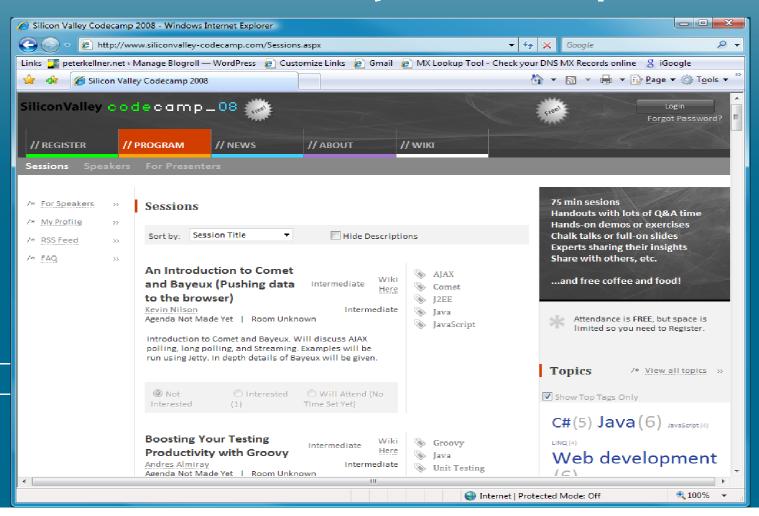
Building High performance ASP.NET web applications Presenter: Peter Kellner, San Jose, CA Blog: http://PeterKellner.net

Peter Kellner, Background Consulting With Large and Small Companies building scalable, high performance applications • 2007,2008 MVP, ASP.NET Development including publishing 4 MSDN Articles on ASP.NET 2.0 Organized 2006 and 2007 SV Code Camps Complete Custom Insurance Co. Management s/w to run \$200M business. • 1986 - 2001 President Tufden Inc. Built and Delivered: 500 doctor office turnkey computer systems; University Clinic Scheduling System; .Net Forms, Mobile and Web Application • 1980 - 1986 Lockheed Missiles and Space Co, Senior Research Engineer Cornell University BS,MS Engineering

Code Camp 11/8-9 Speakers!!! www.siliconvalley-codecamp.com



Goals Understand Cornerstones of High Performance Understand How Performance Relates to Web Sites Hands On Methods and Tools to Improve Web Performance

	Agenda
	 ASP.NET Fundamentals Relating to High Performance
	How IIS Basically Works with ASP.NET
	Web Farm Issues (Scale Out)
	SqlServer (Scale Up)
	Examples of Performance Helpers
\sqcup_{\sqcap}	Survey of Tools to Help
	• Questions

Cornerstones of High Performance Minimize Request/Response Processing Time Minimize Resources Used on Web Server Minimize Cost • Maximize User Experience (response time)

	IttpApplication pipeline
T	he following events occur:
1	. Validate the request – checking for malicious markup
	. Perform URL mapping
	. BeginRequest event
	. AuthenticateRequest event
	. <u>PostAuthenticateRequest</u> event
	. AuthorizeRequest event
	. PostAuthorizeRequest event
	. ResolveRequestCache event
	. PostResolveRequestCache event
	. Find the requested resource, if it is a Page, compile the page
	. PostMapRequestHandler event
	. AcquireRequestState event
	. PostAcquireRequestState event
	. PreRequestHandlerExecute event
	. Call <u>ProcessRequest</u> on the HttpHandler
	. PostRequestHandlerExecute event
17	. ReleaseRequestState event
18	. <u>PostReleaseRequestState</u> event
19	. Response filtering
20	. <u>UpdateRequestCache</u> event
21	. <u>PostUpdateRequestCache</u> event
22	. <u>EndRequest</u> event
23	. <u>PreSendRequestHeaders</u> event
24	. <u>PreSendRequestContent</u> event

$$R \approx \frac{Payload}{Bandwidth} + RTT + \underbrace{AppTurns(RTT)}_{Concurrent Requests} + Cs + Cc$$

Legend:

