



.Net Performance

Tips & Tricks

Сафин Рустам

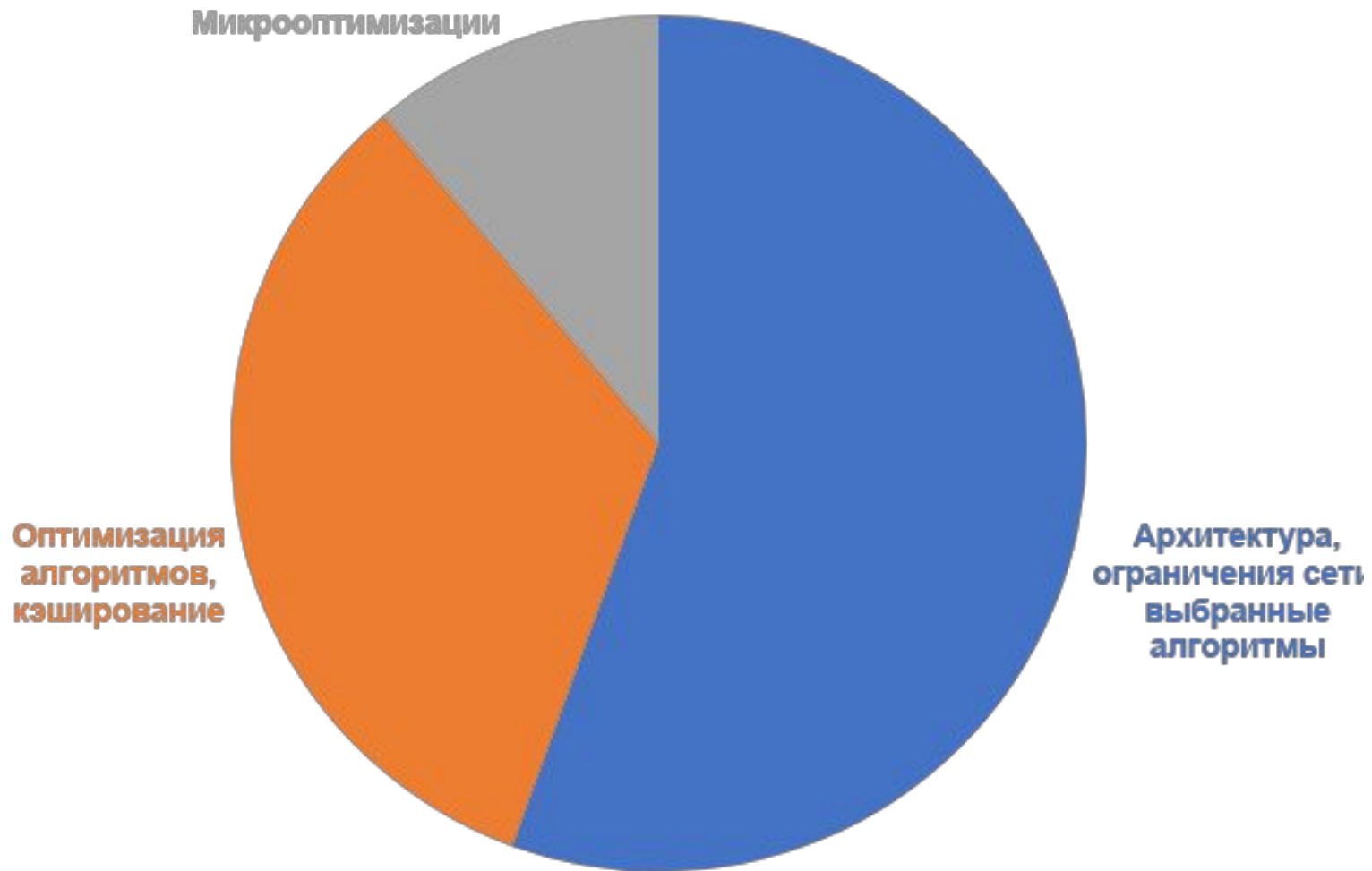
 DIRECTUM

Зачем нужна производительность?

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	1 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	5 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	4 WEEKS	3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	8 WEEKS	6 DAYS	1 DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	4 WEEKS	6 DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	5 WEEKS	5 DAYS	1 DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	10 DAYS	2 DAYS	5 HOURS
	6 HOURS				2 MONTHS	2 WEEKS	1 DAY
	1 DAY					8 WEEKS	5 DAYS

Как понять, на каком уровне проблема?



