

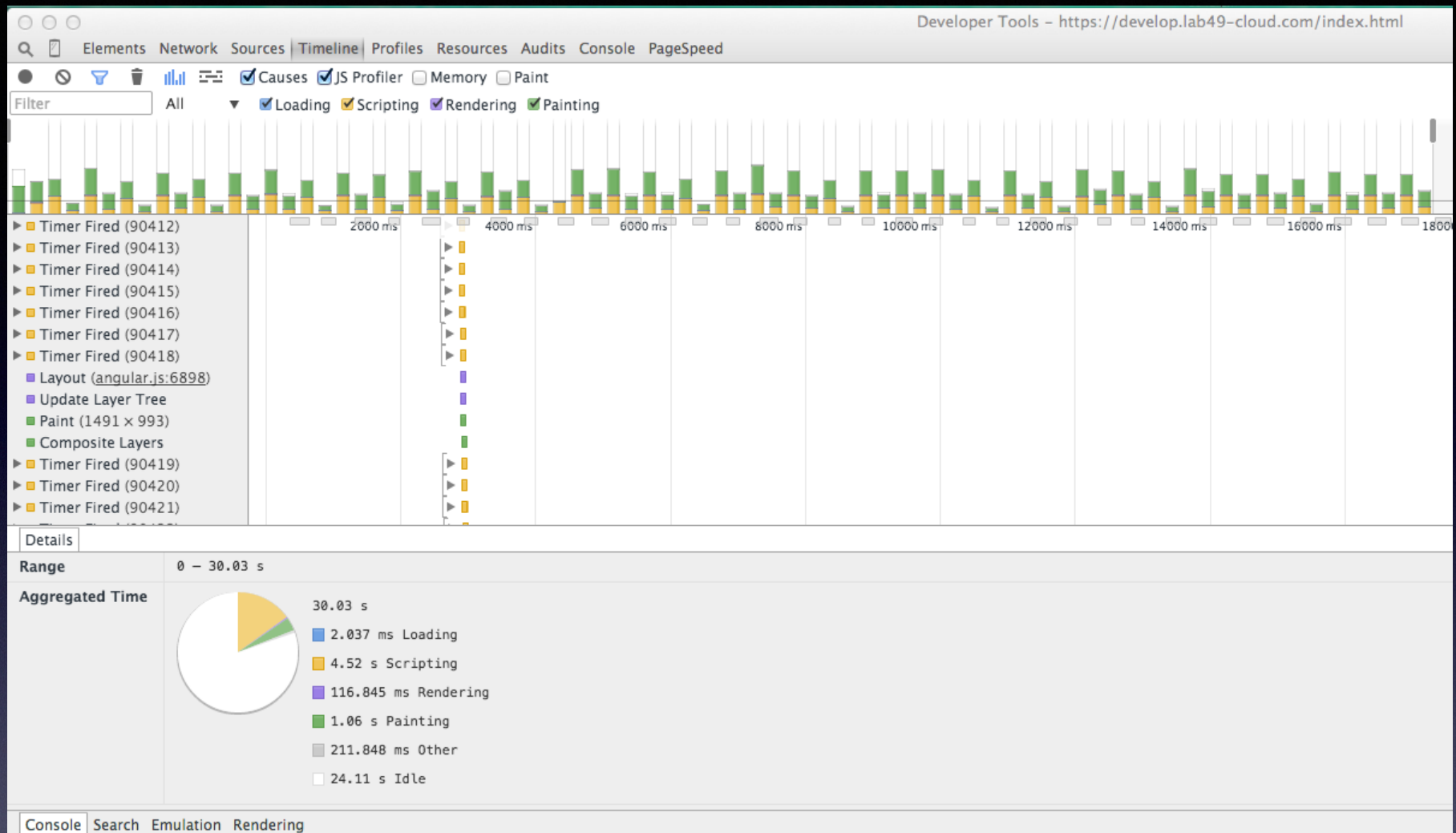
Performance improvements

(of the fx tile)

