

# Web Performance

Computing

The metrics that are measured, and what actually moves each one.

*Core Web Vitals, with the thresholds for a good score.*

| Metric                     | Good     | Improved by                           |
|----------------------------|----------|---------------------------------------|
| <b>LCP — largest paint</b> | < 2.5 s  | Preload the hero image, faster server |
| <b>INP — interactivity</b> | < 200 ms | Less main-thread JavaScript           |
| <b>CLS — layout shift</b>  | < 0.1    | Width and height on images            |
| <b>TTFB — first byte</b>   | < 800 ms | Caching, CDN, faster backend          |

JavaScript is the usual cause. It must be downloaded, parsed and executed, and all three block the main thread.