Инструменты

Visual Studio profiler

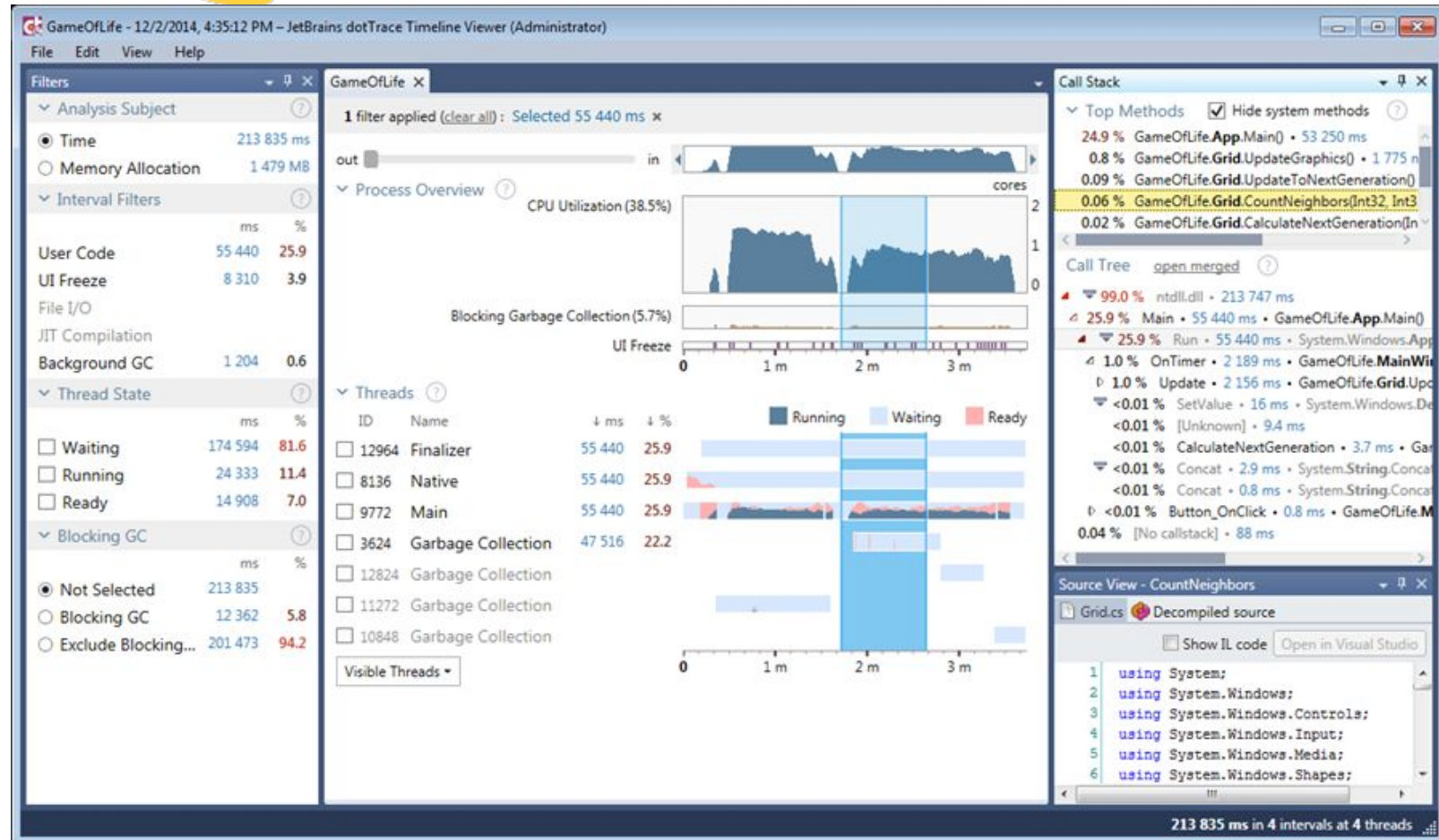
dotTrace

dotMemory

BenchmarkDotNet

CodeTrack

CLR Profiler

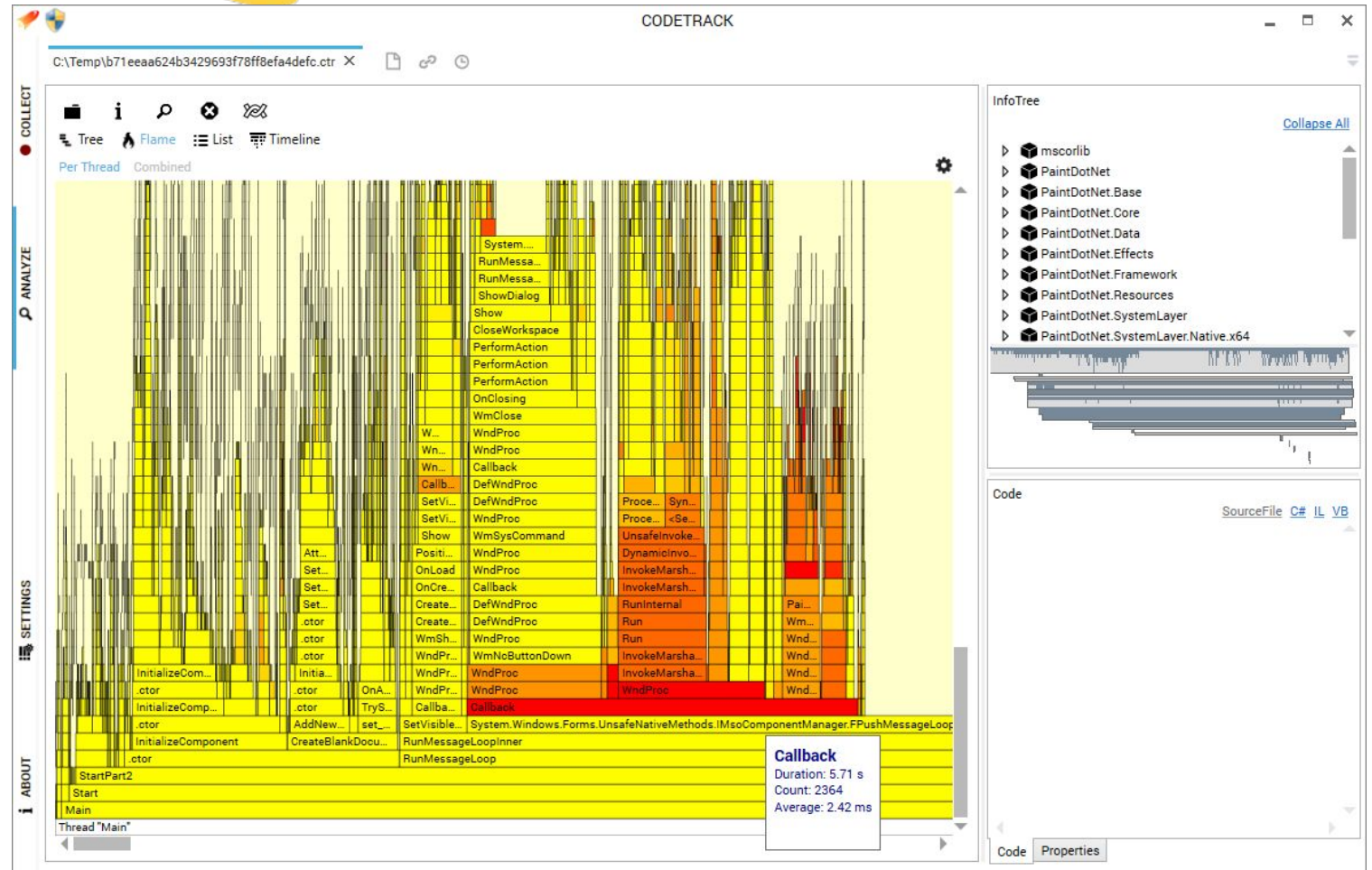


Инструменты

BenchmarkDotNet

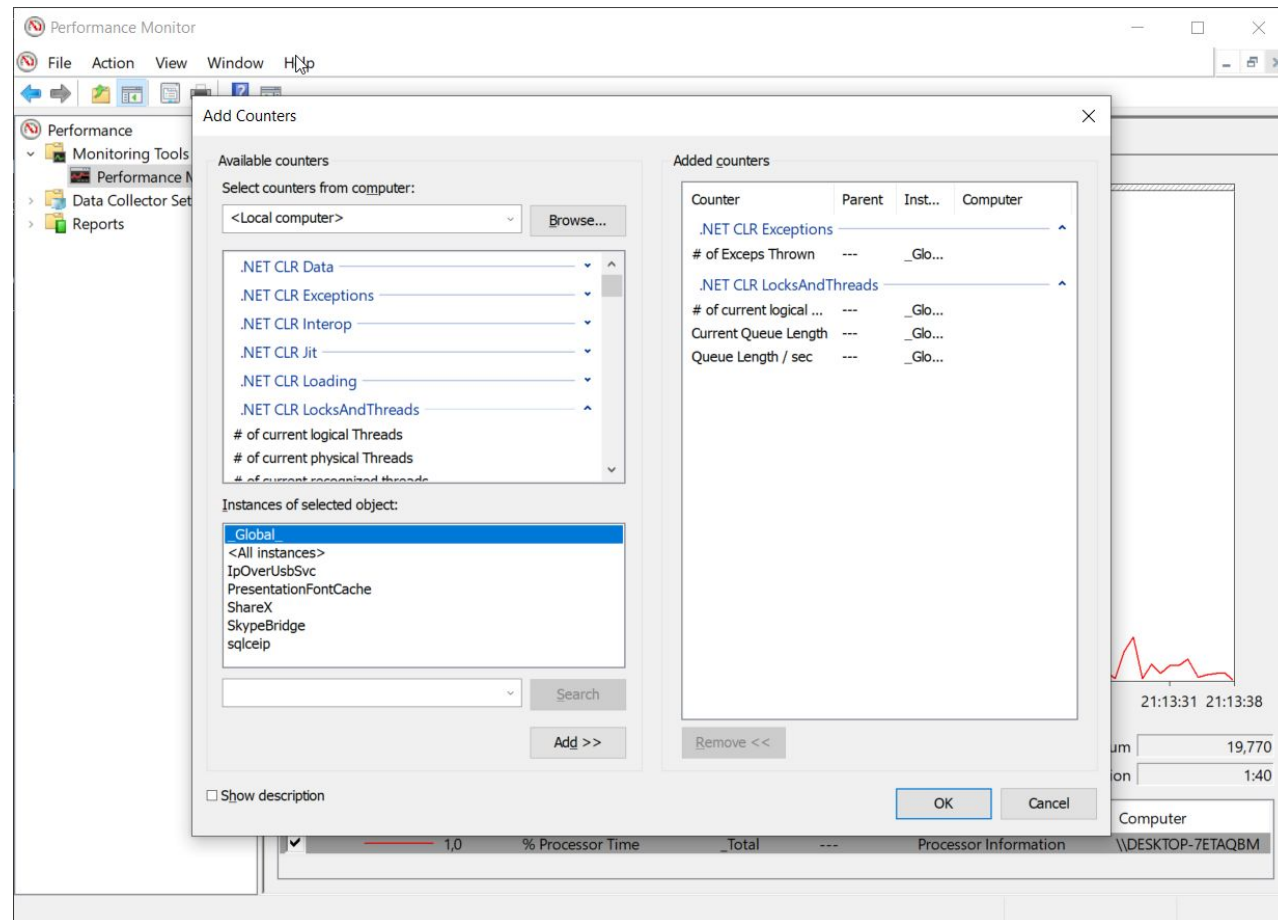
CodeTrack

CLR Profiler



Инструменты

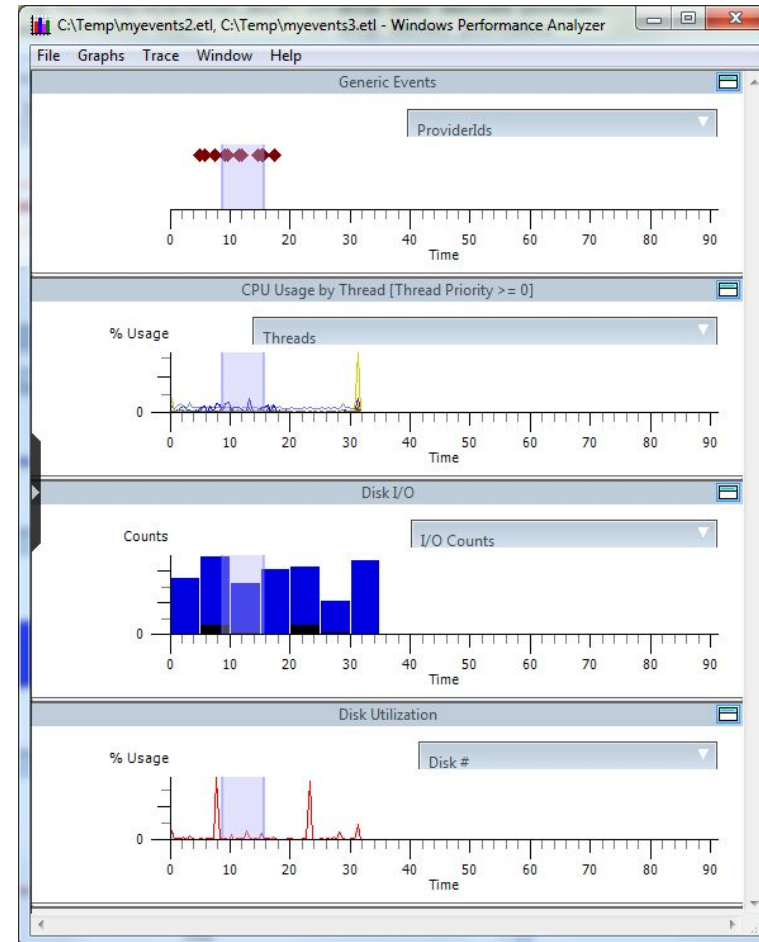
Performance Monitor



Инструменты

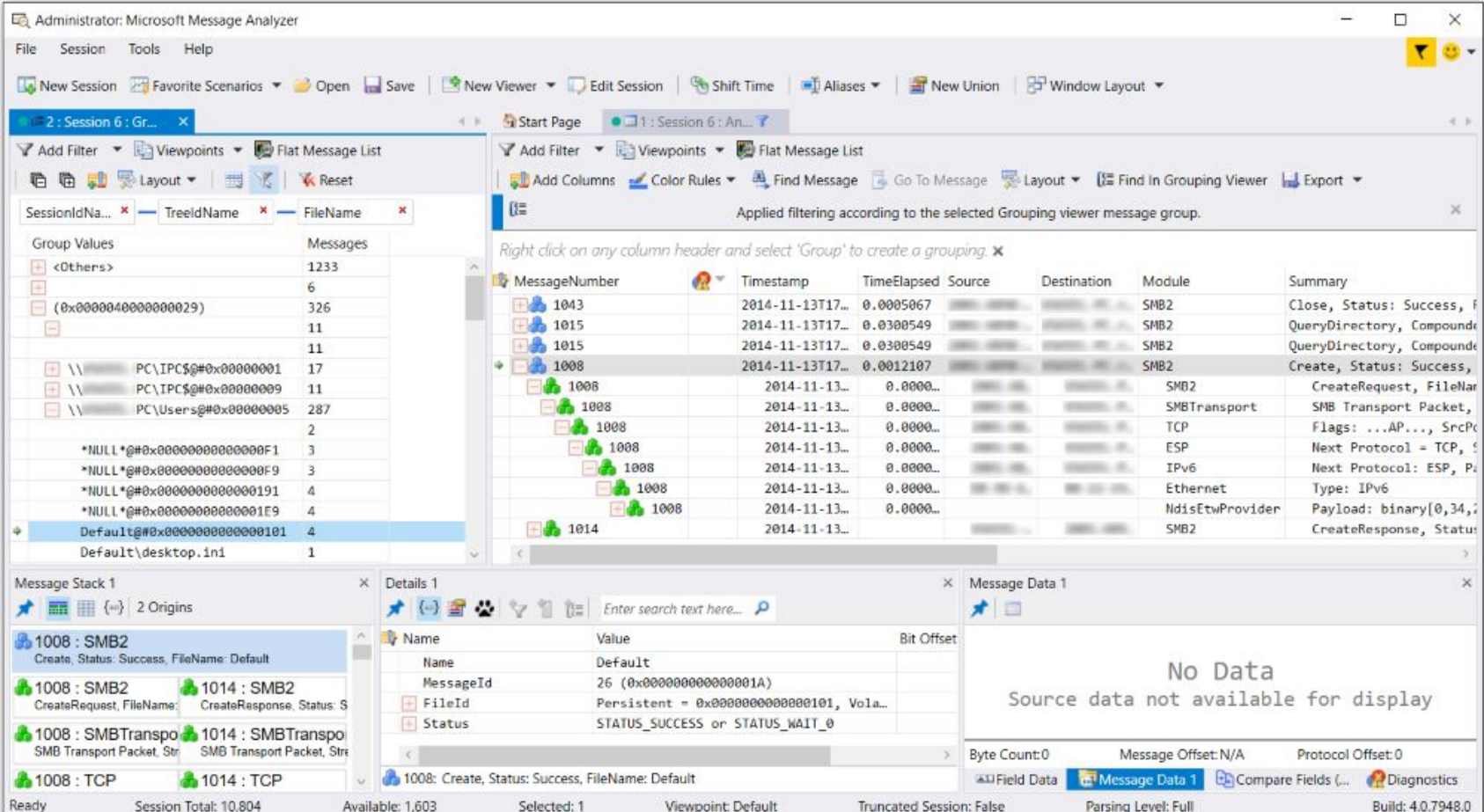
ETW

Windows Performance Analyzer



Инструменты

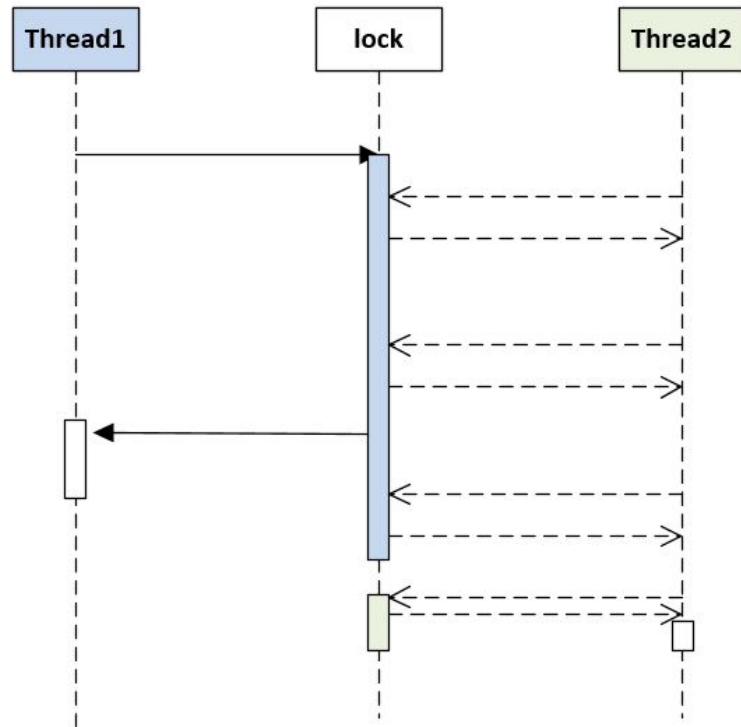
MS Message Analyzer



The screenshot displays the Microsoft Message Analyzer (MSMA) interface. The main window shows a list of messages with columns for MessageNumber, Timestamp, TimeElapsed, Source, Destination, Module, and Summary. A message with MessageNumber 1008 is selected, and its details are shown in the 'Details 1' pane. The details pane shows the Name as 'Default', MessageId as '26 (0x000000000000001A)', FileId as 