org.wikipedia.alpha

91.0 % Max. App CPU	640.0 % Max. Device CPU	534.4 MB Max. App Memory	6977.6 MB Max. Device Memory	46 Avg. FPS	0 Crashes

Duration: 15 minutes, 38 seconds
Start Date: Jan 18, 2025 00:36:45
End Date: Jan 18, 2025 00:52:24
Test Session: WikiPedia
Device: Pixel 8 15

Summary

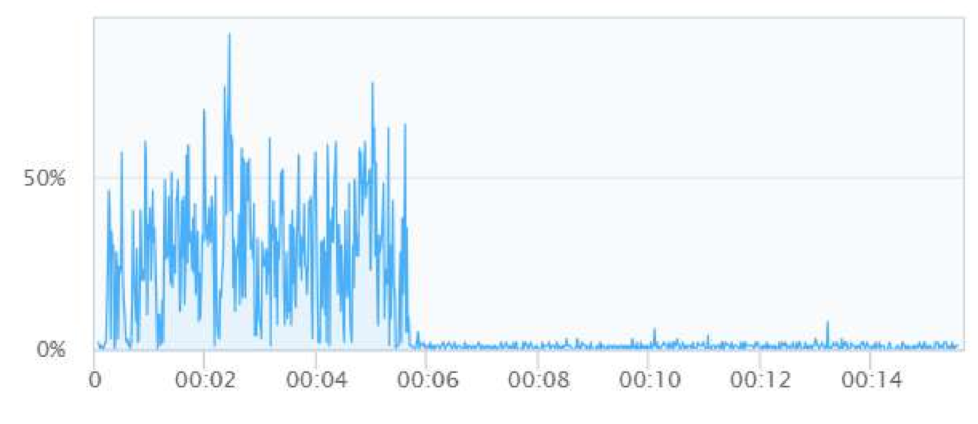
Pass · Moderate · Warning · Skipped

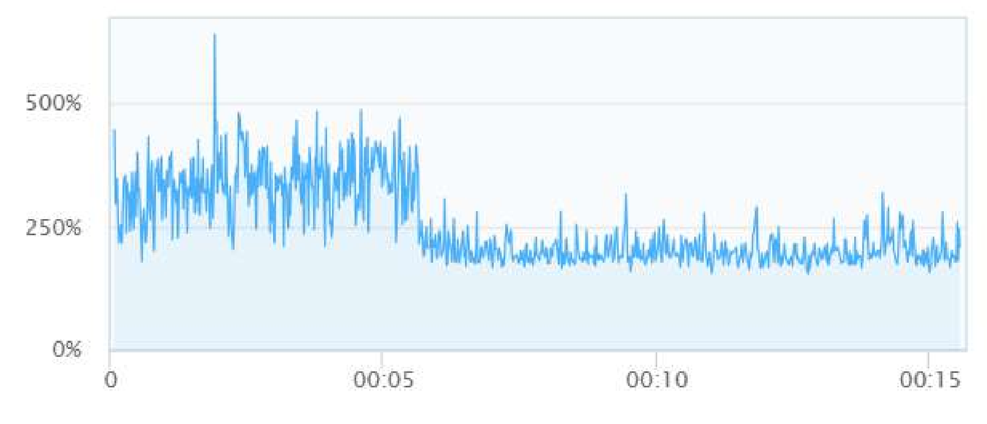
- Max. Animations **29.8 ms** *(Warning limit exceeded: > 16.67 ms)*
- Max. App Memory **534.4 MB** *(Warning limit exceeded: > 512 MB)*
- Avg. Device Memory **6728.7 MB** *(Warning limit exceeded: > 4000 MB)*
- Max. Device Memory **6977.6 MB** *(Warning limit exceeded: > 6000 MB)*
- Max. Input Events **25.9 ms** *(Warning limit exceeded: > 16.67 ms)*
- Max. Layout Measure Time **50.5 ms** *(Warning limit exceeded: > 16.67 ms)*
- Total Network Download **44.4 MB** *(Warning limit exceeded: > 31 MB)*
- Avg. App Memory **341.6 MB** *(Moderate limit exceeded: > 256 MB)*
- Max. Device CPU **640.0 %** *(Moderate limit exceeded: > 400 %)*
- Avg. FPS **46** *(Moderate limit exceeded: < 60)*
- Pass
  - Avg. App CPU: 12.0 %
  - Max. App CPU: 91.0 %
  - App Size: 20.4 MB
  - Crashes: 0
  - Avg. Device CPU: 254.1 %
  - Max. Draw Time: 0.0 ms
  - Avg. Energy Score: 101.0 pts
  - Janks: 37.0
  - Max. SQLite Performed Query: 11.0 ms
  - Total Network Upload: 0.6 MB

