Wikipedia Alpha v2.5.194-alpha-2017-05-30

119.6 %	501.0 %	7100.4 MB	505.8 MB	69	0
Max. App CPU	Max. Device CPU	Max. Device Memory	Max. App Memory	Avg. FPS	Crashes

Duration: 7 minutes, 50 seconds
Start Date: Dec 14, 2024 11:51:32
End Date: Dec 14, 2024 11:59:23
Test Session: Test3
Device: Pixel 7 Pro 15

Summary

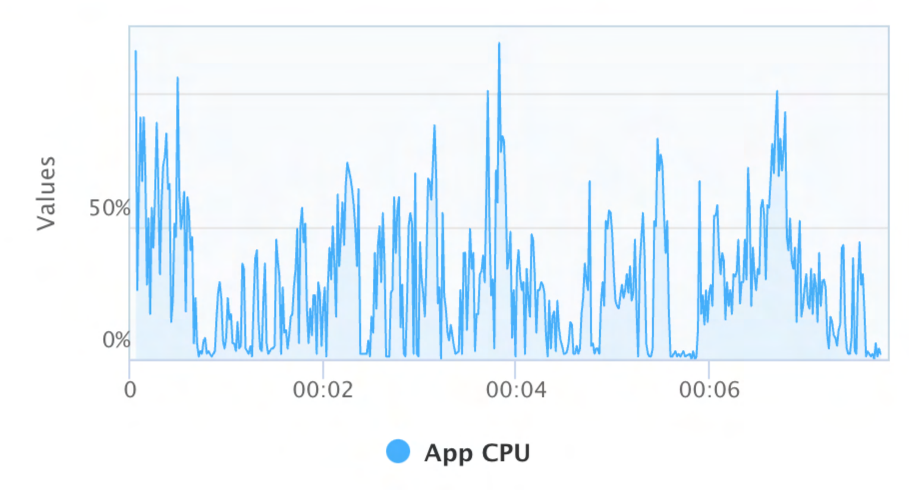
Pass · Moderate · Warning · Skipped

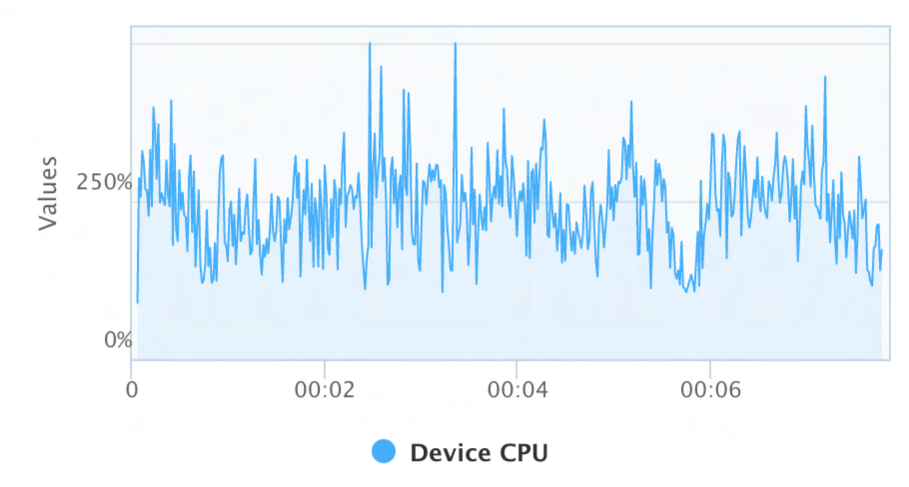
- Max. Animations **28.2 ms** *(Warning limit exceeded: > 16.67 ms)*
- Avg. Device Memory **6828.3 MB** *(Warning limit exceeded: > 4000 MB)*
- Max. Device Memory **7100.4 MB** *(Warning limit exceeded: > 6000 MB)*
- Max. Input Events **39.2 ms** *(Warning limit exceeded: > 16.67 ms)*
- Max. Layout Measure Time **48.1 ms** *(Warning limit exceeded: > 16.67 ms)*
- Total Network Download **60.1 MB** *(Warning limit exceeded: > 31 MB)*
- Avg. App Memory **330.7 MB** *(Moderate limit exceeded: > 256 MB)*
- Max. App Memory **505.8 MB** *(Moderate limit exceeded: > 400 MB)*
- Max. Device CPU **501.0 %** *(Moderate limit exceeded: > 400 %)*
- Pass
  - Avg. App CPU: 29.7 %
  - Max. App CPU: 119.6 %
  - App Size: 20.4 MB
  - Crashes: 0
  - Avg. Device CPU: 241.8 %
  - Max. Draw Time: 0.0 ms
  - Avg. Energy Score: 11.6 pts
  - Avg. FPS: 69
  - Janks: 12.0
  - Max. SQLite Performed Query: 15.0 ms
  - Total Network Upload: 0.4 MB

