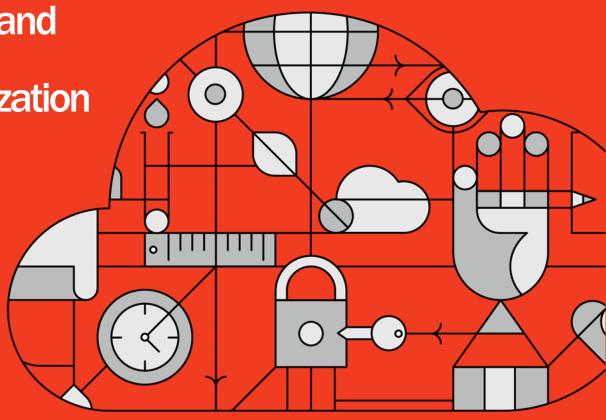
Code best practices and performance optimization

Alf Nilsson

Lead System Developer & EMVP

NetRelations 1



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Code best practices and performance optimization

What to look at?

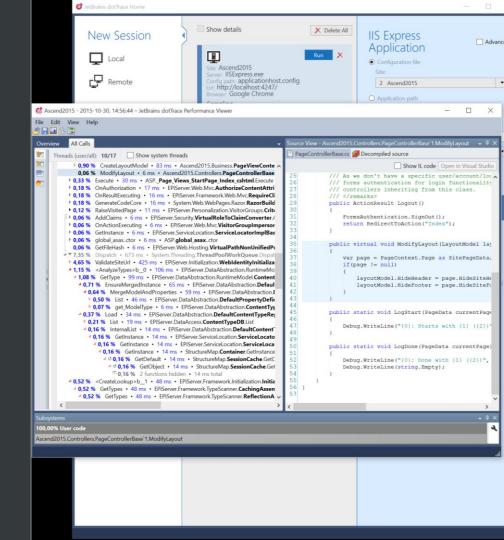
- Tools
- Distractions
- Scenarios
 - SessionState
 - Loading Content & EPiServer API
 - Cache
 - Race Condition Locks



Tools

DotTrace

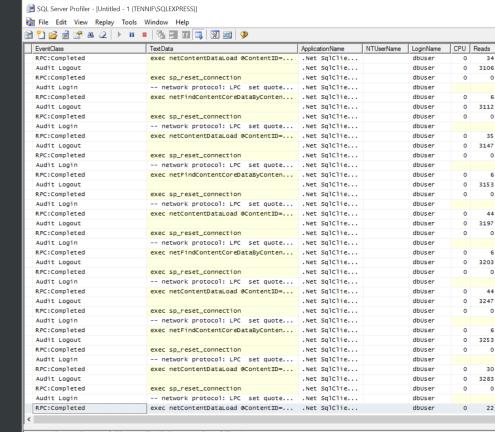
- Monitor CPU & Memory usage
- Call number and time
- License cost
- Other options
 - Visual Studio
 - ANTS Performance Profiler



Tools

SQL Server Profiler

- Monitor database requests and CPU usage
- Can use lots of resources in production environment



exec netContentDataLoad @ContentID=48,@LanguageBranchID=-1



Distractions

Scheduled Jobs

Executes code

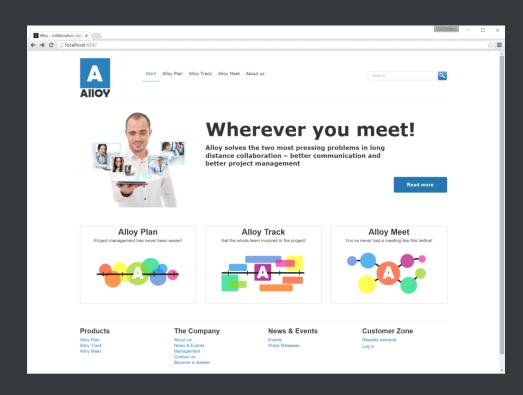
- Often complex and heavy
- Sometimes very frequently

