Learning .NET High-Performance Programming

Chapter 1 - Performance Thoughts

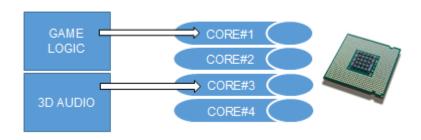
Latency	Magnitude						
	0%	20%	40%	60%	80%	100%	
Latency						х	
Throughput			Х				
Resource usage					х		
Availability		Х					
Scalability	х						
Efficiency				Х			

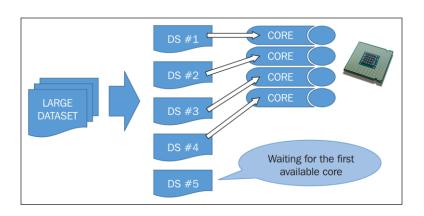
Latency	Magnitude						
	0%	20%	40%	60%	80%	100%	
Latency						х	
Throughput			Х				
Resource usage					х		
Availability		Х					
Scalability	х						
Efficiency				Х			

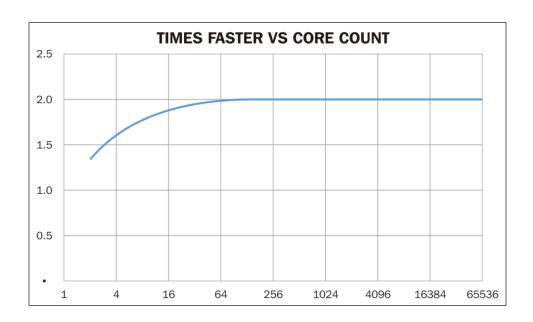
Latency	Magnitude						
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Latency		Х					
Throughput				Х			
Resource usage						х	
Availability			Х				
Scalability	х						
Efficiency				Х			

Latency	Magnitude						
	0%	20%	40%	60%	80%	100%	
Latency	Х						
Throughput						х	
Resource usage					х		
Availability			х				
Scalability				Х			
Efficiency		x					

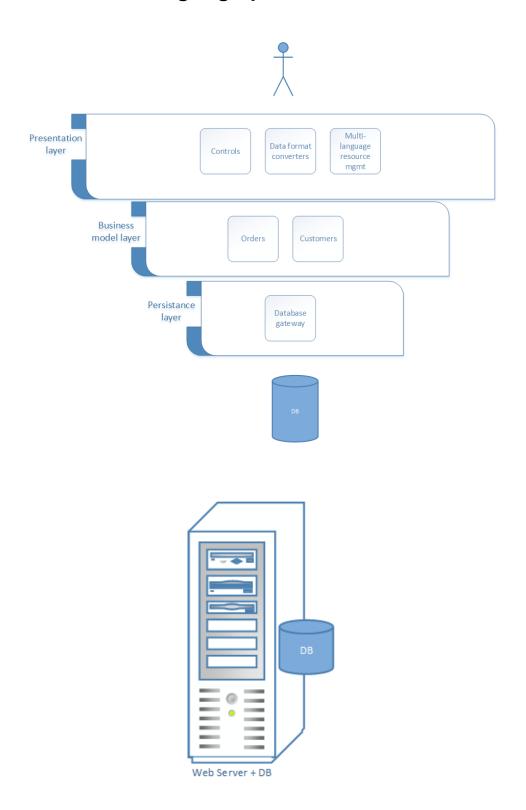
Latency	Magnitude						
	0%	20%	40%	60%	80%	100%	
Latency						Х	
Throughput				Х			
Resource usage						Х	
Availability			Х				
Scalability				х			
Efficiency		Х					

