

# Did you clear the cache?

**A Contextual Tour of Rendering Efficiently** 





#### Stephen Lucero

Director of Engineering & DevOps





A true developer at heart, Stephen brings eight years of Drupal experience to his role as the Director of Engineering and Developer Operations at Forum One. When faced with a challenge or a task, he enjoys finding an elegant solution to solve it and enjoys it even more when he has the opportunity to automate the task in some way.

Throughout his career he's had the privilege of working with a lot of talented individuals who excel in their own varied disciplines. This has provided a lot of influence to embrace a strong multidisciplinary perspective toward projects to achieve the most complete end product.

By embracing the goal of encouraging team members to explore beyond their familiar responsibilities and learn from each other, Stephen has seen significant success both personally and with coworkers to adopt a cross-functional approach toward project development. This has allowed teams to work more cohesively for more opportunity to learn and grow during the build of a more complete and satisfying end result.

## FORUM ONE

#### **About Forum One**

We've been at this for 23 years.

We've partnered with more than 1,000 organizations and government agencies.

We've helped them better reach their mission on over 2,000 projects.

We are experts in digital strategy, creative, technology, data, and user experience.

We create experiences that make an impact.



#### Rob Powell

Drupal Developer



in u/robert-powell-boston



/u/robpowell

- 10 years engineering experience
- 3+ year in Drupal
- When I am not programming or learning more about Drupal, I am heading to the trail head with my family.





#### Who We Are

Mediacurrent is a full-service digital agency that implements world class open source software development, strategy, and design to achieve defined goals for enterprise organizations seeking a better return on investment.



## **Overview**

- Cache What is it and why do we need it?
- D8's Cache API's special sauce cacheable metadata
- Dashboard caching exploration
- Caching tips and tricks
- Common gotchas, modules, and resources to save the day

## ? Why Cache?







## **Cache Metadata**



#### Max-age

How long a piece of cached data "lives" for.

#### Cache tags

Granular control to invalidate specific cached entries.

#### Cache contexts

For variations, i.e. content dependencies on the request details.

## SCAMALYTICS DASHBOARDS

Spam 'em & Scam 'em



## Max-Age

- Defaults to Cache::PERMANENT
- Defines the maximum length of time a cache may be considered valid and used
- Primary method for time-based expiration
- Used to be the primary method for invalidation
- Much less commonly needed with more advanced invalidation strategies

**Pro tip:** Set max-age to 0 to prevent caching for an element.

## Timed Expiration

- Get a daily update for deposited funds
- Request through an API to our sketchy bank
- API response only updates once per day
- Don't need a new API request every time



## Timed Expiration

```
$build = [
  '#cache' => [
    // Cache for 3 hours at a time.
    // 60 seconds * 60 minutes * 3 hours
    'max-age' => 10800,
```



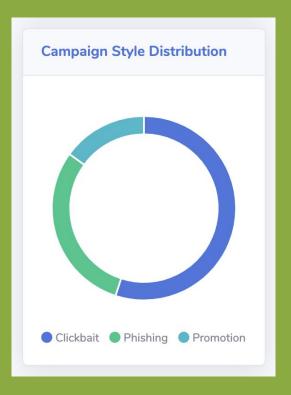


## Cache Tags

- Describes dependencies for the content being cached
- Notifies Drupal when a cache record should be invalidated.
- Cache entries tend to have numerous tags per entry
- Commonly structured as a concatenation of entry type and identifier
  - node:5
    user:3
    config:system.performance
- Special list tags are also available: {entity\_type}\_list
  - □ Invalidates when any entity of that type is
    - Created
    - Updated
    - Deleted

## Node Types Widget

- Lists percentage of all Nodes by content type
  - □ Each campaign style is a content type
- Changes when Nodes are:
  - Created
  - Deleted
  - Updated



## Node Types Widget

```
$build = [
  '#cache' => [
    'tags' => [
      // Lists of nodes use this special
      // tag to invalidate whenever a
      // node is changed.
      'node_list',
```



**Pro Tip:** Target specific bundles with the Handy Cache Tags module



- Tracks completion percentage from user profiles
- Changes when specific users are updated



#### Team Progress Report

```
\phi = [
  '#cache' => [
    'tags' => [
      // Identify each user.
      'user:17',
      'user:38',
      'user:53',
      'user:54',
```



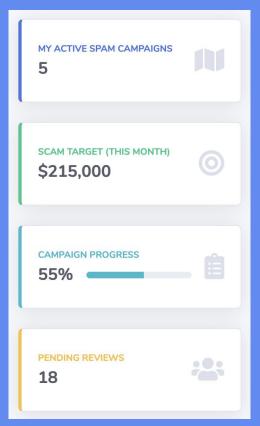


#### **2** Cache Contexts

- A variation of cache
  - □ Most notably:
    - Users / theme / route
- Hierarchical in nature
  - □ User
    - Is\_super\_user
    - Node\_grants
      - :operation
    - .permissions
    - .roles
      - · :role

