

Re: Measuring size of Session object

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.performance/2004-06/0018.html>

From: Alvin Bruney [MVP] (*vapor*)

Date: 06/02/04

Date: Wed, 2 Jun 2004 10:17:24 -0500

right,
session though is very lean. infact the bottle-neck stems from the
serialization/deserialization of object access instead of bloated memory.
Note that a caching strategy also includes putting user specific data in
viewstate as opposed to session. this is a common approach for large sites.
the downside is that the page load will be a bit slower, but this approach
is very scalable.

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Regards,
Alvin Bruney
[ASP.NET MVP <http://mvp.support.microsoft.com/default.aspx>]
Got tidbits? Get it here... <http://tinyurl.com/27cok>
"Roger Kjærnsrød" <kjærnsro@online.no> wrote in message
news:uda5mZGSEHA.3052@TK2MSFTNGP12.phx.gbl...
> Thanks for your thoughts on this issue Alvin and I agree that a good
> caching
> strategy is the way to go for common application data. But what I was
> thinking about here is the individual user data that is different for each
> user, so caching would not help in this case.
>
> And I am not talking about large amounts of data for each user. I was
> thinking about like max 5K of data per user, but if there is some kind of
> overhead for each session object that causes each object to be e.g. 20K
> this
> would make a big difference in the total amount of memory usage for 60000
> simultaneous users (1.2 GB instead of 300Mb).
>
>
>
> Regards,
>
> Roger
>
> "Alvin Bruney [MVP]" <vapor at steaming post office> wrote in message
> news:%23jQq15%23REHA.1216@TK2MSFTNGP10.phx.gbl...
>> not that i know of.
>>
>> memory usage depends on a whole bunch of stuff. making use of a good
> caching
>> strategy with scalability in mind is a better alternative than measuring
>> quantities of objects since the size of an object can change throwing off
>> your calculations.
>>