Metrics

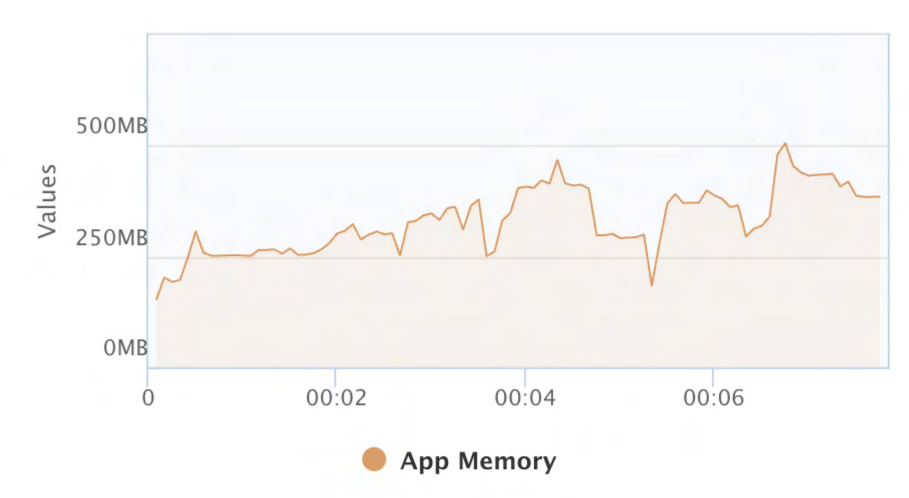
CPU

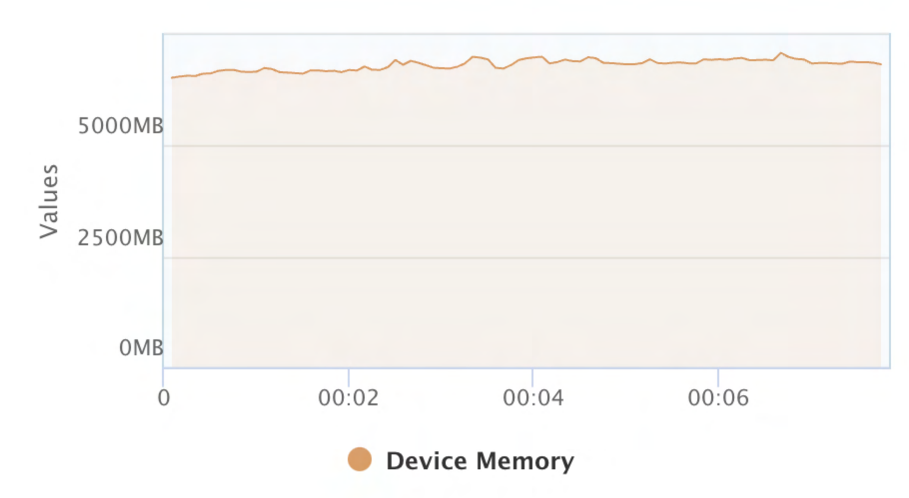
Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU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



