

Performance Optimization for Native iOS Apps

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4:00 – 5:15

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GitHub

github.com/danielnorton/GitHubReader

The Demo App

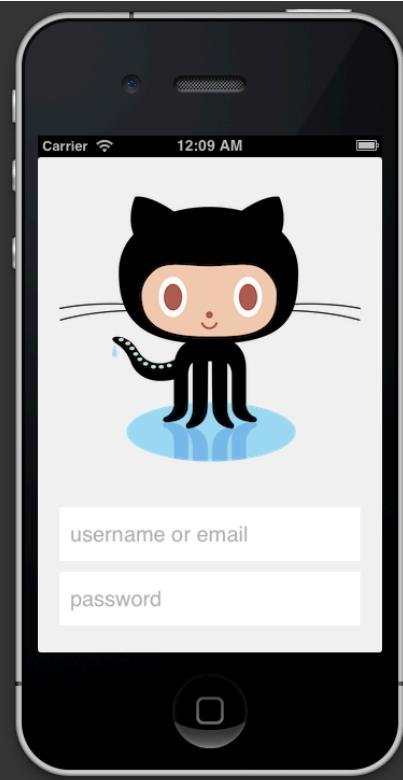
Goals for Today

- Detective work
- Iterate to improve a poorly performing app
- Experiment to gain insight
- Use the demo code as a sandbox for additional learning
 - ▣ Fork the repo (I'll show it again later)
 - ▣ follow the tag suggestions in this slide deck
 - ▣ Run your own experiments later

Tools at Our Disposal



- Xcode
- Instruments
- Multithreading & Networking
- Core Data
- Caching
- Perceived Performance



git checkout 01_perf_baseline

- Quick tour through the app



GitHubReader.xcodeproj

Finished running GitHubReader on Daniel's iPhone 4S

⚠ 4

No Selection



GitHubReader exited unexpectedly

Terminated due to Memory Pressure

OK

... a little while later

Well, try it again

What do we intuitively see?

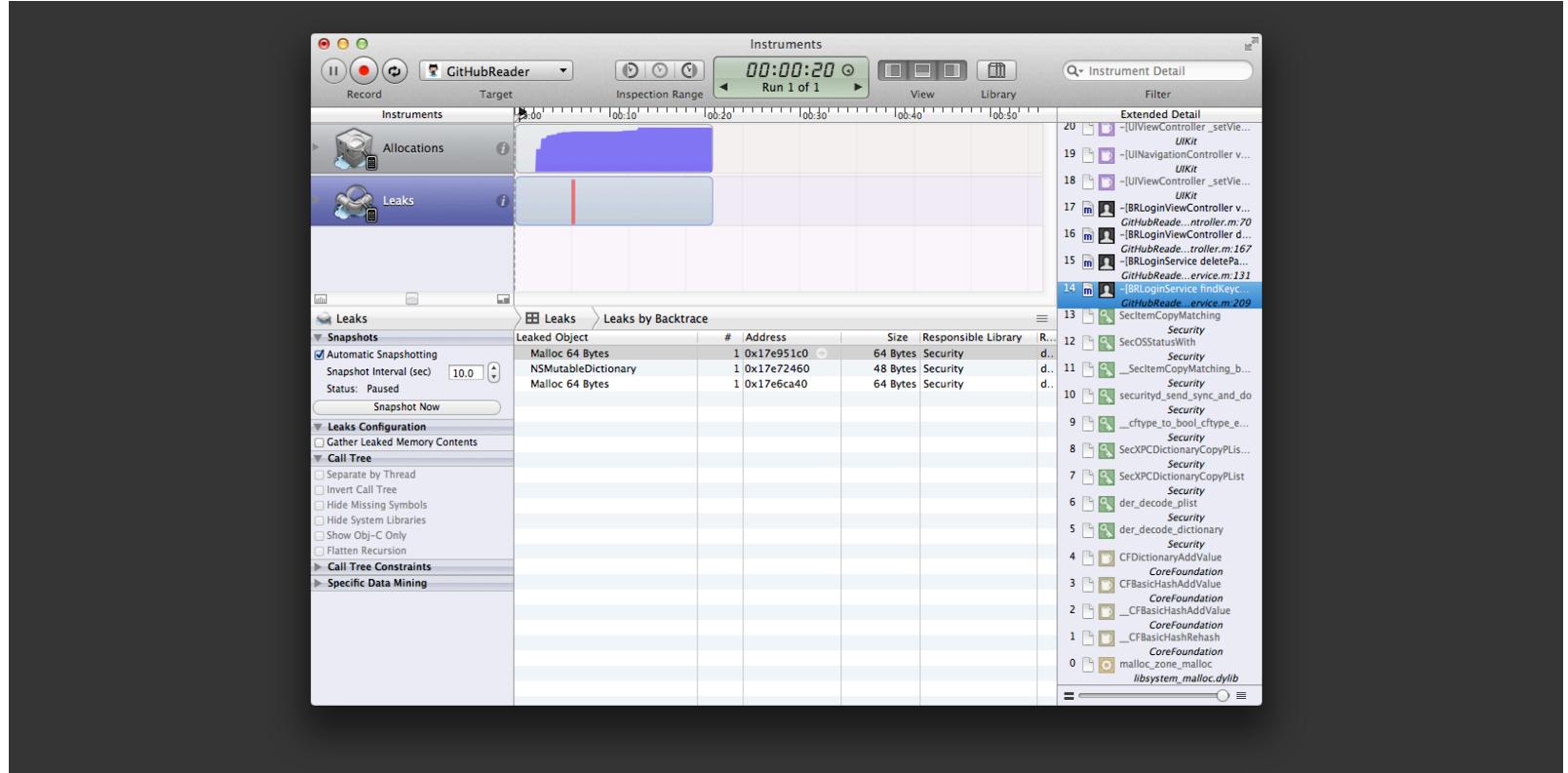
- Crash due to memory pressure.
- Slow app launch after being logged in.
- Choppy & blocking animation from parent to child views, particularly when opening a large list of commits.
- Choppy scrolling, particularly when a cell has images.

What tends to be a sign of trouble?

- Memory Pressure
 - ▣ crashes
- CPU Pressure
 - ▣ slow UI rendering
 - ▣ choppiness
 - ▣ tight loops can cause memory pressure and/or crashes
- Network Overutilization
 - ▣ Lengthy or frequent waiting for next interaction
- Ignoring Perceived Performance
 - ▣ User panic can exacerbate the problem

Let's start analyzing with Instruments

	Device	Simulator
<input type="checkbox"/> Leaks memory leaks, blocking calls	✓	✓
<input type="checkbox"/> Time Profiler blocking calls	✓	✓
<input type="checkbox"/> Activity Monitor cpu, memory, network	✓	✓
<input type="checkbox"/> Core Data faults, reads, and writes		✓
<input type="checkbox"/> Core Animations refresh rate	✓	



git checkout 01_perf_baseline

- Leaks Instruments
- Find the Leak

Objects in memory (smaller is better)

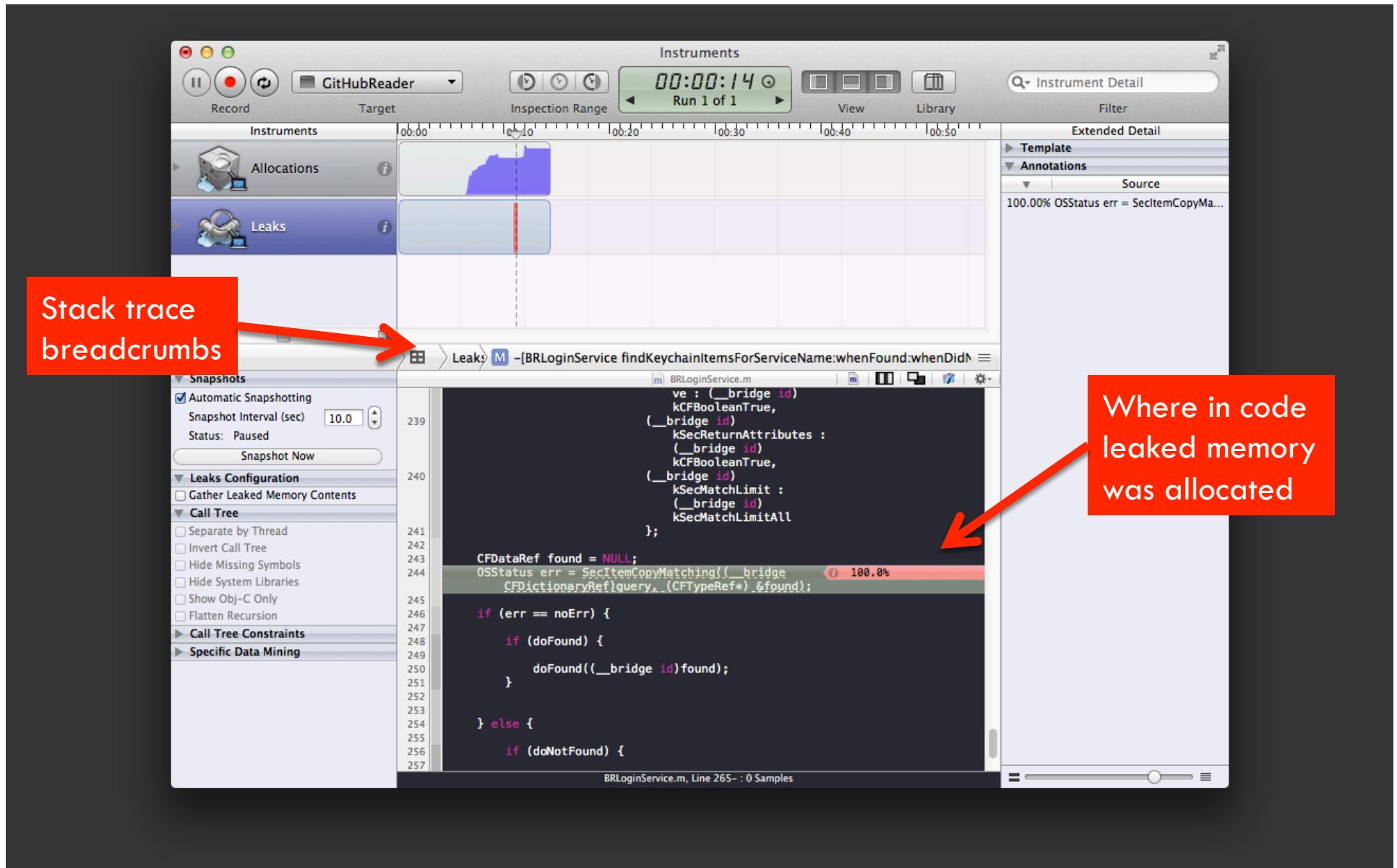
Leak detected (preferably none)

