

Performance em .NET

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Agenda

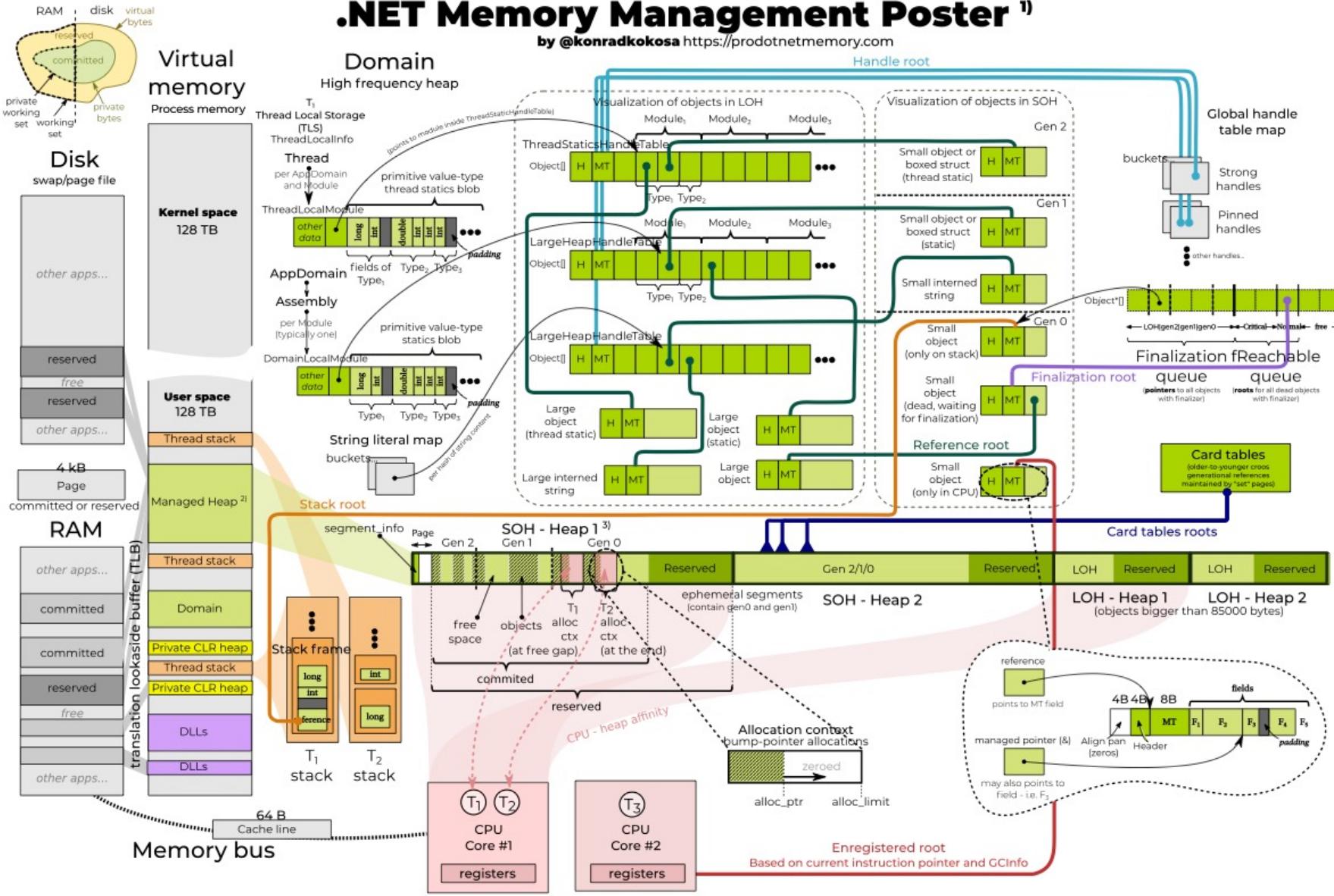
- *Tuning* Sistemático – Medir, avaliar, melhorar, aprender
- GC – Garbage Collector
- RTFM – Estude a documentação do .NET!
- Show me the code
 - *Strings*
 - Serialização
 - *Logging*
- Referências

O *tuning* sistemático consiste em:

1. Avalie o problema e estabeleça indicadores **numéricos** que categorizam um comportamento aceitável.
2. **Meça a performance do sistema antes da modificação.**
3. Identifique a parte do sistema que é crítica para melhoria de performance. Isso é chamado de **bottleneck** (gargalo).
4. Modifique a parte do sistema para remover esse *bottleneck*.
5. Meça a *performance* do sistema após a modificação.
6. Se a modificação fez a *performance* melhorar, adote-a. Se a modificação fez a *performance* piorar, deixe como estava.

