Performance Tips

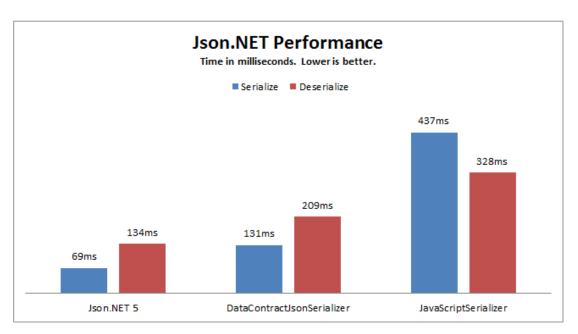


Xavier Morera

@xmorera | www.xaviermorera.com

Json.NET vs. Other Serializers

Multiple benchmarks put Json.NET as the fastest serializer



But more than comparing...

Focus on improving within Json.NET

Performance Scenarios

Manual Populate Objects Fragments Serialization Attributes Memory Usage Merge

How We Are Going to Measure

StopWatch → Easy way

```
Stopwatch watch = new Stopwatch();
watch.Start();
```

```
Stopwatch watchNoAttributes = new Stopwatch();
watchNoAttributes.ElapsedMilliseconds
```



Serialize/Deserialize Manually

- Json.NET is extremely fast
- But it relies on reflection
- If speed is key → serialize manually
- Use JsonTextReader and JsonTextWriter
- Avoids using Reflection
- Less memory usage
- Fastest way of reading and writing JSON



Demo 13: Serialize & Deserialize Manually (vs. Reflection Based)

If speed is what matters...

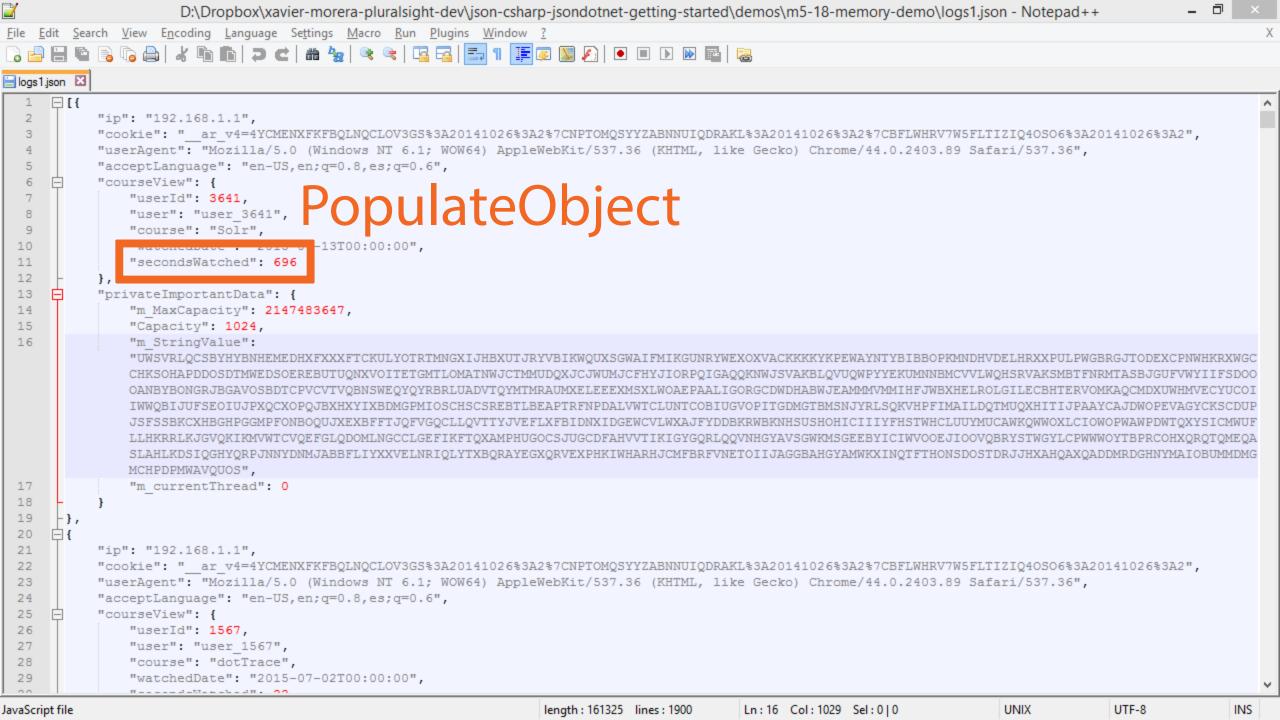


```
D:\Dropbox\xavier-morera-pluralsight-dev\json-csharp-jsondotnet-getting-started\demos\m5-18-memory-demo\logs1.json - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
 ] 🔒 🗎 🖺 🥦 🖟 🤚 🖟 🕩 🖍 🕩 🕩 🖊 🗩 c l 📾 🛬 l 🤏 🔫 📭 🔚 11 📜 🐷 🐷 🔊 🔎 💌 🗩 🕟 🖼
🗎 logs1.json 🗵
     ]]⊟
            "ip": "192.168.1.1",
            "cookie": " ar v4=4YCMENXFKFBQLNQCLOV3GS%3A20141026%3A2%7CNPTOMQSYYZABNNUIQDRAKL%3A20141026%3A2%7CBFLWHRV7W5FLTIZIQ4OSO6%3A20141026%3A2",
            "userAgent": "Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/44.0.2403.89 Safari/537.36",
            "acceptLanguage": "en-US,en;g=0.8,es;g=0.6",
            "courseView": {
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                "userId": 3641,
                "user": "user 3641",
                "course": "Solr",
                watchedbate": "2013-0 -13T00:00:00",
 10
                "secondsWatched": 696
 12
 13
            "privateImportantData": {
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 15
               "Capacity": 1024,
 16