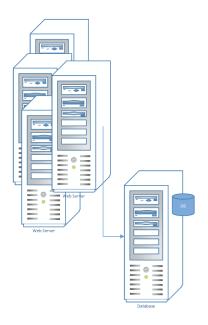


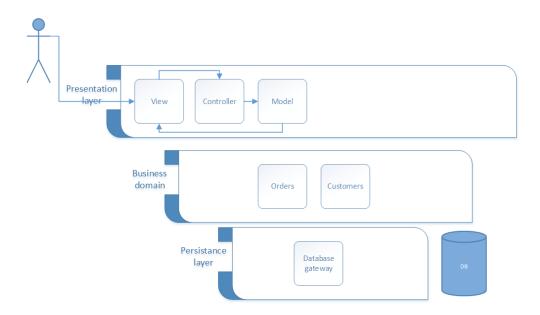




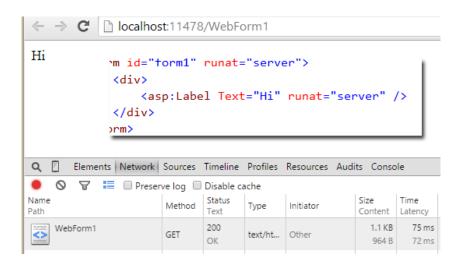
Chapter 2 - Architecting High-performance .NET code

