

# TechDays

Discover  
endless  
possibilities

2017

# Analyzing and improving performance of Universal Windows Apps

Johan Laanstra  
Microsoft Corporation

# Johan Laanstra



[jlaans@microsoft.com](mailto:jlaans@microsoft.com)

<http://www.johanlaanstra.nl>

@jplaanstra



<http://github.com/jlaanstra>

# 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 [x:Load](#) and [x:DeferLoadStrategy](#)
- Use [UI virtualization](#)
- Minimize [overdrawing](#)
- Avoid [LayoutUpdated](#)
- Avoid re-templating controls to [change color](#)

# Performance 101: Use [x:Bind](#)

- Less memory and CPU overhead
- Avoid DataContext
- Use [event bindings](#)/event handlers instead of ICommand
- Use [functions](#) instead of IValueConverter

# Performance 101: Minimize the work during startup

- Defer work as long as possible
- Avoid unnecessary dll loading
- Call [Windows.Current.Activate\(\)](#) as soon as possible
- Use [SplashScreen.Dismissed](#) for additional loading
- [SplashScreen](#) can be optional (Fall Creators Update)

`<SplashScreen Optional="True">`

- Opt-in to [prelaunch](#)

# Performance 101: Follow language-specific recommendations

For C#:

- Don't call [GC.Collect\(\)](#) manually
- Limit memory allocations
- Prefer managed types to avoid interop

For C++:

- Use latest C++ toolset
- Disable [RTTI](#)
- Avoid heavy use of ppl, consider [co await](#)
- 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 [EventSource](#) or [LoggingChannel](#).
- Trace events at critical points in the app.
- Enable WPR to capture events from your new event source.

# Demo



<http://aka.ms/perftools>



# TechDays

Discover  
endless  
possibilities

2017