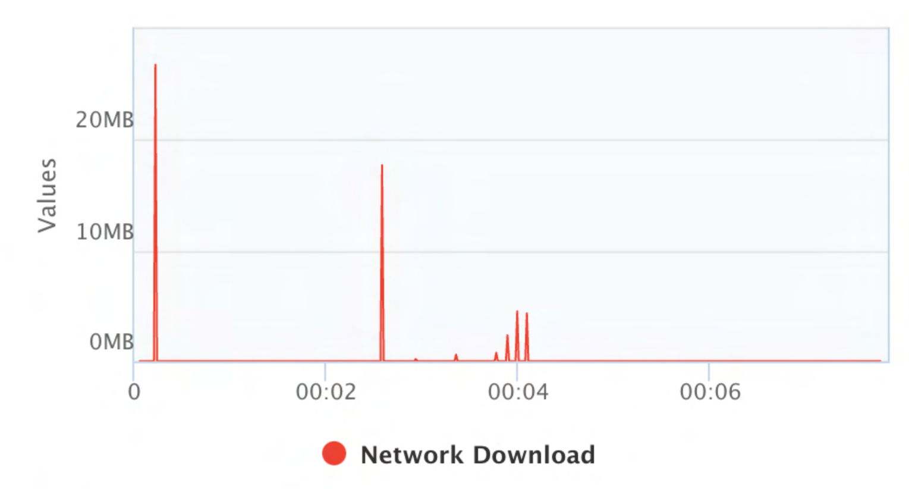


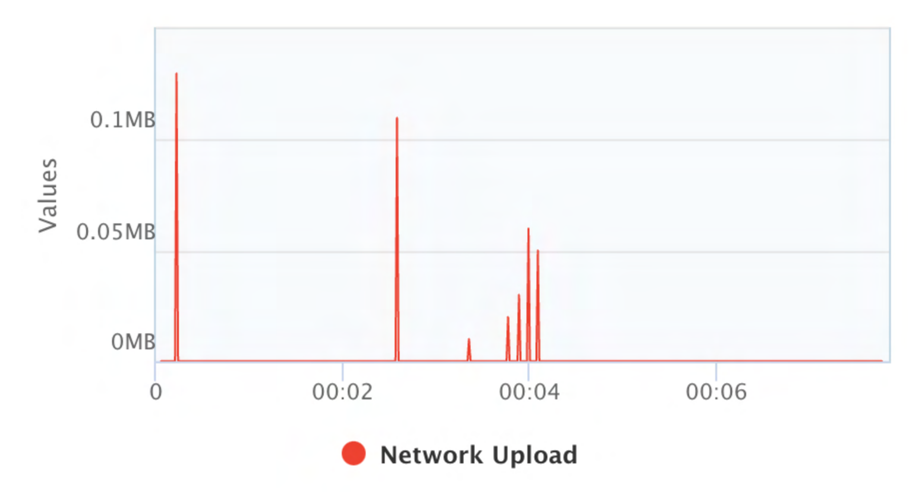
Memory





Network



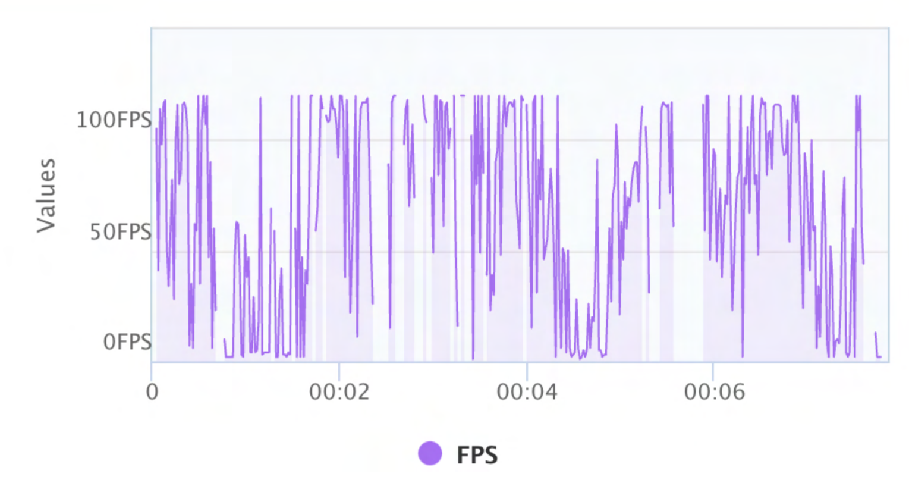


Render

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

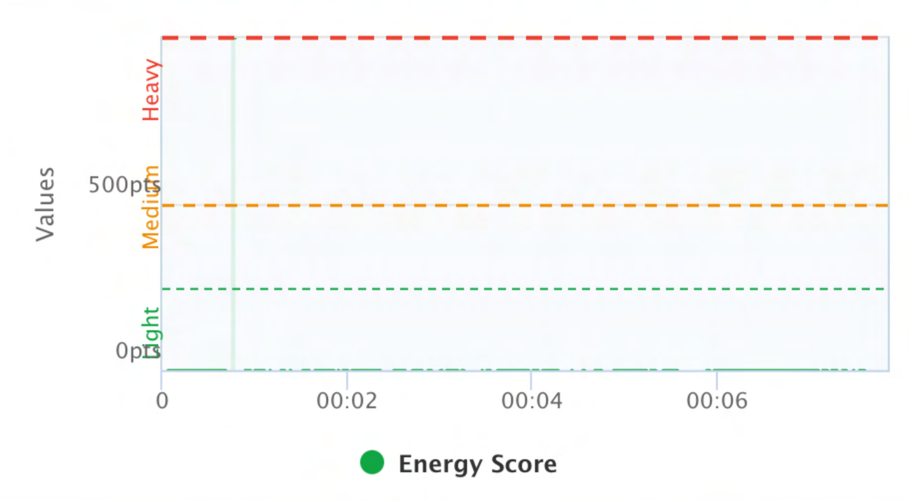
Insights during the test (not critical)

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



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 7 Pro

Android version:	15
Manufacturer:	Google
Model:	Pixel 7 Pro
CPU:	cheetah
CPU Arch:	arm64-v8a
CPU Cores:	8
RAM:	12GB

App Information

Name:	Wikipedia Alpha
Version:	2.5.194-alpha-2017-05-30
Package Name:	org.wikipedia.alpha
Launch Activity:	org.wikipedia.main.MainActivity
Use large heap:	Yes
Debuggable:	Yes

Screen Information

Screen orientation:	port
Screen resolution:	1080x2340
Layout size:	Normal
Display density:	560dpi (560dpi)
LOpenGL ES:	196610

Apptim Environment

Host Os:	Darwin
Host Arch:	64bit
Host Id:	4e519f8cf632f6883e49a6258fda5921228dea1cec73a8d
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	16
Target API Level:	25
Native CPU architectures:	No
Screens:	small normal large xlarge
Support Any Density:	true

Permissions

android.permission.INTERNET	Allows the app to create network sockets and use custom network protocols. The browser and other applications provide means to send data to the internet, so this permission is not required to send data to the internet.
android.permission.WRITE_EXTERNAL_STORAGE	Allows the app to write to the SD card.
