Collabora Online Usability Optimization

Smooth & beautiful, collaborative editing for all

Michael Meeks and Caolán McNamara

CEO Principle Engineer

michael.meeks@collabora.com caolan.mcnamara@collabora.com





"Stand at the crossroads and look; ask for the ancient paths, ask where the good way is, and walk in it, and you will find rest for your souls..." - Jeremiah 6:16





Overview:

How Collabora Online works

Getting a feel for latency

How we measure performance

Typical wins

- Deltas
- Tile rendering
- Memory
- Miscellaneous sillies

Usability features

- Accessibility improvements
- The latest bits for everyone.

Future work

How to get involved

Conclusions







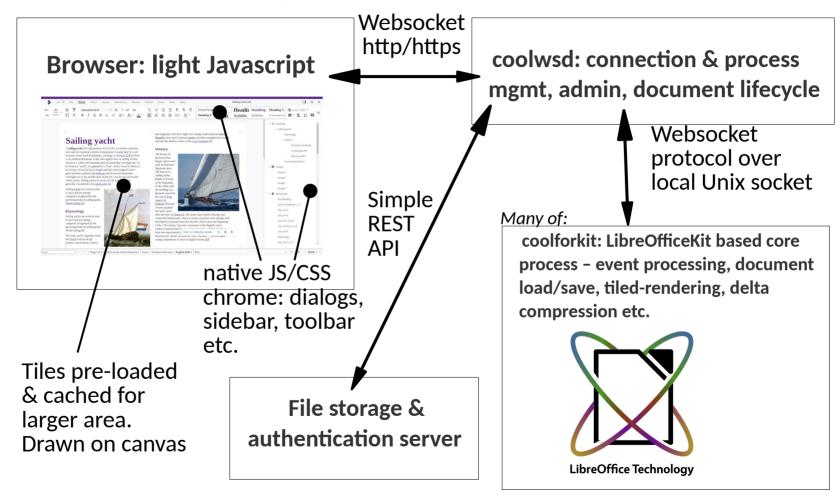
How Collabora Online works:







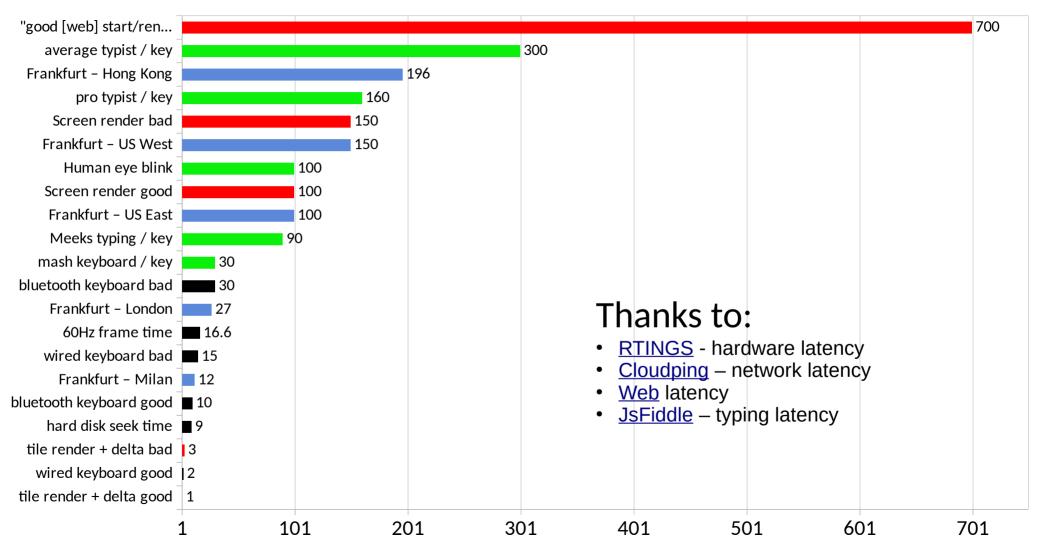
The various pieces:







Sample latencies - Milliseconds - linear plot





Start counting blinks when you see green ...

Stop when you see red.







How did you score?

