

# Optimizing I/O for Performance and Battery Life

Session 719

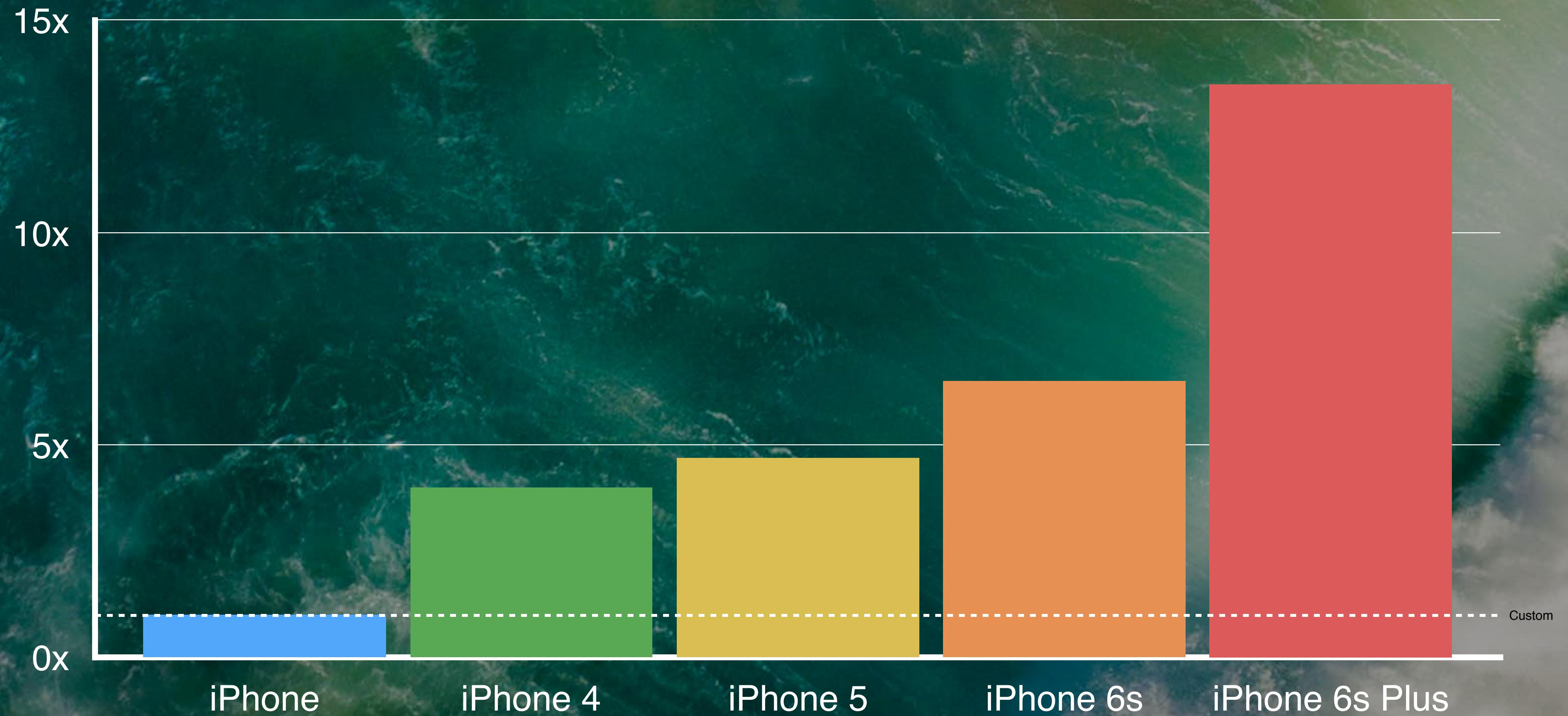
Kushal Dalmia Kernel Engineer  
Terry Long Performance Engineer

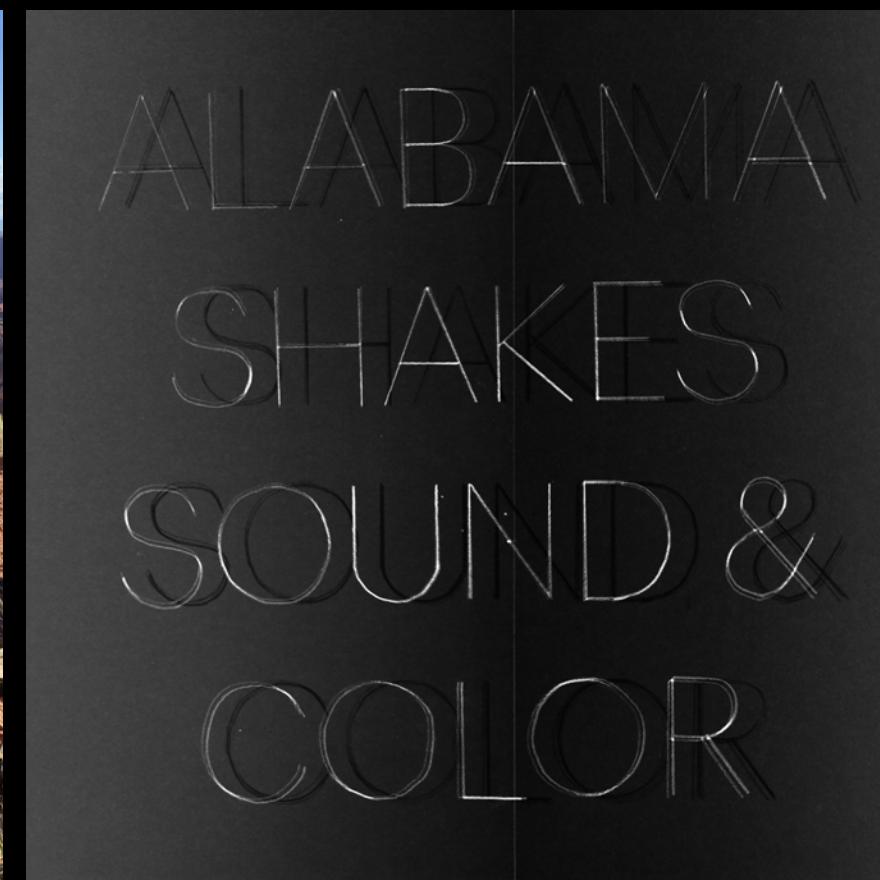
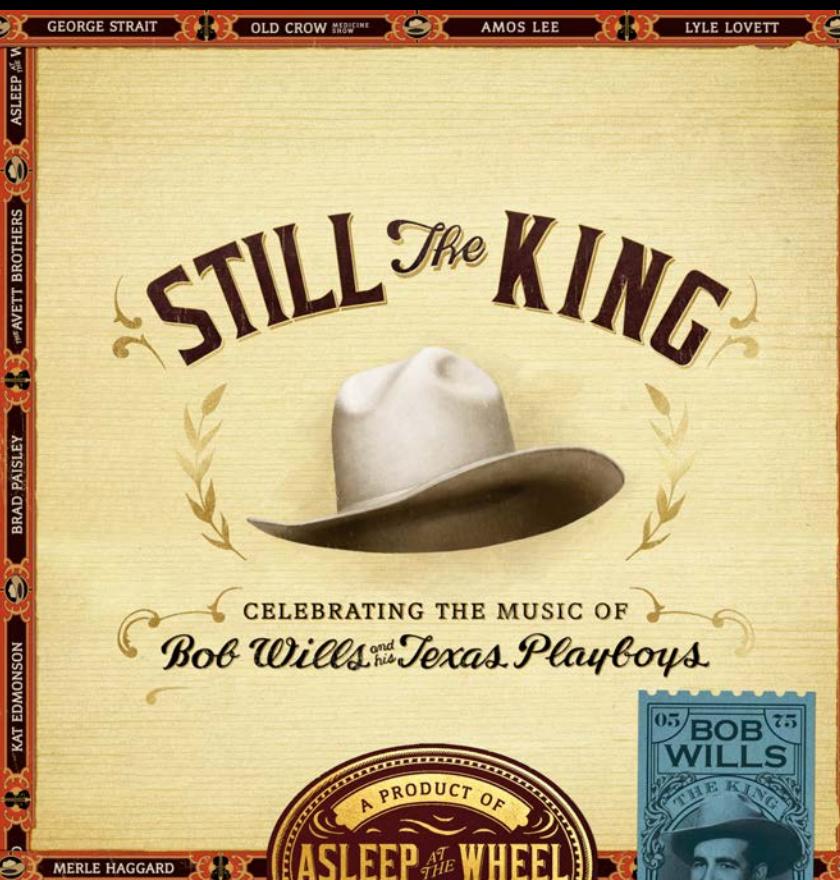
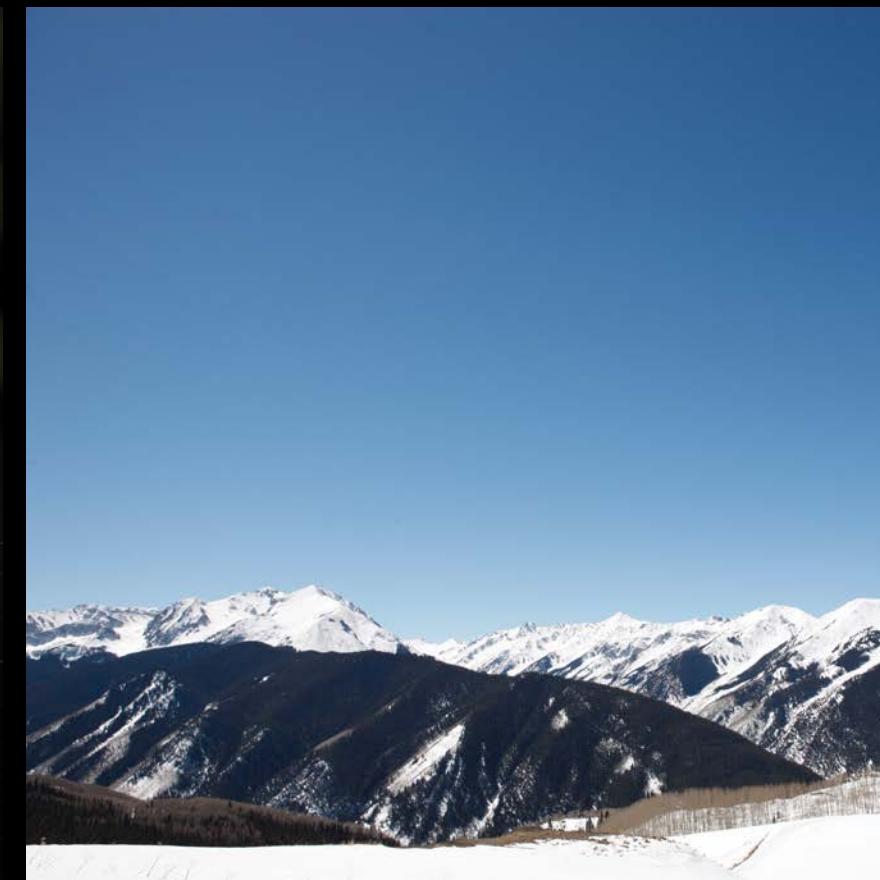
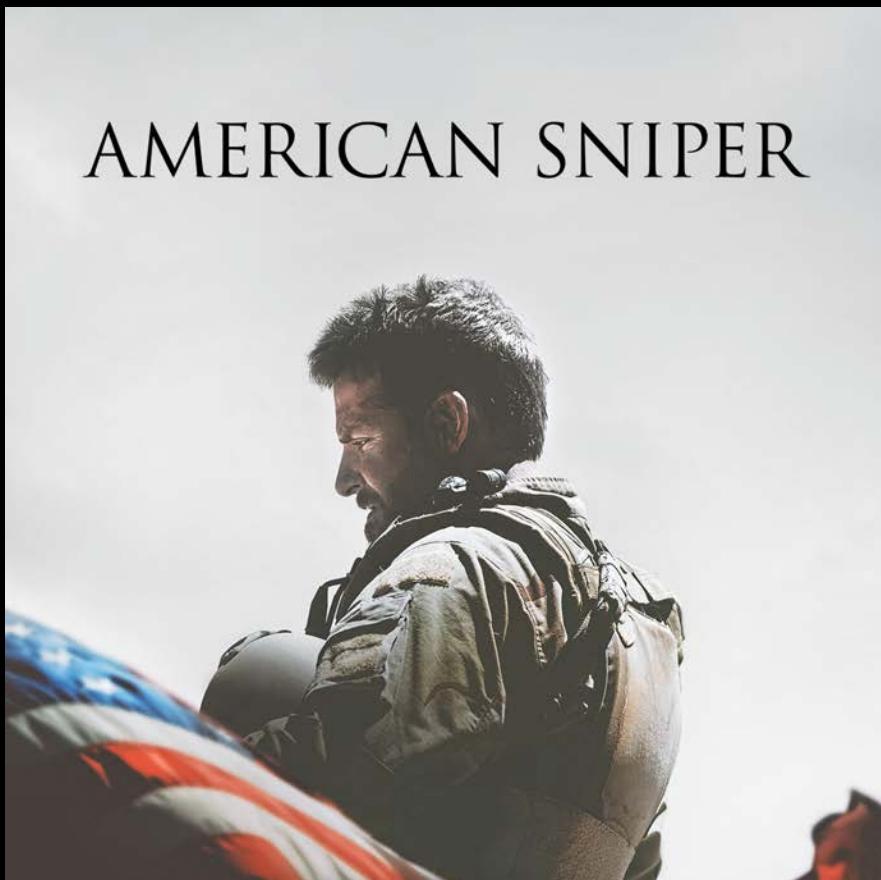
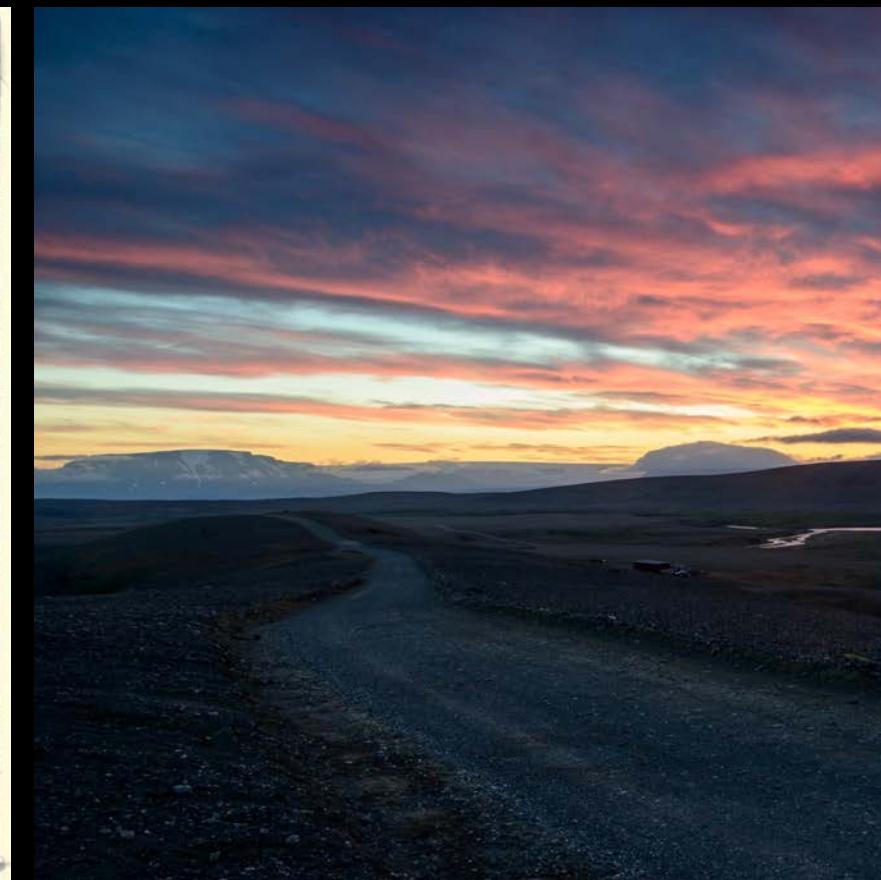
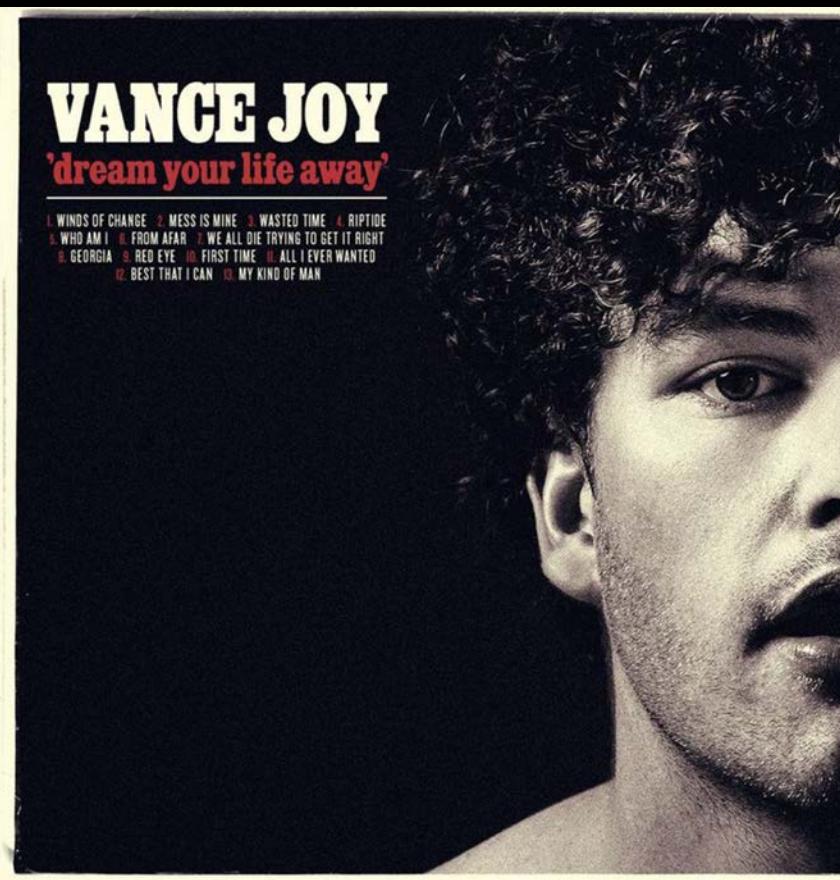


# iPhone Wallpaper Sizes



# iPhone Wallpaper Sizes





# System Resources

# System Resources



CPU

# System Resources



CPU



Memory

# System Resources



CPU



Memory



I/O

# System Resources



CPU



Memory



I/O

# System Resources



I/O

# System Resources



Input/Output

I/O

# System Resources



I/O

Input/Output

- Local Storage

# System Resources



I/O

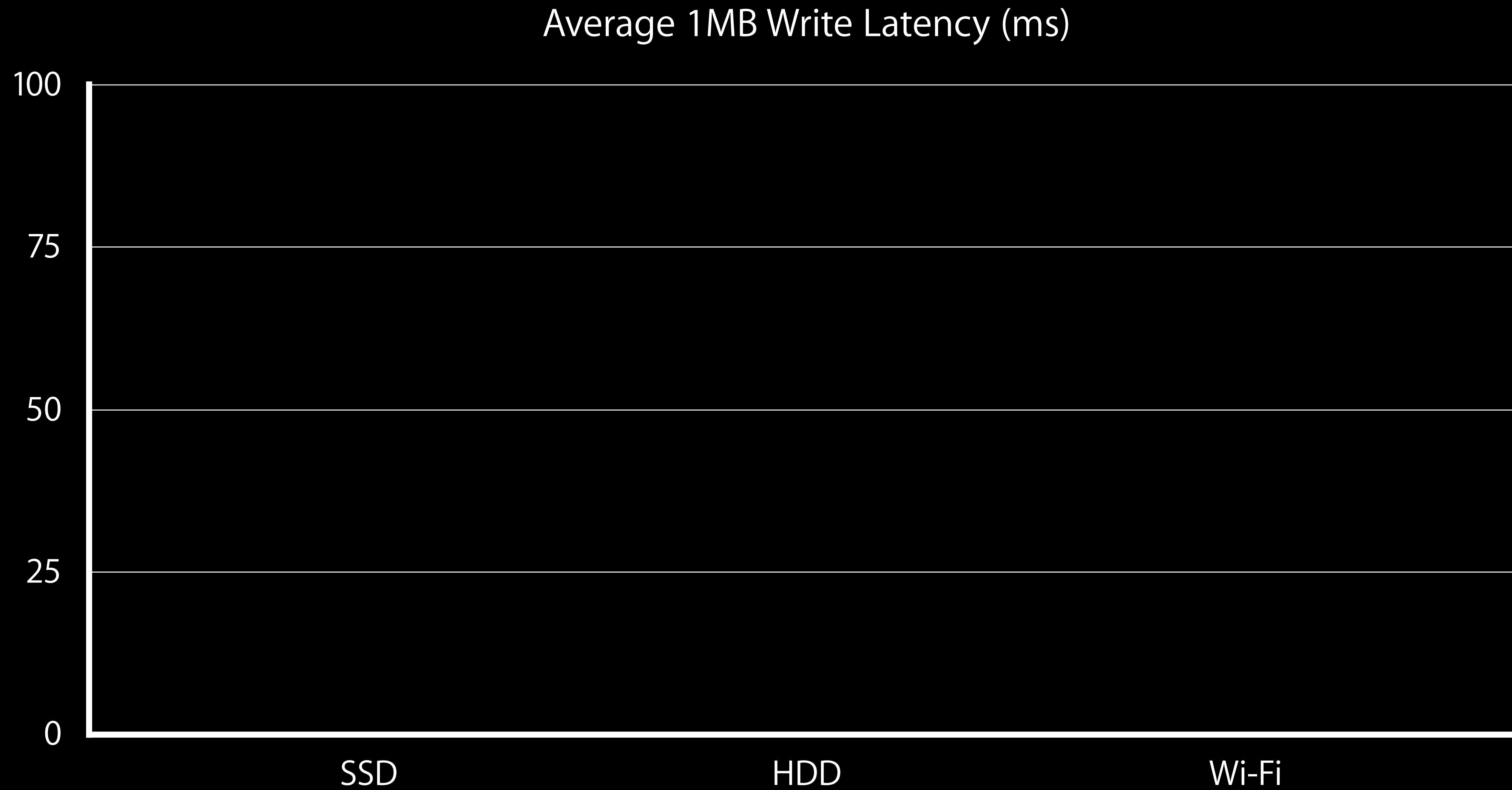
## Input/Output

- Local Storage
- Network

# I/O Technology Variation

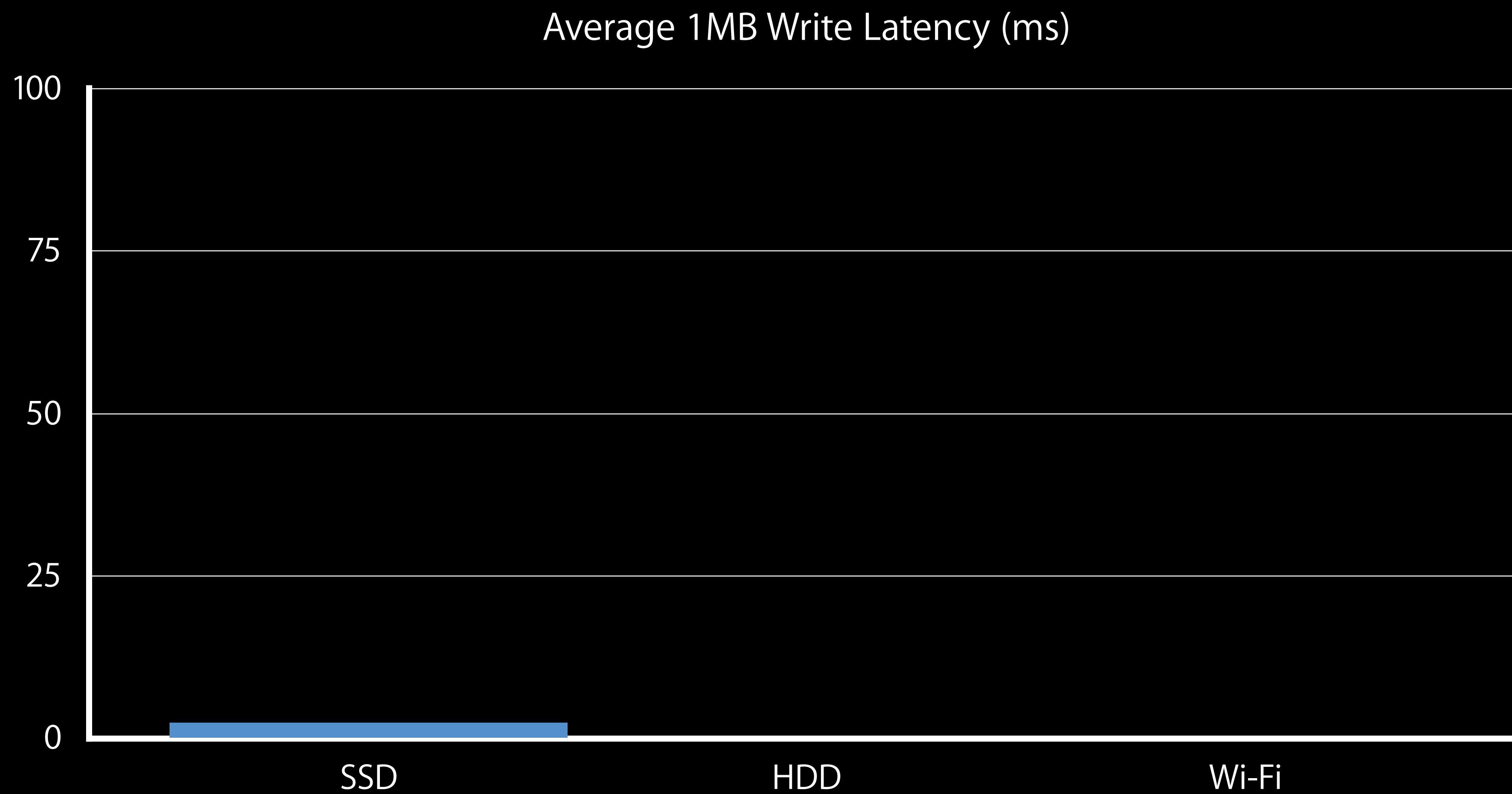
Performance numbers are approximate and not representative of any specific product.

# I/O Technology Variation



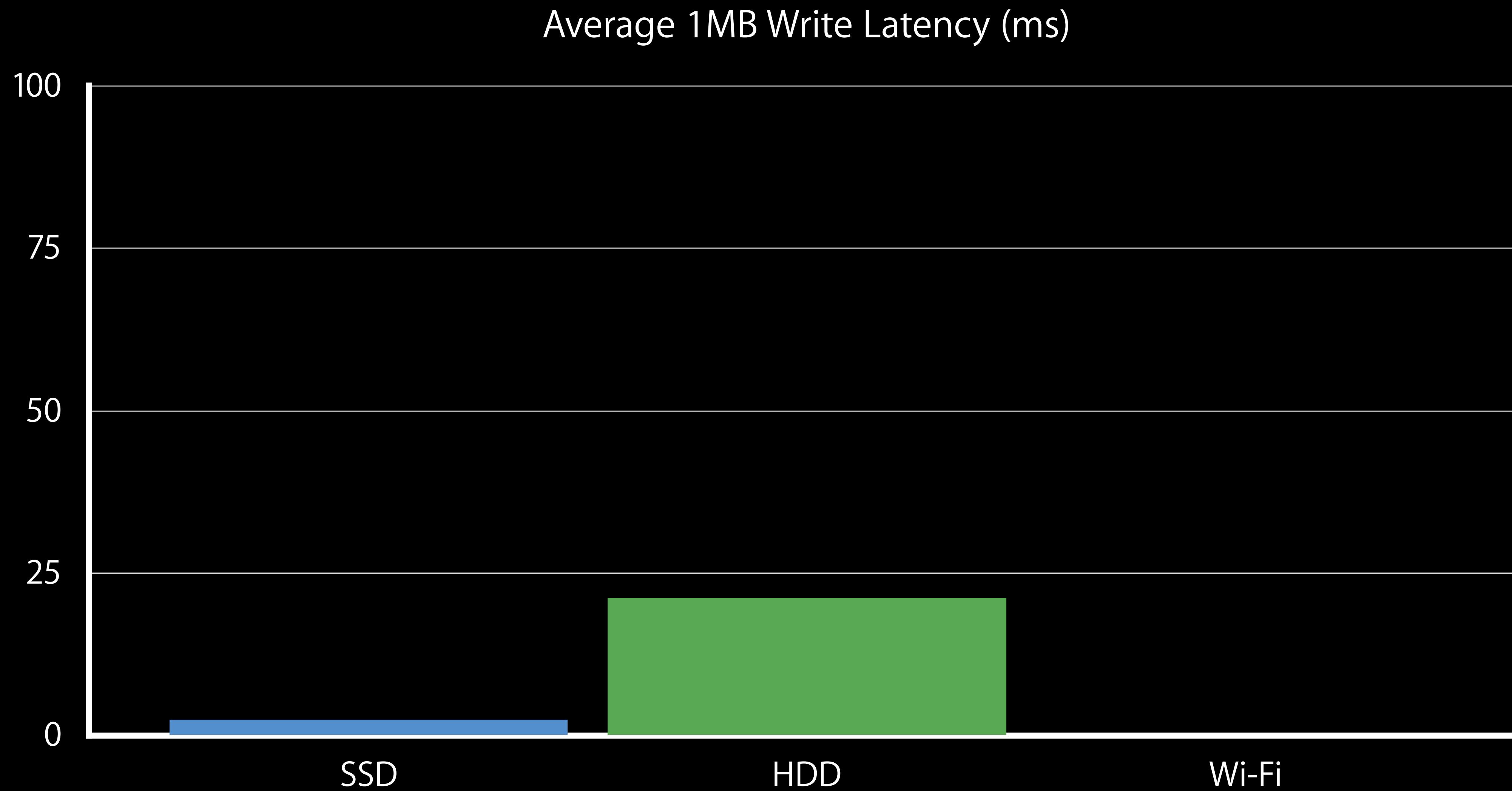
Performance numbers are approximate and not representative of any specific product.

# I/O Technology Variation



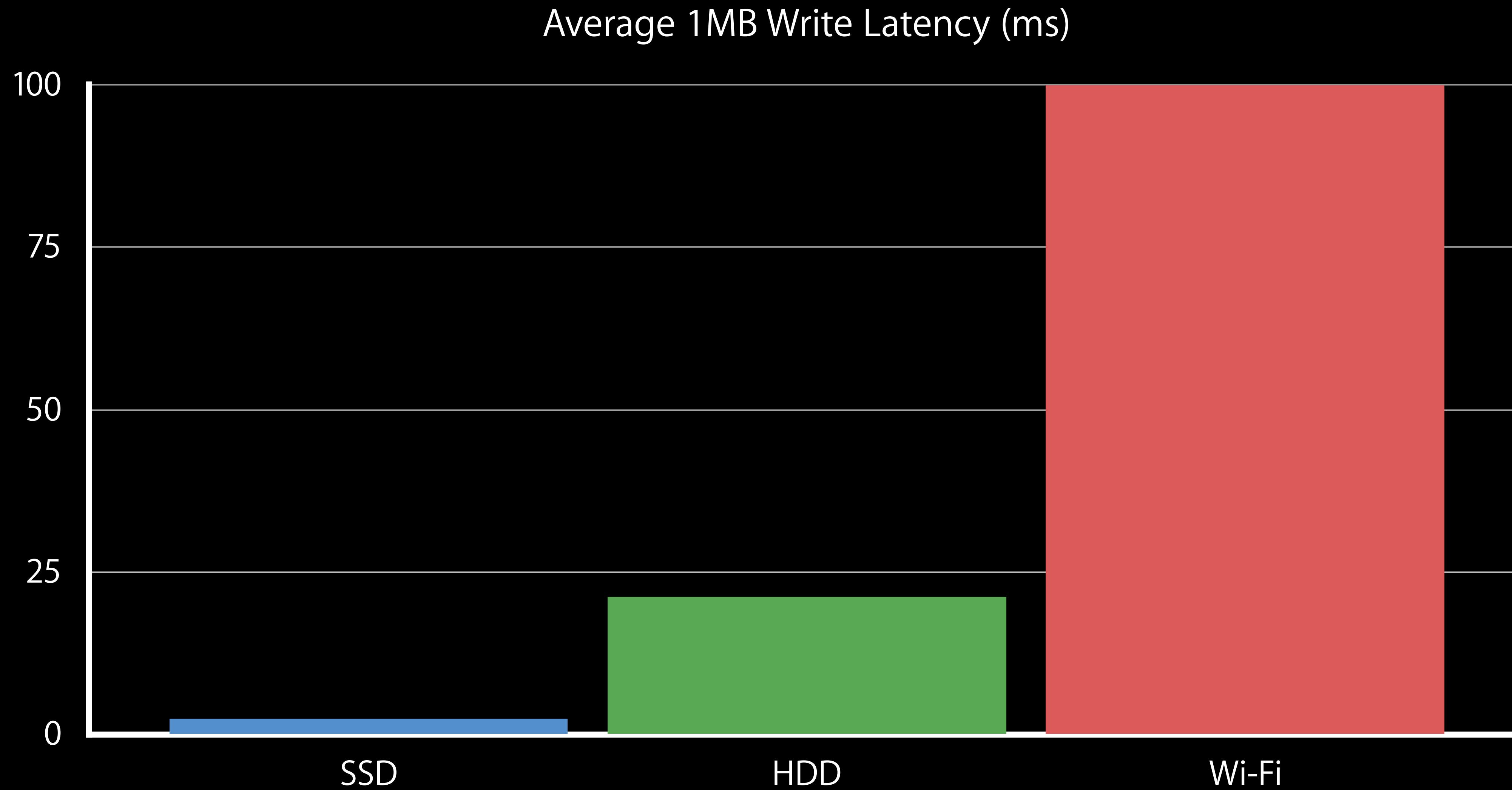
Performance numbers are approximate and not representative of any specific product.

# I/O Technology Variation



Performance numbers are approximate and not representative of any specific product.

# I/O Technology Variation



Performance numbers are approximate and not representative of any specific product.

