



# Delphi European Conference

## **Pleasures and Pitfalls of Profiling**

Primož Gabrijelčič

October 27/28 2011 VERONA

bit Time software 



**What? When? How?**

**ITDevCon**

- A form of dynamic analysis that measures some aspect of the program execution, typically:
  - Memory usage
  - Resource usage
  - Frequency and duration of function calls

*“We should forget about small efficiencies, say about 97% of the time: **premature optimization is the root of all evil.**”*

*Yet we should not pass up our opportunities in that critical 3%.”*

*-Donald Knuth*

- “Optimization by guesswork” – bad!
- Hardcoded time measurement and logging
- Profilers

- Sampling (statistical)
- Instrumenting
  - Source instrumenting
  - Code instrumenting
- (Event based)
- (Hypervisor)



**Tools**

**ITDevCon**

- [smartbear.com/products/development-tools/performance-profiling/](http://smartbear.com/products/development-tools/performance-profiling/)
- Delphi, C++ Builder, .NET (incl. Silverlight), Java ...
- Integration with RAD Studio and Visual Studio – D2006 and newer
- 32- and 64- bit
- Comes with XE and XE2 (limited version)
- \$ 599



- Performance profiler
- Allocation (memory) profiler
- Coverage profiler
- Static analysis profiler
- Load library tracer profiler
- More ...

- [www.prodelphi.de](http://www.prodelphi.de)
- Delphi 5 – XE2
- 32- and 64- bit
- Very precise profiling
- Free version (20 procedures)
- Separate Ansi and Unicode version
- Separate 32- and 64- bit version
- 50 – 90 €

- [delphitools.info/samplingprofiler](http://delphitools.info/samplingprofiler)
- Delphi 5 – XE (officially), works with XE2
- Measures time spent in OS DLLs
- Works at line level
- Real-time monitor
- Free

- Home-brewed timing and logging
- GetTickCount
- Now
- timeGetTime
- QueryPerformanceCounter
- RDTSC



## Fixing performance problems

- Better algorithm 😊
  - Less memory allocations
  - Less string manipulations
  - Using different Windows controls
- Faster code 😞
  - Code optimization
  - Handcrafted assembler; using MMX/SSE
- Assembler tricks will not make up for bad design, however, they can make good design go faster.

- Distributed algorithms (GUI, messaging) are hard to profile
- Optimizing the inner code of an infinite loop doesn't help
- If time is spent in kernel, reason may be hard to find



**Hands-on!**

**ITDevCon**





Questions?

**IT**DevCon