'Persistent = 0x0000000000000101, Voila...', and Status as 'STATUS_SUCCESS or STATUS_WAIT_0'. The 'Message Stack 1' pane shows the message flow: 1008 : SMB2 (Create, Status: Success, FileName: Default), 1008 : SMB2 (CreateRequest, FileName: Default), 1014 : SMB2 (CreateResponse, Status: Success), 1008 : SMBTransport (SMB Transport Packet, Str), 1014 : SMBTransport (SMB Transport Packet, Str), 1008 : TCP, and 1014 : TCP. The 'Message Data 1' pane shows 'No Data' and 'Source data not available for display'. The status bar at the bottom indicates 'Ready', 'Session Total: 10,804', 'Available: 1,603', 'Selected: 1', 'Viewpoint: Default', 'Truncated Session: False', 'Parsing Level: Full', and 'Build: 4.0.7948.0'.

MessageNumber	Timestamp	TimeElapsed	Source	Destination	Module	Summary
1043	2014-11-13T17...	0.0005067			SMB2	Close, Status: Success, f
1015	2014-11-13T17...	0.0300549			SMB2	QueryDirectory, Compound
1015	2014-11-13T17...	0.0300549			SMB2	QueryDirectory, Compound
1008	2014-11-13T17...	0.0012107			SMB2	Create, Status: Success,
1008	2014-11-13...	0.0000...			SMB2	CreateRequest, FileNar
1008	2014-11-13...	0.0000...			SMBTransport	SMB Transport Packet,
1008	2014-11-13...	0.0000...			TCP	Flags: ...AP..., SrcPc
1008	2014-11-13...	0.0000...			ESP	Next Protocol = TCP, f
1008	2014-11-13...	0.0000...			IPv6	Next Protocol: ESP, P
1008	2014-11-13...	0.0000...			Ethernet	Type: IPv6
1008	2014-11-13...	0.0000...			NdisEtwProvider	Payload: binary[0,34,;
1014	2014-11-13...	0.0000...			SMB2	CreateResponse, Statu

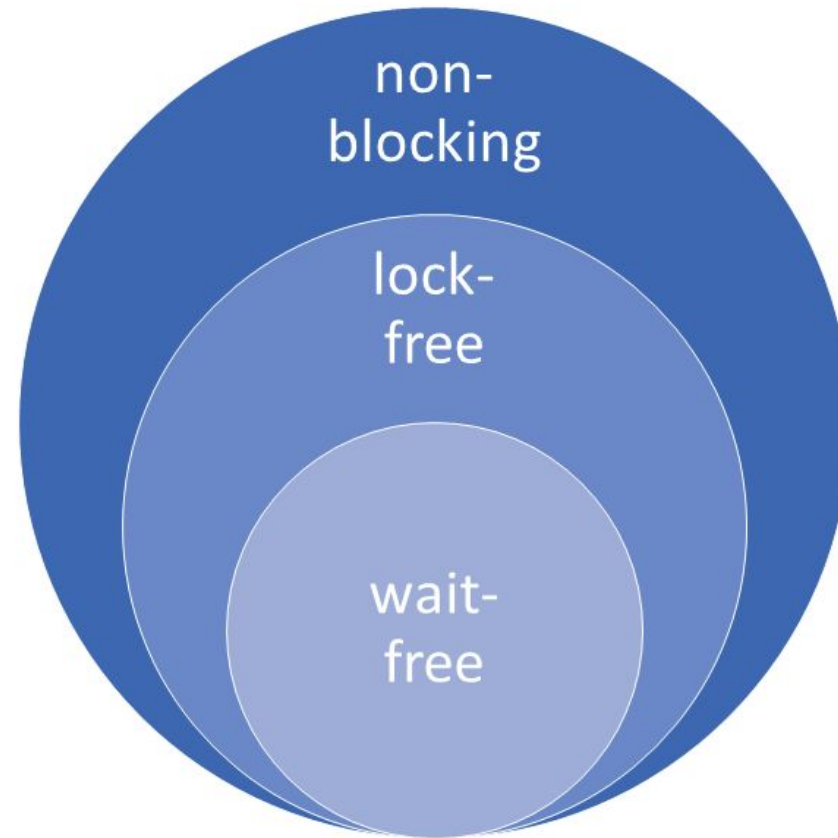
Lock-free & Wait-free



A Comparison of Locking Constructs

Construct	Overhead*
lock (Monitor.Enter / Monitor.Exit)	20ns
Mutex	1000ns
SemaphoreSlim (introduced in Framework 4.0)	200ns
Semaphore	1000ns
ReaderWriterLockSlim (introduced in Framework 3.5)	40ns
ReaderWriterLock (effectively deprecated)	100ns