# User Impact

# User Impact



App Responsiveness

# User Impact



App Responsiveness



System Performance

# User Impact



App Responsiveness



System Performance



Battery Life

# I/O Philosophy

# I/O Philosophy

Reduce I/O

# I/O Philosophy

Reduce I/O

Use the right thread

# I/O Philosophy

Reduce I/O

Use the right thread

Adopt appropriate APIs

# I/O Philosophy

Reduce I/O

Use the right thread

Adopt appropriate APIs

Test and measure

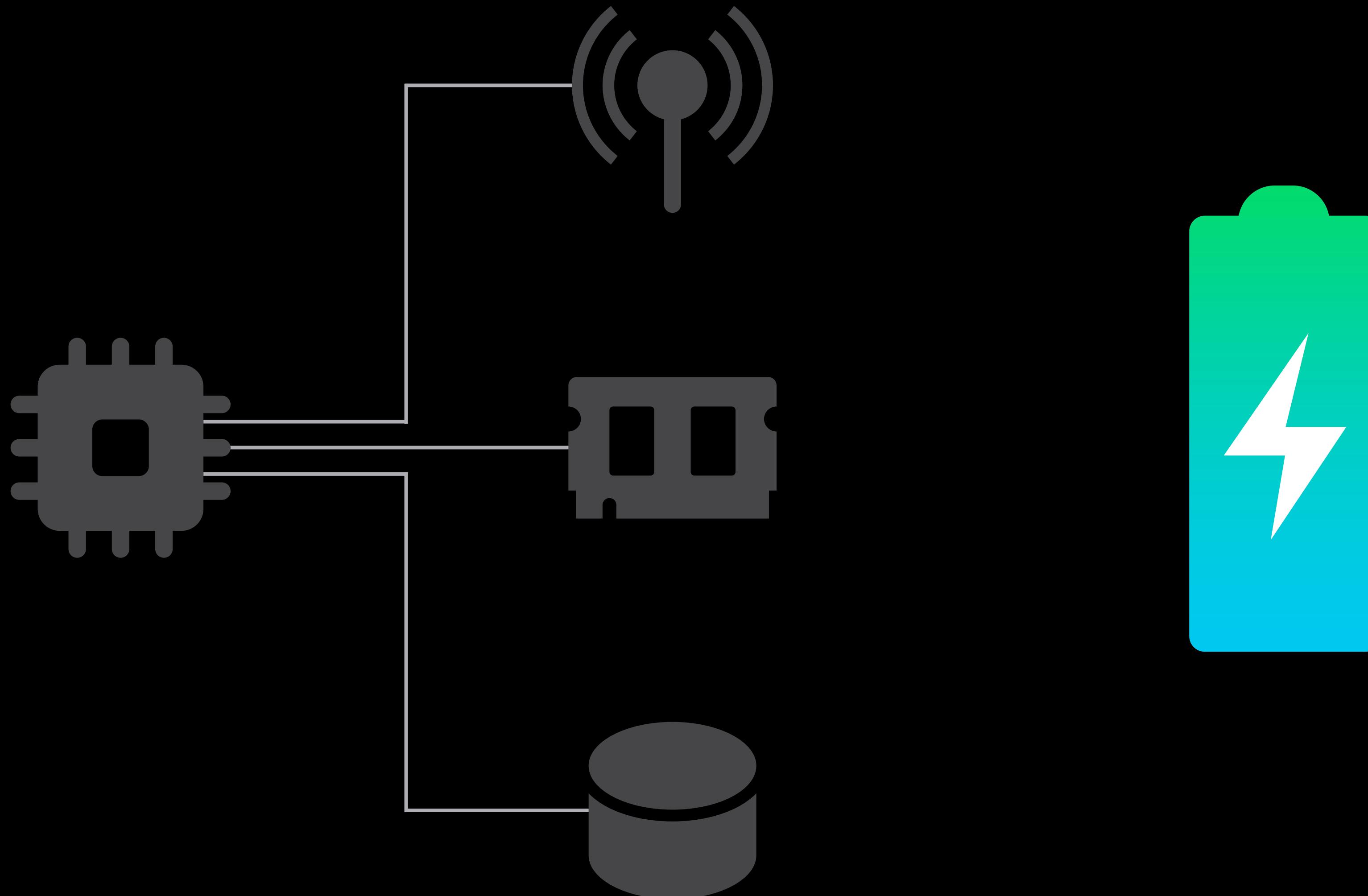
# Reduce I/O

# Reduce I/O

## Battery life

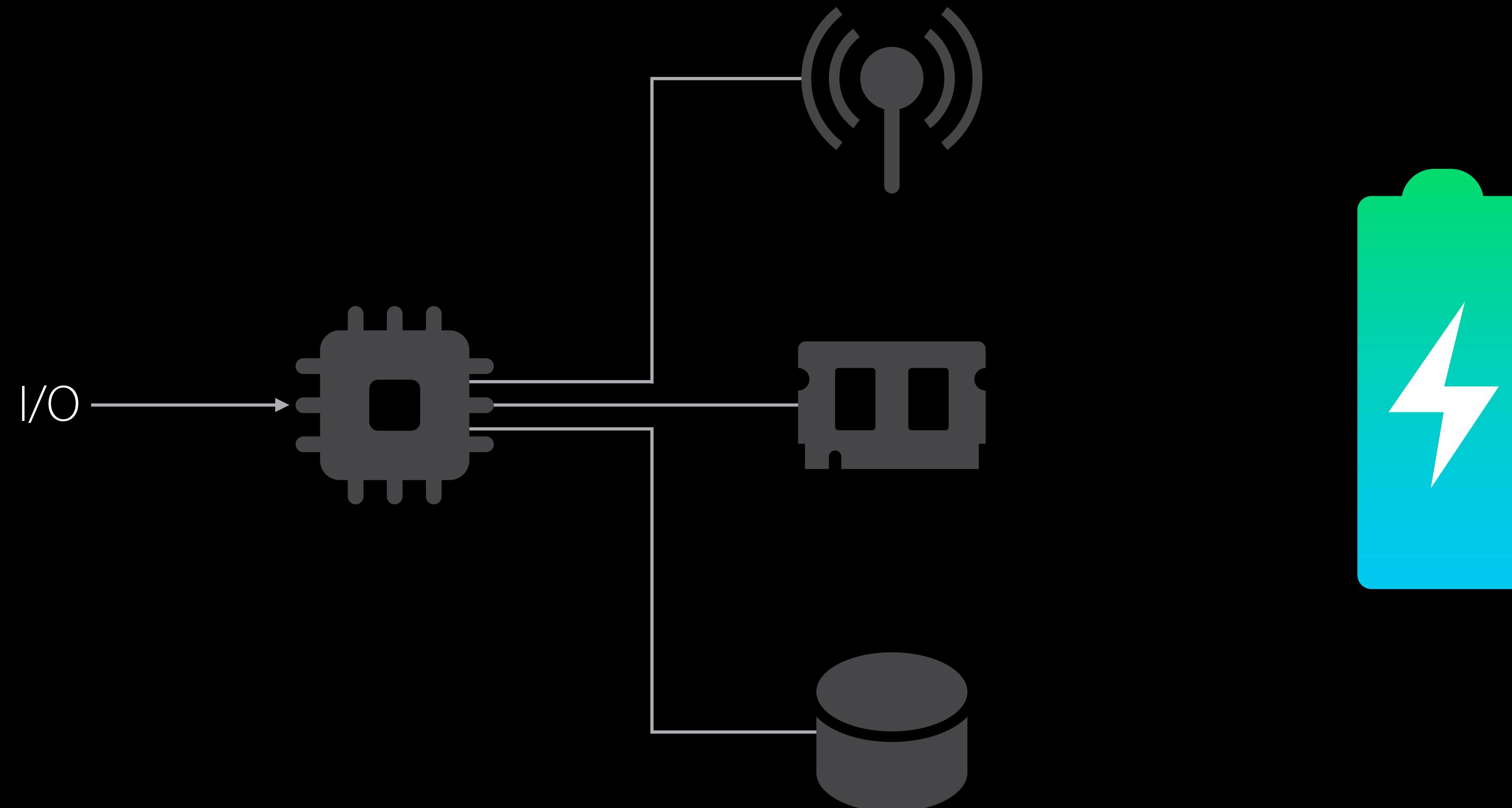
# Reduce I/O

## Battery life



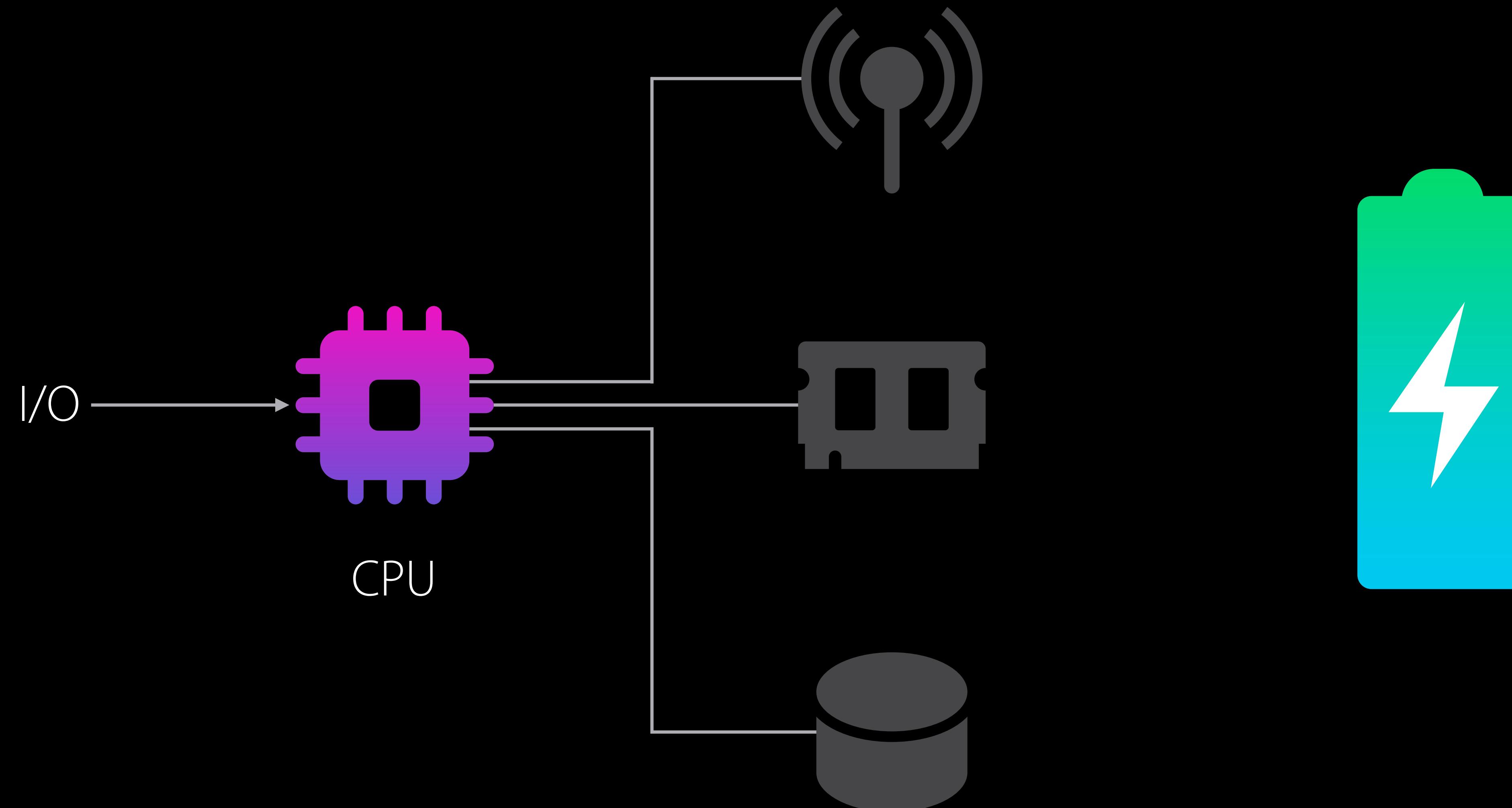
# Reduce I/O

## Battery life



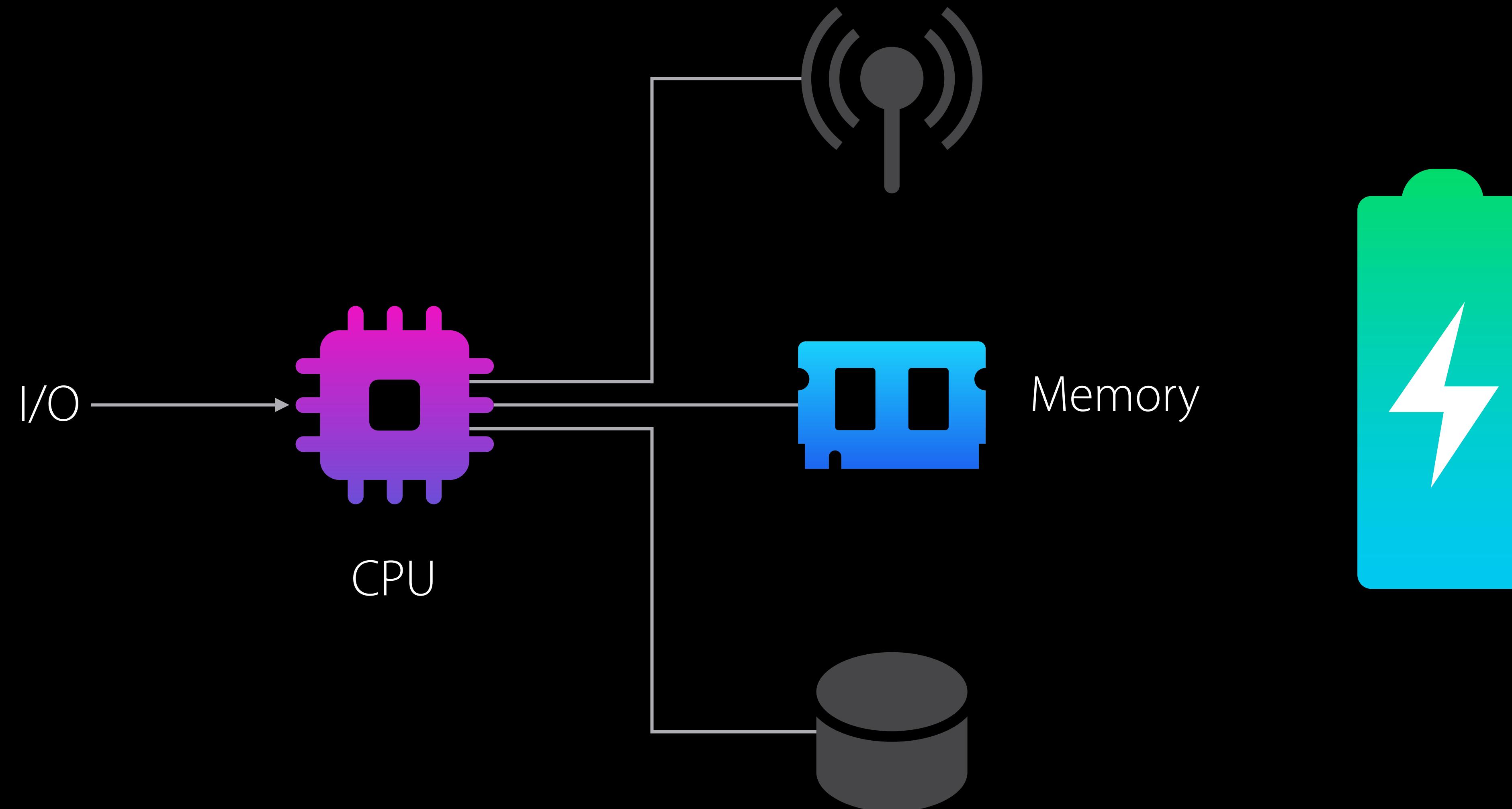
# Reduce I/O

Battery life



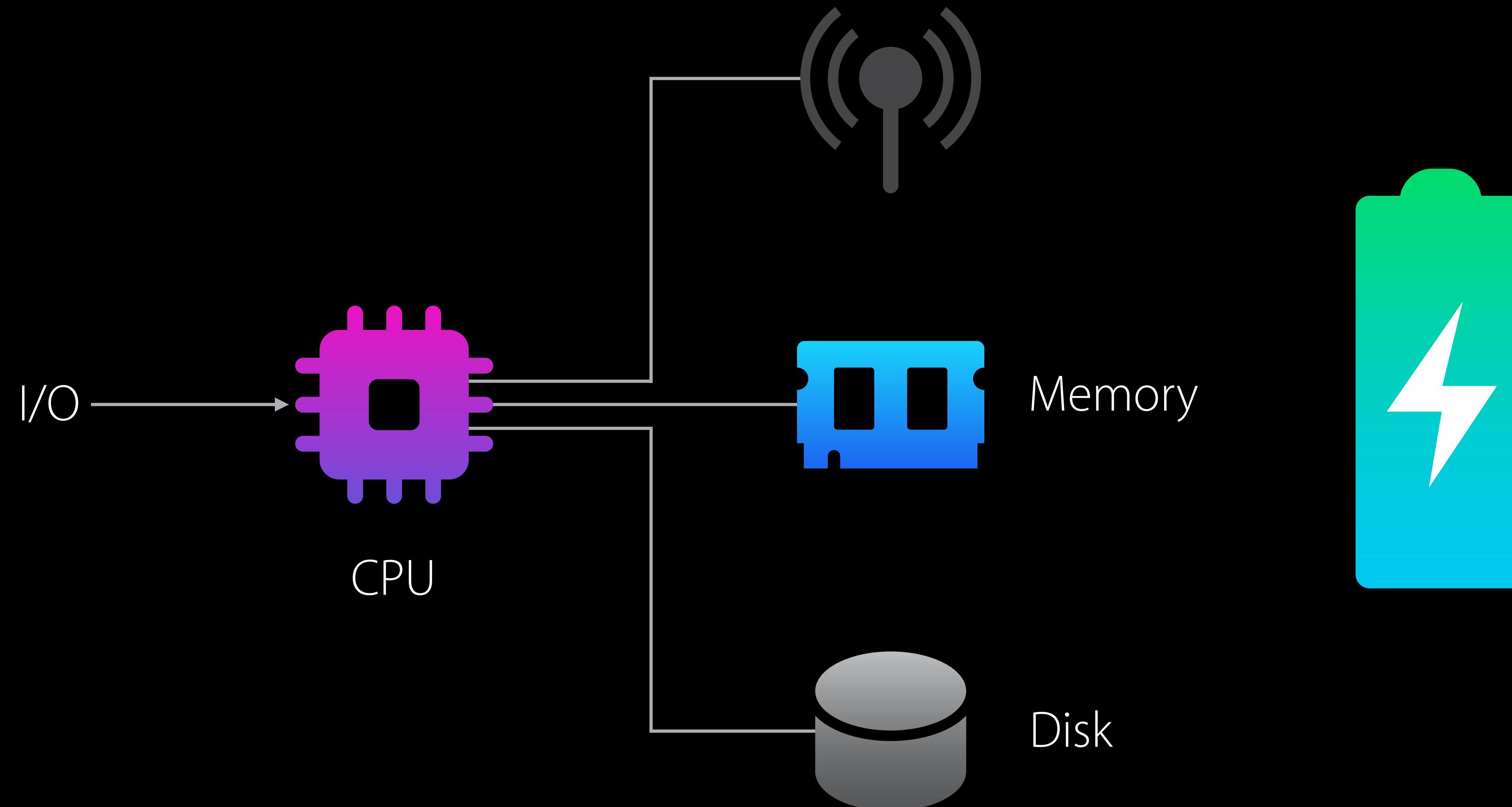
# Reduce I/O

Battery life



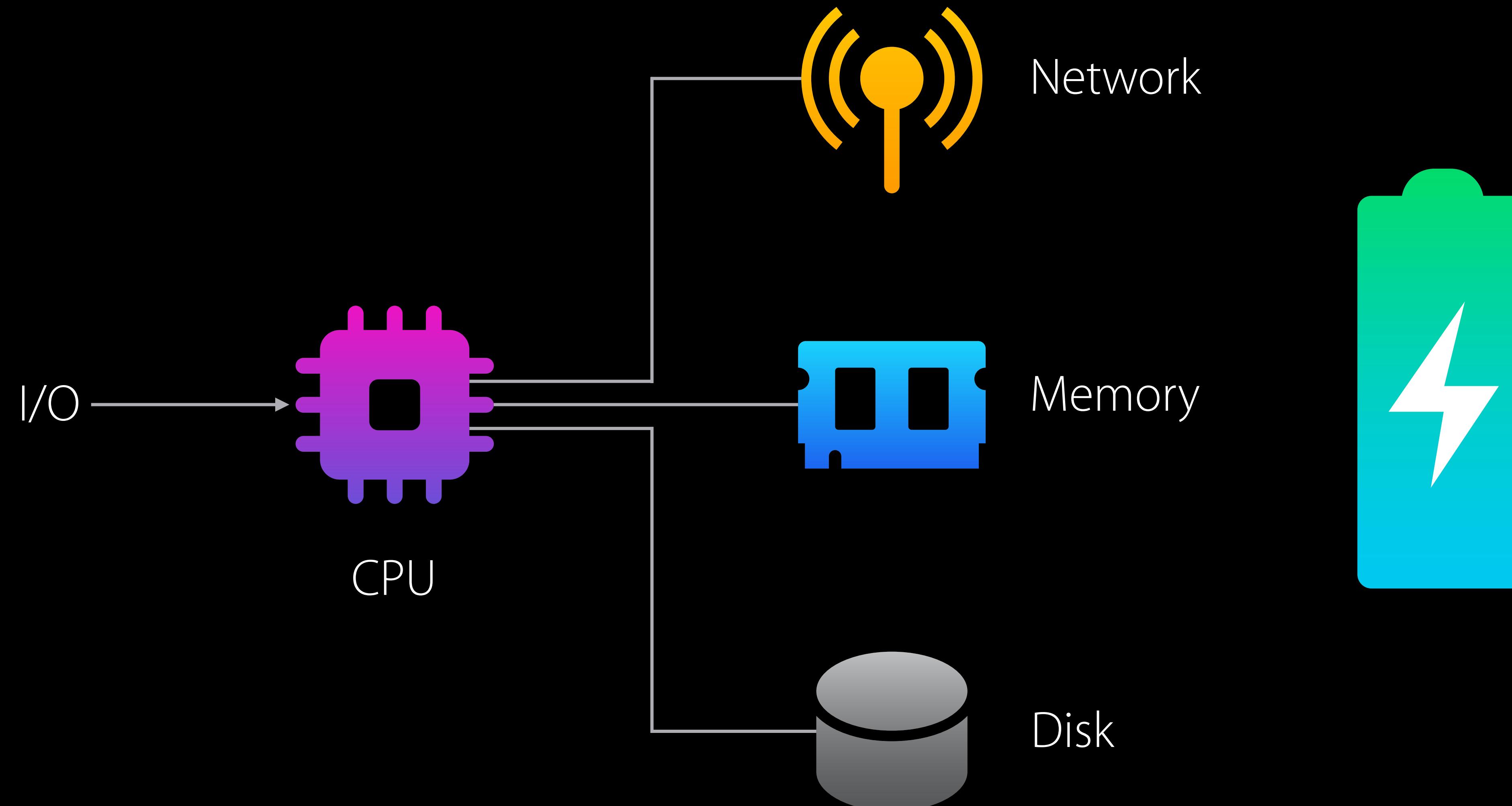
# Reduce I/O

Battery life

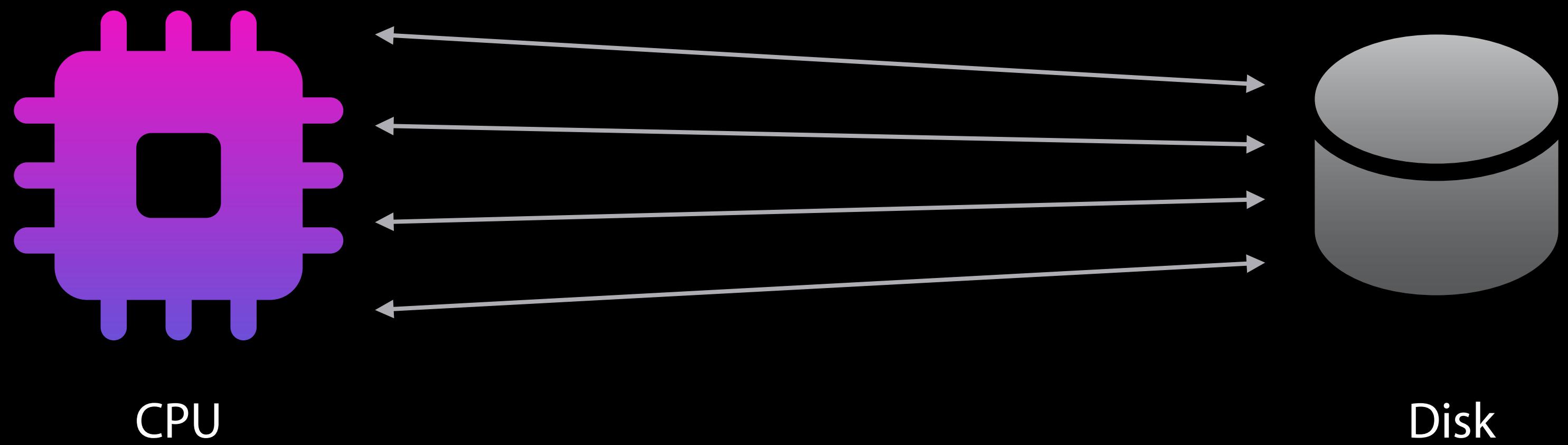


# Reduce I/O

Battery life



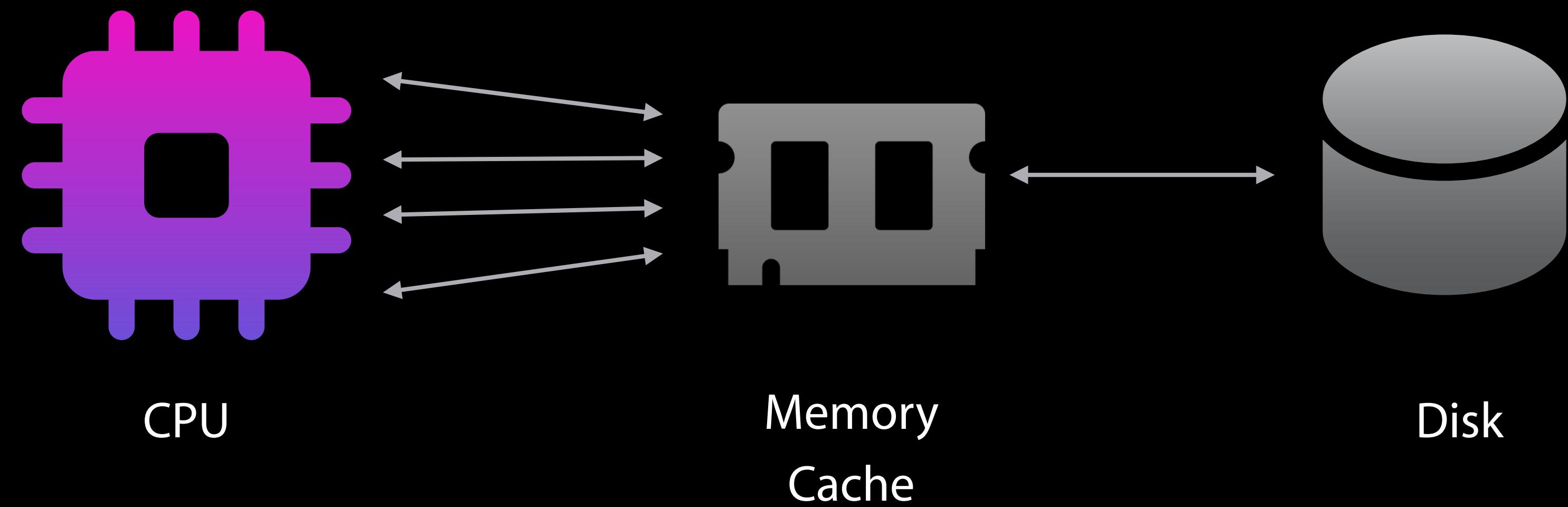
# Caching



# Caching



In-memory copy of data

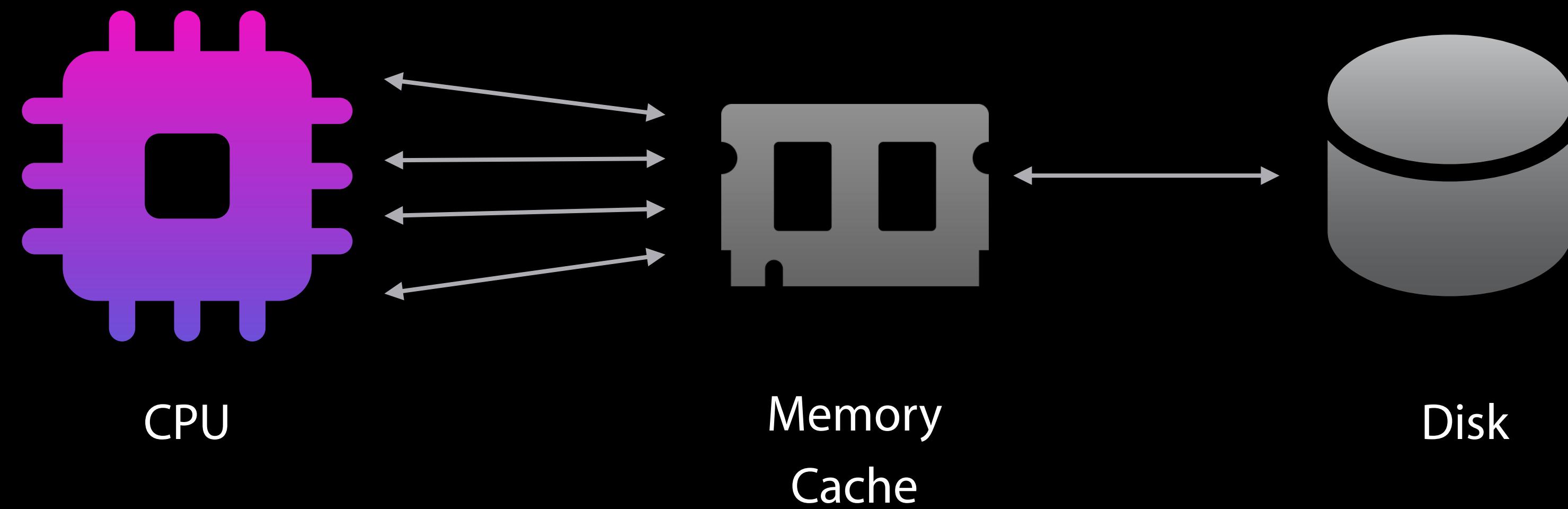


# Caching



In-memory copy of data

Potential candidates



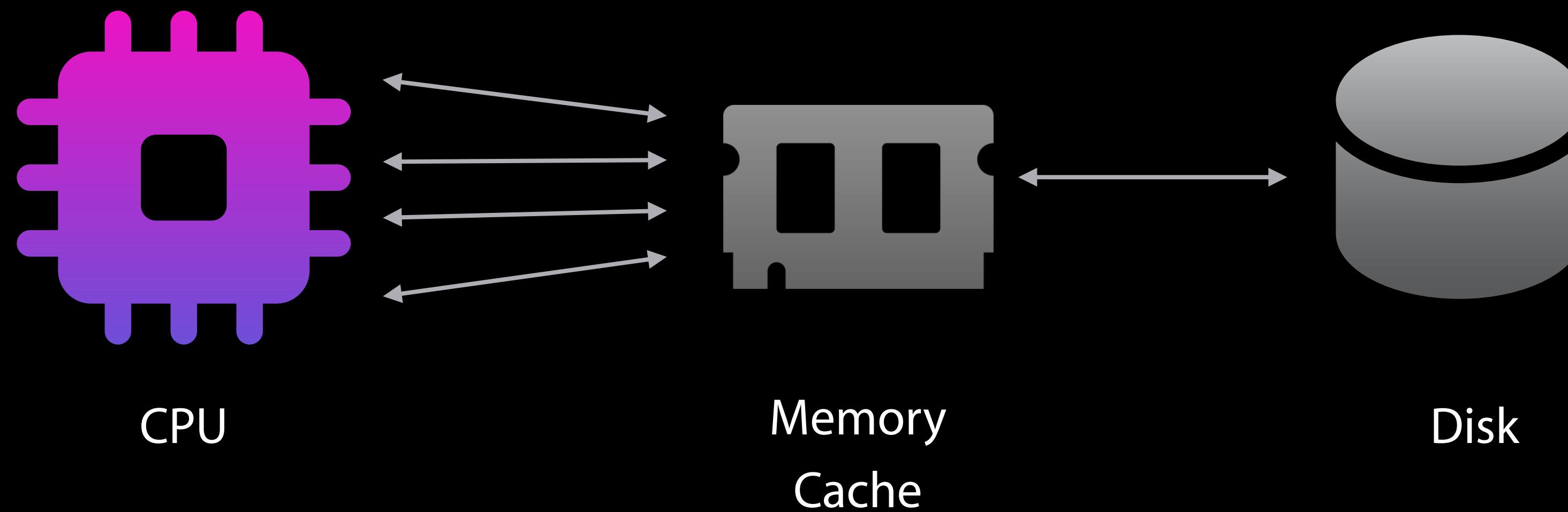
# Caching



In-memory copy of data

Potential candidates

- Frequent writes



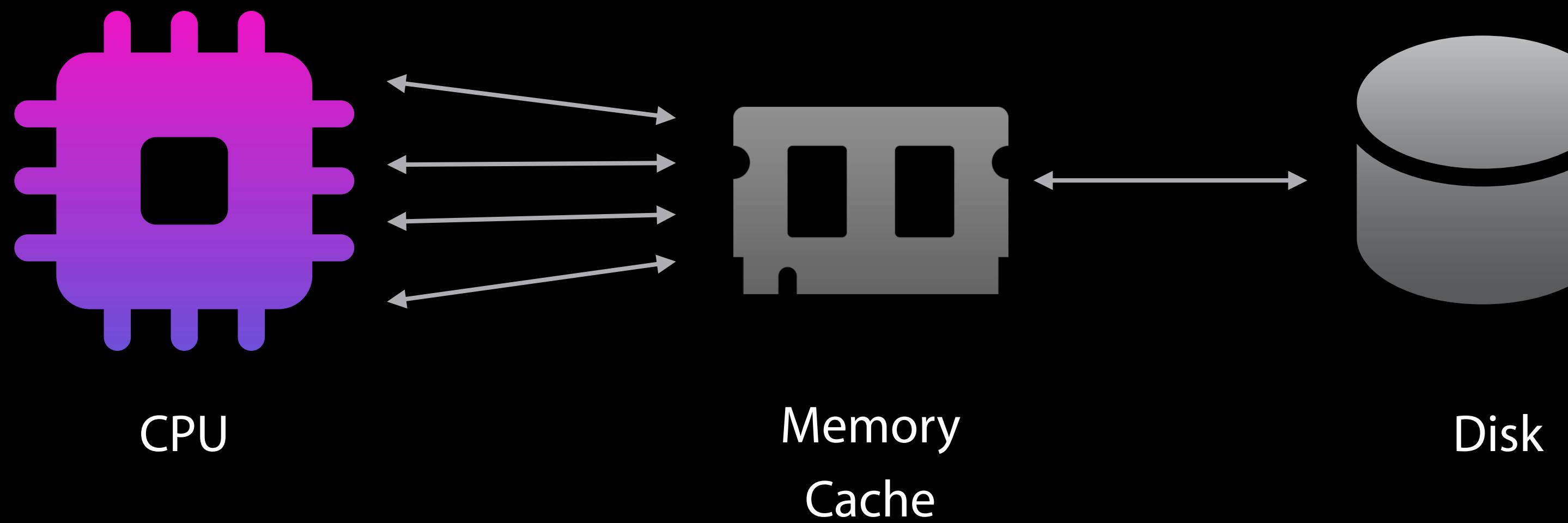
# Caching



In-memory copy of data

Potential candidates

- Frequent writes
- Expensive reads



# Caching

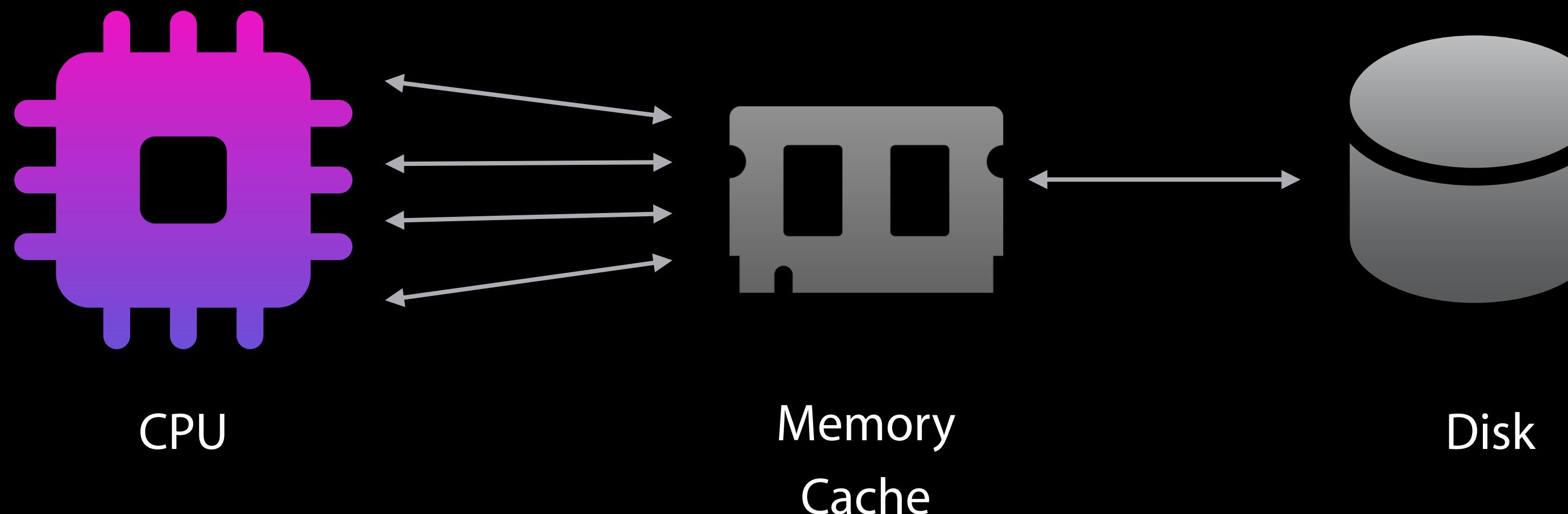


In-memory copy of data

Potential candidates

- Frequent writes
- Expensive reads

Memory and I/O tradeoffs



# Caching

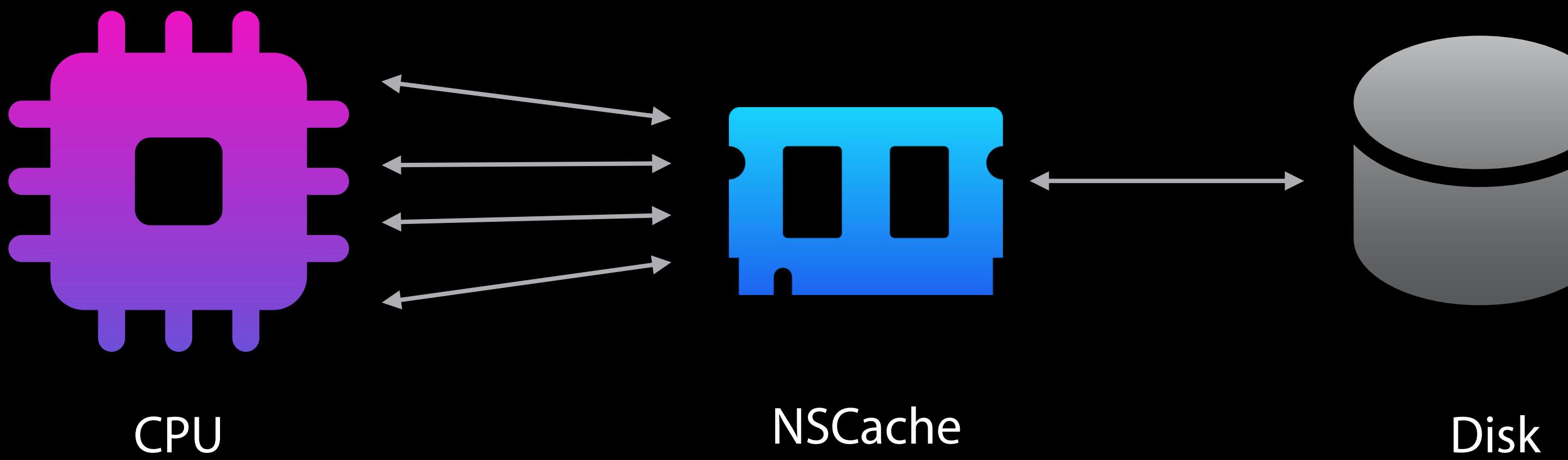


In-memory copy of data

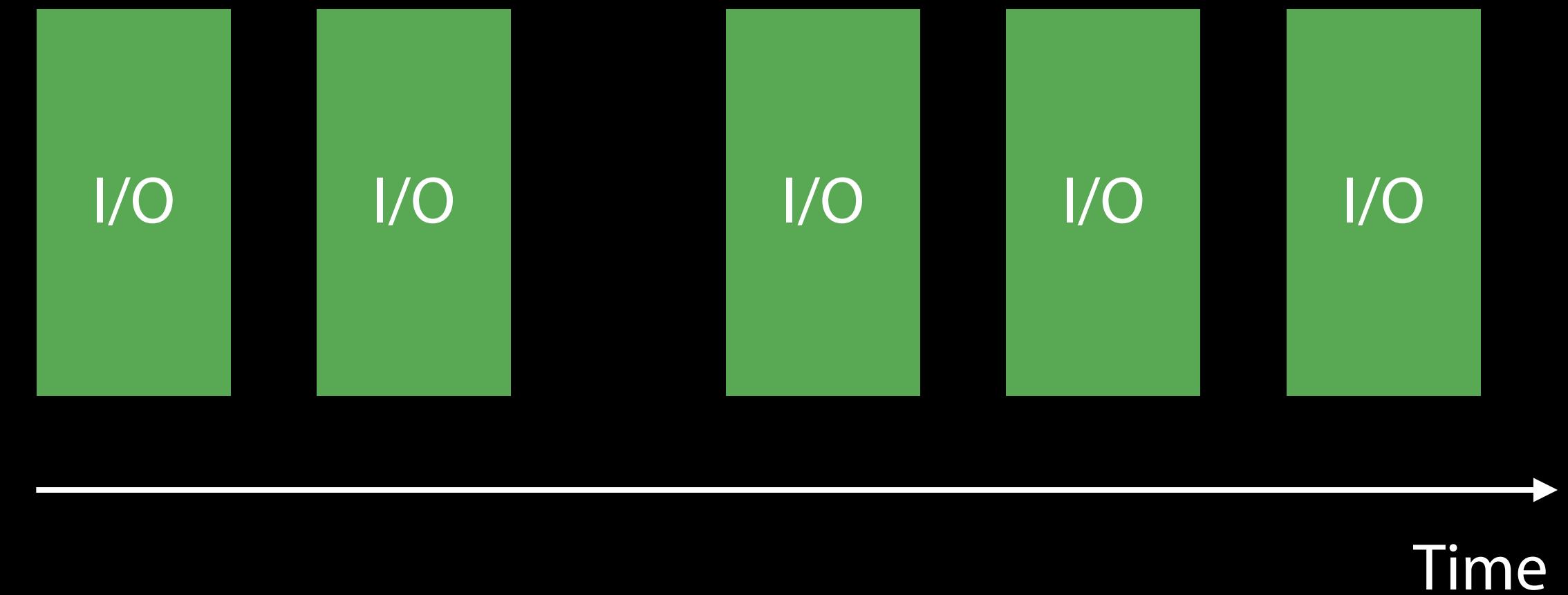
Potential candidates

- Frequent writes
- Expensive reads

Memory and I/O tradeoffs



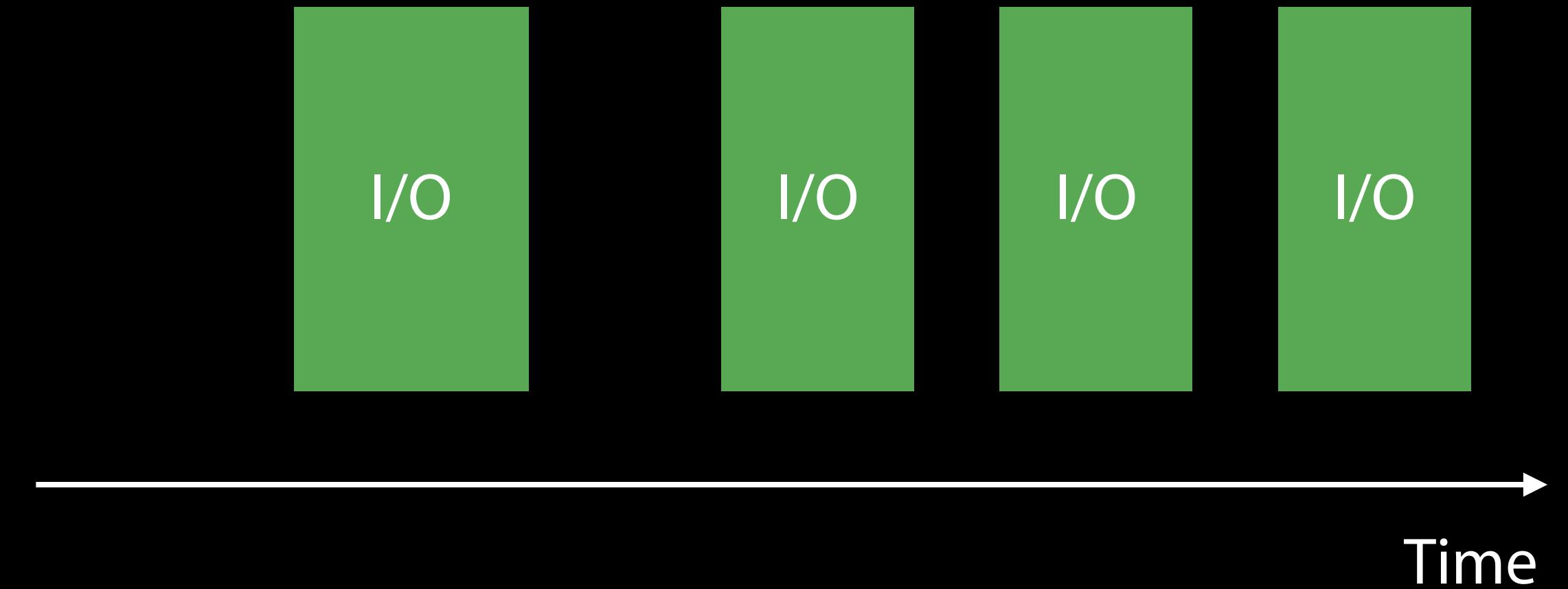
# Coalescing I/O



# Coalescing I/O



Defer I/O operations



# Coalescing I/O



Defer I/O operations

Larger fewer I/Os



# Coalescing I/O



Defer I/O operations

Larger fewer I/Os

Use app state change notifications



# Coalescing I/O



Defer I/O operations

Larger fewer I/Os

Use app state change notifications

Use Centralized Task Scheduling (macOS)



# Coalescing I/O



Defer I/O operations

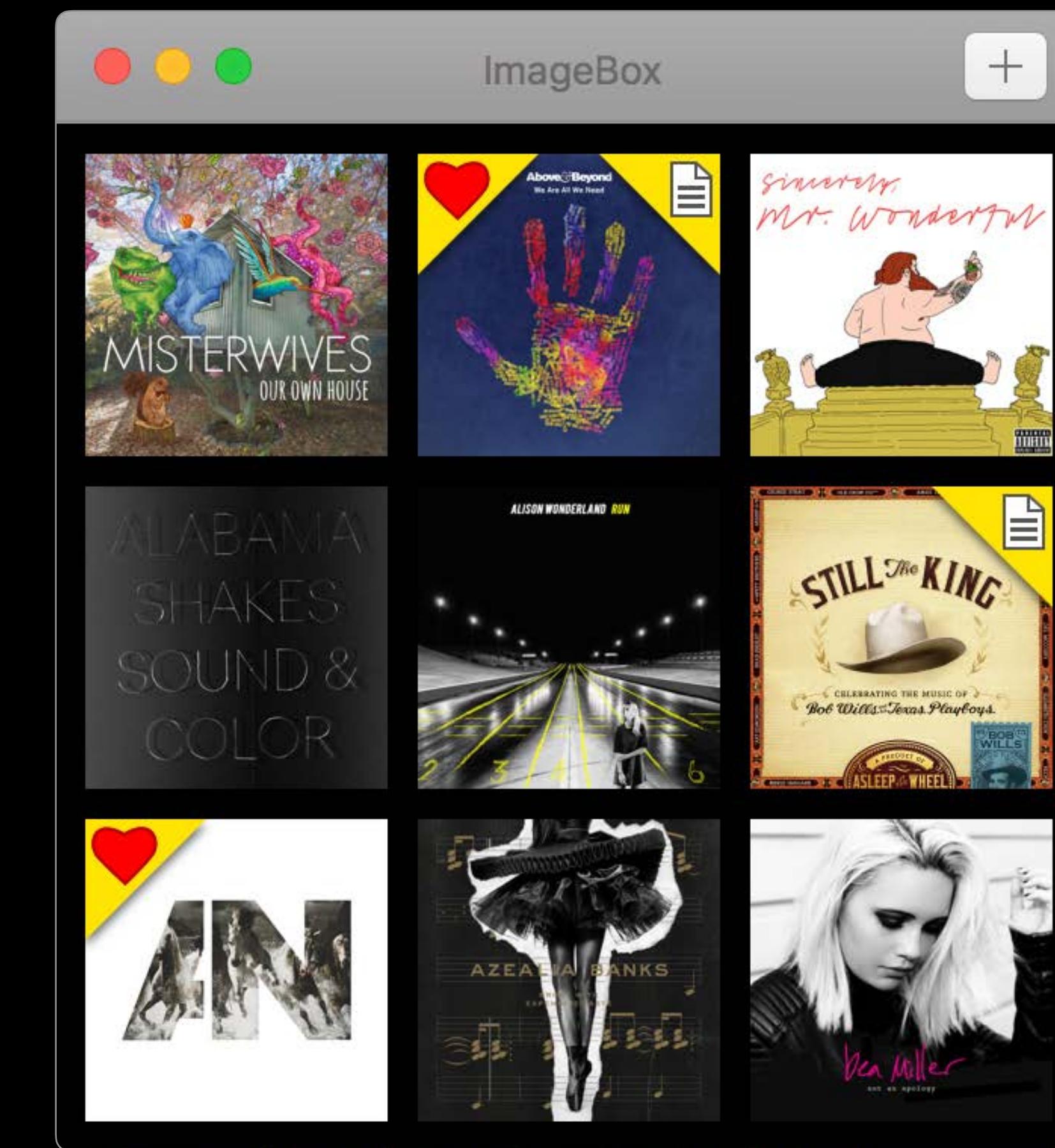
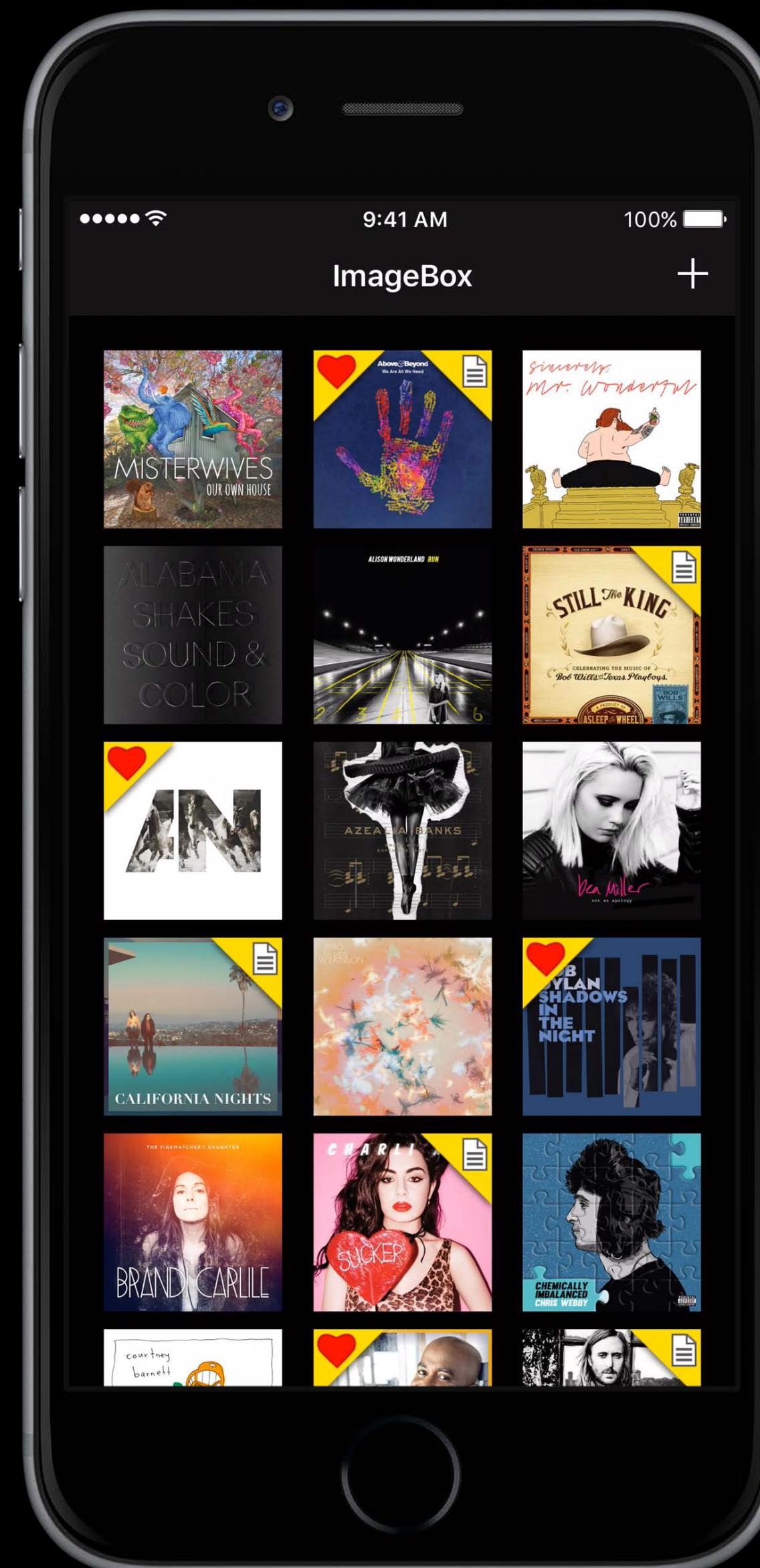
Larger fewer I/Os

Use app state change notifications

Use Centralized Task Scheduling (macOS)



# ImageBox

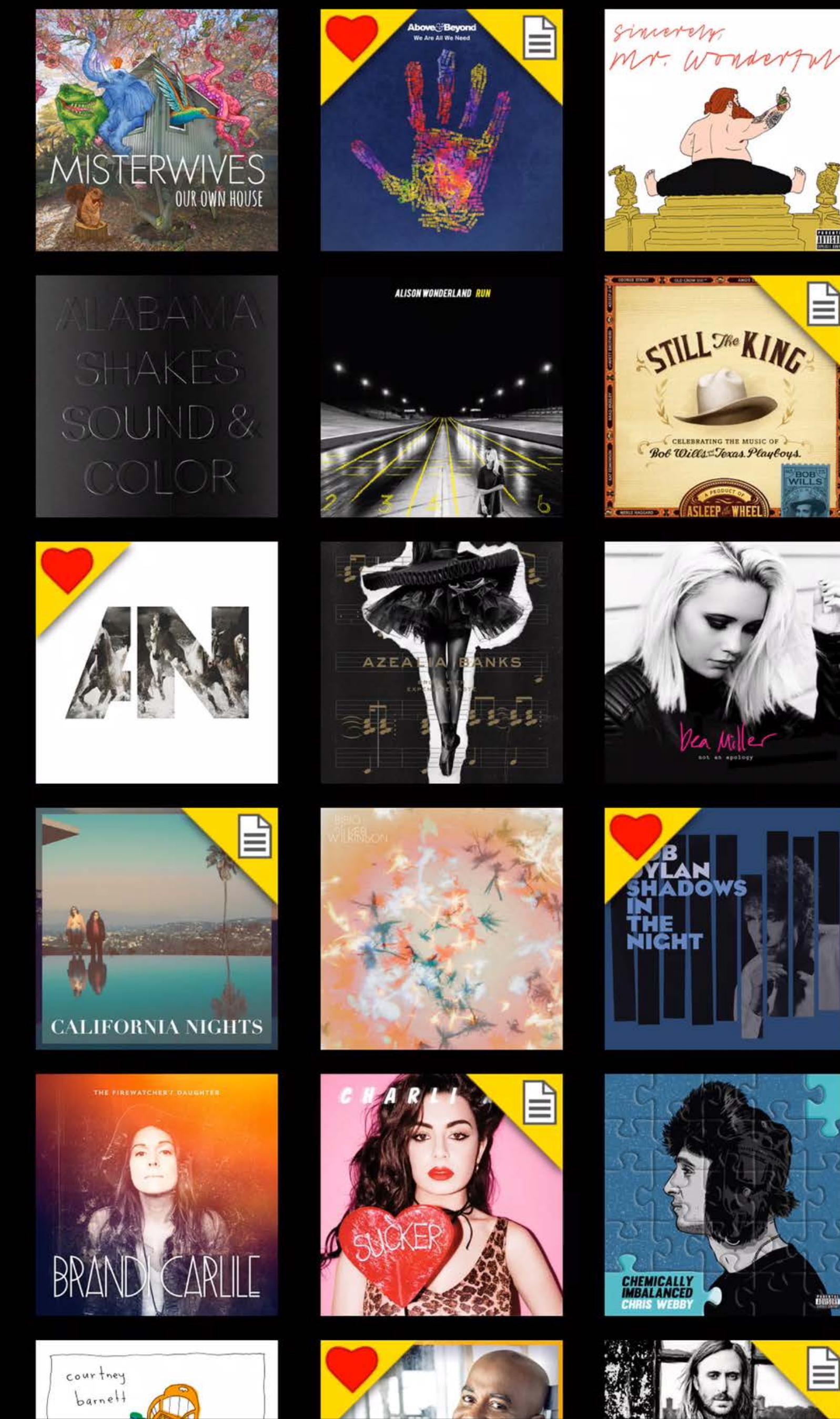




9:41 AM

100%

## ImageBox

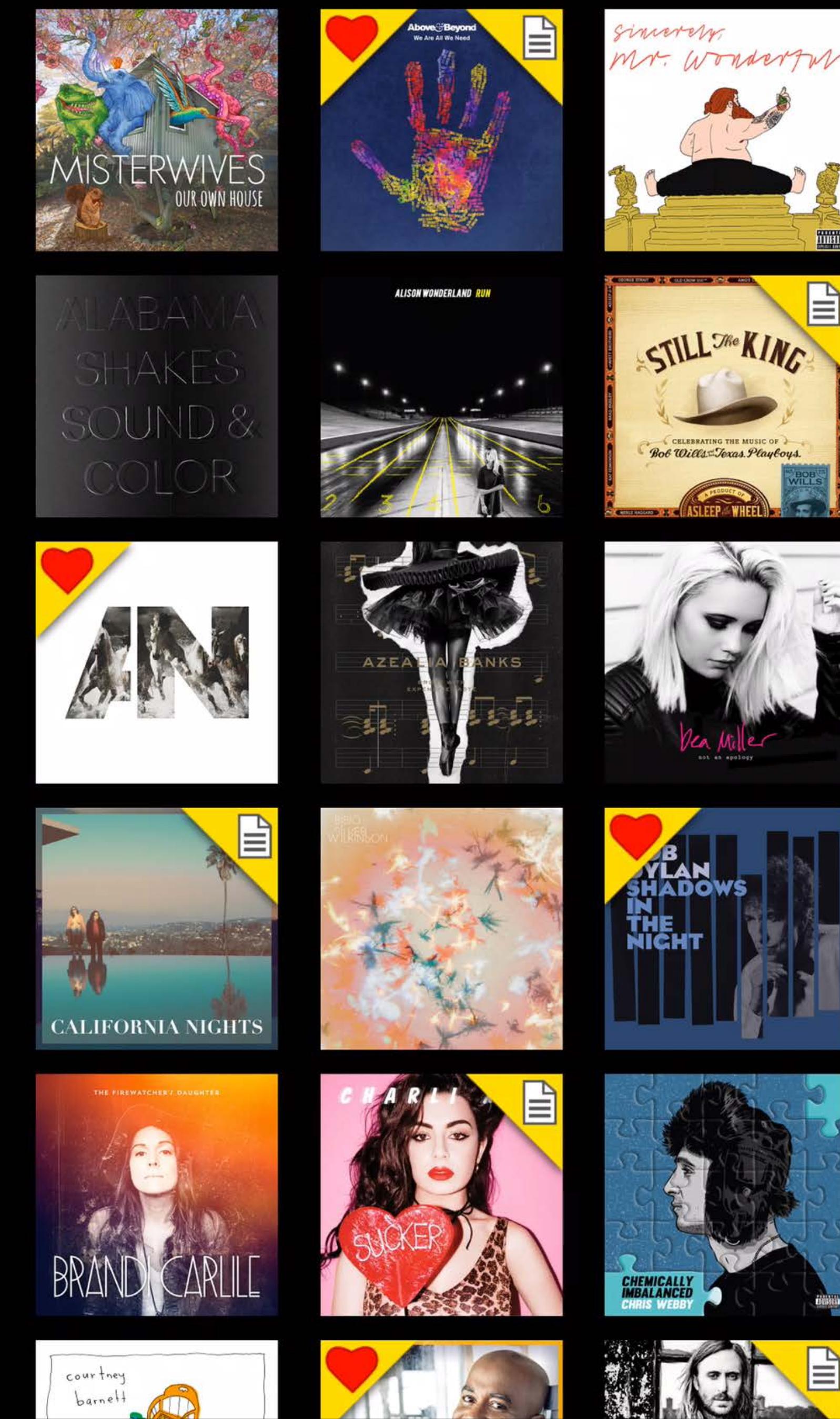




9:41 AM

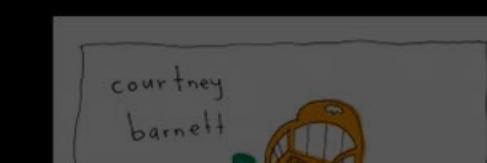
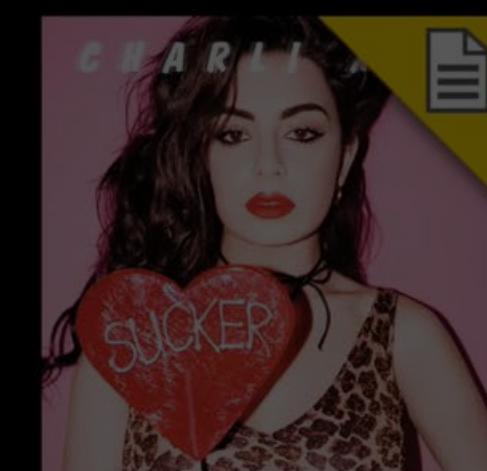
100%

## ImageBox



## ImageBox

+

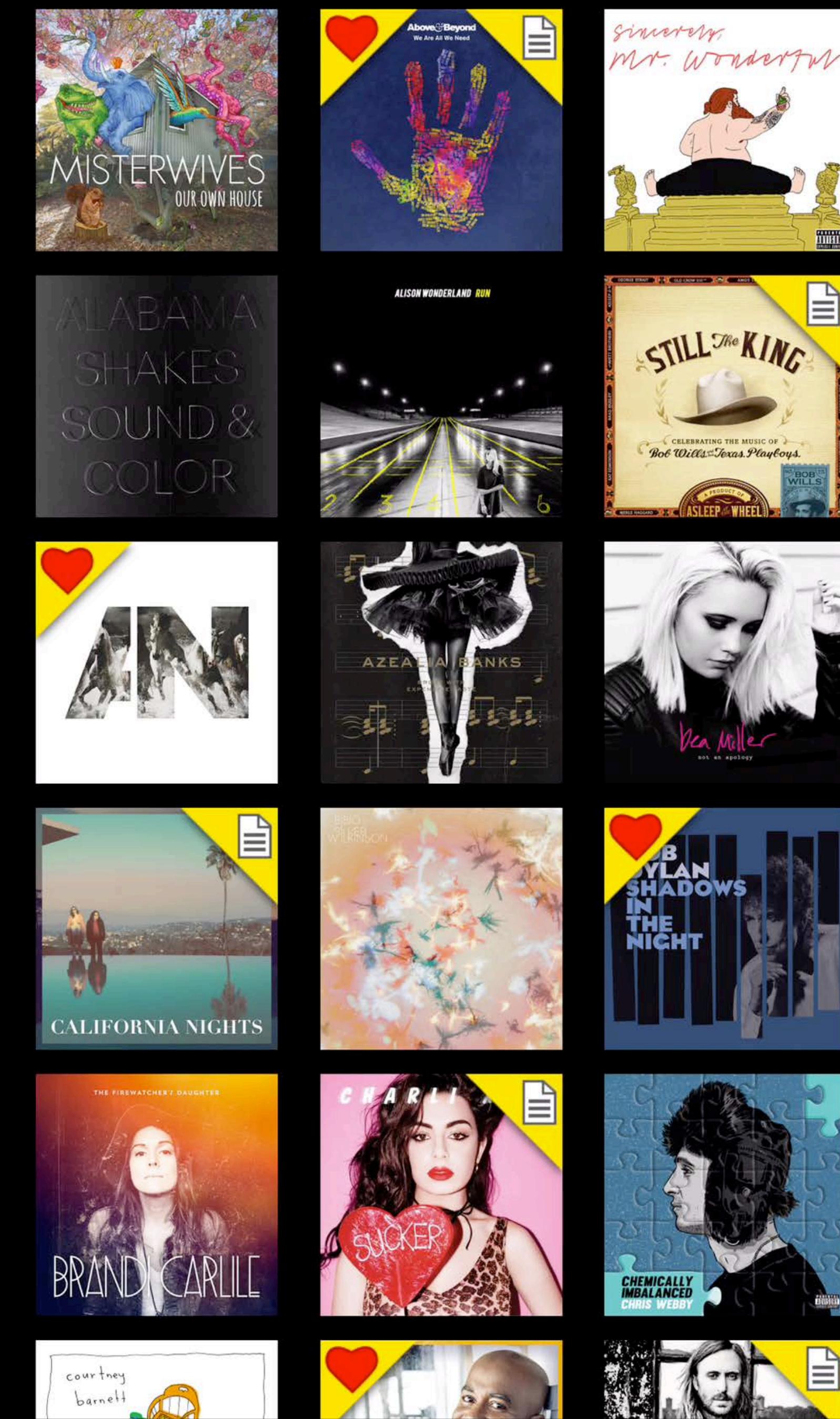




9:41 AM

100%

## ImageBox

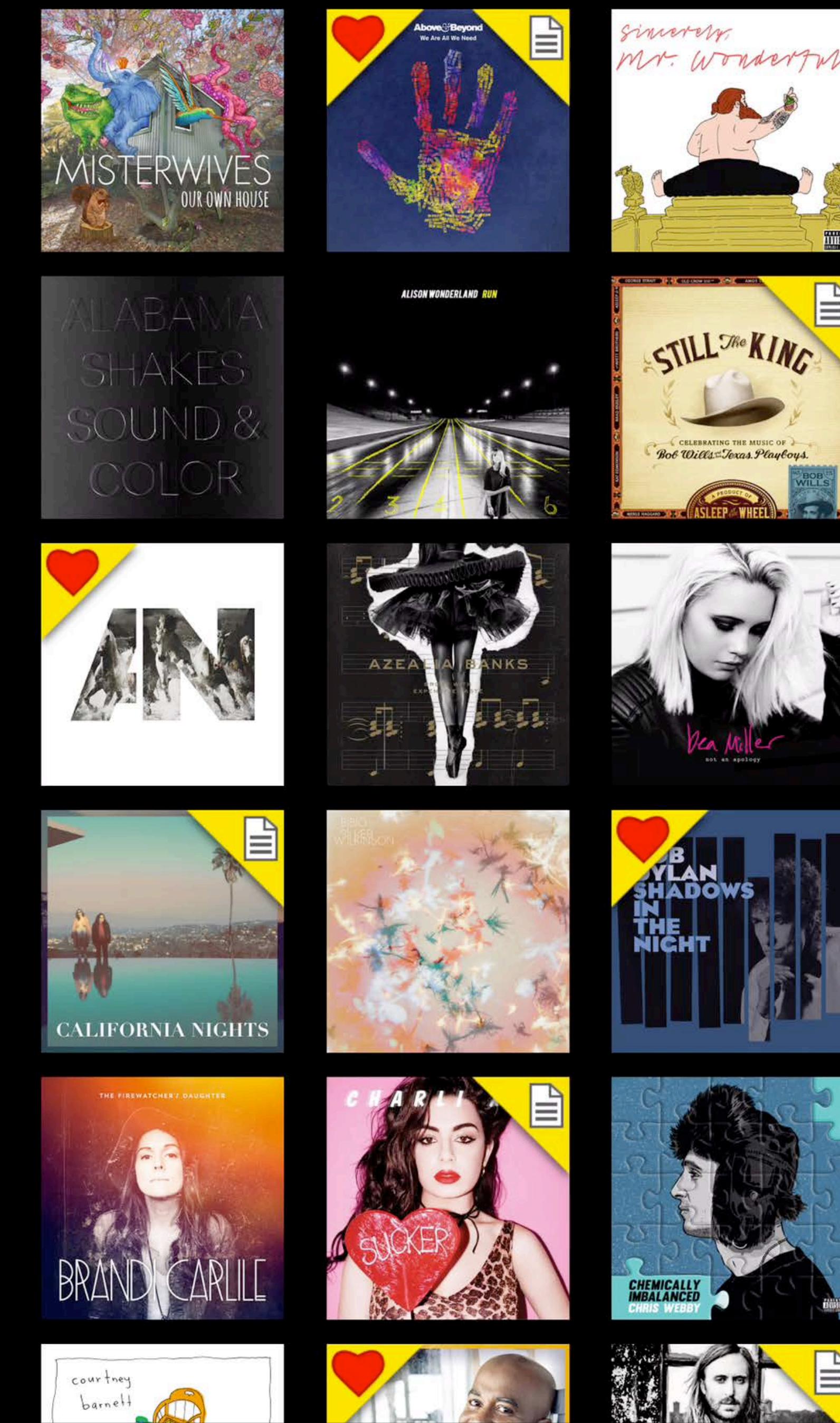




9:41 AM

100%

## ImageBox





9:41 AM

100%

&lt; ImageBox



This album is great!

 ImageBox

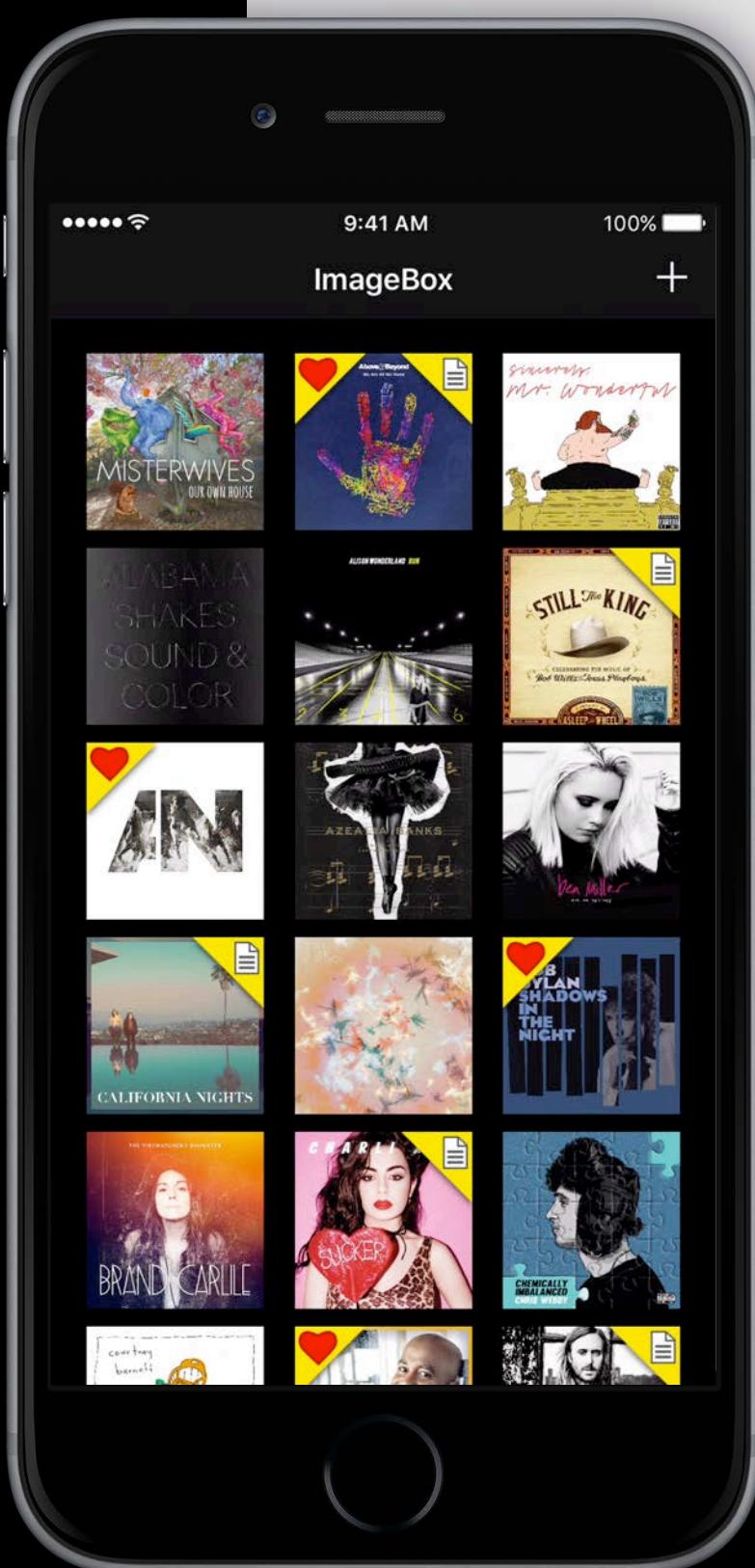
This album is great!

 ImageBox

This album is great!







The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items including file operations and search.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Running ImageBox on iPhone.
- Code Editor:** The AppDelegate.swift file is open. The code is as follows:

```
//
//  AppDelegate.swift
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

import UIKit

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?
    var dataStore = ImageBoxData()
    var source: DispatchSourceTimer!

    func application(_ application: UIApplication,
                    didFinishLaunchingWithOptions launchOptions:
                    [NSObject: AnyObject]?) -> Bool {

```

The code editor has syntax highlighting for Swift, with comments in green and code elements in purple and black.

ImageBoxiOS > iPhone

Finished running ImageBox on iPhone

AppDelegate.swift

Choose a profiling template for: iPhone (10.0) > ImageBox

Standard Custom Recent Filter

Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data

Counters Energy Log File Activity Leaks Metal System Trace Network

OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies

I/O System Usage

This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.

Cancel Choose

```
//  
// AppDelegate.swift  
// Choose a profiling template for: iPhone (10.0) > ImageBox  
// Standard Custom Recent Filter  
// Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data  
// Counters Energy Log File Activity Leaks Metal System Trace Network  
// OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies  
// I/O System Usage  
// This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.  
//  
func application(_ application: UIApplication,  
didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {  
    //  
    //
```

ImageBoxiOS > iPhone

Finished running ImageBox on iPhone

AppDelegate.swift

Choose a profiling template for: iPhone (10.0) > ImageBox

Standard Custom Recent Filter

Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data

Counters Energy Log File Activity Leaks Metal System Trace Network

OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies

I/O System Usage

This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.