(Redacted image, FX trading grid for a bank)

test setup over 30 seconds

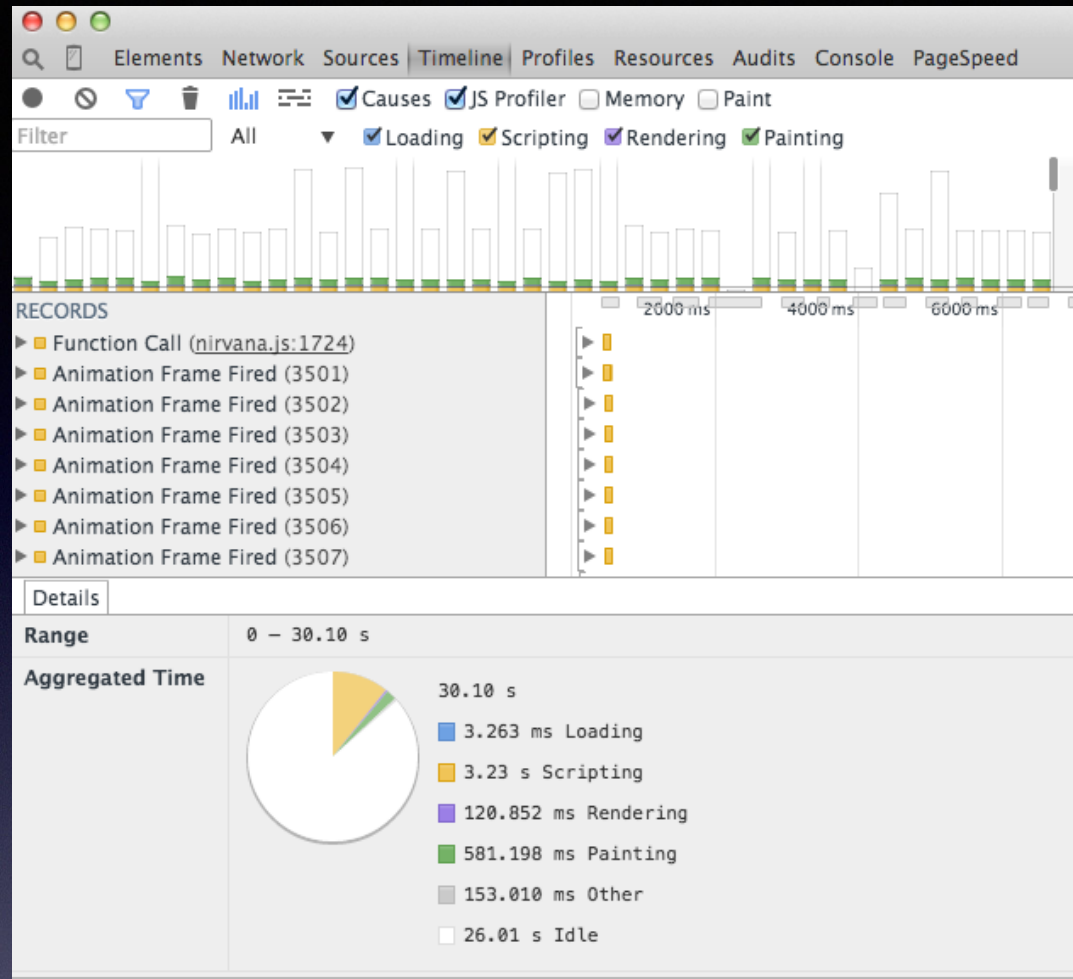
Given 16 fx tiles
and cable (GBP/USD) streaming, test for 30 seconds



