



DELPHICON 2020

THE OFFICIAL ONLINE CONFERENCE ALL ABOUT EMBARCADERO DELPHI



HIGH PERFORMANCE DELPHI

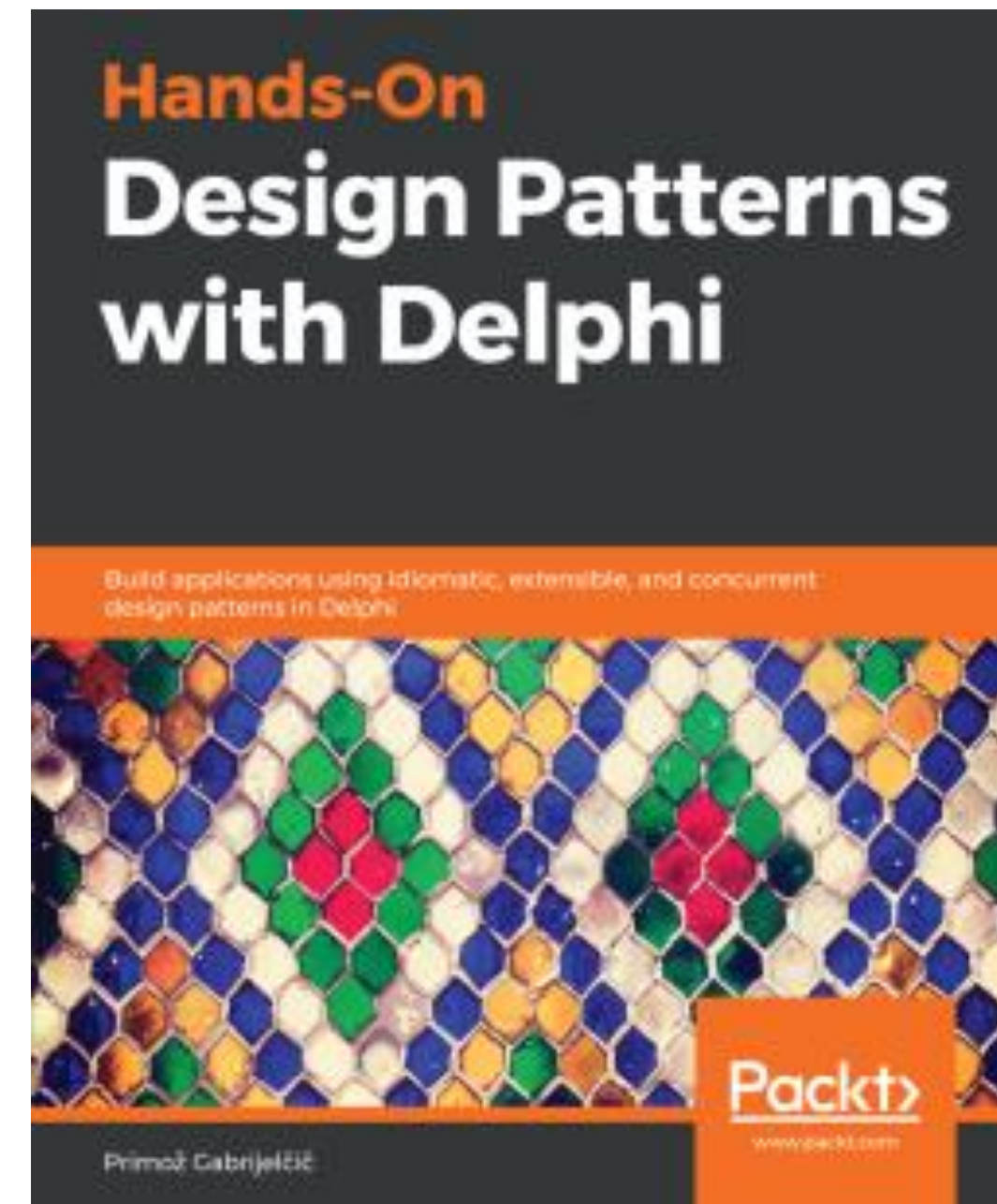
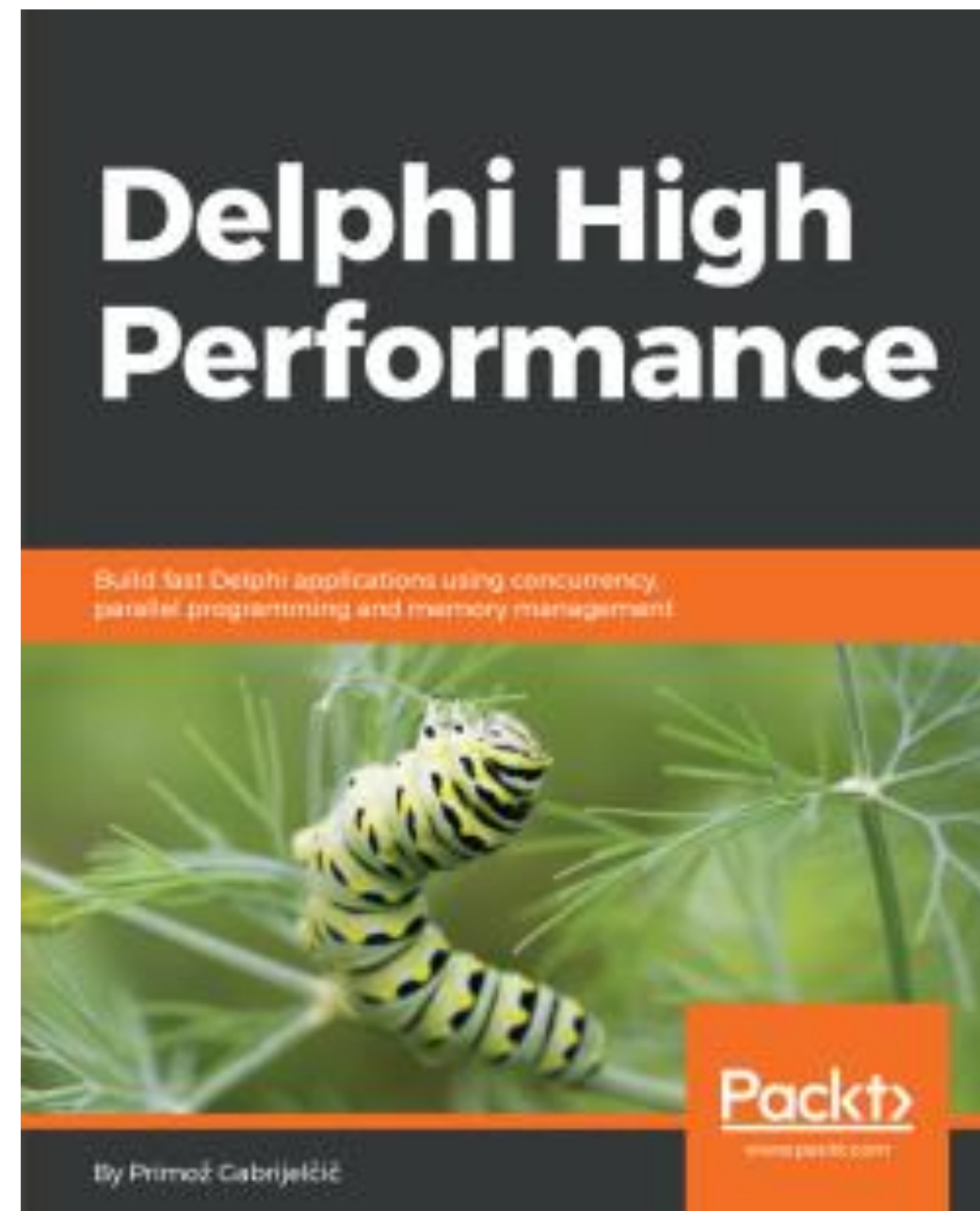
Primož Gabrijelčič

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Books



www.thedelphigeek.com

The Delphi Geek

random ramblings on Delphi, programming, Delphi programming, and all the rest

Sunday, November 08, 2020

Readers-writer lock - Part 1: Why?