Cancel Choose

```
//  
// AppDelegate.swift  
// Choose a profiling template for: iPhone (10.0) > ImageBox  
// Standard Custom Recent Filter  
// Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data  
// Counters Energy Log File Activity Leaks Metal System Trace Network  
// OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies  
// I/O System Usage  
// This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.  
//  
func application(_ application: UIApplication,  
didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {  
    //  
    //
```

Instrument

File Edit View Instrument Window Help

ImageBoxiOS iPhone Finished running ImageBox on iPhone

ImageBox ImageBoxiOS AppDelegate.swift application(\_:didFinishLaunchingWithOptions:)

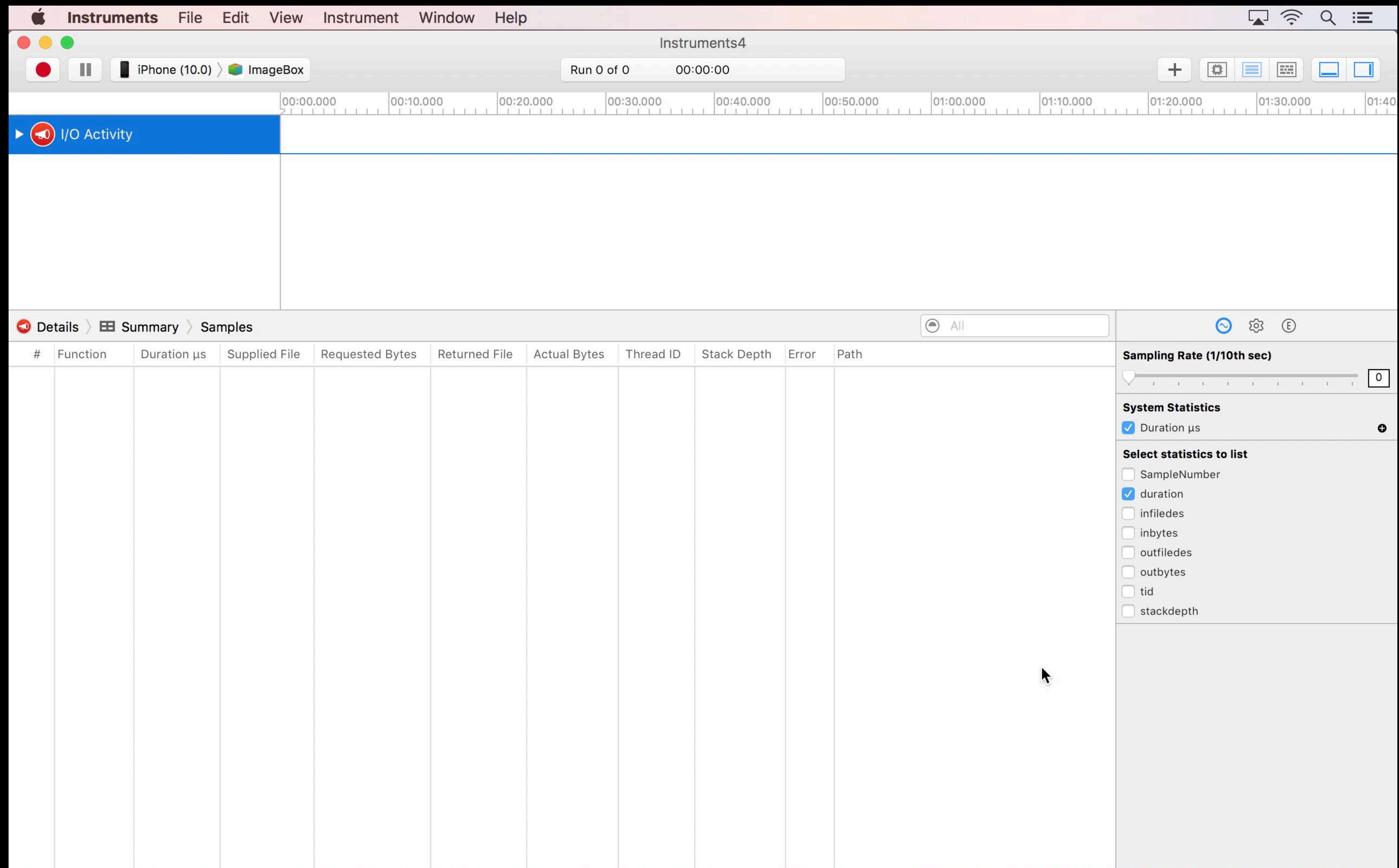
```
//  
// AppDelegate.swift  
// Choose a profiling template for: iPhone (10.0) > ImageBox  
Standard Custom Recent Filter  
Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data  
Counters Energy Log File Activity Leaks Metal System Trace Network  
OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies  
System Usage This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.  
Cancel Choose  
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?) -> Bool {
```

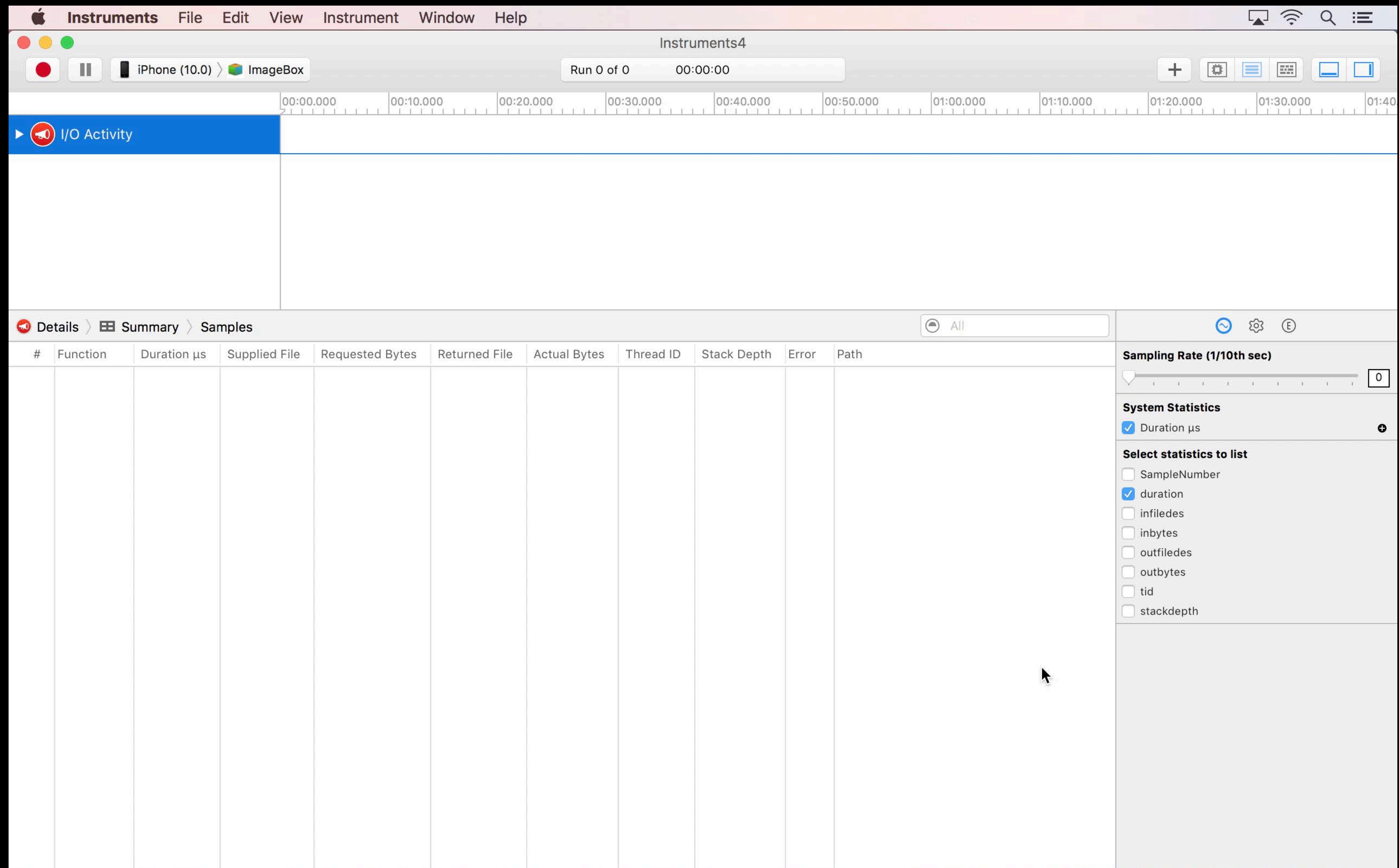
ImageBoxIOS > iPhone

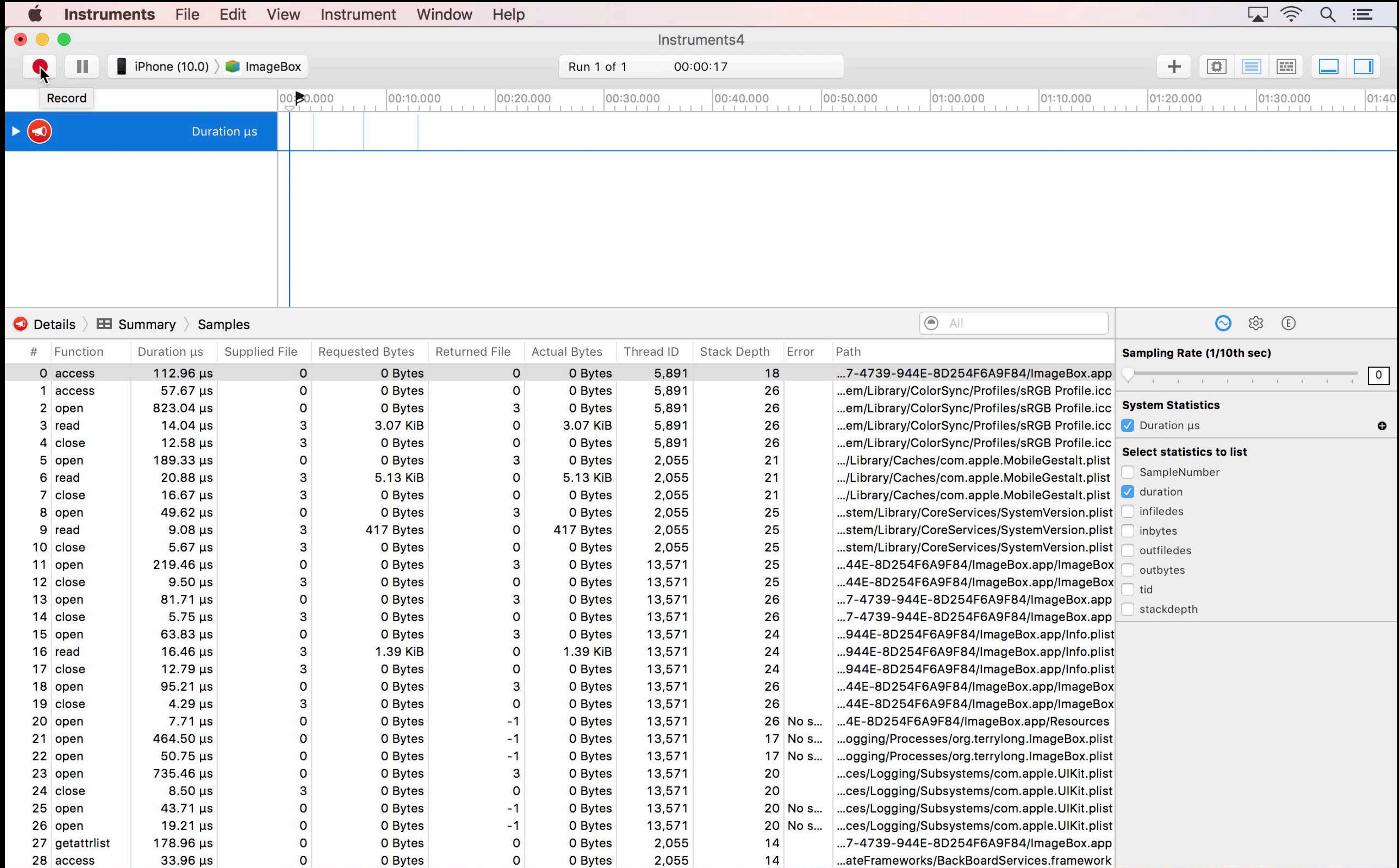
Finished running ImageBox on iPhone

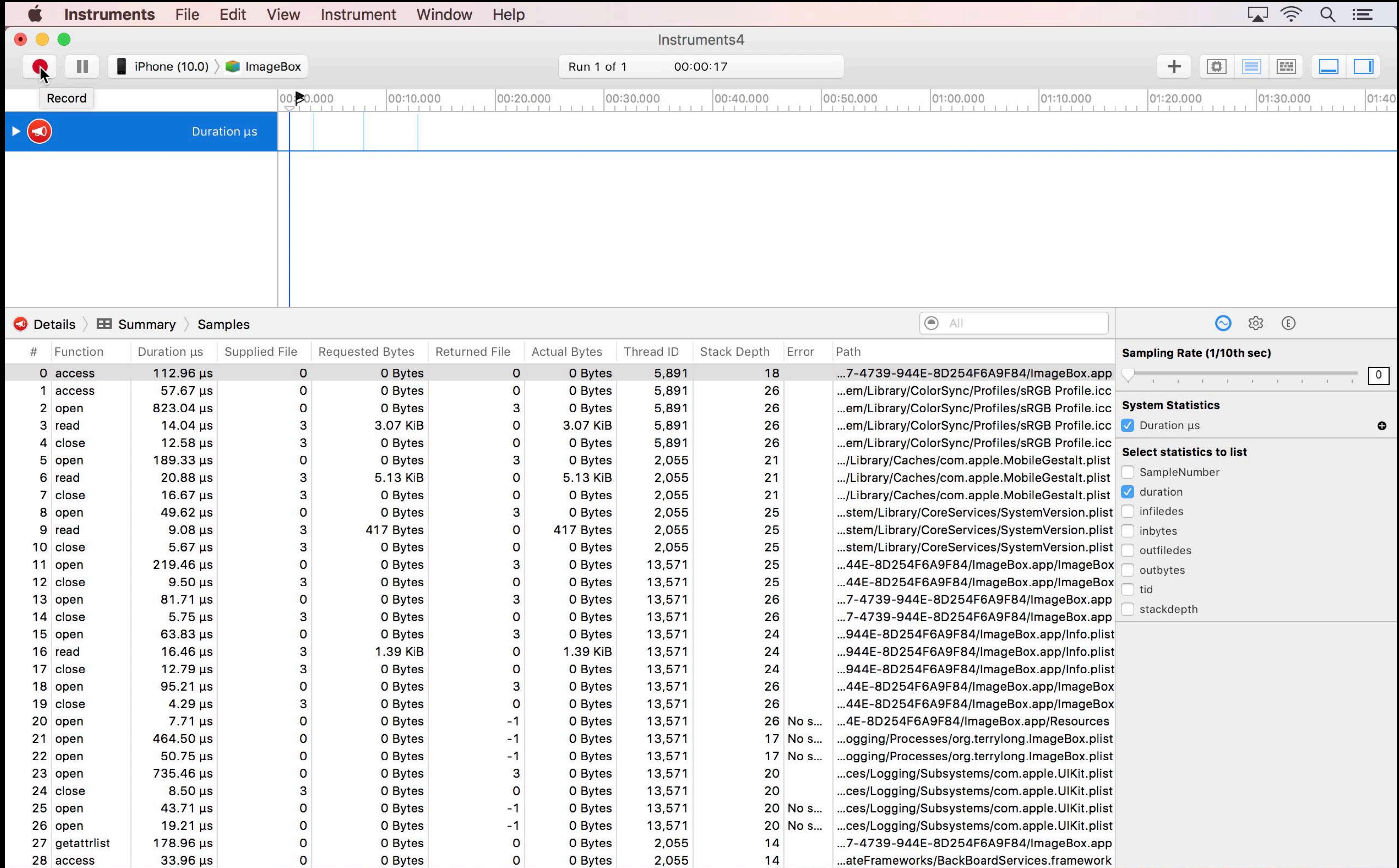
ImageBox > ImageBoxIOS > AppDelegate.swift > application(\_:didFinishLaunchingWithOptions:)

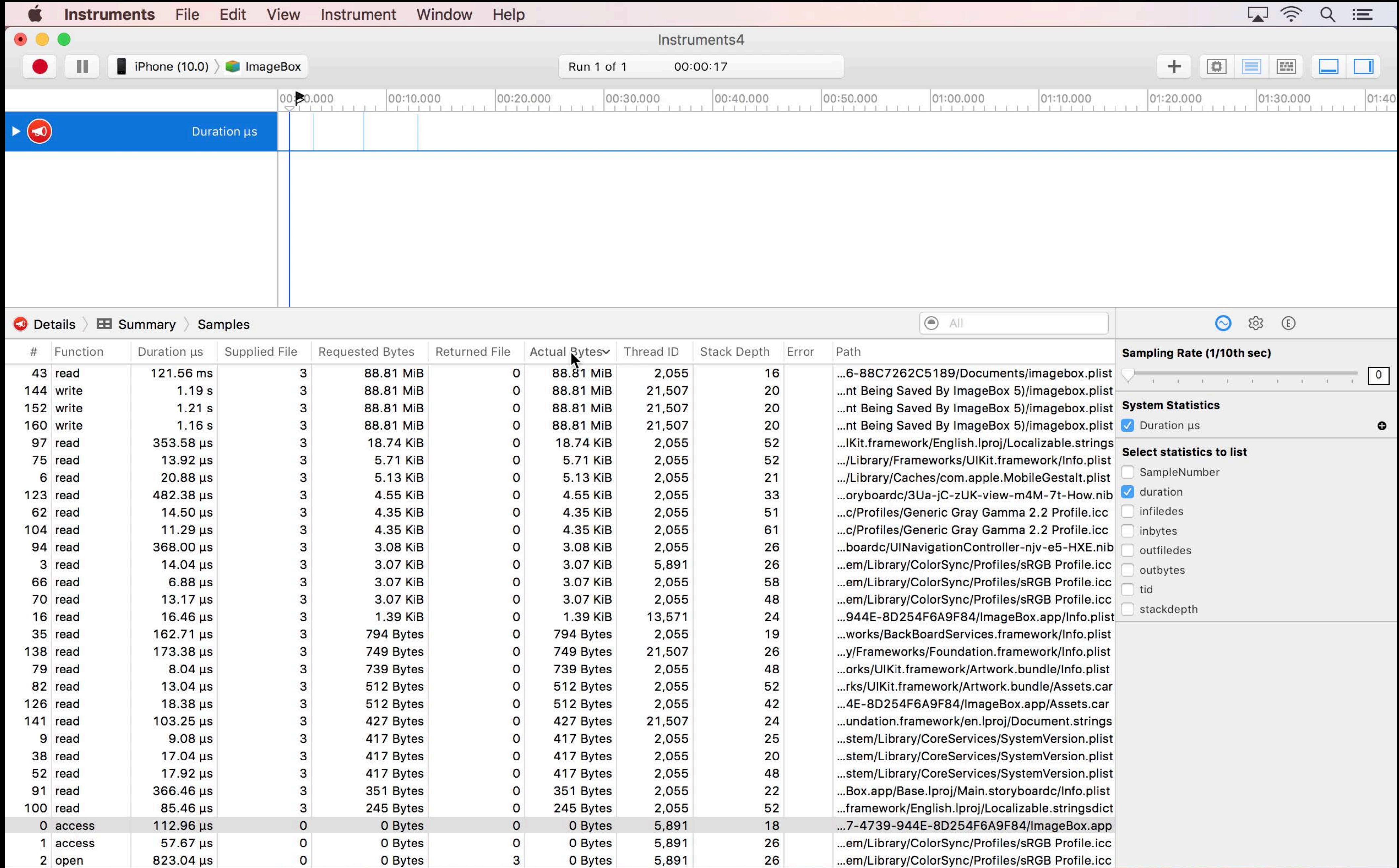
```
//  
// AppDelegate.swift  
// Choose a profiling template for: iPhone (10.0) > ImageBox  
Standard Custom Recent Filter  
Blank Activity Monitor Allocations Cocoa Layout Core Animation Core Data  
Counters Energy Log File Activity Leaks Metal System Trace Network  
OpenGL ES Analysis System Trace I/O System Usage Time Profiler Zombies  
System Usage  
This template records I/O system activity related to files, sockets, and shared memory for a single process launched via instruments. Inputs, outputs, duration, backtrace, calltree, etc. is provided for each call.  
Cancel Choose  
func application(_ application: UIApplication,  
didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {
```

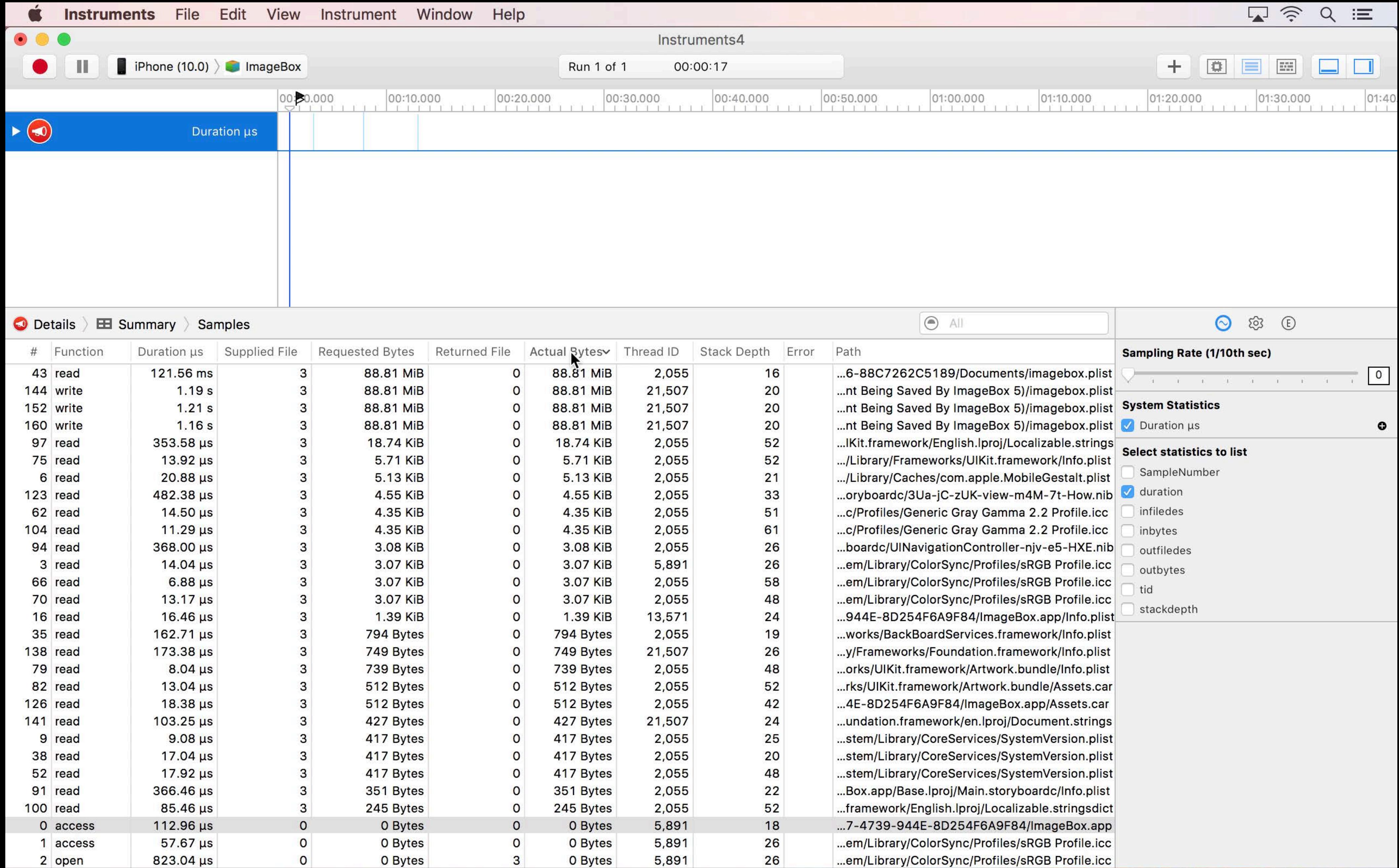


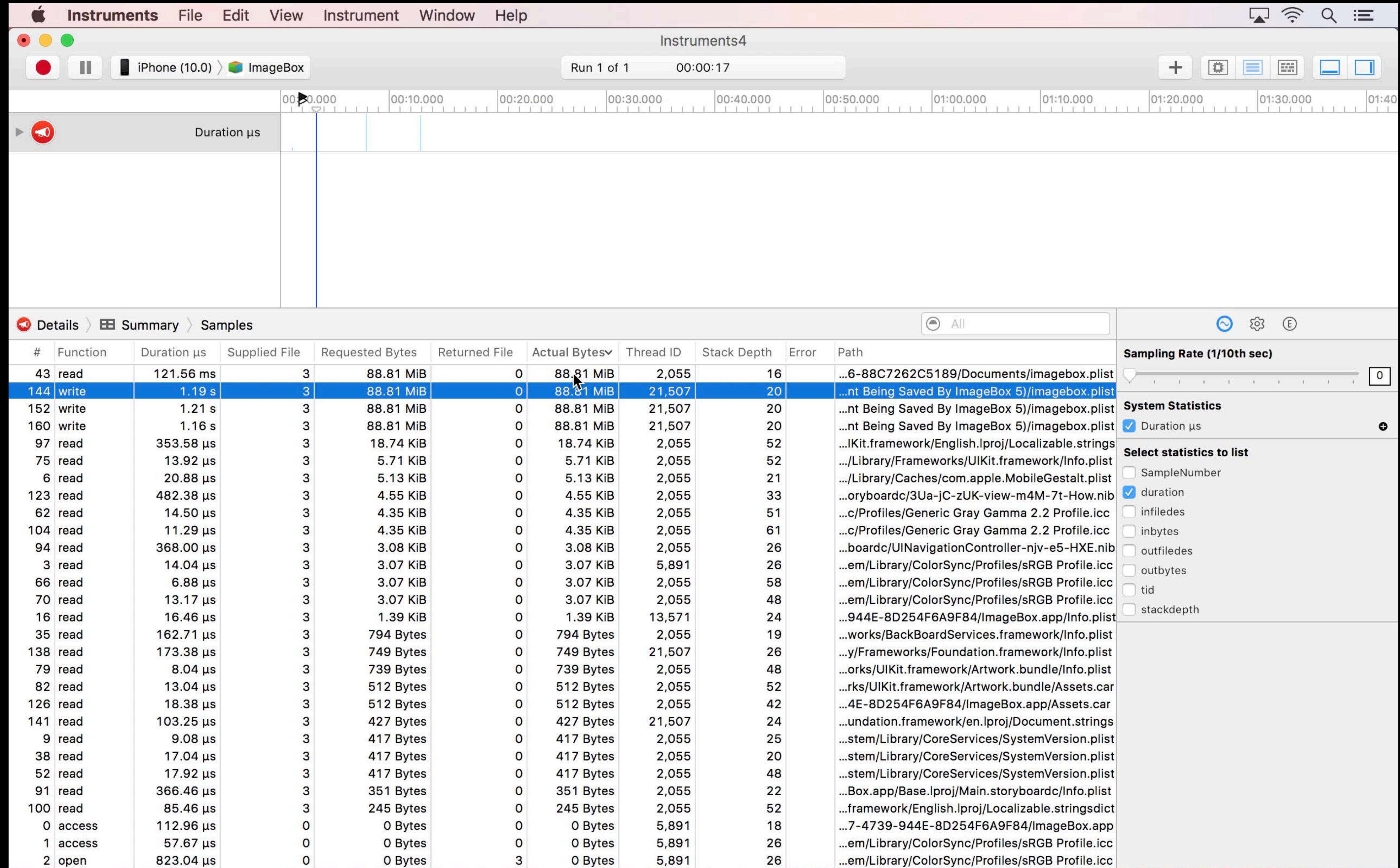


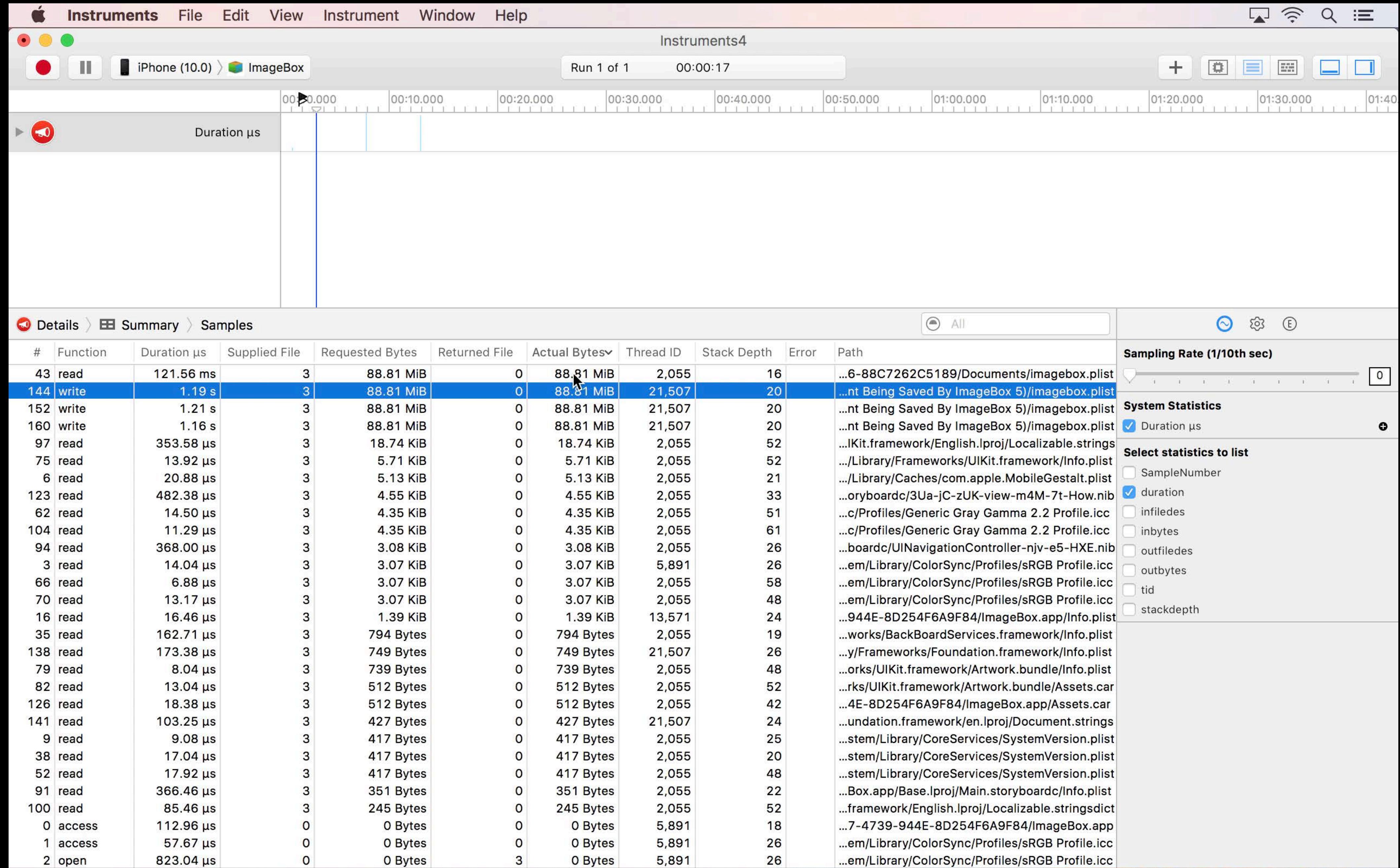


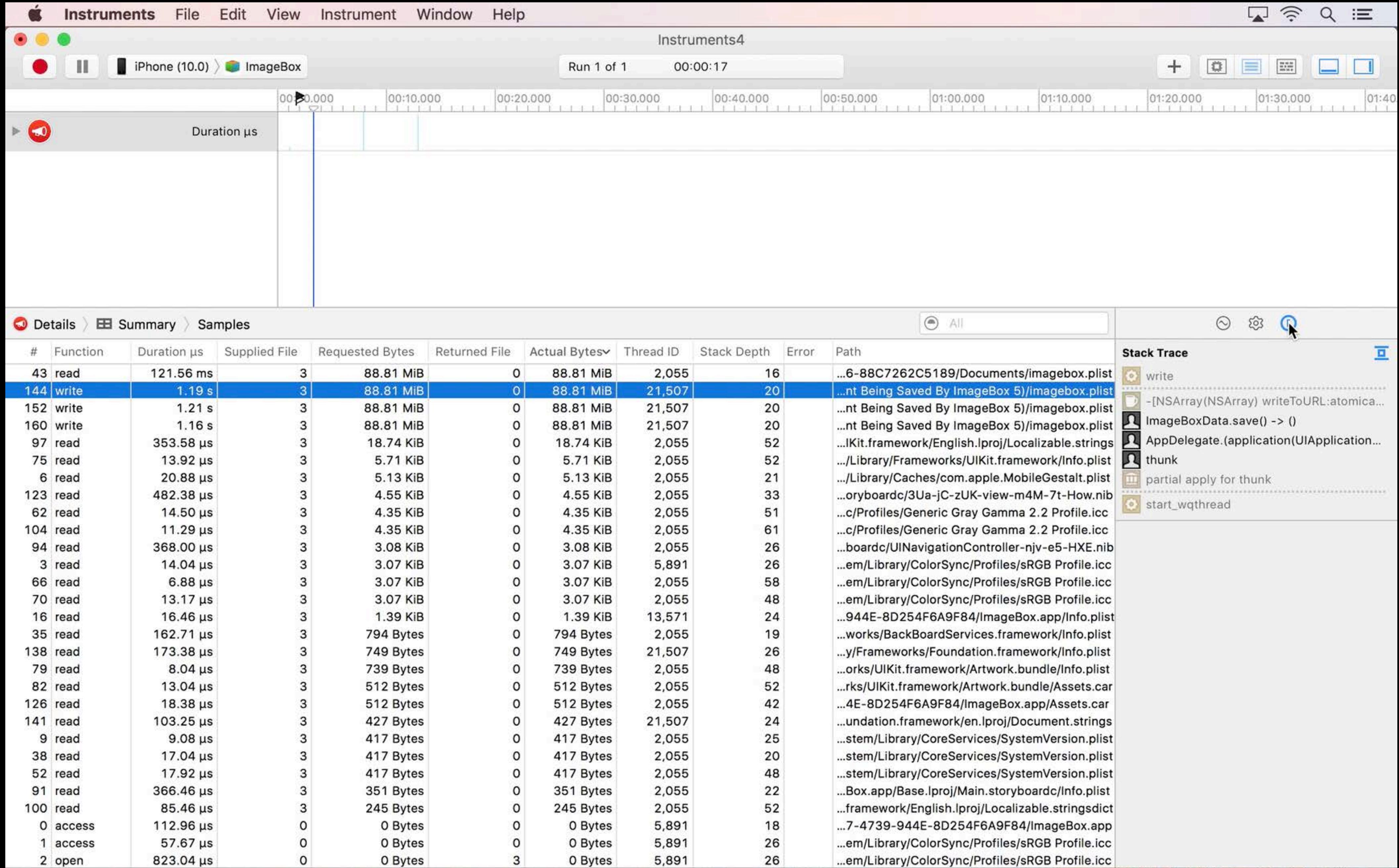


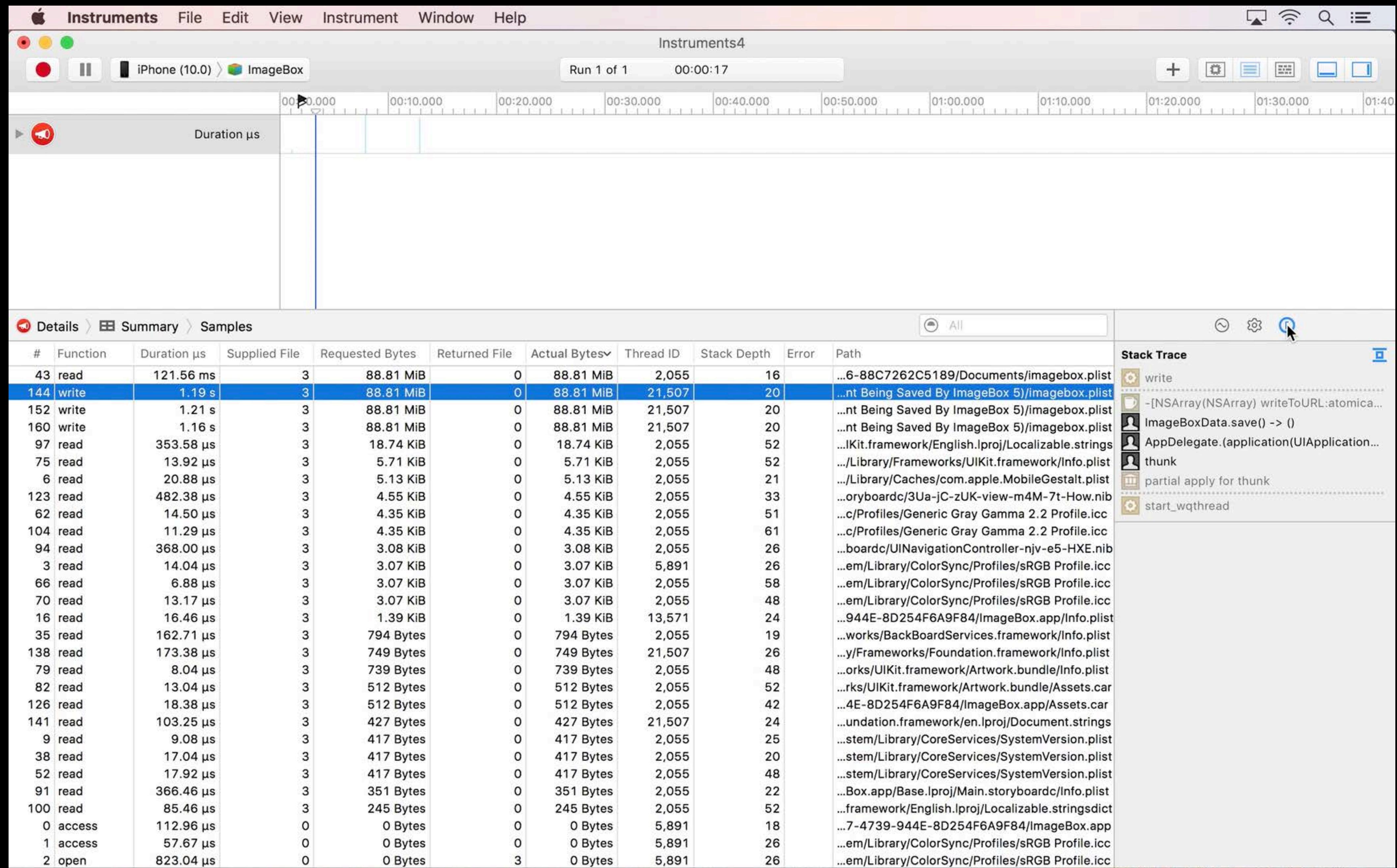












Instruments File Edit View Instrument Window Help

Instruments4

iPhone (10.0) ImageBox Run 1 of 1 00:00:17

Duration  $\mu$ s

Samples AppDelegate(application(UIApplication, didFinishLaunchingWithOptions : [NSObject : AnyObject]?) -> Bool).(closure #1) All

Annotations 100.00% }

```
source = DispatchSource.timer()
source.scheduleRepeating(deadline: .now(),
    interval: .seconds(5))
source.setEventHandler {
    self.dataStore.save()
}
source.resume()

return true
}

func applicationWillResignActive(_ application:
```

AppDelegate.swift, Line 56- : 0 Samples

Instruments File Edit View Instrument Window Help

Instruments4

iPhone (10.0) ImageBox Run 1 of 1 00:00:17

Duration  $\mu$ s

Samples AppDelegate(application(UIApplication, didFinishLaunchingWithOptions : [NSObject : AnyObject]?) -> Bool).(closure #1) All

Annotations 100.00% }

```
source = DispatchSource.timer()
source.scheduleRepeating(deadline: .now(),
    interval: .seconds(5))
source.setEventHandler {
    self.dataStore.save()
}
source.resume()

return true
}

func applicationWillResignActive(_ application:
```

AppDelegate.swift, Line 56- : 0 Samples

# Frequent Writes

```
class ImageBoxData {...}

class AppDelegate: UIResponder, UIApplicationDelegate {
    let dataStore = ImageBoxData()
    var source: DispatchSourceTimer!
    func application(_ application: UIApplication, didFinishLaunchingWithOptions: [NSObject: AnyObject]?) -> Bool {
        source = DispatchSource.timer()
        source.scheduleRepeating(deadline: .now(), interval: .seconds(5))
        source.setEventHandler {
            self.dataStore.save()
        }
        source.activate()
    }
}
```

# Frequent Writes

```
class ImageBoxData {...}

class AppDelegate: UIResponder, UIApplicationDelegate {
    let dataStore = ImageBoxData()
    var source: DispatchSourceTimer!

    func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?) -> Bool {
        source = DispatchSource.timer()
        source.scheduleRepeating(deadline: .now(), interval: .seconds(5))
        source.setEventHandler {
            self.dataStore.save()
        }
        source.activate()
    }
}
```

# Frequent Writes



```
class ImageBoxData {...}

class AppDelegate: UIResponder, UIApplicationDelegate {
    let dataStore = ImageBoxData()
    var source: DispatchSourceTimer!
    func application(_ application: UIApplication, didFinishLaunchingWithOptions: [NSObject: AnyObject]?) -> Bool {
        source = DispatchSource.timer()
        source.scheduleRepeating(deadline: .now(), interval: .seconds(5))
        source.setEventHandler {
            self.dataStore.save()
        }
        source.activate()
    }
}
```

# Coalescing I/O



```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {  
    source = DispatchSource.timer()  
    source.scheduleRepeating(deadline: .now(), interval: .seconds(5))  
    source.setEventHandler {  
        self.dataStore.save()  
    }  
    source.activate()  
}
```

# Coalescing I/O



```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {  
    source = DispatchSource.timer()  
    source.scheduleRepeating(deadline: .now(), interval: .seconds(5))  
    source.setEventHandler {  
        self.dataStore.save()  
    }  
    source.activate()  
}
```

# Coalescing I/O



```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:  
[NSObject: AnyObject]?) -> Bool {  
    source = DispatchSource.timer()  
    source.setEventHandler {  
        self.dataStore.save()  
    }  
    source.activate()  
}
```

# Coalescing I/O



```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:  
    [NSObject: AnyObject]?) -> Bool {  
    source = DispatchSource.timer()  
    source.setEventHandler {  
        self.dataStore.save()  
    }  
    source.activate()  
}
```

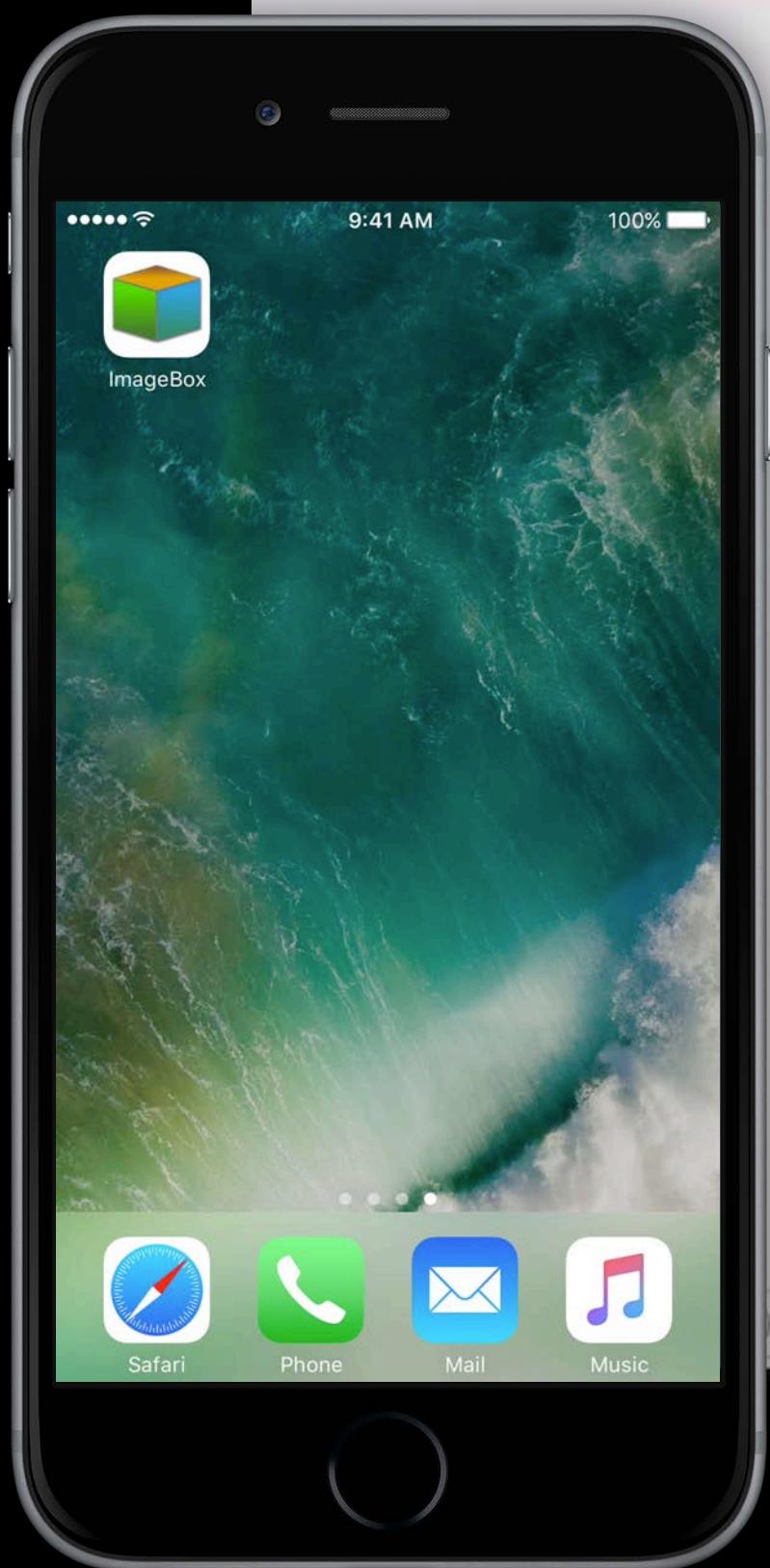
```
// callback for data store changes  
func dataStoreDidChange(_ dataStore: ImageBoxData) {  
    source.scheduleOneshot(deadline: .now() + .seconds(15), leeway: .seconds(1))  
}
```

# Coalescing I/O



```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:  
    [NSObject: AnyObject]?) -> Bool {  
    source = DispatchSource.timer()  
    source.setEventHandler {  
        self.dataStore.save()  
    }  
    source.activate()  
}
```

```
// callback for data store changes  
func dataStoreDidChange(_ dataStore: ImageBoxData) {  
    source.scheduleOneshot(deadline: .now() + .seconds(15), leeway: .seconds(1))  
}
```



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

ImageBoxiOS iPhone Finished running ImageBox on iPhone

ImageBox AppDelegate.swift No Selection

```
//  
//  AppDelegate.swift  
//  ImageBox  
//  
//  Created by Apple Inc. on 6/17/16.  
//  Copyright © 2016 Apple Inc. All rights reserved.  
  
import UIKit  
  
@UIApplicationMain  
class AppDelegate: UIResponder, UIApplicationDelegate {  
  
    var window: UIWindow?  
    var dataStore = ImageBoxData()  
  
    func application(_ application: UIApplication,  
                    didFinishLaunchingWithOptions launchOptions:  
                    [NSObject: AnyObject]?) -> Bool {  
        // Override point for customization after  
        // application launch.  
    }  
}
```

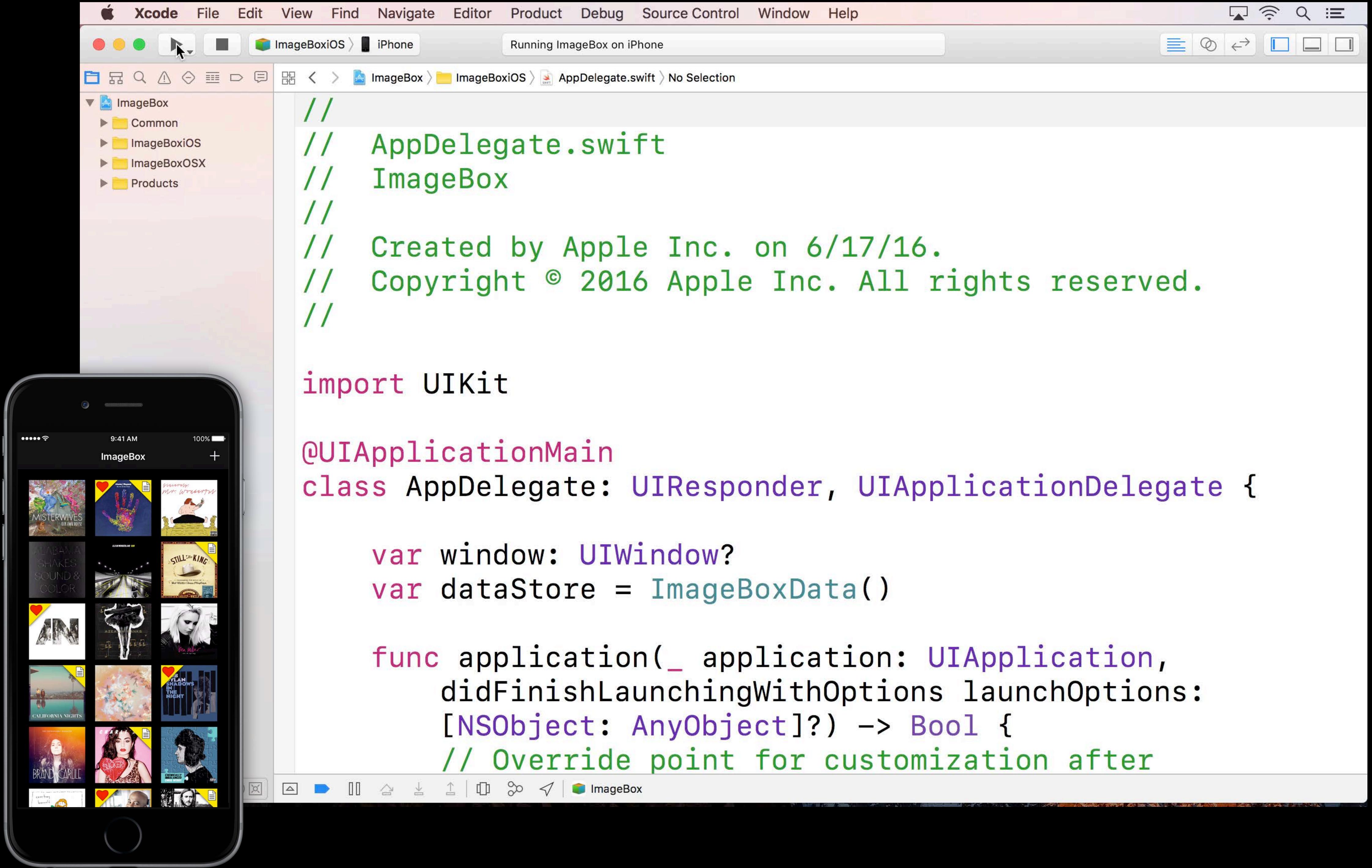


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

ImageBoxiOS > iPhone Finished running ImageBox on iPhone

ImageBox > ImageBox > ImageBoxiOS > AppDelegate.swift > No Selection

```
//  
//  AppDelegate.swift  
//  ImageBox  
//  
//  Created by Apple Inc. on 6/17/16.  
//  Copyright © 2016 Apple Inc. All rights reserved.  
  
import UIKit  
  
@UIApplicationMain  
class AppDelegate: UIResponder, UIApplicationDelegate {  
  
    var window: UIWindow?  
    var dataStore = ImageBoxData()  
  
    func application(_ application: UIApplication,  
                    didFinishLaunchingWithOptions launchOptions:  
                    [NSObject: AnyObject]?) -> Bool {  
        // Override point for customization after  
        // application launch.  
    }  
}
```



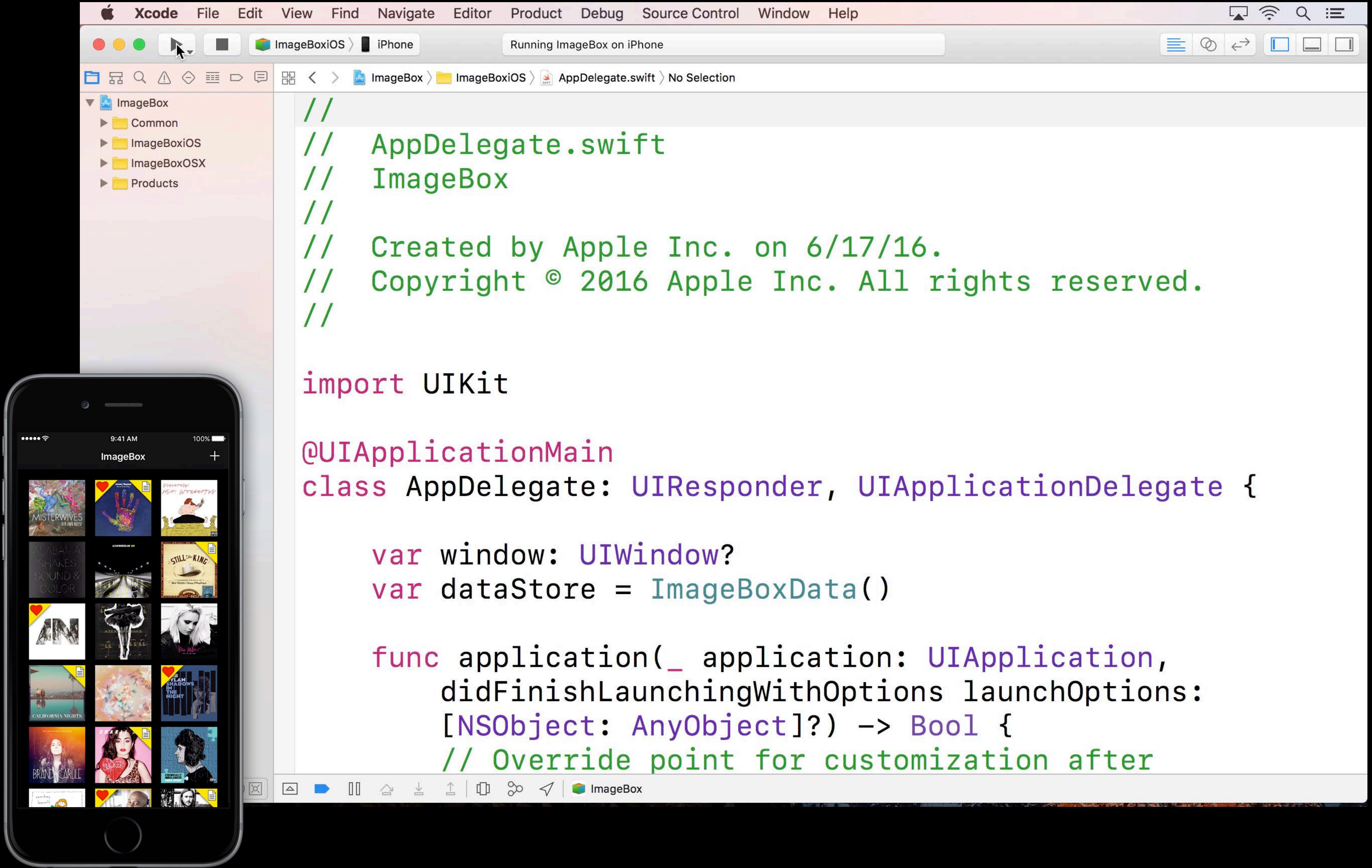
Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Running ImageBox on iPhone

ImageBoxiOS > iPhone

ImageBox > ImageBoxiOS > AppDelegate.swift > No Selection

```
//  
// AppDelegate.swift  
// ImageBox  
//  
// Created by Apple Inc. on 6/17/16.  
// Copyright © 2016 Apple Inc. All rights reserved.  
  
import UIKit  
  
@UIApplicationMain  
class AppDelegate: UIResponder, UIApplicationDelegate {  
  
    var window: UIWindow?  
    var dataStore = ImageBoxData()  
  
    func application(_ application: UIApplication,  
                    didFinishLaunchingWithOptions launchOptions:  
                    [NSObject: AnyObject]?) -> Bool {  
        // Override point for customization after  
        // the application has launched.  
        return true  
    }  
}
```



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Running ImageBox on iPhone

ImageBoxiOS > iPhone

ImageBox > ImageBoxiOS > AppDelegate.swift > No Selection

```
//  
// AppDelegate.swift  
// ImageBox  
//  
// Created by Apple Inc. on 6/17/16.  
// Copyright © 2016 Apple Inc. All rights reserved.  
  
import UIKit  
  
@UIApplicationMain  
class AppDelegate: UIResponder, UIApplicationDelegate {  
  
    var window: UIWindow?  
    var dataStore = ImageBoxData()  
  
    func application(_ application: UIApplication,  
                    didFinishLaunchingWithOptions launchOptions:  
                    [NSObject: AnyObject]?) -> Bool {  
        // Override point for customization after  
        // the application has launched.  
        return true  
    }  
}
```

# Use the Right Thread

# Play by the Rules

Main thread

# Play by the Rules

## Main thread

Primary uses

- User input
- User interface



# Play by the Rules

## Main thread

Primary uses

- User input
- User interface



Not intended for

- Long running tasks
- I/O



# A Day at the Beach

Symptoms of a busy main thread

# A Day at the Beach

Symptoms of a busy main thread



# A Day at the Beach

Symptoms of a busy main thread

Spins



# A Day at the Beach

Symptoms of a busy main thread

Spins

Unresponsive UI



# A Day at the Beach

## Symptoms of a busy main thread

Spins

Unresponsive UI

Animation stutters



# A Day at the Beach

## Symptoms of a busy main thread

Spins

Unresponsive UI

Animation stutters



The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running ImageBoxOSX : ImageBoxOSX
- Editor:** Displays the contents of `AppDelegate.swift`. The code includes a multi-line comment at the top and an `@NSApplicationMain` class definition for `AppDelegate`.

```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

import Cocoa

@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```

The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running ImageBoxOSX : ImageBoxOSX
- Editor:** Displays the contents of AppDelegate.swift.

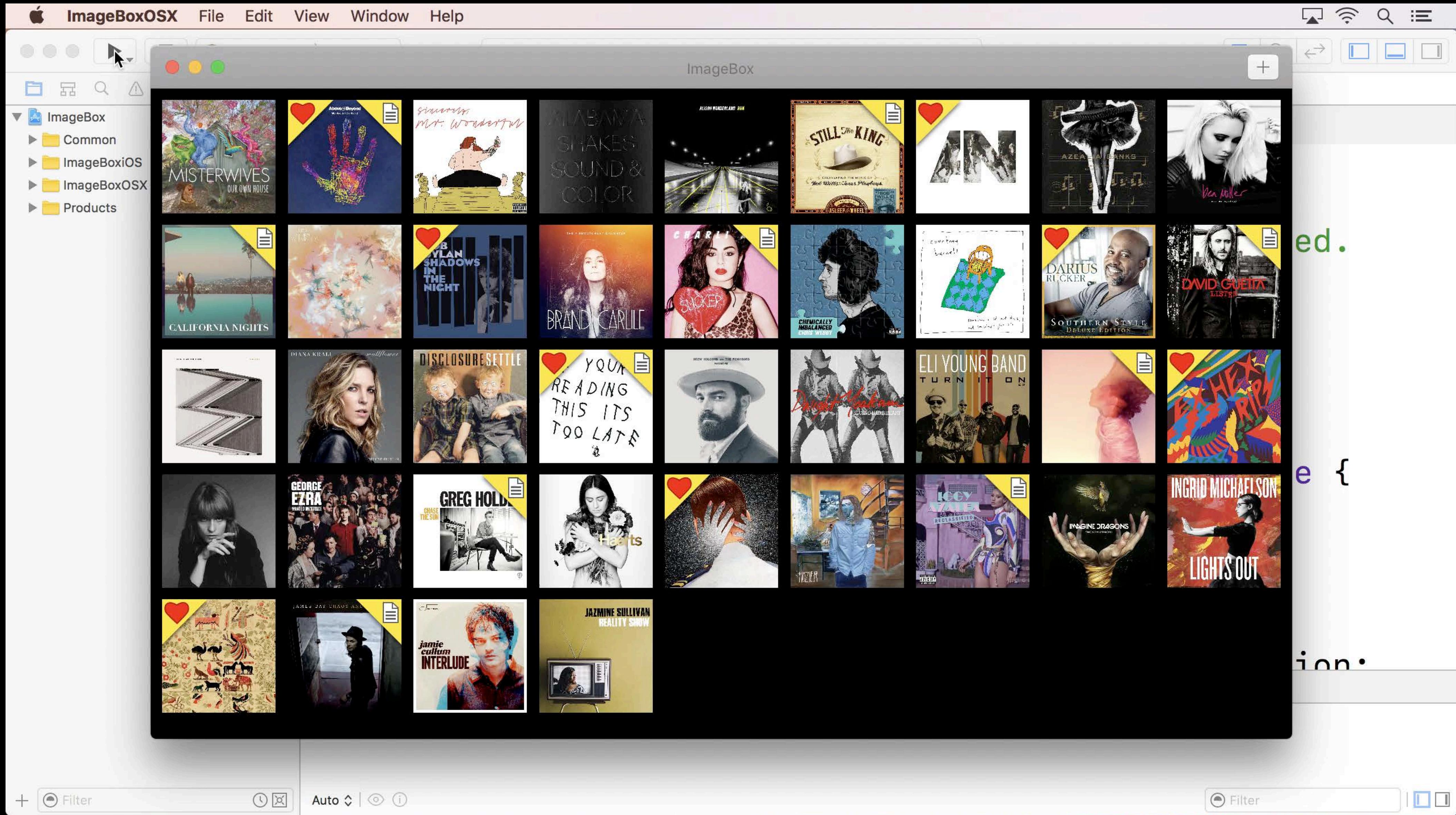
```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