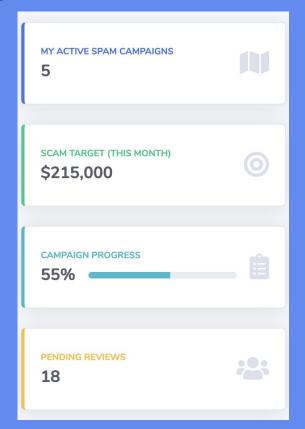
## **Per-User Reports**

- Unique details depending on the viewer
- Changes based on the current user





#### **Per-User Reports**



MY ACTIVE SPAM CAMPAIGNS	N
SCAM TARGET (THIS MONTH) \$400,000	0
CAMPAIGN PROGRESS 78%	<u> </u>
PENDING REVIEWS 12	

#### **Per-User Reports**

```
$build = [
  '#cache' => [
    'tags' => [
      // Tags for each component.
    'context' => [
      // Vary content per user.
      'user',
```

MY ACTIVE SPAM CAMPAIGNS  5	N
\$215,000	0
CAMPAIGN PROGRESS 55%	
PENDING REVIEWS 18	:0:



### Role-Based Reports

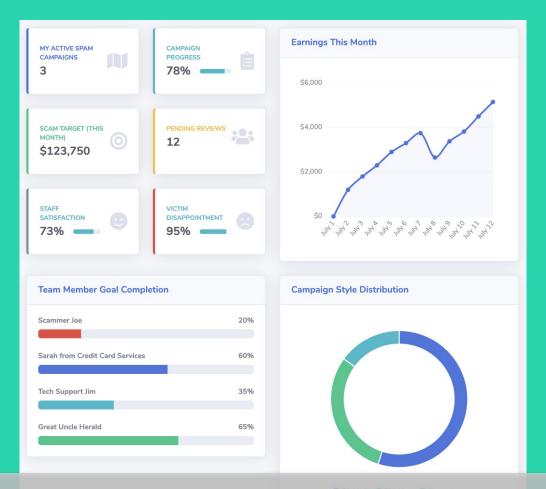
#### Admin Dashboard User-specific **Admin Only** CAMPAIGN **PROGRESS** 3 78% \$4.000 SCAM TARGET (THIS PENDING REVIEWS MONTH) 12 \$123,750 \$2,000 **Admin Only** VICTIM DISAPPOINTMENT 73% 95% **Phishing Campaign Styles Campaign Style Distribution**

## Role-Based Reports

- Vary content based on whether a user is assigned the admin role
- Check for boolean presence of a specific role
- Or check for a full combination of roles

```
\text{$build} = [
 '#cache' => [
  'context' => [
   // Vary whether a user has
   // the "admin" role.
   'user.roles:admin'.
```

# STEPPING BACK



#### Scamtastic Dashboard



An HTML page served by Drupal can be considered one big render tree, with the root of the tree being the entire page, the first level being the regions, the second level the blocks, the third level being the block contents, and so on.