                "m StringValue":
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               CHKSOHAPDDOSDTMWEDSOEREBUTUQNXVOITETGMTLOMATNWJCTMMUDQXJCJWUMJCFHYJIORPQIGAQQKNWJSVAKBLQVUQWPYYEKUMNNBMCVVLWQHSRVAKSMBTFNRMTASBJGUFVWYIIFSDOO
               OANBYBONGRJBGAVOSBDTCPVCVTVQBNSWEQYQYRBRLUADVTQYMTMRAUMXELEEEXMSXLWOAEPAALIGORGCDWDHABWJEAMMMVMMIHFJWBXHELROLGILECBHTERVOMKAQCMDXUWHMVECYUCOI
               IWWQBIJUFSEOIUJPXQCXOPQJBXHXYIXBDMGPMIOSCHSCSREBTLBEAPTRFNPDALVWTCLUNTCOBIUGVOPITGDMGTBMSNJYRLSQKVHPFIMAILDQTMUQXHITIJPAAYCAJDWOPEVAGYCKSCDUP
               JSFSSBKCXHBGHPGGMPFONBOQUJXEXBFFTJQFVGQCLLQVTTYJVEFLXFBIDNXIDGEWCVLWXAJFYDDBKRWBKNHSUSHOHICIIIYFHSTWHCLUUYMUCAWKQWWOXLCIOWOPWAWPDWTQXYSICMWUF
               LLHKRRLKJGVQKIKMVWTCVQEFGLQDOMLNGCCLGEFIKFTQXAMPHUGOCSJUGCDFAHVVTIKIGYGQRLQQVNHGYAVSGWKMSGEEBYICIWVOOEJIOOVQBRYSTWGYLCPWWWOYTBPRCOHXQRQTQMEQA
               SLAHLKDSIQGHYQRPJNNYDNMJABBFLIYXXVELNRIQLYTXBQRAYEGXQRVEXPHKIWHARHJCMFBRFVNETOIIJAGGBAHGYAMWKXINQTFTHONSDOSTDRJJHXAHQAXQADDMRDGHNYMAIOBUMMDMG
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 17
                "m currentThread": 0
 18
 19
       -},
 20
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 22
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 25
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 29
                "watchedDate": "2015-07-02T00:00:00",
JavaScript file
                                                                    length: 161325 lines: 1900
                                                                                             Ln:16 Col:1029 Sel:010
                                                                                                                              UNIX
                                                                                                                                            UTF-8
                                                                                                                                                           INS
```

