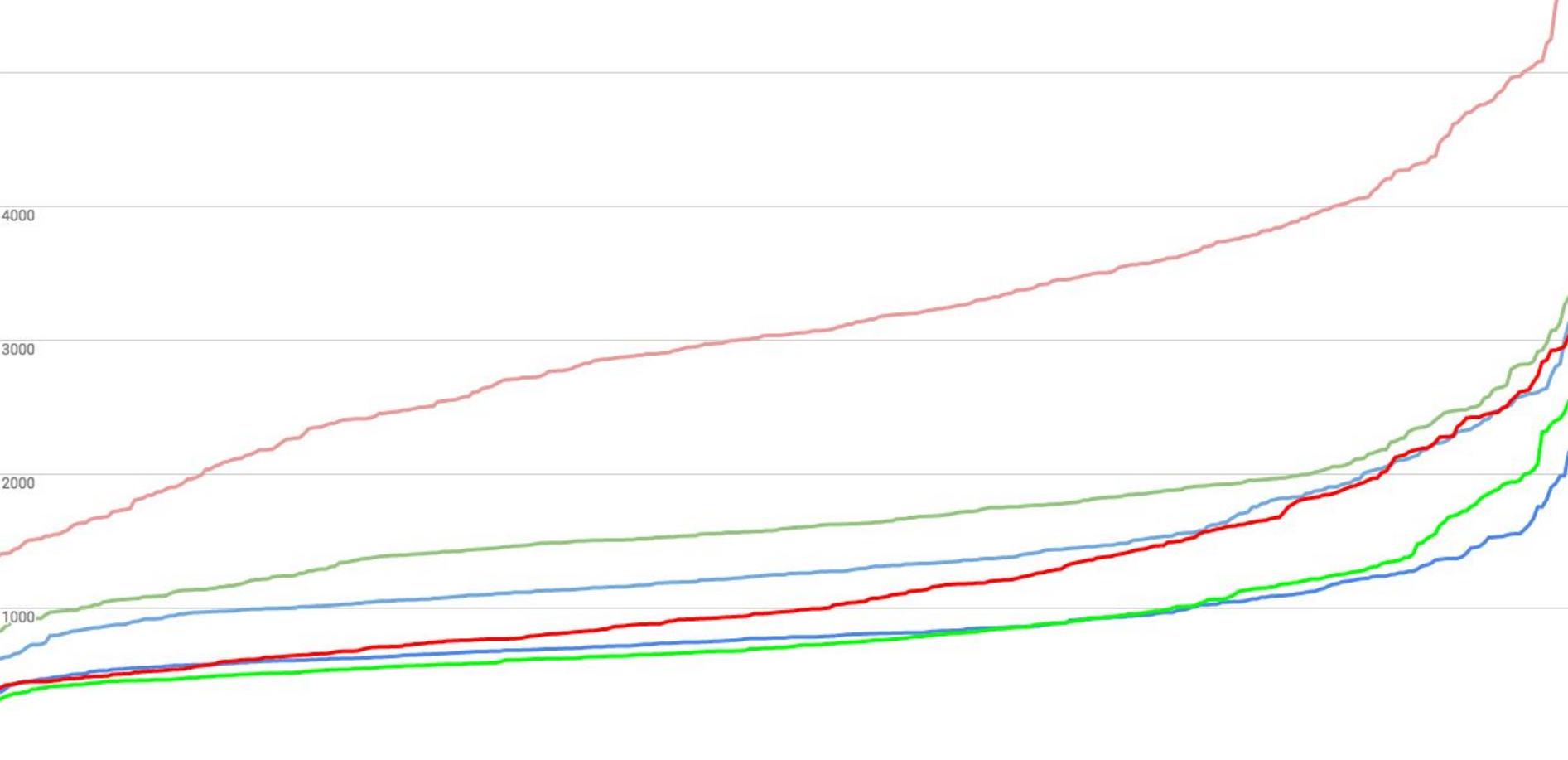
What We're Seeing at Pantheon

Effects of a Full CDN on Page Load Times



Time to First Paint by Region/CDN

West Coast: Global CDN West Coast: Legacy EU: Global CDN EU: Legacy Asia: Global CDN Asia: Legacy



Updated Advice on Best Practices

The Past (Stop Doing This Now)



- Separate CDN domains
- Separate hosts for assets
- No HTTPS
 - ◉ Disables HTTP/2 in most browsers

The Present (Please Care About This)



- Focus Performance Testing on Mobile
- Compress Images Effectively
 - ⦿ WebP is an amazing format
 - ⦿ Use appropriate resolutions
- Using Disparate Page Caching Times
 - ⦿ Long time in CDN w/ explicit invalidation
 - ⦿ Shorter cache times for browsers
- Better TCP Congestion Control: BBR
 - ⦿ Implemented at the kernel level
 - ⦿ http://blog.cerowrt.org/post/bbrs_basic_beauty/
- HTTP/2
 - ⦿ <https://caniuse.com/#feat=http2>

The Future (Keep an Eye on These)

- **Drupal Configuration**
 - ◎ Less reliance on aggregated CSS/JS
 - ◎ Less reliance on generated image variants
- **Last-Mile Improvements**
 - ◎ QUIC
 - ◎ HTTP/2 push with cache manifests
 - ◎ Brotli compression

Questions?

@DavidStrauss