

org.wikipedia.alpha

94.6 %
Max. App CPU400.0 %
Max. Device CPU269.5 MB
Max. App Memory2005.0 MB
Max. Device Memory18
Avg. FPS0
Crashes

⌚ Duration: 3 minutes, 34 seconds
▶ Start Date: Dec 28, 2024 19:07:23
▣ End Date: Dec 28, 2024 19:10:57

⌚ Test Session: Soar_Wikipedia_Perf
⌚ Device: sdk_gphone64_arm64 13

Summary

● Pass ● Moderate ● Warning ● Skipped

⚠ Max. Animations	825.2 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Avg. FPS	18	(Warning limit exceeded: < 30)
⚠ Max. Input Events	530.6 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Janks	149.0	(Warning limit exceeded: > 50)
⚠ Max. Layout Measure Time	933.4 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Avg. Energy Score	339.7 pts	(Moderate limit exceeded: > 250 pts)
⚠ Max. SQLite Performed Query	255.0 ms	(Moderate limit exceeded: >= 100 ms)

✓ Pass

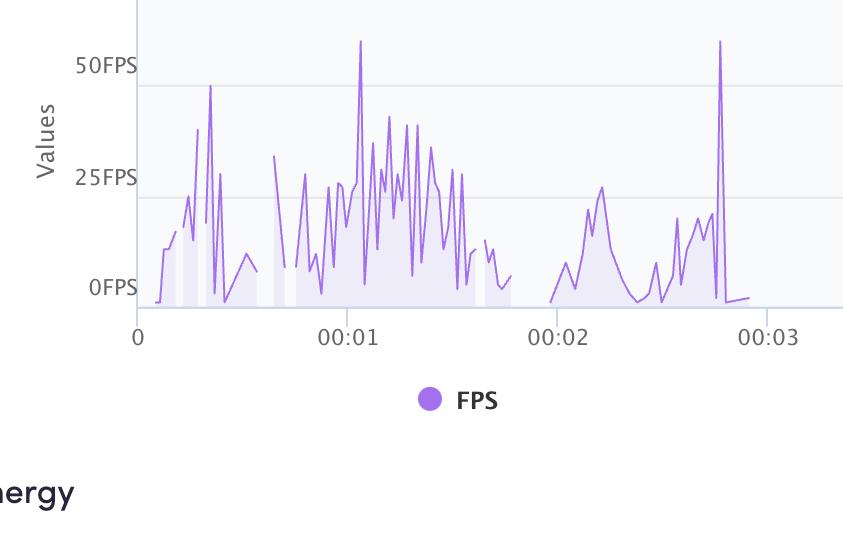
Avg. App CPU: 34.5 %
Max. App CPU: 94.6 %
Avg. App Memory: 121.3 MB
Max. App Memory: 269.5 MB
App Size: 20.4 MB
Crashes: 0
Avg. Device CPU: 315.9 %
Max. Device CPU: 400.0 %
Avg. Device Memory: 1932.2 MB
Max. Device Memory: 2005.0 MB
Max. Draw Time: -0.1 ms
Total Network Download: 3.0 MB
Total Network Upload: 0.1 MB

Metrics

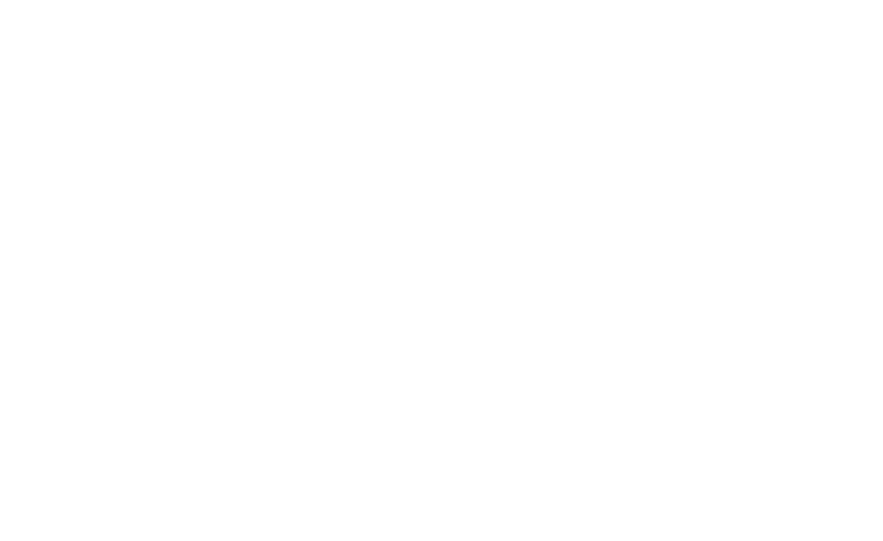
CPU

⌚ 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.

