

Writing FAST Delphi programs

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The Delphi Geek

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

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](#).

[Read more »](#)

Posted by [gabr42](#) at [19:45](#) 2 comments: 

Labels: [Delphi](#), [multithreading](#), [OmniThreadLibrary](#), [open source](#)

Wednesday, May 27, 2020

Top three Delphi 10.4 features

Delphi 10.4 has just been released (turn [here](#) for a great overview) and has some nice enhancements even for us, die-hard Windows developers. It is too early to give any deep analysis as I have just installed it and did not do any thorough testing, but I can already pick my top three new features. In no particular order, here they are:

[Read more »](#)

Posted by [gabr42](#) at [09:24](#) 3 comments: 

Friday, February 14, 2020

Long live Delphi!

Something great has happened on this day, 25 years ago.

It was the sign of Aquarius. People were listening to Creep. And the AppBuilder was released.

You don't know AppBuilder? Sure you do! It was developed and — [thanks to Novell](#) — released under codename *Delphi*.

Indeed, our beloved Delphi is 25 years old today! A quarter of a century!

Embarcadero
MVP

Pages

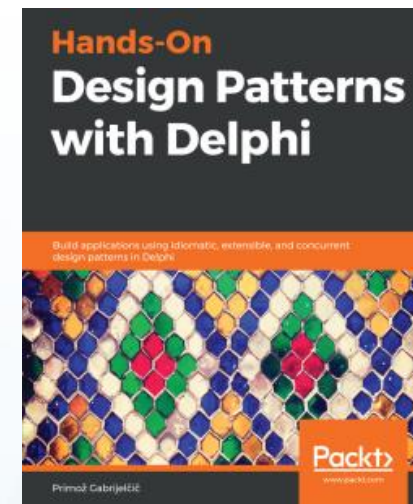
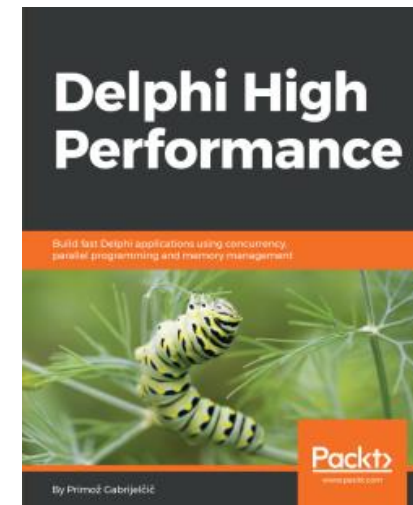
[Presentations](#)



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Books

- ▶ <https://leanpub.com/omnithreadlibrary>
- ▶ <https://www.packtpub.com/product/delphi-high-performance/9781788625456>
- ▶ <https://www.packtpub.com/product/hands-on-design-patterns-with-delphi/9781789343243>



Performance

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Performance

- ▶ What is *performance*?
- ▶ How do we “add it to the program”?
 - ▶ There is no silver bullet!

What is performance?

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

Improving performance

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Top-down approach

1. Find the problem
2. Fix the algorithm
3. Fine tune the code

Don't skip steps!