#### **Bubbled Data**

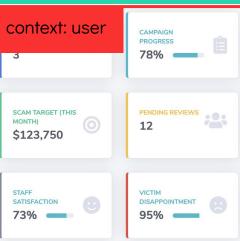
Context: user.role:admin

user

**Max-age:** 10800

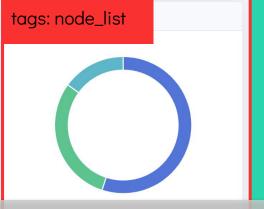
Tags: user.#

node\_list







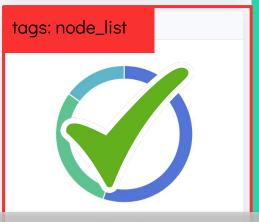


Component-level Caching Behaviors

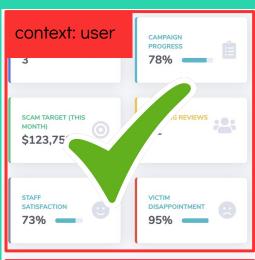






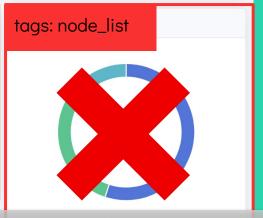


#### Second Admin User







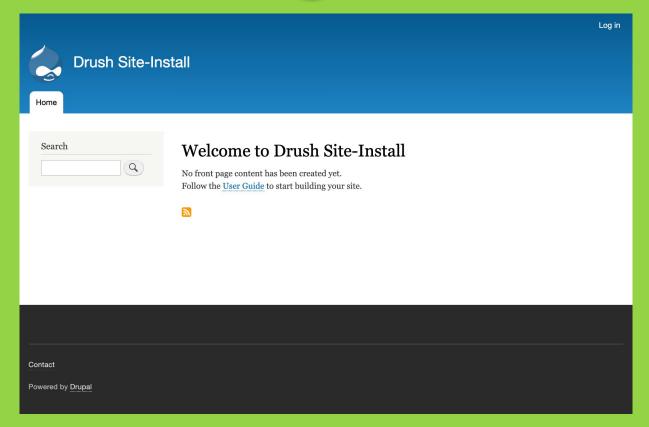


New Node?

# BEHIND THE CURTAIN



### **Something Familiar**



### Cache Tables

- All cache tables have the same structure
  - □ cache\_bootstrap
  - cache\_config
  - cache\_container
  - □ cache\_data
  - cache\_default
  - cache\_discovery
  - □ cache\_dynamic\_page\_cache
  - cache\_entity
  - □ cache\_menu
  - cache\_page
  - cache\_render

cache\_\*

cid <PK>

data expire created serialized tags checksum

### cid: Cache ID

- Each cache entry has to be uniquely identifiable
- Concatenated collection of identifiers
  - Keys for what is being cached
  - Contexts to identify variations

### Cache ID

entity\_view:block:bartik\_search:[la

nguages:language\_interface]=en:[the

me]=bartik:[user.permissions]=55c9d

45a6352718ec07b9b9b04cf0514415bef47

1400a4912e645f80db8808af



### Keys

- entity\_view
- block
- bartik\_search

#### Contexts

- I [languages:language\_interface]=en
- **[theme]**=bartik
- [user.permissions]=55c9d45a63527 18ec07b9b9b04cf0514415bef47140 0a4912e645f80db8808af

### tags: Cache Tags

- Space-delimited
- "Targets"
- Bulk identifiers
- Used to invalidate/delete cache entries en masse

### Cache Tags

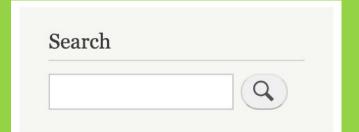
block\_view

config:block.block.bartik\_search

config:search.settings

rendered

- block\_view
- Config:block.block.bartik\_search
- Config:search.settings
- rendered



### Gotchas

- Invalidation vs deletion
- Unknown content connections
  - Entity references
- Loss of cache metadata in custom templates
  - Render "content" to register bubbleable metadata
- CDN & Purge
- CDN tag hashing
- Expiration doesn't mean timely deletion
  - □ Expiration checked on lookup
- Widespread invalidation with node\_list and other tags

## 

Any questions?

**Pro Tip:** Download our slides for more handy modules, links, and tips.

## Dev & Debugging

- Renderviz module
  - Output element and bubbled cache data in Twig debug output
  - Learning and debugging tool to explore bubbling
- Make sure local caching is not disabled
  - □ Helpful resources, <a href="https://www.dx-experts.nl/blog/2017/drupal-8-development-caching">https://www.dx-experts.nl/blog/2017/drupal-8-development-caching</a>
- Cache debug headers
  - http.response.debug\_cacheability\_headers container parameter to true, in your services.yml

## MODULES & RESOURCES

### Handy Dandy Modules

- Views Custom Cache Tags
- Handy Cache Tags
- Renderviz
- Cache Tools

- Purge
- Acquia Purge
- Pantheon Purge

### Tomes of Knowledge

- Cacheability of Render Arrays
- Coding with Cache Tags in Drupal 8
- D.O. Cache API Documentation
  - □ All the things in this section
- API Documentation

### M Digging Deeper

- Auto-placeholdering
- BigPipe
- Cache bins
  - Custom cache bins
  - Configuration
  - Backends
- Custom contexts
- Response-level Cachina
  - □ Handling redirects and other custom responses

### 5 Questions....

- 1. If rendering something, I have to think about cacheability.
- 2. If expensive to render, it may be worth caching. What identifies this particular representation of the thing I'm rendering?
- 3. Does the representation of the thing I'm rendering vary per x
- 4. What causes the representation of the thing I'm rendering become outdated?
- 5. When does it become outdated?

#### Source:

https://www.drupal.org/docs/8/api/render-api/cacheability-of-render-arrays#s-the-thought-process

### **CREDITS**

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by <u>SlidesCarnival</u>
- Photographs by <u>Unsplash</u>
- Dashboard demo theme <u>SB Admin 2</u>