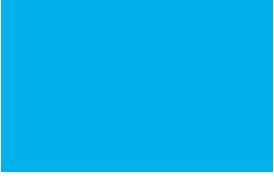
Leaked bytes

Stack trace w/ a leak

The screenshot shows the Instruments application interface with the 'Leaks' instrument selected. A red box highlights the 'Leaks' section of the interface, and another red arrow points from this box to a table below. The table, titled 'Leaks by Backtrace', lists numerous leaked objects, their addresses, sizes, and responsible libraries. A third red arrow points from this table to the right-hand 'Extended Detail' pane, which displays a detailed stack trace for one of the leaks, starting with 'start' and listing various framework and application functions. The top of the window shows a timeline from 00:00 to 00:50, and the bottom left contains various filtering and search options.

Leked Object	#	Address	Size	Responsible Library
Malloc < varying sizes >	6	< multiple >	2.59 KB	CoreGraphics
Malloc 64 Bytes	1	0xa0062b0	64 Bytes	CoreGraphics
Malloc 64 Bytes	1	0xaa05680	64 Bytes	Security
Malloc 48 Bytes	1	0xc05e3d0	48 Bytes	CoreGraphics
► Malloc < varying sizes >	130	< multiple >	15.84 KB	CoreGraphics
Malloc 64 Bytes	1	0xaa00a90	64 Bytes	Security
__NSCFData	1	0xc03a830	48 Bytes	Security
► __NSCFString	8	< multiple >	128 Bytes	Security
► __NSDate	2	< multiple >	32 Bytes	Security
Malloc 16 Bytes	1	0xfa530c0	16 Bytes	CoreGraphics
► Malloc < varying sizes >	9	< multiple >	7.89 KB	CoreGraphics
NSMutableDictionary	1	0xaa05a20	48 Bytes	Security
__NSCFData	1	0xc0619e0	48 Bytes	Security
► __NSDate	2	< multiple >	32 Bytes	Security
Malloc 16 Bytes	1	0xad48a60	16 Bytes	CoreGraphics
NSMutableDictionary	1	0xad5dca0	48 Bytes	CoreGraphics
Malloc 16 Bytes	1	0xad5dd0	16 Bytes	CoreGraphics
Malloc 16 Bytes	1	0xad5f440	16 Bytes	CoreGraphics
Malloc 1.00 KB	1	0xb45b200	1.00 KB	CoreGraphics
__NSCFData	1	0xa01dc00	48 Bytes	Security
Malloc 32 Bytes	1	0xaa06410	32 Bytes	Security
► Malloc < varying sizes >	15	< multiple >	11.09 KB	CoreGraphics
Malloc 48 Bytes	1	0xaa06350	48 Bytes	CoreGraphics
NSMutableArray	1	0xaa06b20	32 Bytes	Security





git checkout 02_memory_leak

- ✓ Fix the memory leak

```
CFDataRef found = NULL;
OSStatus err = SecItemCopyMatching((__bridge CFDictionaryRef)query, (CFTypeRef*) &found);

if (err == noErr) {

    if (doFound) {

        doFound((__bridge id)found);
    }

    CFRelease(found);
}

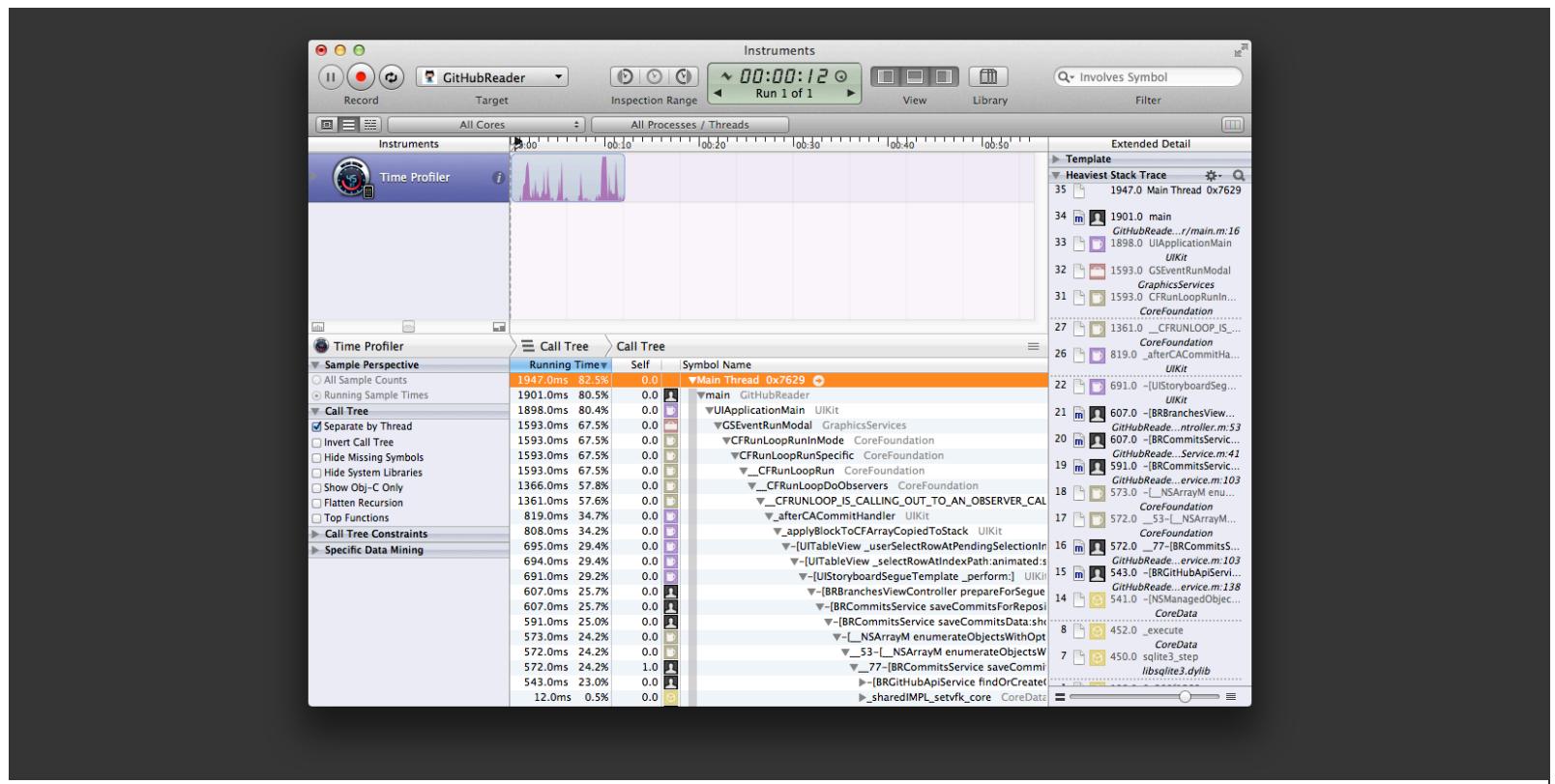
} else {

    if (doNotFound) {

        doNotFound(query);
    }
}
```

