org.wikipedia.alpha

133.8 %	400.0 %	163.5 MB	1443.8 MB	19	0
Max. App CPU	Max. Device CPU	Max. App Memory	Max. Device Memory	Avg. FPS	Crashes

Duration: 4 minutes, 9 seconds
Start Date: Jan 01, 2025 17:13:40
End Date: Jan 01, 2025 17:17:49
Test Session: mobileperformancetest
Device: sdk_gphone64_x86_64 15

Summary

Pass · Moderate · Warning · Skipped

- Max. Animations **134.5 ms** *(Warning limit exceeded: > 16.67 ms)*
- Avg. FPS **19** *(Warning limit exceeded: < 30)*
- Max. Input Events **189.5 ms** *(Warning limit exceeded: > 16.67 ms)*
- Janks **59.0** *(Warning limit exceeded: > 50)*
- Max. Layout Measure Time **409.3 ms** *(Warning limit exceeded: > 16.67 ms)*
- Max. SQLite Performed Query **148.0 ms** *(Moderate limit exceeded: >= 100 ms)*
- Pass

Avg. App CPU: 30.2 %

Max. App CPU: 133.8 %

Avg. App Memory: 142.4 MB

Max. App Memory: 163.5 MB

App Size: 20.4 MB

Crashes: 0

Avg. Device CPU: 307.6 %

Max. Device CPU: 400.0 %

Avg. Device Memory: 1398.6 MB

Max. Device Memory: 1443.8 MB

Max. Draw Time: 0.0 ms

Avg. Energy Score: 22.7 pts

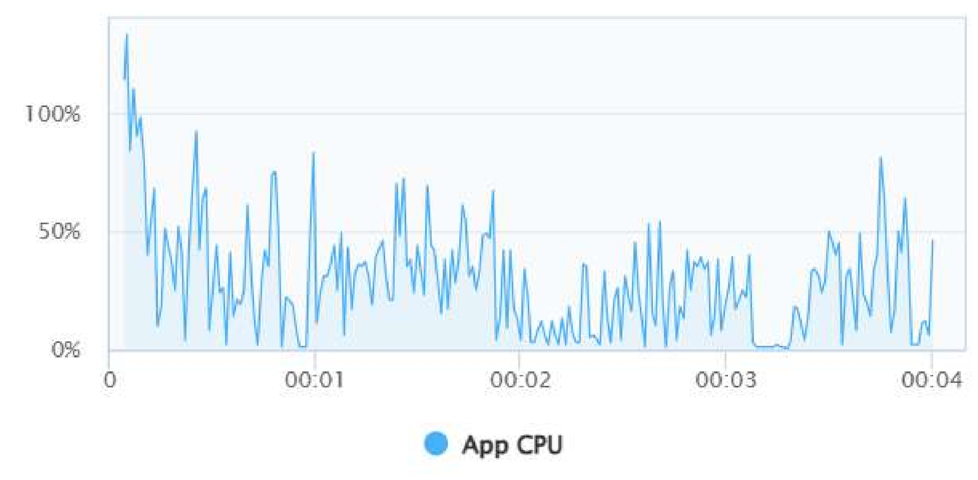
Total Network Download: 0.0 MB

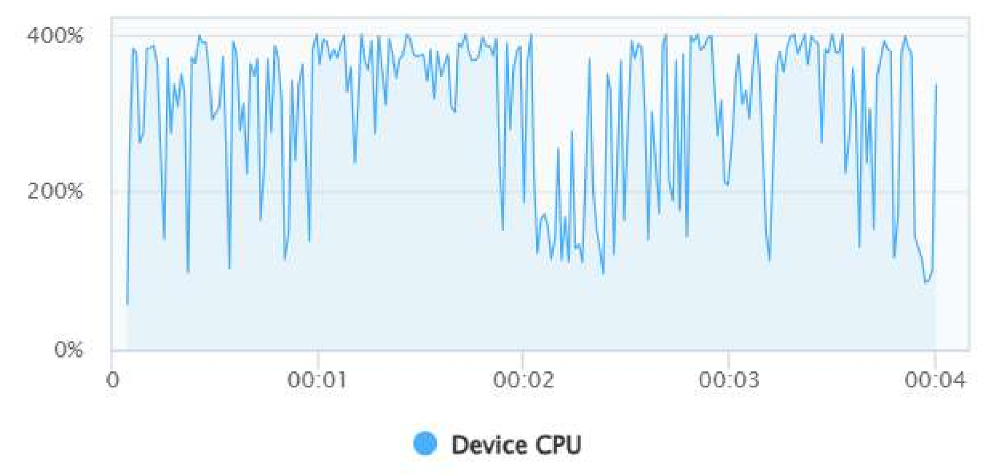
Total Network Upload: 0.0 MB

Metrics

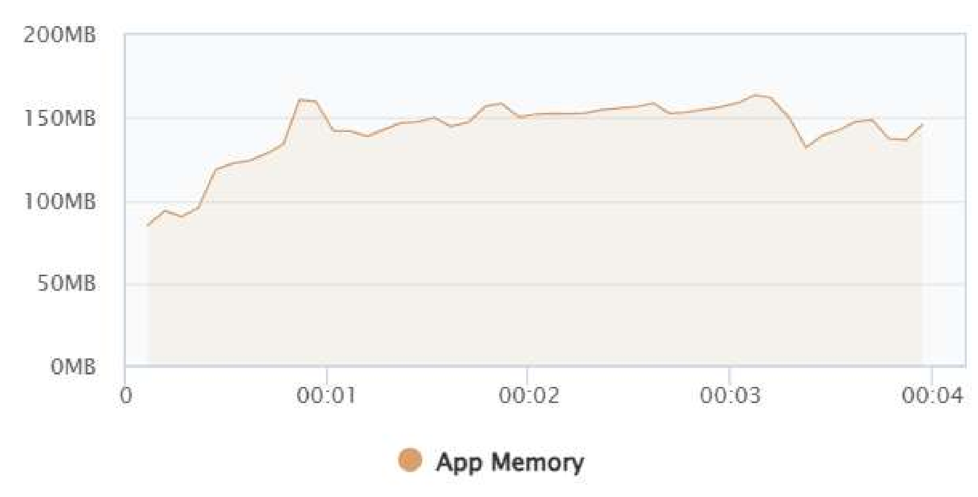
CPU

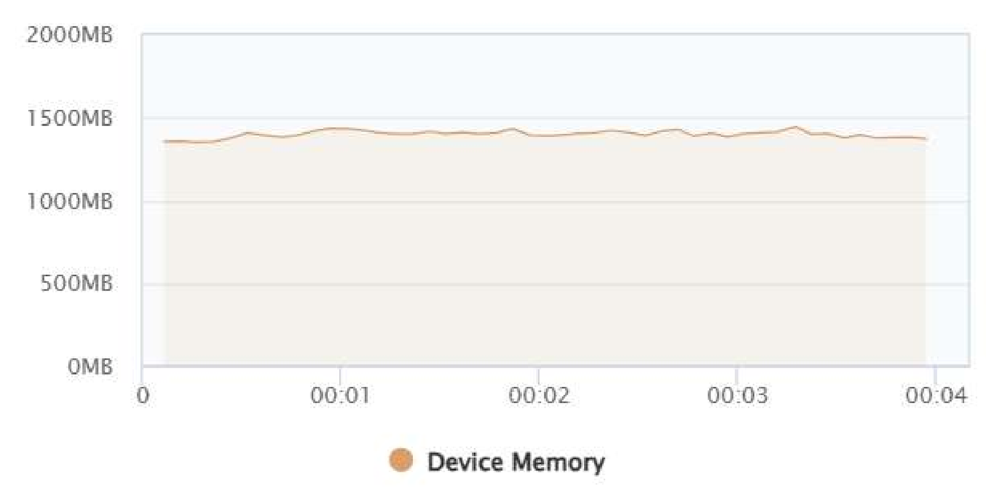
Starting from **Apptim Desktop v1.6.9**, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring 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.