R: Response time

RTT: Round Trip Time

App Turns: Http Requests

Concurrent Requests: # server sockets open by browser

Cs: Server Side Compute time

Cc: Client Compute time

State and Why We Care Types of State Application - Global to App Session - Per Client Cookie - Per Client View - Across Post Requests

Application State Not stored across machines Initialize in global.asax typically Set: Application["MyStuff"] = "Do not forget"; "Does not Scale well", use Cache instead

Session State Requires Cookies or URL Mangling Can Work across Web Farms Set: Session["MySessionStuff"] = "save me"; Try to avoid, can be a problem using too much memory or database Can Store in SqlServer, InProc, StateServer, 3rd Party



View State Across Same Post Works well in Web Farms Size can make requests slow Set: View["MyState"] = "Thing to Store"

Reduce View State Size By Default EnableViewState="true" (Turn off whenever possible) Create PageBase class to Inherit From with Warning if over certain value (policy) Look at sites like MySpace (StrangeLoops Product, Richard Campbell)



Cache... Very Important! Output Caching Page Fragmentation (User Controls) • Cache Static Class Use ... (see next slides)

Is this Correct Cache Use?

```
[DataObjectMethod(DataObjectMethodType.Select, true)]
public List<BusinessObjectItem> GetDataCached1
    (int numberRecordsToReturn, int delayMilliSeconds)
   const string cacheName = "CACHE-LIST-BUSINESS";
   List<BusinessObjectItem> listBusinessObjectItems = null;
    if (HttpContext.Current.Cache[cacheName] == null)
        listBusinessObjectItems = GetData1(numberRecordsToReturn,
            delayMilliSeconds);
        HttpContext.Current.Cache.Insert(cacheName, listBusinessObjectItems,
                             null.
                             DateTime.Now.Add(new TimeSpan(0, 0, 5)),
                             TimeSpan.Zero);
    else
       listBusinessObjectItems =
            (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
    return listBusinessObjectItems;
```

Then, How about this?

```
[DataObjectMethod(DataObjectMethodType.Select, true)]
public List<BusinessObjectItem> GetDataCached1
    (int numberRecordsToReturn, int delayMilliSeconds)
    const string cacheName = "CACHE-LIST-BUSINESS";
    List<BusinessObjectItem> listBusinessObjectItems =
        (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
    if (listBusinessObjectItems == null)
        listBusinessObjectItems = GetData1(numberRecordsToReturn,
            delayMilliSeconds);
        HttpContext.Current.Cache.Insert(cacheName, listBusinessObjectItems,
                             null,
                             DateTime.Now.Add(new TimeSpan(0, 0, 5)),
                             TimeSpan.Zero);
    else.
        listBusinessObjectItems =
            (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
    return listBusinessObjectItems;
```