Lock-free & Wait-free

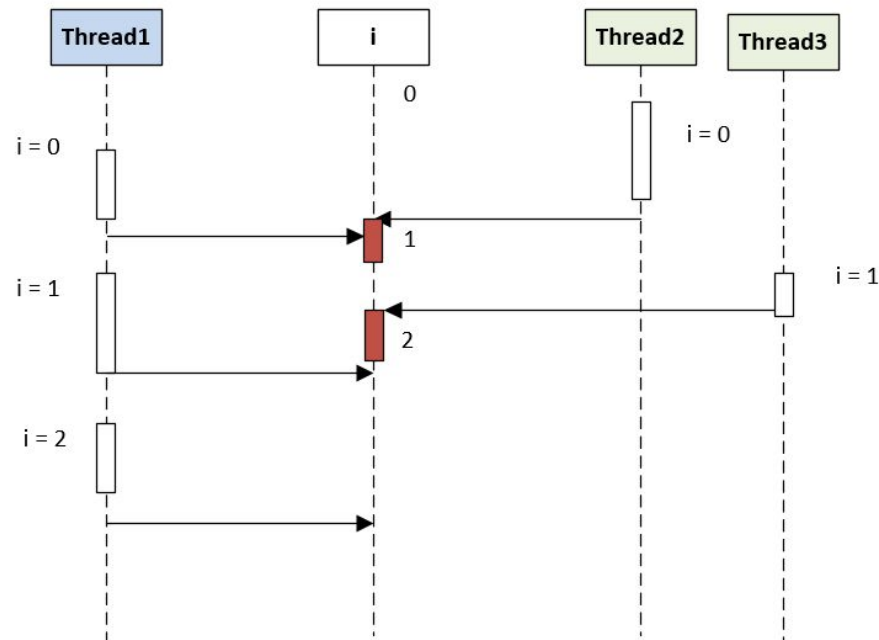


Lock-free & Wait-free

Compare and Swap

Interlocked

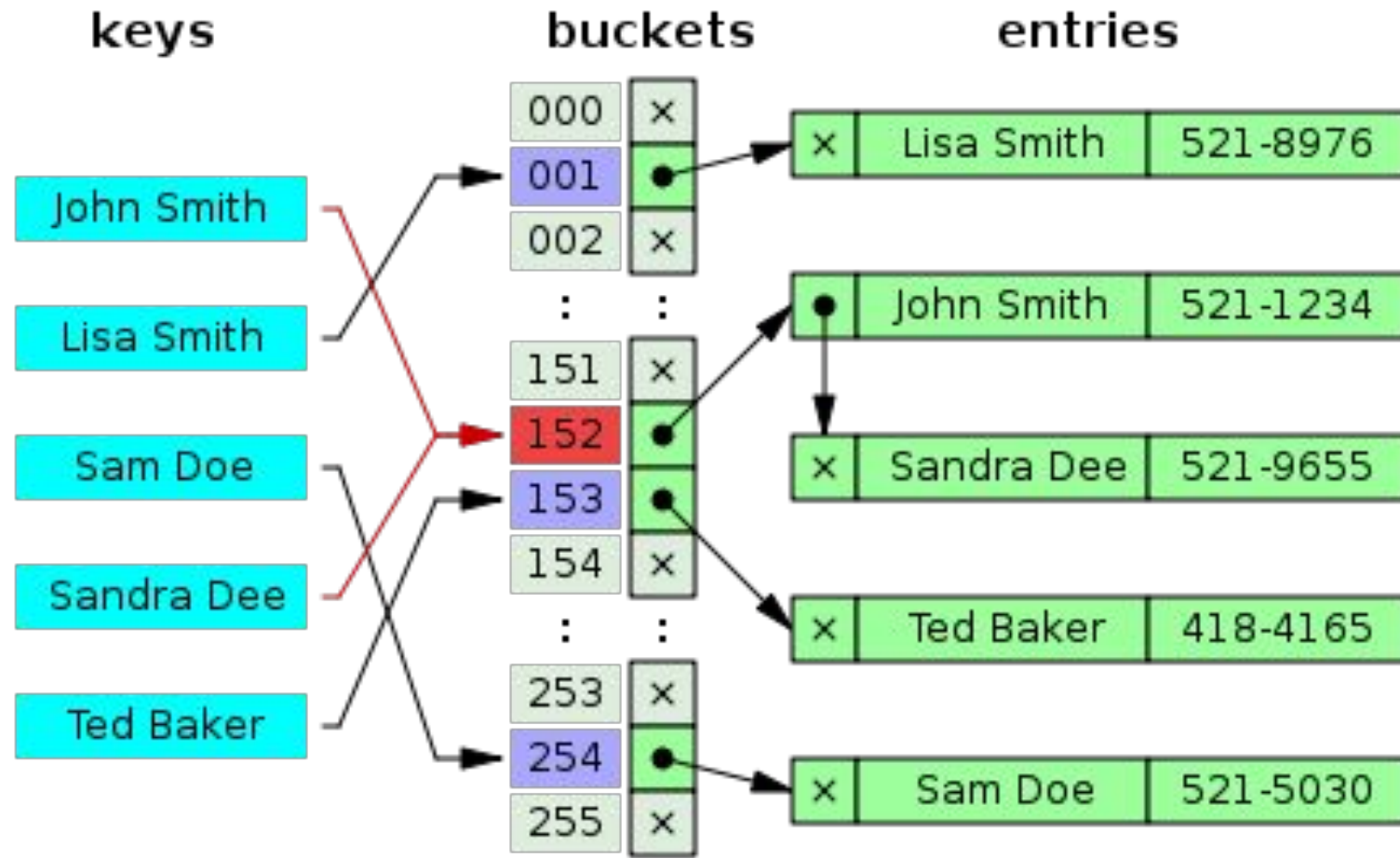
```
double CompareExchange (ref double location1, double value, double comparand);
```



```
int InterlockedMultiply(ref int x, int y) {  
    int t, r;  
    do {  
        t = x;  
        r = t * y;  
    }  
    while (Interlocked.CompareExchange(ref x, r, t) != t);  
    return r;  
}
```

New Value
Comparand

ConcurrentDictionary





ConcurrentDictionary

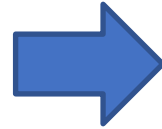
Сильная деградация при попытке
получить все блокировки

Method	Time	Memory	Locks
ContainsKey	$O(1)$	$O(1)$	none
TryGetValue	$O(1)$	$O(1)$	none
TryAdd	$O(1)$	$O(1)$	1
TryRemove	$O(1)$	$O(1)$	1
TryUpdate	$O(1)$	$O(1)$	1
Clear	$O(K)$	$O(K)$	K
Count	$O(K)$	$O(1)$	K
IsEmpty	$O(K)$	$O(1)$	K
Keys	$O(N)$	$O(N)$	K
Values	$O(N)$	$O(N)$	K
Enumeration	$O(N)$	$O(1)$	none



Single instruction, Multiple data

```
float[] values = GetValues();  
float increment = GetIncrement();  
  
for (int i = 0; i < values.Length; i++)  
{  
    values[i] += increment;  
}
```