.NET Memory Management Poster¹⁾

by @konradkokosa <https://prodotnetmemory.com>



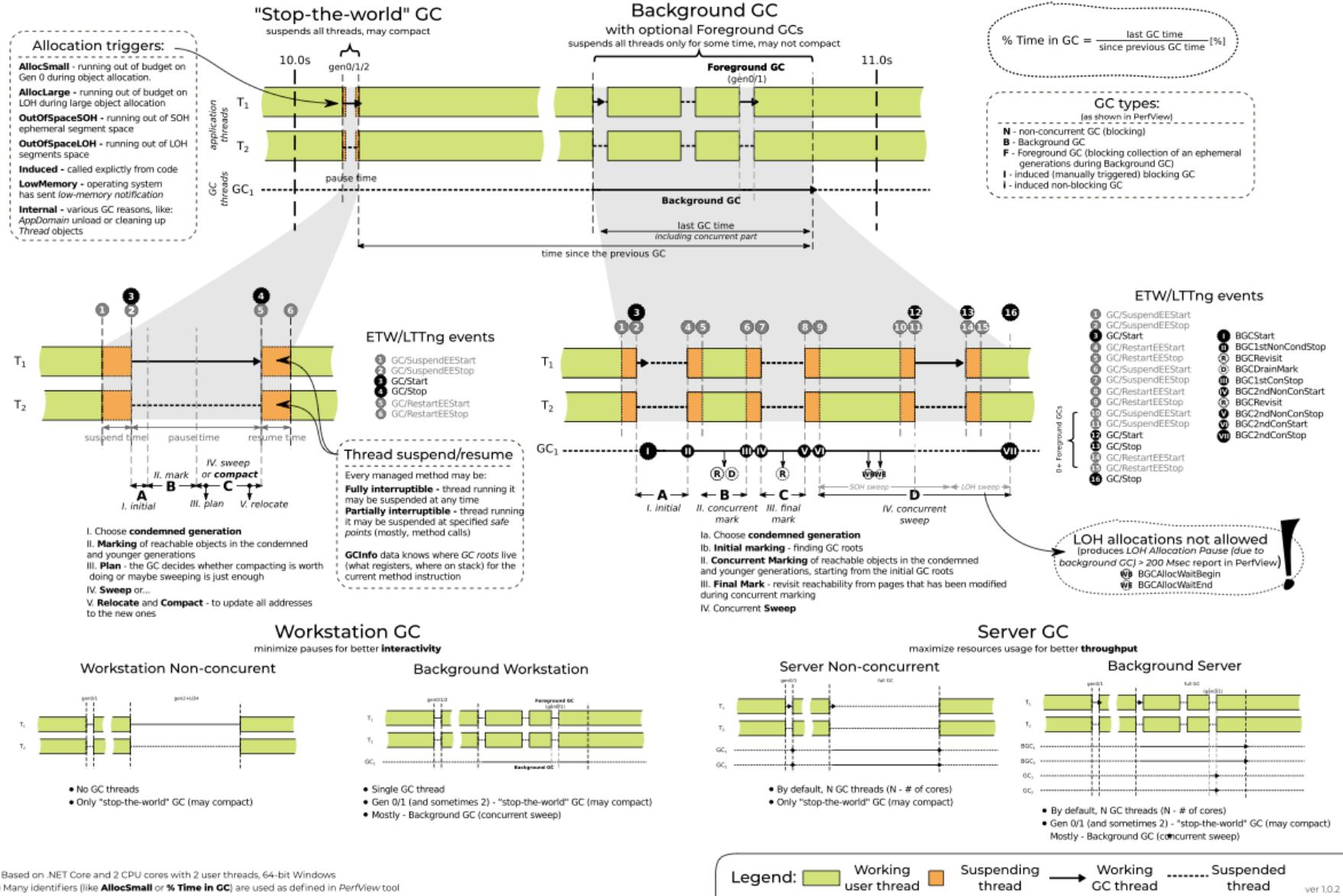
1) Based on .NET Core for Background Server GC, showing 2 CPU cores and 3 user threads, 64-bit Windows - and only example roots/pointers

2) There may be multiple blocks of memory (for SOH/LOH segments) if GC decides so.

3) When gen2 grows, dedicated memory segments will be created for them

.NET Memory Management Poster II¹⁾²⁾

by @konradkokosa <https://prodotnetmemory.com>



Fonte: <https://prodotnetmemory.com/>

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RTFM – Estude a documentação do .NET!

1. <https://learn.microsoft.com/en-us/dotnet/>
2. <https://learn.microsoft.com/en-us/dotnet/framework/performance/performance-tips>
3. <https://learn.microsoft.com/en-us/aspnet/core/performance/performance-best-practices>

Show me the code!

Strings, Serialização, Logging,...

Referências – Blogs

Adam Sitnik

.NET Performance and Reliability

<https://adamsitnik.com/>

Maoni Stephens

Garbage collection and Memory

<https://devblogs.microsoft.com/dotnet/author/maoni/>

Stephen Toub

Async and Threads

<https://devblogs.microsoft.com/dotnet/author/toub/>

Referências – Livros

Pro .NET Memory Management

<https://prodotnetmemory.com/>

by Konrad Kokosa

Writing High-Performance .NET Code

<https://www.writinghighperf.net/>

by Ben Watson

C# in Depth

<https://csharpindepth.com/>

by Jonathan Skeet

Pro .NET Benchmarking

<https://www.oreilly.com/library/view/pro-net-benchmarking/9781484249413/>

by Andrey Akinshin

<https://www.oreilly.com/library/view/pro-net-performance/9781430244585/>

by Sasha Goldshtein, Ido Flatow, Dima Zurbalev

Pro Asynchronous Programming with .NET

<https://www.oreilly.com/library/view/pro-asynchronous-programming/9781430259206/>

by Richard Blewett, Andrew Clymer

Concurrency in .NET

<https://www.oreilly.com/library/view/concurrency-in-net/9781617292996/>

by Riccardo Terrell

Effective C#

<https://www.oreilly.com/library/view/effective-c-50/9780134579290/>

by Bill Wagner

More Effective C#

<https://www.oreilly.com/library/view/more-effective-c/9780134579306/>

by Bill Wagner

CLR via C#

<https://www.oreilly.com/library/view/clr-via-c/9780735668737/>

by Jeffrey Richter

Windows Internals Seventh Edition Part 1

<https://www.oreilly.com/library/view/windows-internals-seventh/9780133986471/>

by Pavel Yosifovich, Alex Ionescu, Mark E. Russinovich, David A. Solomon

Concurrency in C# Cookbook

<https://www.oreilly.com/library/view/concurrency-in-c/9781492054498/>

by Stephen Cleary