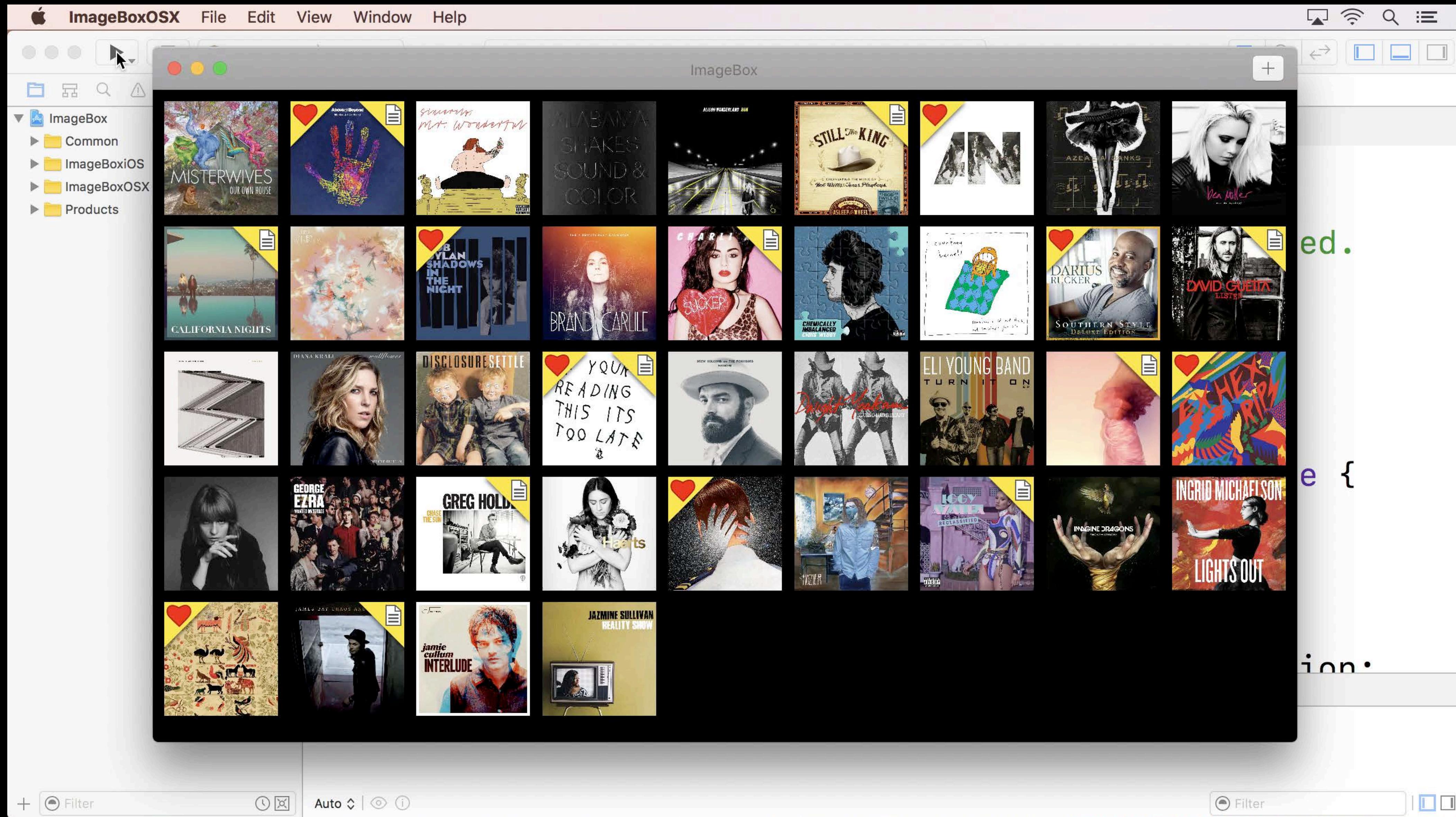
import Cocoa

@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```





The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running - Profiling ImageBoxOSX.
- Editor:** Displays the contents of `AppDelegate.swift`. The code includes a multi-line comment at the top and an `@NSApplicationMain` class definition for `AppDelegate`.

```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

import Cocoa

@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```

The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running - Profiling ImageBoxOSX.
- Editor:** Displays the contents of `AppDelegate.swift`. The code includes a multi-line comment at the top and an `@NSApplicationMain` class definition for `AppDelegate`.

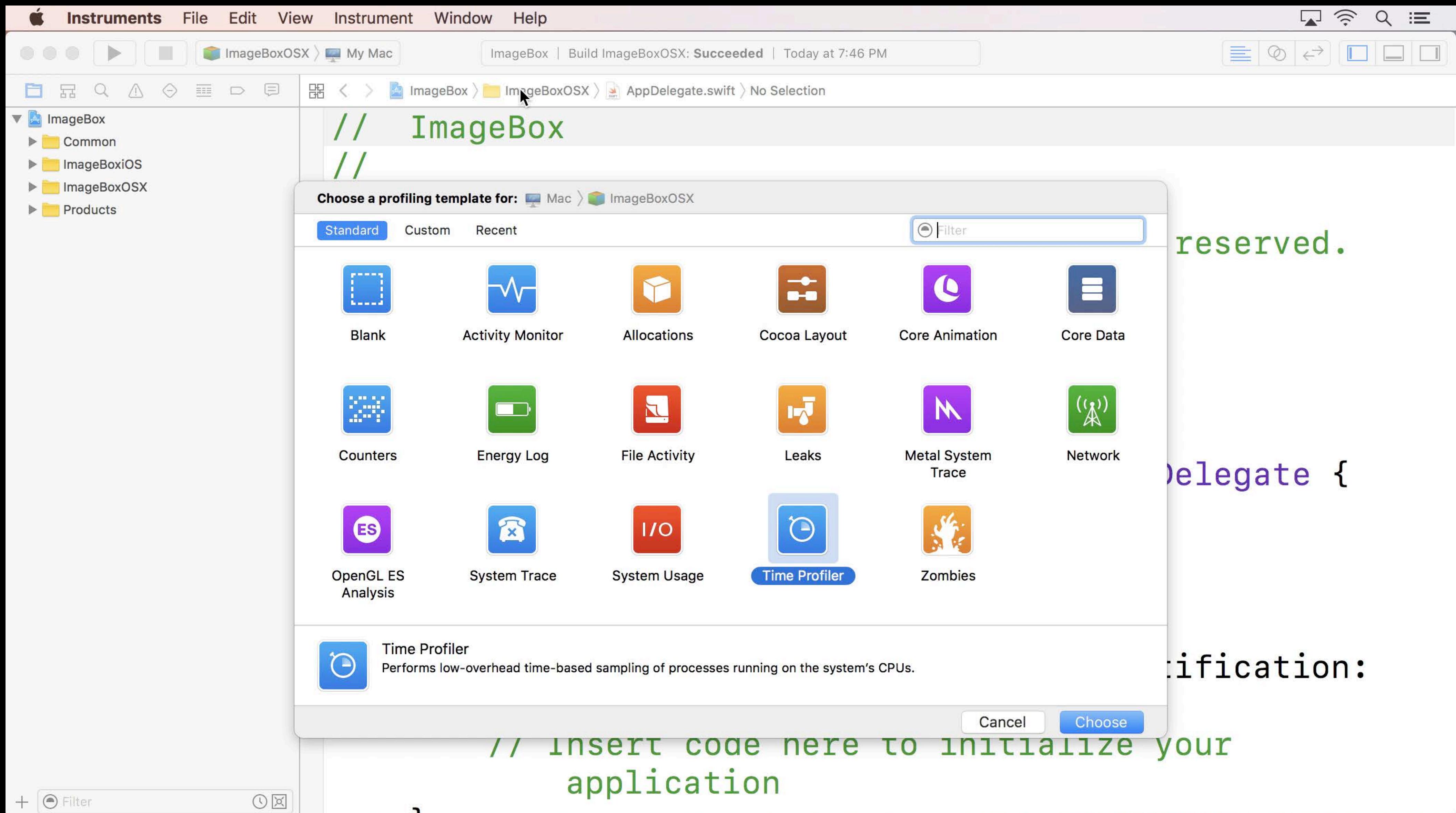
```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

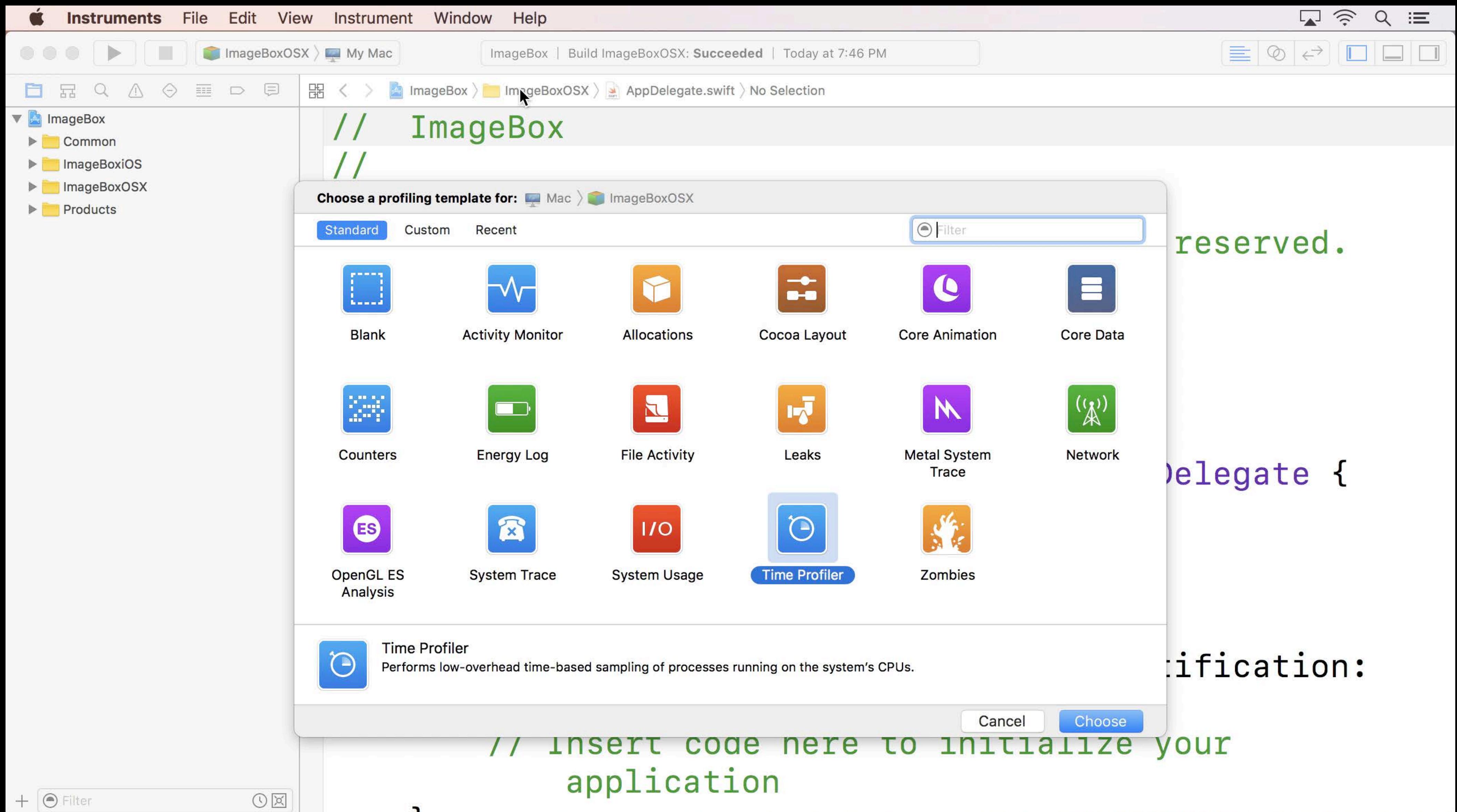
import Cocoa

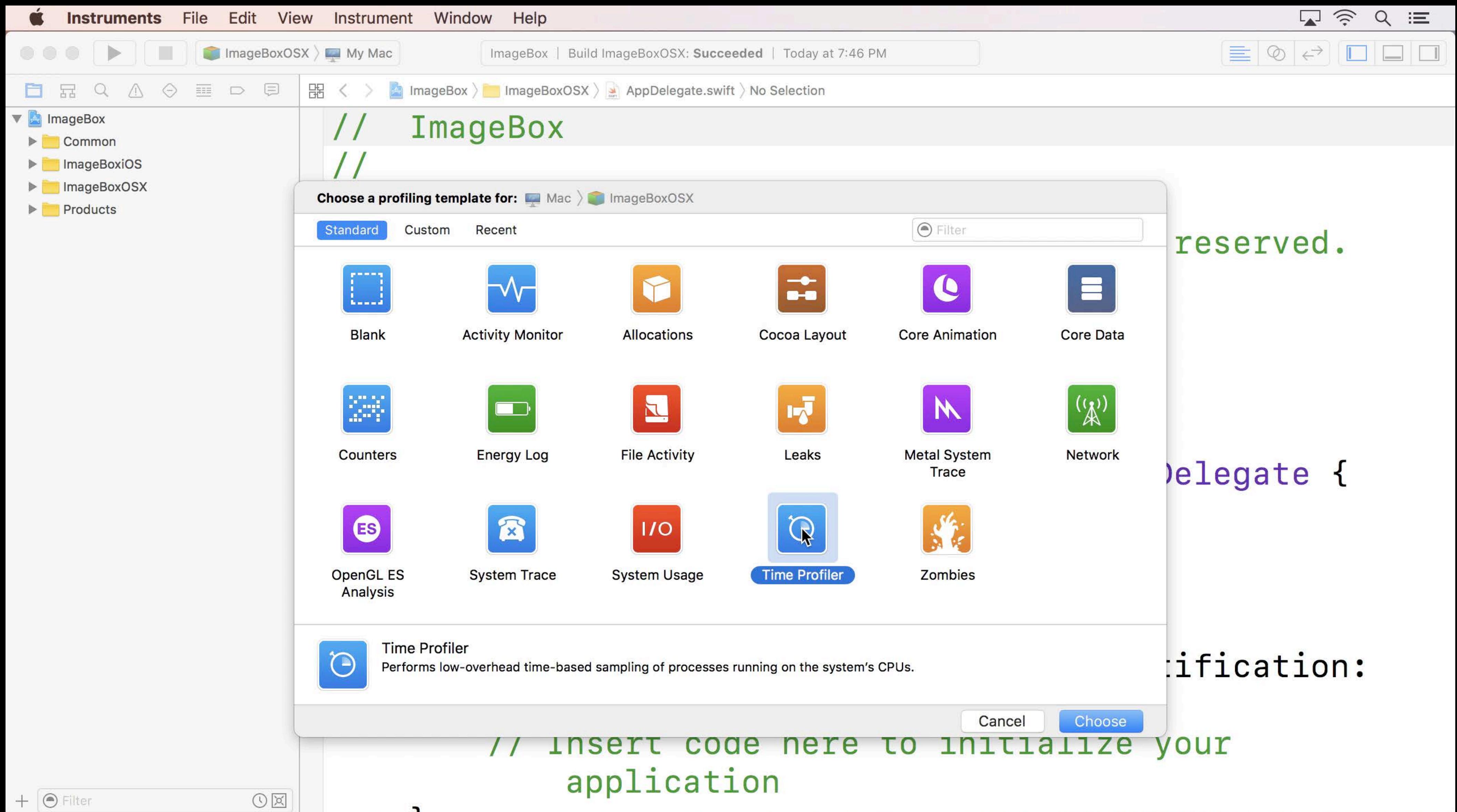
@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```





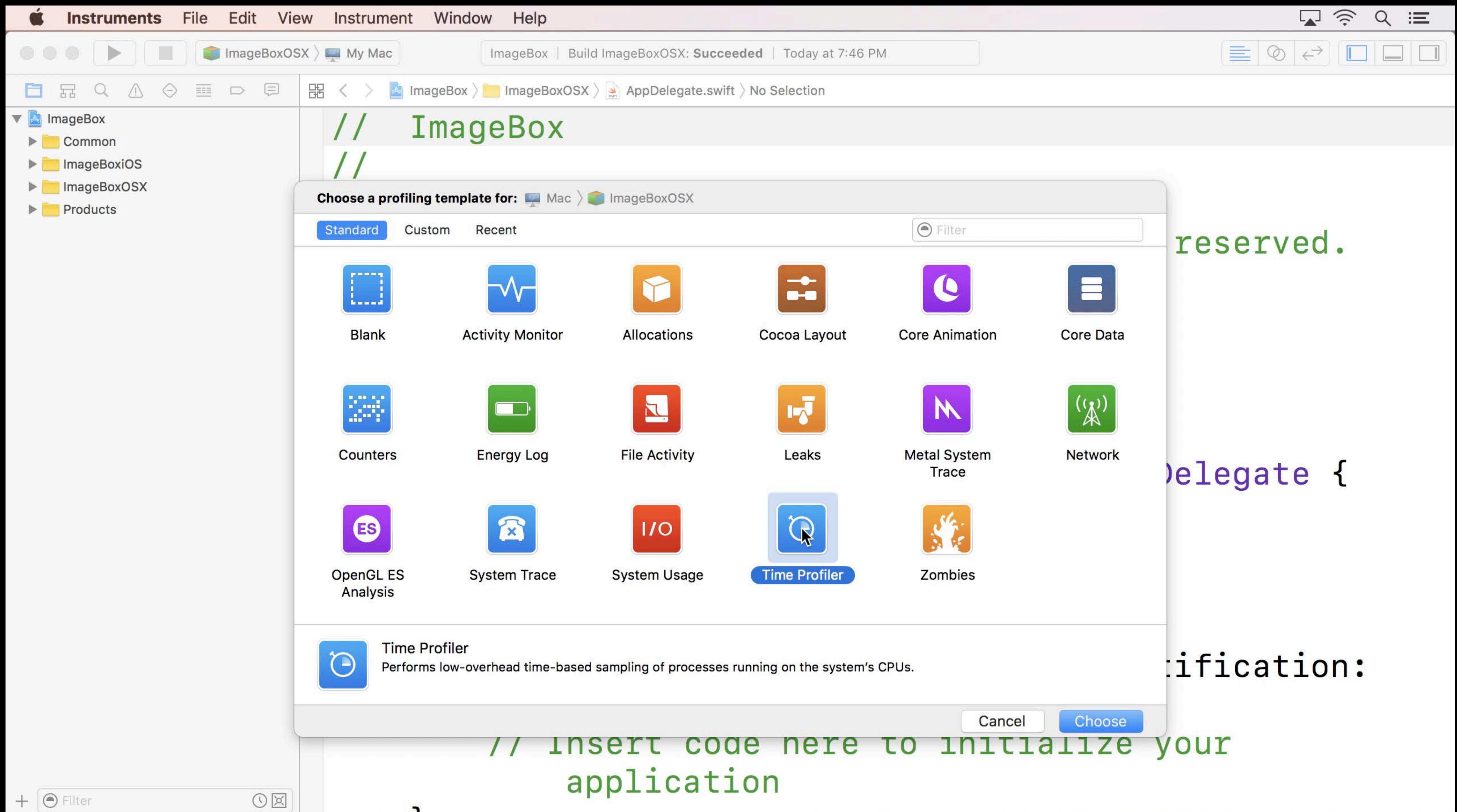


reserved.

Delegate {

:ification:

// Insert code here to initialize your  
application

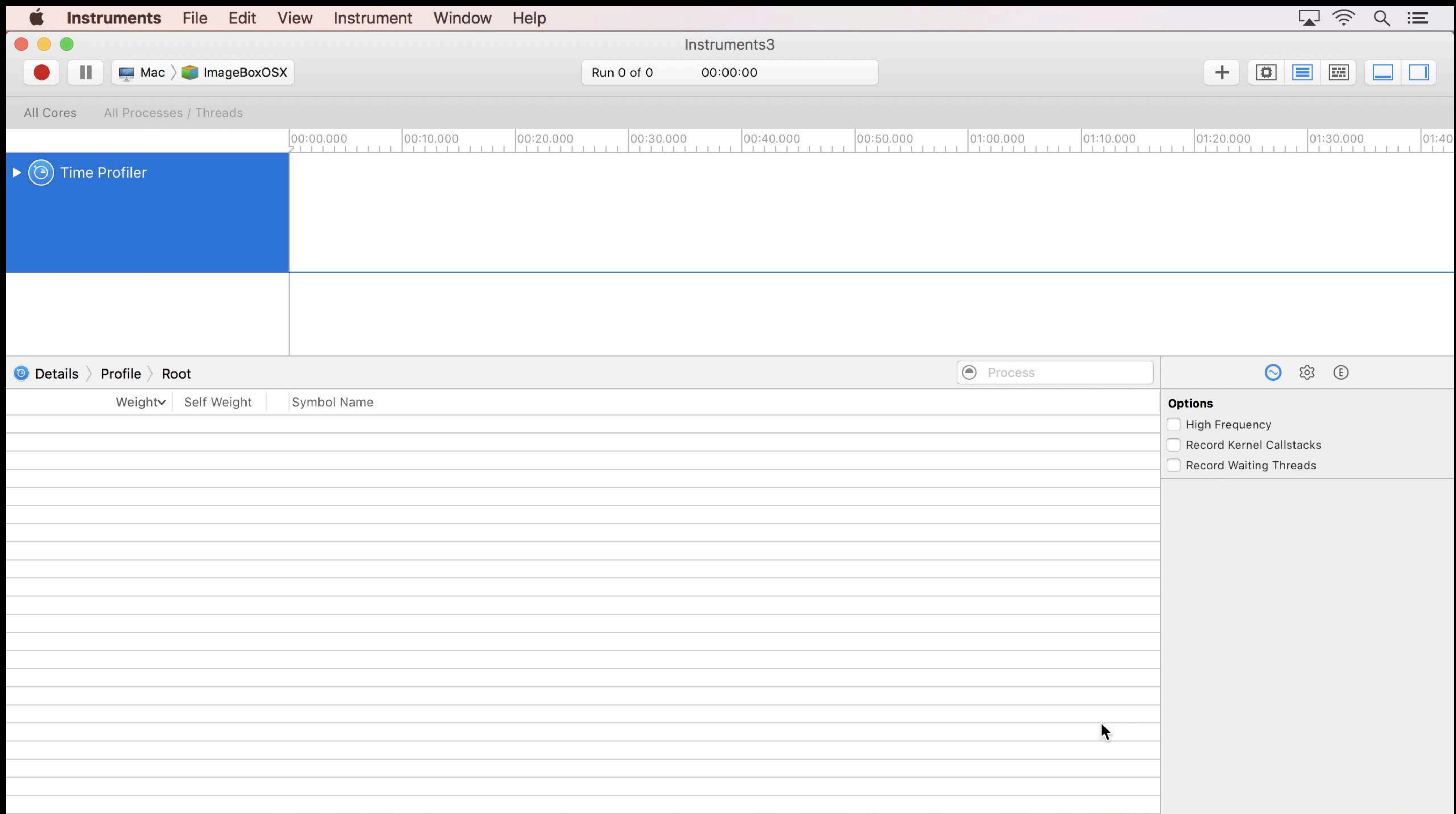


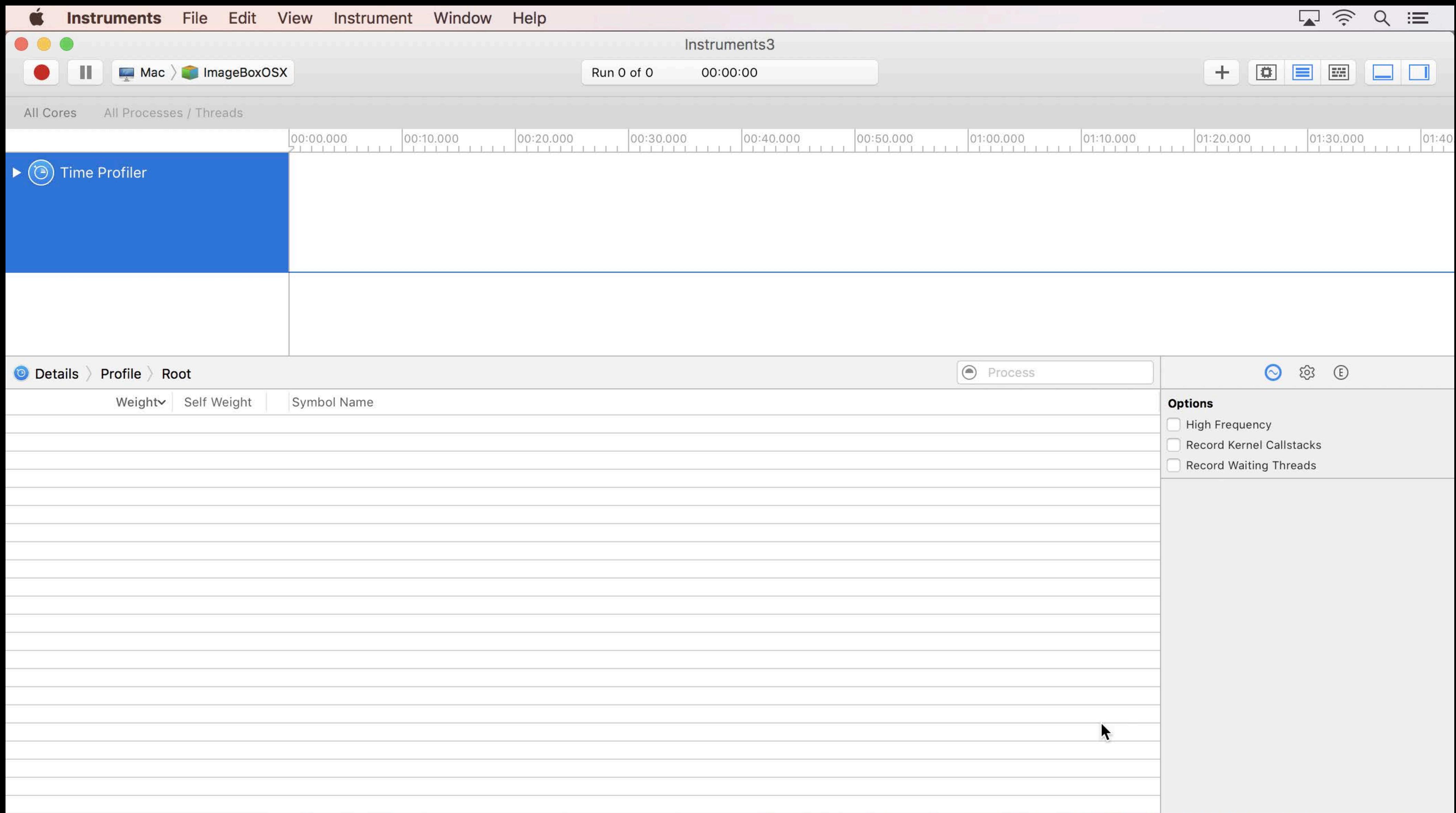
reserved.

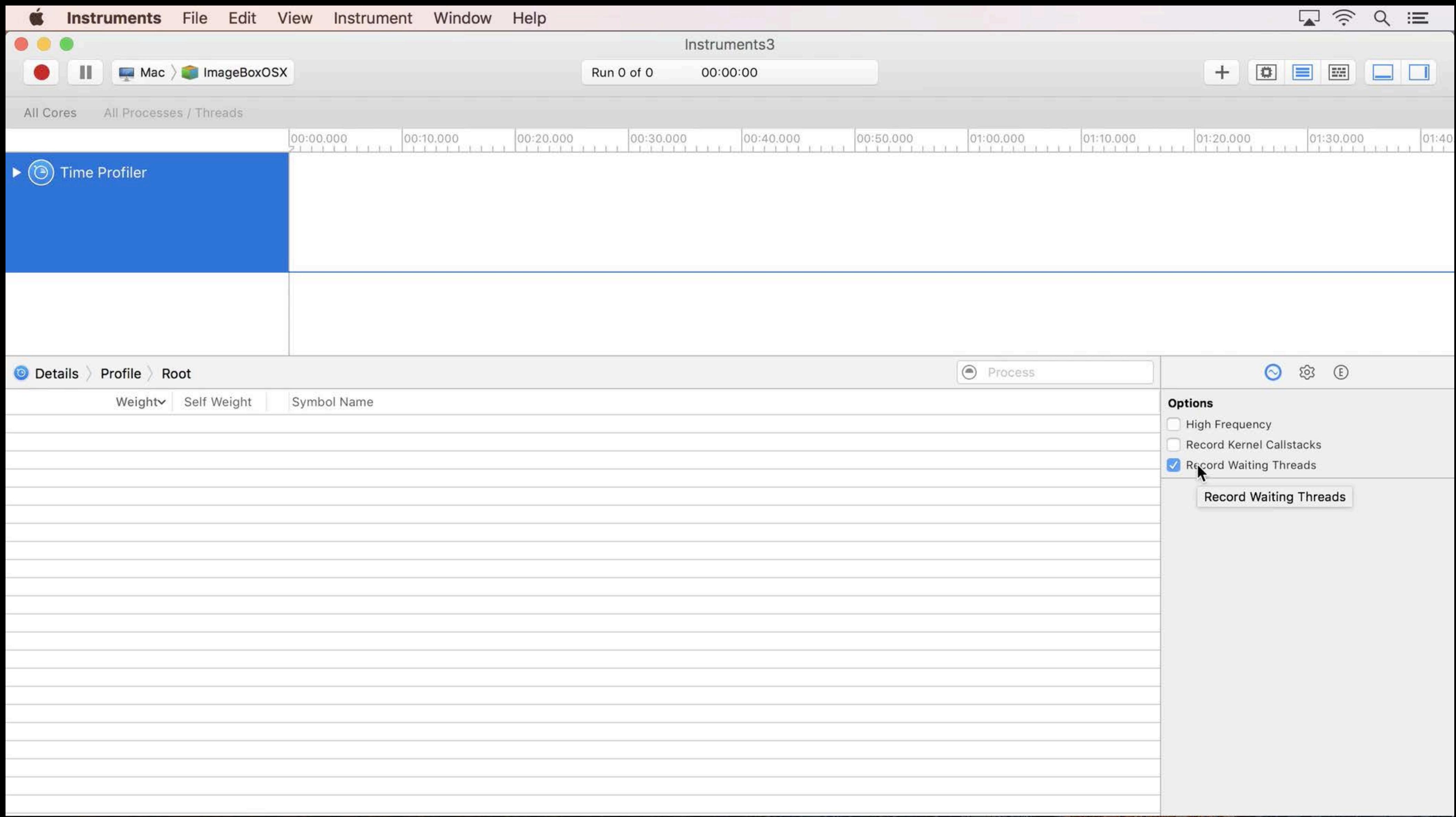
Delegate {

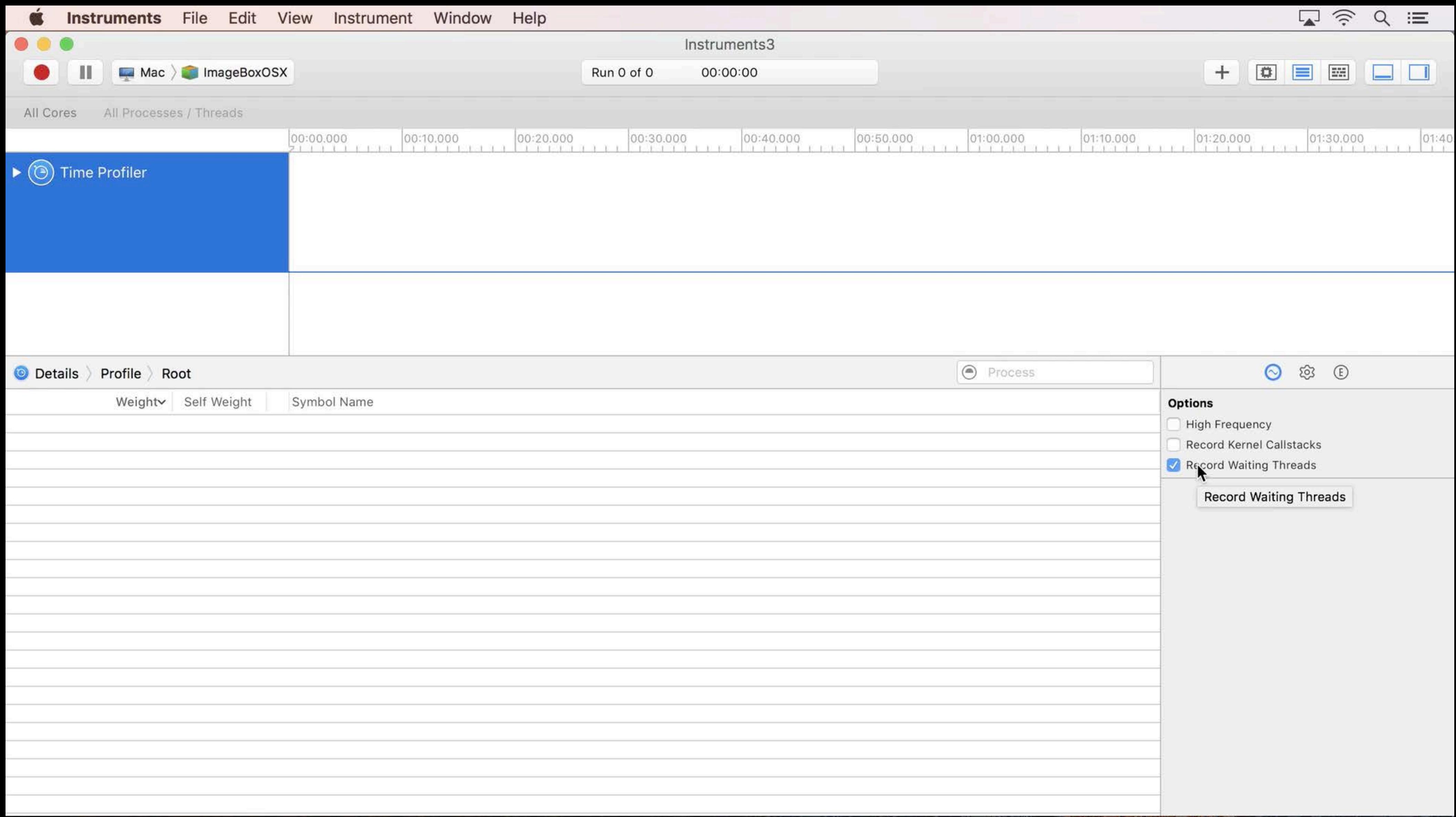
:ification:

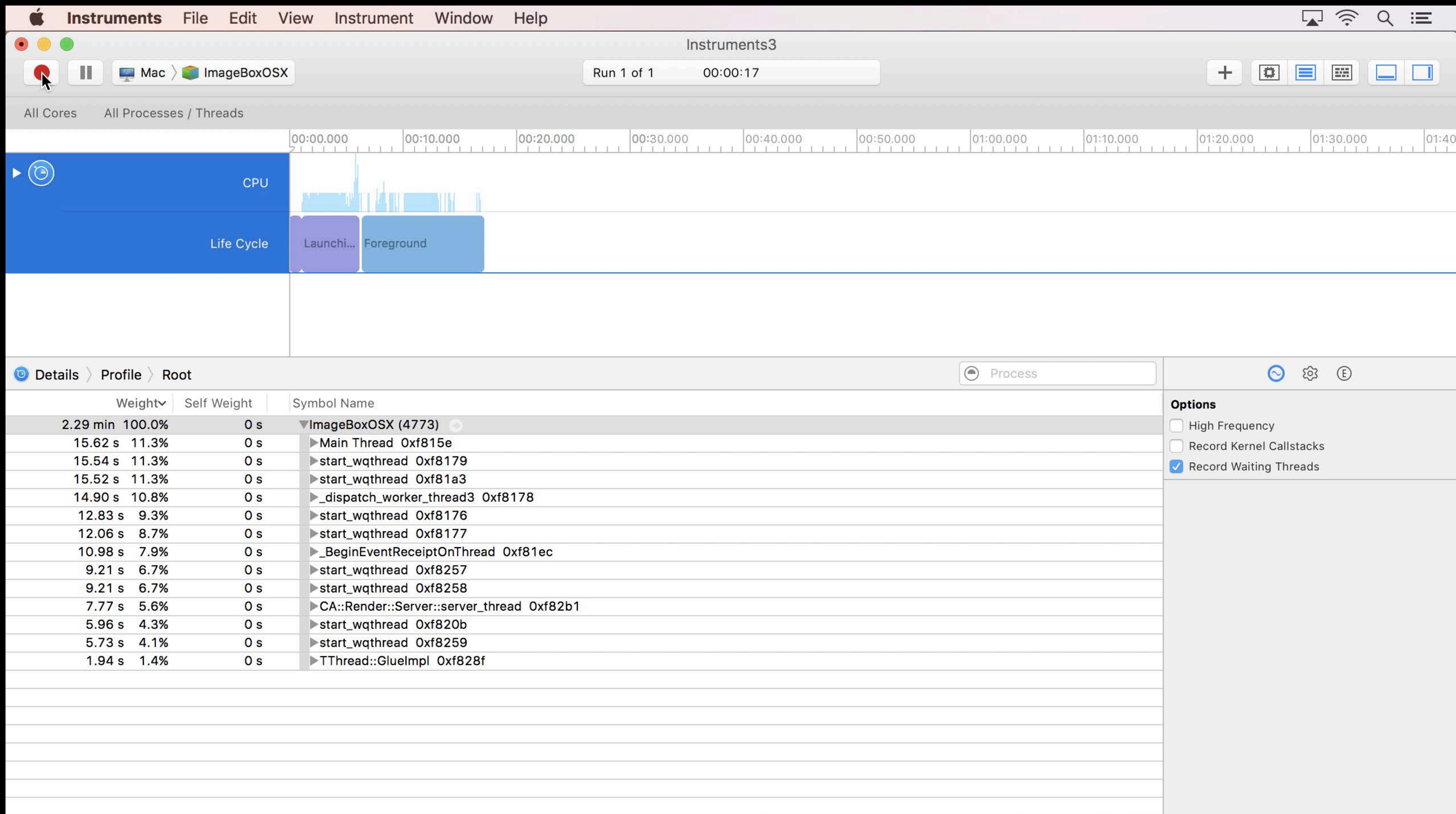
// Insert code here to initialize your  
application

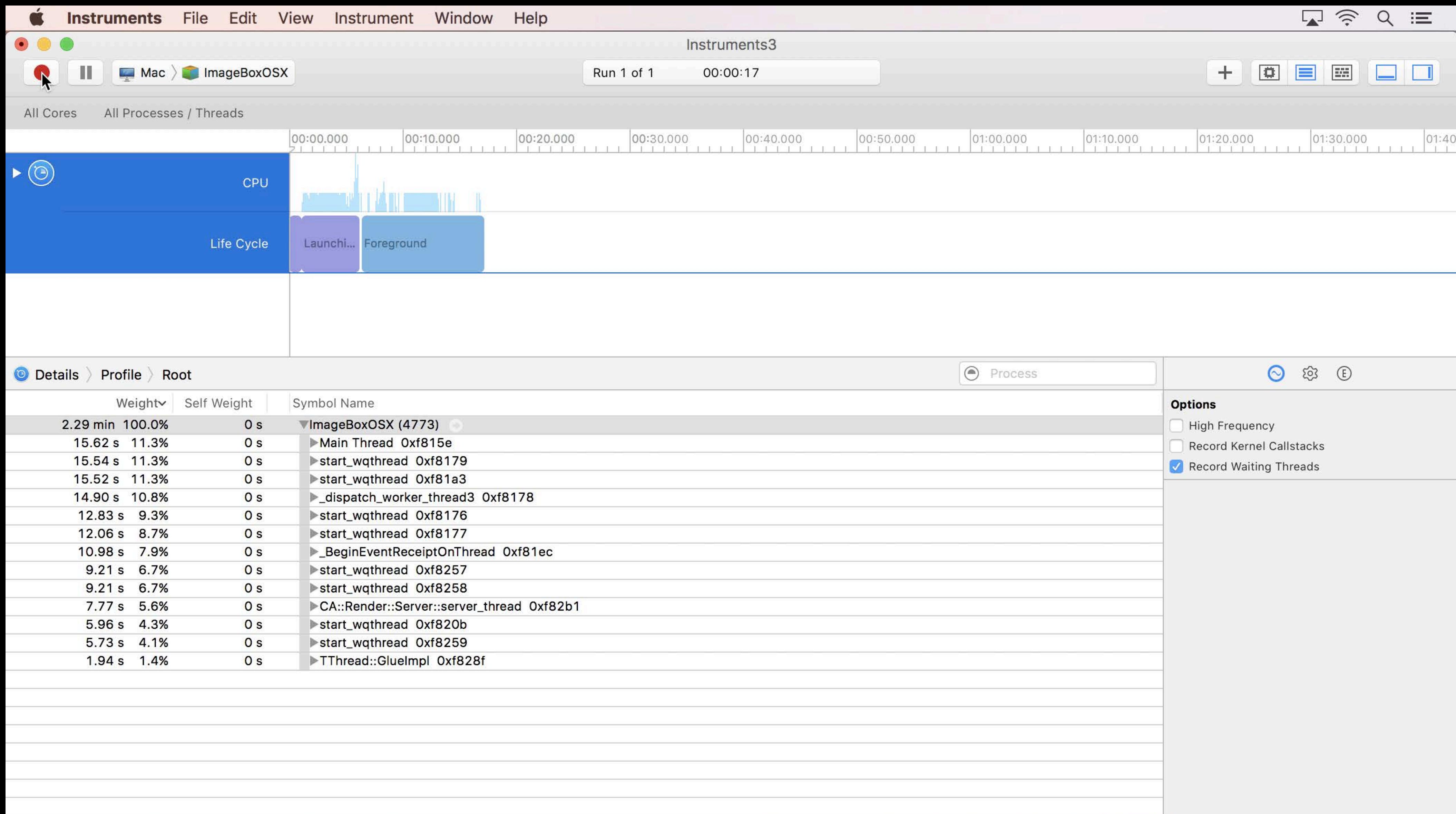


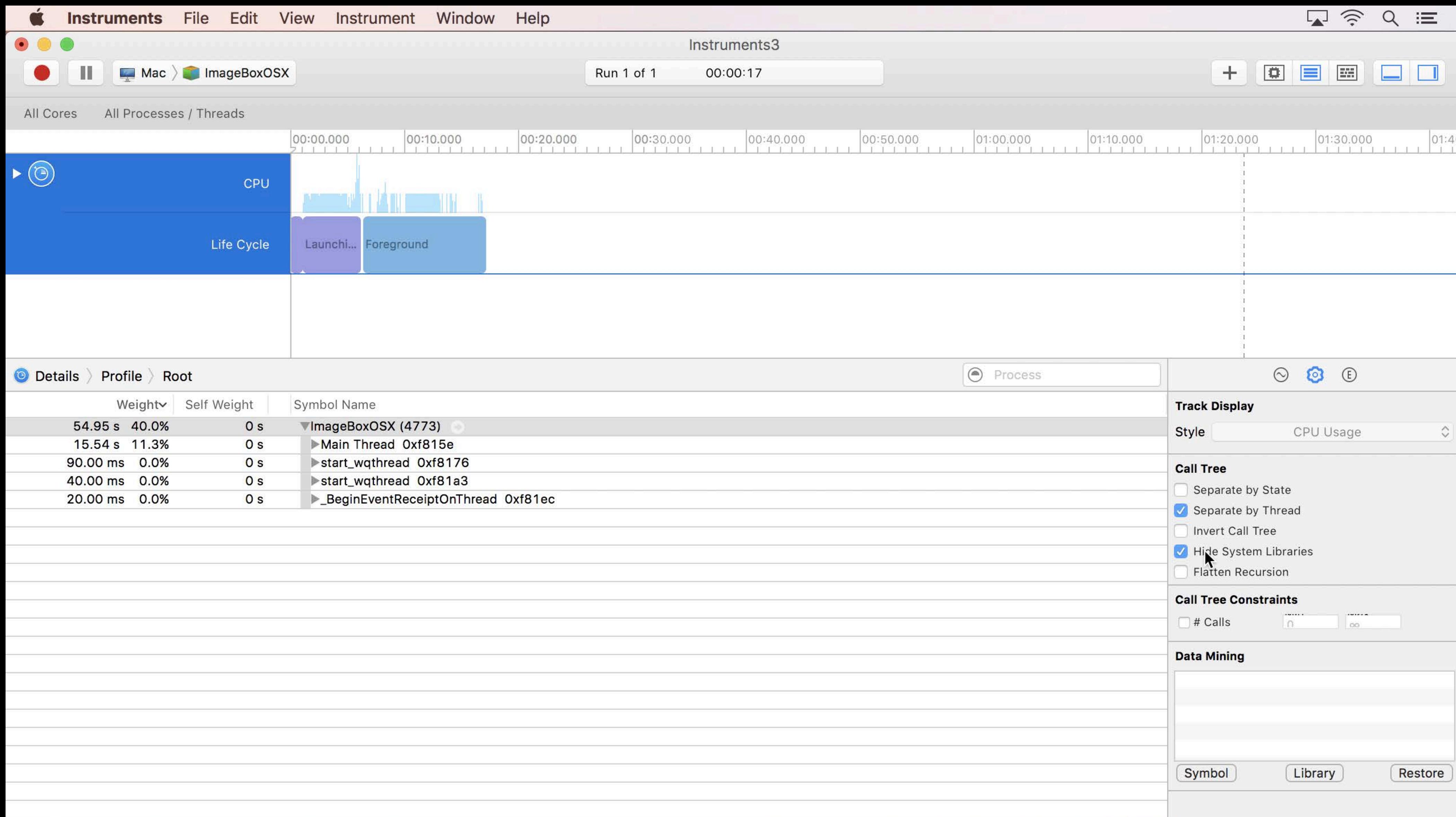


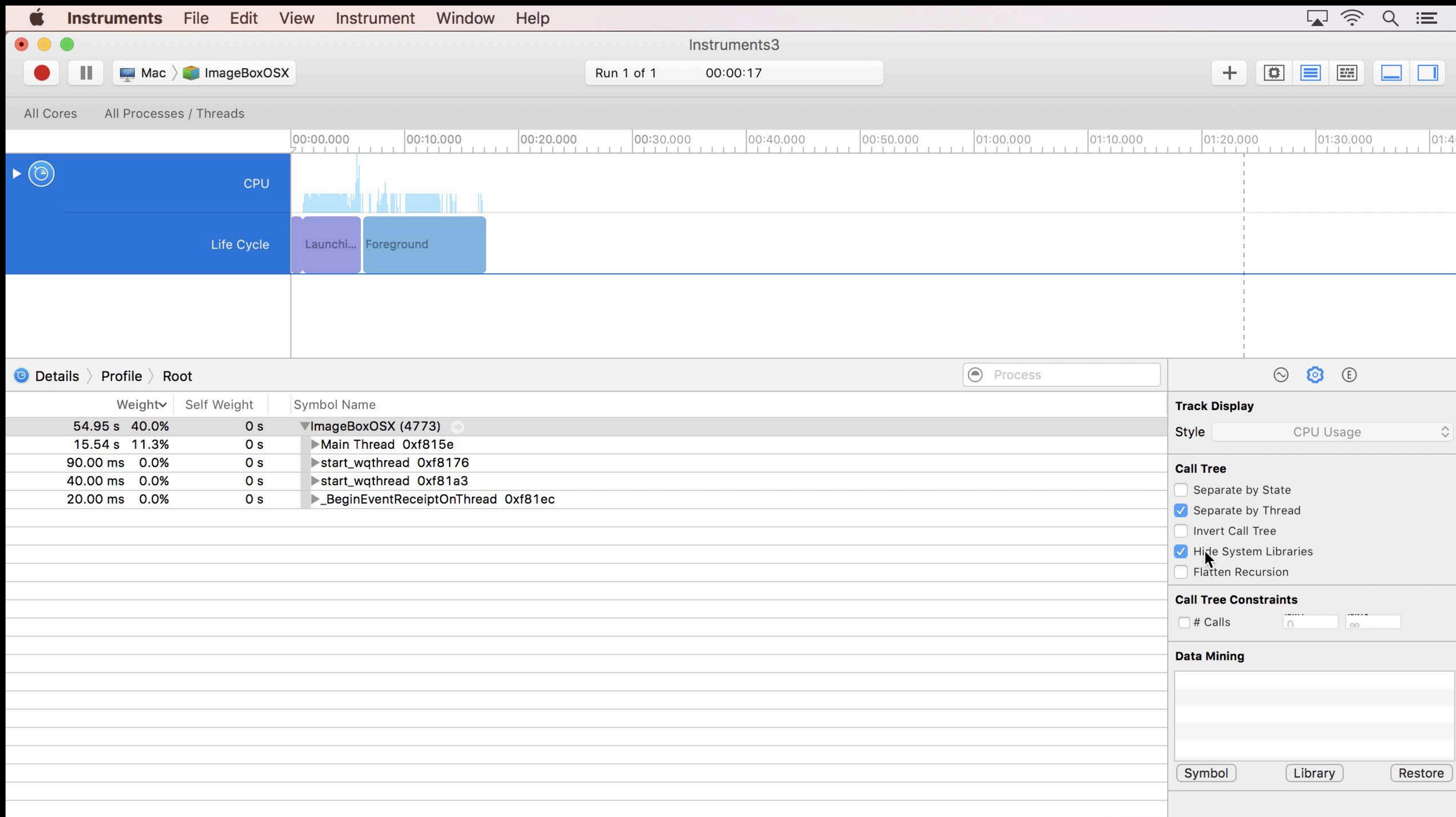








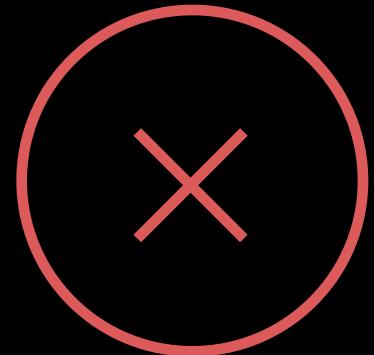




# Main Thread

## Improper use

```
NSOpenPanel().begin { (response) in
    guard response == NSFfileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```



# Main Thread

## Improper use

```
NSOpenPanel().begin { (response) in  
    guard response == NSFfileHandlingPanelOKButton else { return }  
    guard let url = openPanel.url else { return }  
    guard let image = Image(contentsOf: url) else { return }  
    let item = BoxItem(image: image)  
    if self.dataStore.add(item) {  
        self.collectionView?.reloadData()  
    }  
}
```



# Main Thread

## Improper use



```
NSOpenPanel().begin { (response) in
    guard response == NSFfileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```

# Main Thread

## Improper use



```
NSOpenPanel().begin { (response) in
    guard response == NSFfileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```

# Main Thread

## Improper use

```
NSOpenPanel().begin { (response) in
    guard response == NSFfileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```