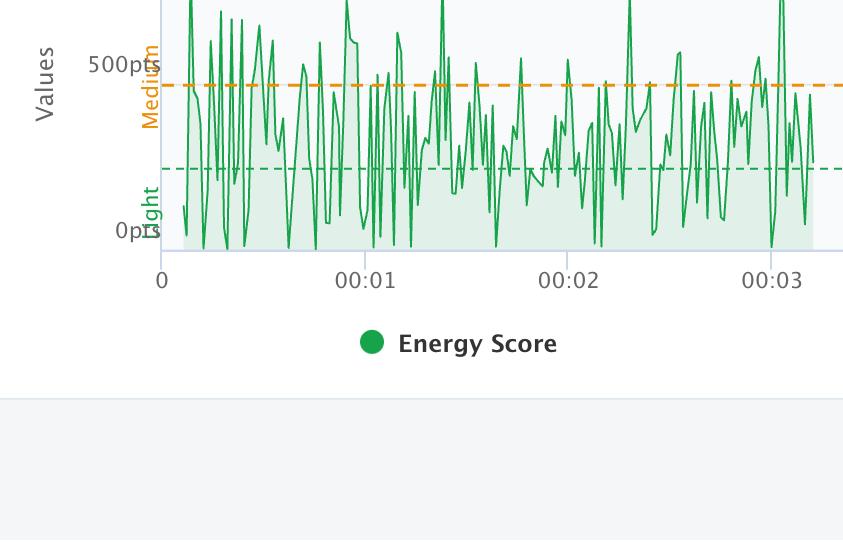


● App CPU

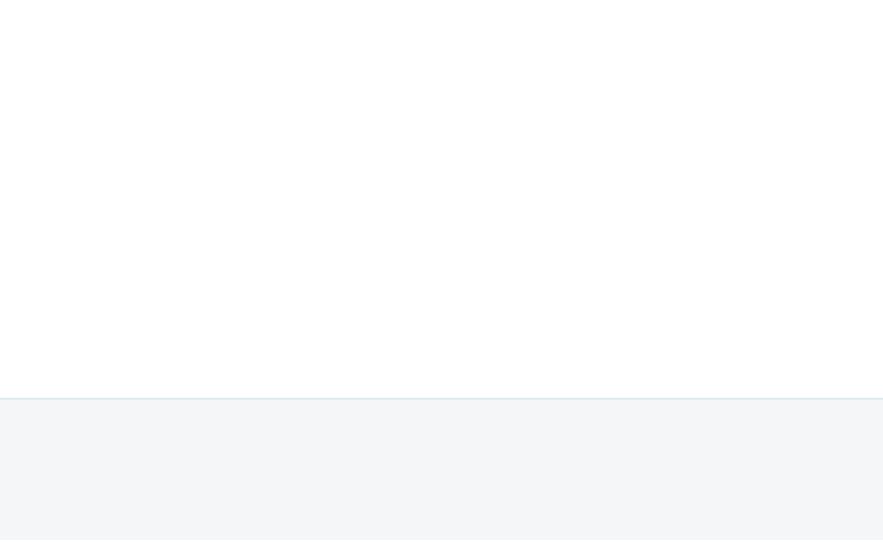


● Device CPU

Memory

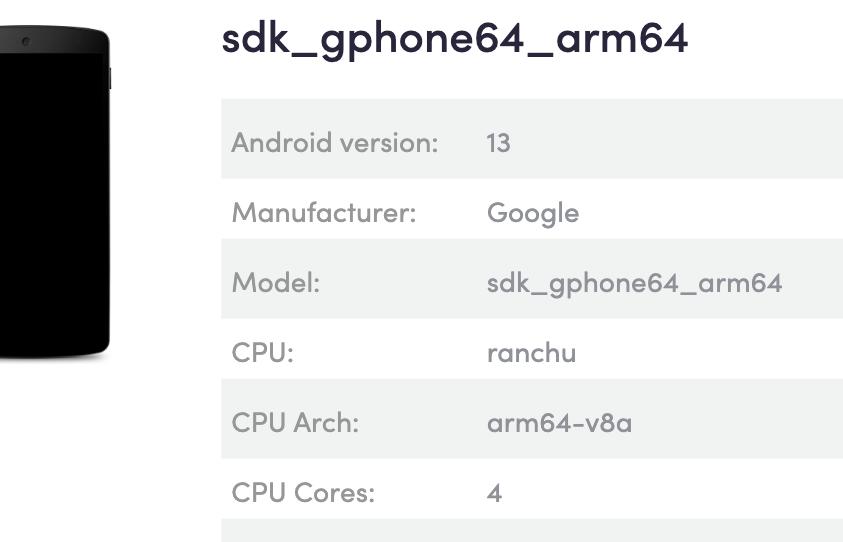


● App Memory

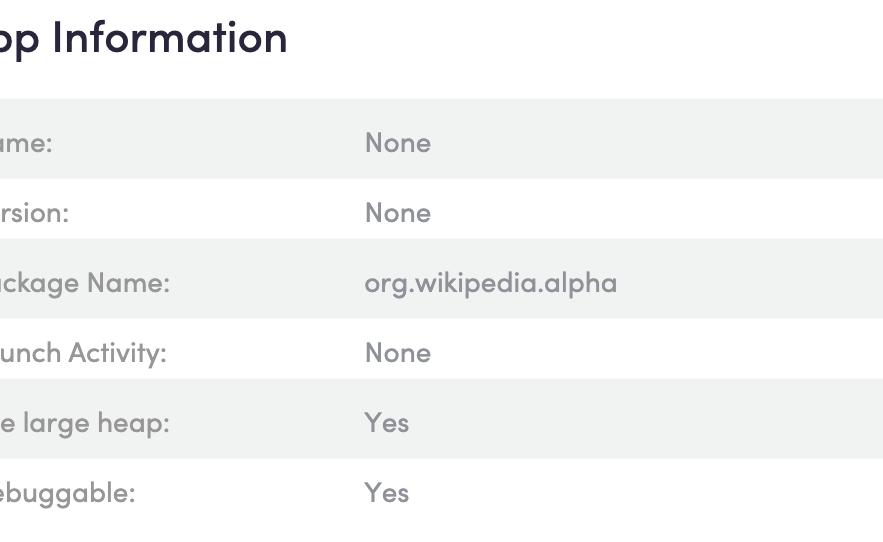


● Device Memory

Network



● Network Download



● Network Upload

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)

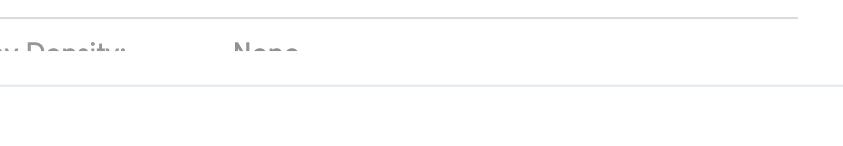
• Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the [Profile GPU Rendering video](#).

• Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.

• 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.

• 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.

• 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.



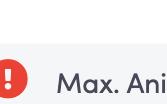
● FPS

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](#).

● Energy Score

App Information



sdk_gphone64_arm64

Android version:	13
Manufacturer:	Google
Model:	sdk_gphone64_arm64
CPU:	ranchu
CPU Arch:	arm64-v8a
CPU Cores:	4
RAM:	2GB

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

Screen Information

Screen orientation: portrait

Screen resolution: 1440x3120

Layout size: Normal

Display density: 120dpi (ldpi)

OpenGL ES: 196608

Apptim Environment

Host Os: Darwin

Host Arch: 64bit

Host Id: 4c259115bc109094c53243fc5e0e1ec2f00a1d407f8c3fd

Apptim Agent Version: 0.16.3

App Compatibility

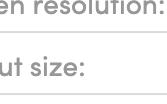
Min API Level: Undefined

Target API Level: Undefined

Native CPU architectures: No

Screens: 1

Test Environment



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