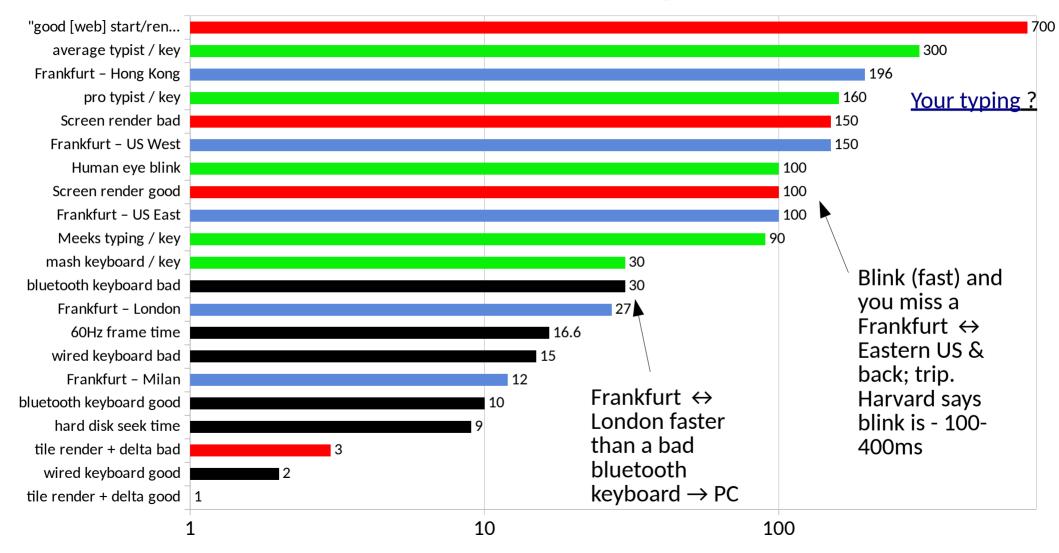
Reciprocation for beginners:

- 1 \rightarrow 1000ms per blink
- 2 \rightarrow 500ms per blink
- 5 \rightarrow 200ms per blink
- 6 \rightarrow 167ms per blink
- 7 \rightarrow 143ms per blink
- 10 \rightarrow 100ms per blink
- \sim 130 \rightarrow \sim 7.7ms (peregrine falcon)





Sample latencies - Milliseconds - log plot





Measuring Performance Don't optimize before profiling







Profiling & testing

Demo servers

- Optimizing what people do when they try a demo
- Sample once per second for a week & flamegraph

Internal Collabora users

- daily real-world use
- similar slow burn profiles

Multi-user testing

- Do we see lots of flashing red invalidation rectangles?
- How does it "feel" in our community call with ~20 people.
- Profiling interactive stress testing.

End to end tracing tooling

 Tracking & aligning times from the three involved processes ...



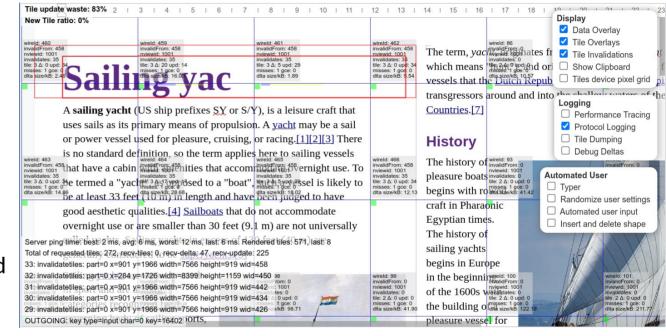




Interactive debugging

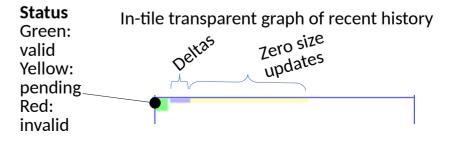
Help → About → Triple click.

- Lots of useful data
- Invalidation
 areas linger as
 red surrounds
 after a block red
 flash.
- If the screen flashes red:
 - Something is wrong











Demo profiling: example flame-graph

What does it mean?

·17%+ of a week of profiling:

Detecting: "is it Hybrid PDF"?

 Unbelievably wasteful

 Scan last 4k block 'AdditionalStreams' +17%

Stack of function callers

-Width is proportional time-







Tiles & Deltas







Tile Deltas cache / optimization

Store previous tiles

- So we can delta them
- Previously generated row CRC while copying & kept all pixels
- Now use RLE bitmask.
- Substantially compressed: 256x256x4 → 256 kB
- RLE compressed: < 26 Kb 10x size
 win
- 90 tile cache (per view) vs. 24 (per view)
 - Plus ~2Mb per view size saving.