One of the pleasant surprises in Delphi 10.4.1 was the addition of a new readers-writer lock implementation TLightweightMREW. While it was probably not noticed by most of the users, I was quite happy to see it implemented.

So now you are asking yourself - what is this readers-writer lock and why am I so happy to see it in Delphi? Well, I'm glad that you're asking! Let me explain ...

In multithreaded programming (as most of my horror stories start), we frequently run into a problem of *resource sharing*. Two threads want to modify a shared resource at the same time and that can cause many problems, from information being overwritten to corrupted data and program crashes.

To fix this, we add *resource protection*. Usually that is just a critical section (typically through a TCriticalSection wrapper), or Delphi's TMonitor. Sometimes, however, protecting resources with a simple critical section causes an unnecessary performance drop, and that's when a readers-writer lock (may) come into play.

[Read more »](#)

Posted by [gabr42](#) at 18:54 10 comments:  

Labels: [Delphi](#), [multithreading](#), [programming](#), [synchronization](#)

Saturday, May 30, 2020

OmniThreadLibrary 3.07.8

New [OmniThreadLibrary](#) is out! Get it while it's hot!

Version 3.07.8 is mostly a bugfix release. It fixes few small bugs and enables support for Delphi 10.4.

You can get it now on [git](#), download the [ZIP archive](#), install it with [Delphinus](#) or with GetIt (in few days).

For more information, visit [OmniThreadLibrary home page](#) or write your question on the [forum](#).

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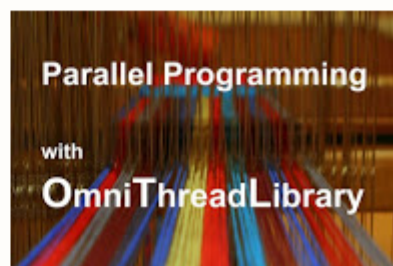
Pages

[Presentations](#) 

Hands-On
Design Patterns
with Delphi



Parallel Programming
with
OmniThreadLibrary



Performance



Performance

- Running “fast enough”
- Raw speed
- Responsiveness
 - Non-blocking



Improving performance

- Find the problem – **Measure!**
- **Fix the algorithm**
- Fine tune the code
- Add parallelism
- Use external library
- Rewrite in assembler