9 steps to a faster program

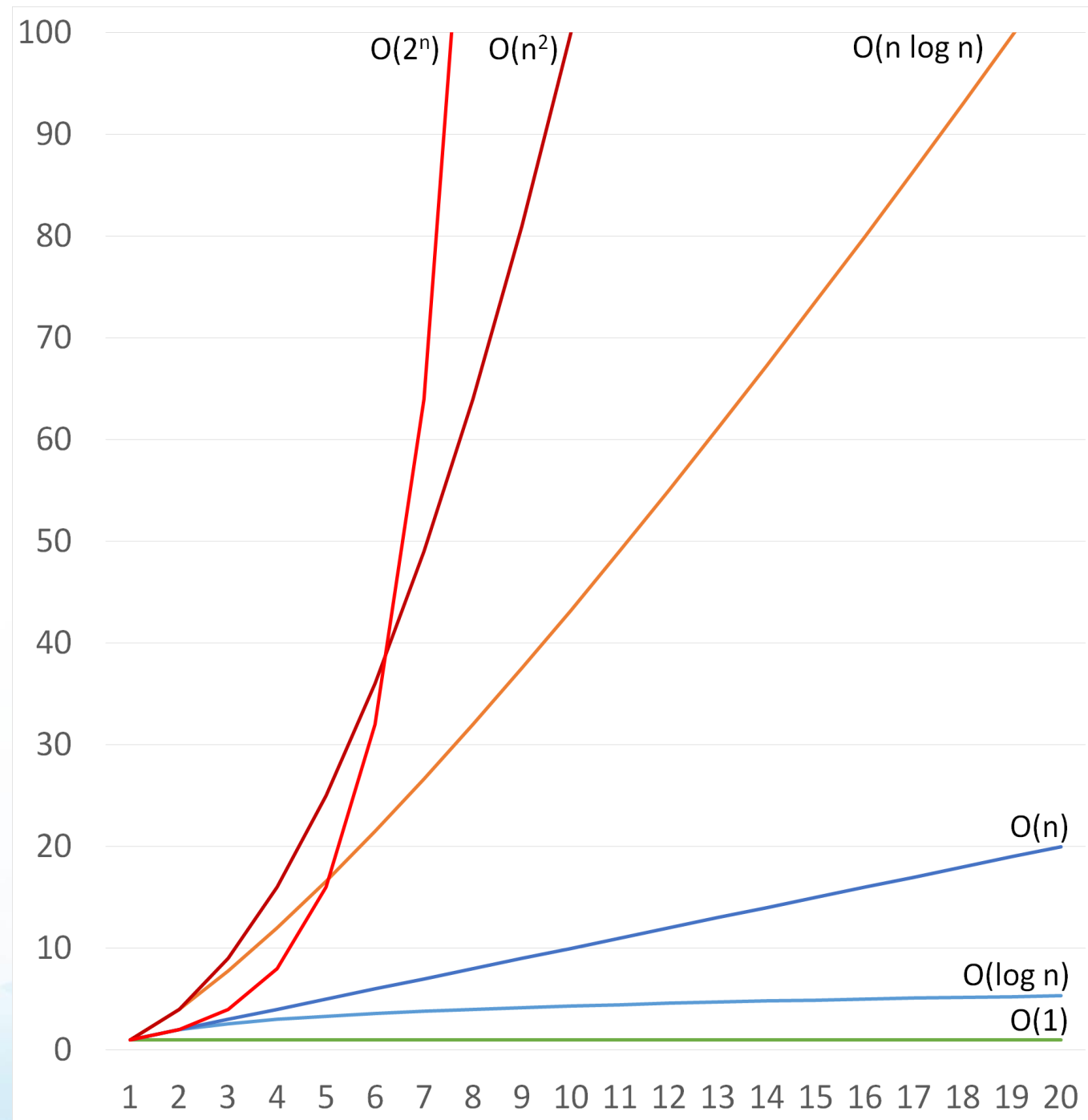
- ▶ Find the problem
 1. (Educated) guess
 2. **Measure!**
- ▶ Fix the algorithm
 3. Run less code
 4. Find a better algorithm
- ▶ Fine tune the code
 5. Compiler settings
 6. Code tuning
 7. Memory manager
 8. Parallel code
 9. External libraries

1. Performance estimation

Algorithm complexity

- ▶ Tells us how algorithm slows down if data size is increased by a factor of n
- ▶ $O()$
 - ▶ $O(n)$, $O(n^2)$, $O(n \log n)$...
- ▶ Time and space complexity
- ▶ Constant factors are ignored ...
 - ▶ ... but can be important

- $O(1)$ 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



Comparing complexities

Data size	$O(1)$	$O(\log n)$	$O(n)$	$O(n \log n)$	$O(n^2)$	$O(c^n)$
1	1	1	1	1	1	1
10	1	4	10	43	100	512
100	1	8	100	764	10.000	10^{29}
300	1	9	300	2.769	90.000	10^{90}

Delphi RTL

<http://bigocheatsheet.com/>

- ▶ Lists
 - ▶ access $O(1)$
 - ▶ Search $O(n) / O(n \log n)$
 - ▶ Sort $O(n \log n)$
- ▶ Dictionary
 - ▶ * (incl. search) $O(1)$
 - ▶ Search by value $O(n)$
- ▶ Trees
 - ▶ * $O(\log n)$
 - ▶ Spring4D

2. Measuring performance

Measuring

- ▶ Manual
 - ▶ GetTickCount
 - ▶ QueryPerformanceCounter
 - ▶ Tstopwatch
 - ▶ GpTiming

Measuring

- ▶ Automated - Profilers
 - ▶ Sampling
 - ▶ Instrumenting
 - ▶ Binary
 - ▶ Source

Free profilers

▶ **AsmProfiler**

- ▶ André Mussche
- ▶ Instrumenting and sampling
- ▶ 32-bit
- ▶ <https://github.com/andremussche/asmprofiler>

▶ **Sampling Profiler**

- ▶ Eric Grange
- ▶ Sampling
- ▶ 32-bit (64-bit in test)
- ▶ <https://www.delphitools.info/samplingprofiler/>
- ▶ <https://www.delphitools.info/2020/09/23/samplingprofiler-64-test-version/>

Commercial profilers

- ▶ AQTime
 - ▶ SmartBear
 - ▶ Instrumenting and sampling
 - ▶ 32- and 64-bit
 - ▶ <https://smartbear.com/product/aqtime-pro/>
- ▶ Nexus Quality Suite
 - ▶ NexusQA
 - ▶ Instrumenting
 - ▶ 32- and 64-bit
 - ▶ <https://www.nexusdb.com>
- ▶ ProDelphi
 - ▶ Helmuth J.H. Adolph
 - ▶ Instrumenting (source)
 - ▶ 32- and 64-bit
 - ▶ <http://www.prodelphi.de/>

