Performance Tips

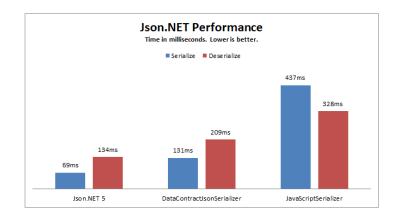


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Json.NET vs. Other Serializers



Multiple benchmarks put Json.NET as the fastest serializer

But more than comparing...

Focus on improving within Json.NET



Performance Scenarios

Manual Serialization

Fragments

Populate Objects

Merge

Attributes



How We Are Going to Measure

StopWatch → Easy way

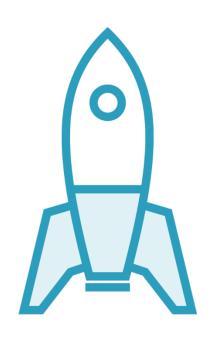
```
Stopwatch watch = new Stopwatch();
watch.Start();
```

Stopwatch watchNoAttributes = new Stopwatch();

watchNoAttributes.ElapsedMilliseconds



Serialize and Deserialize Manually



Json.NET is extremely fast

But it relies on reflection

If speed is key

- Serialize manually

Use JsonTextReader and JsonTextWriter

- Avoids using Reflection
- Less memory usage

Fastest way of reading and writing JSON



```
using (JsonWriter jsonWriter = new JsonTextWriter(stringWriter))
{
    jsonWriter.WriteStartObject();
    ...
    jsonWriter.WriteEndObject();
}
```

Serialize and Deserialize Manually

Serialization with JsonConvert uses reflection

- Reflection is an expensive operation

If performance is your top priority

- Serialize and deserialize using manually

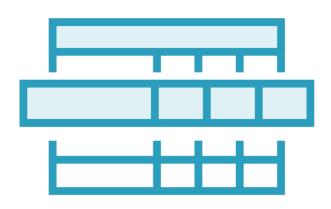




Serialize and deserialize manually



JSON Fragments



Large JSON objects

- May take considerable time
 - Or consume a lot of memory
- While serializing or deserializing

Possible to focus

- On specific subsection of the data

Fragments

- Using Linq



```
D:\Dropbox\xavier-morera-pluralsight-dev\json-csharp-jsondotnet-getting-started\demos\m5-18-memory-demo\logs1.json - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
 ] 🔒 🗎 🖺 🥦 🖟 🤚 🖟 🕩 🖍 🕩 🕩 🖊 🗩 c l 📾 🛬 l 🤏 🔫 📭 🔚 11 📜 🐷 🐷 🔊 🔎 💌 🗩 🕟 🖼
🗎 logs1.json 🗵
     ]]⊟
            "ip": "192.168.1.1",
            "cookie": " ar v4=4YCMENXFKFBQLNQCLOV3GS%3A20141026%3A2%7CNPTOMQSYYZABNNUIQDRAKL%3A20141026%3A2%7CBFLWHRV7W5FLTIZIQ4OSO6%3A20141026%3A2",
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            "acceptLanguage": "en-US, en; q=0.8, es; q=0.6",
            "courseView": {
                                         agments
               "userId": 3641,
               "user": "user 3641"
                "course": "Solr",
 10
                watchedbate": "2015-0 -13T00:00:00",
                "secondsWatched": 696
 12
 13
            "privateImportantData": {
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 15
               "Capacity": 1024,
 16
                "m StringValue":
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               CHKSOHAPDDOSDTMWEDSOEREBUTUQNXVOITETGMTLOMATNWJCTMMUDQXJCJWUMJCFHYJIORPQIGAQQKNWJSVAKBLQVUQWPYYEKUMNNBMCVVLWQHSRVAKSMBTFNRMTASBJGUFVWYIIFSDOO
               OANBYBONGRJBGAVOSBDTCPVCVTVQBNSWEQYQYRBRLUADVTQYMTMRAUMXELEEEXMSXLWOAEPAALIGORGCDWDHABWJEAMMMVMMIHFJWBXHELROLGILECBHTERVOMKAQCMDXUWHMVECYUCOI
               IWWQBIJUFSEOIUJPXQCXOPQJBXHXYIXBDMGPMIOSCHSCSREBTLBEAPTRFNPDALVWTCLUNTCOBIUGVOPITGDMGTBMSNJYRLSQKVHPFIMAILDQTMUQXHITIJPAAYCAJDWOPEVAGYCKSCDUP
               JSFSSBKCXHBGHPGGMPFONBOOUJXEXBFFTJOFVGOCLLOVTTYJVEFLXFBIDNXIDGEWCVLWXAJFYDDBKRWBKNHSUSHOHICIIIYFHSTWHCLUUYMUCAWKOWWOXLCIOWOPWAWPDWTOXYSICMWUF
               LLHKRRLKJGVQKIKMVWTCVQEFGLQDOMLNGCCLGEFIKFTQXAMPHUGOCSJUGCDFAHVVTIKIGYGQRLQQVNHGYAVSGWKMSGEEBYICIWVOOEJIOOVQBRYSTWGYLCPWWWOYTBPRCOHXQRQTQMEQA
               SLAHLKDSIQGHYQRPJNNYDNMJABBFLIYXXVELNRIQLYTXBQRAYEGXQRVEXPHKIWHARHJCMFBRFVNETOIIJAGGBAHGYAMWKXINQTFTHONSDOSTDRJJHXAHQAXQADDMRDGHNYMAIOBUMMDMG
               MCHPDPMWAVQUOS",
 17
                "m currentThread": 0
 18
 19
       -},
 20
      ☐ {
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            "cookie": " ar v4=4YCMENXFKFBQLNQCLOV3GS%3A20141026%3A2%7CNPTOMQSYYZABNNUIQDRAKL%3A20141026%3A2%7CBFLWHRV7W5FLTIZIQ4OSO6%3A20141026%3A2",
 22
            "userAgent": "Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/44.0.2403.89 Safari/537.36",
 23
           "acceptLanguage": "en-US, en; q=0.8, es; q=0.6",
 24
            "courseView": {
 25
 26
                "userId": 1567,
                "user": "user 1567",
 28
               "course": "dotTrace",
 29
                "watchedDate": "2015-07-02T00:00:00",
JavaScript file
                                                                    length: 161325 lines: 1900
                                                                                             Ln:16 Col:1029 Sel:010
                                                                                                                              UNIX
                                                                                                                                            UTF-8
                                                                                                                                                            INS
```