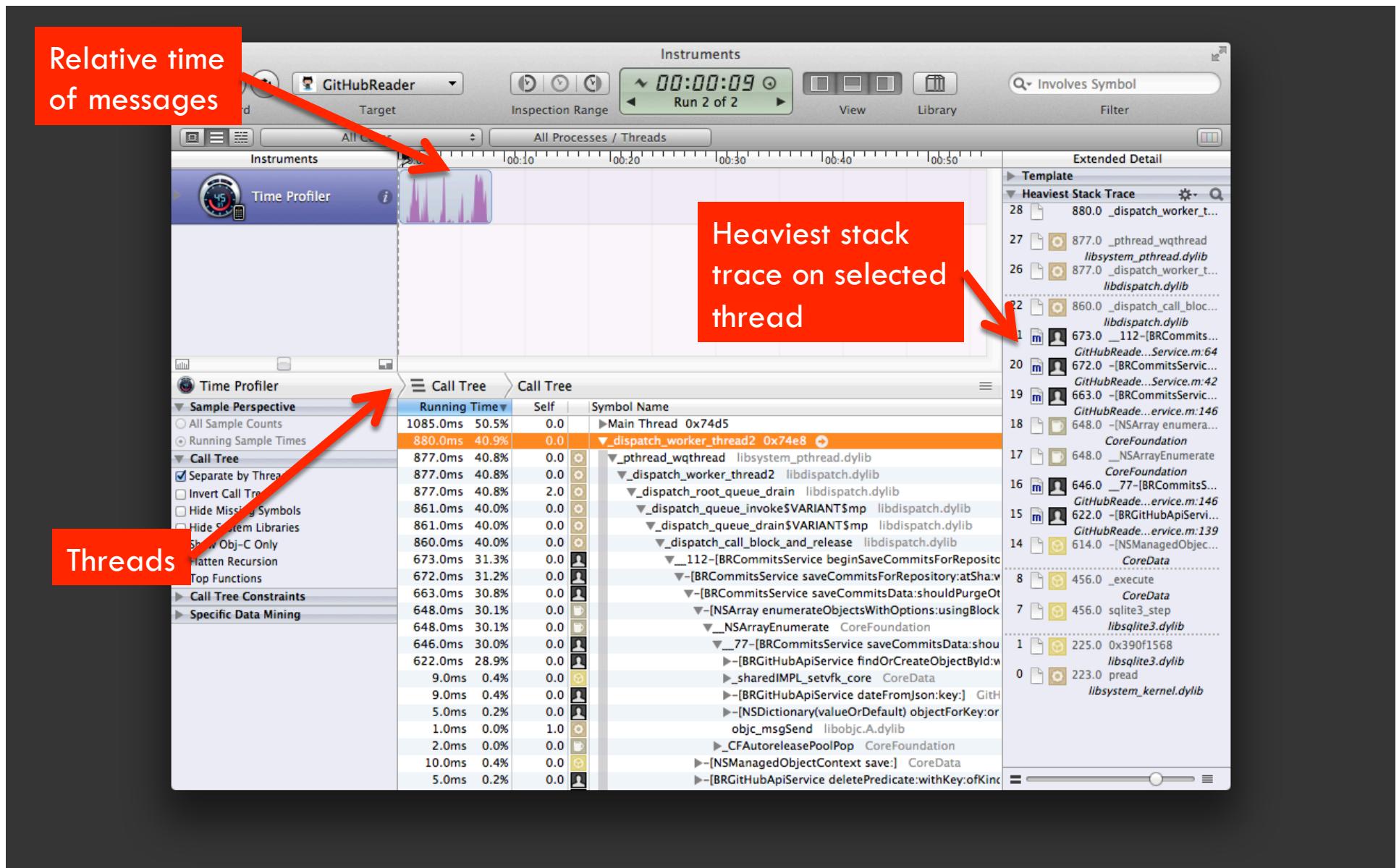
02_memory_leak

BRLoginService.m : 216



git checkout 02_memory_leak

- Time Profiler Instruments
- Find the blocking messages
- Leaks Profiler Instruments
- Find the big data loop



Network access and data manipulation blocking the main UI thread



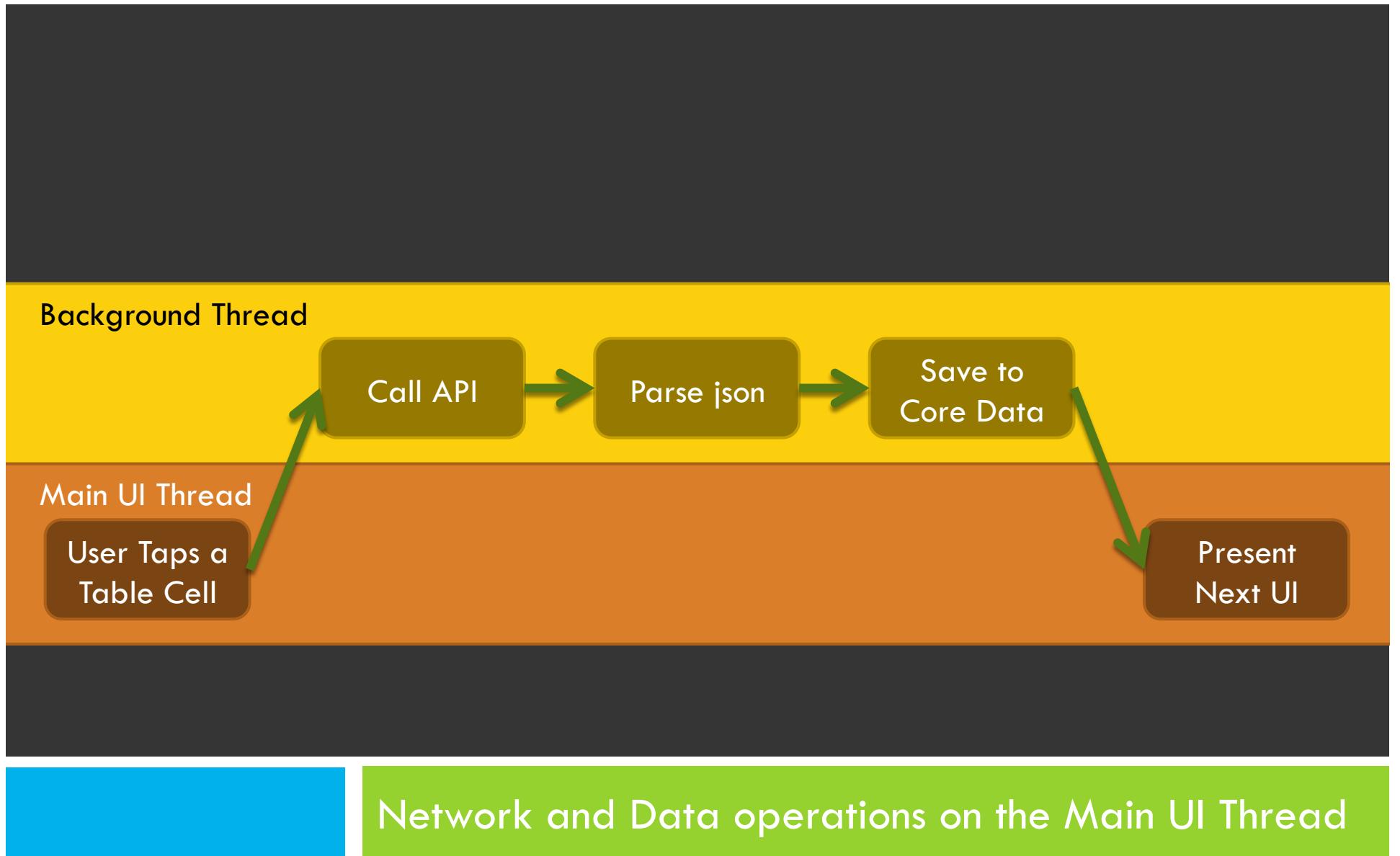
Do as little as possible on the Main UI Thread

- Not a simple task
- Several things that should be done off the main thread
 - ▣ Retrieve data from API
 - ▣ Parse it (deserialize json, spin through arrays, etc.)
 - ▣ Store it in Core Data
 - ▣ Communicate completion or failure back to the main UI thread

Main UI Thread



Network and Data operations on the Main UI Thread



Asynchronous Network & Data Options

- Basic implementation of
`id<NSURLConnectionDataDelegate>`
 - ▣ Pros
 - Network activity happens asynchronously
 - Can cancel a connection
 - Relatively simple, boilerplate code
 - Can choose how to store incoming data chunks (in memory, page to disk, etc.)
 - ▣ Cons
 - In simplest implementation, delegate callbacks come back to main UI thread

Asynchronous Network & Data Options

□ NSOperation and NSOperationQueue

▣ Pros

- Can enqueue multiple operations and throttle concurrency
- Can create rich dependancies between operations

▣ Cons

- Must handle for Core Data concurrency rules

Asynchronous Network & Data Options

- Grand Central Dispatch

- ▣ Pros

- Very easy to port synchronous calls to background thread

- ▣ Cons

- Must handle for Core Data concurrency rules

Core Data concurrency rules

- `NSPersistentStoreCoordinator` is thread safe
- `NSManagedObjectContext` is not thread safe
- `NSManagedObjectID` is thread safe
- `NSManagedObject` is not thread safe

Background Thread

NSManaged
Object

Save to Core
Data

Main UI Thread

NSPersistent
Store
Coordinator

NSManaged
ObjectContext



Network and Data operations on the Main UI Thread

Background Thread

NSManaged
ObjectContext

NSManaged
Object

Save to Core
Data

Send
NSNotification

Main UI Thread

NSPersistent
Store
Coordinator

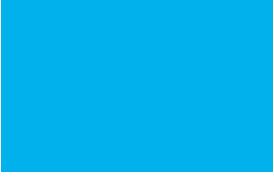
NSManaged
ObjectContext

Receive
NSNotification

Network and Data operations on the Main UI Thread

git checkout 03_async_gcd

- ✓ Async network and Core Data using GCD
- ✓ Paging large data sets
- ✓ Turn off Gravatars for the moment



git checkout 03_async_gcd

- ✓ Async network and Core Data using GCD

```
- (BOOL)saveDataWithError:(NSError **)error {

    // Do this work on the main UI thread
    NSArray *json = [self getRemoteData];
    NSManagedObjectContext *context = [[BRModelManager sharedInstance] context];

    [json enumerateObjectsUsingBlock:^(id obj, NSUInteger idx, BOOL *stop) {

    }];

    return [context save:error];
}
```