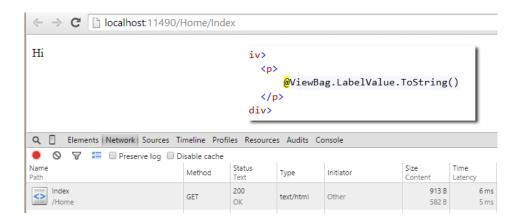


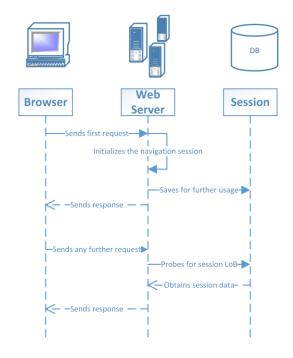


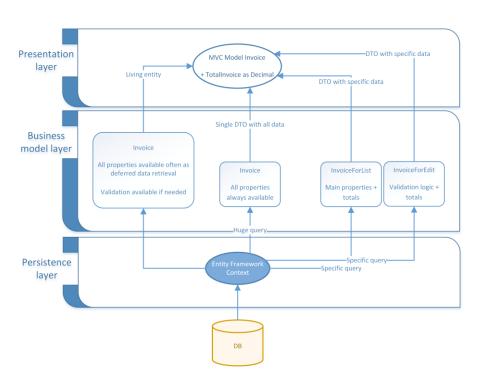


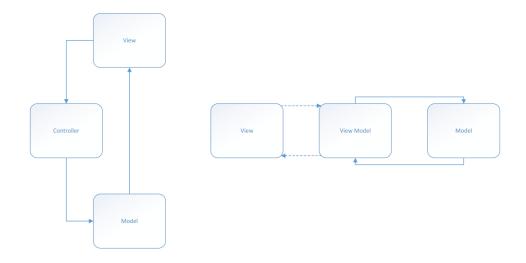






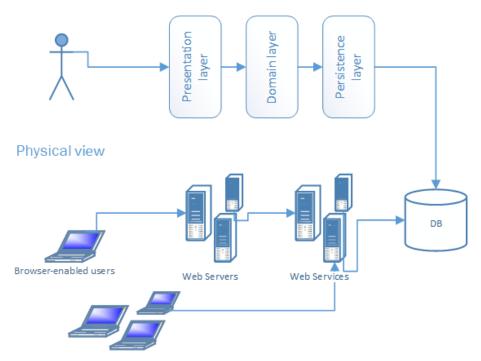




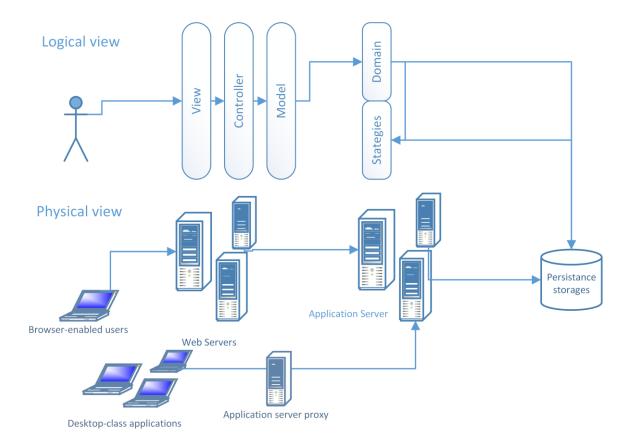


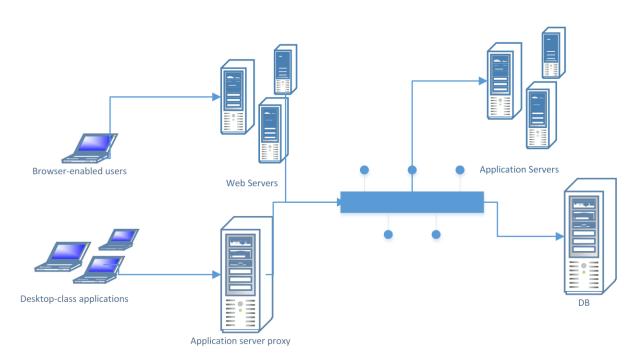


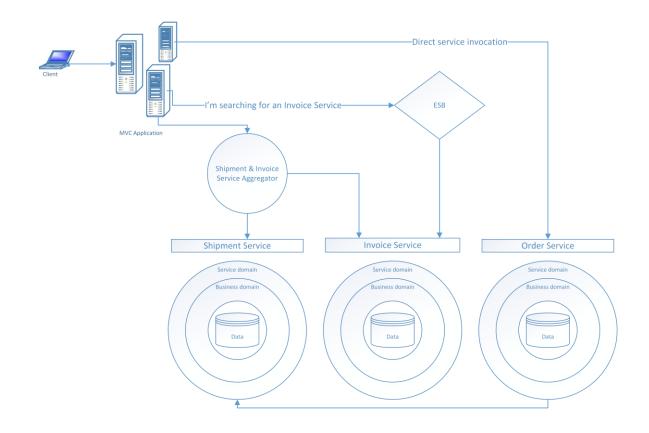
Logical view

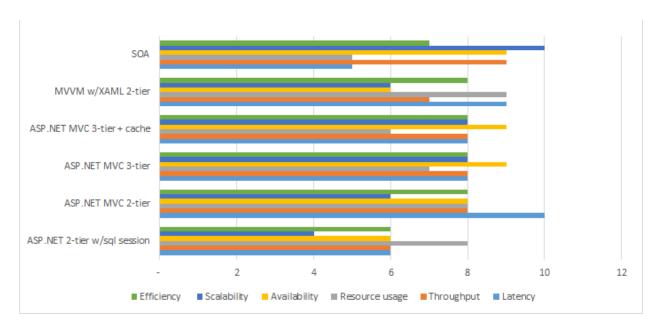


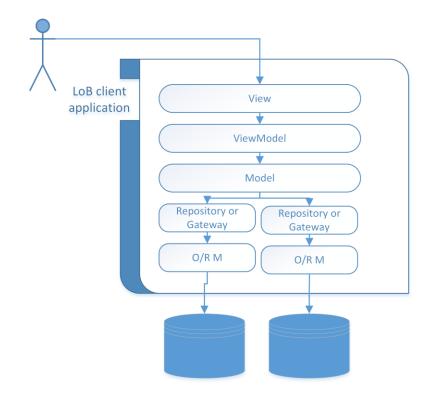