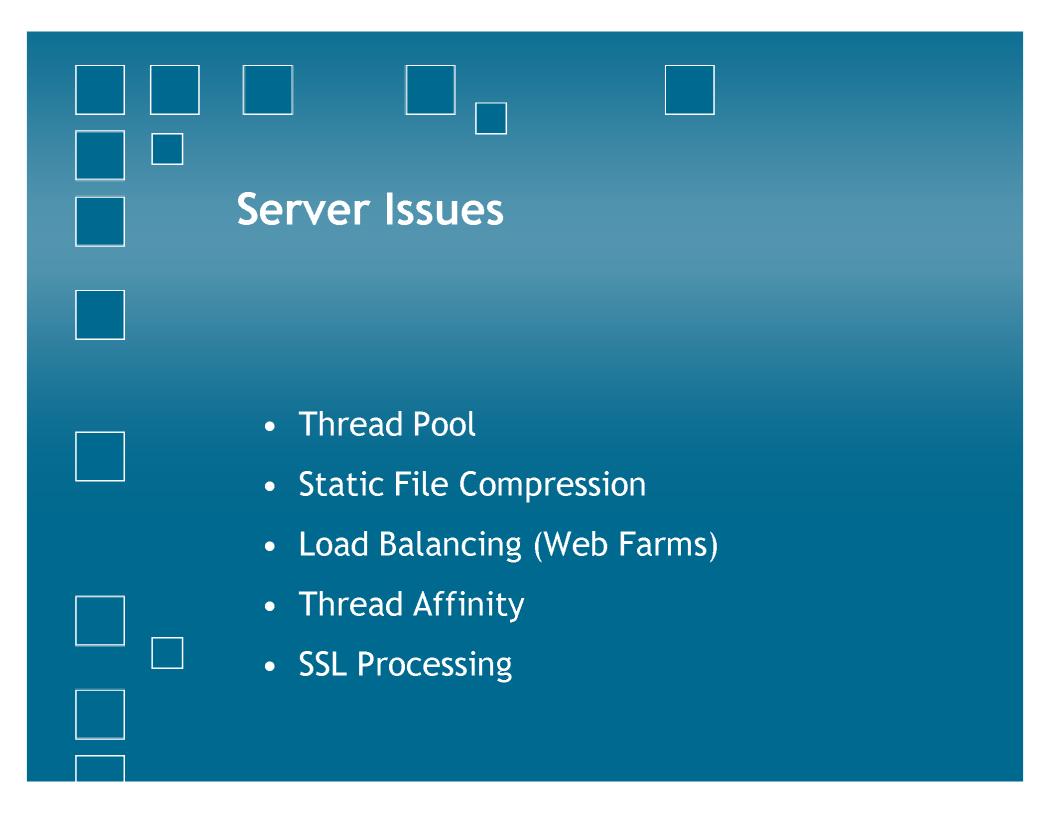
And Finally, this one...

```
[DataObjectMethod(DataObjectMethodType.Select, true)]
public List<BusinessObjectItem> GetDataCached3(int numberRecordsToReturn,
    int delayMilliSeconds)
    const string cacheName = "CACHE-LIST-BUSINESS";
    var listBusinessObjectItemsGeneral =
        (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
    if (listBusinessObjectItemsGeneral == null)
        Monitor.Enter(lockval):
            // check it again in case someone else loaded the cache and we
            // hit the null condition before the cache was fully loaded.
            listBusinessObjectItemsGeneral =
                (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
              (listBusinessObjectItemsGeneral == null)
                listBusinessObjectItemsGeneral =
                    GetData3(numberRecordsToReturn, delayMilliSeconds);
                HttpContext.Current.Cache.Insert(cacheName,
                    listBusinessObjectItemsGeneral,
                    DateTime.Now.Add(new TimeSpan(0, 0, 5)), TimeSpan.Zero);
        finally
    return listBusinessObjectItemsGeneral;
```

Track Hits!

```
[DataObjectMethod(DataObjectMethodType.Select, true)]
public List<BusinessObjectItem> GetDataCached3(int numberRecordsToReturn, int del
    const string cacheName = "CACHE-LIST-BUSINESS";
    var listBusinessObjectItemsGeneral =
        (List<BusinessObjectItem>) HttpContext.Current.Cache[cacheName];
    if (listBusinessObjectItemsGeneral != null)
        LogStatus(CacheStatus.CachedOnFirstTry);
    else
        Monitor.Enter(lockval);
        try
            // check it again in case someone else loaded the cache
            // and we hit the null condition before the cache was fully loaded.
            listBusinessObjectItemsGeneral = (List<BusinessObjectItem>)HttpContex
            if (listBusinessObjectItemsGeneral != null)
                 .ogStatus(CacheStatus.CachedOnSecondTrv);
            else
                LogStatus (CacheStatus, NotCached) :
                listBusinessObjectItemsGeneral = GetData3(numberRecordsToReturn,
                HttpContext.Current.Cache.Insert(cacheName, listBusinessObjectIte
                                                  null, DateTime.Now.Add(new TimeS
        finally
            Monitor.Exit(lockval);
    return listBusinessObjectItemsGeneral;
```