Demo 14: JSON Fragments

Deserialize only what you need!

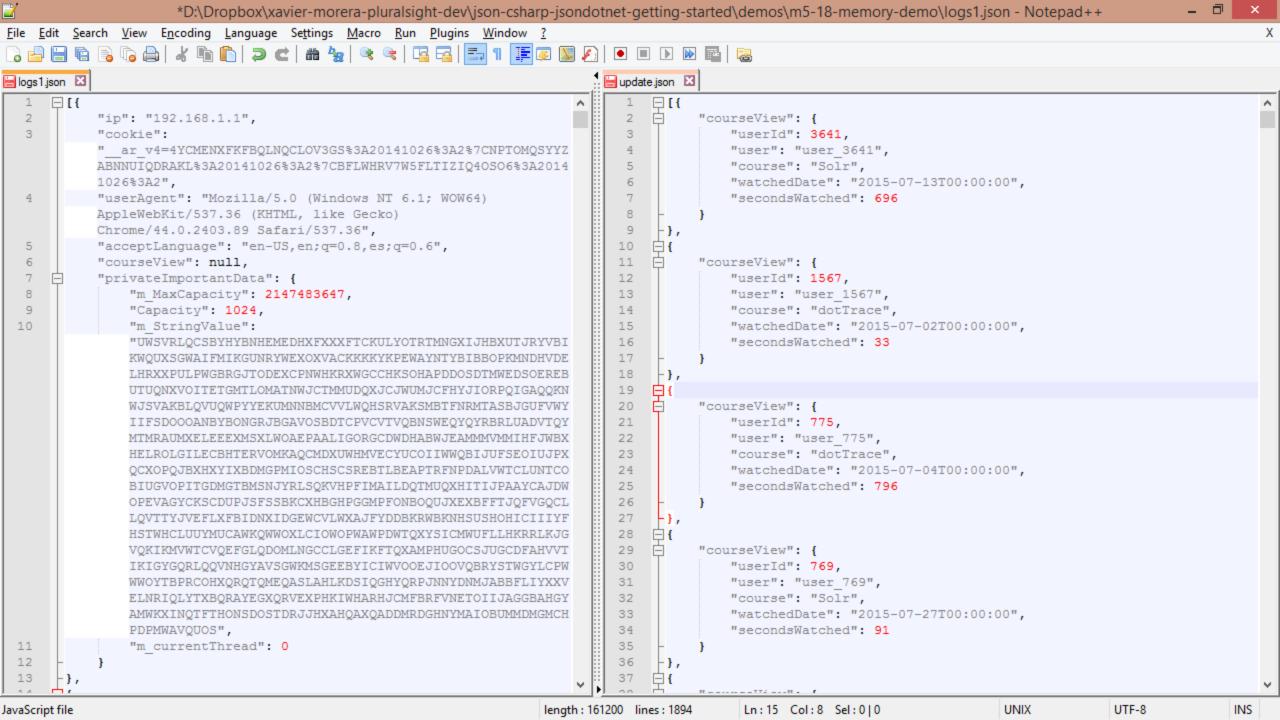




Demo 15: PopulateObject

Populate JSON into Objects





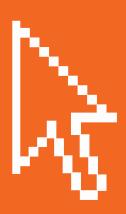
Demo 16: Merge

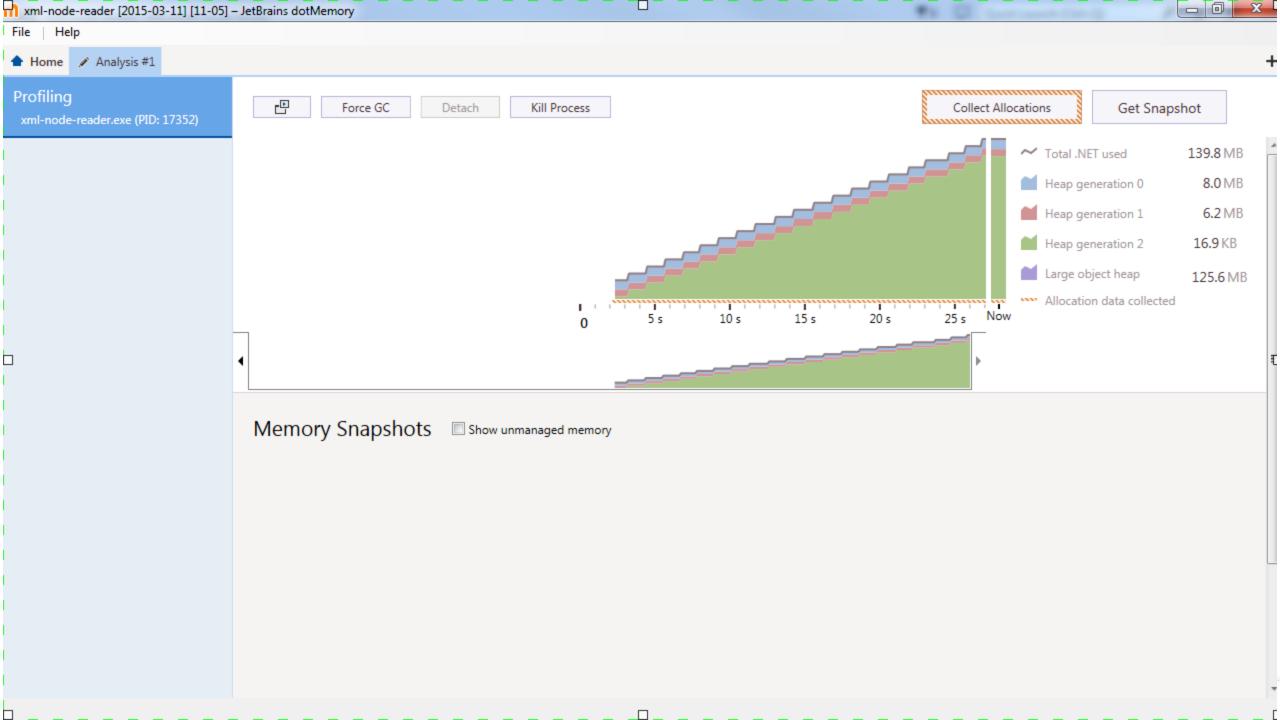
Merge JSON Objects



Demo 17: Attributes for Performance

Serialize and Deserialize
Only What You Need





Demo 18: Optimize Memory Usage

Avoid Large Object Heap Use Streams



Takeaway

Manual Serialization

Fragments

Populate Objects

Merge

Attributes

Memory Usage