Desktop-class applications

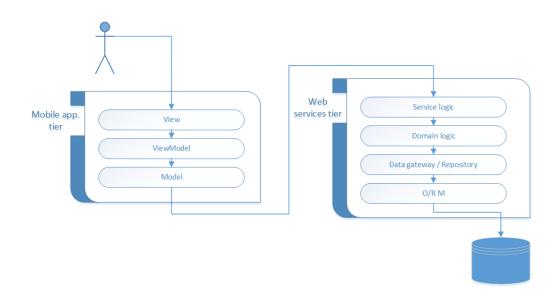


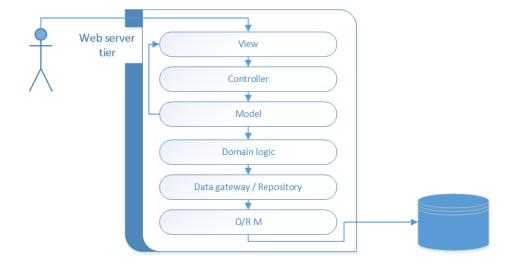


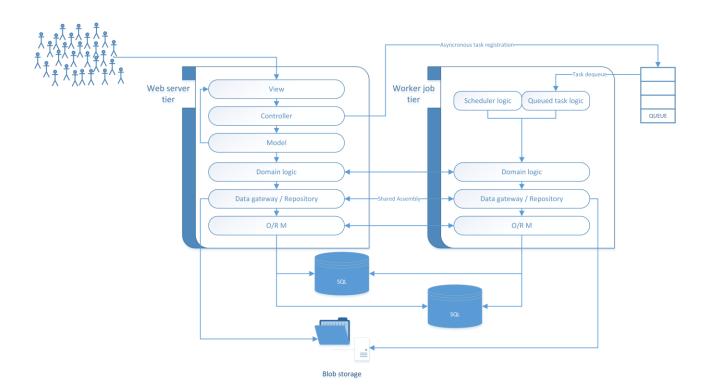


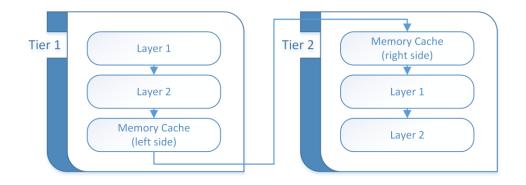




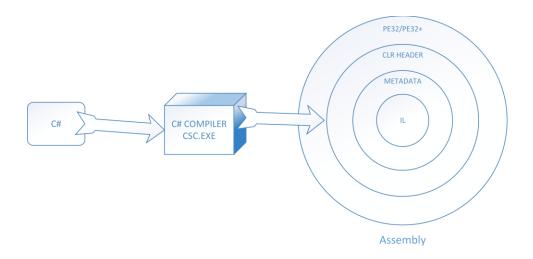


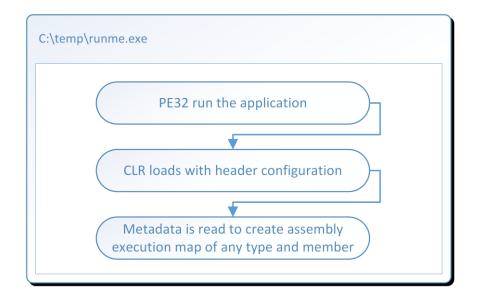


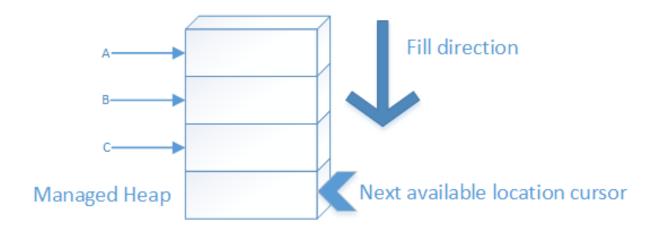


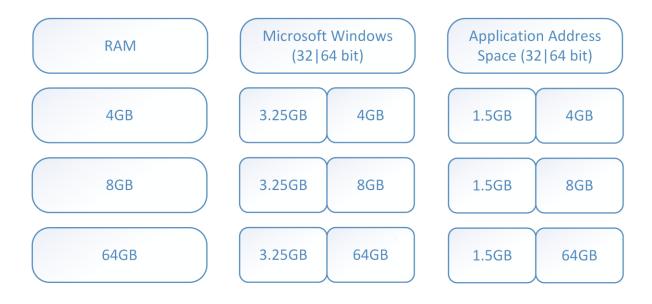


Chapter 3 - CLR Internals

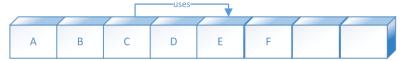