Metrics

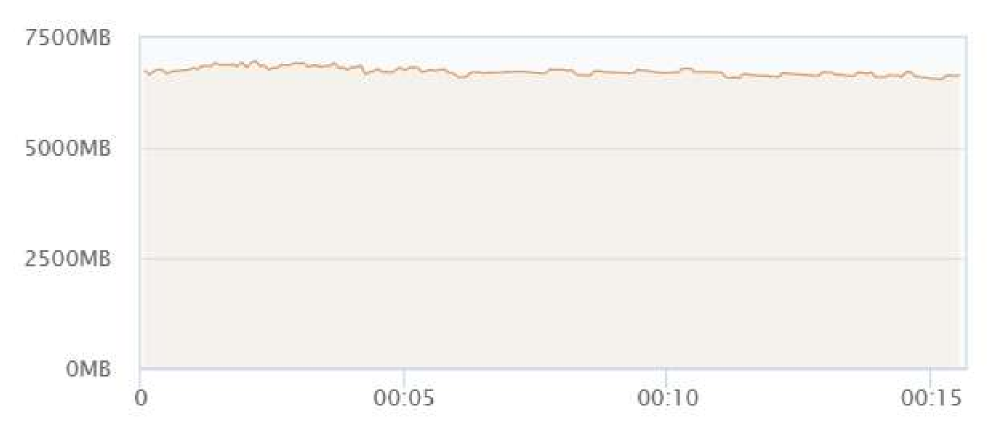
CPU

Starting from **Apptim Desktop v1.6.9**, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU usage you might encounter CPU percentages that appear to exceed 100%. This indicates that the total CPU utilization across all cores is higher than the capacity of a single core.