3. Execute less code

Two simple ways to speed up a program

- ▶ 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/>

4. Find a better algorithm

Find a better algorithm

▶ Books

- ▶ Donald E. Knuth, **The Art of Computer Programming**
- ▶ Niklaus Wirth, **Algorithms + Data Structures = Programs**
- ▶ Julian Bucknall, **Algorithms and Data Structures**
- ▶ Thomas H. Cormen, **Introduction to Algorithms**
- ▶ 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/>

▶ Forums

- ▶ Delphi-PRAXIS, www.delphipraxis.net, en.delphipraxis.net

Find a better algorithm

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- ▶ www.geeksforgeeks.org/fundamentals-of-algorithms/
www.geeksforgeeks.org/data-structures/

▶ Forums

- ▶ Delphi-PRAXIS, www.delphipraxis.net, en.delphipraxis.net

5. Compiler settings

- Building
 - Delphi Compiler
 - Compiling**
 - Hints and Warnings
 - Linking
 - Output - C/C++
 - Resource Compiler
 - Build Events
- Application
 - Forms
 - Manifest
 - Icons
 - Services
 - Version Info
 - Appearance
- Packages
 - Runtime Packages
- Debugger
 - Symbol Tables
 - Environment Block
- Deployment
 - Provisioning
- Project Properties
 - GetIt Dependencies

Compiling

Debug configuration - Windows 32-bit platform

Apply...

Save...

- Code generation**
 - Code inlining control On
 - Code page 0
 - Emit runtime type information false
 - Minimum enum size Byte
 - Optimization False
 - Record field alignment Double word
 - Stack frames True
- Debugging**
 - Assertions true
 - Debug information Debug information
 - Local symbols true
 - Symbol reference info Reference info
 - Use debug .dcus false
 - Use imported data references true
- Other options**
 - Additional options to pass to the compiler false
 - Generate XML documentation false
 - Look for 8.3 filenames also false
 - Output unit dependency information false
 - Require \$IF to be terminated by \$IFEND false
 - XML documentation output directory
- Runtime errors**
 - I/O checking true
 - Overflow checking false
 - Range checking True

Save

Cancel

Help

6. Code tuning

Behind the scenes

- ▶ Strings
 - ▶ Reference counted, Copy on write
- ▶ Arrays
 - ▶ Static
 - ▶ Dynamic
 - ▶ Reference counted, Cloned
- ▶ Records
 - ▶ Initialized if managed
- ▶ Classes
 - ▶ Reference counted on ARC
- ▶ Interfaces
 - ▶ Reference counted

Calling methods

- ▶ Parameter passing
 - ▶ Dynamic arrays are strange
- ▶ Inlining
 - ▶ Single pass compiler!

7. Memory manager

“Do it less often”

- ▶ Less memory operations → Faster code
- ▶ Pre-allocate, over-allocate

Optimizing parallel (de)allocations

- ▶ FastMM4 from GitHub
 - ▶ Pierre le Riche
 - ▶ <https://github.com/plerich/FastMM4>
- ▶ DEFINE LogLockContention
- ▶ DEFINE UseReleaseStack

- ▶ FastMM5
 - ▶ <https://github.com/plerich/FastMM5>
 - ▶ Dual license!

8. Parallel code

When to parallelize?

- ▶ When other means are exhausted
- ▶ Pushing long operations into background
 - ▶ “Unblock” the user interface
- ▶ Supporting multiple clients in parallel
- ▶ Speeding up the algorithm
 - ▶ Hard!

Common problems

- ▶ Accessing UI from a background thread
- ▶ Reading/writing shared data

Synchronization

- ▶ Critical section
- ▶ Monitor
- ▶ Readers-writers / MREW / SWMR
 - ▶ TMREWSync / TMultiReadExclusiveWriteSynchronizer
 - ▶ Terribly slow
 - ▶ TLightweightMREW
 - ▶ Windows / Posix wrapper
 - ▶ Delphi 10.4.1

Common problems

- ▶ Accessing UI from a background thread
- ▶ Reading/writing shared data
 - ▶ Synchronization
 - ▶ Slowdown
 - ▶ Deadlocks

Interlocked operations

- ▶ “Microlocking”
- ▶ Faster
- ▶ Limited use

Common problems

- ▶ Accessing UI from a background thread
- ▶ Reading/writing shared data
 - ▶ Synchronization
 - ▶ Slowdown
 - ▶ Deadlocks
 - ▶ Interlocked
 - ▶ Complicated
 - ▶ Easy to break the code

Communication

- ▶ Windows messages
- ▶ TThread.Queue
 - ▶ TThread.Synchronize too, but ...
- ▶ polling

Common problems

- ▶ Accessing UI from a background thread
- ▶ Reading/writing shared data
 - ▶ Synchronization
 - ▶ Slowdown
 - ▶ Deadlocks
 - ▶ Interlocked
 - ▶ Complicated
 - ▶ Easy to break the code
 - ▶ Communication
 - ▶ Requires algorithm redesign

9. External libraries

External libraries

- ▶ Find better implementation
- ▶ **Find / create linking unit!**
- ▶ Be prepared to find a different implementation
 - ▶ Libraries may become unsupported at any time

Q & A

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