RLE DeltaBitmapRow:

```
uint64_t _rleMask[4];
size_t _rleSize;
uint32_t *_rleData;
```

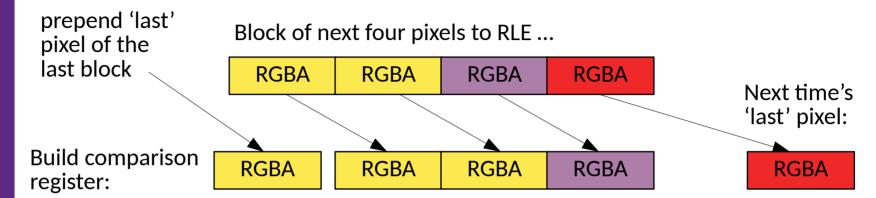
- Split mask bits from Data
- _rleMask bit-set '1'
 - copy previous pixel 0 default transparent
- No need for a hash anymore: just compare _rleSize & _rleMask.





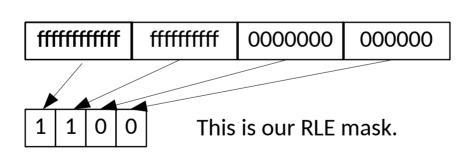


The magic of AVX2 - branch free loop



Compare: cmpeq_epi32

Magic: floating point sign mask: movemask_ps



NB. really 8 pixels at a time, not four and more 0's and f's needed ...



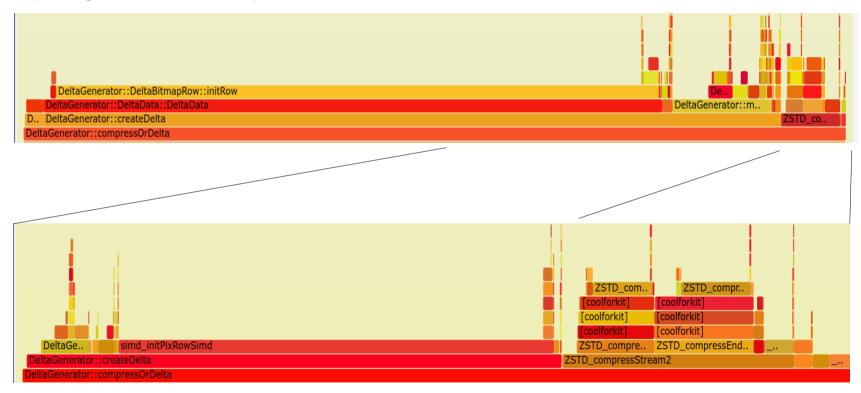


How many pixels to copy? popcount(RLE mask)
Which ones ? RLE Mask → LUT + AVX2 gather
permutevar8x32_epi32 ... is your friend



Performance win - around 2x ...

Comparing vs. best hand-optimized CPU RLE code ...