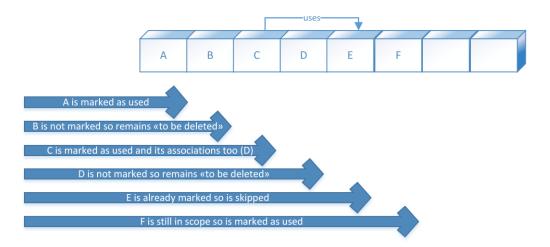




1) Variables are instantiated



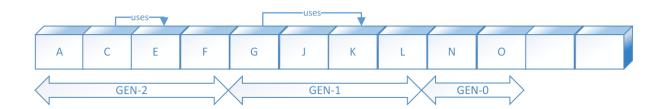
- 2) B and D become unreachable because their scope end
- 3) GC fires and start marking any object if still used (in FIFO fashion), elsewere the object will be deallocated from memory

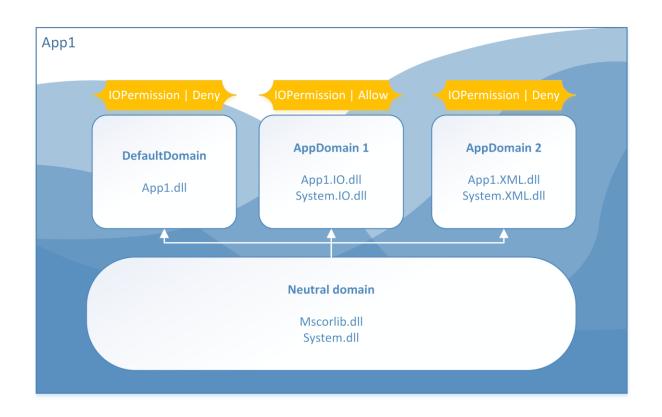


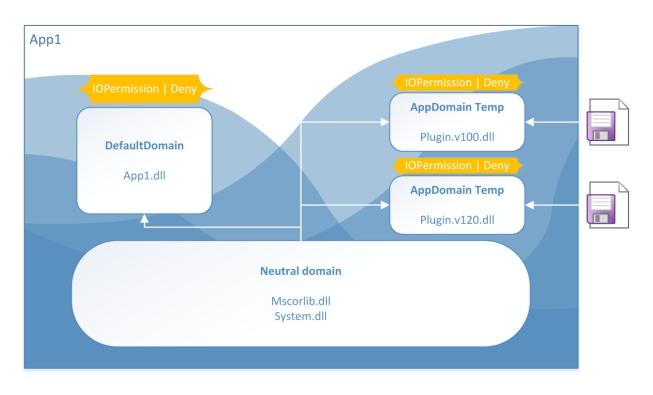
4) the GC ended Marking phase start the Compacting phase