02_memory_leak

BROrganizationService.m

```
- (void)beginSaveDataWithCompletion:(void (^)(BOOL saved, NSError *error))completion {
    dispatch_queue_t serviceQueue = dispatch_queue_create("Service queue", NULL);
    dispatch_async(serviceQueue, ^{
        // do this work off the main ui thread
        NSArray *json = [self getRemoteData];
        NSManagedObjectContext *context = [[NSManagedObjectContext alloc] init];
        [context setPersistentStoreCoordinator:
         [[BRModelManager sharedInstance] persistentStoreCoordinator]];
        [json enumerateObjectsUsingBlock:^(id obj, NSUInteger idx, BOOL *stop) {
            }];
        dispatch_async(dispatch_get_main_queue(), ^{
            // do this work on the main ui thread
            completion(answer, error);
        });
    });
}
```

03_async_gcd

BROrganizationService.m

```
- (IBAction)didTapButton:(id)sender {

    NSError *error = nil;
    Service *service = [[Service alloc] init];
    if (![service doSomeDataOperation error:&error]) return;

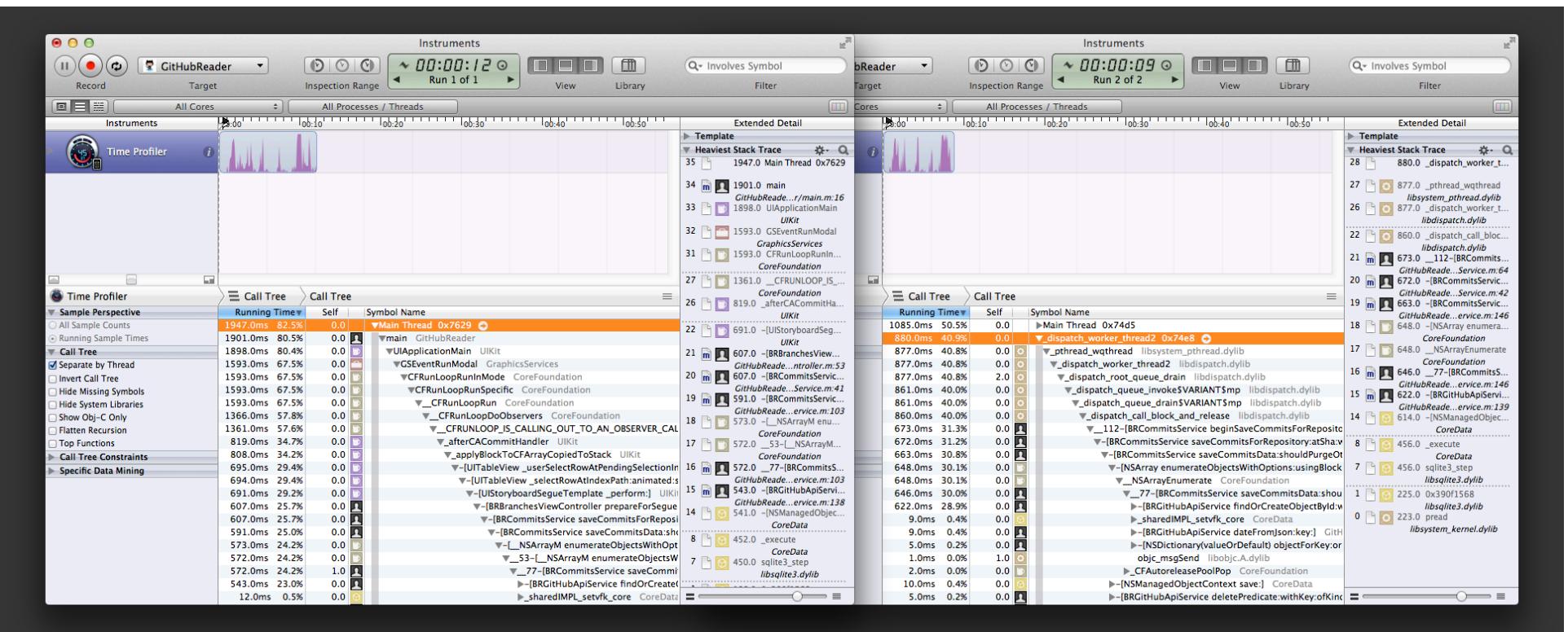
    // Update the UI on the main thread
}

=====
- (IBAction)didTapButton:(id)sender {

    Service *service = [[Service alloc] init];
    [service beginSomeDataOperation withCompletion:^(BOOL saved, NSError *error) {

        // Update the UI on the main thread
    }];
}
```

BROrganizationsViewController.m



git checkout 03_async_gcd

- Time Profiler Instruments to check progress
- Most of “our” work is now happening off the main thread

git checkout 03_async_gcd

- ✓ Paging large data sets

```
- (BOOL)saveCommitsWithError:(NSError **)error {  
  
    NSError* inError = nil;  
    NSMutableArray *all = [NSMutableArray arrayWithCapacity:0];  
    while (sha) {  
  
        NSArray *json = [self getRemoteDataWithError:&inError];  
        if (!json || inError) {  
  
            *error = inError;  
            return NO;  
        }  
        sha = [[json lastObject] valueForKeyPath:@"parents.@max.sha"];  
        [all addObjectsFromArray:json];  
    }  
  
    return [self saveCommits:all withError:error];  
}
```

02_memory_leak

BRCommitsService.m

```
- (BOOL)saveCommitsWithError:(NSError **)error {

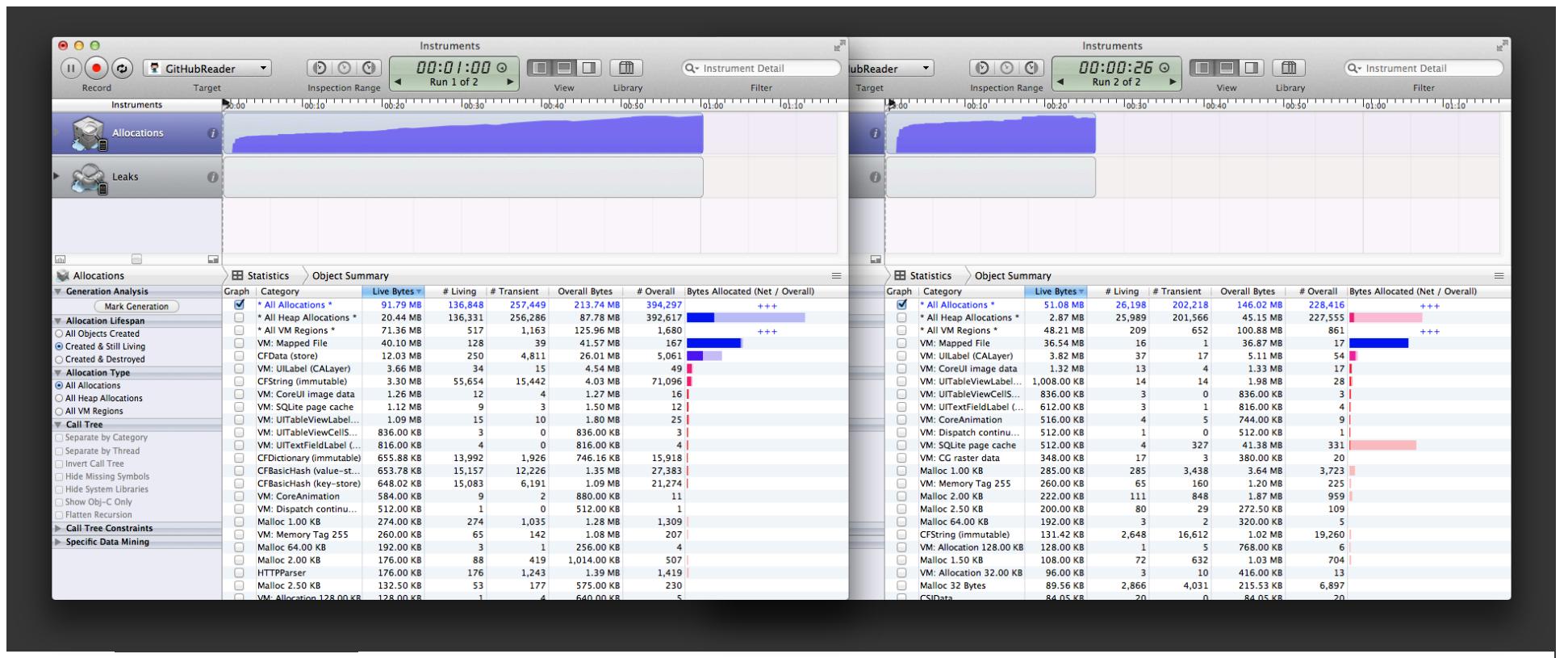
    NSError *inError = nil;
    NSArray *json = [self getRemoteDataWithError:&inError];
    if (!json || inError) {

        *error = inError;
        return NO;
    }

    return [self saveCommits:jsonWithError:error];
}
```

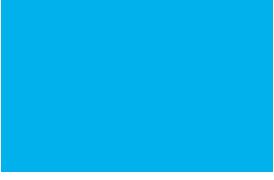
03_async_gcd

BRCommitsService.m



git checkout 03_async_gcd

- Leaks Instruments to check progress
- Much less memory pressure
- Must faster view of first page of commits