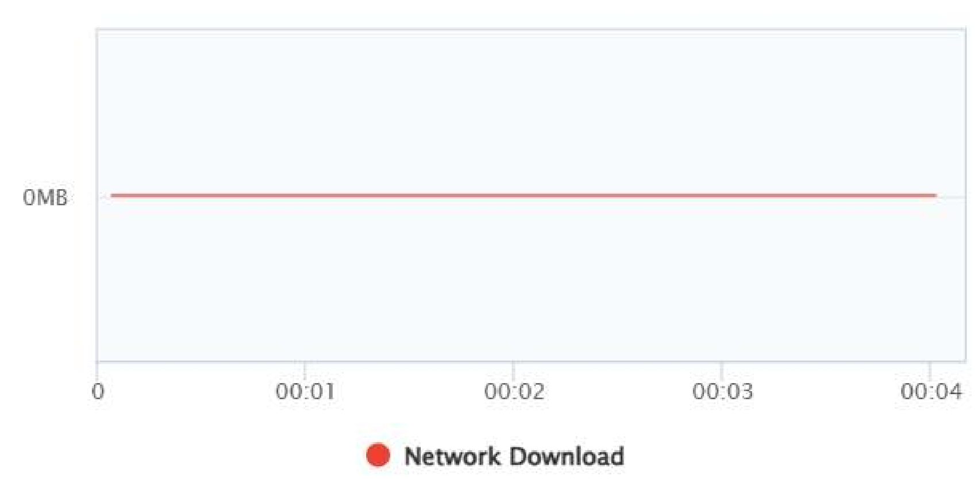


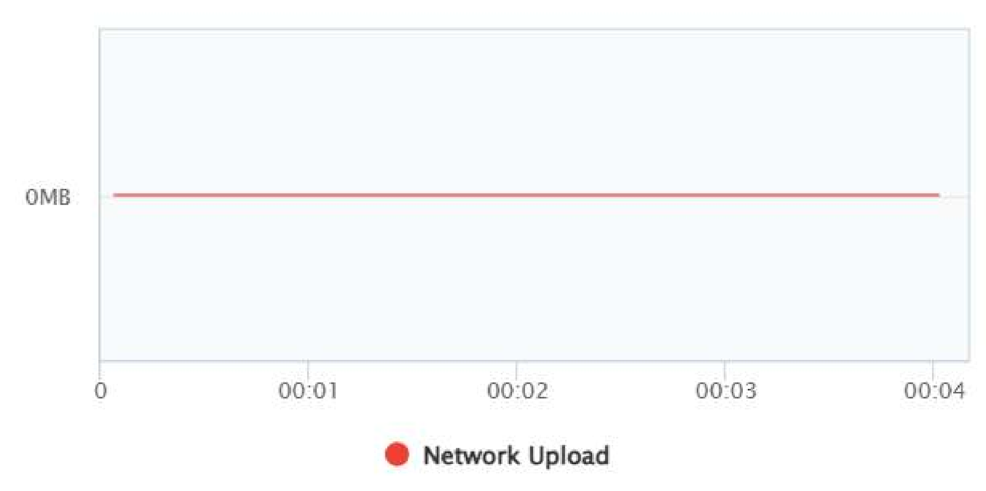
Memory





Network



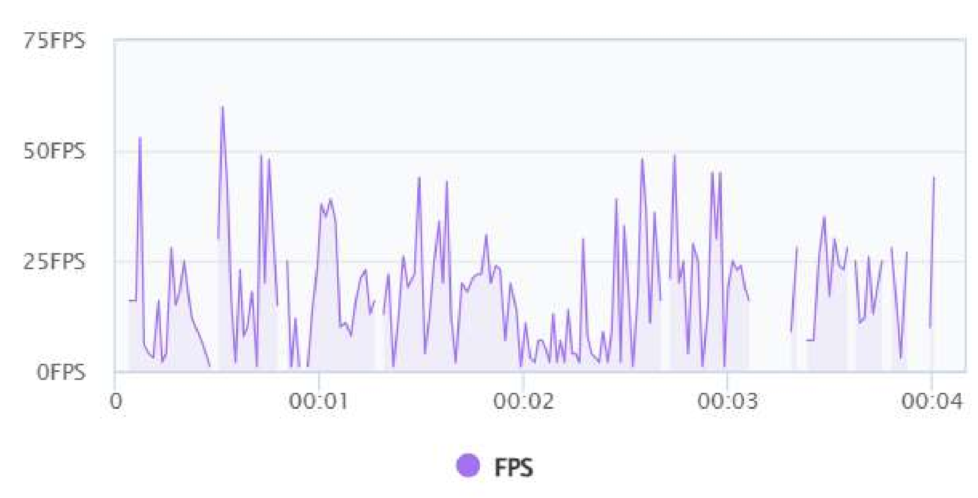


Render

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

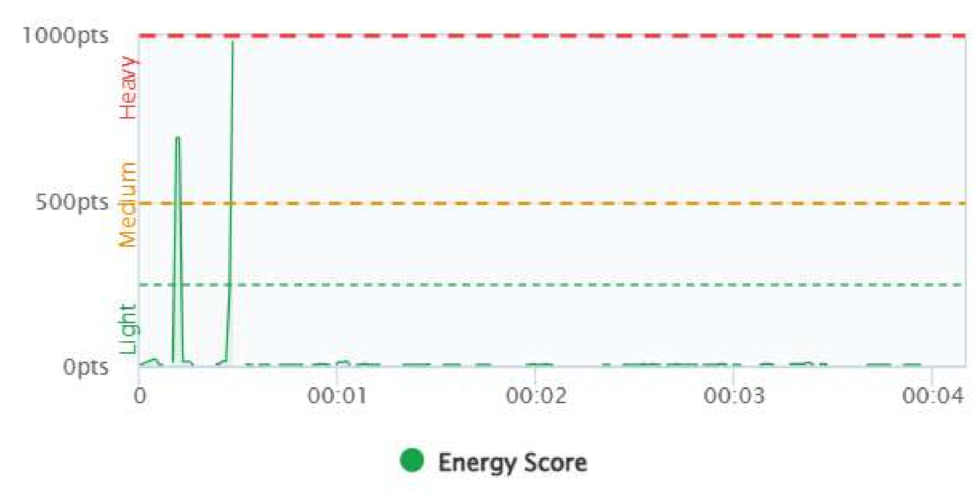
Insights during the test (not critical)

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



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

sdk_gphone64_x86_64

Android version:	15
Manufacturer:	Google
Model:	sdk_gphone64_x86_64
CPU:	ranchu
CPU Arch:	x86_64
CPU Cores:	1
RAM:	2GB

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:	1080x2424
Layout size:	Normal
Display density:	120dpi (ldpi)
LOpenGL ES:	196608

Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	098f38d918755bbececda94ba63f8790e0aec5fd26b66767
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	
Support Any Density:	None