# Main Thread

## Improper use



```
NSOpenPanel().begin { (response) in
    guard response == NSFfileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```



# Main Thread

## Responsive UI

# Main Thread

## Responsive UI

Main Thread



# Main Thread

Responsive UI

Main Thread

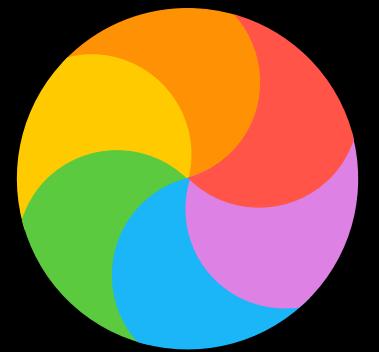
Delegate  
Callback



# Main Thread

Responsive UI

Main Thread



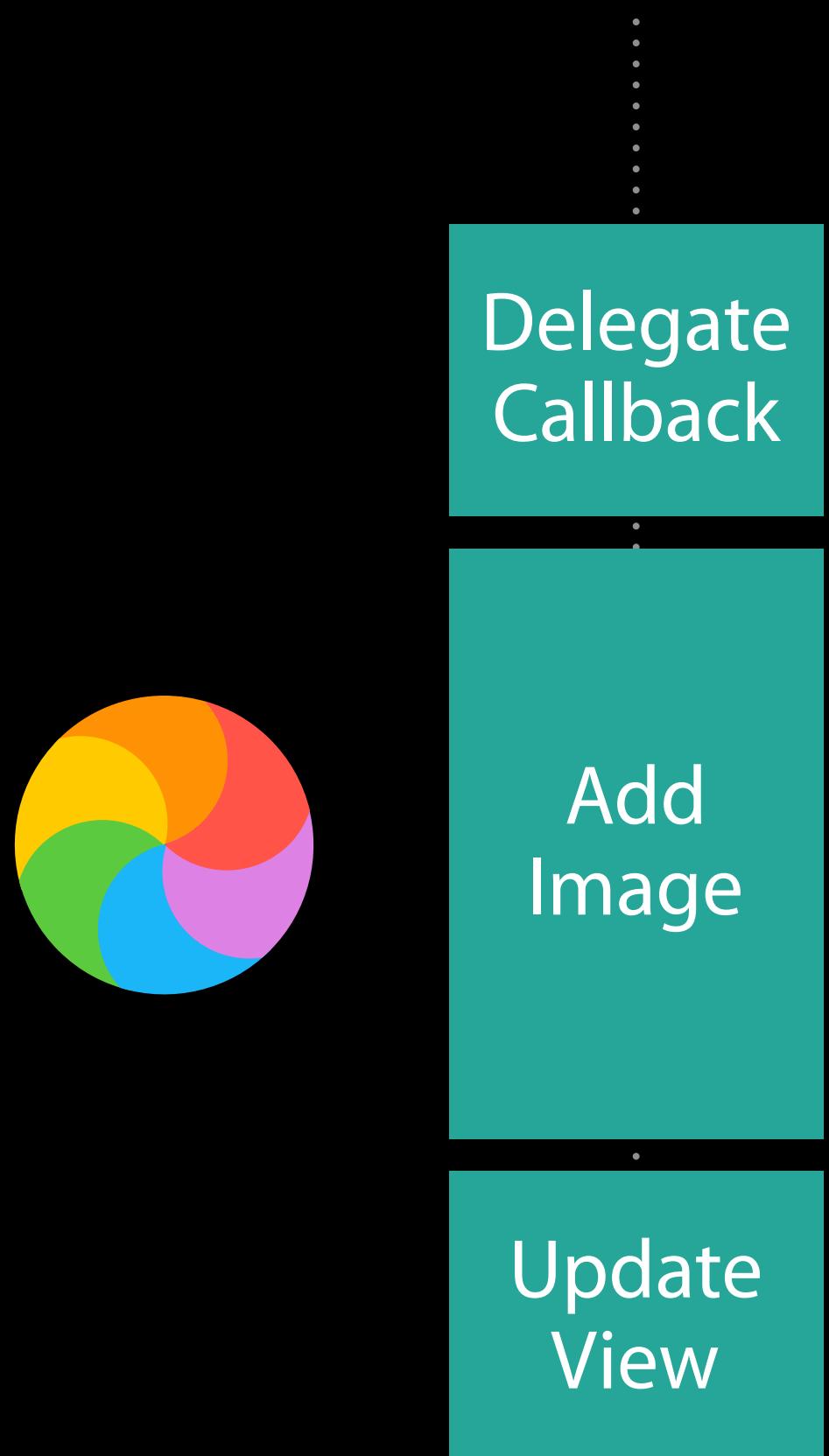
Delegate  
Callback

Add  
Image

# Main Thread

Responsive UI

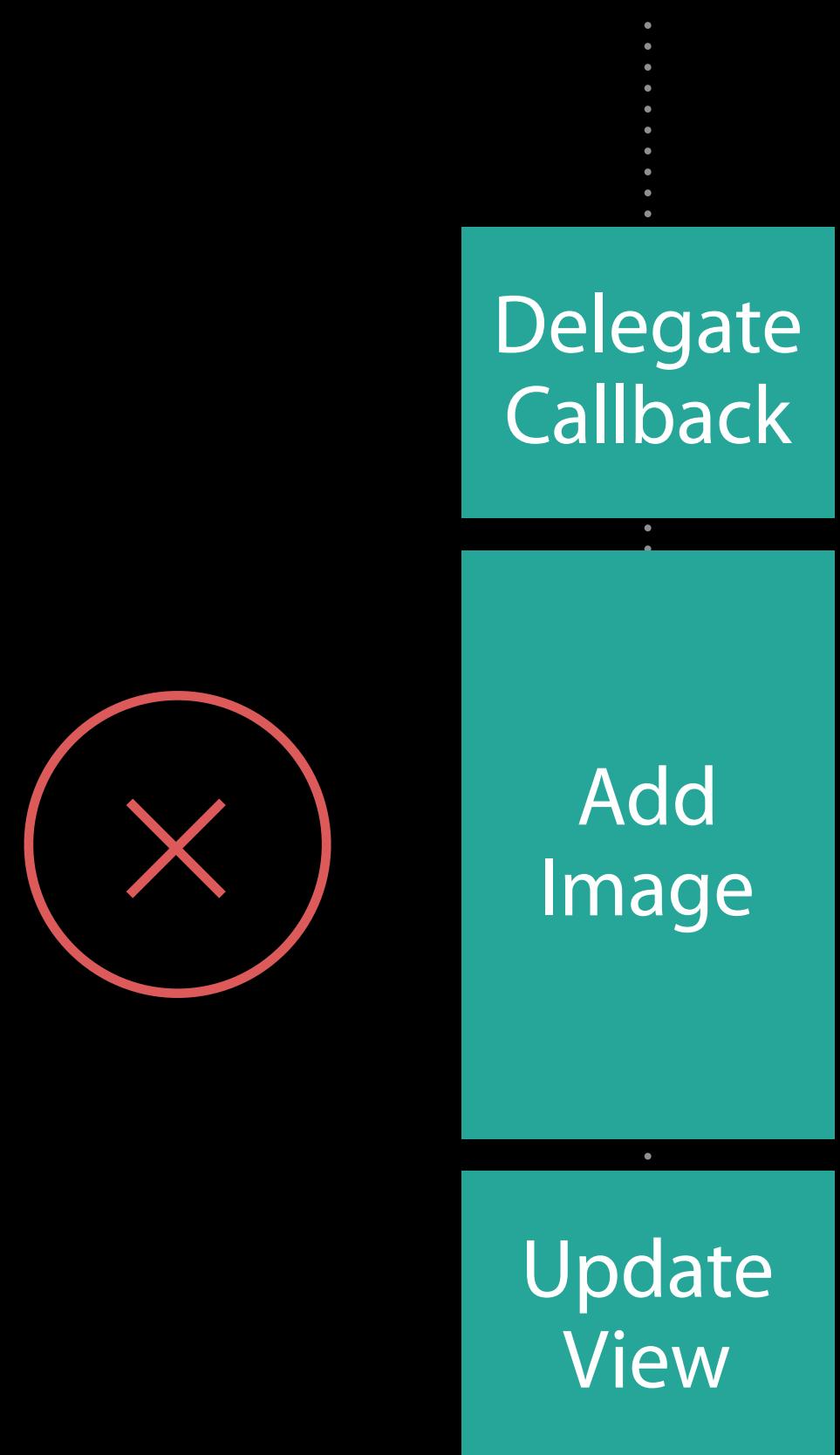
Main Thread



# Main Thread

Responsive UI

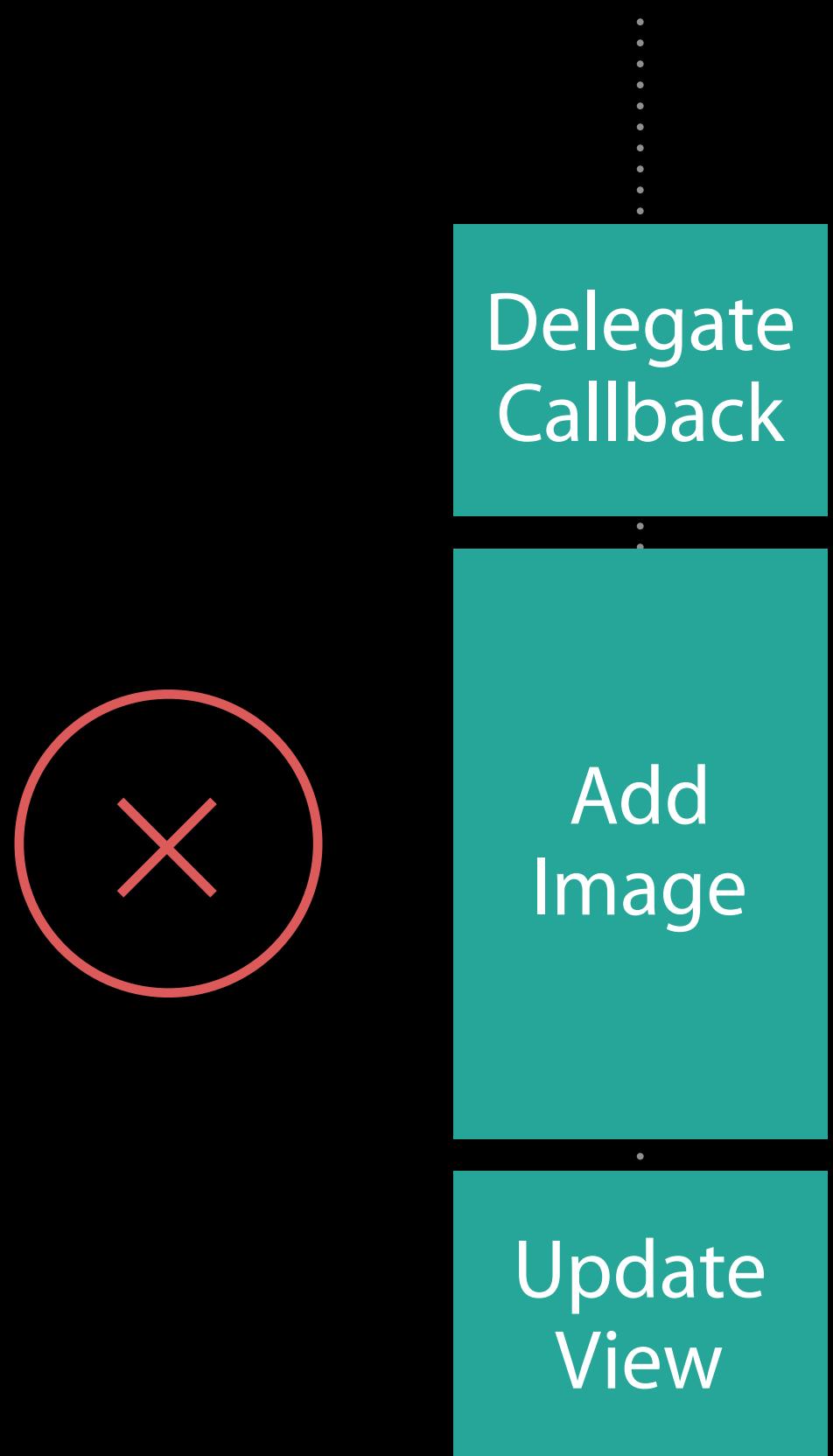
Main Thread



# Main Thread

Responsive UI

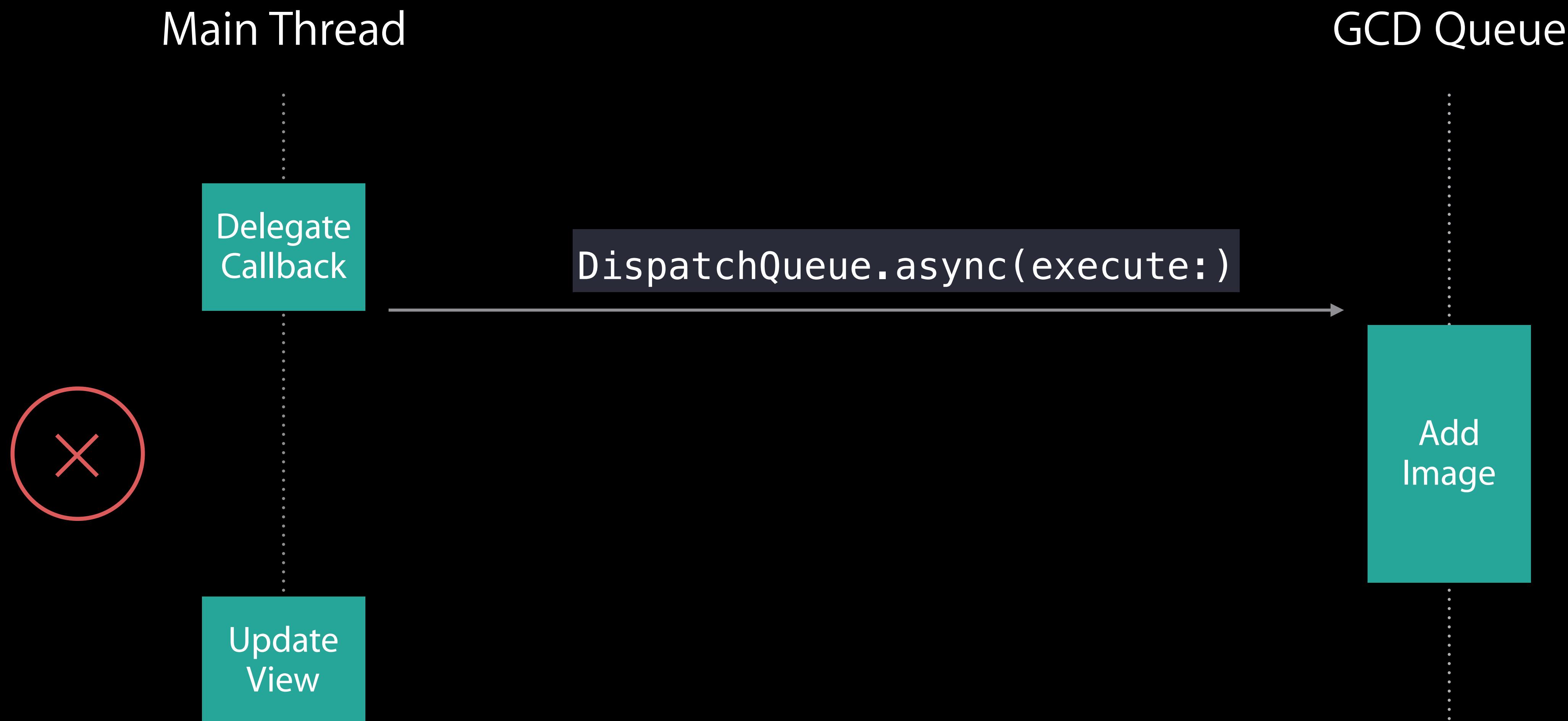
Main Thread



GCD Queue

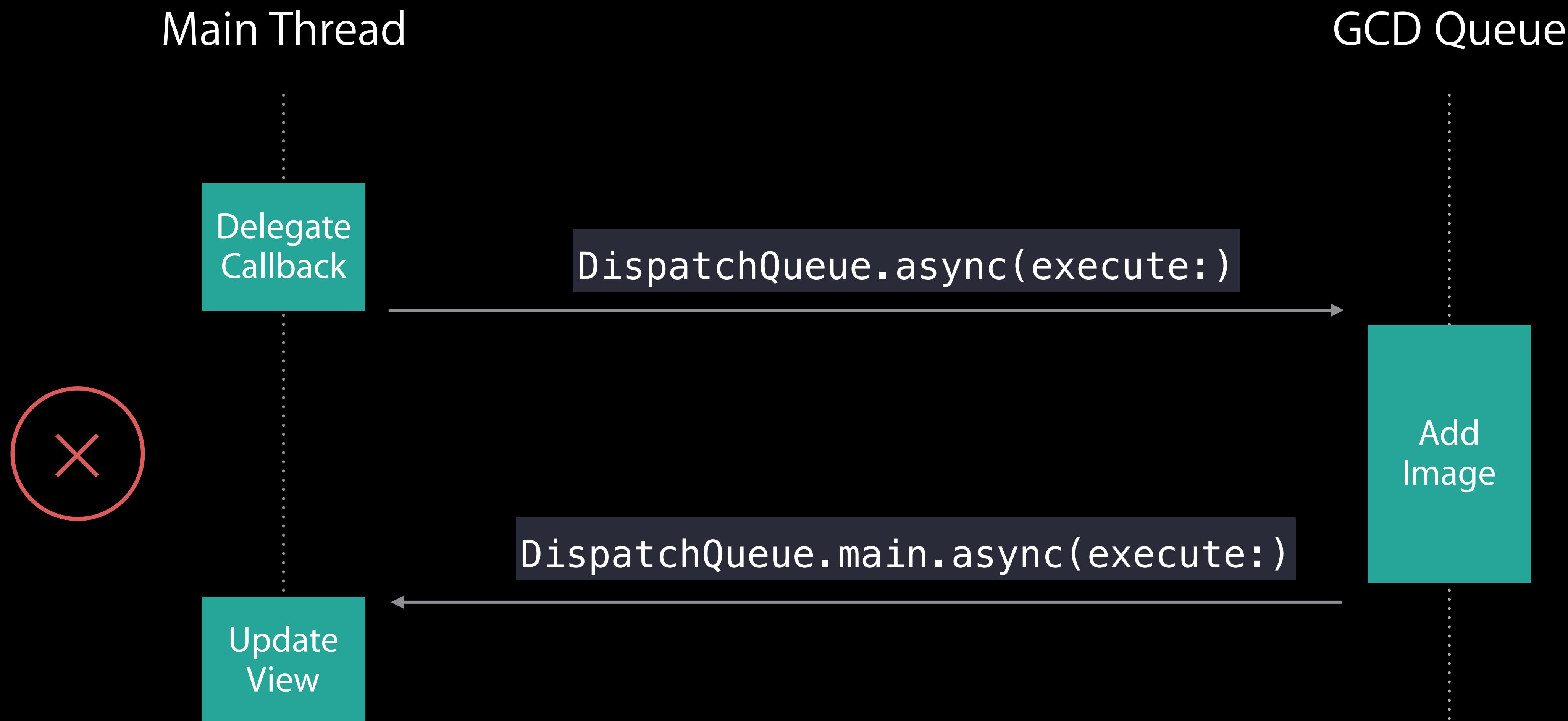
# Main Thread

## Responsive UI



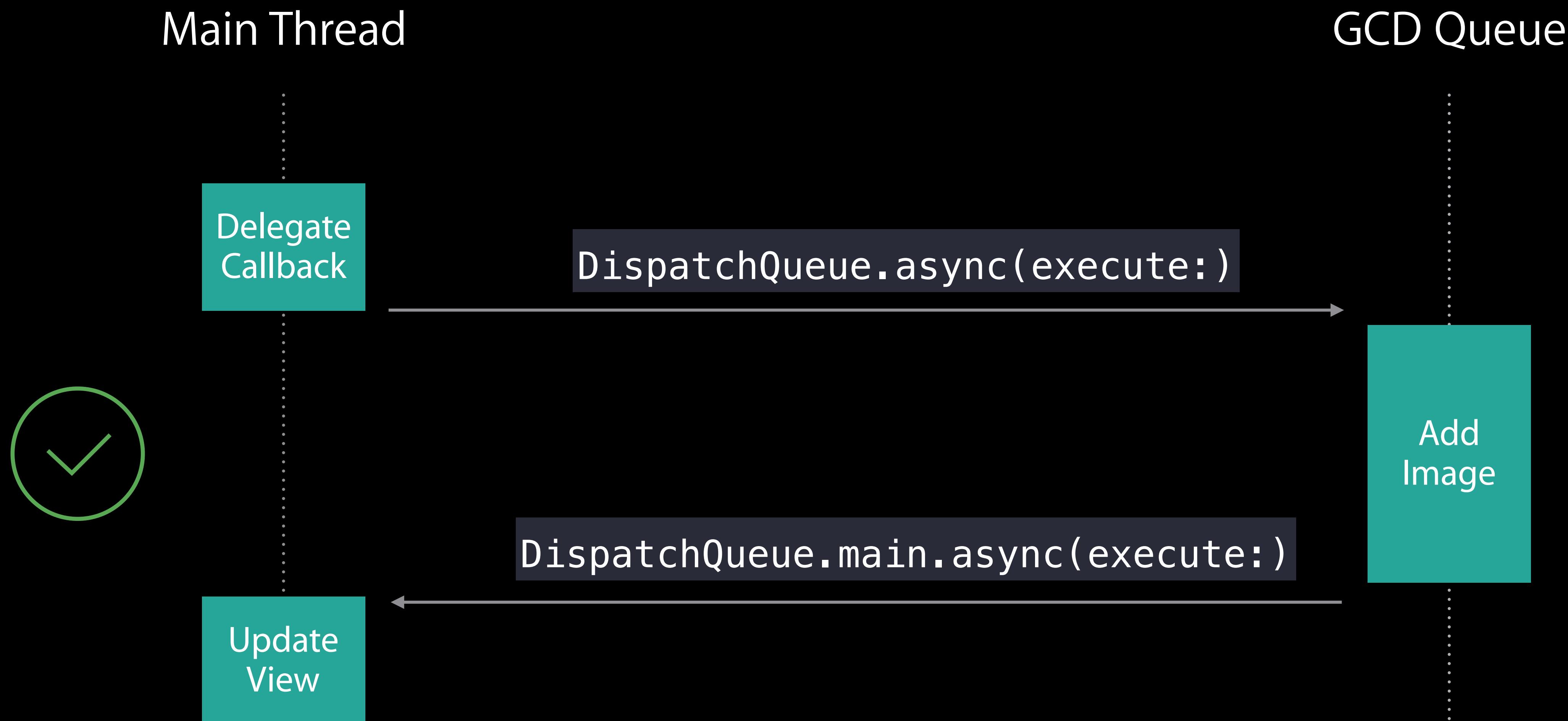
# Main Thread

## Responsive UI



# Main Thread

## Responsive UI



```
// Dispatch and Back Again
```

```
NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```

```
// Dispatch and Back Again
```

```
let queue = DispatchQueue(label: "com.apple.ImageBox.dataStore")
```

```
NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```

```
// Dispatch and Back Again

let queue = DispatchQueue(label: "com.apple.ImageBox.dataStore")

NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        self.collectionView?.reloadData()
    }
}
```

```
// Dispatch and Back Again
```

```
let queue = DispatchQueue(label: "com.apple.ImageBox.dataStore")
```

```
NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    queue.async {
        guard let image = Image(contentsOf: url) else { return }
        let item = BoxItem(image: image)
        if self.dataStore.add(item) {
            self.collectionView?.reloadData()
        }
    }
}
```

```
// Dispatch and Back Again

let queue = DispatchQueue(label: "com.apple.ImageBox.dataStore")

NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    queue.async {
        guard let image = Image(contentsOf: url) else { return }
        let item = BoxItem(image: image)
        if self.dataStore.add(item) {
            self.collectionView?.reloadData()
        }
    }
}
```

// Dispatch and Back Again

```
let queue = DispatchQueue(label: "com.apple.ImageBox.dataStore")
```

```
NSOpenPanel().begin { (response) in
    guard response == NSFileHandlingPanelOKButton else { return }
    guard let url = openPanel.url else { return }
    queue.async {
        guard let image = Image(contentsOf: url) else { return }
        let item = BoxItem(image: image)
        if self.dataStore.add(item) {
            DispatchQueue.main.async {
                self.collectionView?.reloadData()
            }
        }
    }
}
```



The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running ImageBoxOSX : ImageBoxOSX
- Editor:** Displays the contents of `AppDelegate.swift`. The code includes a multi-line comment at the top and an `@NSApplicationMain` class definition for `AppDelegate`.

```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

import Cocoa

@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```

The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure under "ImageBox": Common, ImageBoxiOS, ImageBoxOSX, Products.
- Search Bar:** Finished running ImageBoxOSX : ImageBoxOSX
- Editor:** Displays the contents of AppDelegate.swift.

```
//  ImageBox
//
//  Created by Apple Inc. on 6/17/16.
//  Copyright © 2016 Apple Inc. All rights reserved.

import Cocoa

@NSApplicationMain
class AppDelegate: NSObject, NSApplicationDelegate {

    var dataStore = ImageBoxData()

    func applicationDidFinishLaunching(aNotification: NSNotification) {
        // Insert code here to initialize your
        // application
    }
}
```

# Quality of Service

# Quality of Service

## Overview

# Quality of Service

## Overview

Management of system resources

# Quality of Service

## Overview

Management of system resources

Visibility, importance, expectation

# Quality of Service

## Overview

Management of system resources

Visibility, importance, expectation

- Is it visible?

# Quality of Service

## Overview

Management of system resources

Visibility, importance, expectation

- Is it visible?
- What is the importance?

# Quality of Service

## Overview

Management of system resources

Visibility, importance, expectation

- Is it visible?
- What is the importance?
- How long is it expected to take?

# Quality of Service

## Overview

Management of system resources

Visibility, importance, expectation

- Is it visible?
- What is the importance?
- How long is it expected to take?

# Quality of Service

QoS

Description

Example

---

# Quality of Service

| QoS   | Description      | Example                 |           |
|---|------------------|-------------------------|-----------|
|  | User Interactive | Main thread, animations | Scrolling |

# Quality of Service

| QoS   | Description      | Example                 |                       |
|---|------------------|-------------------------|-----------------------|
|  | User Interactive | Main thread, animations | Scrolling             |
|  | User Initiated   | Immediate results       | Switching to new view |

# Quality of Service

| QoS   | Description      | Example                 |                       |
|---|------------------|-------------------------|-----------------------|
|  | User Interactive | Main thread, animations | Scrolling             |
|  | User Initiated   | Immediate results       | Switching to new view |
|  | Utility          | Long-running tasks      | Rendering a movie     |

# Quality of Service

| QoS   | Description      | Example                 |                       |
|---|------------------|-------------------------|-----------------------|
|  | User Interactive | Main thread, animations | Scrolling             |
|  | User Initiated   | Immediate results       | Switching to new view |
|  | Utility          | Long-running tasks      | Rendering a movie     |
|  | Background       | Not user visible        | Indexing              |

# Quality of Service

## Specifying QoS



# Quality of Service

## Specifying QoS

```
// 1. Dispatch queue
let queue = DispatchQueue(label: "my queue")
queue.async(qos: .background) {
    // asynchronous code
}
```

# Quality of Service

## Specifying QoS

```
// 1. Dispatch queue
let queue = DispatchQueue(label: "my queue")
queue.async(qos: .background) {
    // asynchronous code
}
```

# Quality of Service

## Specifying QoS

```
// 1. Dispatch queue
let queue = DispatchQueue(label: "my queue")
queue.async(qos: .background) {
    // asynchronous code
}
```

```
// 2. OperationQueue
let operation = Operation()
operation.qualityOfService = .utility
```

# Quality of Service

## Specifying QoS

```
// 1. Dispatch queue
let queue = DispatchQueue(label: "my queue")
queue.async(qos: .background) {
    // asynchronous code
}
```

```
// 2. OperationQueue
let operation = Operation()
operation.qualityOfService = .utility
```

# Quality of Service

## ImageBox: Adding images

```
queue.async {
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        DispatchQueue.main.async {
            self.collectionView?.reloadData()
        }
    }
}
```

# Quality of Service

## ImageBox: Adding images

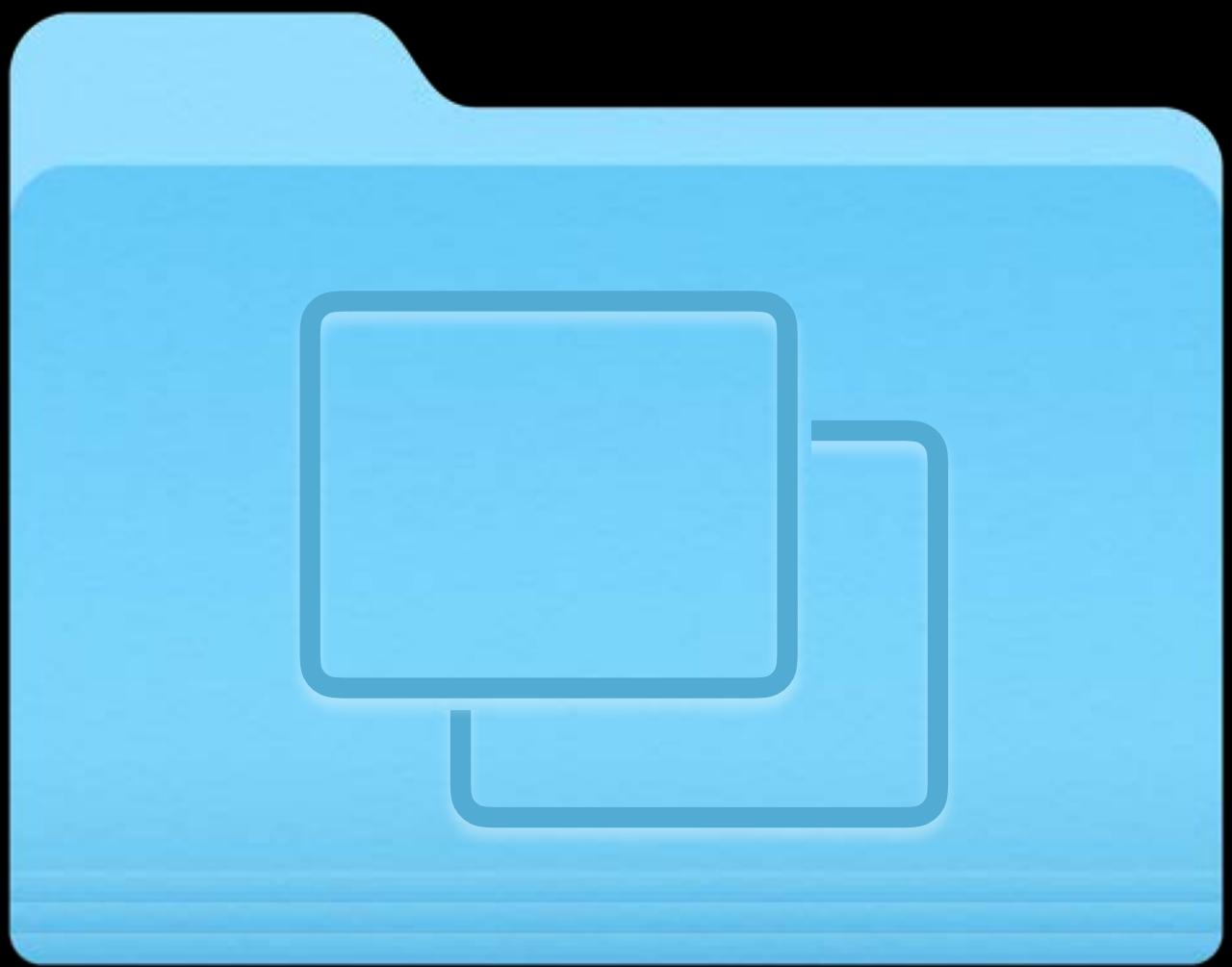
```
queue.async(qos: .utility) {
    guard let image = Image(contentsOf: url) else { return }
    let item = BoxItem(image: image)
    if self.dataStore.add(item) {
        DispatchQueue.main.async {
            self.collectionView?.reloadData()
        }
    }
}
```

# Adopt Appropriate APIs

# Asset Catalogs

## Overview

Simple app resource management

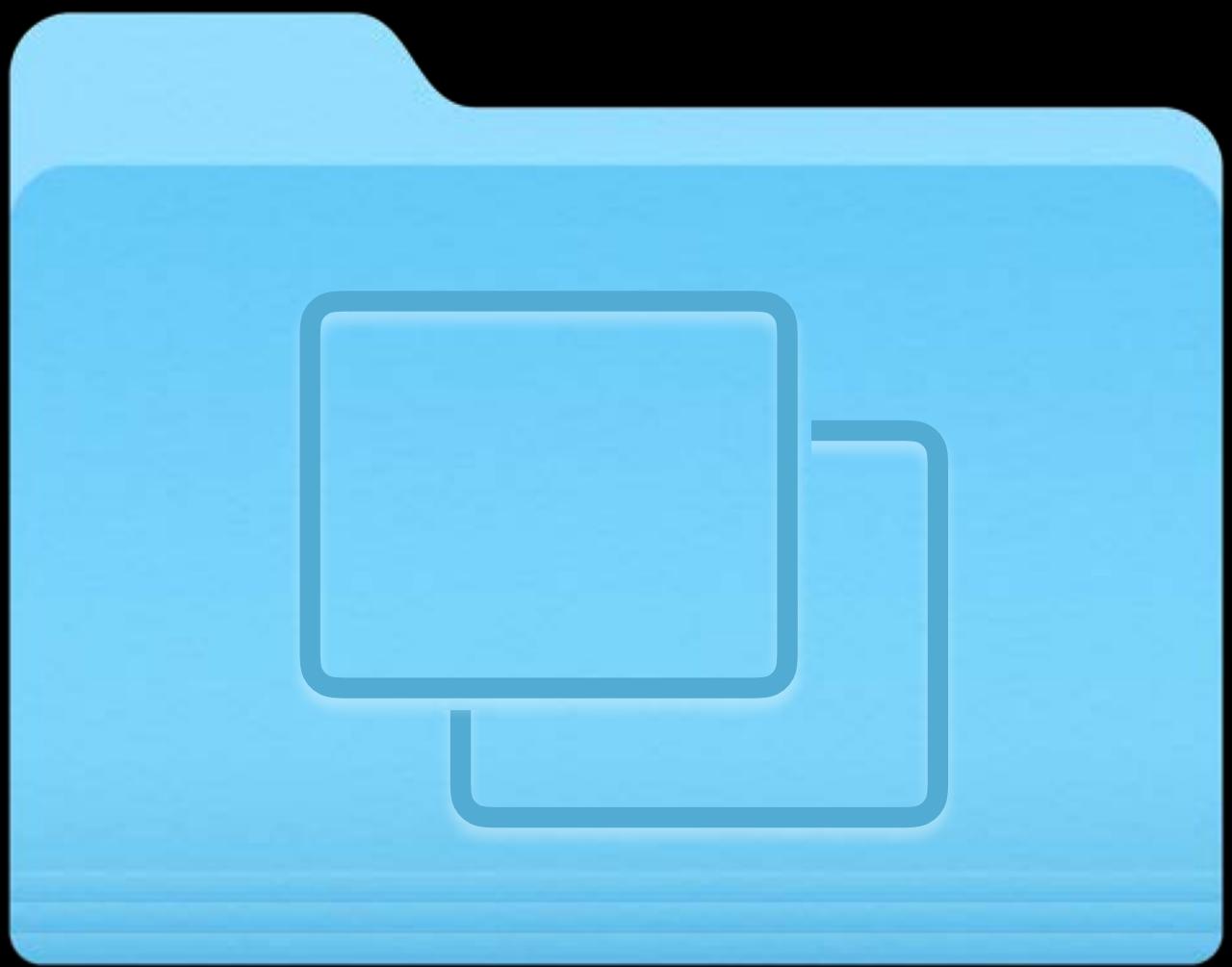


# Asset Catalogs

## Overview

Simple app resource management

- App icon and launch image

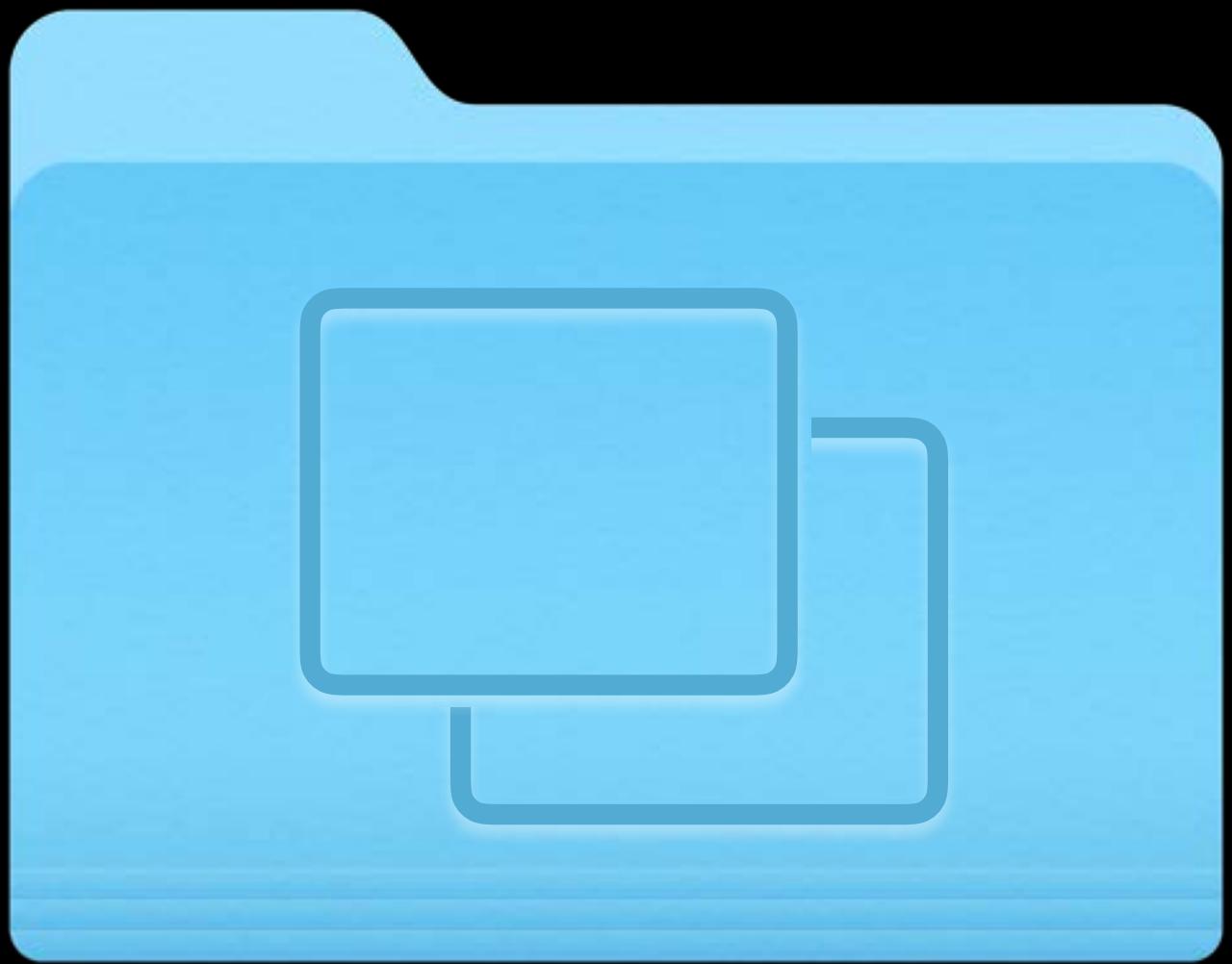


# Asset Catalogs

## Overview

Simple app resource management

- App icon and launch image
- Device and scale variants

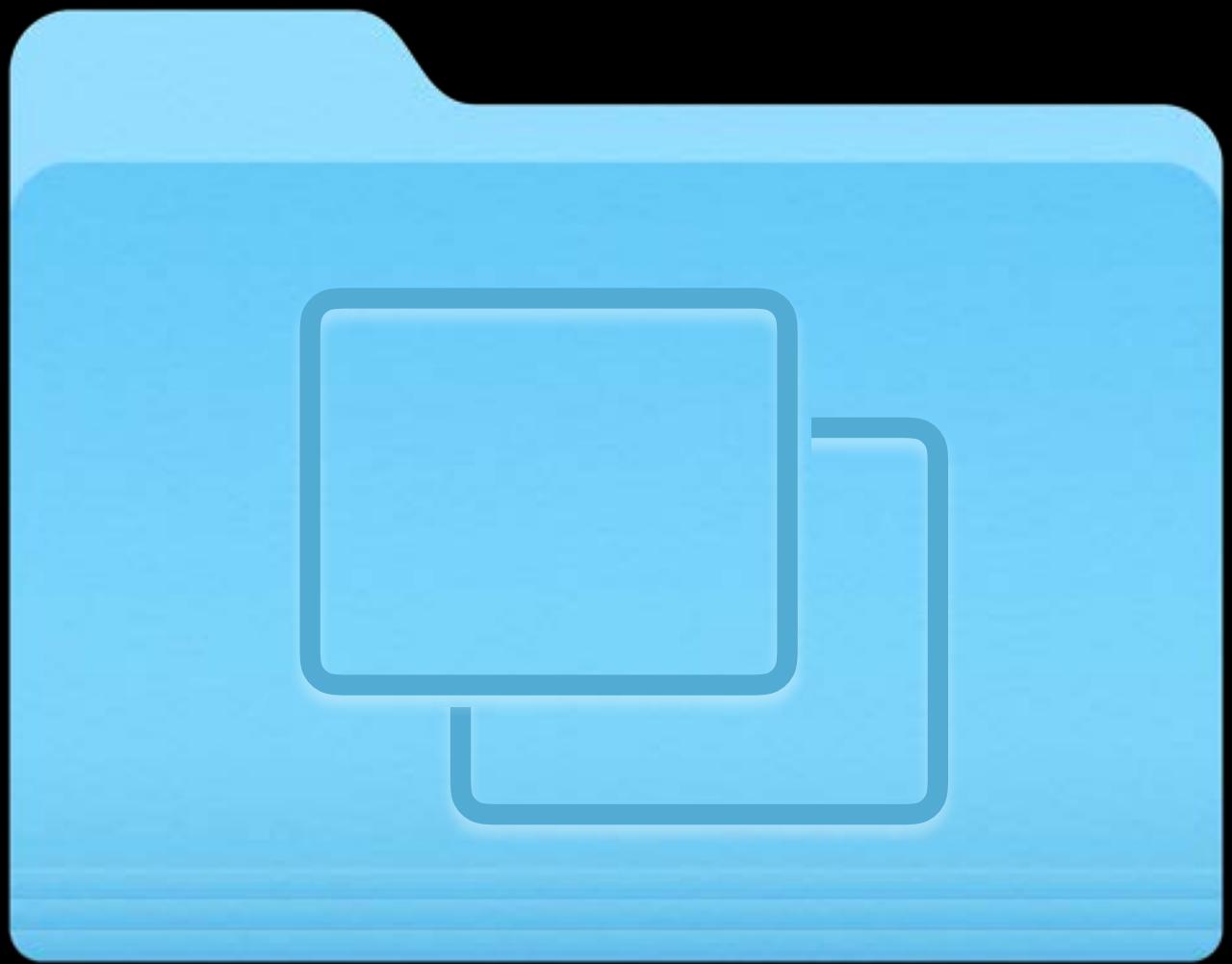


# Asset Catalogs

## Overview

Simple app resource management

- App icon and launch image
- Device and scale variants
- Sprite atlas (*SpriteKit*)

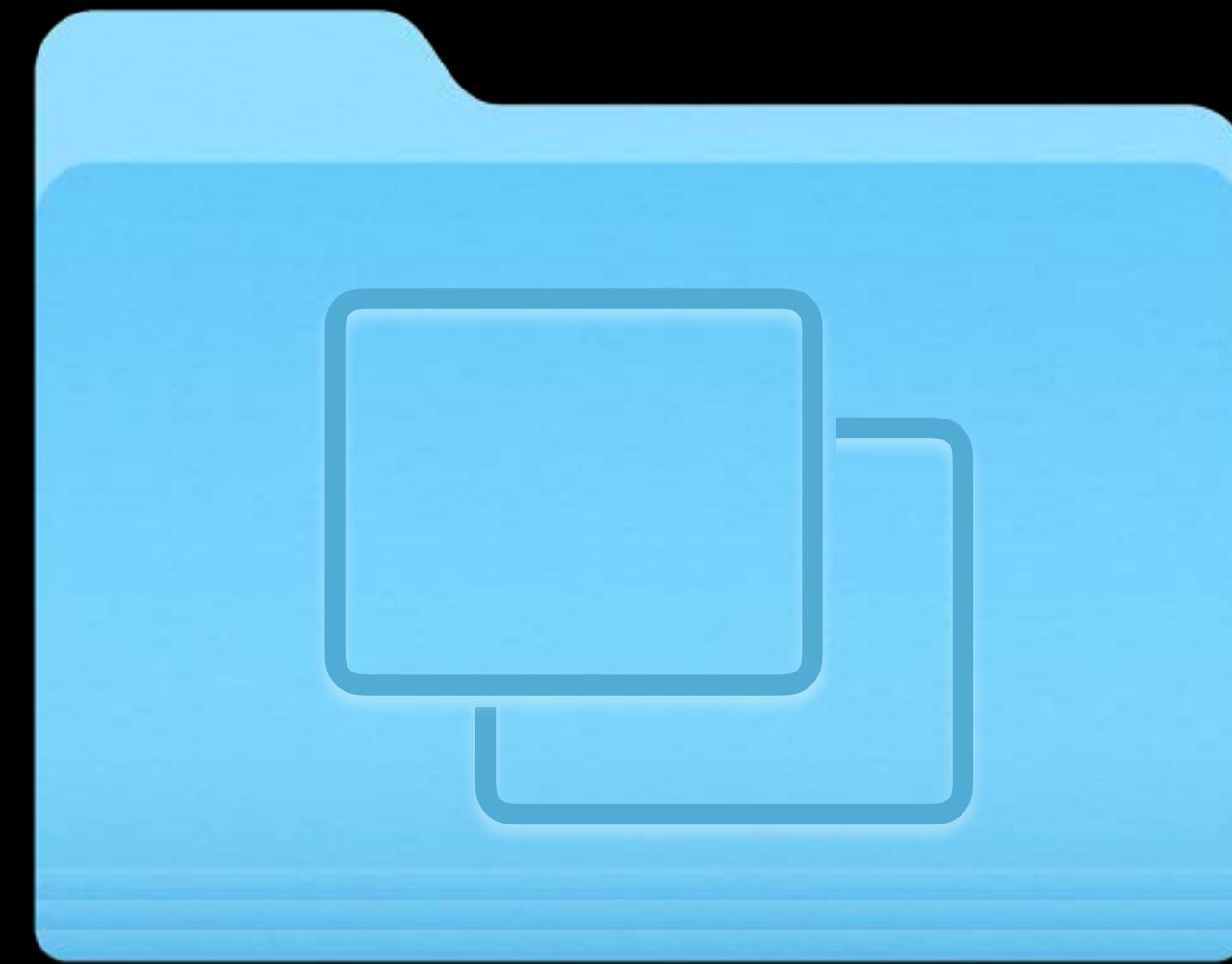


# Asset Catalogs

## Overview

Simple app resource management

- App icon and launch image
- Device and scale variants
- Sprite atlas (*SpriteKit*)
- On-demand resources

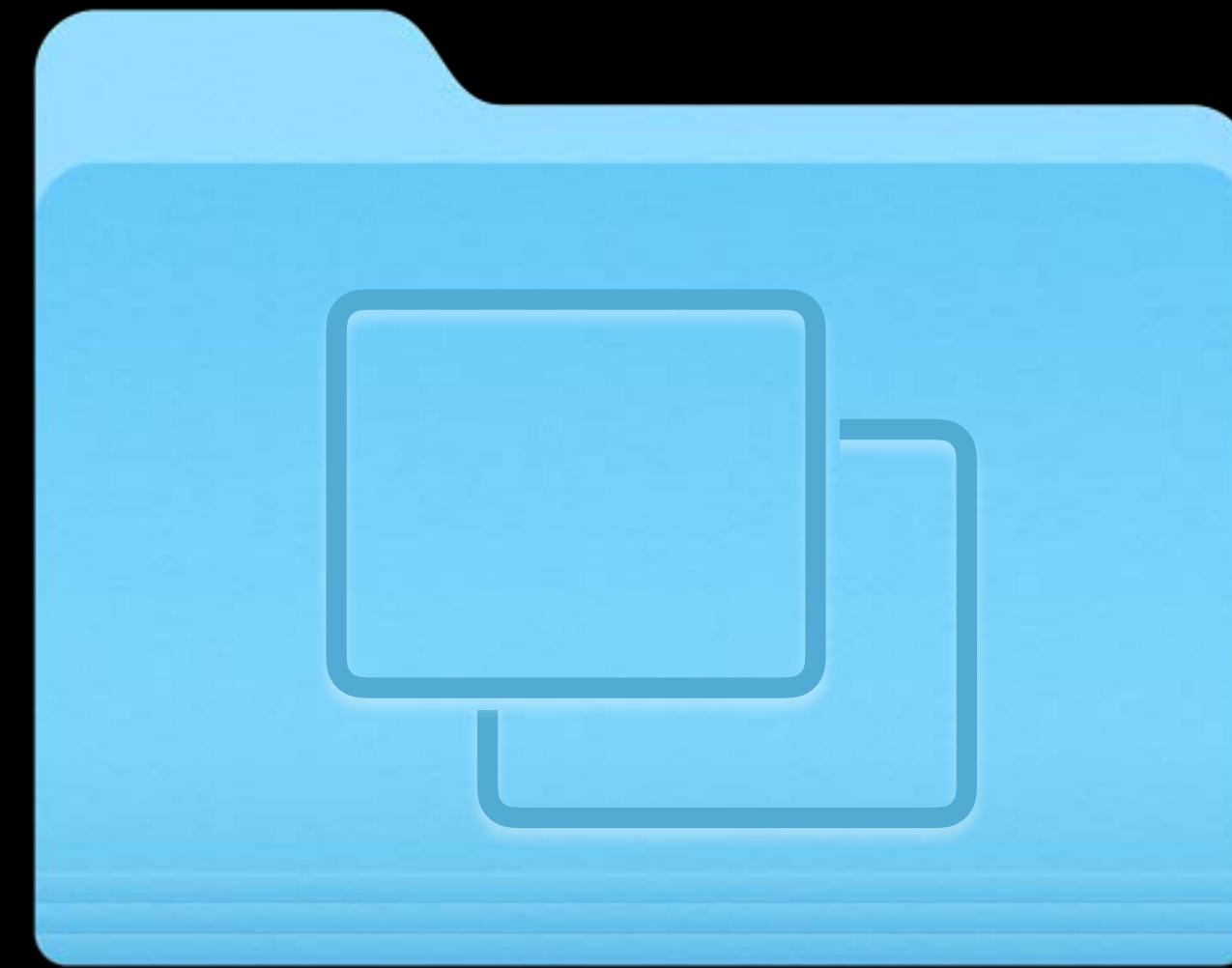


# Asset Catalogs

## Overview

Simple app resource management

- App icon and launch image
- Device and scale variants
- Sprite atlas (*SpriteKit*)
- On-demand resources
- Watch complications



# Asset Catalogs

I/O benefits

# Asset Catalogs

I/O benefits

Storage efficiency

# Asset Catalogs

## I/O benefits

Storage efficiency

- On-disk footprint

# Asset Catalogs

## I/O benefits

Storage efficiency

- On-disk footprint
- App slicing (*iOS*)

# Asset Catalogs

## I/O benefits

Storage efficiency

- On-disk footprint
- App slicing (*iOS*)

Performance

# Asset Catalogs

## I/O benefits

Storage efficiency

- On-disk footprint
- App slicing (*iOS*)

Performance

- Image loading

# Asset Catalogs

## I/O benefits

### Storage efficiency

- On-disk footprint
- App slicing (*iOS*)

### Performance

- Image loading
- Texture rendering (*SpriteKit*)

# Asset Catalogs

## I/O benefits

Storage efficiency

- On-disk footprint
- App slicing (*iOS*)

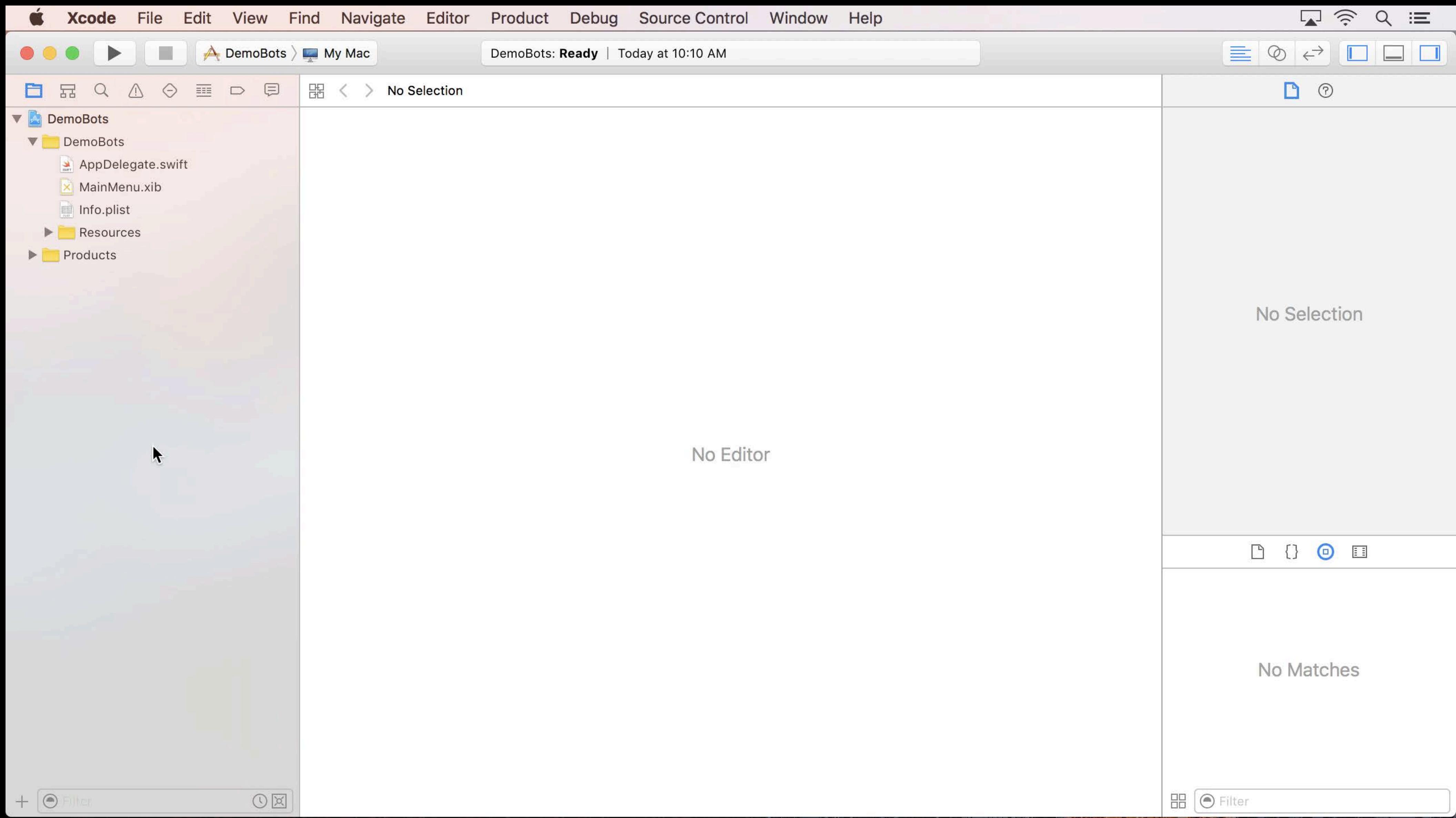
Performance

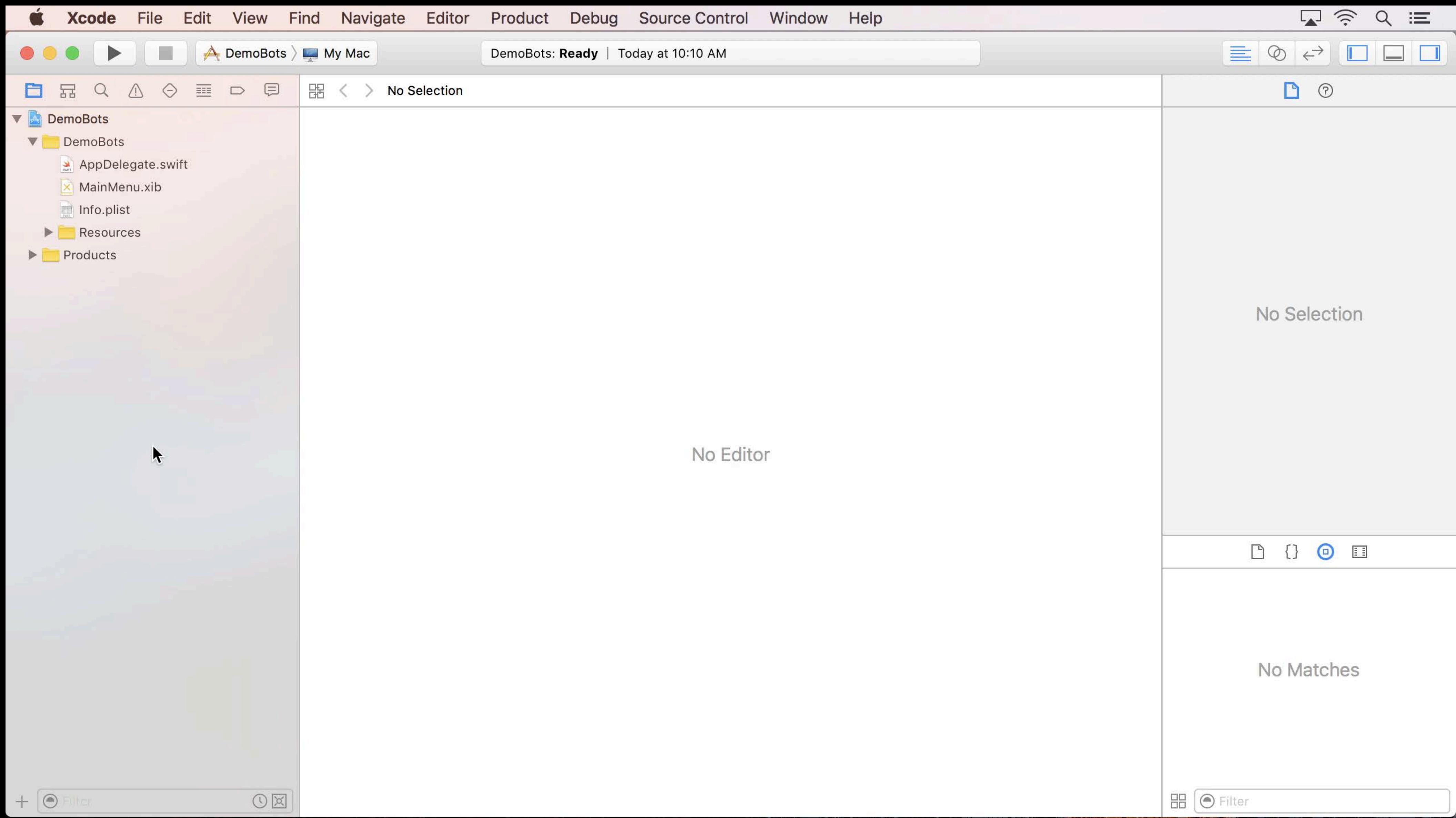
- Image loading
- Texture rendering (*SpriteKit*)
- App launch