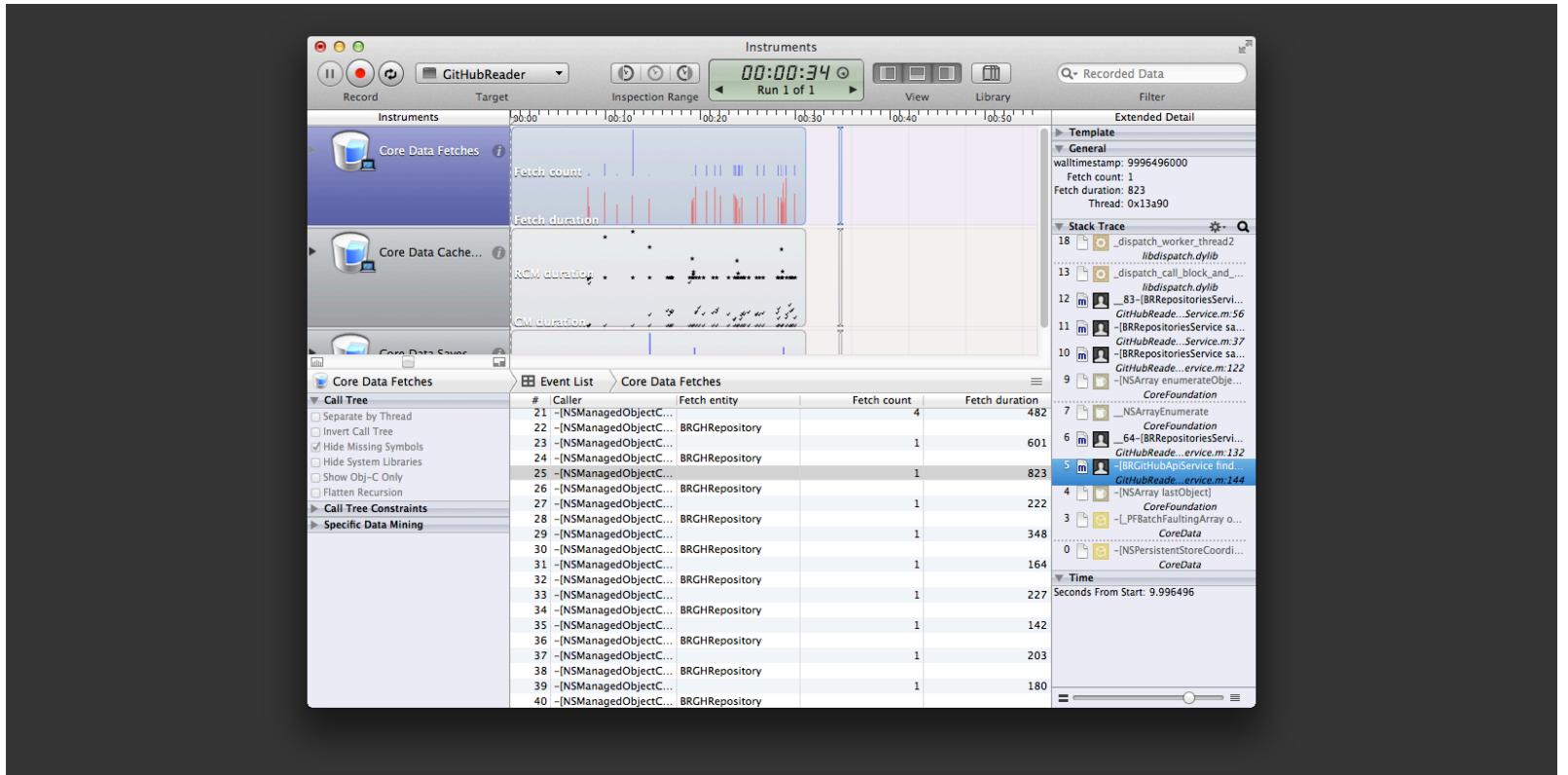
git checkout 04_prefetch

- ✓ Batch fetch for updates

```
NSFetchRequest *fetchRequest = [[NSFetchRequest alloc] init];
[fetchRequest setRelationshipKeyPathsForPrefetching:@[@"author"]];
[fetchRequest setFetchBatchSize:20];
```