android.permission.GET_ACCOUNTS	Allows the app to get the list of accounts known by the phone. This may include any accounts created by applications you have installed.
android.permission.AUTHENTICATE_ACCOUNTS	Allows the app to use the account authenticator capabilities of the AccountManager, including creating accounts and getting and setting their passwords.
android.permission.MANAGE_ACCOUNTS	Allows the app to perform operations like adding and removing accounts, and deleting their password.
android.permission.VIBRATE	Allows the app to control the vibrator.
android.permission.RECEIVE_BOOT_COMPLETED	Allows the app to have itself started as soon as the system has finished booting. This can make it take longer to start the phone and allow the app to slow down the overall phone by always running.
android.permission.ACCESS_FINE_LOCATION	Allows the app to get your precise location using the Global Positioning System (GPS) or network location sources such as cell towers and Wi-Fi. These location services must be turned on and available to your device for the app to use them. Apps may use this to determine where you are, and may consume additional battery power.
android.permission.ACCESS_NETWORK_STATE	Allows the app to view information about network connections such as which networks exist and are connected.
android.permission.ACCESS_WIFI_STATE	Allows the app to view information about Wi-Fi networking, such as whether Wi-Fi is enabled and name of connected Wi-Fi devices.
android.permission.READ_EXTERNAL_STORAGE	Allows the app to read the contents of your SD card.