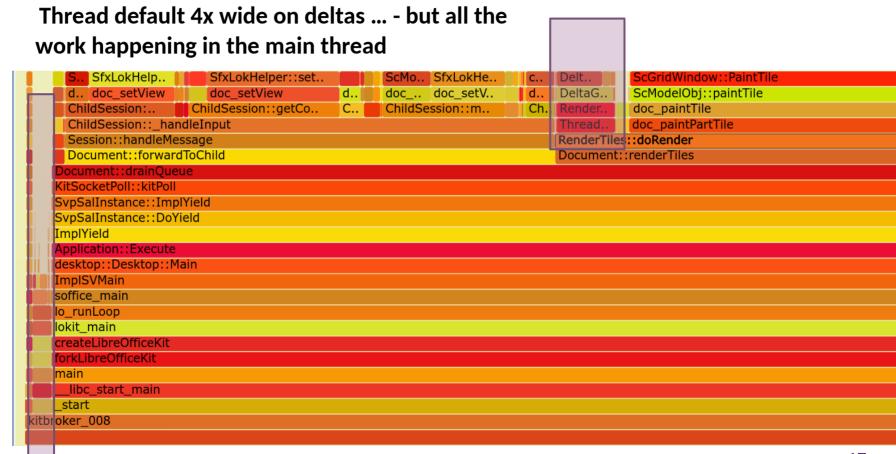








perf: surprisingly little delta threading



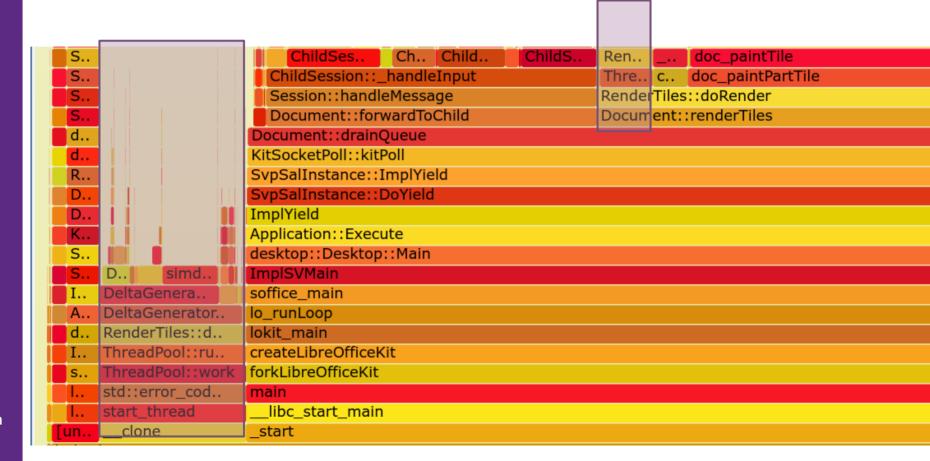






perf: surprisingly little delta threading

An 'if (work)' instead of 'while (work)' 1 line fix 4x latency redux in delta'ing.









RGBA & pre-multiplied alpha

Documents rendered to an alpha surface

- Pre-multiplied the sensible way to go so of course:
 - HTML5 canvas API not pre-multiplied
 - HTML5 canvas implementation pre-multiplied [!]
 - cf. complaints about not getting back RGBA you put into it ...

Change the approach and win

- COOL \rightarrow un-premultiply \rightarrow **net** \rightarrow canvas API \rightarrow re-pre-multiply \rightarrow graphics
- COOL \rightarrow **net** \rightarrow un-premultiply \rightarrow canvas API \rightarrow re-pre-multiply \rightarrow graphics
 - Leave the web's problems to the browser JIT.
- Also RGBA support to Cairo from libpixman, to avoid BGRA conversion.







Tile Rendering







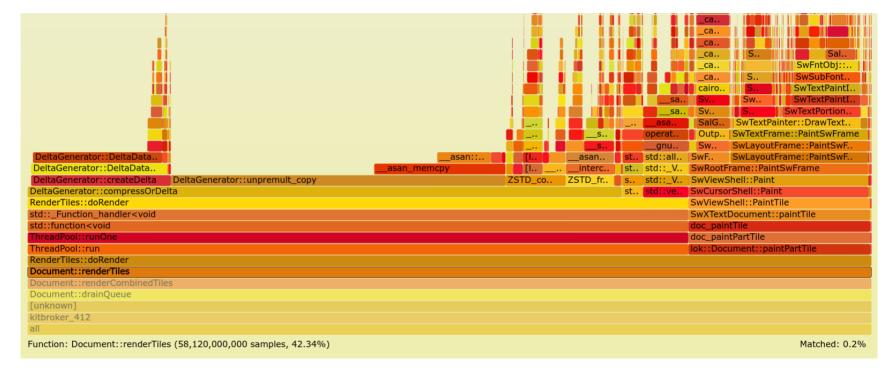
Rendering tiles 40% of your profile?

Plausibly could be good or is it bad?

With lots of bogus invalidations

How does it feel?

you see lots of re-rendering ...









Lets do a lot less invalidation / render

Desktop app: "Rendering is free"

COOL: "that's not cool!"

Avoiding pointless invalidations:

- Whole doc when user joins document
- Whole doc on switching slides
- Whole doc on enlarging call sheet
- Whole doc on click in header/footer
- Entire row when editing calc cell

Saving huge amounts of rendering ...

- Really impactful on latency
- Dropping unnecessary 100ms waits is good ...
- Wasted rendering is cheap bandwidth wise: empty deltas ...







Better Latency Hiding

More aggressive Javascript tile caching

- An old tile is better than nothing
 - 150 250 tiles as canvases (30-60Mb)
 - Shepherd canvas memory better
 - JS 'GC' is not your friend; need to explicitly memory manage these.