Configuration

Distractions

Frontend resources

- Creates requests to server
- Requests to Media can cause database traffic



Distractions

Frontend resources

- Creates requests to server
- Requests to Media can cause database traffic

Example of tools

- LINQPad www.lingpad.net
- Postman Chrome plugin
- Create a console application

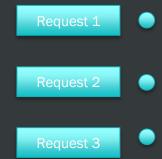


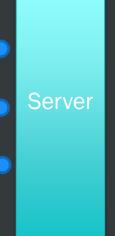
SessionState

SessionState

Server queues incoming requests to handle session information between requests

- Enabled by default in .NET
- Practice at NetRelations to disable to increase speed





SessionState

SessionState

MVC

[SessionState(SessionStateBehavior.Disabled)]

Request 1

WebForms

<%@ Page EnableSessionState="false" ... %>

Request 2

Request 3

Server

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What about the sessions?

Do you need them?

Save session key into cookie (beware of regional laws)

Store information on server

Some VisitorGroups and Add-ons use SessionState

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EPiServer API

Loading Content & EPiServer API

- GetChildren
- GetDescendents + Get
- GetDescendents + GetItems
- FindPagesWithCriteria

EPiServer API

Loading Content - GetChildren

- + Easy
- Need to iterate and recurse for each child
- Very expensive if big page tree!

EPiServer API

Loading Content – GetDescendents & Get

- Optimized for tree structure don't need to iterate and recurse
- Returns ContentReference and needs to Get content
- Expensive if big page tree

EPiServer API

Loading Content – GetDescendents & GetItems

- Faster than get each content
- Use when having multiple ContentReferences
- Expensive if big page tree

EPiServer API

Loading Content – FindPagesWithCriteria

- One database call to find pages
 - Stored Procedure netPropertySearchValueMeta
- Good in a big tree structure
- Does only work with Pages
- Does not cache!

Caching

- IObjectInstanceCache and ISynchronizedObjectInstanceCache wraps
 HttpRuntime.Cache
- ISynchronizedObjectInstanceCache synchronizes in a load balanced environment
- CacheEvictionPolicy to clear out cache when needed

ISynchronizedObjectInstanceCache

var cache = ServiceLocator.Current
.GetInstance<ISynchronizedObjectInstanceCache>();

cache.Insert(key, value, cacheEvictionPolicy);

cache.Remove(cacheKey,value, cacheEvictionPolicy);

Server 2

Server 2

cacheKey

cacheKey

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CacheEvictionPolicy - cacheKeys

new CacheEvictionPolicy(new string[] { "cacheKey" });

- Make cached object dependant on previously cached keys being updated or removed
- Won't cache if depending key is not already cached

cache.linsærti(foachetkel/2ä,othetlee/Cärch(éEzüttiefkel/tilid)y(neiw)[[E{fiqalchetkel/1"}]));;

Server



CacheEvictionPolicy - masterKeys

```
new CacheEvictionPolicy(

null, // for files

null, // for cacheKeys

new string[] { "masterKey" });
```

 Same as cacheKeys, but does not require key to already be cached

Race Condition Locks

Race Condition Locks

Important when using resources that takes long time and can't handle usages by multiple threads, such as reading or writing files on disk!

- Locking
- Mini Locking

Race Condition Locks

Race Condition Locks - Simple lock

- Prevents exceptions and that the system locks because of multiple threads using the same resource
- Queues threads that want to use locked functionality

Scenarios

Mini Locking

- If only using a simple lock, threads are locking up even if they don't need to
- Mini locks are more granular and only queues up threads based on keys

Scenarios

Wanna play?

github.com/alfnilsson/ascend2015

Code best practices and performance optimization

Questions?

Judge of a man by his questions rather than by his answers.

Voltaire



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Thanks and have a good Ascend!

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