Problems With Cache Locking Issues slow it down Not dependable (Captcha Control Story) Creates Lots of Objects in Memory (garbage collection a problem, look for gen2 garbage collection events) Easy to Misuse.. Hueristic Cache? Invalidation Big Problem



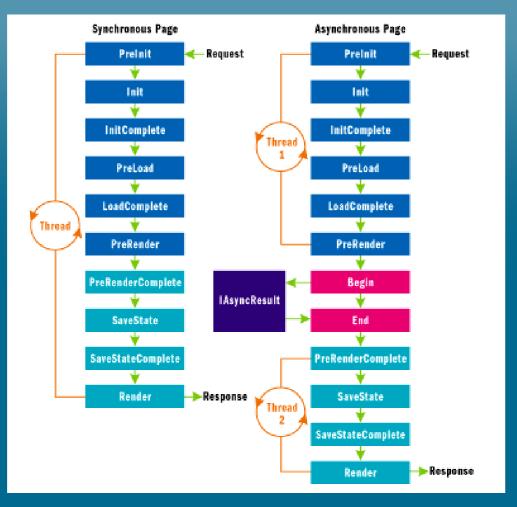
Thread Pool

- Why do We have one?
- What Happens when we run out?
- Async Processing Demo (when request is paused, thread is tied up if not async)

Category	Message	From First(s)	From Last(s)
aspx.page	Begin PreInit		
aspx.page	End PreInit	0.00107835978252515	0.001078
aspx.page	Begin Init	0.00111958109024805	0.000041
aspx.page	End Init	0.00115643285113265	0.000037
aspx.page	Begin InitComplete	0.00117433208689637	0.000018
aspx.page	End InitComplete	0.00119148813879894	0.000017
aspx.page	Begin PreLoad	0.00120748931506117	0.000016
aspx.page	End PreLoad	0.00122324454558517	0.000016
aspx.page	Begin Load	0.00123912943228639	0.000016
aspx.page	End Load	0.00164951662974139	0.000410
aspx.page	Begin LoadComplete	0.00168384210016274	0.000034
aspx.page	End LoadComplete	0.00170126682105108	0.000017
aspx.page	Begin PreRender	0.00171810341082629	0.000017
aspx.page	End PreRender	0.00174685500228903	0.000029
	BeginAsyncOperation	0.00251726933397493	0.000770
	EndAsyncOperation	0.127788568201488	0.125271
aspx.page	Begin PreRenderComplete	0.342791961985344	0.215003
aspx.page	End PreRenderComplete	0.342842915526327	0.000051
aspx.page	Begin SaveState	0.343636202811668	0.000793
aspx.page	End SaveState	0.344381573451227	0.000745
aspx.page	Begin SaveStateComplete	0.344413917989126	0.000032
aspx.page	End SaveStateComplete	0.344430878888432	0.000017
aspx.page	Begin Render	0.344449847453493	0.000019
asnx.nage	End Render	0.345032347211223	0.000582

http://msdn.microsoft.com/en-us/magazine/cc163725.aspx

Async Processing Chart



http://msdn.microsoft.com/en-us/magazine/cc163725.aspx

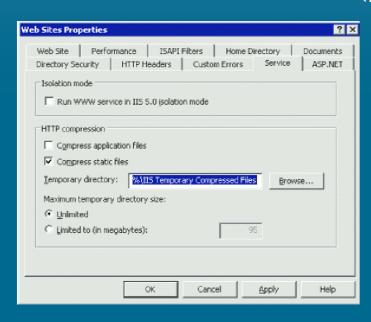
Async asp.net 2.0 Example*

```
<@ Page Language="C#" Async="true" CompileWith="SlowWSAsync.aspx.cs"</p>
         ClassName="PS.Samples.SlowWSAsync aspx" %>
SlowWsAsync.aspx.cs:
using System;
namespace PS.Samples
 public partial class SlowWSAsync aspx
  Slow slowWebservice = new Slow();
  void Page Load(object sender, EventArgs e)
   BeginEventHandler bh = new BeginEventHandler(this.BeginGetAsyncData);
   EndEventHandler eh = new EndEventHandler(this.EndGetAsyncData);
   AddOnPreRenderCompleteAsync(bh, eh);
  IAsyncResult BeginGetAsyncData(Object src, EventArgs args, AsyncCallback cb, Object state)
   // Note - this is serviced on the same thread as Page Load
   // but a different thread is used to service EndGetAsyncData
   return slowWebservice.BeginHelloWorld(cb, state);
  void EndGetAsyncData(IAsyncResult ar)
   string ret = slowWebservice.EndHelloWorld(ar);
   Response.Write(AppDomain.GetCurrentThreadId());
```