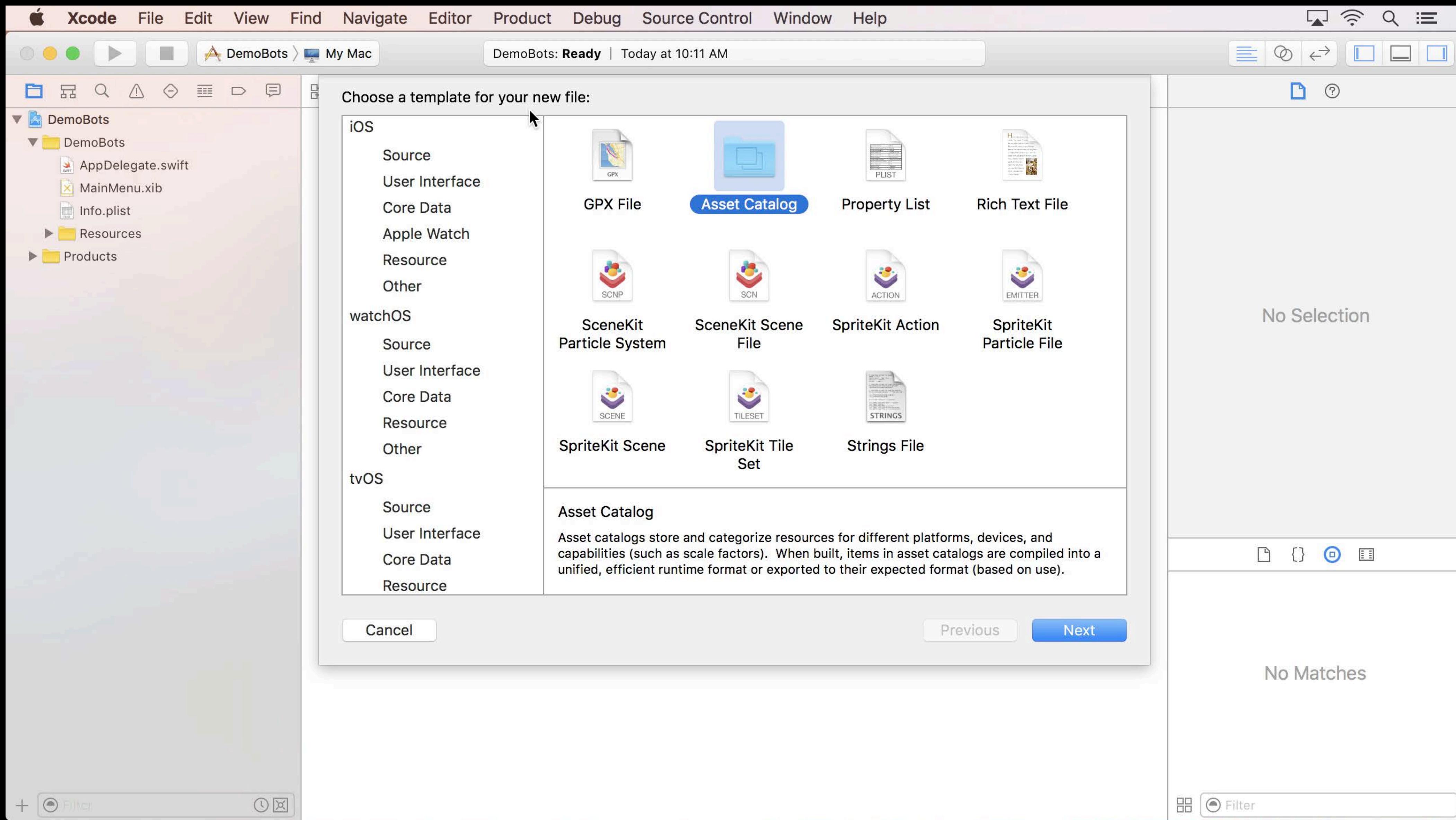
HDD app launch improvement

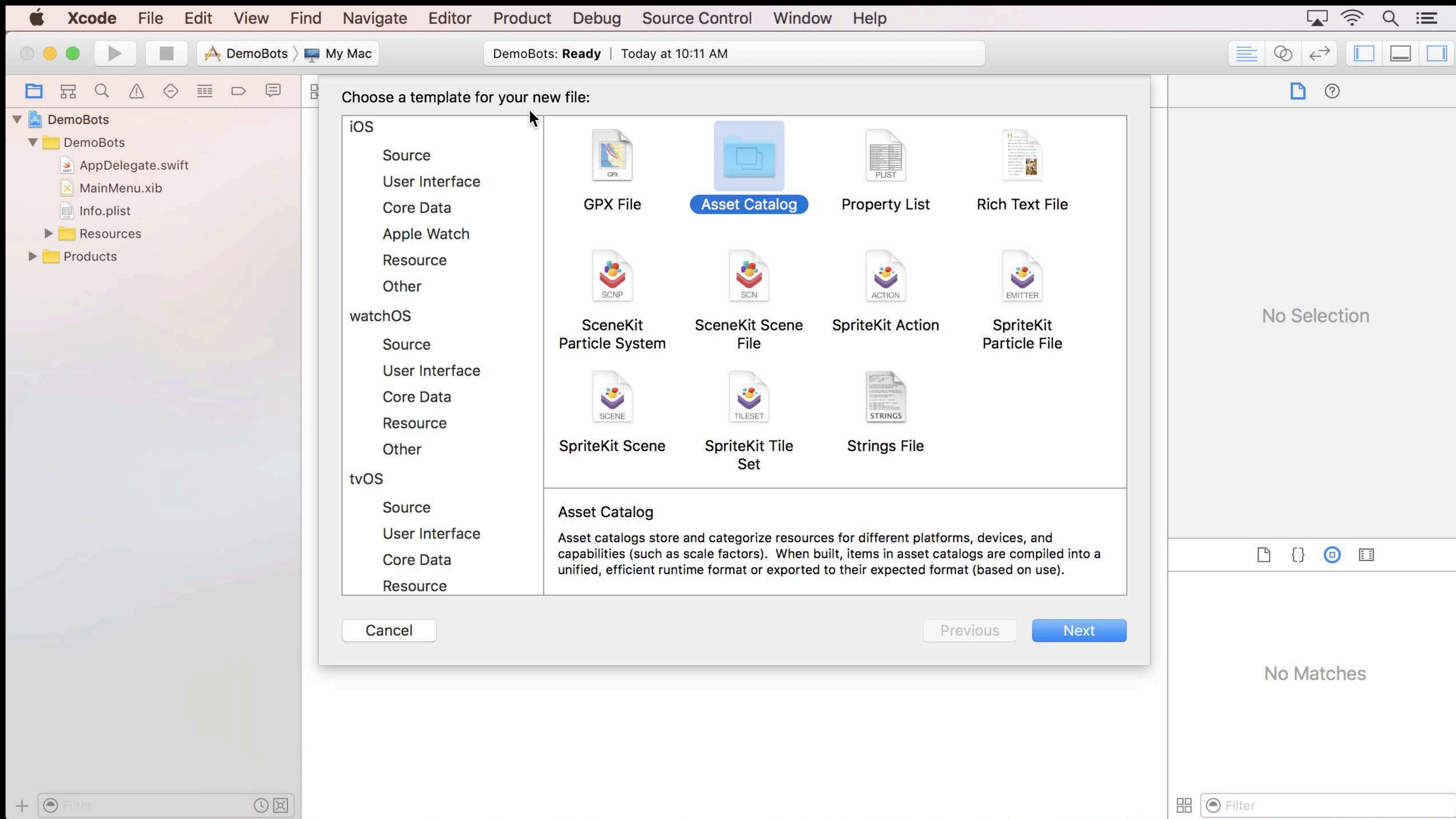
10%

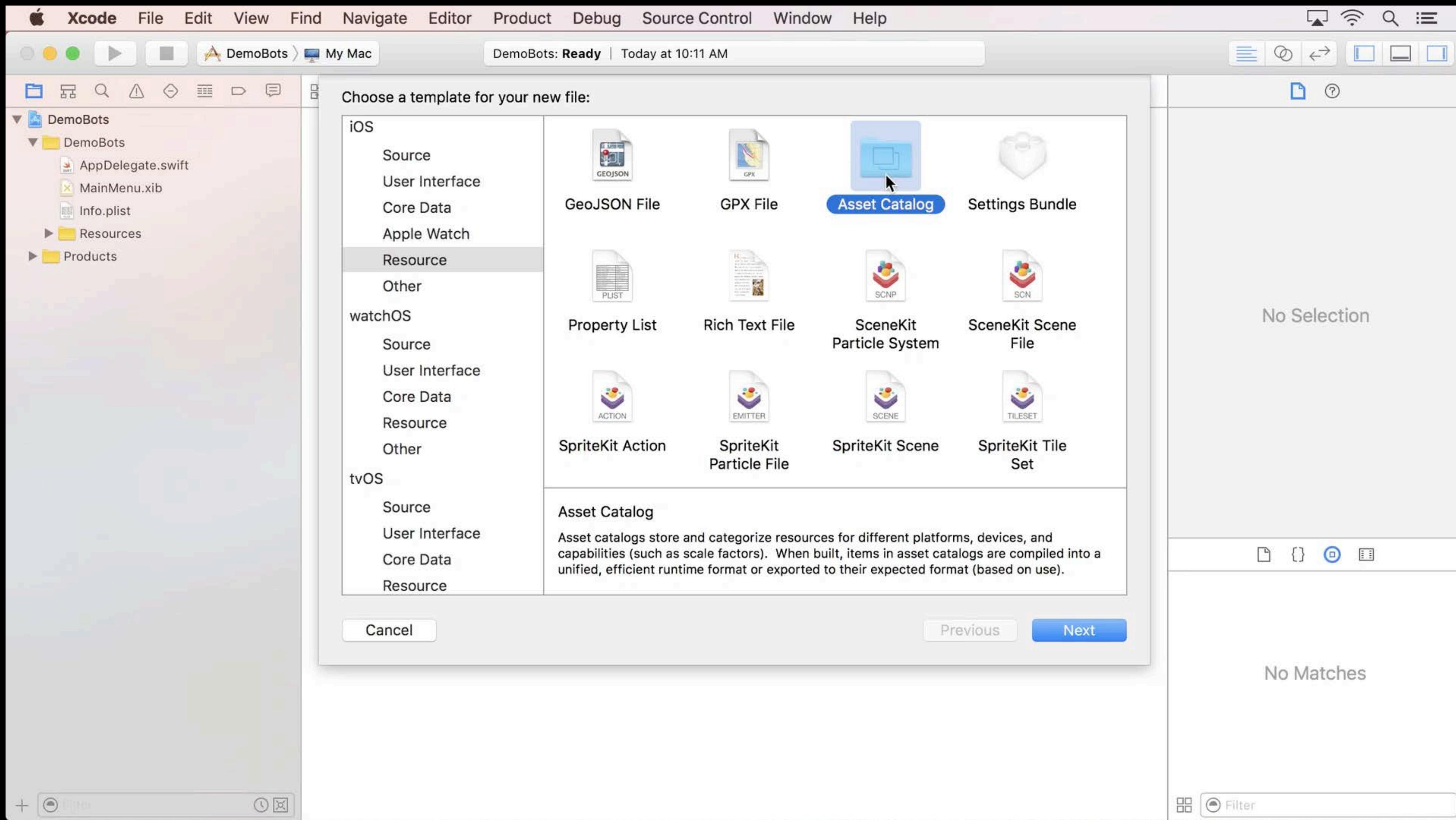
HDD app launch improvement

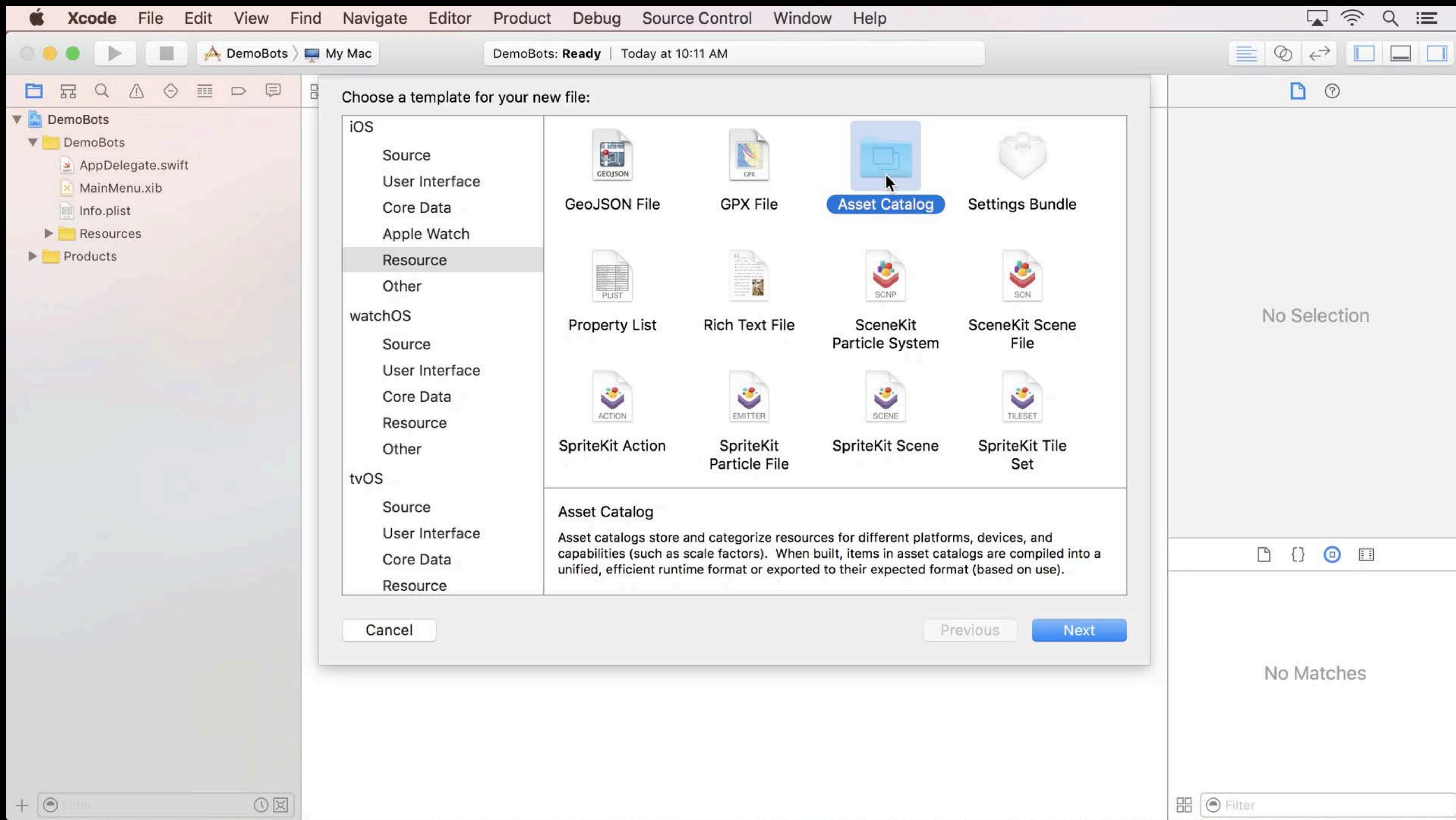


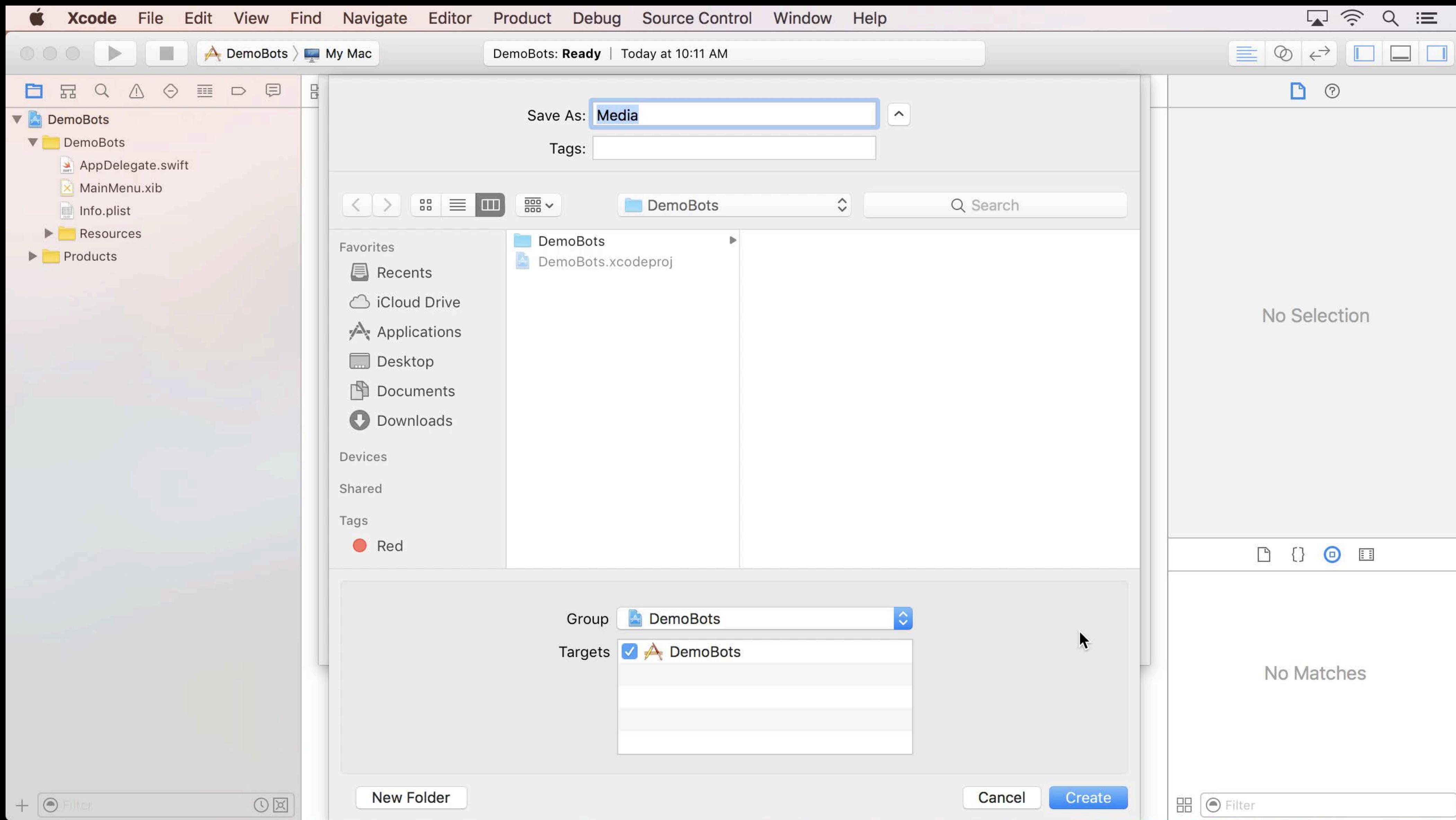


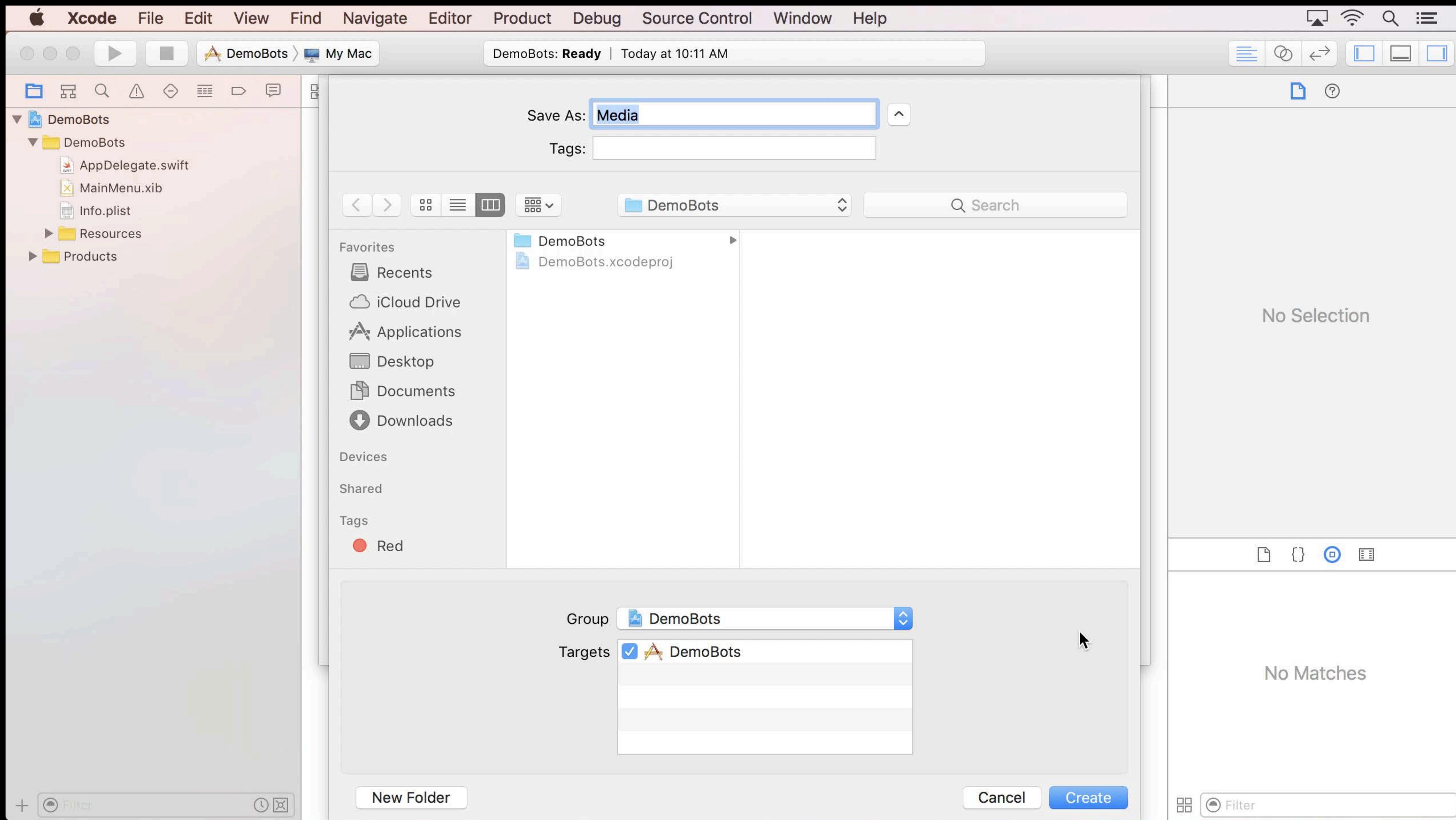


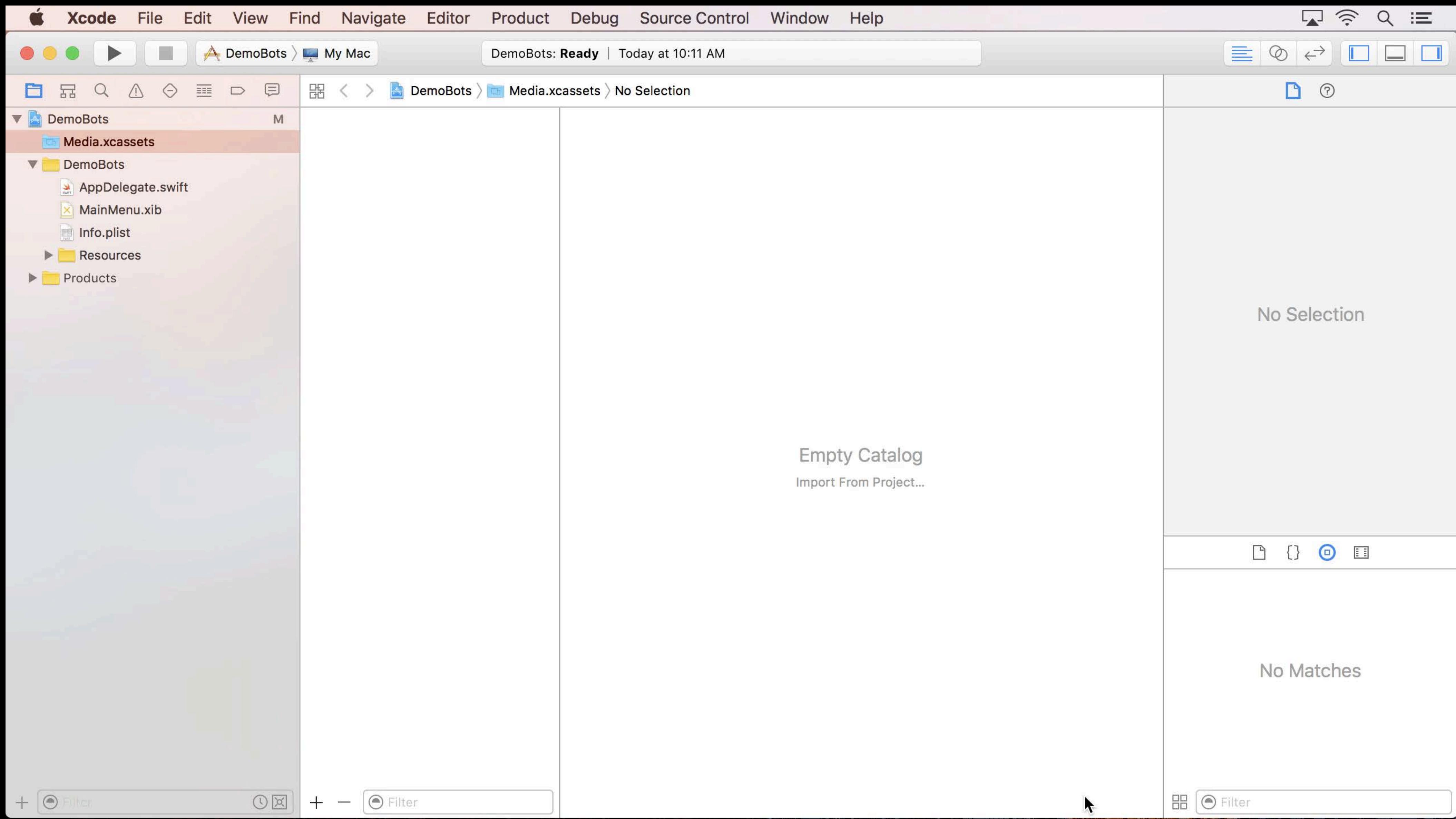


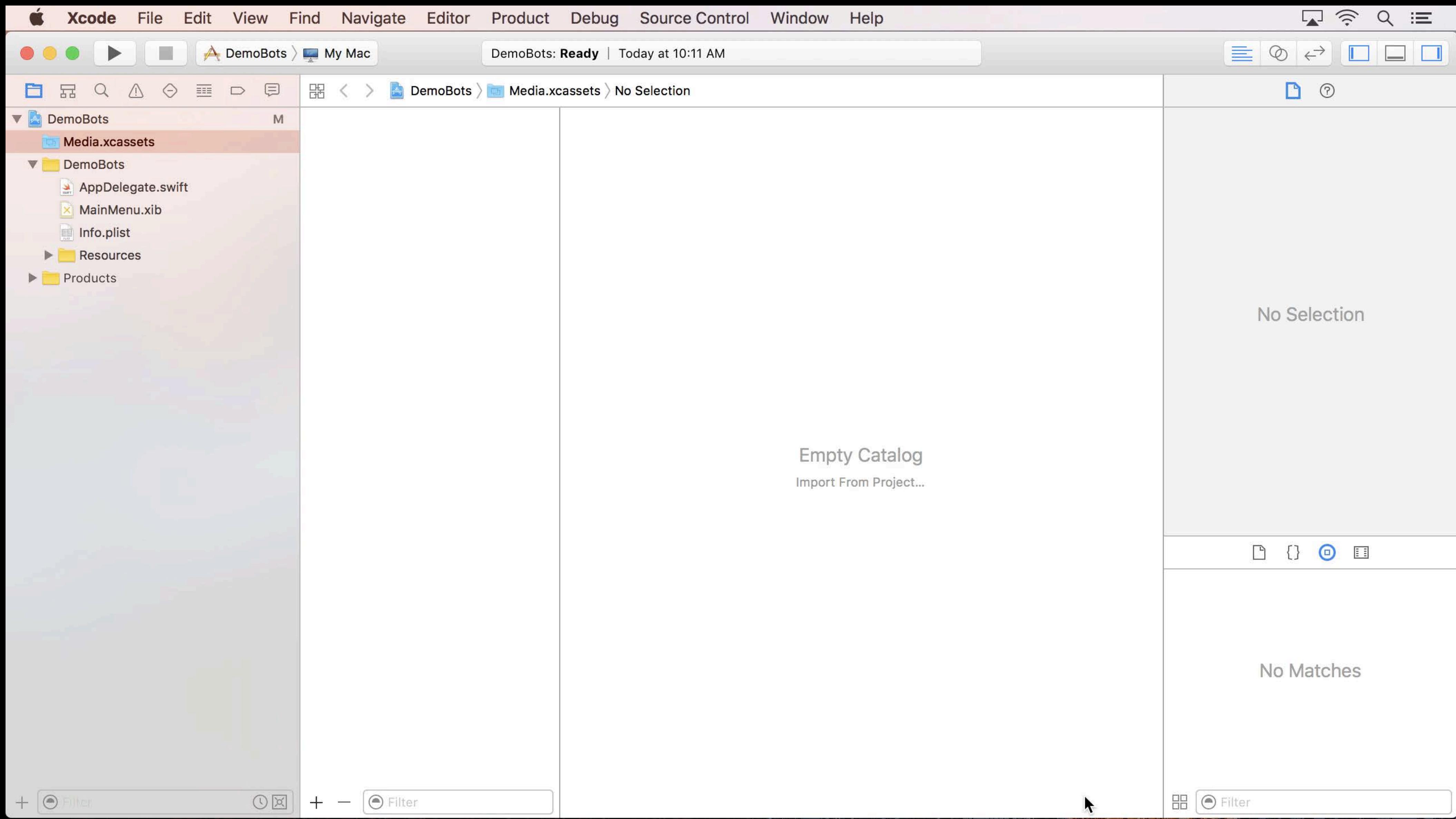


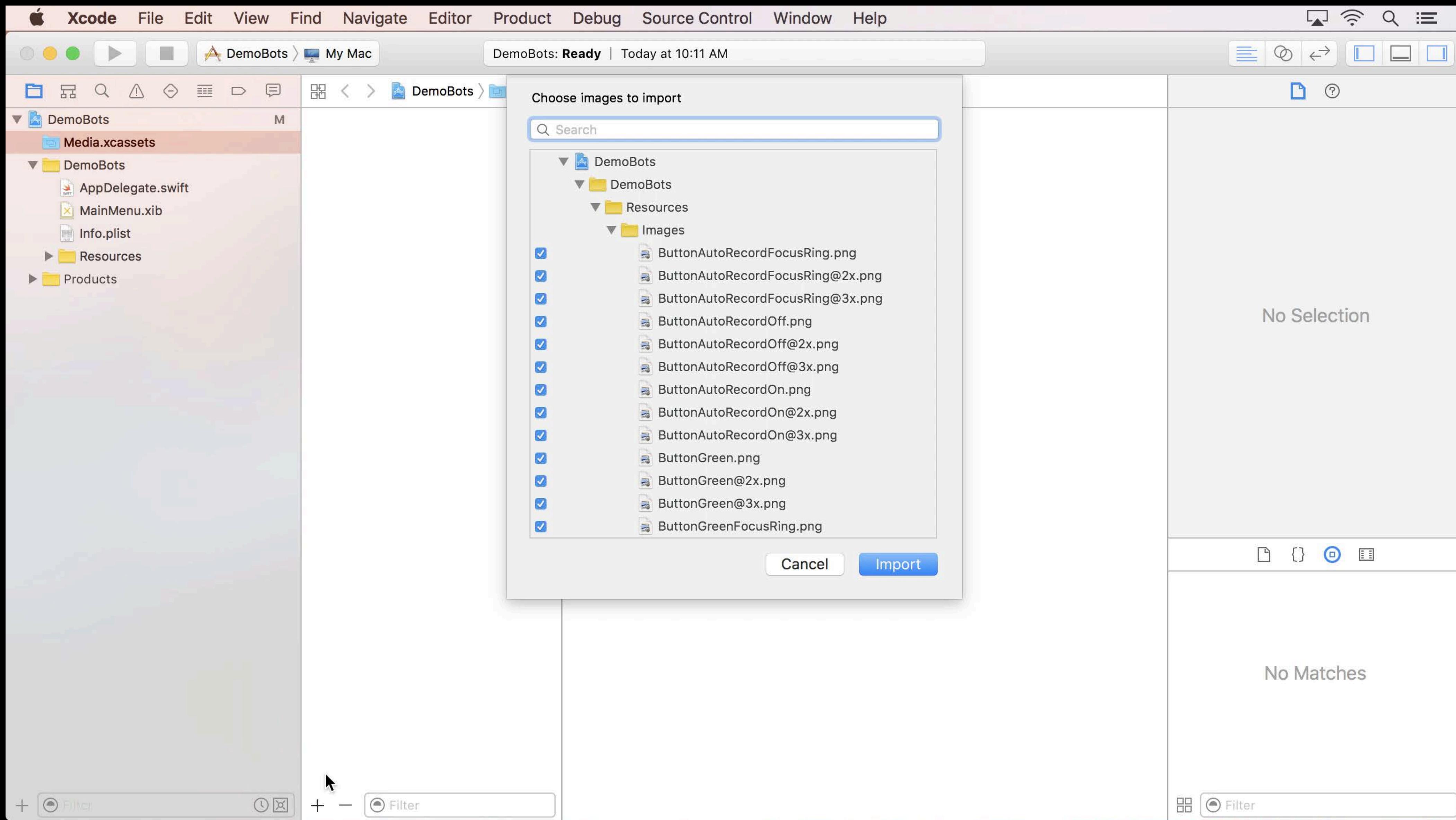


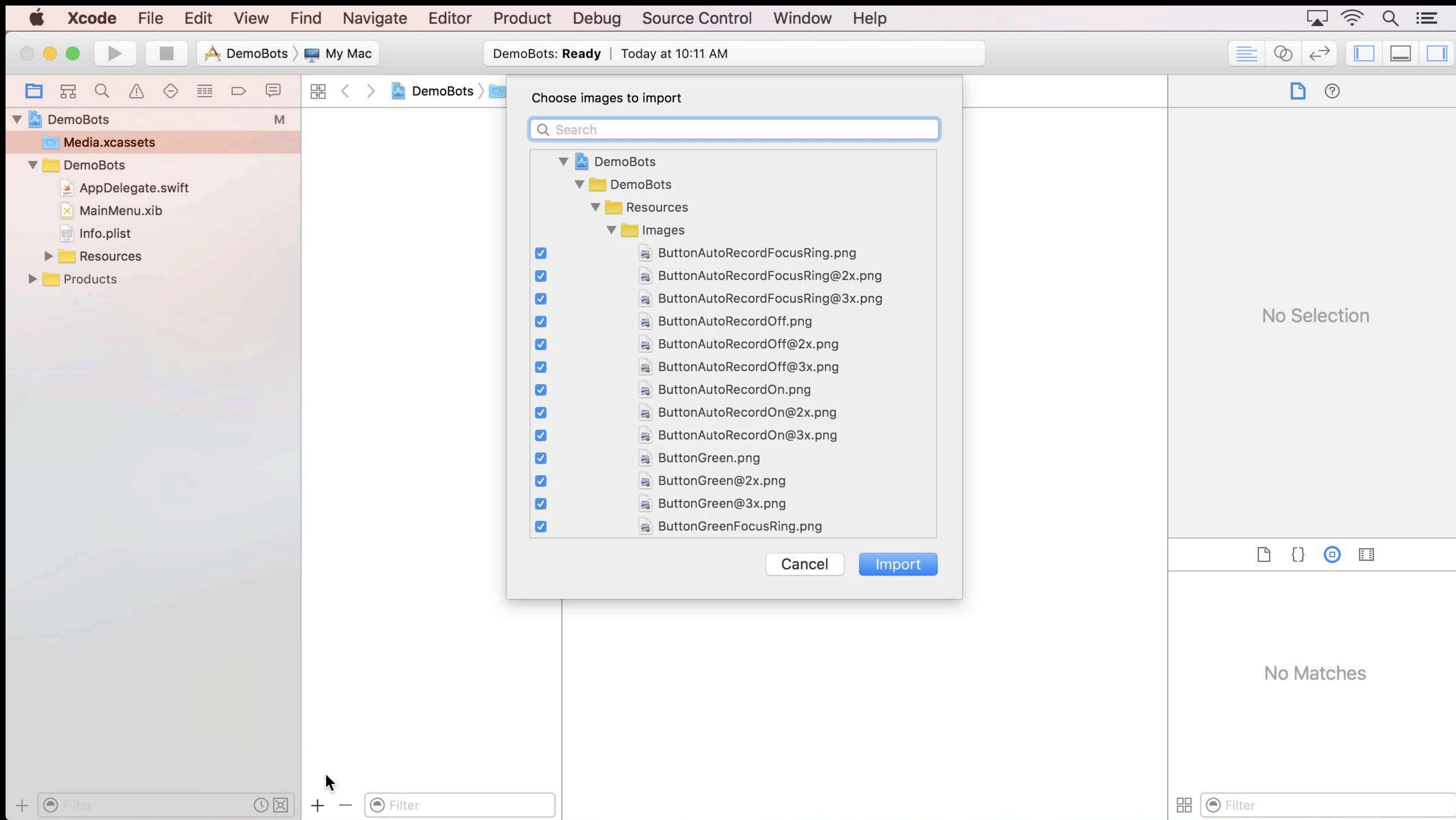












# Asset Catalogs

Image compression

NEW

# Asset Catalogs

NEW

## Image compression

Lossless by default

# Asset Catalogs

NEW

## Image compression

Lossless by default

Lossy image compression available

# Asset Catalogs

NEW

## Image compression

Lossless by default

Lossy image compression available

- Hardware accelerated decompression

# Asset Catalogs

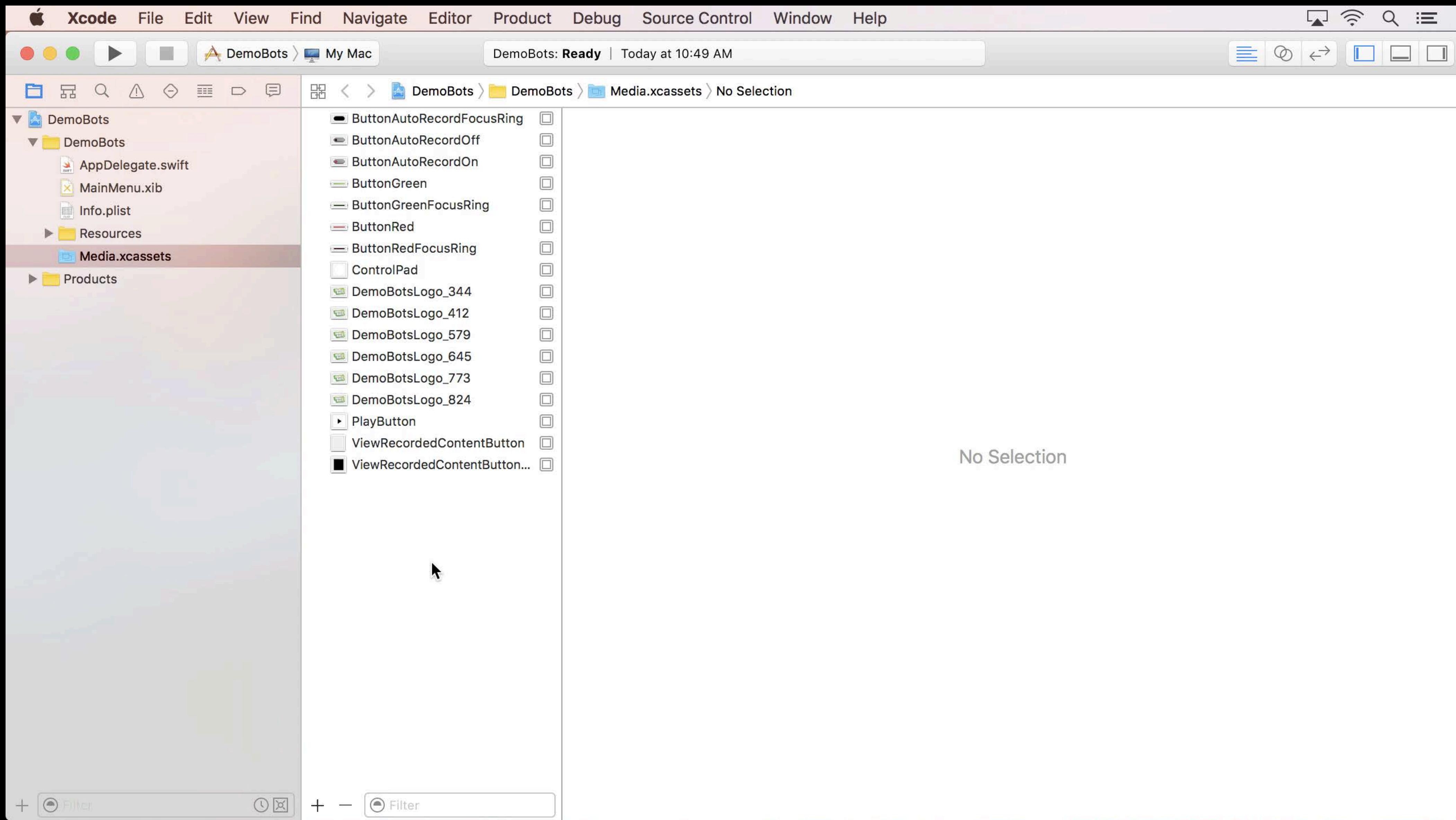
NEW

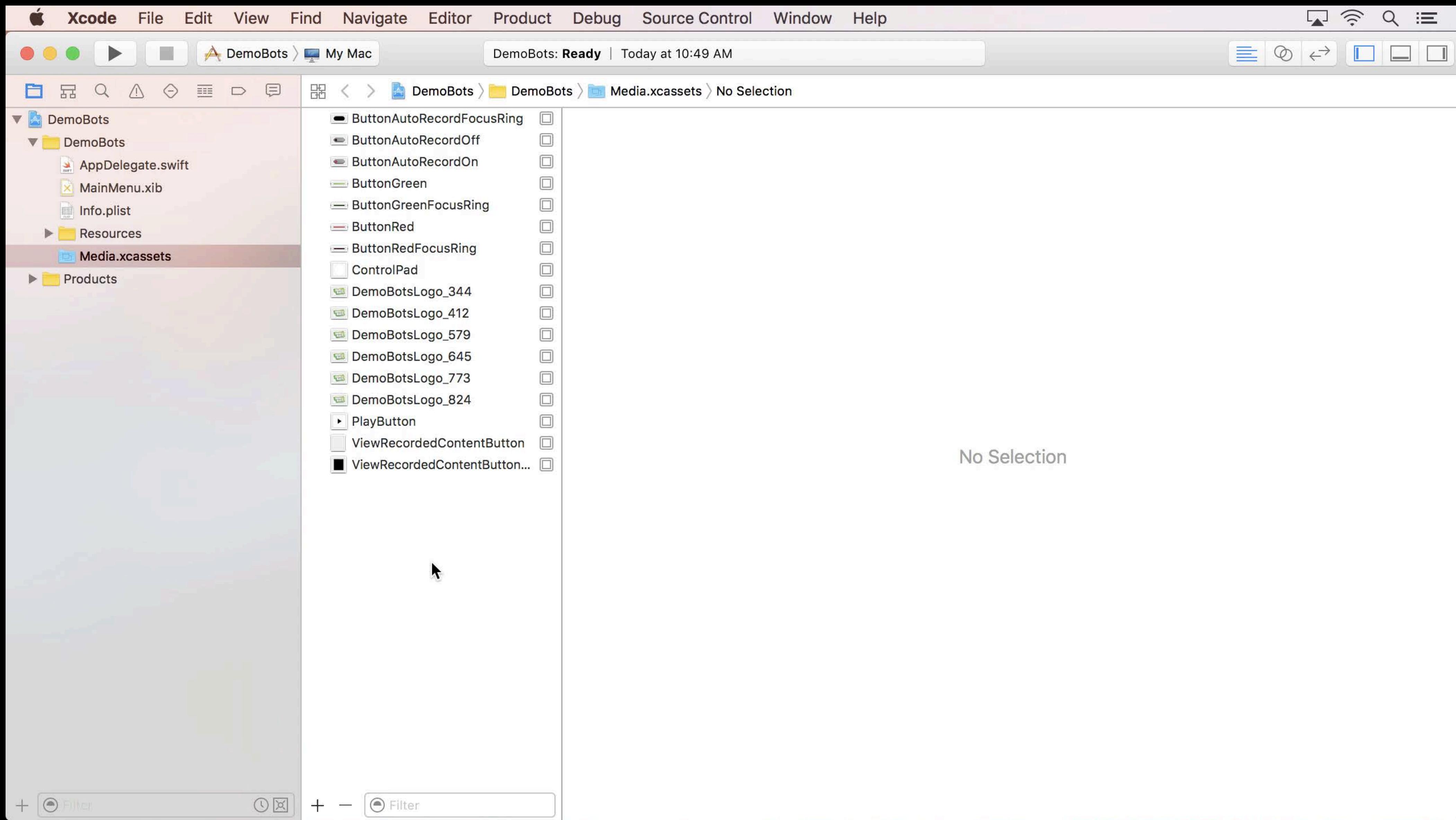
## Image compression

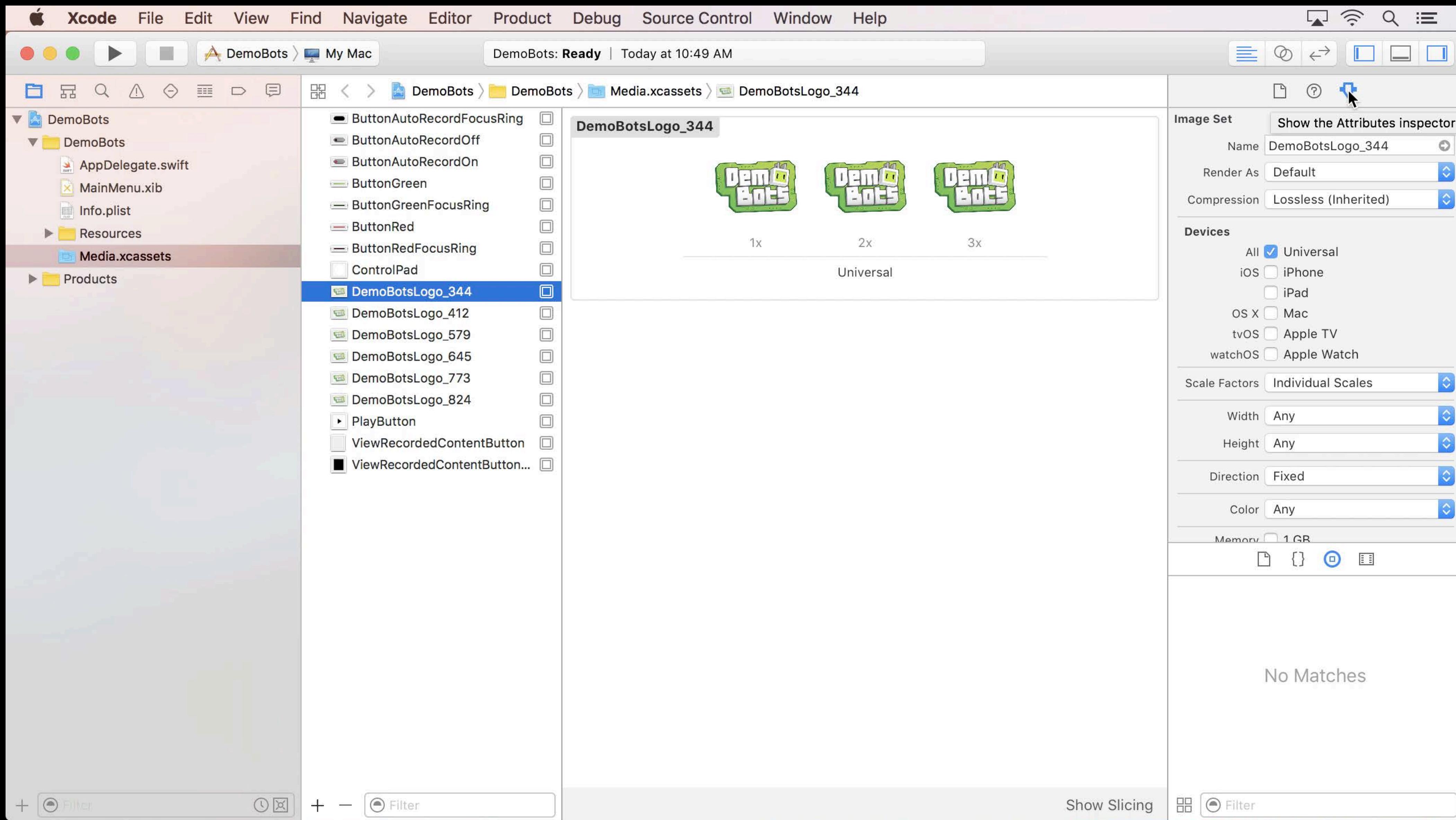
Lossless by default

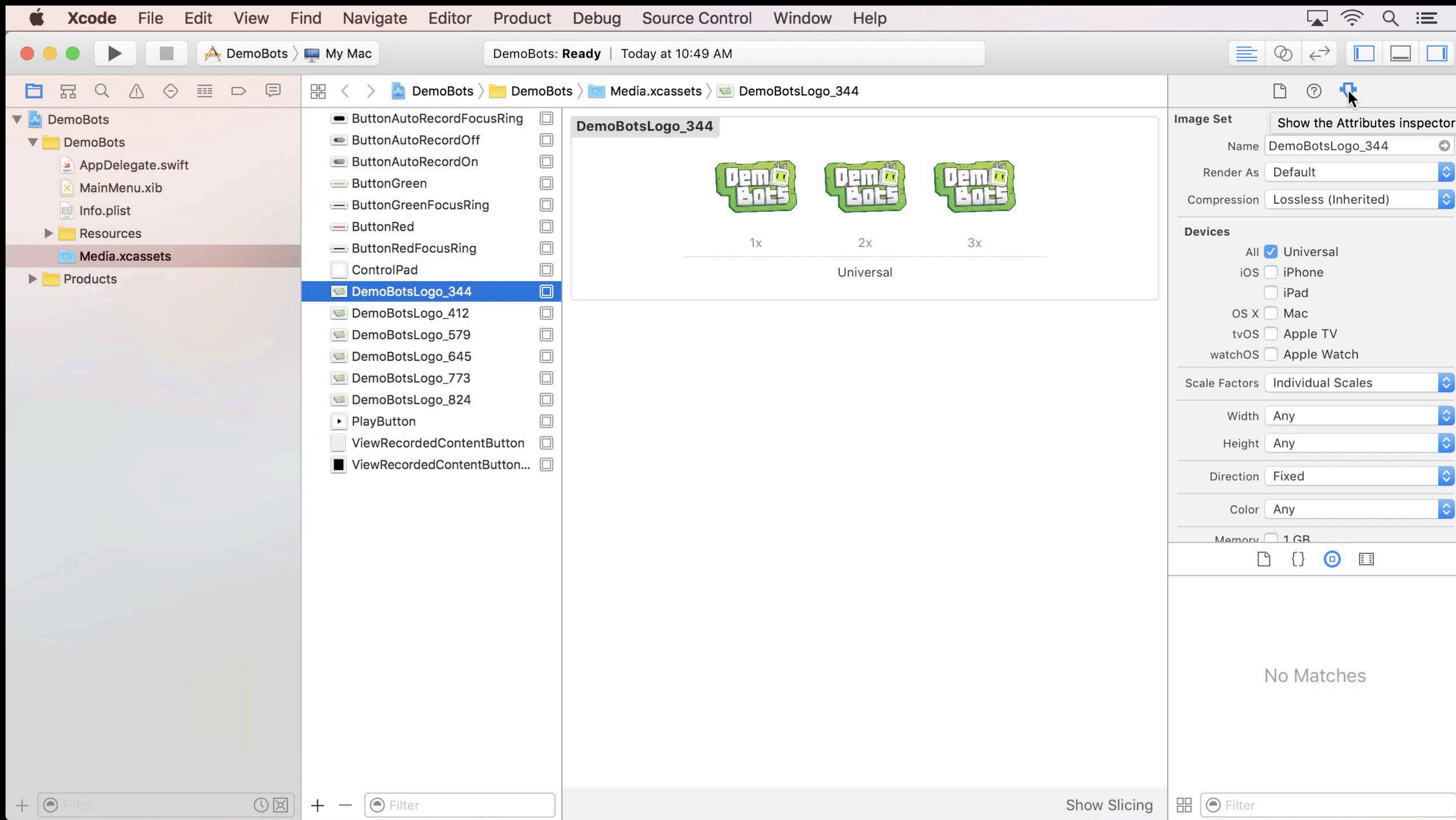
Lossy image compression available

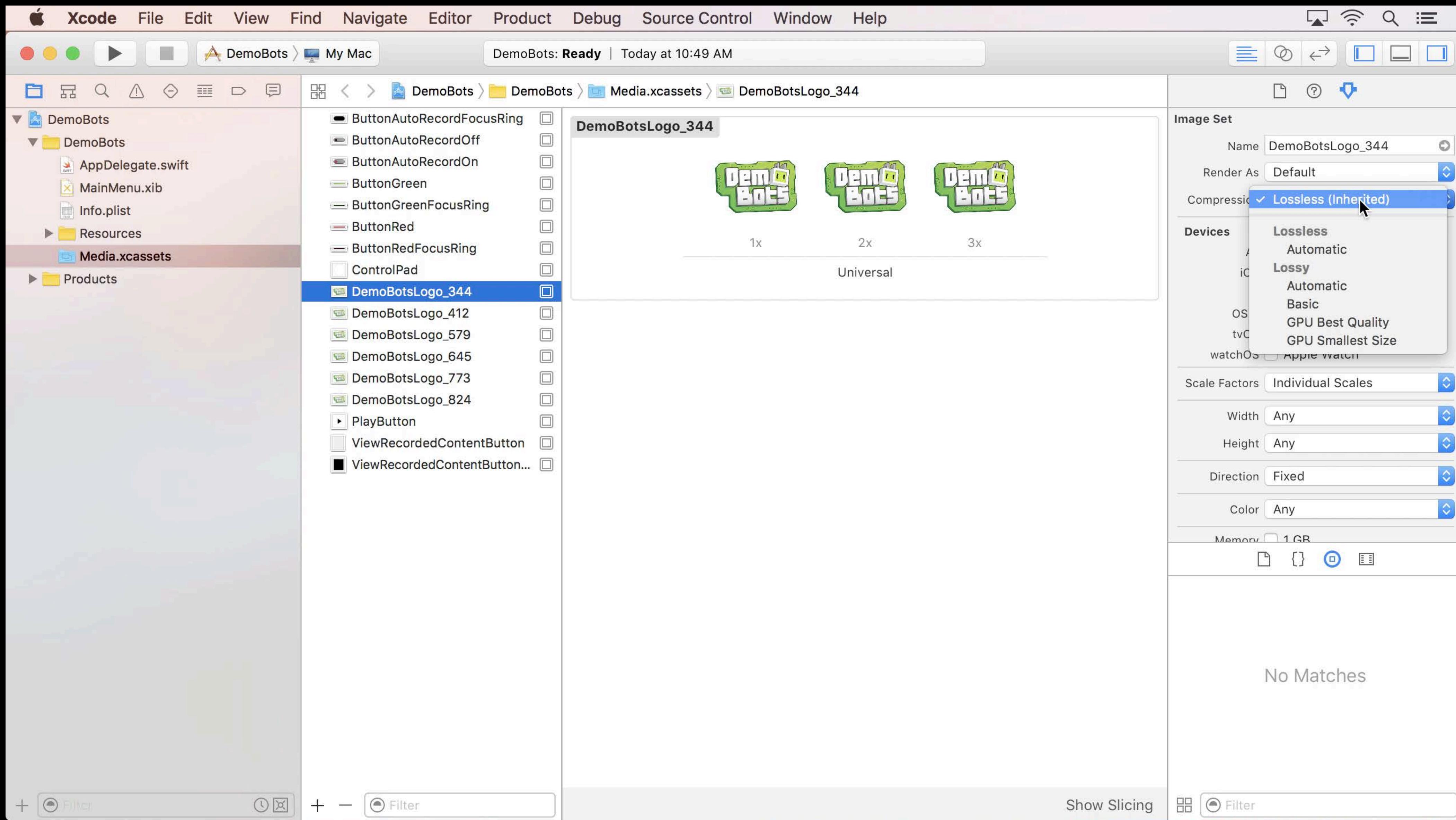
- Hardware accelerated decompression
- Lower memory footprint

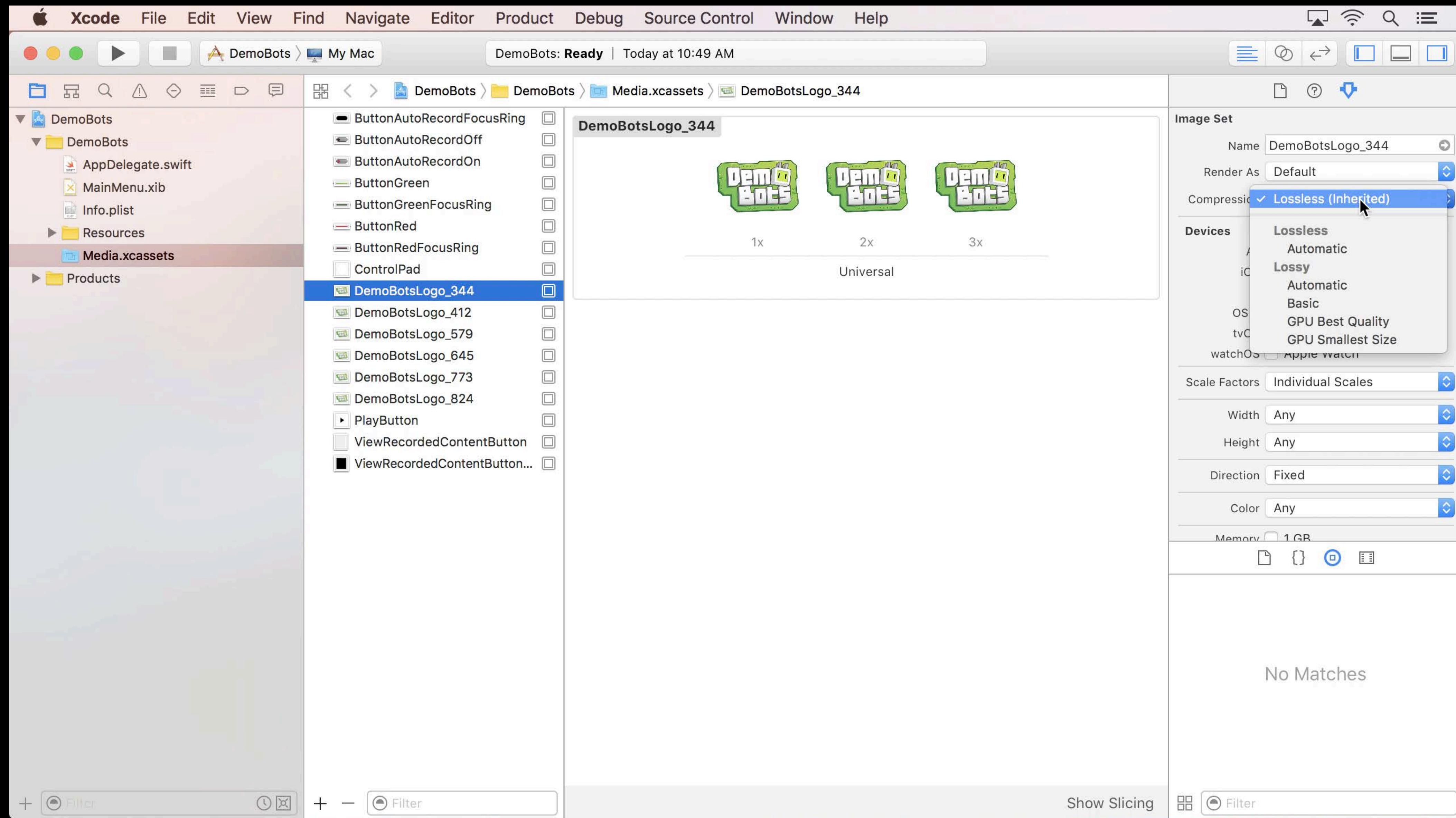












# Storing Your Data

# Serialized Data Formats

# Serialized Data Formats

Plists, XML, JSON, etc.