Store & manage zstd compressed tiles

- 1000 2000 tiles zstd compressed
 - Keyframes + Deltas

More aggressive pre-fetching

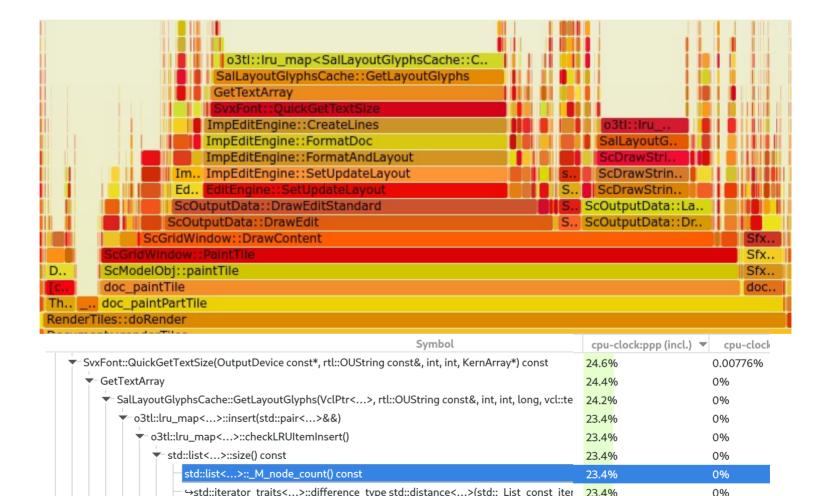
- Next Previous / Next Slide in direction of movement – 100ms after switch
- Fetching and caching around the view area
- Tracking global invalidations to manage larger cache properly.







LRU: std::list::size as std::distance()









Kill paint to a giant virtual device

Older Writer rendering path:

```
//Refresh with virtual device
to avoid flickering.
```

```
VclPtrInstance<VirtualDevice>
pVout( *mpOut );
```

```
pVout->SetMapMode( mpOut-
```

```
>GetMapMode() );
```

```
Size aSize( VisArea().SSize() );
```

```
aSize.AdjustWidth(20);
```

```
aSize.AdjustHeight(20);
```

```
if( pVout->SetOutputSize( aSize ) )
```

Un-necessary PC 'flicker reduction' optimization

 We push tiles to JS for a flicker-free scroll/zoom anyway.

Giant / whole document area

• Plus a bit.

Back that with lots of memory & do lots of rendering into it







Memory use







Lots of space (& time) saving:

Discovered a lurking benchmark

- Allocate 64Mb of RAM, and performing a CPU rendering benchmark before loading each document ...
- Good to get initial dirty-page count down to ~20Mb in one line.

Image caching

- Compressed images are small!
 - Not so TIFFs → swap them.
- Cache & Images & glibc allocator trim on idle → mobile-phone style.

Sparse documents:

- Calc file save used to allocate all 16k columns – making many things slower.
- Calc discourage users to leap to limits of document

\$ make run-inproc

- Run under massif / valgrind as a single process in the build-tree ...
- Avoiding real-CPU timing jitter:
 - flat profiles for no change ... vital.







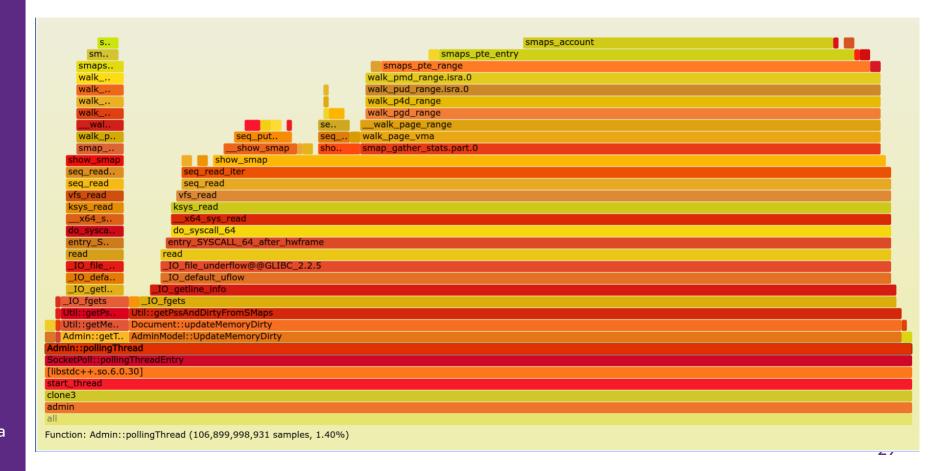
Misc. sillies







Week long demo profile: 1.4% time:









Kernel craziness: /proc/smaps*

Need to gather PSS for each kit process

- We have 100+ memory maps
- /proc/self/smaps fd passed by UDS between privilege domains to supervisor process.
- Have to rewind, can't close & re-open

/proc/smaps_rollup joy!