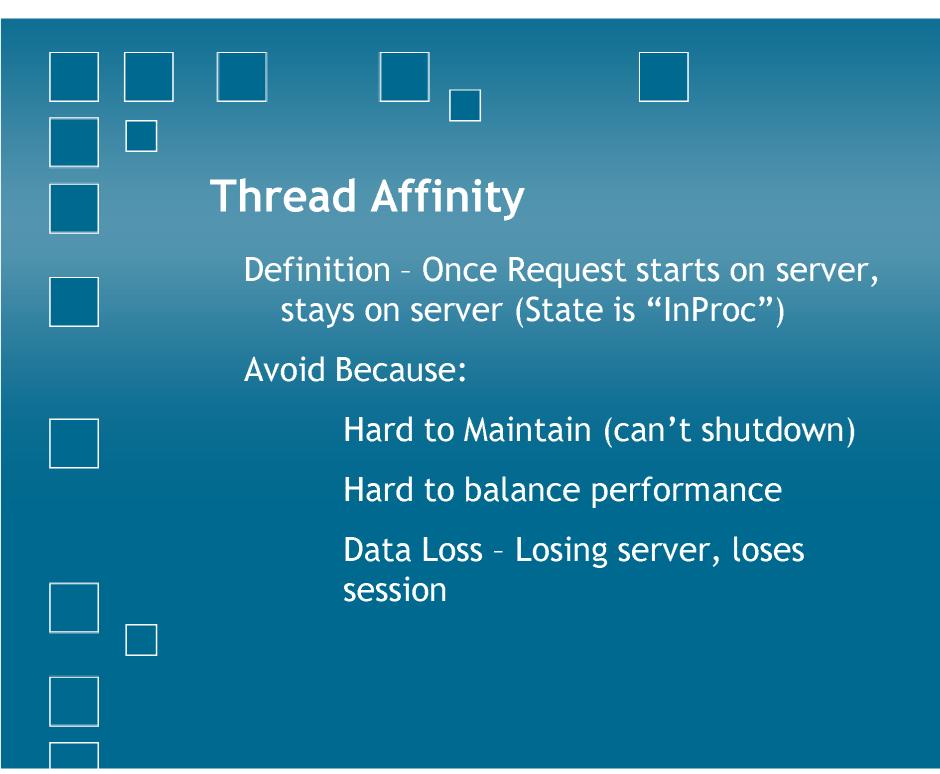
*From Fritz Onion Example http://www.pluralsight.com/blogs/fritz/archive/2004/10/19/2892.aspx



- Good for things like jpg's, css,e tc.
- Adds processing overhead
- Minimizes download (payload) size



Web Farms / Load Balancing Two Types Network Load Balancing (NLB) - Comes with win2003 Server. Rumor has it webtest will not balance. Hardware (BigIP for example). Buy 2. works based on system loads.



Benefits of Losing Affinity Getting Session out-of-process reduces memory pressure on server Garbage collection easier for server **Microsoft Solutions:** SqlServer or State Server Look at Third Party like NetCache, etc.