Old tile

24 seconds idle time

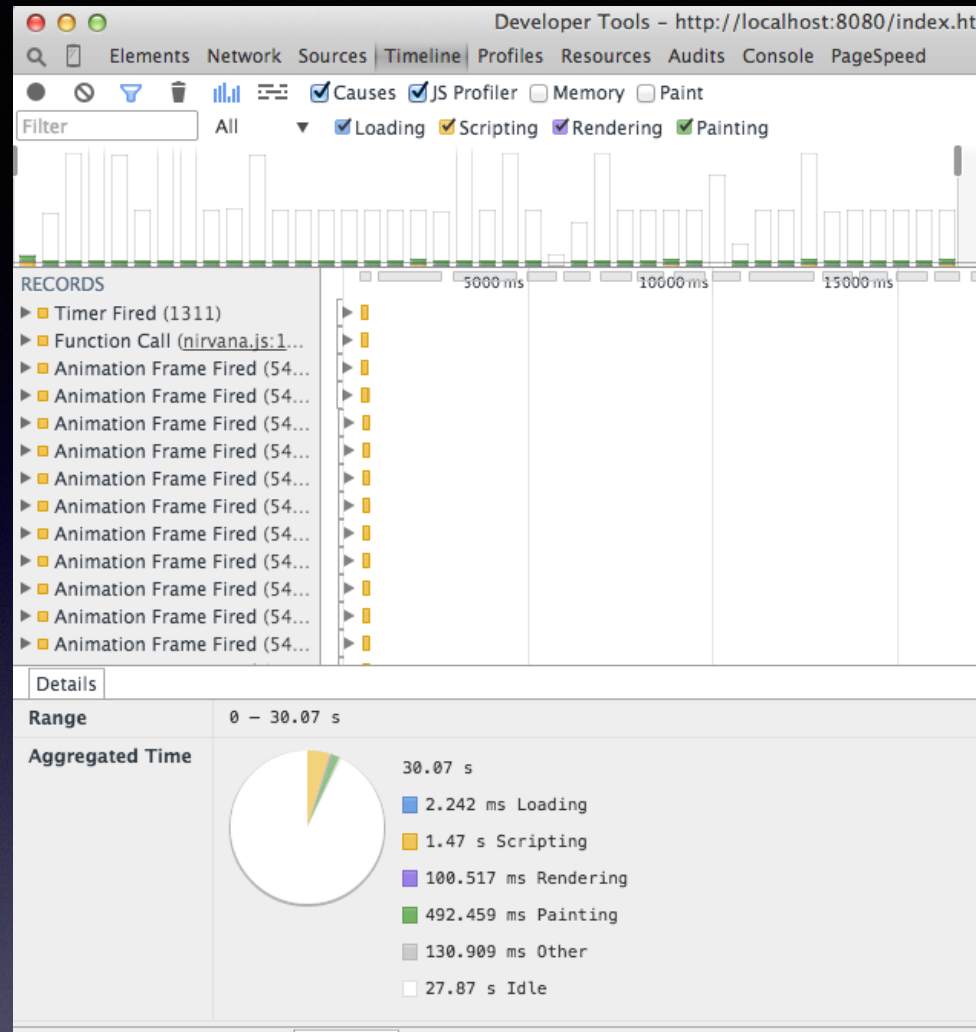
4.52 seconds scripting



New tile optimisations

26 seconds of idle time

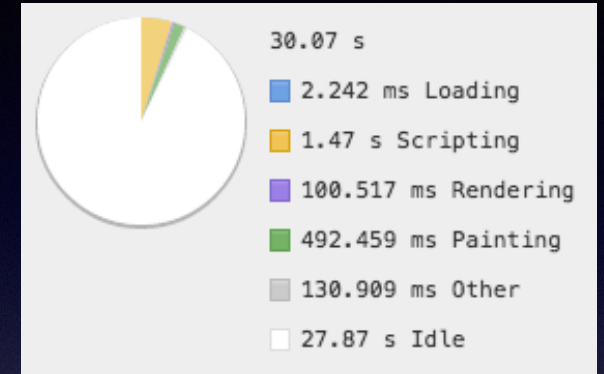
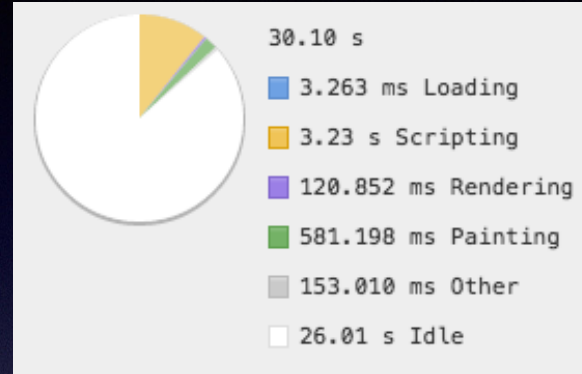
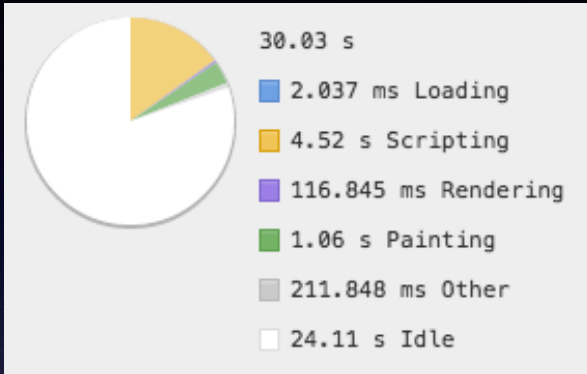
3.23 seconds scripting