# Serialized Data Formats

Plists, XML, JSON, etc.

- Common and easy to use

# Serialized Data Formats

Plists, XML, JSON, etc.

- Common and easy to use
- Good for read-only data

# Serialized Data Formats

Plists, XML, JSON, etc.

- Common and easy to use
- Good for read-only data
- Not a database

# Core Data

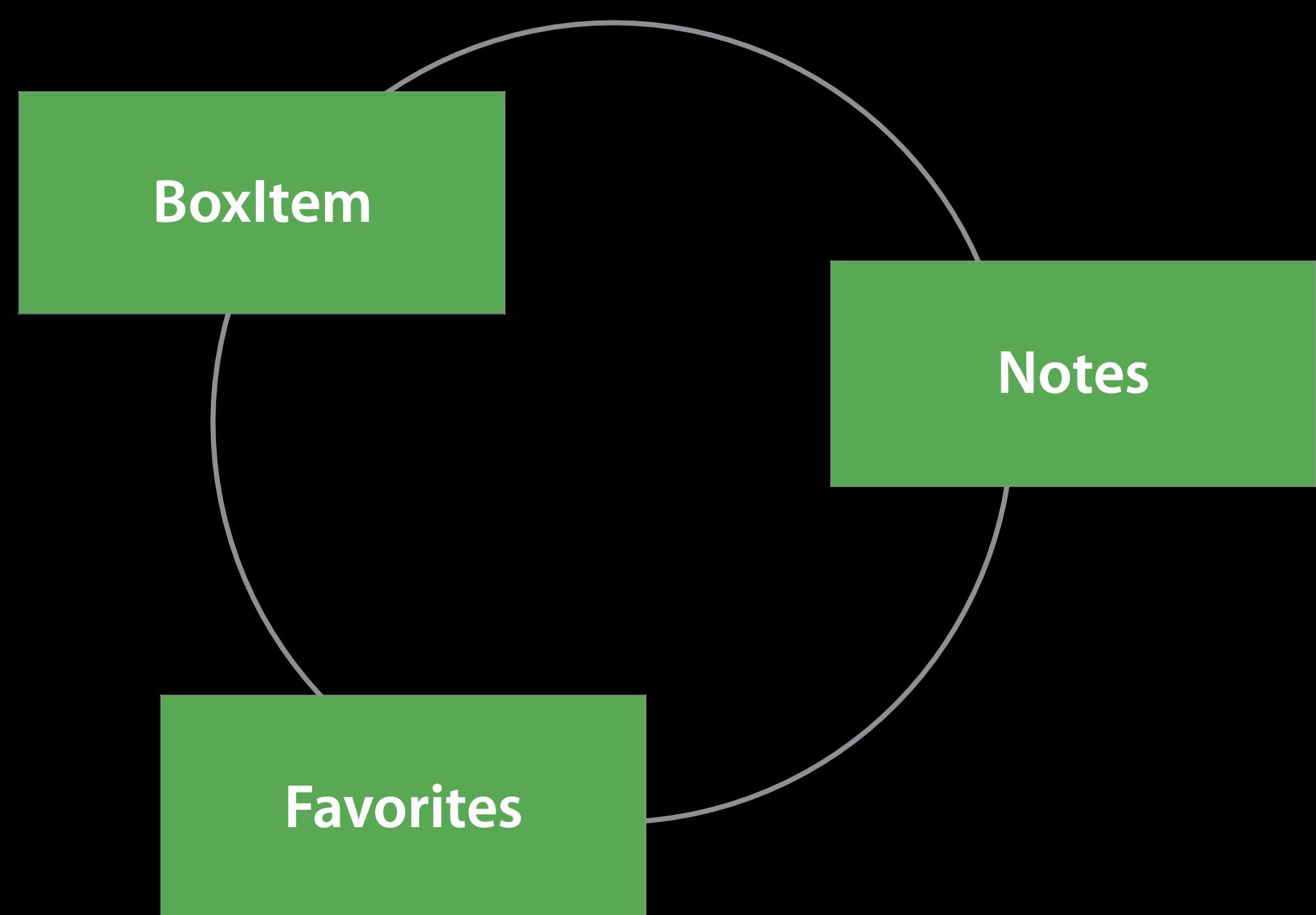
BoxItem

Notes

Favorites

# Core Data

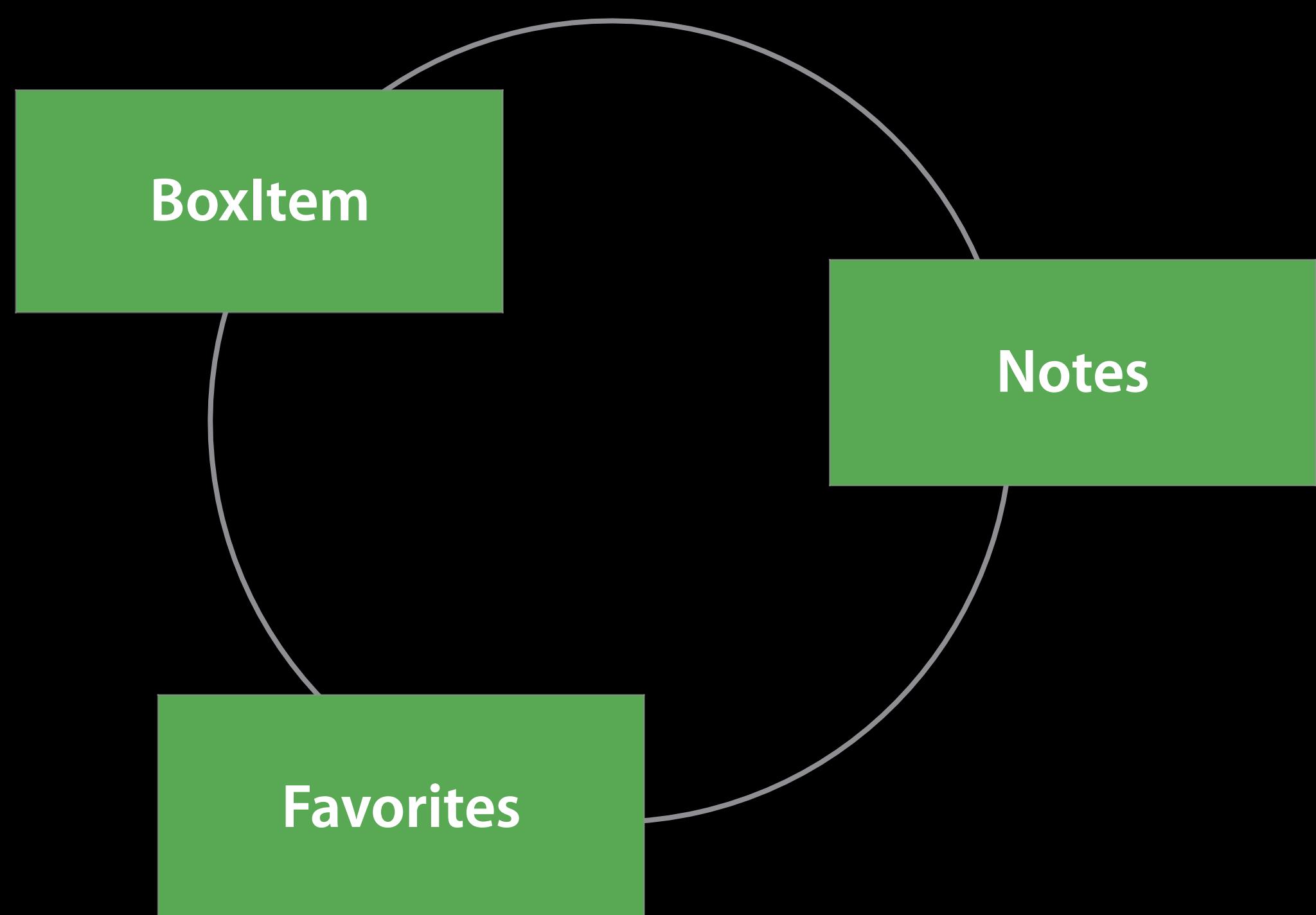
Cocoa data management



# Core Data

Cocoa data management

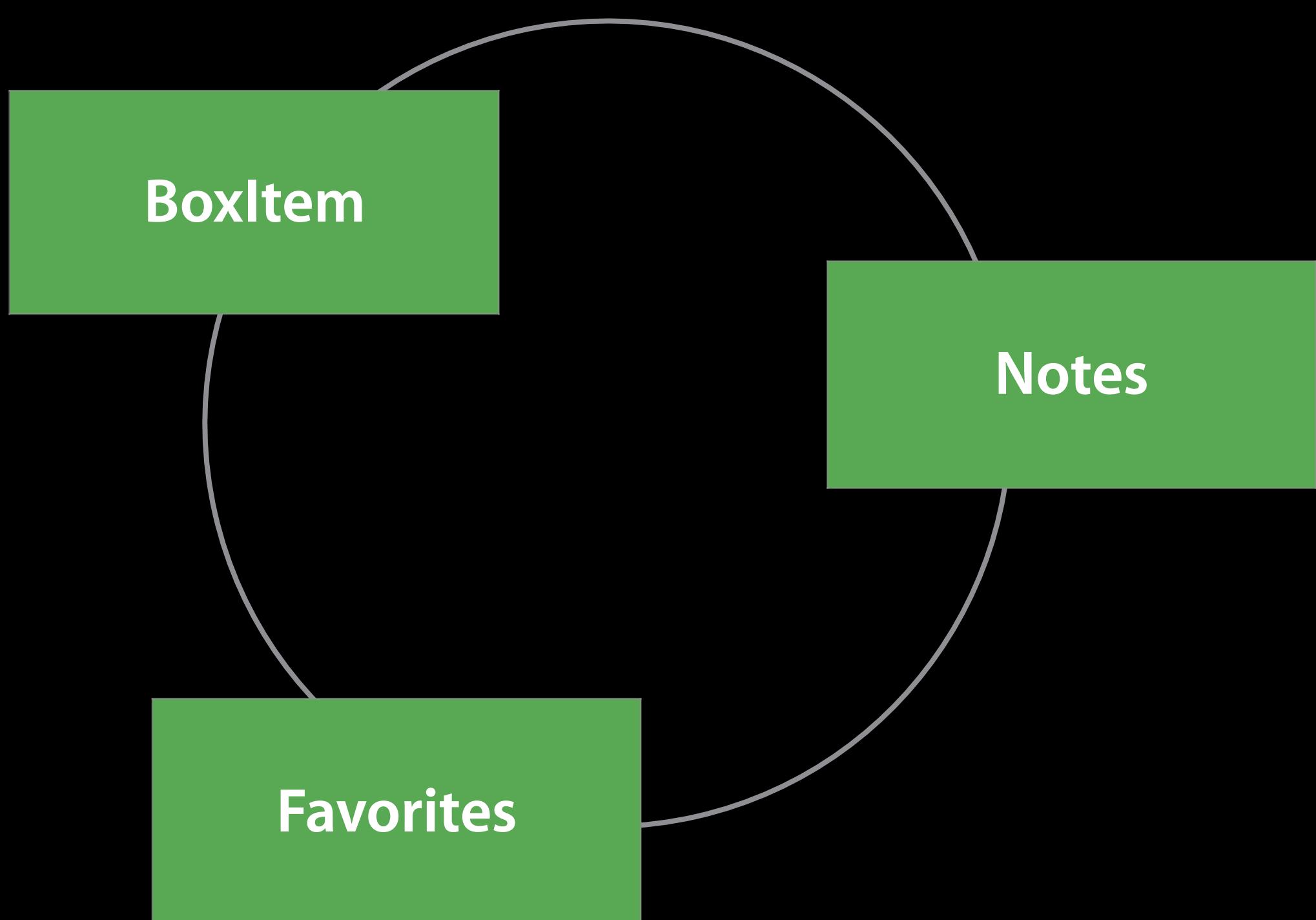
- Data persistence



# Core Data

Cocoa data management

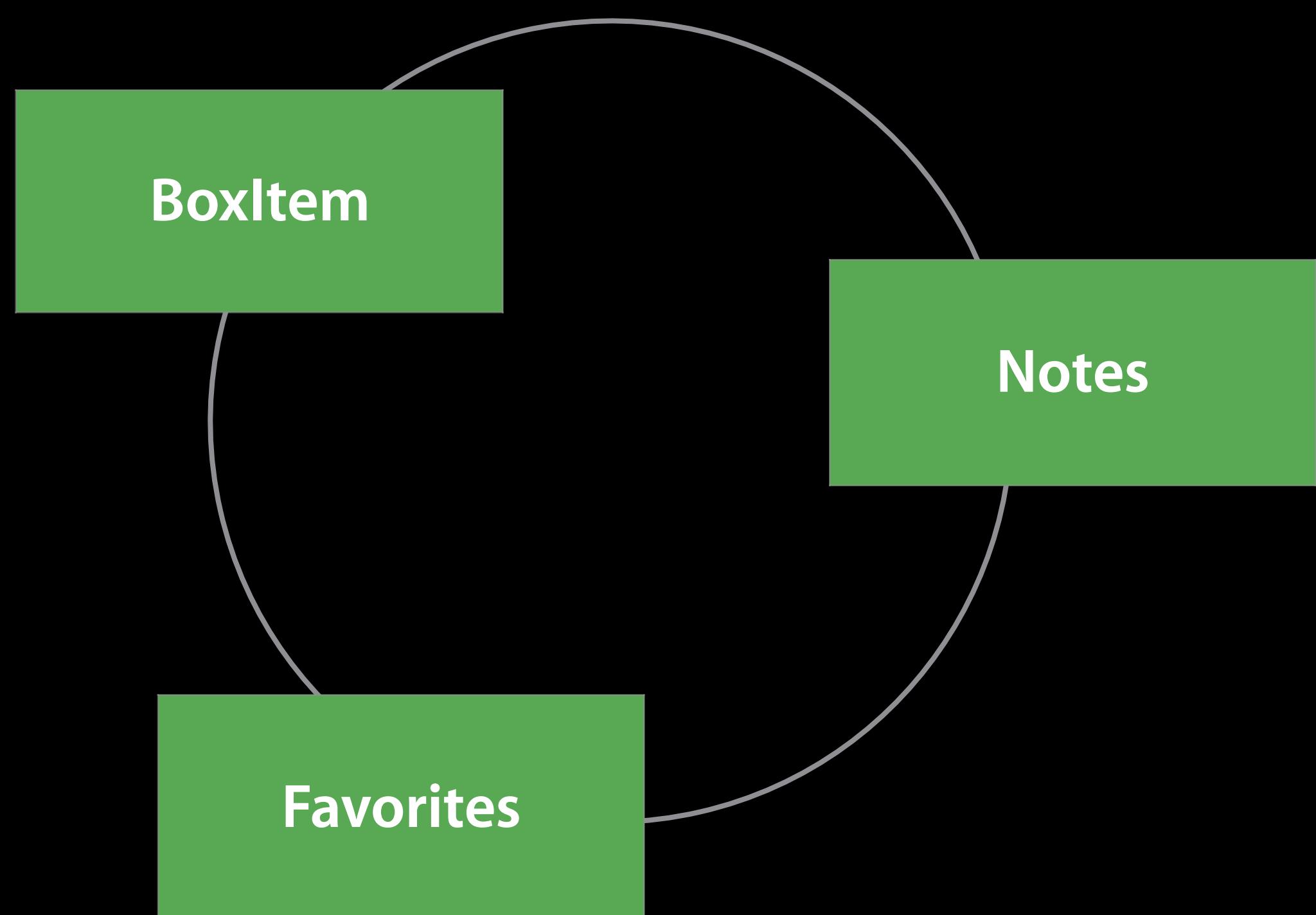
- Data persistence
- Object graphs and relationships



# Core Data

Cocoa data management

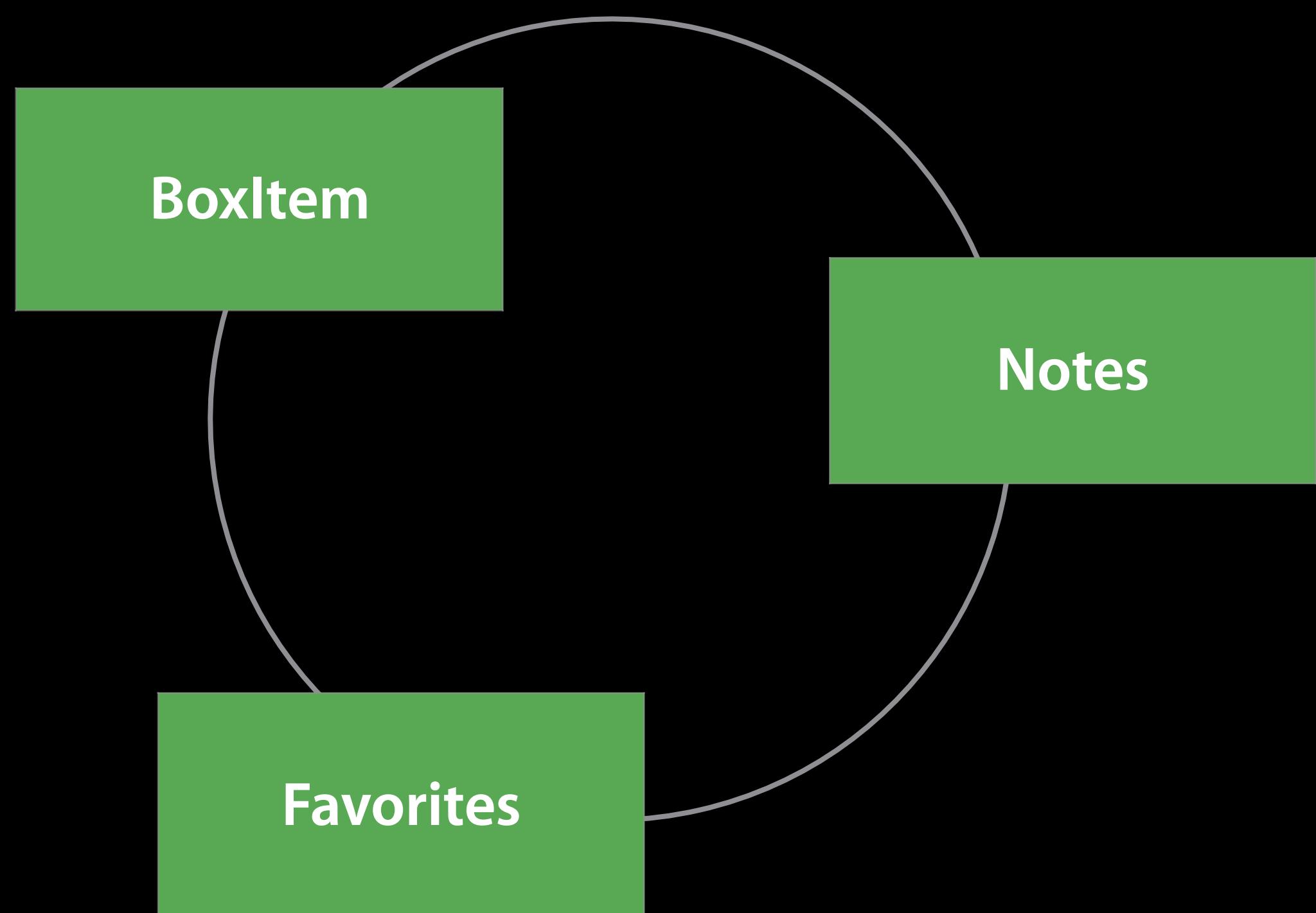
- Data persistence
- Object graphs and relationships
- Change tracking



# Core Data

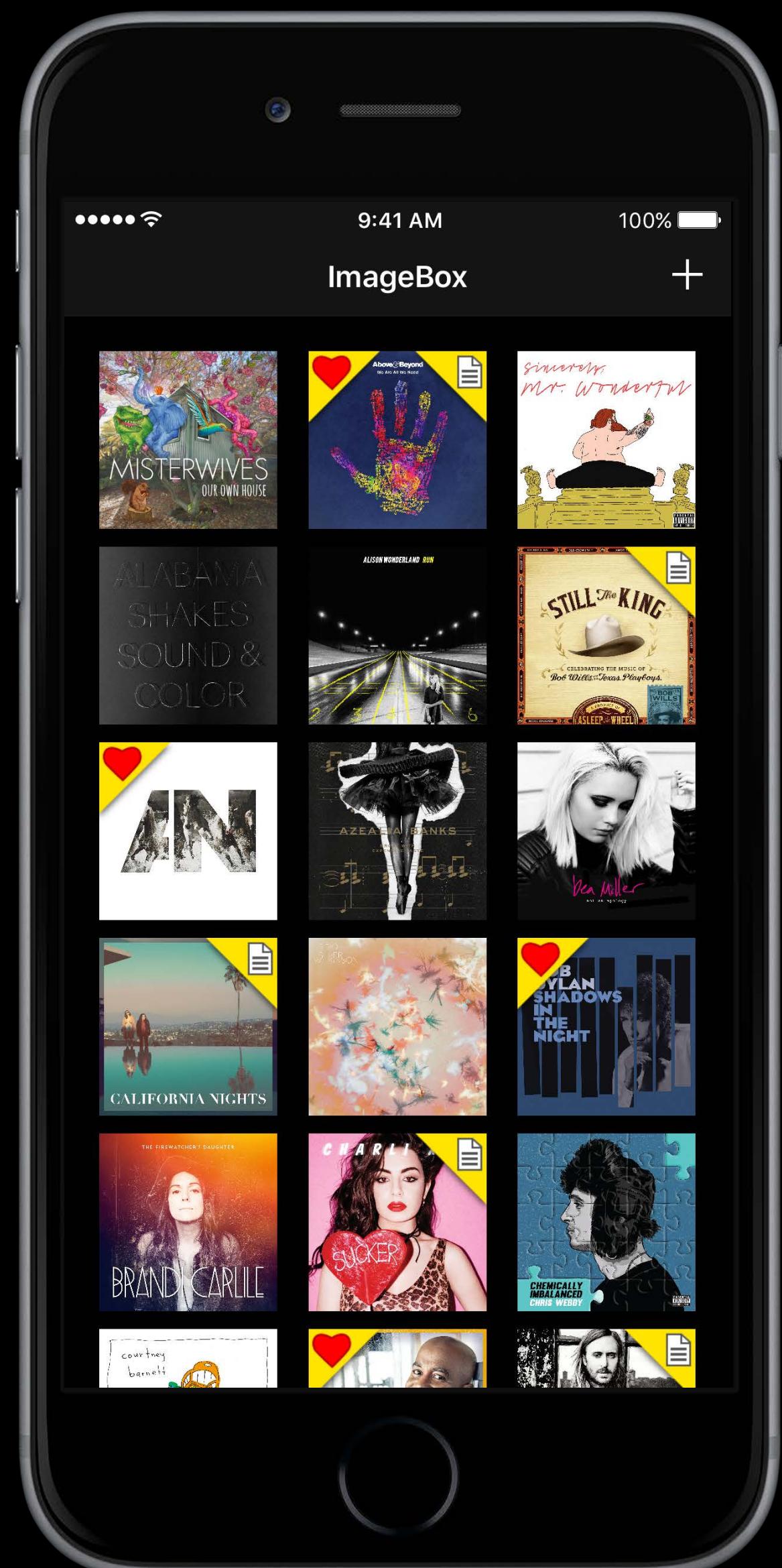
Cocoa data management

- Data persistence
- Object graphs and relationships
- Change tracking
- Xcode toolchain support



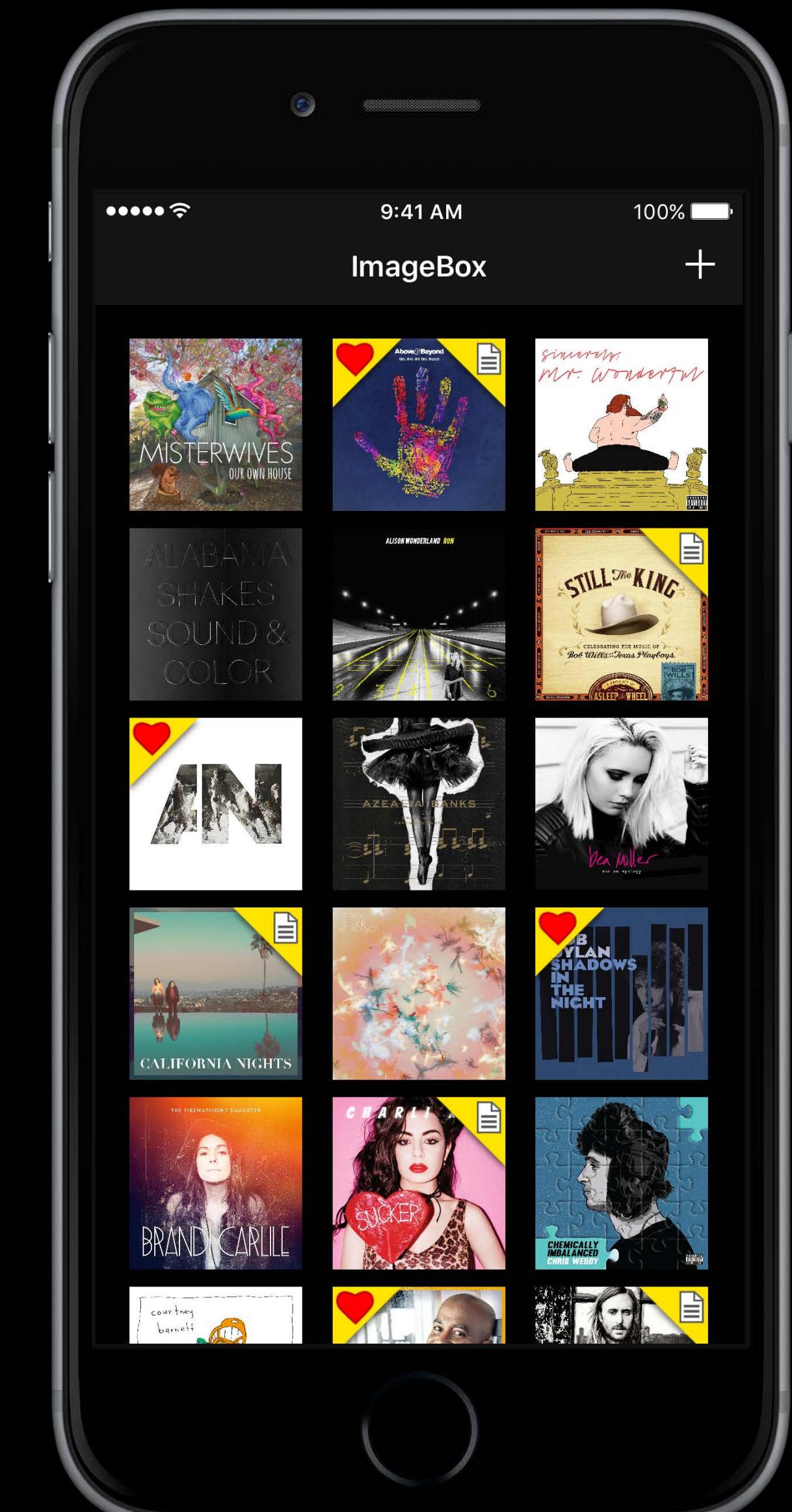
# Designing Your Model

# Designing Your Model



# Designing Your Model

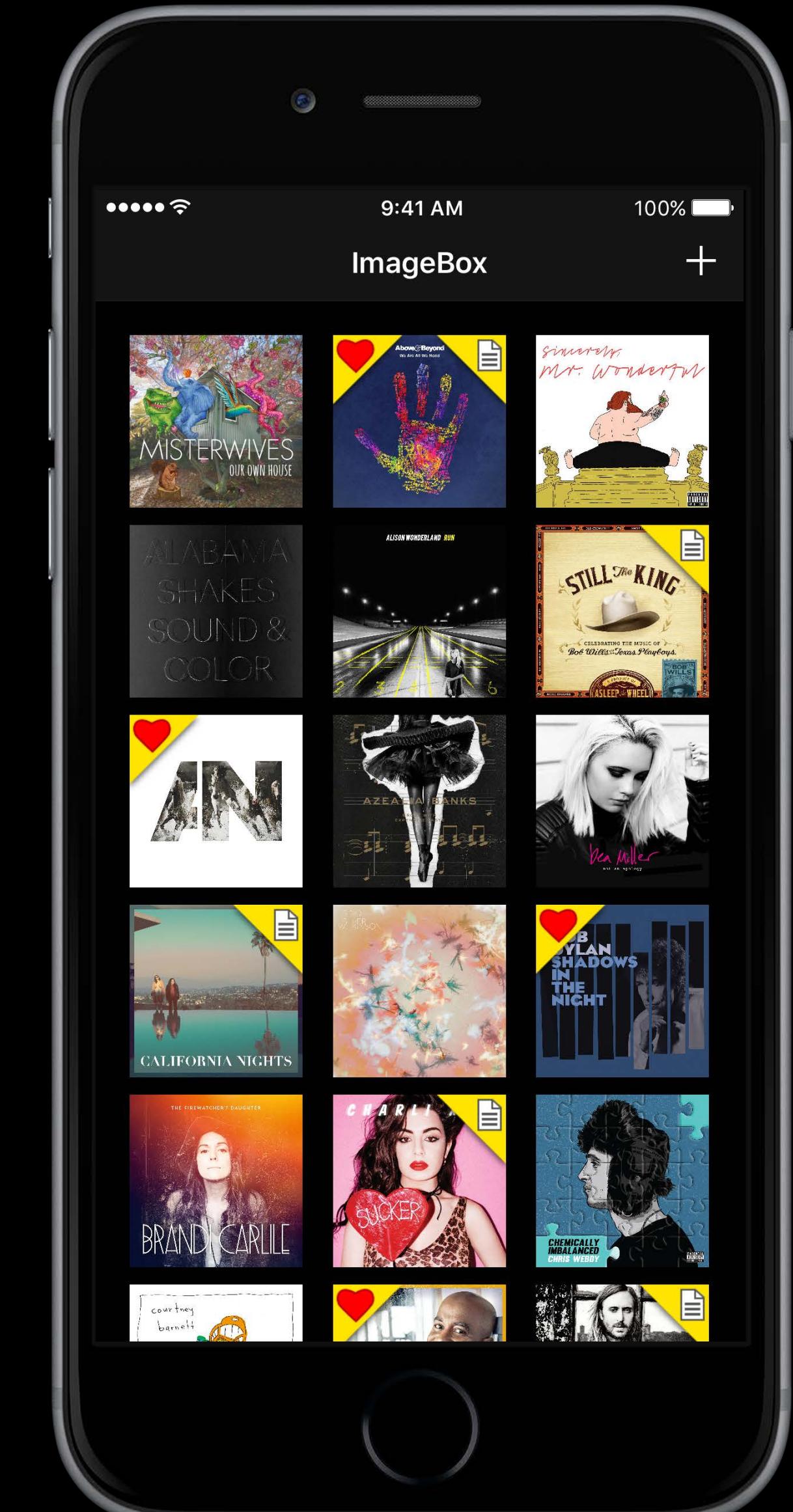
| BoxItem   |              |
|-----------|--------------|
| favorite  | Boolean      |
| imageData | Data         |
| notes     | Relationship |



# Designing Your Model

| BoxItem   |              |
|-----------|--------------|
| favorite  | Boolean      |
| imageData | Data         |
| notes     | Relationship |

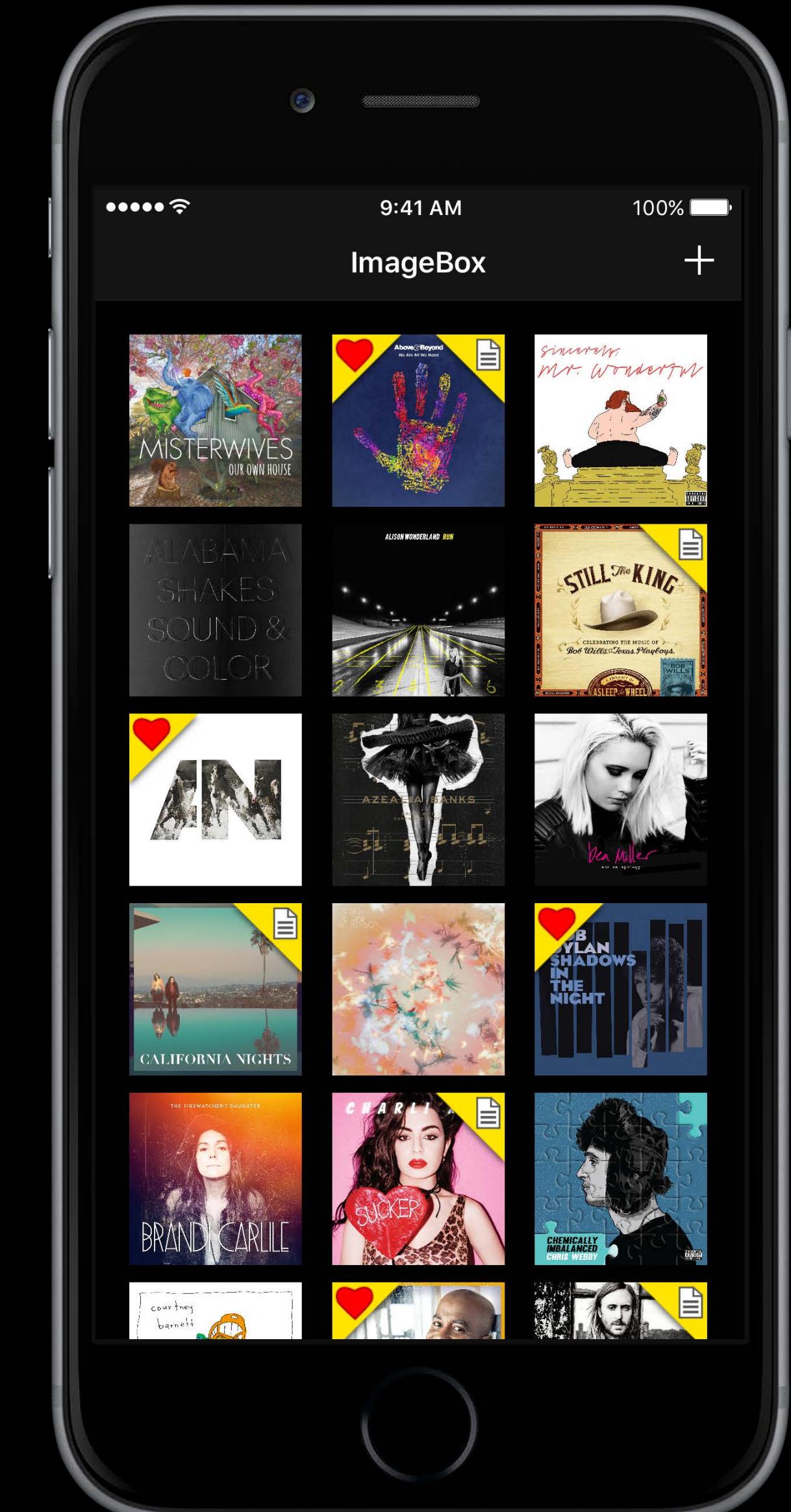
| Note     |              |
|----------|--------------|
| noteBody | String       |
| boxItem  | Relationship |



# Designing Your Model

| BoxItem   |              |
|-----------|--------------|
| favorite  | Boolean      |
| imageData | Data         |
| notes     | Relationship |

| Note     |              |
|----------|--------------|
| noteBody | String       |
| boxItem  | Relationship |



# Core Data Performance

Measure, measure, measure

# Core Data Performance

Measure, measure, measure

-com.apple.CoreData.SQLDebug <1-3>

# Core Data Performance

Measure, measure, measure

```
-com.apple.CoreData.SQLDebug <1-3>
```

Instruments Core Data template

# Core Data Performance

Measure, measure, measure

```
-com.apple.CoreData.SQLDebug <1-3>
```

Instruments Core Data template

SQLite query analysis tools

# Core Data Performance

Measure, measure, measure

-com.apple.CoreData.SQLDebug <1-3>

Instruments Core Data template

SQLite query analysis tools

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Finished running ImageBoxOSX : ImageBoxOSX

ImageBox OS X ImageBoxOSX AppDelegate.swift No Selection

```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

All Output Filter



The screenshot shows the Xcode IDE running on a Mac OS X desktop. The window title is "ImageBoxOSX" and the status bar message is "Finished running ImageBoxOSX : ImageBoxOSX". The code editor displays the contents of the "AppDelegate.swift" file within the "ImageBoxOSX" project. The file contains a multi-line comment header with copyright information. The Xcode interface includes a toolbar at the top, a file browser on the left, and a bottom dock with various Mac OS X application icons.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Finished running ImageBoxOSX : ImageBoxOSX

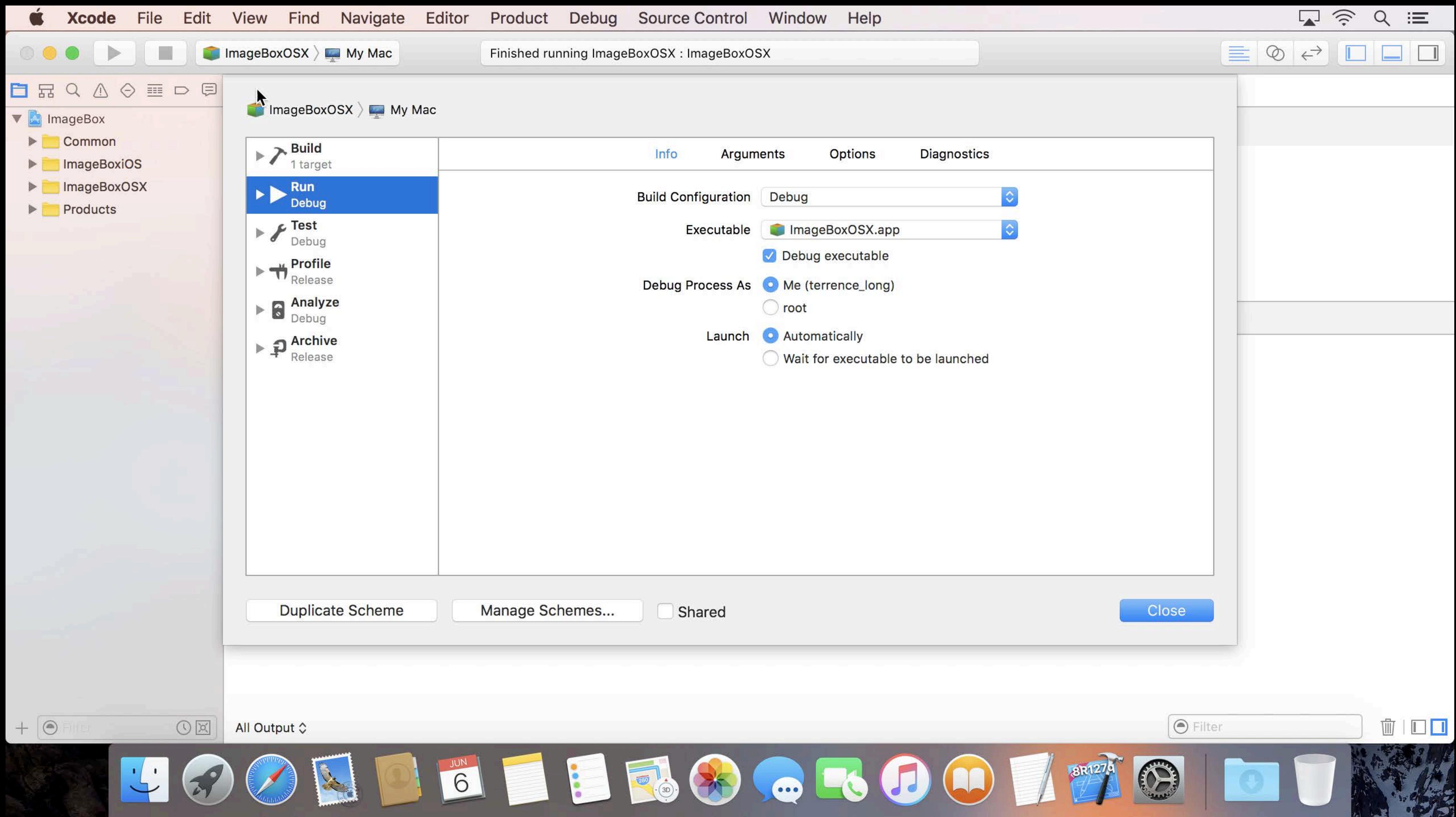
ImageBox OS X ImageBoxOSX AppDelegate.swift No Selection

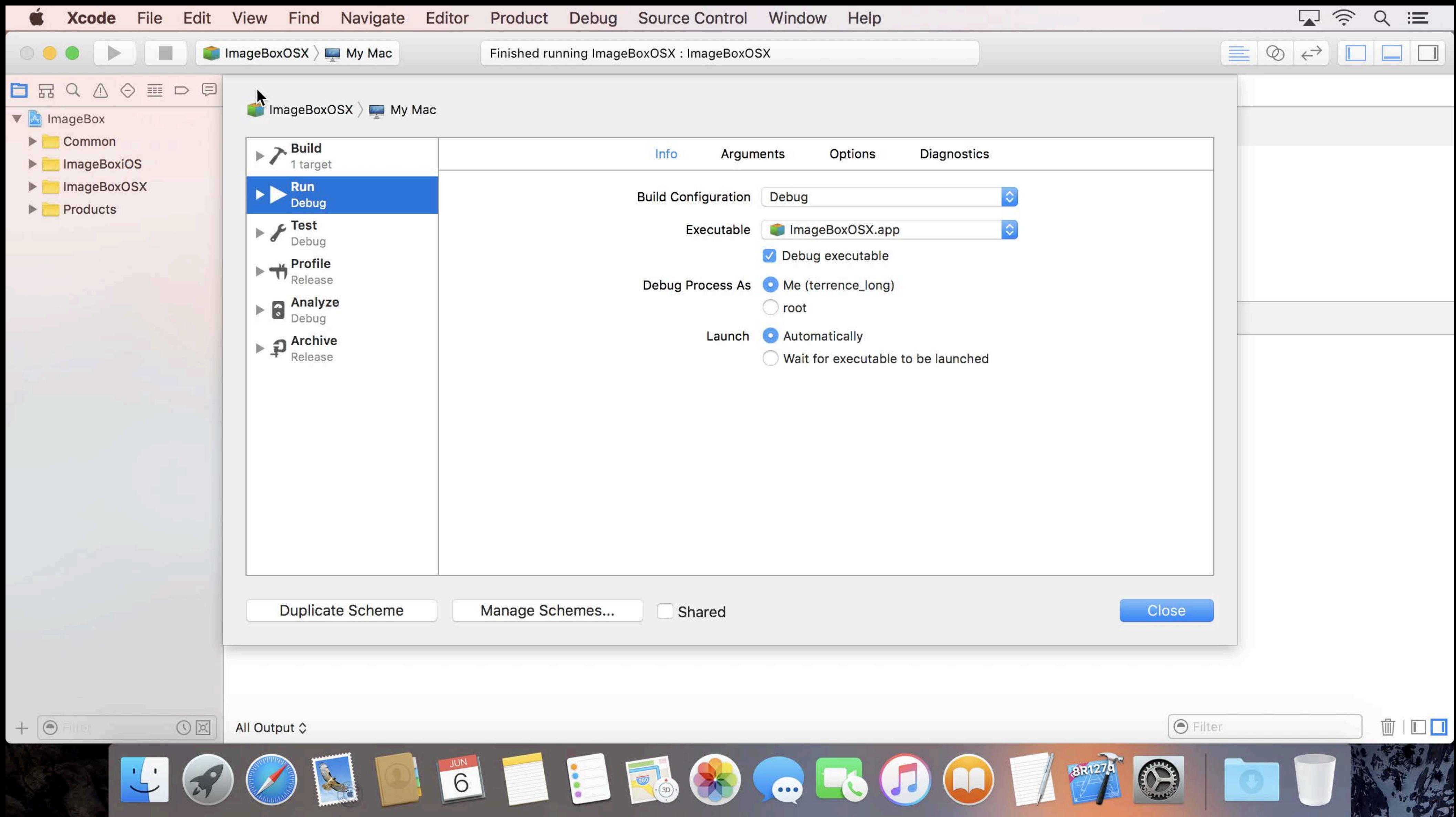
```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

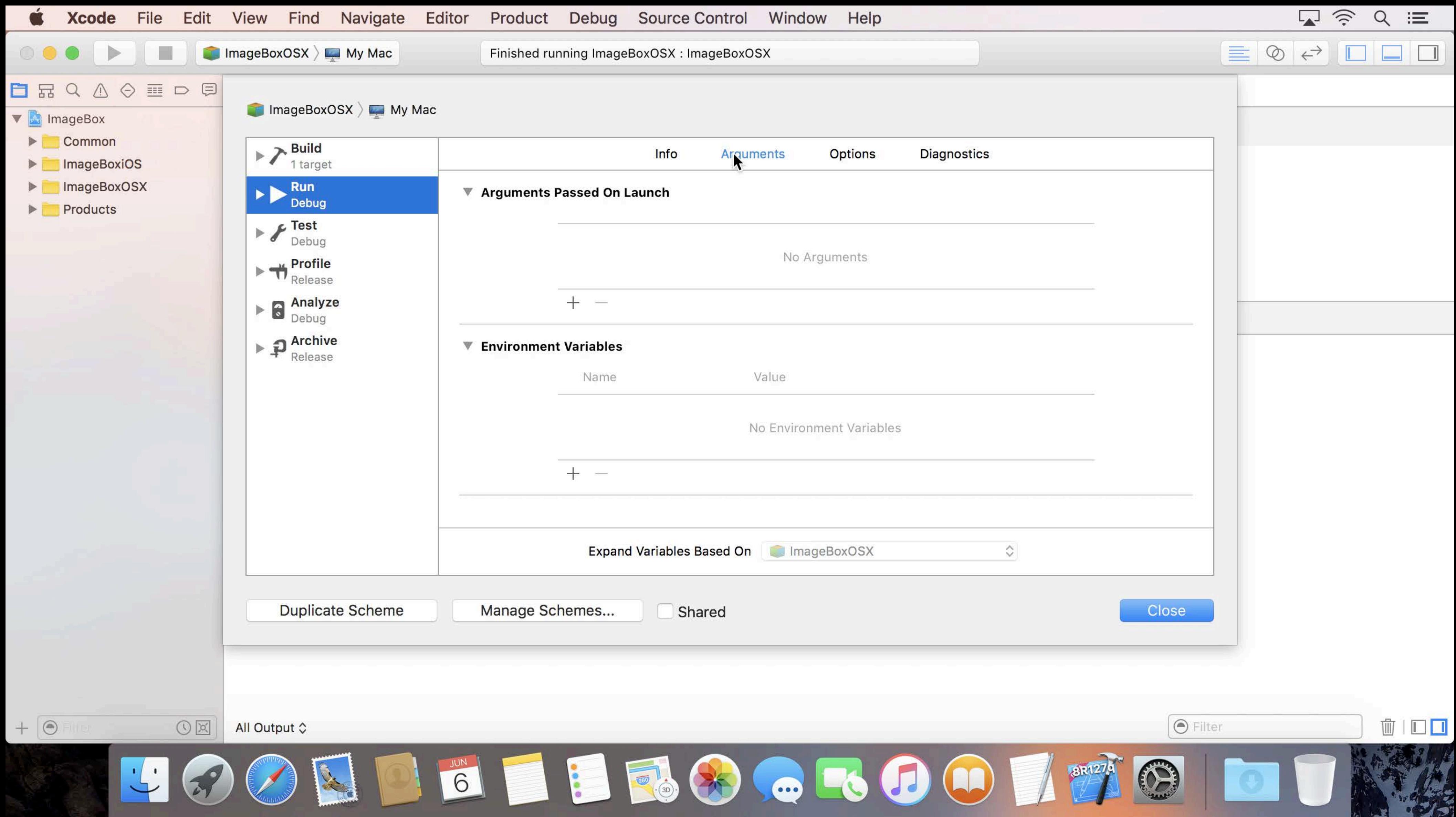
All Output Filter

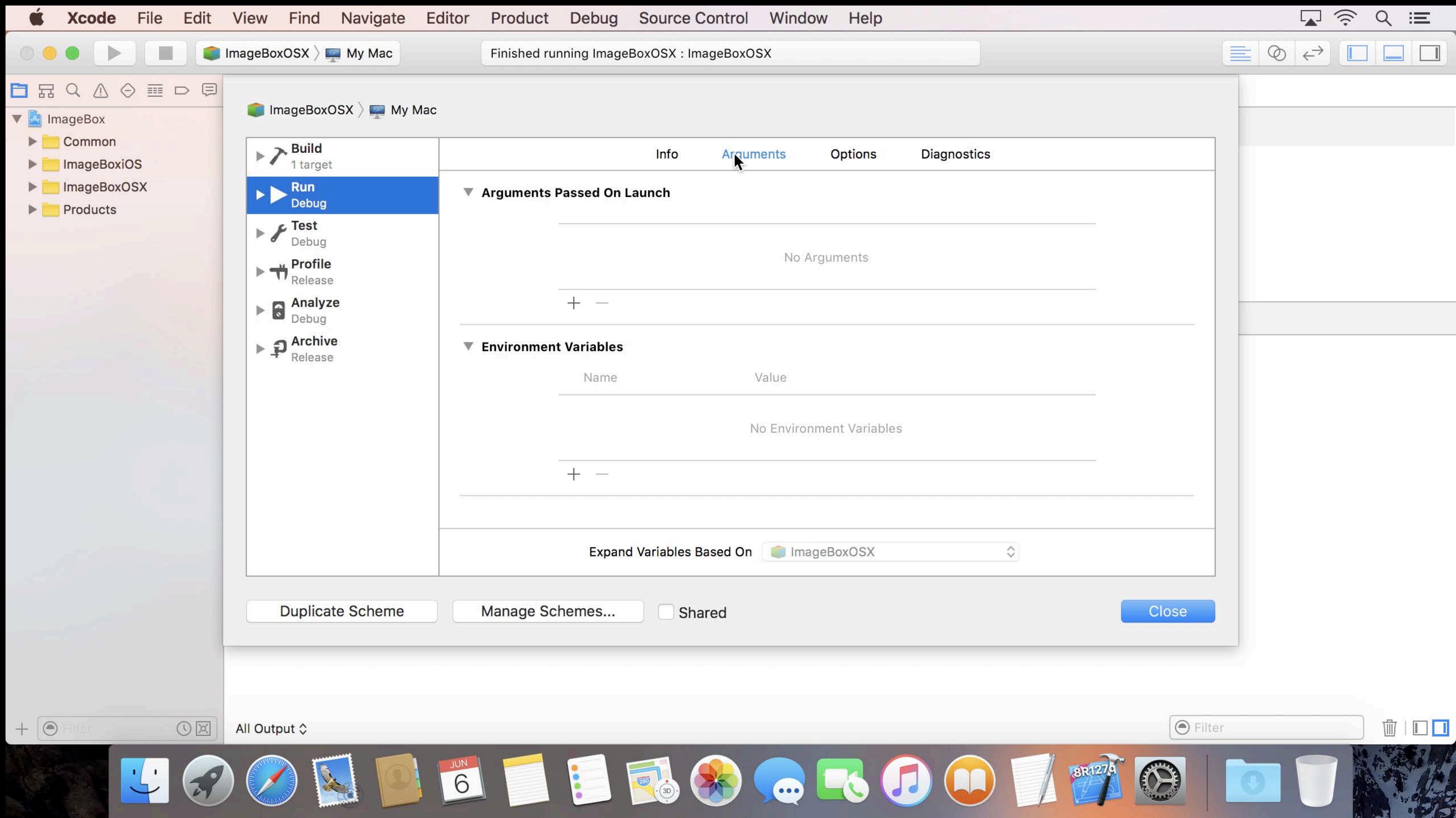


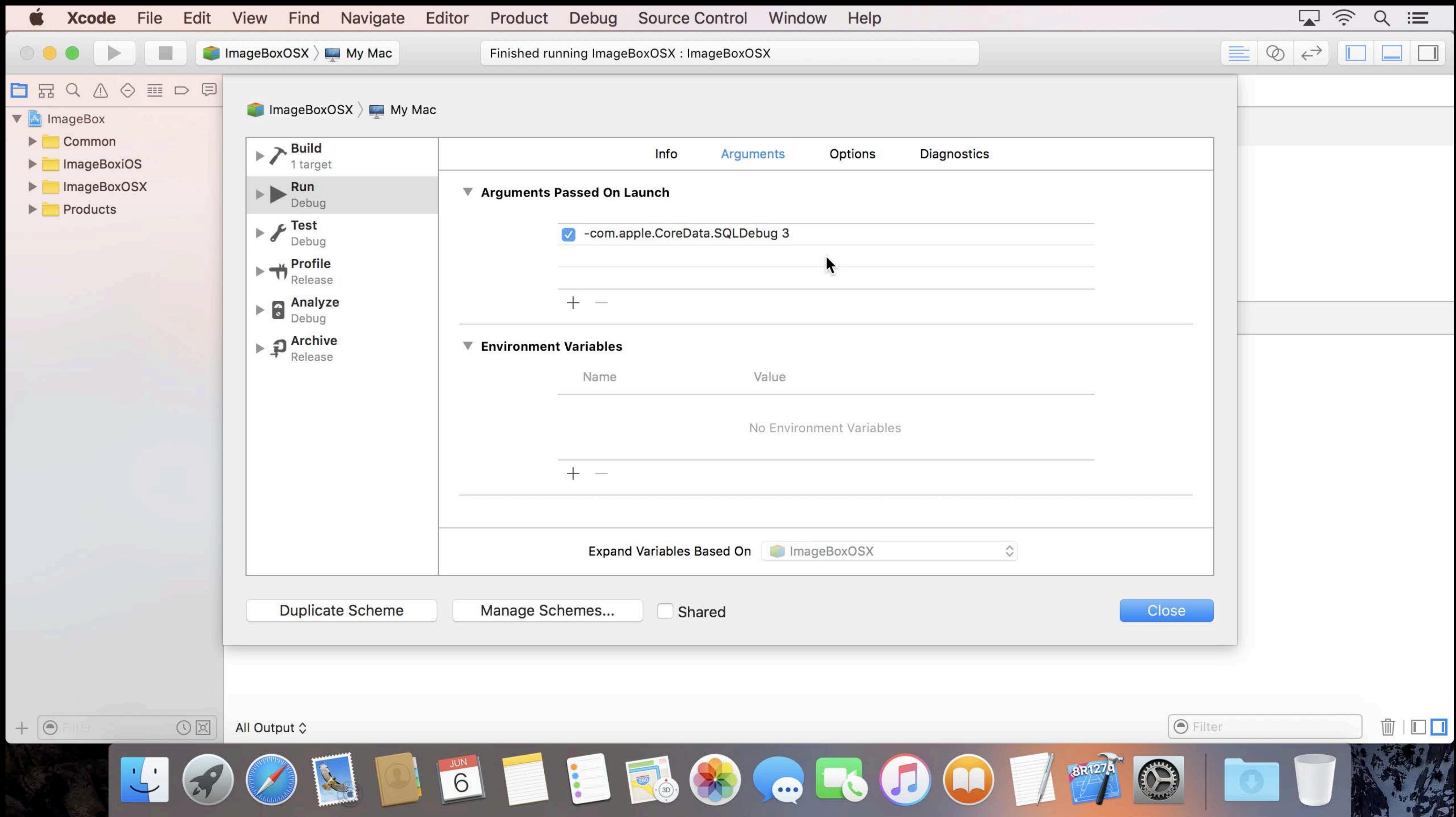
The screenshot shows the Xcode IDE running on a Mac OS X desktop. The window title is "ImageBoxOSX" and the status bar message is "Finished running ImageBoxOSX : ImageBoxOSX". The code editor displays the contents of the "AppDelegate.swift" file within the "ImageBoxOSX" project. The file contains a multi-line comment header with copyright information. The Xcode interface includes a toolbar at the top, a file browser on the left, and a bottom dock with various Mac OS X application icons.