- Does just what we want: better!
- But: Rewind, re-read: constantly increases memory reported ...
- Dynamic check for Linus' horror bug fix







Hunspell inner loop ...

```
int AffixMgr::compound check morph(const std::string& word ...
  // add a time limit to handle possible
  // combinatorical explosion of the overlapping words
 HUNSPELL THREAD LOCAL clock t timelimit;
   if (wordnum == 0) {
      // get the start time, seeing as we're reusing this set to 0
      // to flag timeout, use clock() + 1 to avoid start clock()
      // of 0 as being a timeout
      timelimit = clock() + 1;
 else if (timelimit != 0 \& (clock()) > timelimit + TIMELIMIT)) {
      timelimit = 0;
Switch to shared memory CLOCK MONOTONIC?
    auto clock now = std::chrono::steady clock::now();
                                                                            HunspellImpl::checkword
                                                                           HunspellImpl::spell_internal
                                                                           HunspellImpl::spell
         Thanks to Noel Grandin.
                                                                           Hunspell::spell
                                                                           Checker::GetSpellFailure
                                                                           rDispatcher::isValid_Impl
```







Performance

A faster, slicker experience

- Memory trimming on idle: cleans caches & frees up memory
- Swap out compressed image data as well as uncompressed
- Faster load of large spreadsheets
- Significantly reduced re-rendering (even more pending)
- Continual style re-thumbnailing redux – caching of generated JSON

- Improved tile pre-loading (with more caching work queued)
- Clamp over-sizing of threads
- Accelerated transparent text rendering
- Avoid background whole document renders
- Compress RLE'd tiles on the wire

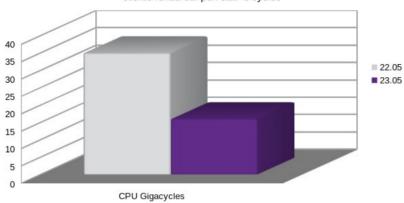






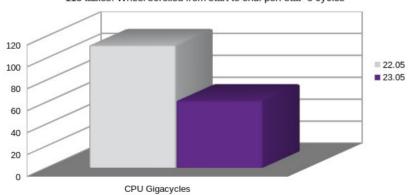
Joining Writer Shared Document

Writer document with 5 pages. 20 users joining simultaneously, until all clients rendered, perf stat -e cycles



Writer Scrolling

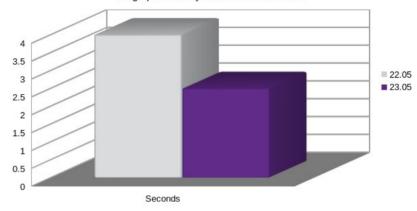
Writer document with 157 pages, 164 shapes, 32 comments, 13 images, 115 tables. Wheel scrolled from start to end. perf stat -e cycles



Some older numbers ...

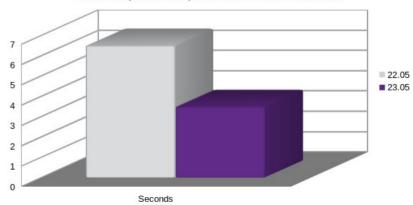
Impress Full Screen Presentation Generation

60 graphics heavy slides. Wall clock time.



Calc XLSX Comments Load

1000 Rows, 30 Columns, 2500 Comments. Wall clock time.



Smaller is better!





Usability & UX

Making things easier to use ...







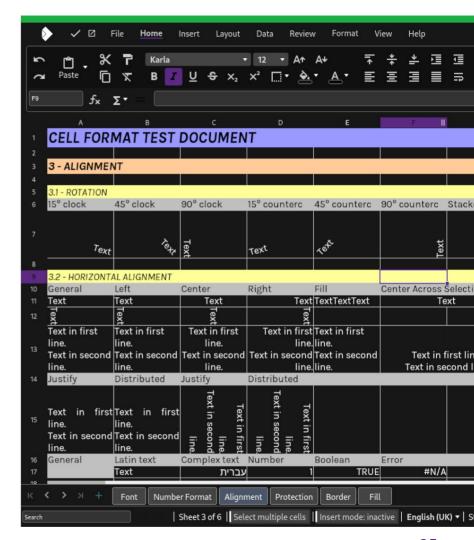
Accessibility

Dark mode + view settings

 Per view settings, allows us to render views differently – including various options such as showing non-printing characters or spell checking underlines in different views, in addition to Dark Mode.