logEntry["courseView"]["secondsWatched"].Value<int>();

JSON Fragments

Extract a subsection of a JSON text

Deserialize it

Instead of the full object

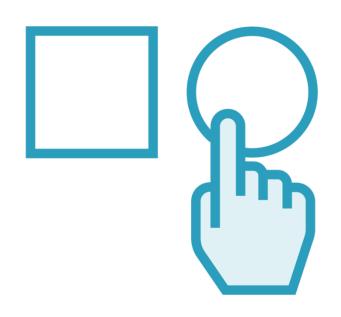




JSON Fragments

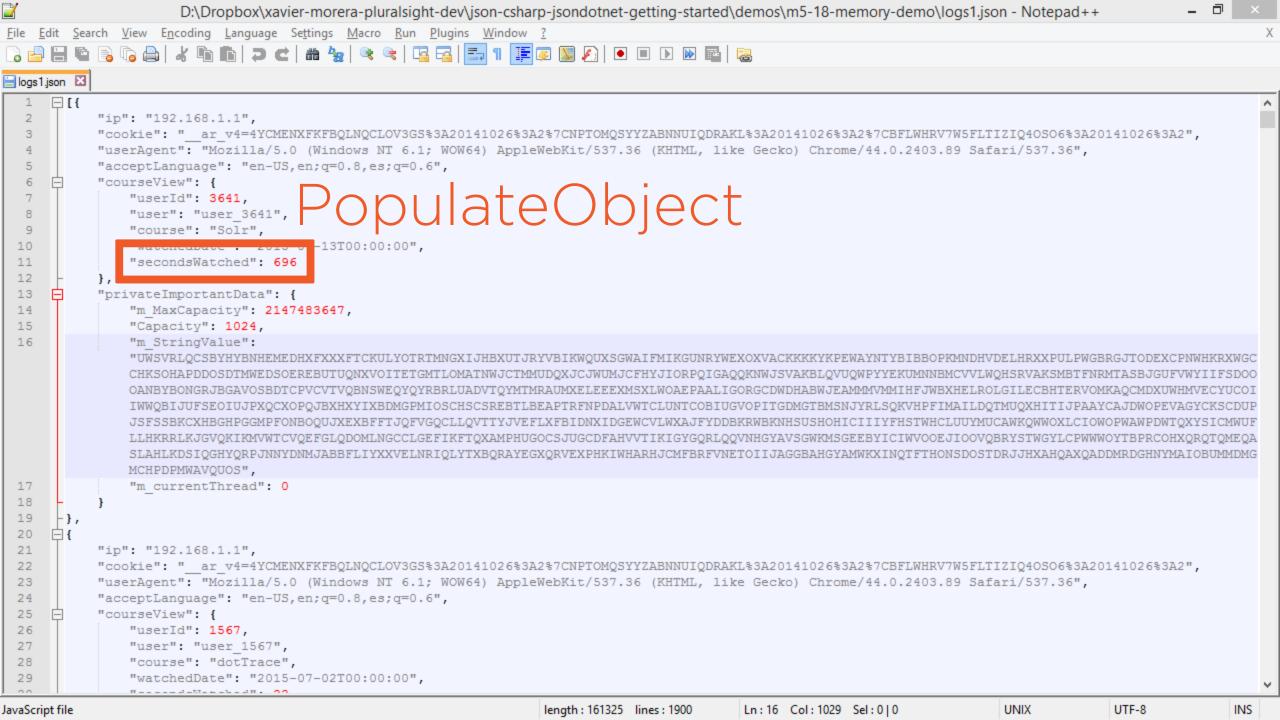


JSON Populate



PopulateObject

- Write specific values
- To large JSON objects



JsonConvert.PopulateObject(jsonReviewed, log);

