


Avoid Dispatch Global Concurrent Queues

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193

I regularly see folks write code like this:

```
DispatchQueue.global().async {  
    ... do stuff ...  
}
```

This relies on a Dispatch global concurrent queue. Using such queues directly is almost always a mistake. That’s because a global concurrent queue might [1] overcommit — that is, start more threads than there are CPU cores — resulting in needless inefficiency. In the worse case this can trigger a phenomenon known as *thread explosion*, which is about as much fun as it sounds.

My general advice is that you avoid concurrent queues in almost all circumstances. For more background on this, see:

- WWDC 2015 Session 718 [Building Responsive and Efficient Apps with GCD](#)
- WWDC 2017 Session 706 [Modernizing Grand Central Dispatch Usage](#)

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—

Quinn “The Eskimo!” @ Developer Technical Support @ Apple




```
let myEmail = "eskimo" + "1" + "@" + "apple.com"
```

[1] Whether it *will* overcommit is a more complex question (-:

(r. 98175345)

Dispatch

Reply

Posted 2 months ago by   eskimo 

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