



# Analyzing and improving performance of Universal Windows Apps

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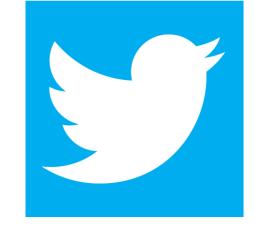


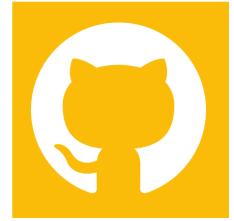
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### Overview

Performance 101

Windows Performance Toolkit

Demos

## What to expect in this talk

Best practices

Get familiar with WPT

## Performance 101

## Performance 101

The fastest code is the code you don't run

Define your targets and your goals and measure

## Performance 101

Keep the UI thread responsive
Optimize Xaml
Use x:Bind
Minimize the work during startup
Follow language-specific recommendations

# Performance 101: Keep the UI thread responsive

- CoreDispatcher.RunAsync
- CoreDispatcher.RunIdleAsync
- SynchronizationContext.Current
- Task.Run

## Performance 101: Optimize Xaml

- Reduce element count
  - Reduce elements that don't produce pixels
  - Single panel is faster than nested panels
  - Use built-in border properties
  - Use Grid for overlapping UI
- Use <u>x:Load</u> and <u>x:DeferLoadStrategy</u>
- Use <u>UI virtualization</u>
- Minimize <u>overdrawing</u>
- Avoid <u>LayoutUpdated</u>
- Avoid re-templating controls to <u>change color</u>

## Performance 101: Use x:Bind

- Less memory and CPU overhead
- Avoid DataContext
- Use <u>event bindings</u>/event handlers instead of ICommand
- Use <u>functions</u> instead of IValueConverter

# Performance 101: Minimize the work during startup

- Defer work as long as possible
- Avoid unnecessary dll loading
- Call <u>Windows.Current.Activate()</u> as soon as possible
- Use <u>SplashScreen.Dismissed</u> for additional loading
- SplashScreen can be optional (Fall Creators Update)
  <SplashScreen Optional="True">
- Opt-in to <u>prelaunch</u>

## Performance 101: Follow language-specific recommendations

#### For C#:

- Don't call <u>GC.Collect()</u> manually
- Limit memory allocations
- Prefer managed types to avoid interop

#### For C++:

- Use latest C++ toolset
- Disable RTTI
- Avoid heavy use of ppl, consider <u>co await</u>
- Prefer standard C++ over CX, consider C++/WinRT

https://docs.microsoft.com/en-us/windows/uwp/debug-test-perf/performance-and-xaml-ui

## Windows Performance Toolkit

### Windows Performance Toolkit

### Windows Performance Recorder (WPR)

Allows you to capture a trace for the problem you want to investigate.

## Windows Performance Analyzer (WPA)

Allows you to analyze the captured trace and do a detailed performance analysis of the problem to determine the root cause.

## Approach

- 1. Identify the problem
- 2. Capture a trace of the scenario using WPR
- 3. Analyze the trace in WPA
  - Determine if the cause is CPU/disk/network
  - Identify the UI thread.
  - Analyze what time is spent where.
- 4. Modify the app and go back to 1.

## Demo



## Adding custom tracing to your app

- Create an <u>EventSource</u> or <u>LoggingChannel</u>.
- Trace events at critical points in the app.
- Enable WPR to capture events from your new event source.

## Demo



## http://aka.ms/perftools



