

.NET Performance

50153 - Version: 3

 3 days Course

Description:

This three-day instructor-led course provides students with the knowledge and skills to develop high-performance applications with the .NET Framework. Building high-performance applications with the .NET Framework requires deep understanding of .NET memory management (GC), type internals, collection implementation and most importantly - tools for measuring application performance. The course features numerous performance measurement scenarios, optimization tricks, deep focus on .NET internals and high-performance development guidelines.

Intended audience:

This course is intended for C# developers with practical experience of at least a year with the .NET framework.

Prerequisites:

Working knowledge of C# 3.0

Working knowledge of the .NET Framework

Familiarity with operating systems topics: Threads, paging, file-system cache, memory management

Familiarity with computer organization topics: CPU, cache, memory

Objectives:

Measure the performance of .NET applications on the Windows platform.

Avoid performance pitfalls in all kinds of managed applications.

Improve application memory management performance by properly interacting with the .NET garbage collector.

Choose the right collection implementation for managed applications.

Choose between reference types and value types, virtual and non-virtual methods.

Topics:

° Module 1 - Introduction

Module 2 - Performance Measurement

- Performance measurement metrics - what can be measured?
- Windows performance counters
- CPU profilers - sampling and instrumentation
- Memory allocation profiling
- Memory leak profiling
- Concurrency profiling
- Event Tracing for Windows
- Windows Performance Toolkit and PerfView
- Micro-benchmarking
- LAB: Measuring CPU time and wall-clock time
- LAB: Profiling memory allocations
- LAB: Diagnosing a memory leak
- LAB: Profiling CPU cache misses

Module 3 - Type Internals

- Differences between value types and reference types
- Reference type memory layout - type object pointer, sync block index
- Invoking virtual vs. non-virtual methods, the sealed modifier
- Value type memory layout, boxing
- Implementing value types correctly - Equals and GetHashCode

Module 4 - Garbage Collection

- Reference counting vs. tracing GC

- The managed heap and the next object pointer (NOP)
- Mark and sweep GC model, GC roots
- GC flavors - workstation GC, server GC
- Thread suspension for GC
- Pinning objects referenced by unmanaged code
- Generations and inter-generation references
- GC segments and virtual memory
- Managed GC APIs
- Finalization internals and deterministic finalization
- Weak references
- Best practices for interacting with the GC

Module 5 - Generics

- Motivation and generic constraints
- Implementation of generics at runtime
- .NET generics compared to Java generics and C++ templates

Module 6 - Unsafe Code

- The Marshal class, accessing unmanaged memory
- Copying data from unmanaged structures
- C# pointers, the unsafe keyword, pinned pointers
- LAB: Implementing memory copy with unsafe code
- LAB: Improving upon code-generation approaches

Module 7 - Collections

- .NET Collections
- Choosing a Collection
- Cache Considerations
- Custom Collections

Module 8 - JIT Optimizations

- Multi-Core Background JIT
- NGen
- MPGO
- RyuJIT
- ILMerge
- .NET Native
- Method Inlining
- Range Check Elimination
- Microsoft.Bcl.Simd