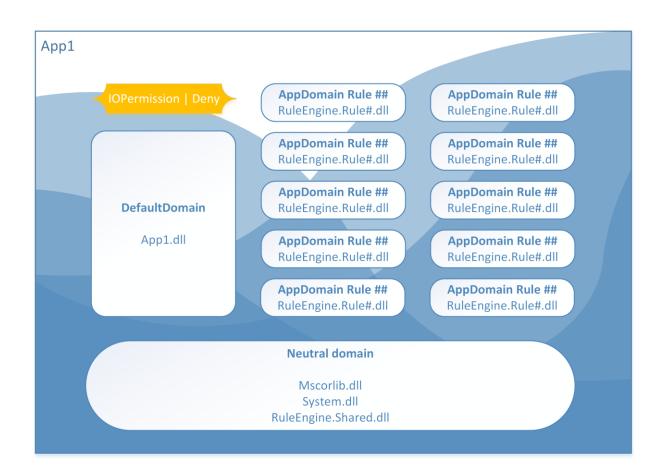


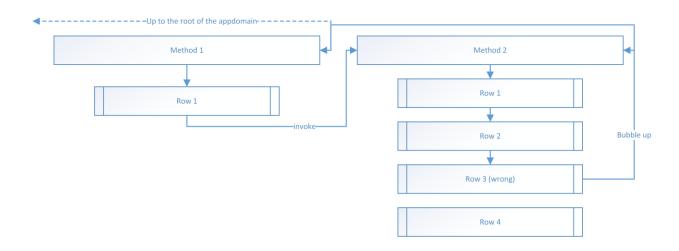
This makes objects nearest speeding their access time and also reduce whole address space



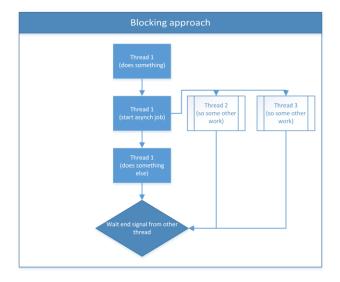


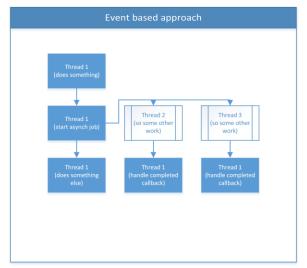


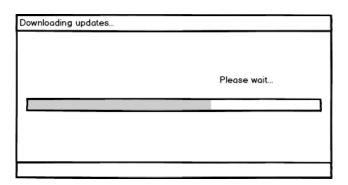




Chapter 4 - Asynchronous Programming





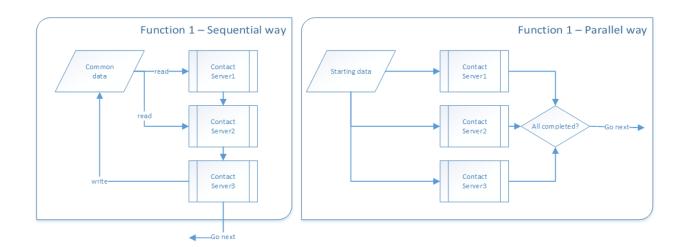


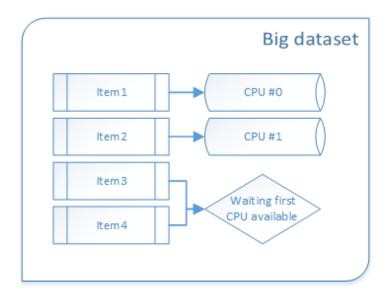
▲ Remarks

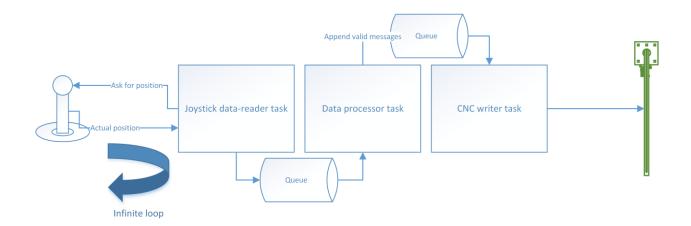


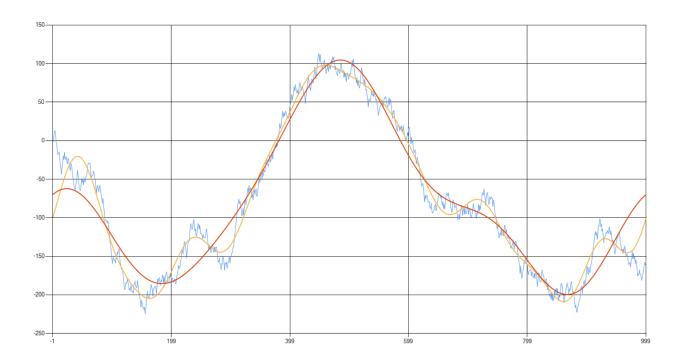
The FromAsync overloads that take an *asyncResult* parameter are not as efficient as the overloads that take a *beginMethod* parameter. If performance is an issue, use the overloads that provide the *beginMethod/endMethod* pattern.