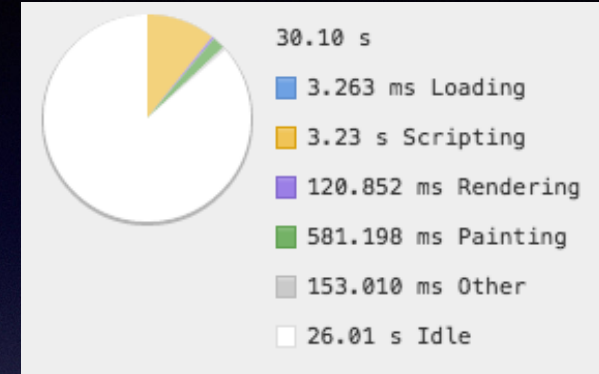
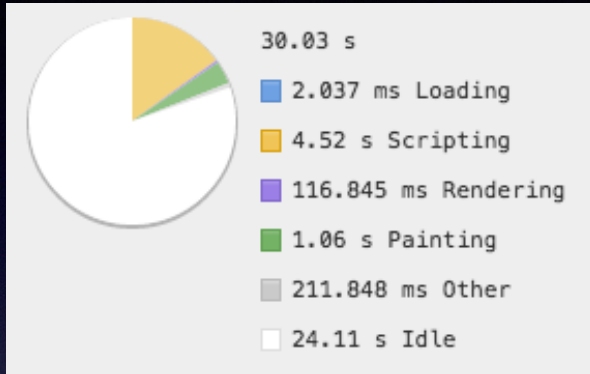