Accessibility

Keyboard accelerators

- Expansion for languages
 - Keyboard shortcuts have been expanded to allow all users to be able to use their own language's keyboard shortcuts when editing a file collaboratively.
 - Holding down the 'Alt' key will also highlight options for learnability.







Vehicl

For the Exact Sales Amount indicated below, Vehicle described below to the Buyer, acknow authority to sell it, warrant the Vehicle to be fro information given is true and correct to the best

Vehicle Information

VEHICLE IDENTIFICATION NUMBER (VIN#)	
YEAR	MAKE
ODOMETER READING (Miles)	

Conditions and Warranty

The Seller has no knowledge of any hidden de Seller's knowledge that the Vehicle is being so

tile formats and collaborative editing features.

Collabora Online comes with **Long Term Support**, and can be integrated in any webbased solution, such as File Share and Sync solutions, Document Management Systems, Groupware or custom build software.

All Long Term Support releases are supported for 3 years, with a **perpetual license**, annual subscription to **security maintenance and updates**, an **SLA**, and Level 3 (code fix) support (other levels are provided by our partners). And there are more benefits:

Excellent Interoperability

- Collabora Office Mobile allows editing of the following formats:
- Word/Writer documents: .doc, docx, .dot, .dotx, .odt, .ott,

- Excel/Calc
 spreadsheets: xls, xlsx, xlt, xltx, o
 ds, ots,
- Powerpoint/Impress presentations:
 .ppt, .pptx, .pps .ppsx, .odp, .otp
- /Draw image creation:



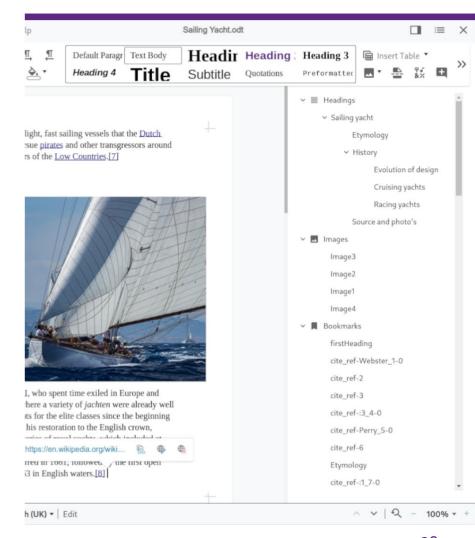
Accessibility

Page Navigation

 Navigator functionality is viewable in the sidebar, allowing you to jump to each section by simply clicking the headings.









Recent Usability Polish

Amazingly users when asked care mostly about UX efficiency

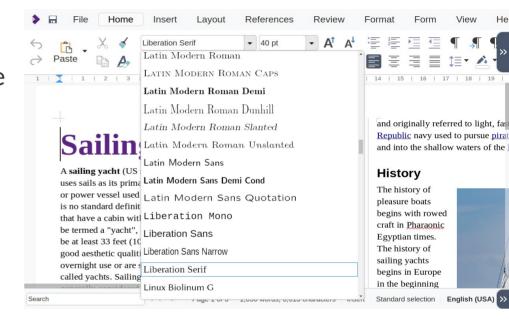






Font previews

 You can now see a preview of fonts to see what they look like before selecting it in the drop down box.



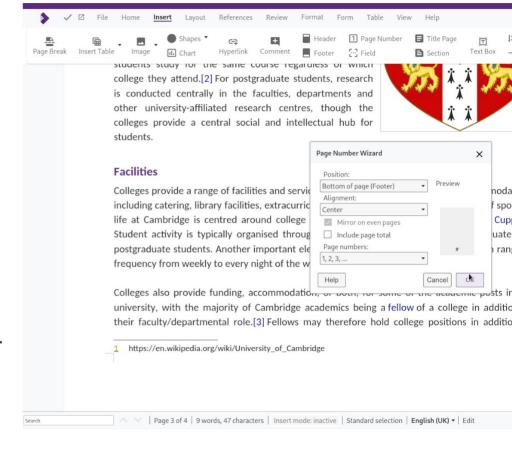






Page number insertion - familiar, simplified pop up

- Combining inserting the required headers, footers, and page number fields into a single, easy to use, familiar dialog for users.
- Featuring all the common alignment options, support for a variety of languages, and a preview.