JSON Populate

Write a specific value to a JSON object

- With a single call
- Using PopulateObject

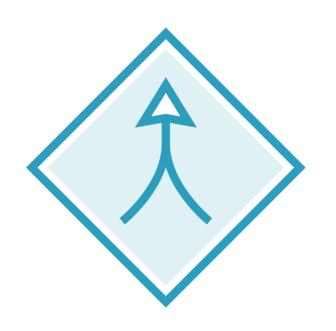




Populate JSON Objects



JSON Merge



Merge two JSON objects

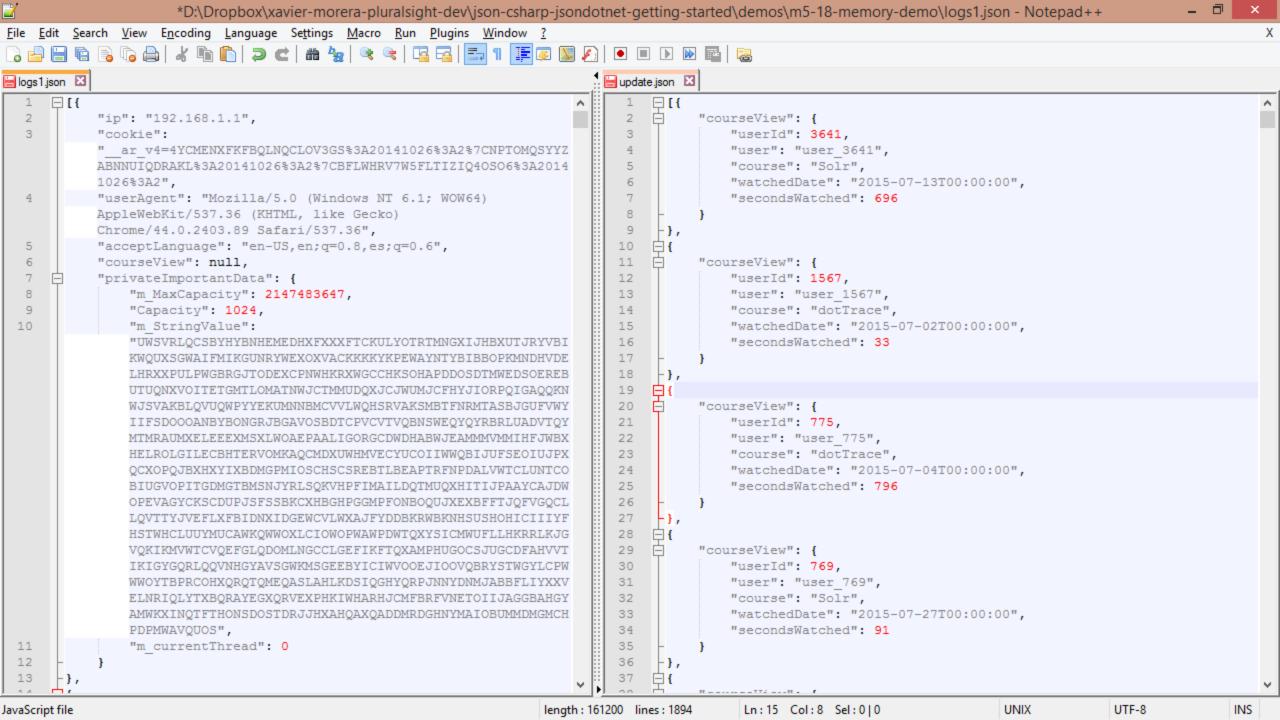
- Might be a complex operation

Json.NET provides merge functionality

Logic

- Name/value pairs copied across
 - Skipping nulls if the existing property is not null
 - Specify how to handle arrays





```
authorConcat.Merge(authorConcatMerge, new JsonMergeSettings
{
    MergeArrayHandling = MergeArrayHandling.Concat
});
```

JSON Merge

Merge two JSON objects

- Specify how to handle arrays
- Concat, union, replace, and merge

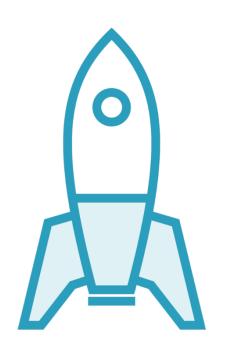




Merge JSON Objects



Using Attributes for Performance



If you are working with a large JSON object

- But you only need certain values

You can use attributes

- To control what gets serialized
- Can lead to an increase in performance

Serialize and deserialize

- Only what you need



[JsonIgnoreAttribute]

public int userId { get; set; }

Using Attributes for Performance

Attributes to increase performance

- Specifying what you want to serialize and deserialize





Using Attributes for Increasing Performance



Takeaway



Manual Serialization

Fragments

Populate Objects

Merge

Attributes