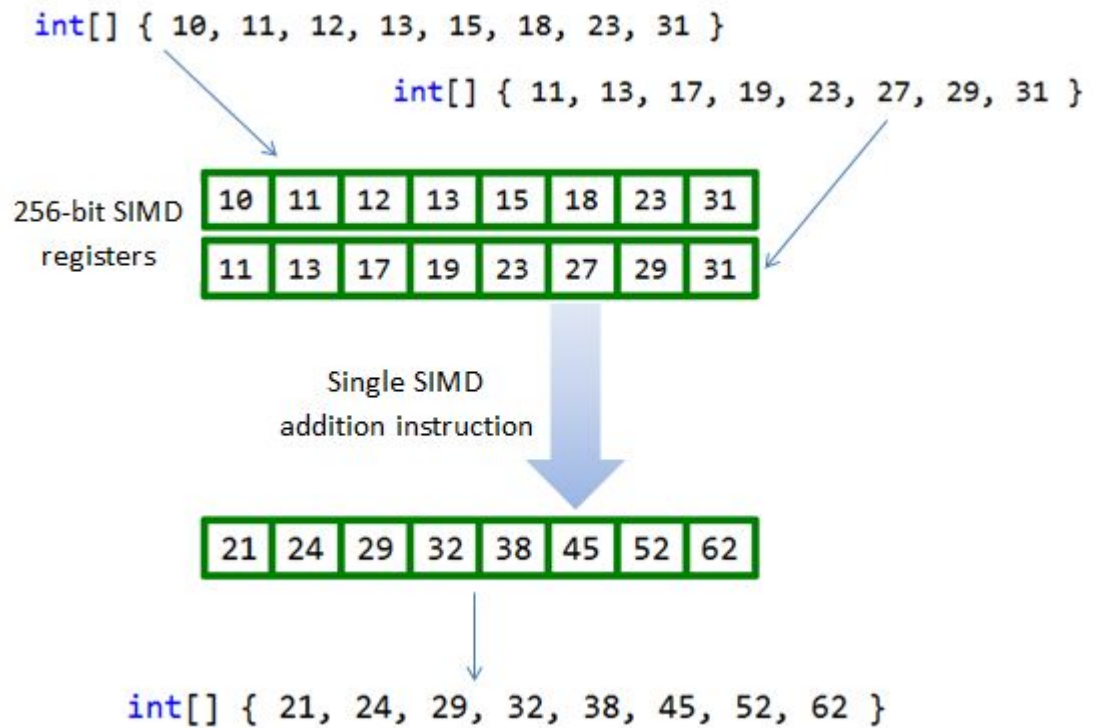
```
Vector<float> values = GetValues();  
Vector<float> increment =  
    GetIncrement();  
  
Vector<float> result = values +  
    increment;
```

Vector.IsHardwareAccelerated





Single instruction, Multiple data

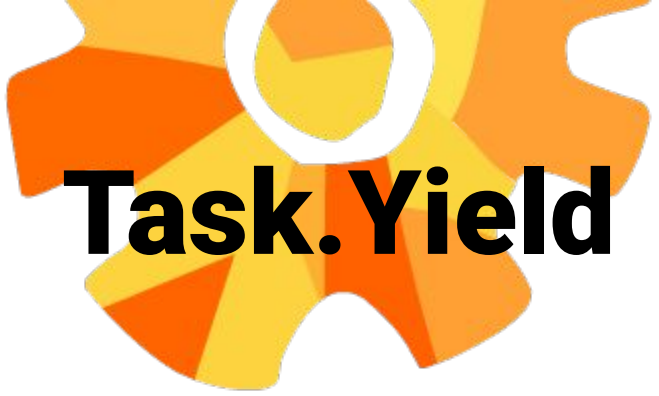




Task.Yield

```
async Task LongRunningCpuBoundWorkAsync()  
{  
  
    for (int i = 0; i != 1000000; ++i)  
    {  
        ... // CPU-bound work.  
    }  
}
```





Task.Yield

```
async Task LongRunningCpuBoundWorkAsync()  
{  
  
    for (int i = 0; i != 1000000; ++i)  
    {  
        ... // CPU-bound work.  
        await Task.Yield();  
    }  
}
```





Long switch-case

```
switch (packetID)
{
    case BncsPacketId.Null:
        break;

    case BncsPacketId.EnterChat:
        string ecUniqueName = pck.ReadNTString();
        string ecStatstring = pck.ReadNTString();
        string ecAcctName = pck.ReadNTString();
        var args = new EventArgs(ecUniqueName, ecStatstring, ecAcctName);
        OnEnteredChat(args);
        break;

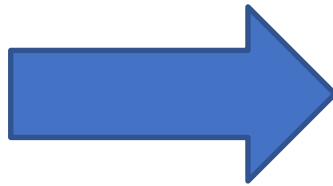
    ...
    // ну и так и далее
}
```

Long switch-case

```
switch (packetID)
{
    case BncsPacketId.Null:
        break;

    case BncsPacketId.EnterChat:
        string ecUniqueName = pck.ReadNTString();
        string ecStatstring = pck.ReadNTString();
        string ecAcctName = pck.ReadNTString();
        var args = new EventArgs(ecUniqueName, ecStatstring, ecAcctName);
        OnEnteredChat(args);
        break;