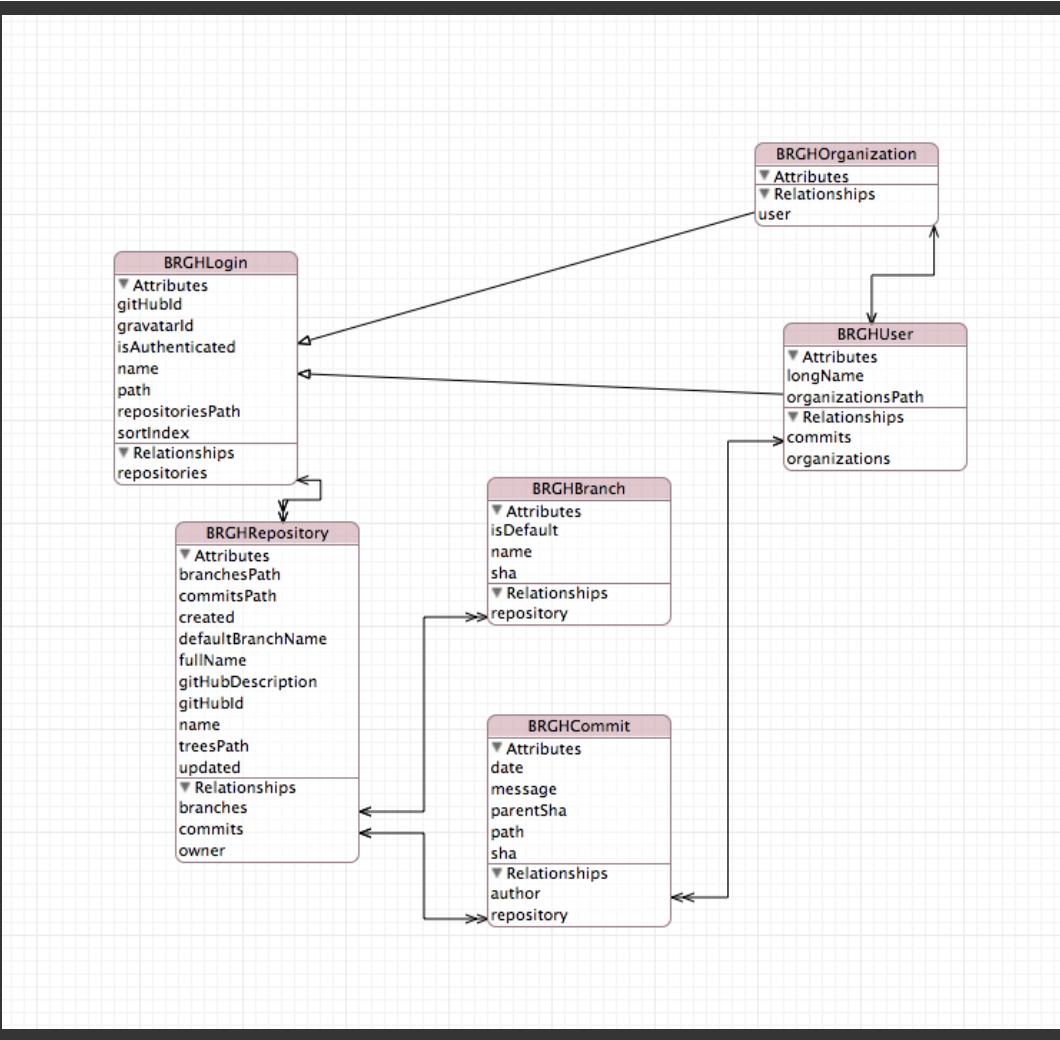
04_prefetch

BRCommitsViewController.m



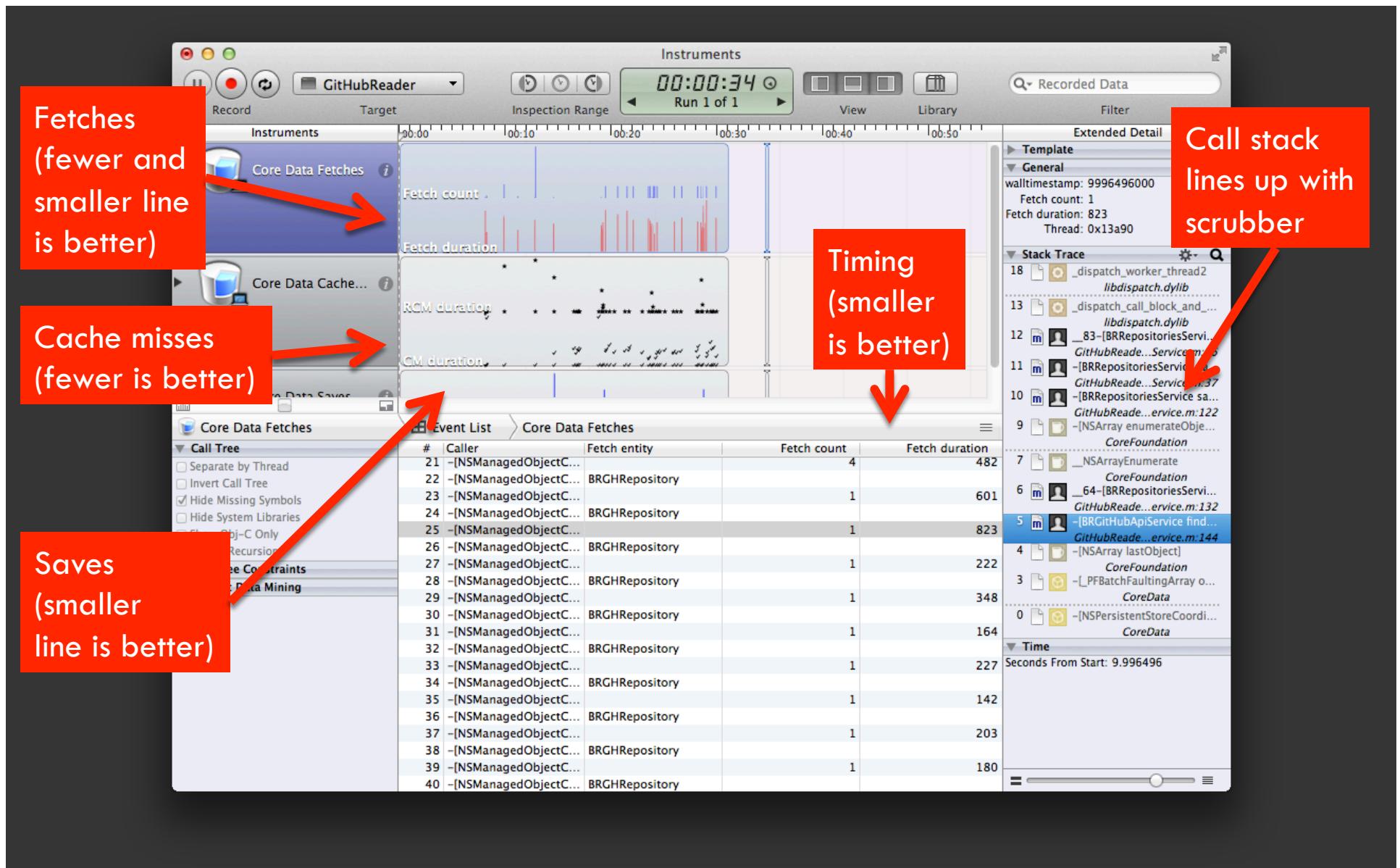
git checkout 04_prefetch

- CoreData Instruments
- Only works on Simulator
- Lots of fetches
- Lots of faults



03_async_gcd

GitHubReader.xcadatamodel



```
- (BOOL)saveData:(NSArray *)json error:(NSError **)error {

    // context set up
    [json enumerateObjectsUsingBlock:^(id obj, NSUInteger idx, BOOL *stop) {

        NSDictionary *itemJson = (NSDictionary *)obj;
        BRGHCommit *commit = (BRGHCommit *)[apiService findOrCreateObjectById:sha];
        [commit setMessage:[itemJson objectForKey:@"commit.message"OrDefault:nil]];
        // more reading json
    }];

    // relationships and cleanup
    return [_context save:error];
}
```

04_prefetch

BRCommitsService.m

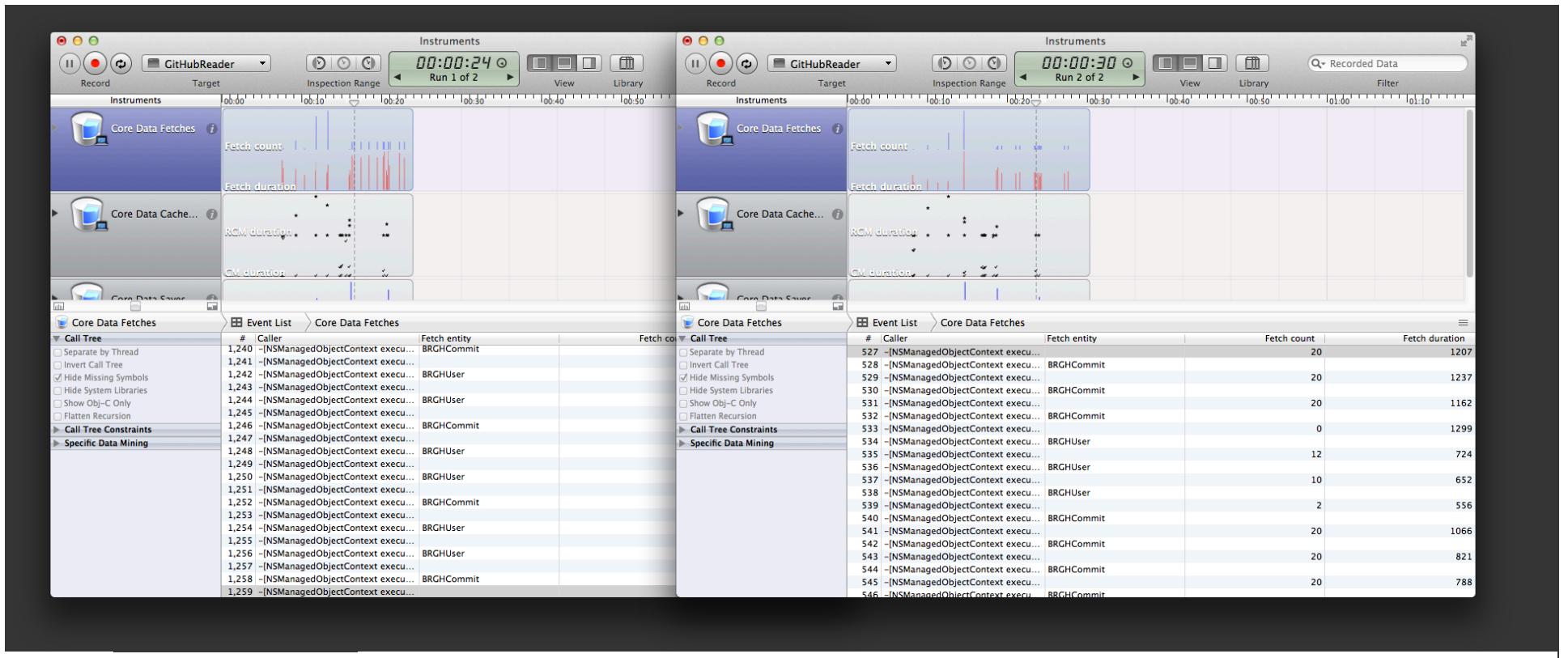
```
- (BOOL)saveData:(NSArray *)json error:(NSError **)error {
    // context set up
    // fetch all soon-to-be updated commits
    NSArray *shas = [json valueForKeyPath:@"@distinctUnionOfObjects.sha"];
    NSSortDescriptor *shaSort = [NSSortDescriptor sortDescriptorWithKey:key ascending:YES];
    NSArray *oldCommitsArray = [apiService findObjectsByIds:shas];

    [json enumerateObjectsUsingBlock:^(id obj, NSUInteger idx, BOOL *stop) {

        NSDictionary *itemJson = (NSDictionary *)obj;
        NSString *sha = (NSString *)[itemJson valueForKeyPath:@"sha"];
        BRGHCommit *commit = oldCommits[sha];
        if (!commit) {
            commit = [NSEntityDescription insertNewObject...];
            [commit setSha:sha];
        }
        // ... proceed forward as before
    }];
}
```