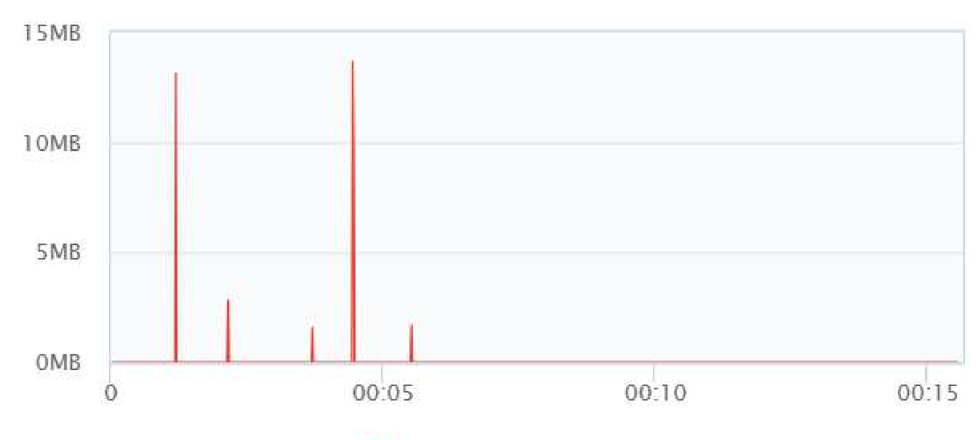


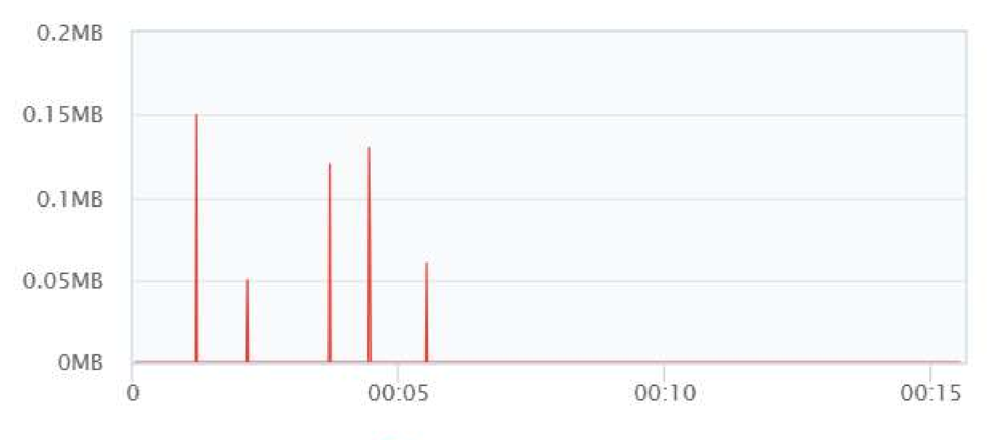


Memory



Network

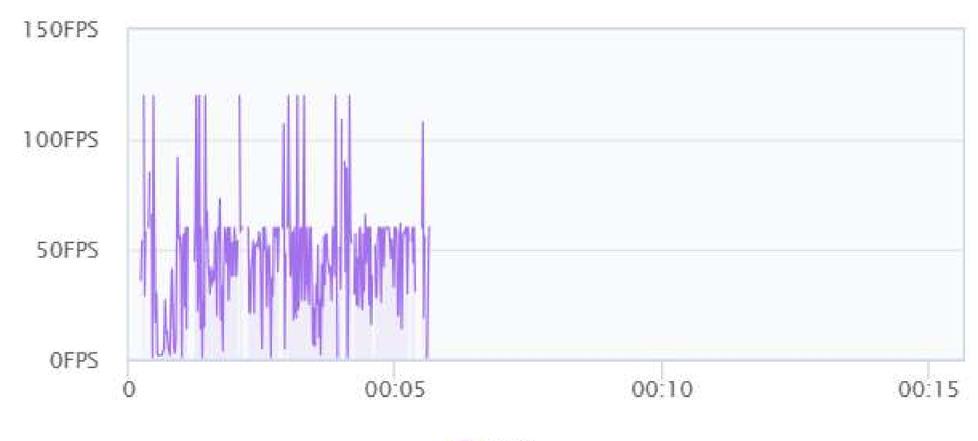




Render

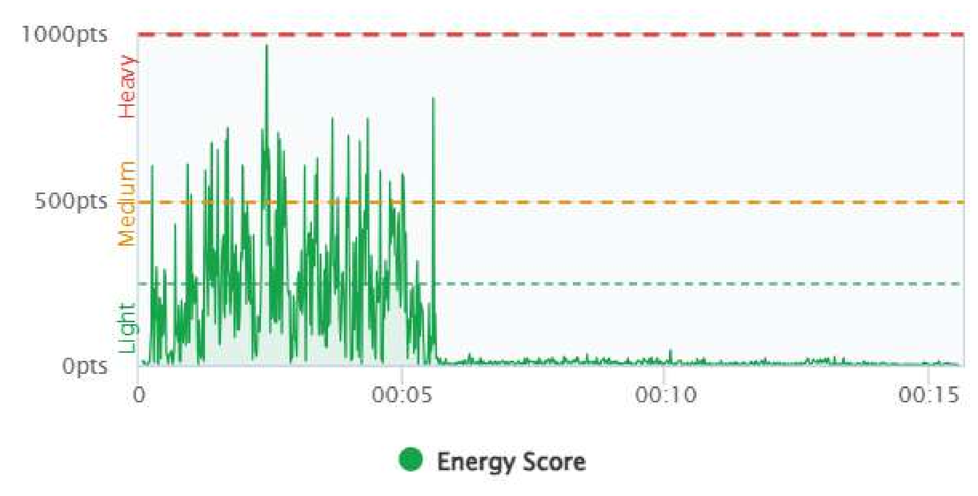
For more information about how to understand this data, definitions and your goals as an App Developer read more here.

Insights during the test (not critical)
- Sync Time: The RenderThread was busy working on a different frame. This is used internally to differentiate between the frame that is doing too much work and exceeds the 16ms limit, and the frame that is lagging due to the previous frame exceeding the 16ms limit.
- Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.
- Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.
- Input Events: The app spends unusual time processing input events, such as View.onTouchEvent(), indicating that this process should be optimized or offloaded to another thread . Note that it is expected and acceptable for this value to be high in some situations, such as when click events start new activities or similar situations.
- Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the Profile GPU Rendering video.



Energy

Apptim profiles the use of the CPU and GPS sensor, and it displays a visualization of how much energy each of these components uses. This Energy Score also shows you occurrences of system events (wake locks, alarms, jobs, and location requests) that can affect energy consumption. Read more about how this works here.



Test Environment

Pixel 8

Android version:	15
Manufacturer:	Google
Model:	Pixel 8
CPU:	shiba
CPU Arch:	arm64-v8a
CPU Cores:	9
RAM:	8GB

App Information

Name:	None
Version:	None
Package Name:	org.wikipedia.alpha
Launch Activity:	None
Use large heap:	Yes
Debuggable:	Yes

Screen Information

Screen orientation:	port
Screen resolution:	1080x2400
Layout size:	Normal
Display density:	420dpi (420dpi)
LOpenGL ES:	196610

Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	991c29a5664e8e19c304d27188608d82d1b19db4cde6cb786
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	