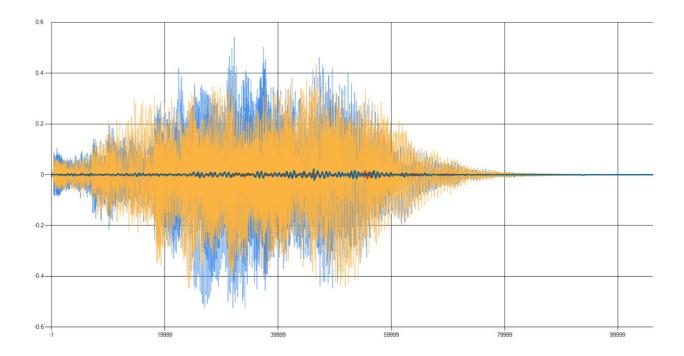
Chapter 5 - Programming for Parallelism



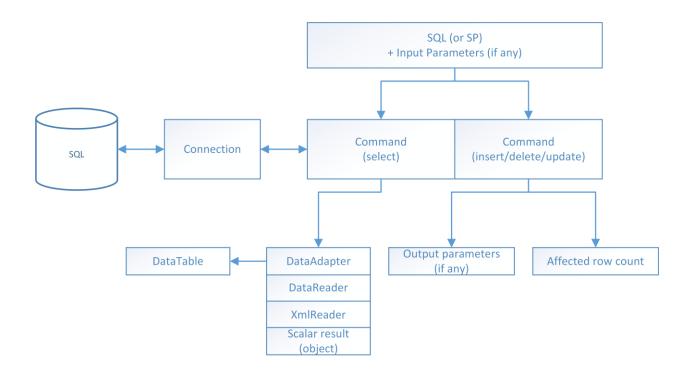


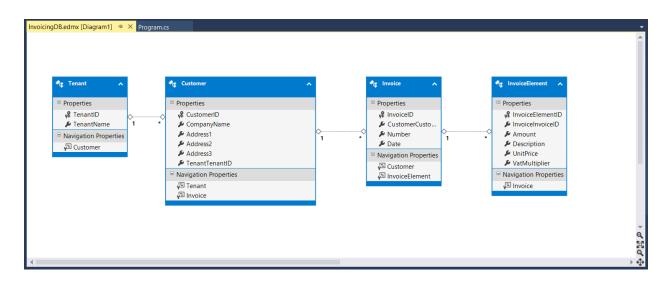




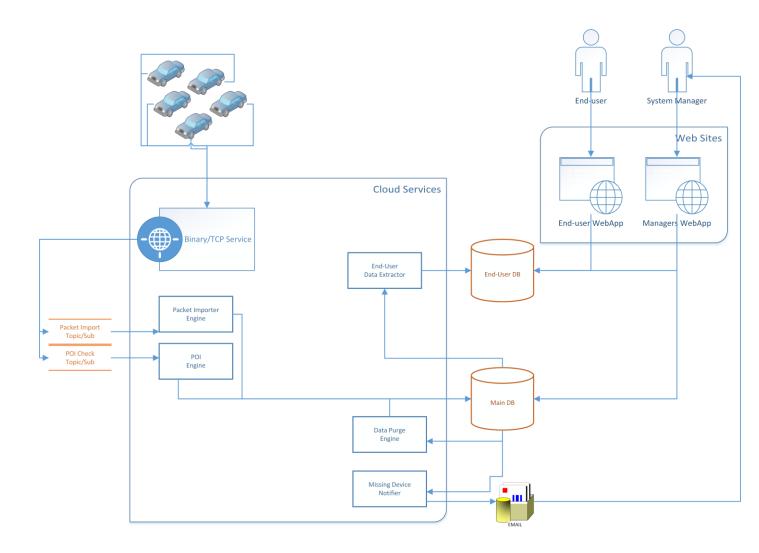


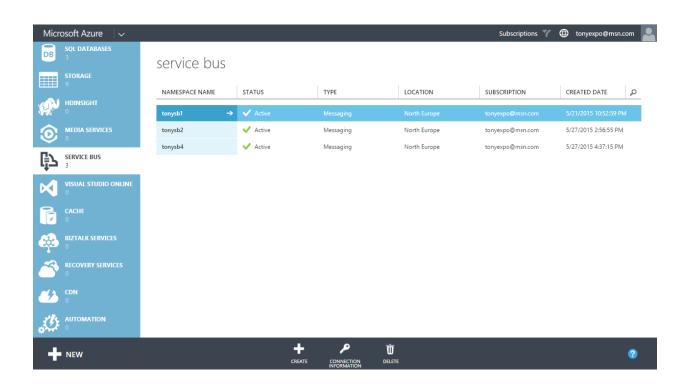
Chapter 7 - Database Querying

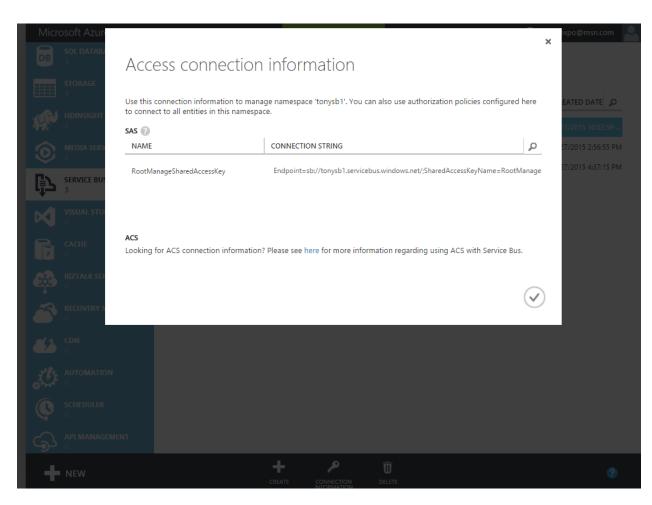


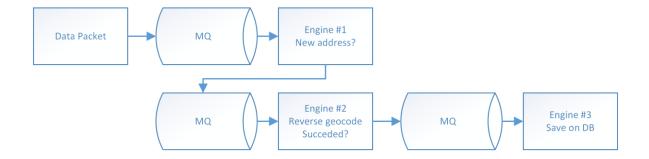


Chapter 8 - Programming for Big Data

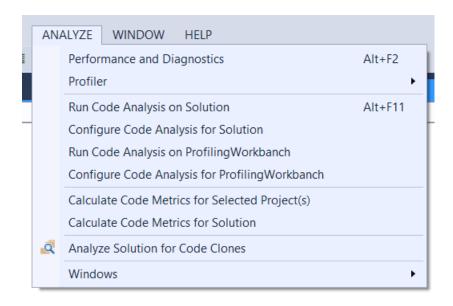








Chapter 9 - Analyzing Code Performance



Analysis Target



Startup Project

ProfilingWorkbanch

Available Tools	Show target specific tools
☐ CPU Usage See where the CPU is spending time executing your code. Useful when the CPU is the performance bottleneck	☐ Memory Usage Investigate application memory to find issues such as memory leaks
✓ Performance Wizard CPU Sampling, Instrumentation, .NET Memory allocation, and Resource Contention	
Not Applicable Tools ^	
☐ Energy Consumption Examine where energy is consumed in your application	☐ GPU Usage Examine GPU usage in your application. Useful to determine whether CPU or GPU is the performance bottleneck. Only available on supported graphics cards.
☐ HTML UI Responsiveness Examine where time is spent in your website or application	☐ JavaScript Function Timing See the elapsed time and call counts of your JavaScript functions. Useful when your code is waiting on I/O or other non-CPU intensive operations
☐ JavaScript Memory Investigate the JavaScript heap to help find issues such as memory leaks	☐ XAML UI Responsiveness Examine where time is spent in your application

