

- Pareto Principle \rightarrow 80% of cycle spent on 20% of code
- performance is more about design
- common metrics
 - duration/response time
 - processing rate
 - resource consumption
 - reliability
- End-to-End \Rightarrow similar to finding out delay for Apple Pro Vision

Performance Presentation

- highlight key results
 - answer basic question
 - id risky problems, + opportunities
- better understand system