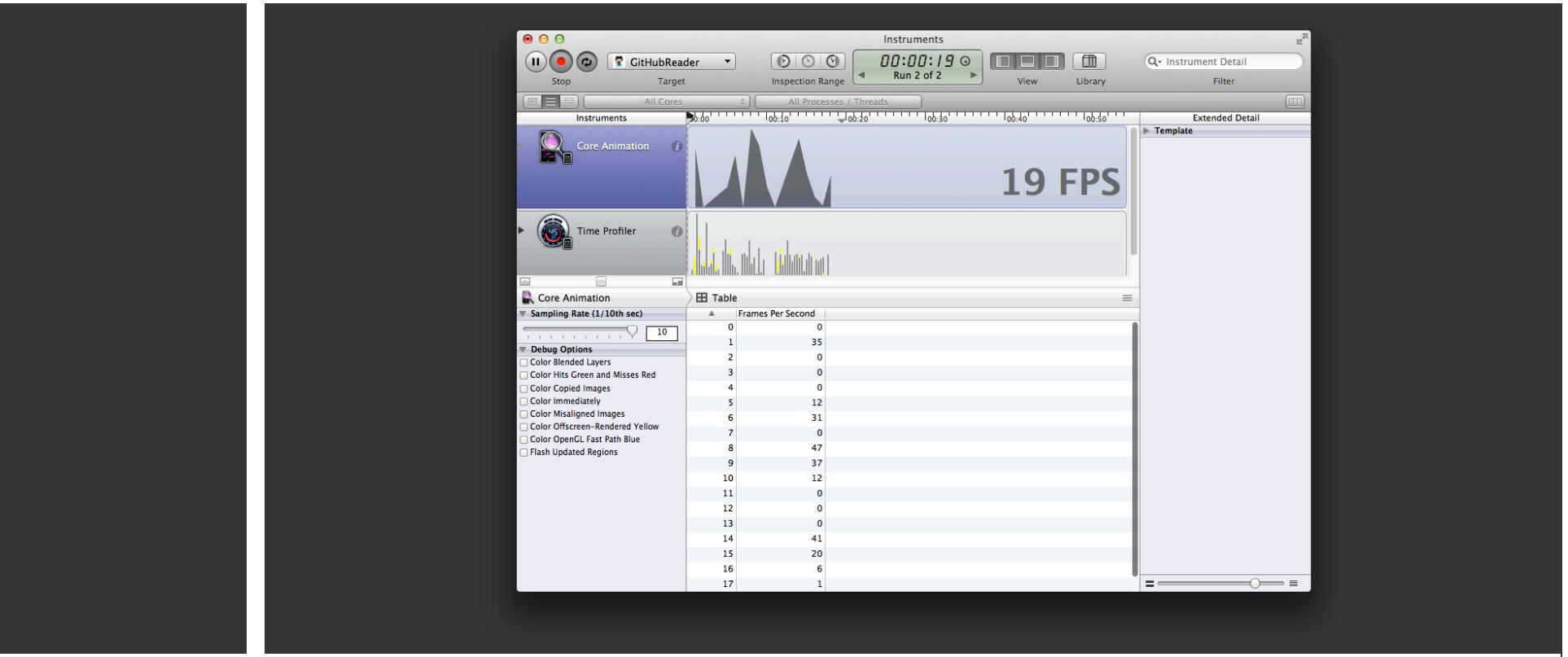
05_batch_fetch_update

BRCommitsService.m



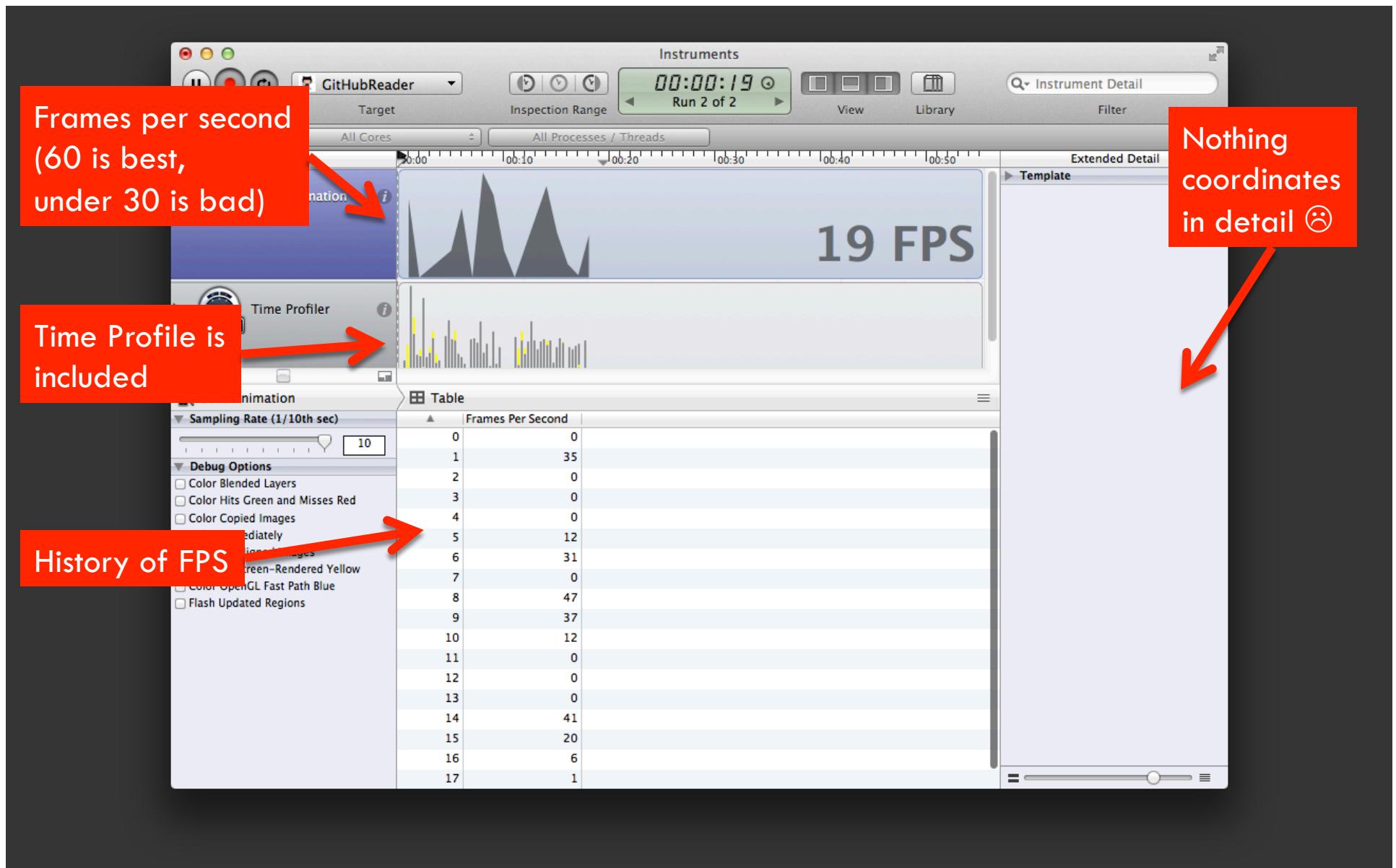
git checkout 05_batch_fetch_update

- Core Data Instruments to check progress
- One-off fetches for updates now batched



git checkout 02_memory_leak

- Core Animation Instruments
- Only works on Device
- (reset app on device)
- Slow table scrolling



git checkout 06_caching

- ✓ HTTP LastModified
- ✓ Local NSCache

```
- (void)configureCell:(UITableViewCell *)cell forIndexPath:(NSIndexPath *)indexPath {

    BRGHCommit *commit = (_commits[indexPath.row]);
    NSString *gravatarId = commit.author.gravatarId;
    UIImage *image = [BRGravatarService imageForGravatarWithHash:gravatarId ofSize:80];
    [cell.imageView setImage:image];
    [cell.textLabel setText:commit.message];
}
```

02_memory_leak

BRCommitsViewController.m

```
+ (UIImage *)imageForGravatarWithHash:(NSString *)hash(ofSize:(int)size {

    [[UIApplication sharedApplication] setNetworkActivityIndicatorVisible:YES];
    NSURL *url = [self urlForGravatarWithHash:hash(ofSize:size)];
    UIImage *gravatarDownload = [UIImage imageWithData:[NSData dataWithContentsOfURL:url]];
    UIImage *answer = [UIImage imageWithCGImage:[gravatarDownload CGImage]
        scale:[[UIScreen mainScreen] scale]
        orientation:UIImageOrientationUp];

    [[UIApplication sharedApplication] setNetworkActivityIndicatorVisible:NO];

    return answer;
}
```

02_memory_leak

BRGravatarService.m

gravatar cache

https://gravATAR.com/avatar/b3a33dd64d681b: GET Follow Redirects

Authorization Advanced

Header Field Header Value

<input checked="" type="checkbox"/> if-modified-since	Mon, 12 Dec 2011 17:39:55 GMT
<input type="checkbox"/> if-modified-since	Mon, 12 Dec 2001 17:39:55 GMT

+ -

Parameter Name Parameter Value

Form-encoded + -

Use Custom HTTP Body UTF8

Request Headers & Body

```
Accept: */*
Accept-Encoding: gzip, deflate
Accept-Language: en-us
If-Modified-Since: Mon, 12 Dec 2011 17:39:55 GMT
```

Response Headers

```
HTTP/1.1 304 Not Modified
Server: nginx
Cache-Control: max-age=300
Via: 1.1 varnish
X-Varnish: 1881410203
Last-Modified: Mon, 12 Dec 2011 17:39:55 GMT
Date: Wed, 28 Aug 2013 17:00:23 GMT
Etag: W/"45e-20111212173955"
Content-Type: application/javascript; charset=UTF-8
Content-Length: 45
Connection: keep-alive
Age: 300
Via: 1.1 1881410203
X-Powered-By: PHP/5.3.27
```

Send Request

```
- (void)configureCell:(UITableViewCell *)cell indexPath:(NSIndexPath *)indexPath {

    BRGHCommit *commit = (_BRGHCommit *)_commits[indexPath.row];
    UIImage *image = [_gravatarService cachedImageForLogin:commit.author];
    UIImage *placeImage = image
        ? image
        : [UIImage imageNamed:@"cell60"];
    [cell.imageView setImage:placeImage];
}
```

06_caching

BRCommitsViewController.m

```
- (id)init {

    self = [super init];
    if (self) {

        NSOperationQueue *queue = [[NSOperationQueue alloc] init];
        [queue setName:@"BRGravatarService queue"];
        [queue setMaxConcurrentOperationCount:3];
        _queue = queue;

        _thumbnailCache = [[NSCache alloc] init];
    }

    return self;
}
```