new tile angular 1.3

28 seconds of idle time

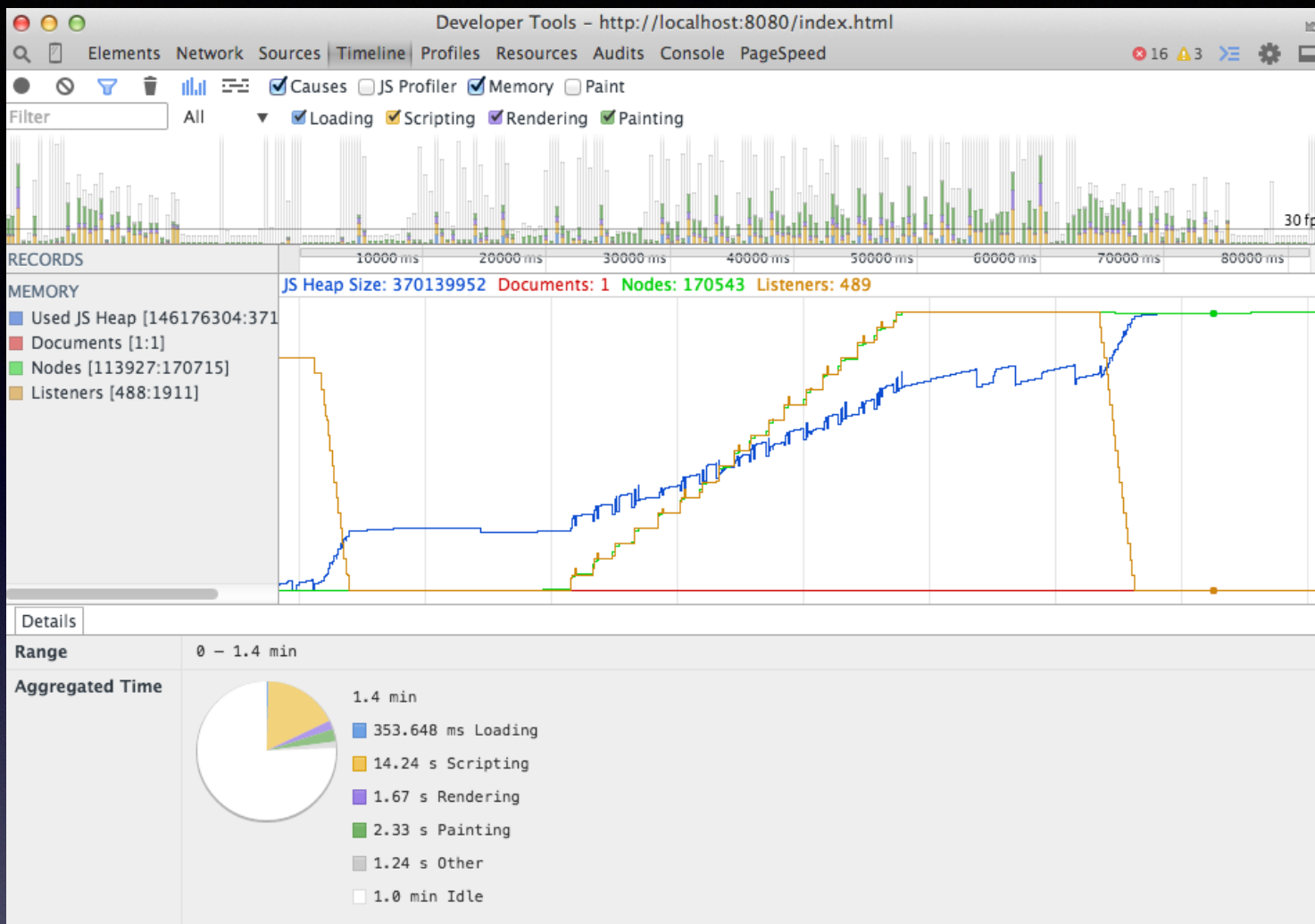
1.47 seconds scripting





Simple CSS changes
- big results

Memory



Leaking has been fixed

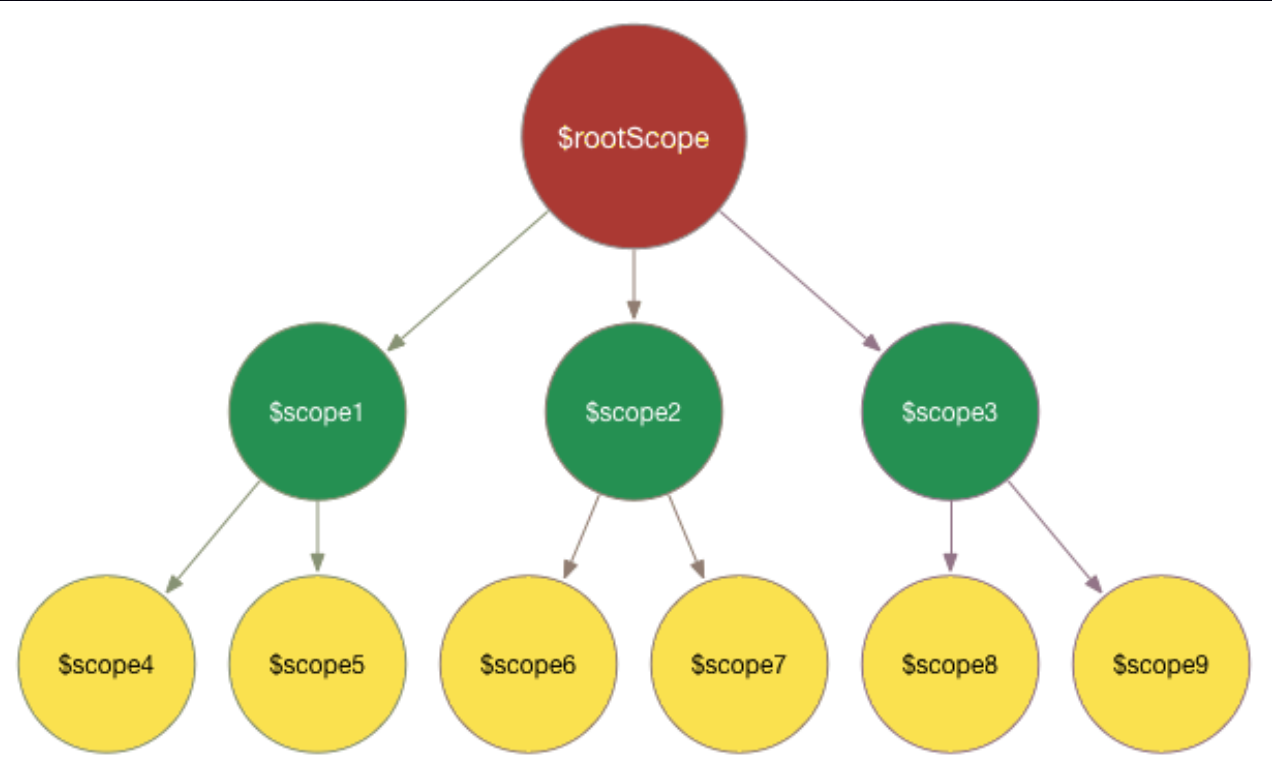
How to improve our app?

~~\$scope.apply()~~


```
$scope.digest()
```


ng-click = rootscope.digest

We need to re-engineer
core angular library



Angular-fng - Local angular events

Before. / After.

ng-event

fng-event

ng-event

fng-event

Redacted image
(FX trading grid with dev panel
showing scripting time reduced)

29.5 seconds of idle time, 60fps+

150x improvement

4.52 to 0.03 seconds scripting

Open source: <https://code.adamcraven.com/increasing-performance-on-large-angular-apps/>

END.