Fixing the algorithm

- Find a better algorithm
- Run less code

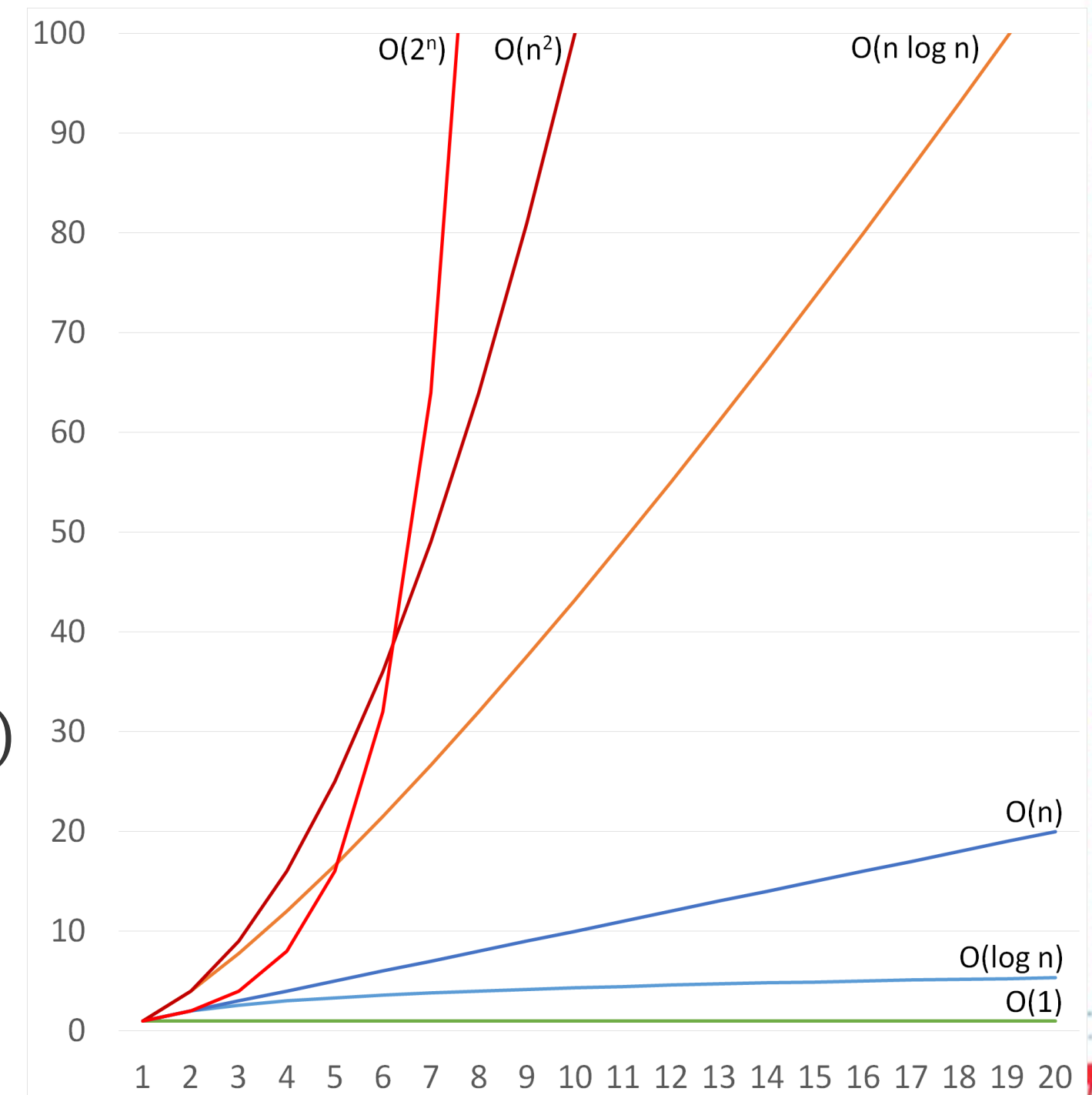


Choosing a better algorithm



Algorithm complexity

- $O()$ Describes how algorithm slows down if data size is increased by a factor of n
- $O(1)$ accessing array elements
- $O(\log n)$ searching in ordered list
- $O(n)$ linear search
- $O(n \log n)$ quick sort (average)
- $O(n^2)$ quick sort (worst),
naive sort (bubblesort, insertion, selection)
- $O(c^n)$ recursive Fibonacci,
travelling salesman



Running less code



Running less code

- If a part of program is slow, don't execute it so much
- If a part of program is slow, don't execute it at all



“Don't execute it so much”

- Don't update UI thousands of times per second
- Call BeginUpdate/EndUpdate
- Don't send around millions of messages per second



“Don't execute it at all”

- UI virtualization
 - Virtual listbox
 - Virtual TreeView
- Memoization
 - Caching
 - Dynamic programming
 - TGpCache<K,V>
 - $O(1)$ all operations
 - GpLists.pas, <https://github.com/gabr42/GpDelphiUnits/>



Learn more



Learn more

- Books

- Julian Bucknall, **Algorithms and Data Structures**
- Primož Gabrijelčič, **Delphi High Performance**
- Robert Sedgewick & Kevin Wayne, **Algorithms**

- Web

- Algorithms, 4th Edition, <https://algs4.cs.princeton.edu/home/>
- Udacity, edX, Udemy, Coursera ...
- <https://www.geeksforgeeks.org/data-structures/>
- <https://www.geeksforgeeks.org/fundamentals-of-algorithms/>

- Forums

- Delphi-PRAXIS, www.delhipraxis.net, en.delhipraxis.net