```



Dictionary<string, Action<T>>

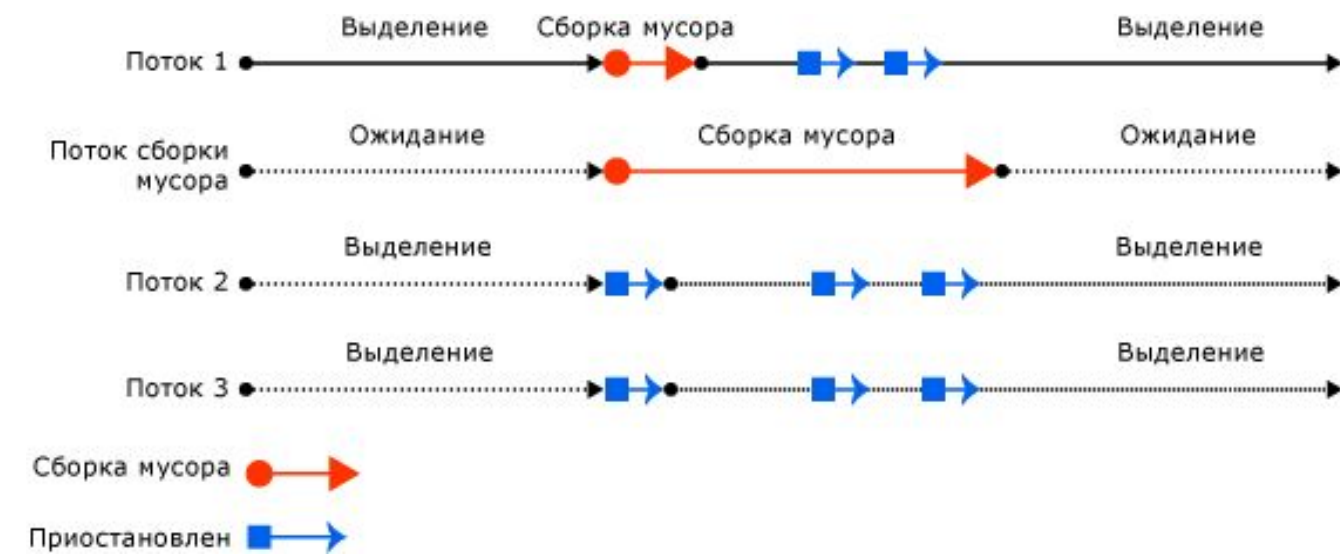
```
...
// ну и так и далее
}
```



Клиентский режим



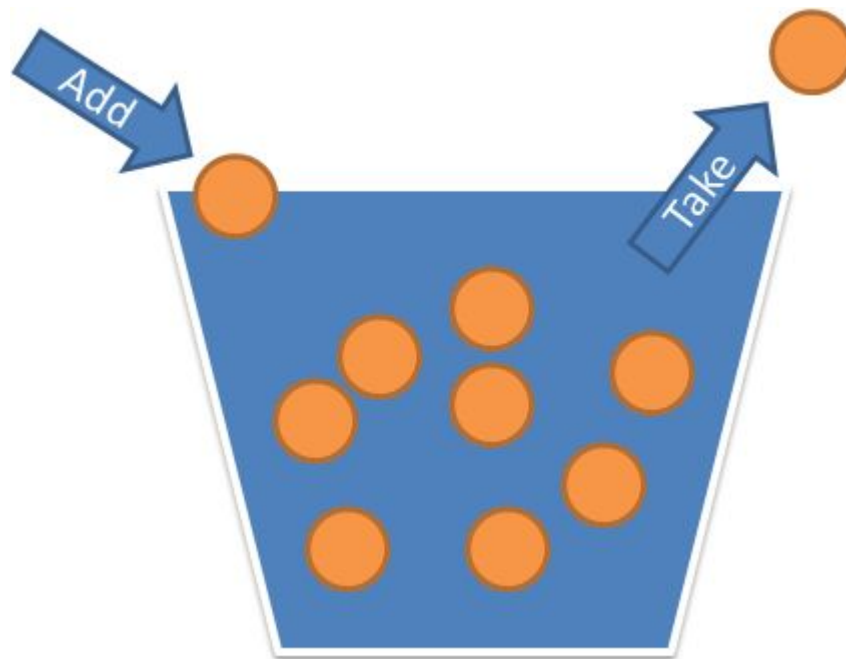
Серверный режим





ConcurrentBag

Оптимизация потребления памяти





async/await

```
private readonly Dictionary<string, string> cache = new Dictionary<string, string>();

public Task<string> GetValueAsync(string key)
{
    string result;
    if (cache.TryGetValue(key, out result))
        return Task.FromResult(result);
    return DoGetValueAsync(key);
}

private async Task<string> DoGetValueAsync(string key)
{
    HttpClient client = new HttpClient();
    var response = await client.GetAsync(key);
    var text = await response.Content.ReadAsStringAsync();
    this.cache[key] = text;
    return text;
}
```



async/await

```
public struct TaskAwaiter<TResult>: INotifyCompletion
{
    private readonly Task<TResult> m_task;

    internal TaskAwaiter(Task<TResult> task)
    {
        this.m_task = task;
    }

    public bool IsCompleted
    {
        get
        {
            return this.m_task.IsCompleted;
        }
    }
}
```



async/await

```
private readonly Dictionary<string, Task<string>> cache = new Dictionary<string, Task<string>>>();

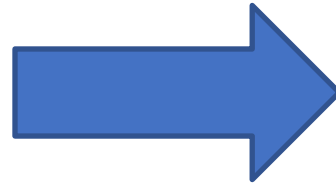
public Task<string> GetValueAsync(string key)
{
    Task<string> result;
    if (cache.TryGetValue(key, out result))
        return result;
    return DoGetValueAsync(key);
}

private async Task<string> DoGetValueAsync(string key)
{
    HttpClient client = new HttpClient();
    var response = await client.GetAsync(key);
    var text = response.Content.ReadAsStringAsync();
    this.cache[key] = text;
    return await text;
}
```




.Net 4.6

`Task.FromResult(0)`



`Task.CompletedResult`





Алокация на стеке

.net core 2.1

Span<T>

C# 7.2

```
int* block = stackalloc int[100];
```

```
Span<byte> span = size <= 128 ? stackalloc byte[size] : new byte[size];
```

ValueTask<TResult>





JIT оптимизация

Типичные заблуждения:

[AggressiveInlining] спасет всех

Generic типы инлайнятся

Компилятор умный

```
interface IChildItems
{
    Collection<IDisposable> ChildItems { get; }
}

internal static class FreeObjectUtils
{
    public void Free<T>(T instance)
        where T : IChildItems
    {
        bool needDispose = typeof(IDisposable).IsAssignableFrom(typeof(T));

        foreach (var element in instance.ChildItems)
            element.Dispose();

        if (needDispose)
            DisposableUtils.Clean(instance);
        else
            instance.ChildItems.Clear();
    }
}
```



JIT оптимизация

Типичные заблуждения:

[AggressiveInlining] спасет всех

Generic типы инлайнятся

Компилятор умный

```
interface IChildItems
{
    Collection<IDisposable> ChildItems { get; }
}

internal static class FreeObjectUtils
{
    public void Free<T>(T instance)
        where T : IChildItems
    {

        foreach (var element in instance.ChildItems)
            element.Dispose();

        if (false)
            DisposableUtils.Clean(instance);
        else
            instance.ChildItems.Clear();
    }
}
```



JIT оптимизация

Типичные заблуждения:

[AggressiveInlining] спасет всех

Generic типы инлайнятся

Компилятор умный

```
interface IChildItems
{
    Collection<IDisposable> ChildItems { get; }
}

internal static class FreeObjectUtils
{
    public void Free<T>(T instance)
        where T : IChildItems
    {

        foreach (var element in instance.ChildItems)
            element.Dispose();

        instance.ChildItems.Clear();
    }
}
```



JIT оптимизация

```
public Dictionary(IEqualityComparer<TKey> comparer);
```

```
public struct LongEqualityComparer : IEqualityComparer<long>
{
    public static readonly IEqualityComparer<long> BoxedInstanceInt64 = new LongEqualityComparer();

    [MethodImpl(MethodImplOptions.AggressiveInlining)]
    public bool Equals(long x, long y)
    {
        return x == y;
    }
}
```






JIT ОПТИМИЗАЦИЯ

```
[MethodImpl(MethodImplOptions.AggressiveInlining)]
public void Clear()
{
    if (typeof(T) == typeof(int) || typeof(T) == typeof(uint) || typeof(T) == typeof(byte) ||
        typeof(T) == typeof(short) || typeof(T) == typeof(long) || typeof(T) == typeof(ulong))
    {
        _size = 0;
        _version++;
    }
    else
    {
        int size = (int)_size;

        _size = 0;
        _version++;
        if (size > 0)
            Array.Clear(_items, 0, size);
    }
}
```

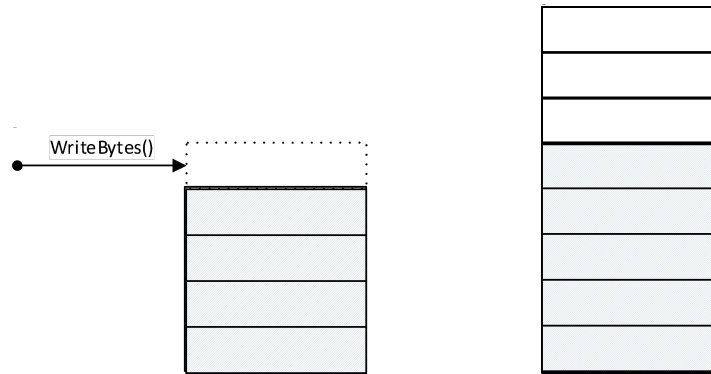




MemoryStream



MemoryStream



`MemoryStream()`

Initializes a new instance of the [MemoryStream](#) class with an expandable capacity initialized to zero.

`MemoryStream(Byte[])`

Initializes a new non-resizable instance of the [MemoryStream](#) class based on the specified byte array.

`MemoryStream(Int32)`

Initializes a new instance of the [MemoryStream](#) class with an expandable capacity initialized as specified.