SSL Processing • Try to do as little SSL as possible • If Web Farm, put SSL on it's own servers if it makes sense

Database / SqlServer Issues • Scale Up / Bottle Neck Create Readonly replications • Can use for Session, Scary thought Connections open and close fast use using syntax

Sql Connection, Old Way

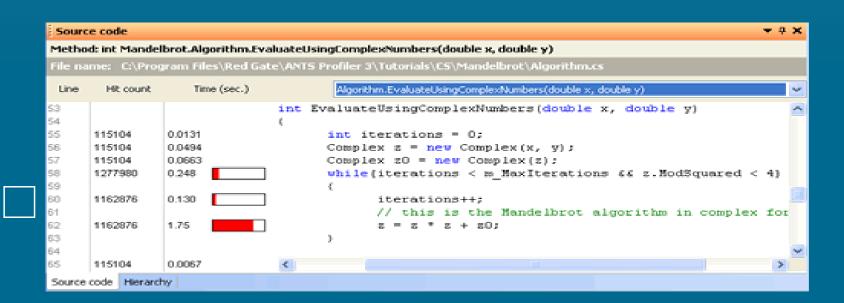
```
public static Dictionary<int, int> GetDictionaryOfInterestLevelByAttendee(string username)
    var dict = new Dictionary<int, int>();
    var sqlConnection =
        new SqlConnection
            (ConfigurationManager.ConnectionStrings["CodeCampSV06"].ConnectionString);
    sqlConnection.Open();
    SqlDataReader reader = null;
    try
        var command =
            new SqlCommand(
                @"SELECT sessions id, interestlevel
                  FROM SessionAttendee
                  WHERE attendee username=@attendee username",
                sqlConnection);
        reader = command.ExecuteReader();
        while (reader.Read())
            int idSession = reader.IsDBNull(0) ? -1 : reader.GetInt32(0);
            int interestLevel = reader.IsDBNull(1) ? -1 : reader.GetInt32(1);
            dict.Add(idSession, interestLevel);
        3
    catch (Exception eeel)
        throw new ApplicationException(eee1.ToString());
    finally
        if (reader != null) reader.Dispose();
    sqlConnection.Close();
    return dict:
```

Sql Connection, New Way (Using)

```
public static Dictionary<int, int> GetDictionaryOfInterestLevelByAttendee(string username)
    var dict = new Dictionary<int, int>();
    using (var sqlConnection =
        new SqlConnection(ConfigurationManager.ConnectionStrings["CodeCampSV06"].ConnectionString))
        sqlConnection.Open();
        var command =
                   new SqlCommand(
                       @"SELECT sessions id,interestlevel
                  FROM SessionAttendee
                  WHERE attendee username=@attendee username",
                       sqlConnection);
        using (SqlDataReader reader = command.ExecuteReader())
            try
                while (reader.Read())
                    int idSession = reader.IsDBNull(0) ? -1 : reader.GetInt32(0);
                    int interestLevel = reader.IsDBNull(1) ? -1 : reader.GetInt32(1);
                    dict.Add(idSession, interestLevel);
            catch (Exception eee1)
                throw new ApplicationException(eee1.ToString());
    return dict:
```

Code Optimizers

- Redgate ANTS Profile
- Visual Studio Team Edition
- Hint: Use Generics!

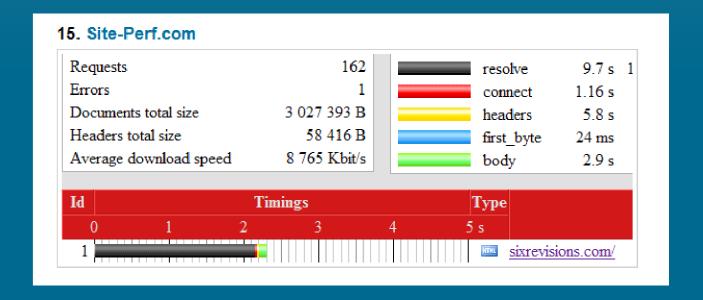


Client Side Tools

15 Tools To help you make pages faster

http://sixrevisions.com/tools/faster_web_page/

Fiddler, Yslow, Firebug, Cuzillion,...



Load Testing Visual Studio Load Testing Mercury Interactive Lots!

Finding Problems • Divide and Conquer Collect Data Isolate