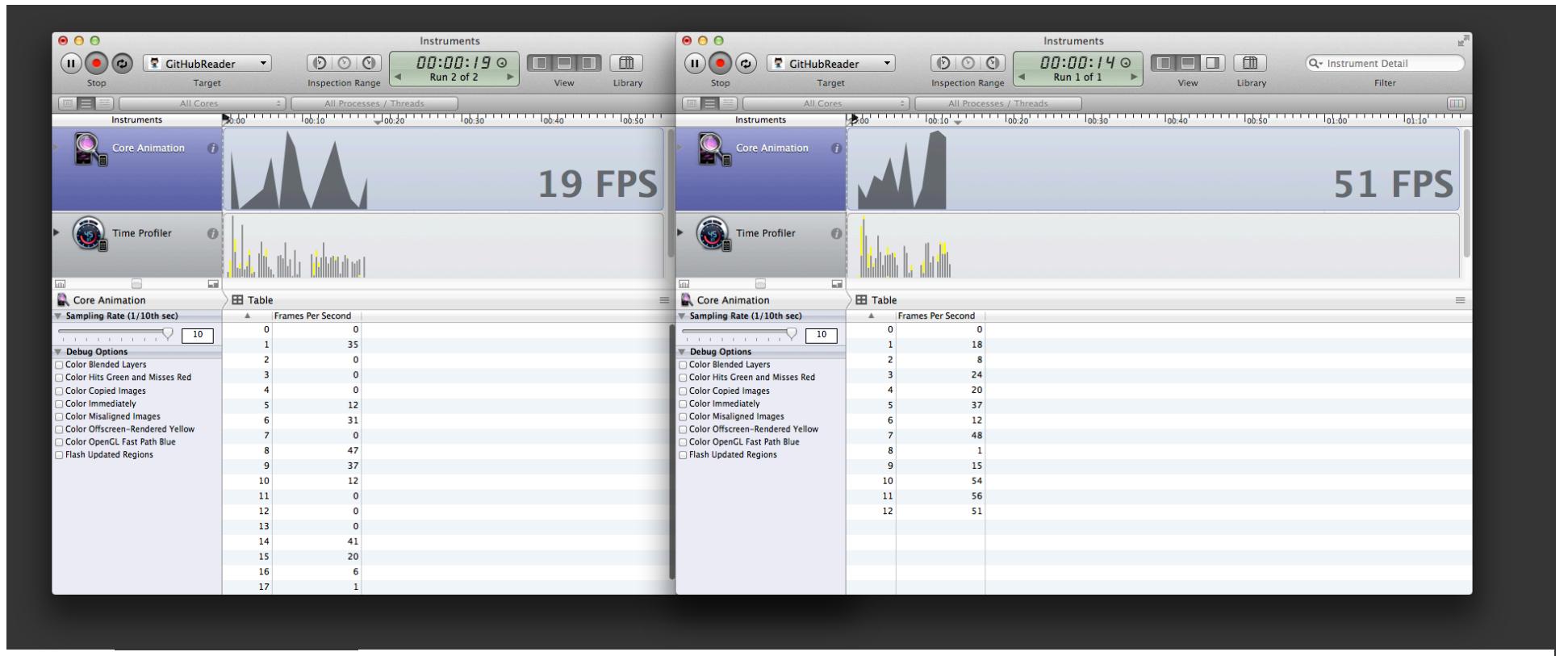
06_caching

BRGravatarService.m

```
- (void)saveGravatarsForLogin:(BRGHLogin *)login ofSize:(int)size {
    NSMutableURLRequest *request = [[NSMutableURLRequest alloc] ...
    [request setValue:lastModified forHTTPHeaderField:@"if-modified-since"];
    [NSURLConnection sendAsynchronousRequest:request queue:_queue
        completionHandler:^(NSURLResponse *response, NSData *data, NSError
        *connectionError) {[gravatar setImage:data];
        [gravatar setLastModified:HTTPResponse.allHeaderFields[@"Last-Modified"]];
        [context save:NULL];
    }];
}
```

06_caching

BRGravatarService.m



git checkout 06_caching

- Core Animation Instruments to check progress
- Fetching images off main UI thread
- Using HTTP caching and local caching

git checkout 06_caching

- ✓ This works for API calls too if the API vendor implements it

```
- (NSArray *)getRemoteData lastModified:(NSString **)lastModified withError:(NSError **)error {

    BRGitHub ApiService *api = [[BRGitHub ApiService alloc] init];

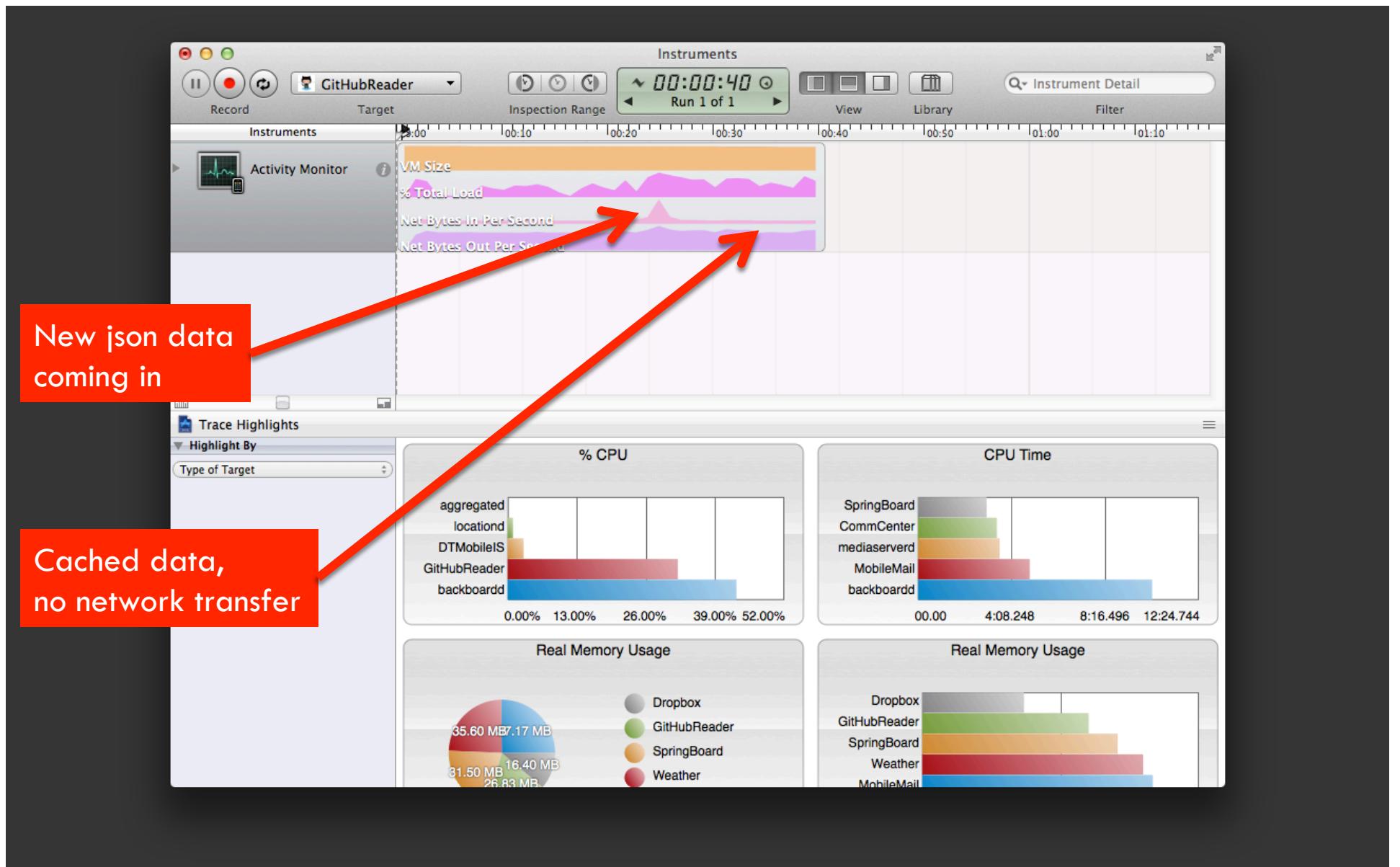
    NSURL *url = [NSURL URLWithString:gitHubLogin.repositoriesPath];
    NSDictionary *headers = (gitHubLogin.repositoriesLastModified)
    @{@"if-modified-since": gitHubLogin.repositoriesLastModified}
    : nil;
    NSHTTPURLResponse *response = nil;
   NSMutableURLRequest *request = [api requestFor ... withHeaders:headers];
    NSData *data = [NSURLConnection sendSynchronous...Response:&response error:&error];
    if (response.statusCode == 304) {
        return [NSArray array];
    }
    *lastModified = response.allHeaderFields[@"Last-Modified"];
    return json;
}
```

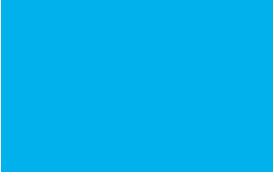
06_caching

BRRepositoriesService.m

git checkout 06_caching

- ✓ Watch service in debugger
- ✓ Activity Instruments





git checkout 07_spinners

- ✓ Perceived Performance

```
#import "UITableViewCell+activity.h"

- (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath {

    BRGHLogin *login = (BRGHLogin *)[...]
    BRRepositoriesService *service = [...]

    UITableViewCell *cell = [self.tableView cellForRowAtIndexPath:indexPath];
    [cell setActivityIndicatorAccessoryView];

    [service begin... withCompletion:^(BOOL saved, NSError *error) {
        [cell clearAccessoryViewWith:UITableViewAccessoryDisclosureIndicator];
        [self performSegueWithIdentifier:@"SegueFromOrganizations" sender:indexPath];
    }];
}
```

07_spinners

BROrganizationsViewController.m

Review

- Observe, Hypothesise, Experiment, Verify
- Fork the repo and try this stuff on your own
- Instruments
 - ▣ Leaks
 - ▣ Time Profiler
 - ▣ Core Data
 - ▣ Core Animations
 - ▣ Activity Monitor
- Move heavy operations off the main UI thread

Additional Resources

- WWDC 2013
 - Core Data Performance Optimization and Debugging
 - Designing Code for Performance
- Apple Documentation
 - Threaded Core Data Example Source
<http://developer.apple.com/library/ios/samplecode/ThreadedCoreData/Introduction/Intro.html>
 - Concurrency with Core Data
<http://developer.apple.com/library/ios/DOCUMENTATION/Cocoa/Conceptual/CoreData/Articles/cdConcurrency.html>
 - Concurrency Programming Guide
https://developer.apple.com/library/ios/documentation/General/Conceptual/ConcurrencyProgrammingGuide/Introduction/Introduction.html#/apple_ref/doc/uid/TP40008091
- Other Interesting Frameworks
 - **github API**
<http://developer.github.com/guides/getting-started/>
 - **AFNetworking**
<https://github.com/AFNetworking/AFNetworking>
 - **RestKit**
<https://github.com/RestKit/RestKit/>



Thanks guys!
Enjoy the rest of
devLink!

github.com/danielnorton

@daniel_norton