MemoryStream

То же самое для:

List<T>

Collection<T>

Dictionary<TKey, TValue>

и прочих коллекций

```
▸ Stream.InternalCopyTo(Stream destination, Int32 bufferSize)
▸ List<T>.GetEnumerator()
▸ List<T>.set_Capacity(Int32 value)
▸ String.CtorCharArrayStartLength(Char[] value, Int32 startIndex, Int32 length)
▸ StringBuilder.ToString()
▸ StringBuilder.ExpandByABlock(Int32 minBlockCharCount)
▸ MetadataBase.Clone()
▸ JContainer.ReadContentFrom(JsonReader r, JsonLoadSettings settings)
▸ Set<TElement>.Resize()
▸ String.Concat(String str0, String str1, String str2)
▸ Dictionary<TKey, TValue>.Initialize(Int32 capacity)
▸ MemoryStream.set_Capacity(Int32 value)
```

List<T>()

Initializes a new instance of the [List<T>](#) class that is empty and has the default initial capacity.

List<T>(IEnumerable<T>)

Initializes a new instance of the [List<T>](#) class that contains elements copied from the specified collection and has sufficient capacity to accommodate the number of elements copied.

List<T>(Int32)


Initializes a new instance of the [List<T>](#) class that is empty and has the specified initial capacity.



struct[] -> IList

```
int[] a = new int[10];  
DoSomething(a);
```

```
public void DoSomething<T>(IList<T> list)  
{  
}
```



▶ RuntimeType+RuntimeTypeCache+MemberI	2 160 212	22 755	1 456 900	15 992	System
▶ Enumerable.ToList<TSource>(IEnumerable<T>	2 138 520	53 463	1 845 640	46 141	System.Linq
▶ SZArrayHelper.GetEnumerator<T>()	2 063 648	64 489	2 063 648	64 489	System
▶ JPropertyKeyedCollection.EnsureDictionary()	2 053 120	25 664	2 046 720	25 584	Newtonsoft.Json.Linq
▶ ReflectionUtils.GetChildPrivateProperties(ILis	1 991 096	46 909	1 991 096	46 909	Newtonsoft.Json.Utilities
▶ Enumerable.SelectManyIterator<TSource, TR	1 983 128	24 789	1 982 728	24 784	System.Linq
▶ CustomAttributeData.GetCustomAttributesSr	1 965 744	37 657	1 965 152	37 648	System.Reflection
▶ Interpreter.ctor(TemplateGroup group, Cultu	1 882 840	457	1 882 840	457	Antlr4.StringTemplate



```
public IEnumerable<RibbonPartMetadata> FindChildren(Guid parentId)
{
    return this.AllParts.Where(part => part.ParentGuid == parentId).ToList();
}
```

```
// [18 7 - 18 80]
IL_000e: ldarg.0      // this
IL_000f: call          instance class [mscorlib]System.Collections.Generic.IEnumerable`1<class WpfApp3.RibbonPartMetadata>
WpfApp3.Class2::get_AllParts()
IL_0014: ldloc.0      // 'CS$<>8_locals0'
IL_0015: ldftn        instance bool WpfApp3.Class2/'<>c__DisplayClass2_0'::'<FindChilds>b__0'(class WpfApp3.RibbonPartMetadata)
IL_001b: newobj       instance void class [mscorlib]System.Func`2<class WpfApp3.RibbonPartMetadata, bool>::ctor(object, native int)
IL_0020: call          class [mscorlib]System.Collections.Generic.IEnumerable`1<!!0/*class WpfApp3.RibbonPartMetadata*/>
[System.Core]System.Linq.Enumerable::Where<class WpfApp3.RibbonPartMetadata>(class
[mscorlib]System.Collections.Generic.IEnumerable`1<!!0/*class WpfApp3.RibbonPartMetadata*/>, class [mscorlib]System.Func`2<!!0/*class
WpfApp3.RibbonPartMetadata*/, bool>)
IL_0025: call          class [mscorlib]System.Collections.Generic.List`1<!!0/*class WpfApp3.RibbonPartMetadata*/>
[System.Core]System.Linq.Enumerable::ToList<class WpfApp3.RibbonPartMetadata>(class
[mscorlib]System.Collections.Generic.IEnumerable`1<!!0/*class WpfApp3.RibbonPartMetadata*/>)
IL_002a: stloc.1      // V_1
IL_002b: br.s        IL_002d
```



```
public IEnumerable<RibbonPartMetadata> FindChildren(Guid parentId)
{
    return this.AllParts.Where(part => part.ParentGuid == parentId).ToList();
}
```



```
public IEnumerable<RibbonPartMetadata> FindChildren(Guid parentId)
{
    var list = new List<RibbonPartMetadata>();

    foreach (RibbonPartMetadata part in this.AllParts)
    {
        if (part.ParentGuid == parentId)
        {
            list.Add(part);
        }
    }

    return list;
}
```





```
public IEnumerable<RibbonPartMetadata> FindChildren(Guid parentId)
{
    return this.AllParts.Where(part => part.ParentGuid == parentId).ToList();
}
```

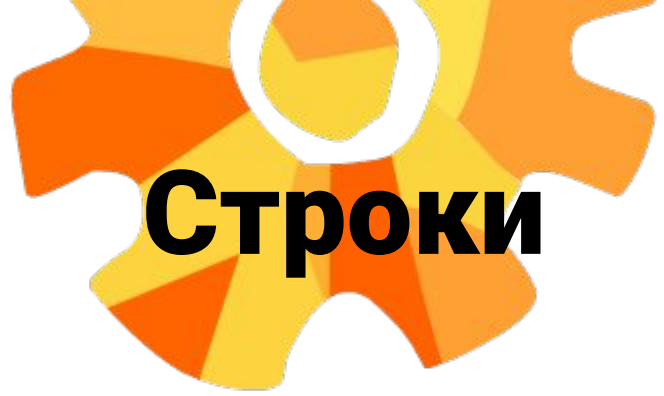


```
public IEnumerable<RibbonPartMetadata> FindChildren(Guid parentId)
{
    var list = new List<RibbonPartMetadata>(this.AllPart.Count);

    foreach (RibbonPartMetadata part in this.AllParts)
    {
        if (part.ParentGuid == parentId)
        {
            list.Add(part);
        }
    }

    return list;
}
```



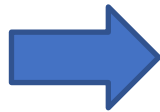


Строки

Вместо конкатенаций используй StringBuilder

Вместо `string.Format` используй конкатенацию

```
string first = "first";  
string second = "second";  
return $"{first}{second}";
```




```
string first = "first";  
string second = "second";  
return first + second;
```





Boxing

```
static Logger log = new Logger();  
public void Info(params object[] args)
```

```
log.Info(1, 2, 3, 4, 5);  
log.Info();       new object[0]
```

Как надо?

```
public static void Info();  
public static void Info<T1>(T1 arg1);
```

...

```
public static void Info<T1, T2, T3>(T1 arg1, T2 arg2, T3 arg3);
```


Heap Allocation Viewer

```
0 references
public class ParamsArgs
{
    1 reference
    public static void Method1(params string[] args) {...}

    0 references
    public void Method2()
    {
        Method1("Hello", "World");
    }
}
```

Object allocation: parameters array 'args' creation

```
var strings = new string[] { "x", "y"};
foreach (var s in strings)
{
    Task.Run(() => Console.WriteLine(s));
}
```

Delegate allocation: capture of 's' variable



Почитать?



Federico Lois
Sasha Goldstein
Андрей Акинъшин





Сафин Рустам

Разработчик

 DIRECTUM в г. Уфа

safin_rf@directum.ru