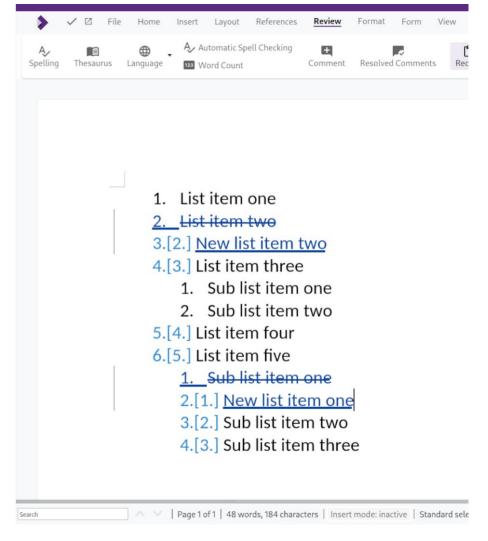






Change tracking in numbered lists

 When making changes within numbered lists, the numbering has now been fixed to show actual and original numbers within the document.



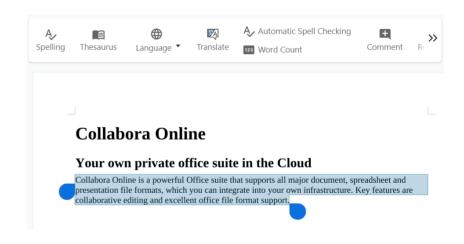






AI based translations with DeepL

 Translating text with DeepL inside a Writer document is as easy as selecting it, clicking the "Translate" button and choosing the target language from dialog.









Future Performance optimization







Future tile wins:

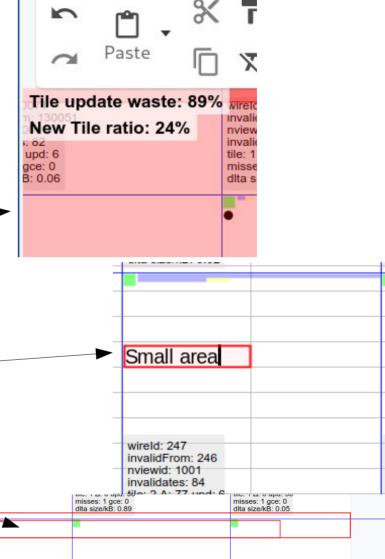
Simple examples:

- Scope for improvement
 - eg. 'typing space'
- Writer: adding page invalidate only the end ...
- Delta & RLE only rows we know changed:
- Writer: don't invalidate to the end of the row ...











Other fun areas:

RGBA rendering

- Currently we render RGB
- Then re-render 'A'
- Then merge the two, then ...
 - Great potential 2x win ...
- Already moved to Opacity/Alpha not Transparency channel
 - Thanks to Noel Grandin

Performance regression testing

• Using valgrind to get flat lines ...

Pipelining loading

- Fetch cool.html ...
 - <async CheckFileInfo>
 - <async document load>
- cool.html's JS connects on websocket
 - gets a pre-loaded document.
 - <currently we start loading here>
- Halve the load time ?
- Patch in review from Ashod Nakashian.
- Also: to come: asynchronous locking ...







With thanks to our Partners, Customers & Community!







Conclusions

Try out the latest Collabora Online 23.05.8+ and/or 24.04 ...

- Already smooth, getting smoother & more beautiful.
- Architecture: a bet on CPUs and networks getting faster & cheaper
 - In race with the hardware folk to get the biggest wins.
- Modern CPUs are -amazingly- quick ...

Still lots of fun to be had: do get involved!

- Lots of easy UX wins and polish to work on: JS, CSS, C++ to taste ...
- Follow our <u>calc</u> & <u>writer</u> tracker performance bugs: a profile a week ...
- Get involved in COOL and LibreOffice Technology







Collabora Online





Oh, that my words were recorded, that they were written on a scroll, that they were inscribed with an iron tool on lead, or engraved in rock for ever! I know that my Redeemer lives, and that in the end he will stand upon the earth. And though this body has been destroyed yet in my flesh I will see God, I myself will see him, with my own eyes - I and not another. How my heart yearns within me. - Job 19: 23-27

Thank you!









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