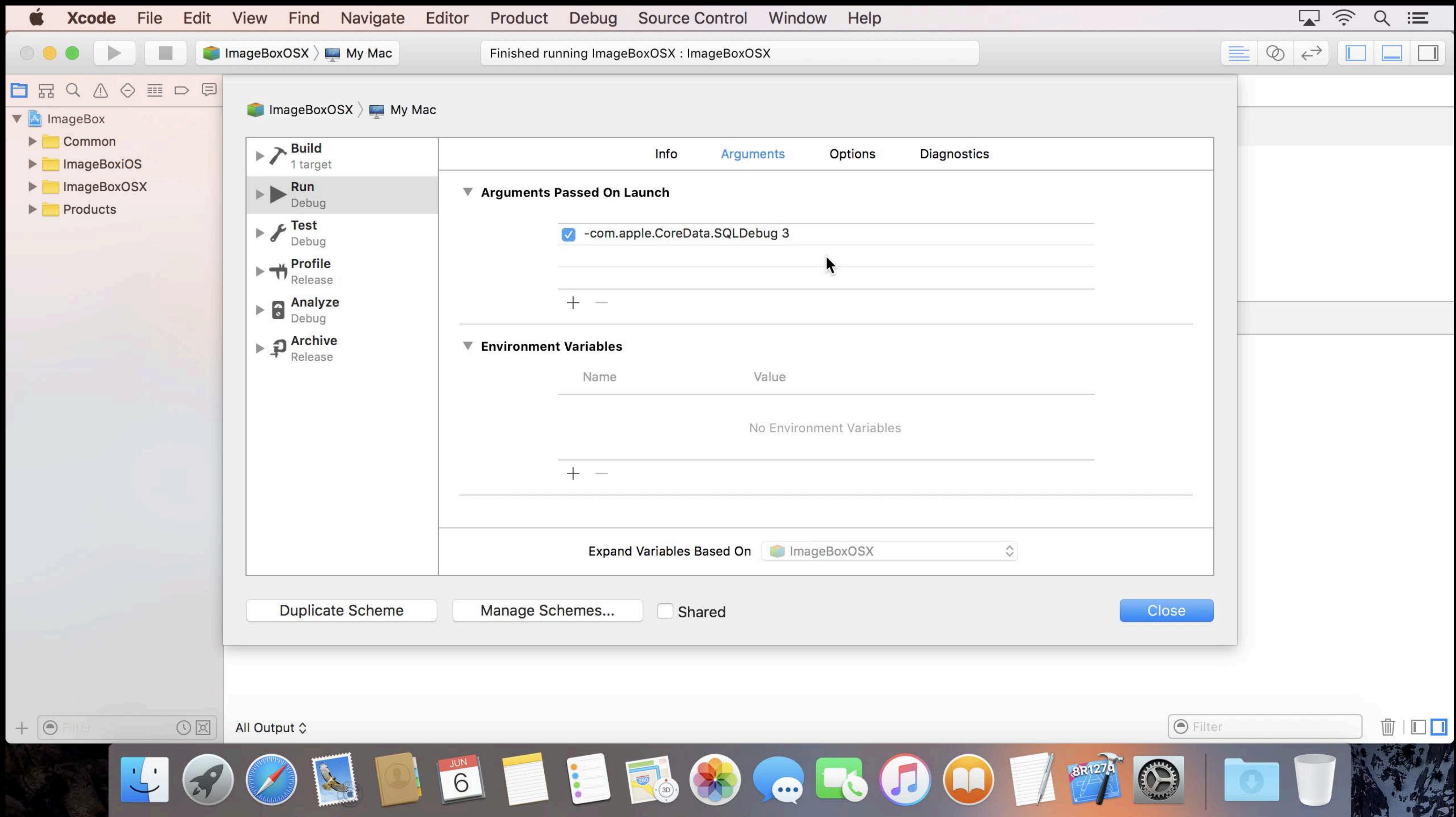












Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Finished running ImageBoxOSX : ImageBoxOSX

ImageBox OS X My Mac

ImageBox > ImageBoxOSX > AppDelegate.swift > No Selection

```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

All Output Filter



The screenshot shows the Xcode IDE running on a Mac OS X desktop. The window title is "ImageBoxOSX" and the status bar indicates "Finished running ImageBoxOSX : ImageBoxOSX". The file path in the header is "ImageBox > ImageBoxOSX > AppDelegate.swift > No Selection". The code editor displays a single-line comment starting with "//" followed by three multi-line comments describing the file. The Dock at the bottom of the screen is visible, showing various Mac OS X application icons.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Finished running ImageBoxOSX : ImageBoxOSX

ImageBox OS X My Mac

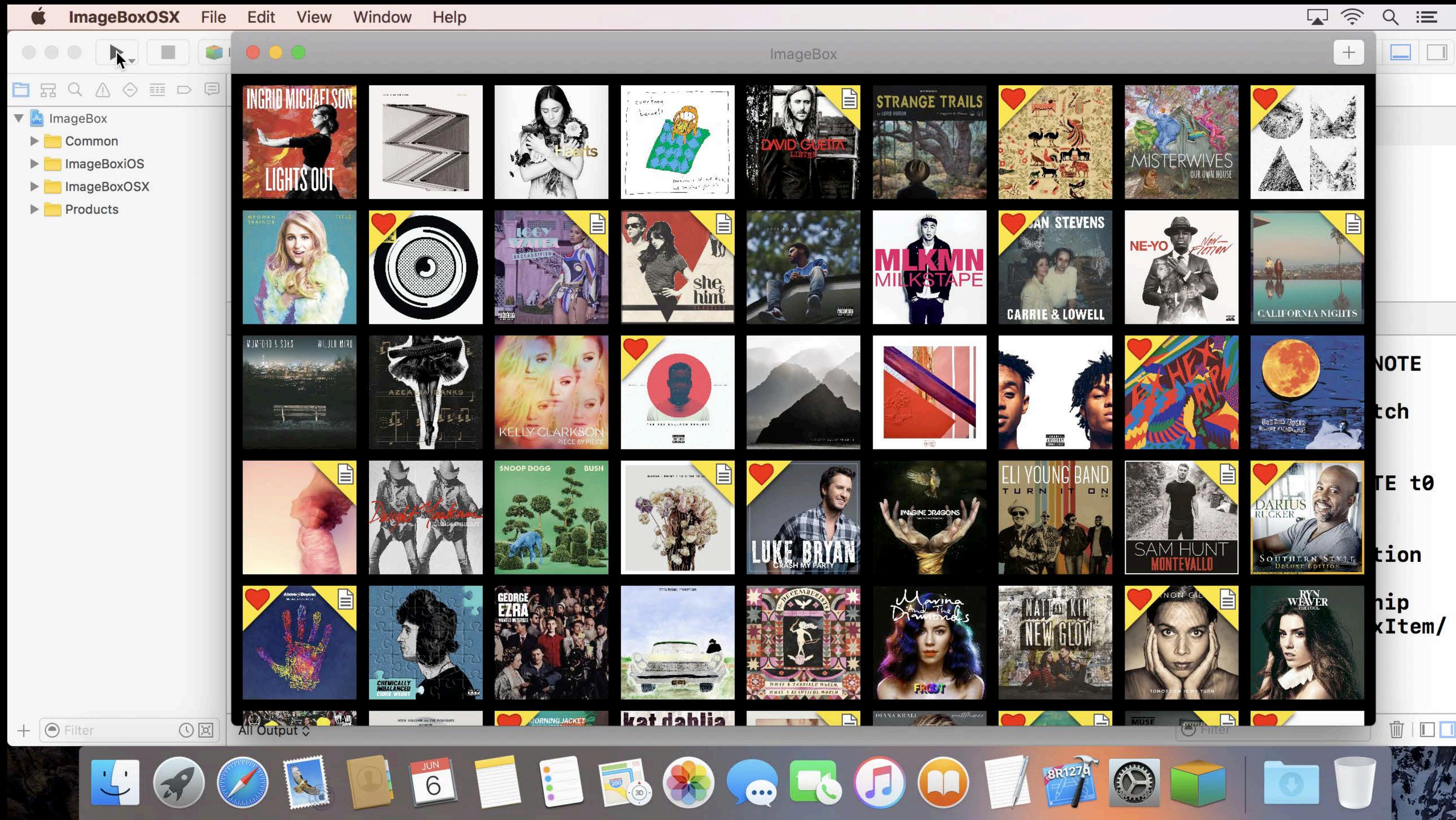
ImageBox > ImageBoxOSX > AppDelegate.swift > No Selection

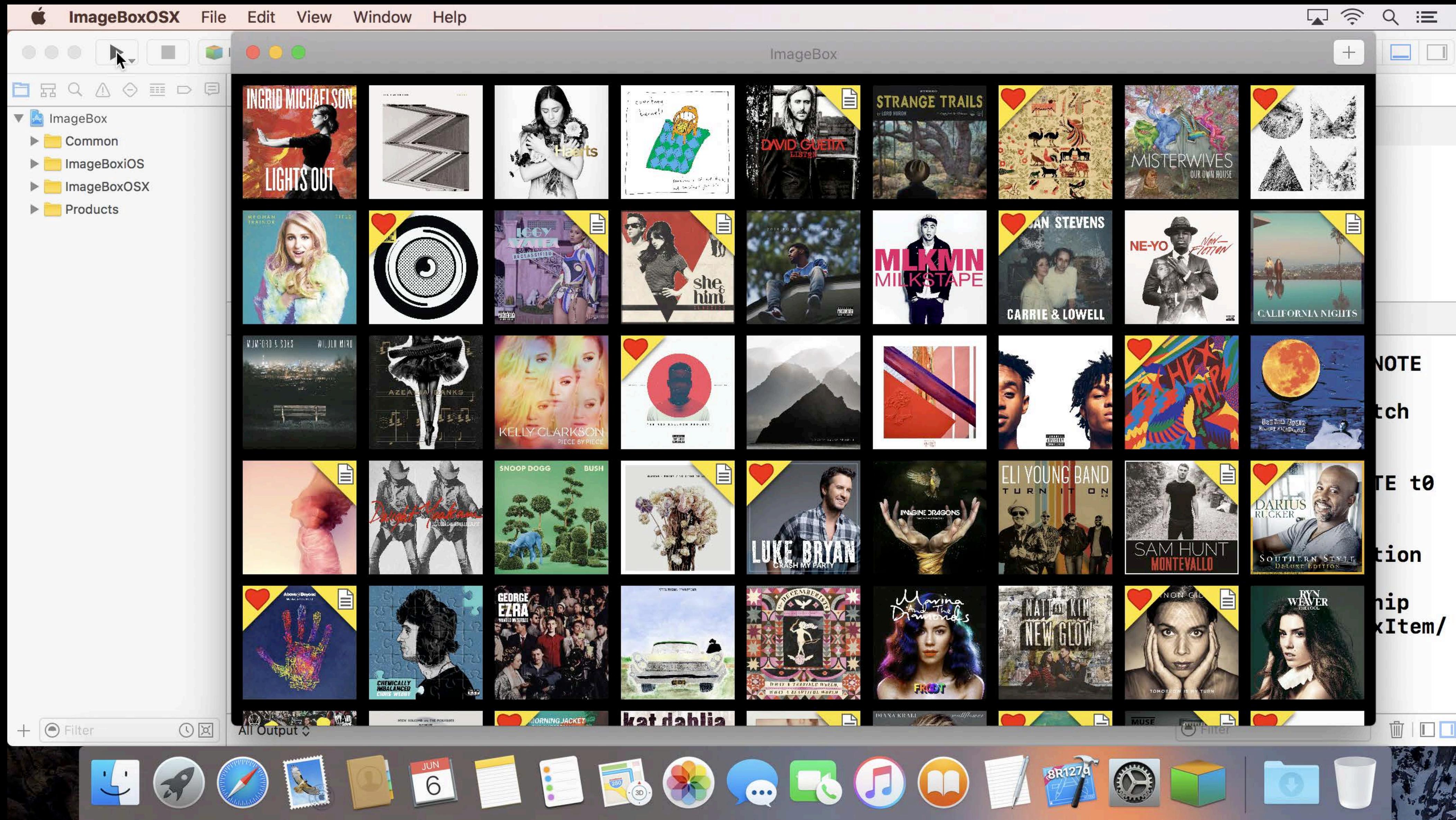
```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

All Output Filter



The image shows a screenshot of the Xcode IDE on a Mac OS X desktop. The window title is "Xcode". The menu bar includes "File", "Edit", "View", "Find", "Navigate", "Editor", "Product", "Debug", "Source Control", "Window", and "Help". The toolbar has standard Mac OS X icons for file operations. The status bar at the bottom shows "All Output" and a "Filter" button. The main editor area displays the "AppDelegate.swift" file from the "ImageBoxOSX" project. The code in the file is green-highlighted, showing multi-line comments. The Xcode interface is set against a background of a Mac OS X desktop with its Dock visible at the bottom, displaying various application icons like Mail, Safari, and iBooks.





CoreData: annotation: fetch using NSSQLiteStatement <0x100e06de0> on entity 'BoxItem' with sql text 'SELECT 0, t0.Z\_PK, t0.Z\_OPT, t0.ZFAVORITE, t0.ZIMAGEDATA, t0.ZLASTACCESSTIME FROM ZBOXITEM t0 ' returned 100 rows with values

CoreData: annotation: total fetch execution time: 9.0923s for 100 rows.

CoreData: annotation: fetch using NSSQLiteStatement <0x100d6ded0> on entity 'Note' with sql text 'SELECT 0, t0.Z\_PK FROM ZNOTE t0 WHERE t0.ZBOXITEM = ? ' returned 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

CoreData: annotation: to-many relationship fault "notes" for objectID 0x4b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/BoxItem/p1> fulfilled from database. Got 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

```
CoreData: annotation: fetch using NSSQLiteStatement <0x100e06de0> on entity 'BoxItem' with sql text 'SELECT 0, t0.Z_PK, t0.Z_OPT, t0.ZFAVORITE, t0.ZIMAGEDATA, t0.ZLASTACCESSTIME FROM ZBOXITEM t0 ' returned 100 rows with values
```

```
CoreData: annotation: total fetch execution time: 9.0923s for 100 rows.
```

```
CoreData: annotation: fetch using NSSQLiteStatement <0x100d6ded0> on entity 'Note' with sql text 'SELECT 0, t0.Z_PK FROM ZNOTE t0 WHERE t0.ZBOXITEM = ? ' returned 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )
```

```
CoreData: annotation: to-many relationship fault "notes" for objectID 0x4b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/BoxItem/p1> fulfilled from database. Got 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )
```

CoreData: annotation: fetch using NSSQLiteStatement <0x100e06de0> on entity 'BoxItem' with sql text 'SELECT 0, t0.Z\_PK, t0.Z\_OPT, t0.ZFAVORITE, t0.ZIMAGEDATA, t0.ZLASTACCESSTIME FROM ZBOXITEM t0 ' returned 100 rows with values

CoreData: annotation: total fetch execution time: 9.0923s for 100 rows.

CoreData: annotation: fetch using NSSQLiteStatement <0x100d6ded0> on entity 'Note' with sql text 'SELECT 0, t0.Z\_PK FROM ZNOTE t0 WHERE t0.ZBOXITEM = ? ' returned 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

CoreData: annotation: to-many relationship fault "notes" for objectID 0x4b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/BoxItem/p1> fulfilled from database. Got 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

CoreData: annotation: fetch using NSSQLiteStatement <0x100e06de0> on entity 'BoxItem' with sql text 'SELECT 0, t0.Z\_PK, t0.Z\_OPT, t0.ZFAVORITE, t0.ZIMAGEDATA, t0.ZLASTACCESSTIME FROM ZBOXITEM t0 ' returned 100 rows with values

CoreData: annotation: total fetch execution time: 9.0923s for 100 rows.

CoreData: annotation: fetch using NSSQLiteStatement <0x100d6ded0> on entity 'Note' with sql text 'SELECT 0, t0.Z\_PK FROM ZNOTE t0 WHERE t0.ZBOXITEM = ? ' returned 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

CoreData: annotation: to-many relationship fault "notes" for objectID 0x4b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/BoxItem/p1> fulfilled from database. Got 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

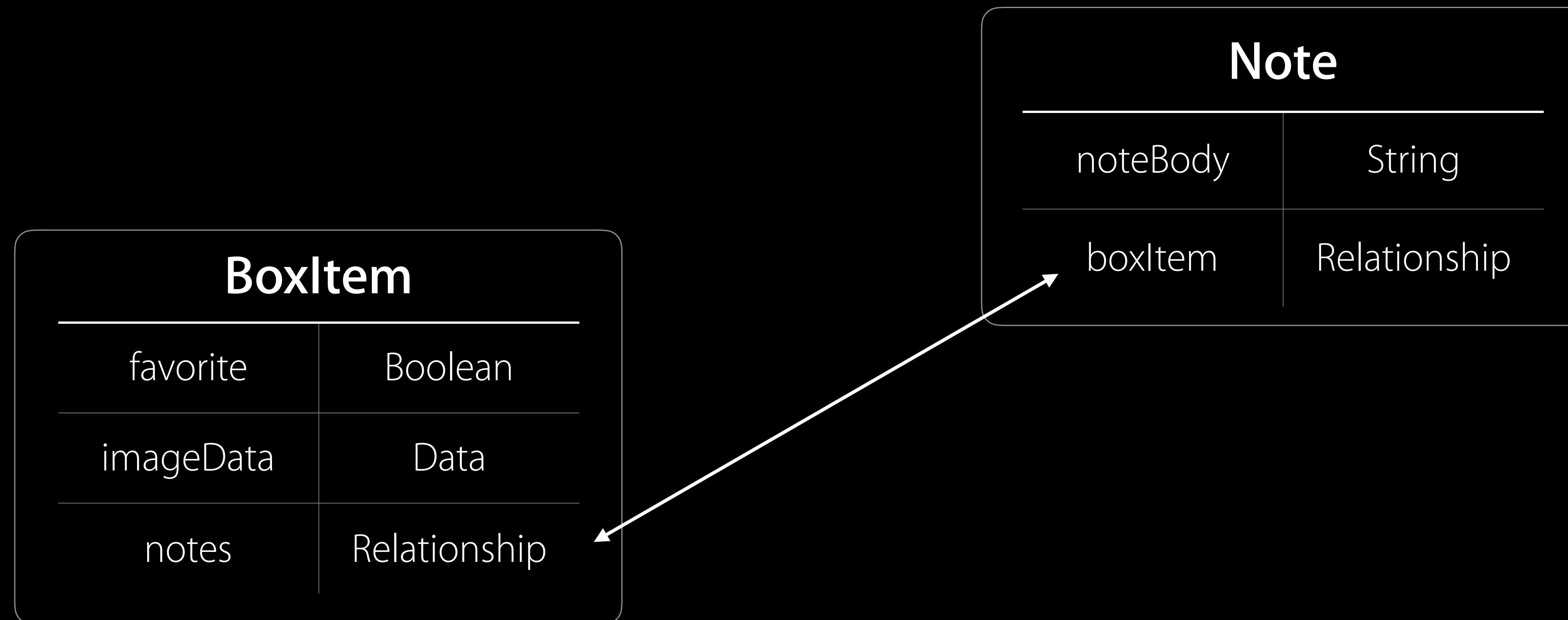
CoreData: annotation: fetch using NSSQLiteStatement <0x100e06de0> on entity 'BoxItem' with sql text 'SELECT 0, t0.Z\_PK, t0.Z\_OPT, t0.ZFAVORITE, t0.ZIMAGEDATA, t0.ZLASTACCESSTIME FROM ZBOXITEM t0 ' returned 100 rows with values

CoreData: annotation: total fetch execution time: 9.0923s for 100 rows.

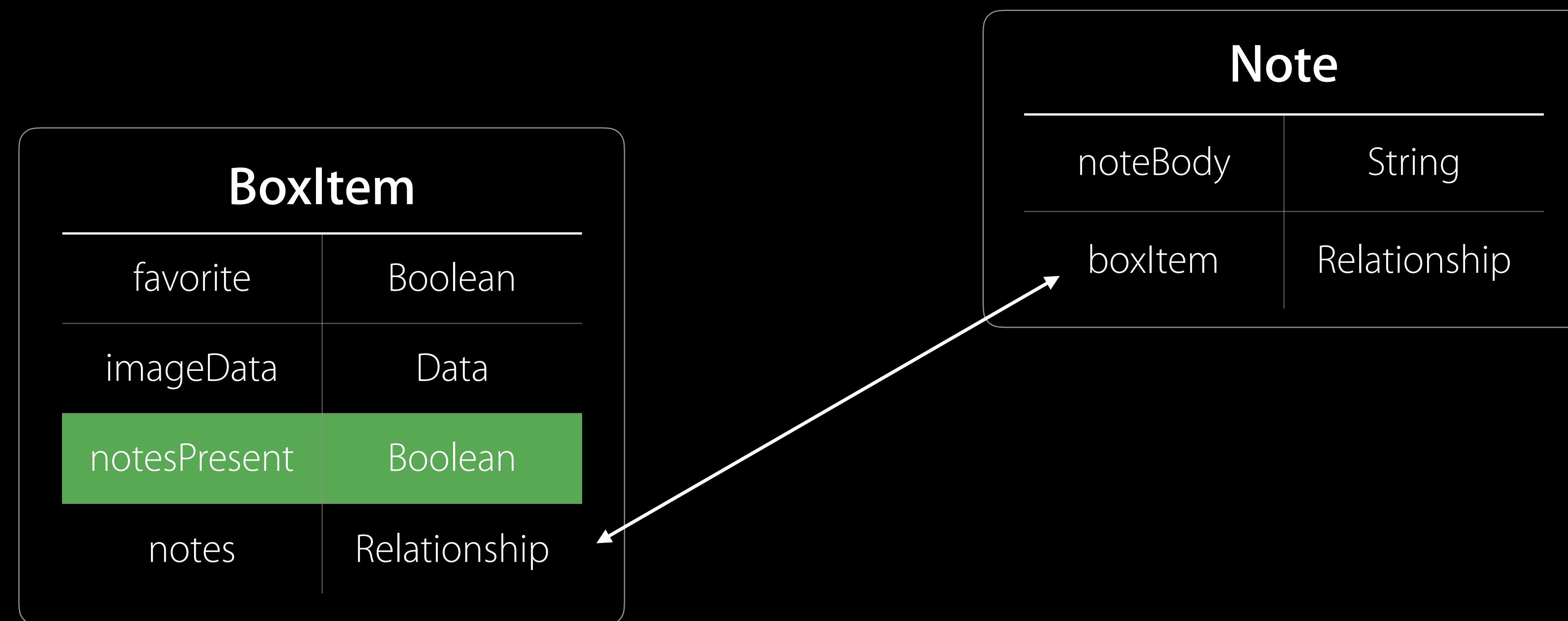
CoreData: annotation: fetch using NSSQLiteStatement <0x100d6ded0> on entity 'Note' with sql text 'SELECT 0, t0.Z\_PK FROM ZNOTE t0 WHERE t0.ZBOXITEM = ? ' returned 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

CoreData: annotation: to-many relationship fault "notes" for objectID 0x4b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/BoxItem/p1> fulfilled from database. Got 1 rows with values: ( "0x640002b <x-coredata://F2A95315-1A51-41B0-BE96-E84064F3505C/Note/p25>" )

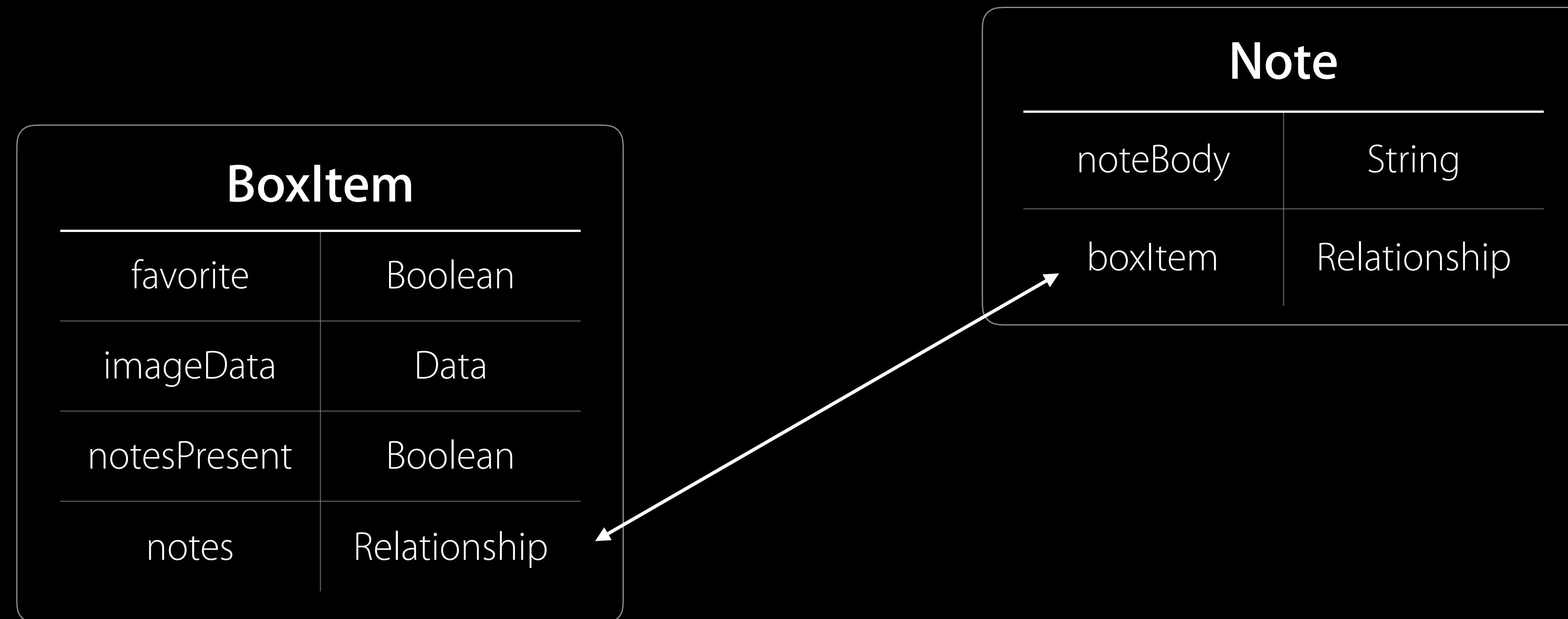
# Improving Your Model



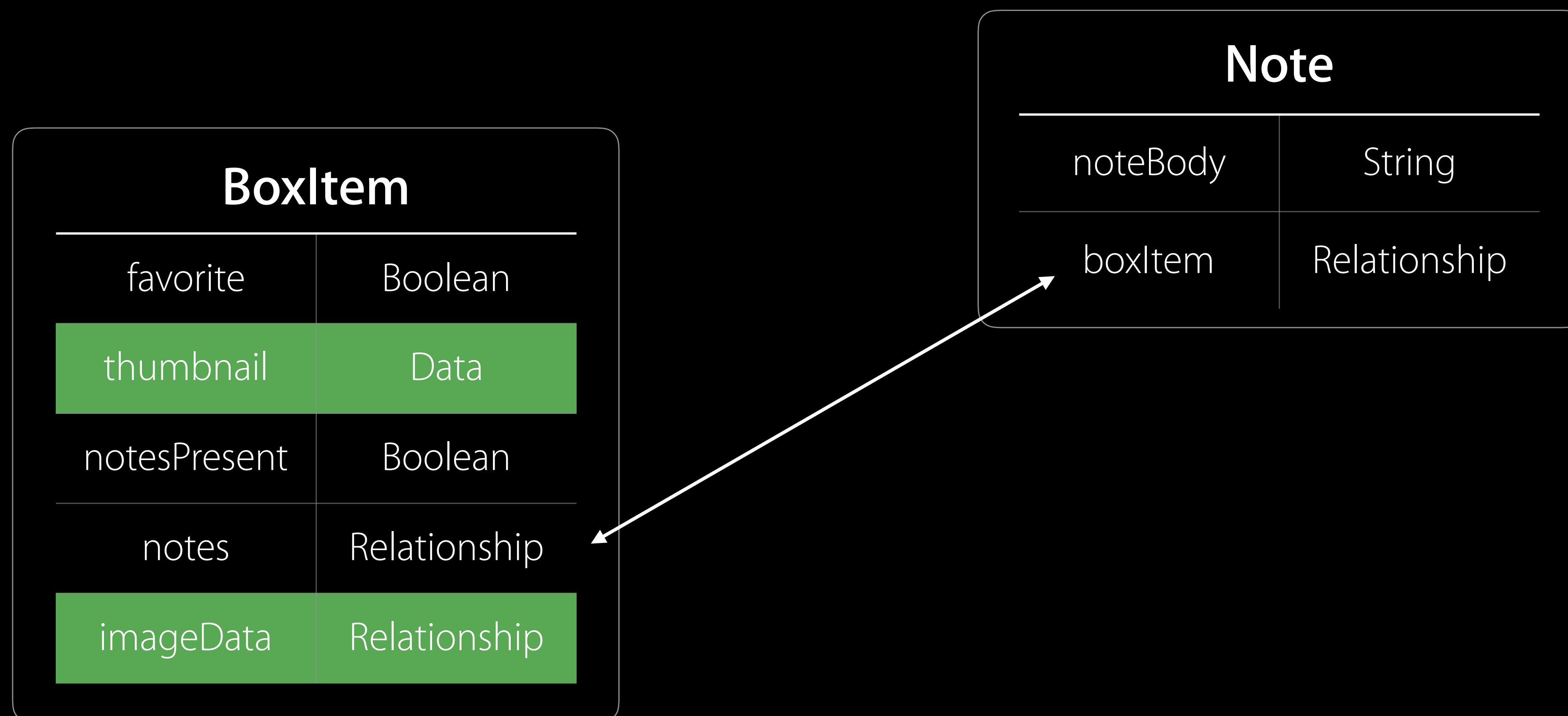
# Improving Your Model



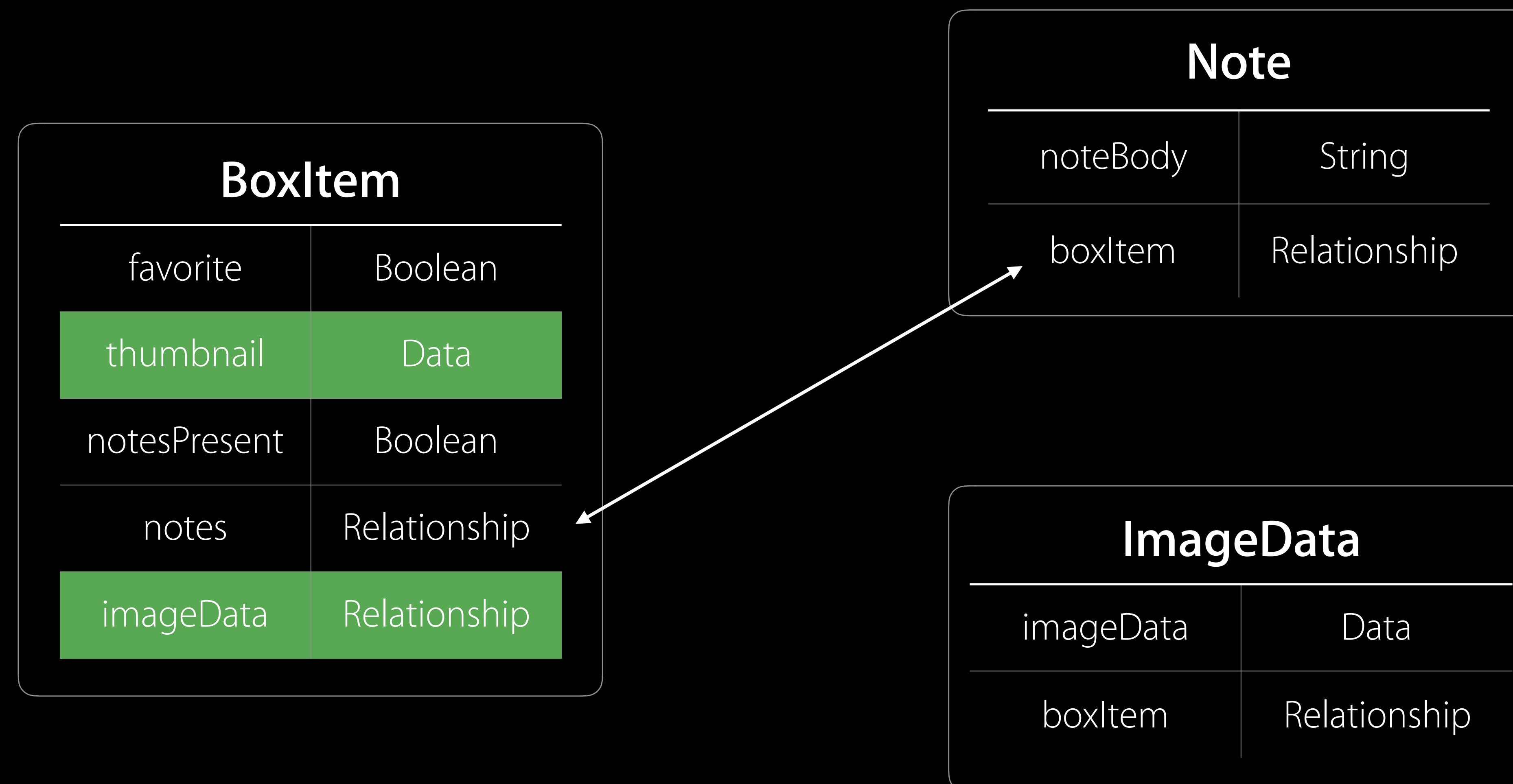
# Improving Your Model



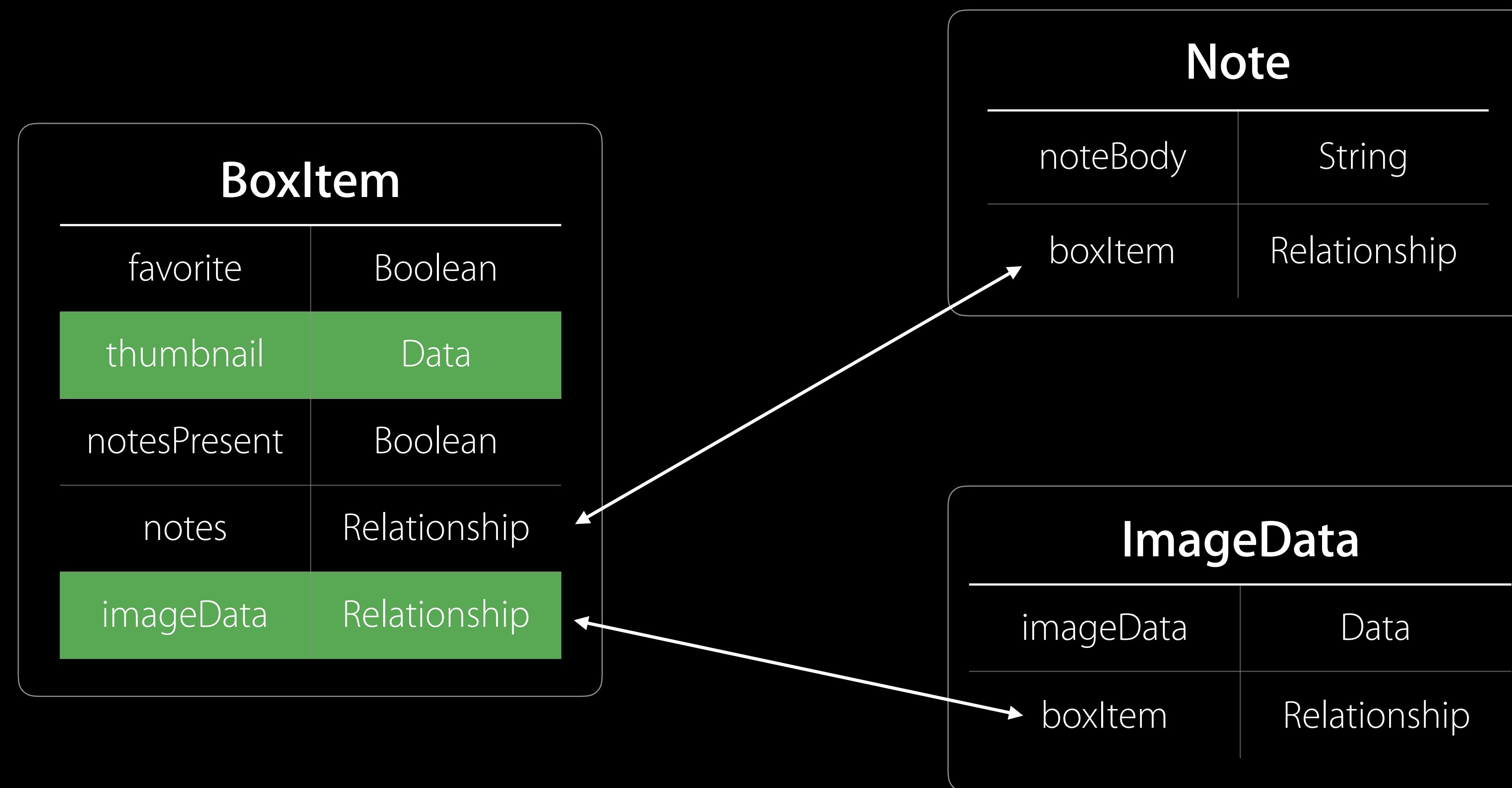
# Improving Your Model



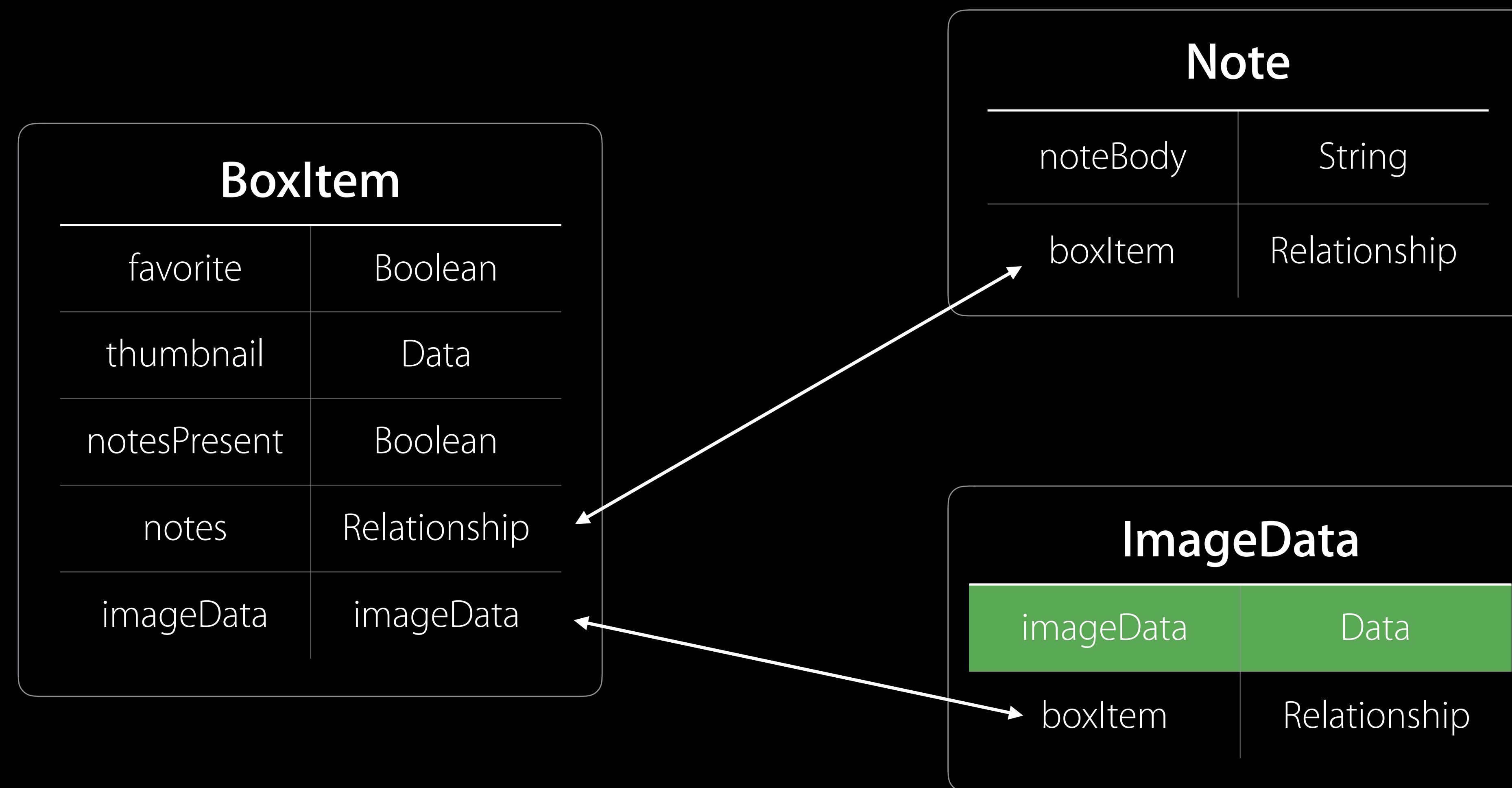
# Improving Your Model



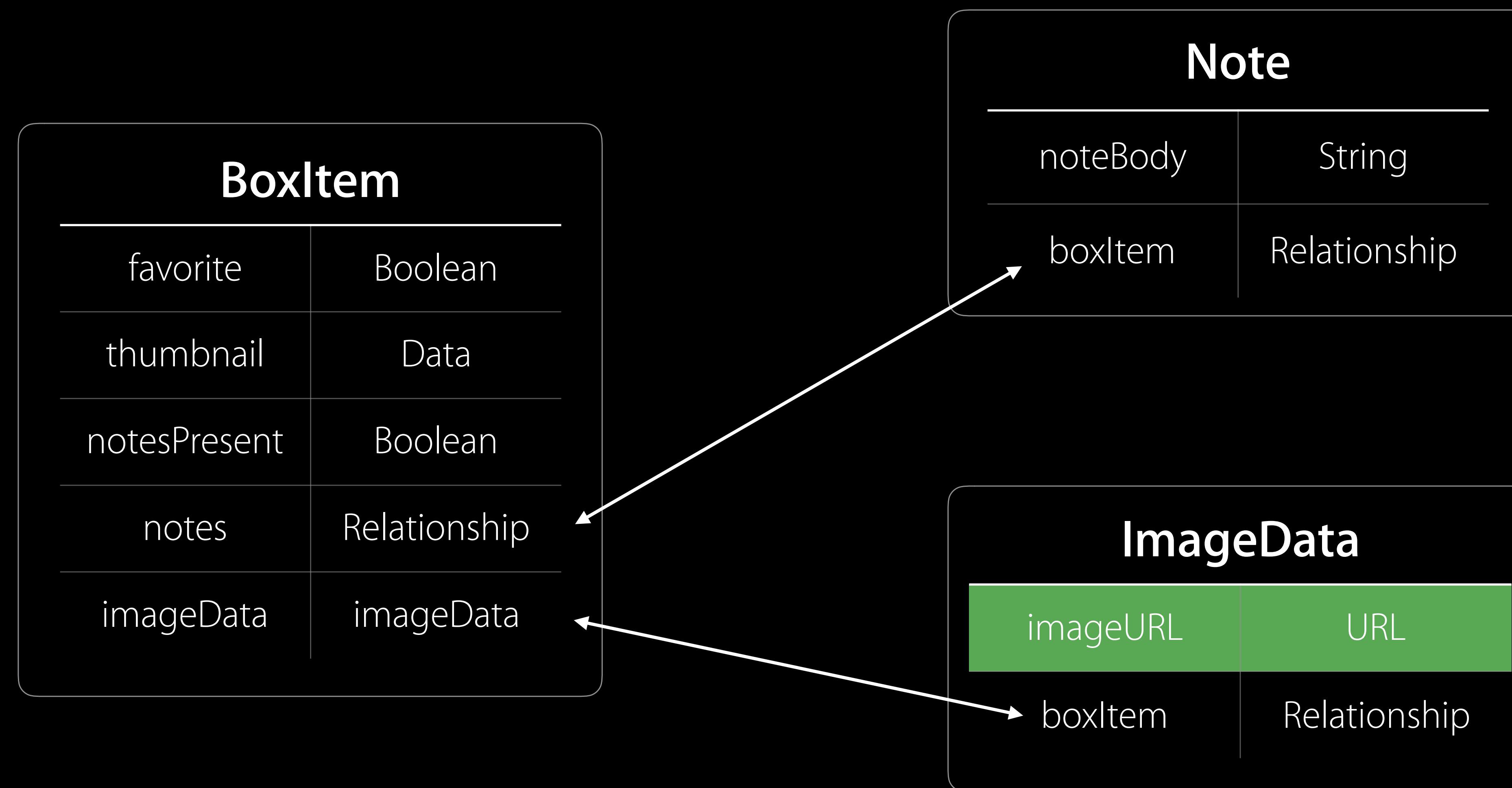
# Improving Your Model



# Improving Your Model



# Improving Your Model



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Finished running ImageBoxOSX : ImageBoxOSX

ImageBox OS X My Mac

ImageBox ImageBoxOSX AppDelegate.swift No Selection

```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

All Output Filter



The screenshot shows the Xcode interface on a Mac OS X desktop. The window title is "Xcode" and the active tab is "AppDelegate.swift" under the "ImageBoxOSX" project. The code editor displays a single-line comment starting with "//" followed by three multi-line comments describing the file. The Xcode toolbar at the top includes standard icons for file operations like New, Open, Save, and Print, along with a search icon. The bottom of the screen shows the Mac OS X Dock with various application icons such as Finder, Mail, Safari, and iBooks. A status bar at the very bottom shows system information like battery level and signal strength.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

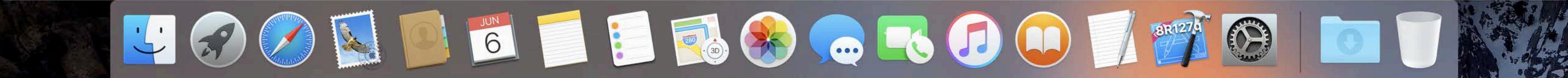
Finished running ImageBoxOSX : ImageBoxOSX

ImageBox OS X My Mac

ImageBox ImageBoxOSX AppDelegate.swift No Selection

```
//  
// AppDelegate.swift  
// ImageBoxOSX  
//  
// Created by Apple Inc. on 6/17/16.
```

All Output Filter



The screenshot shows the Xcode interface on a Mac OS X desktop. The window title is "Xcode" and the active tab is "AppDelegate.swift" under the "ImageBoxOSX" project. The code editor displays a single-line comment starting with "//" followed by three multi-line comments describing the file. The Xcode toolbar at the top includes standard icons for file operations like New, Open, Save, and Print, along with a search icon. The bottom of the screen shows the Mac OS X Dock with various application icons such as Finder, Mail, Safari, and iBooks. A status bar at the very bottom shows system information like battery level and signal strength.

# Test and Measure

# Testing Multiple/older devices



# Testing

## Varying network speeds



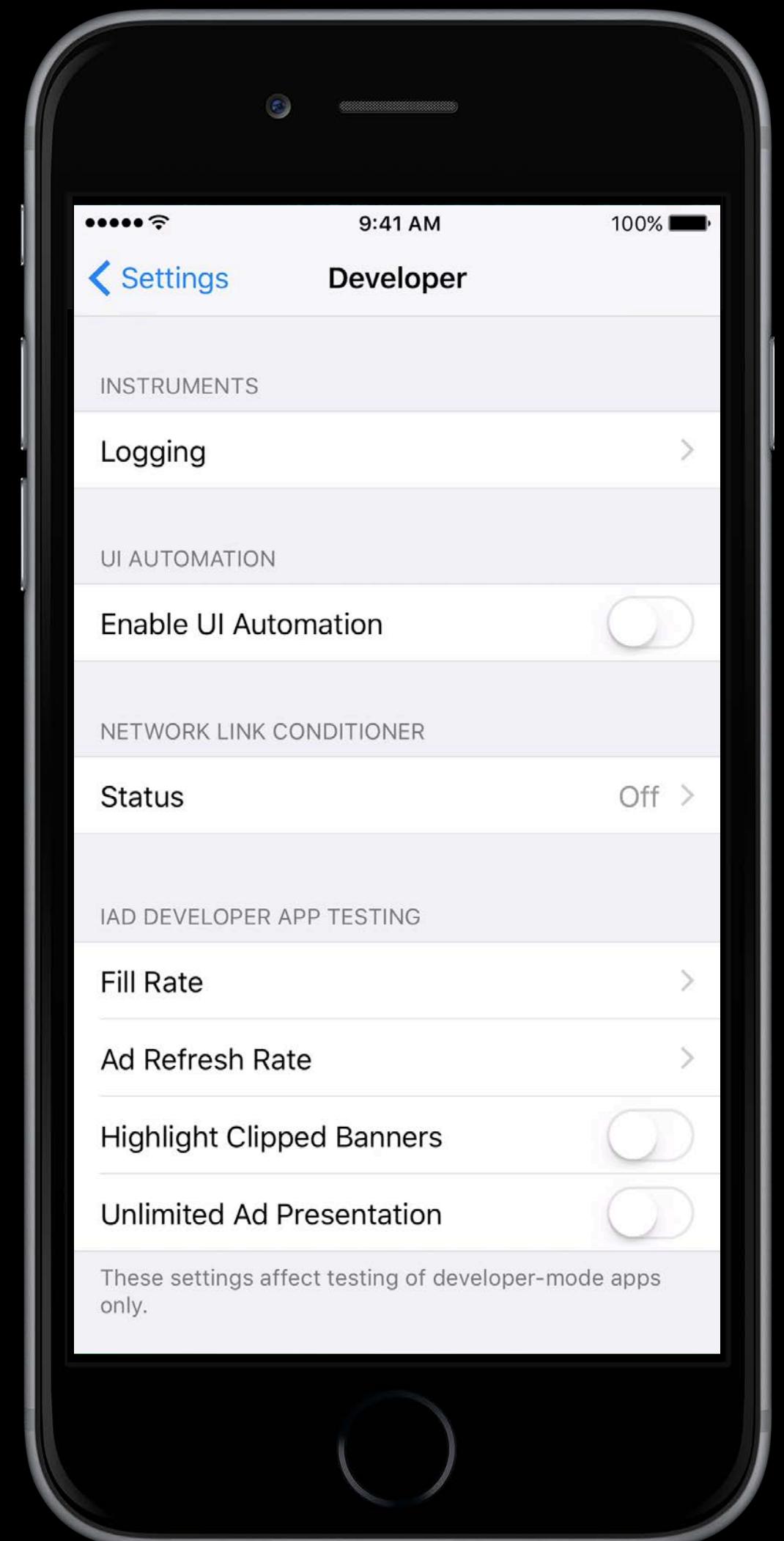
# Testing

## Varying network speeds

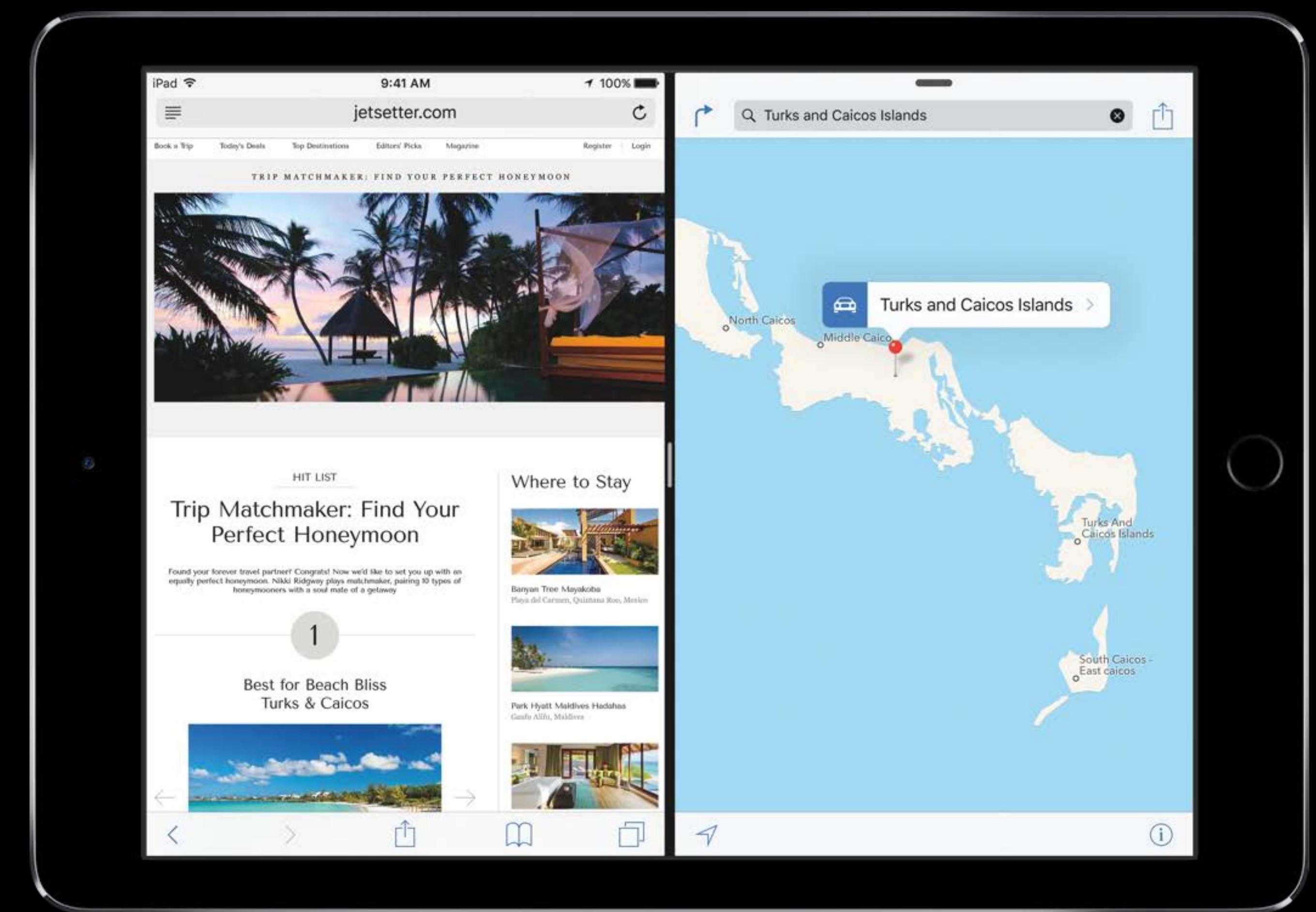


# Testing

## Varying network speeds

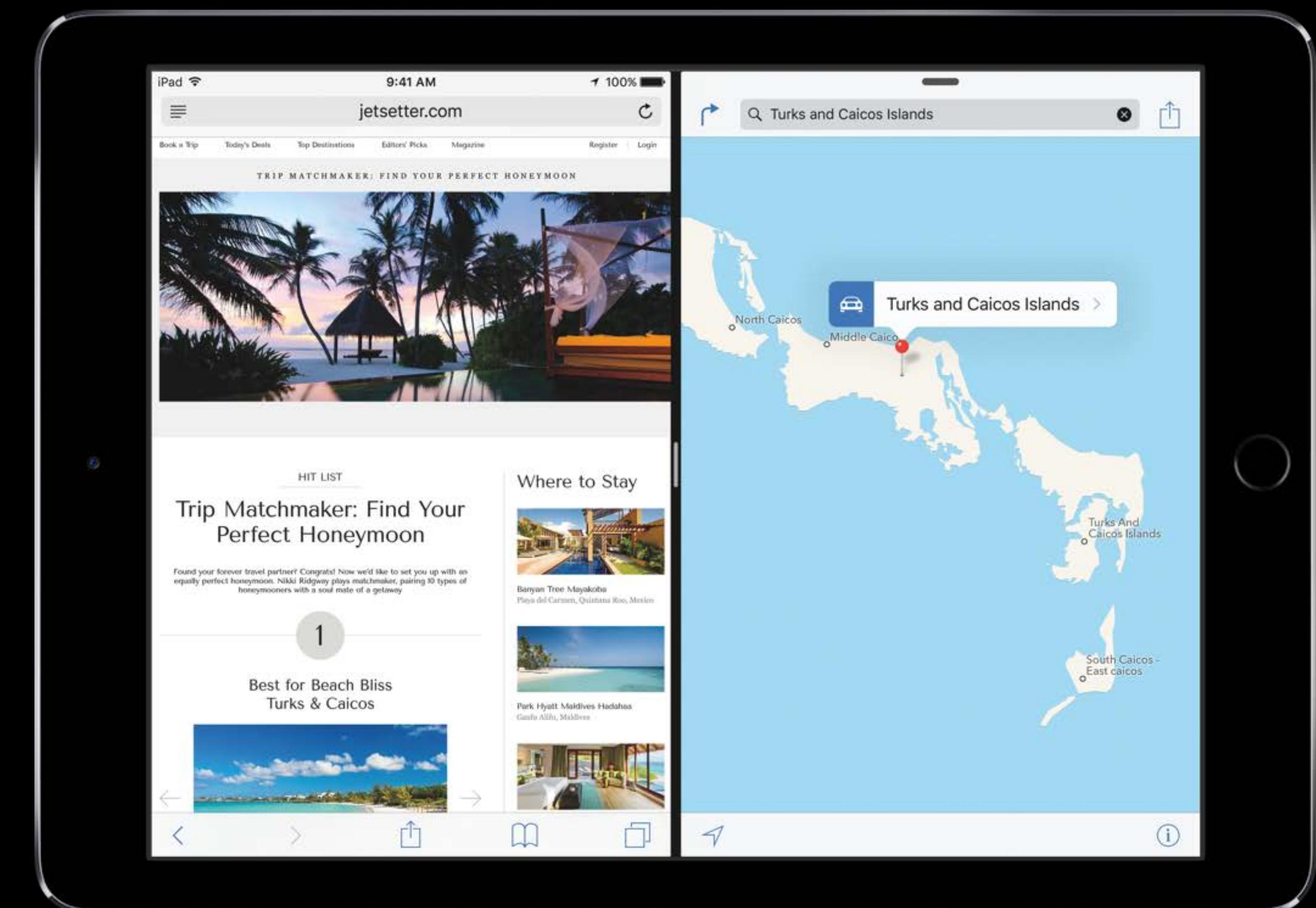


# Testing Environment variation



# Testing Environment variation

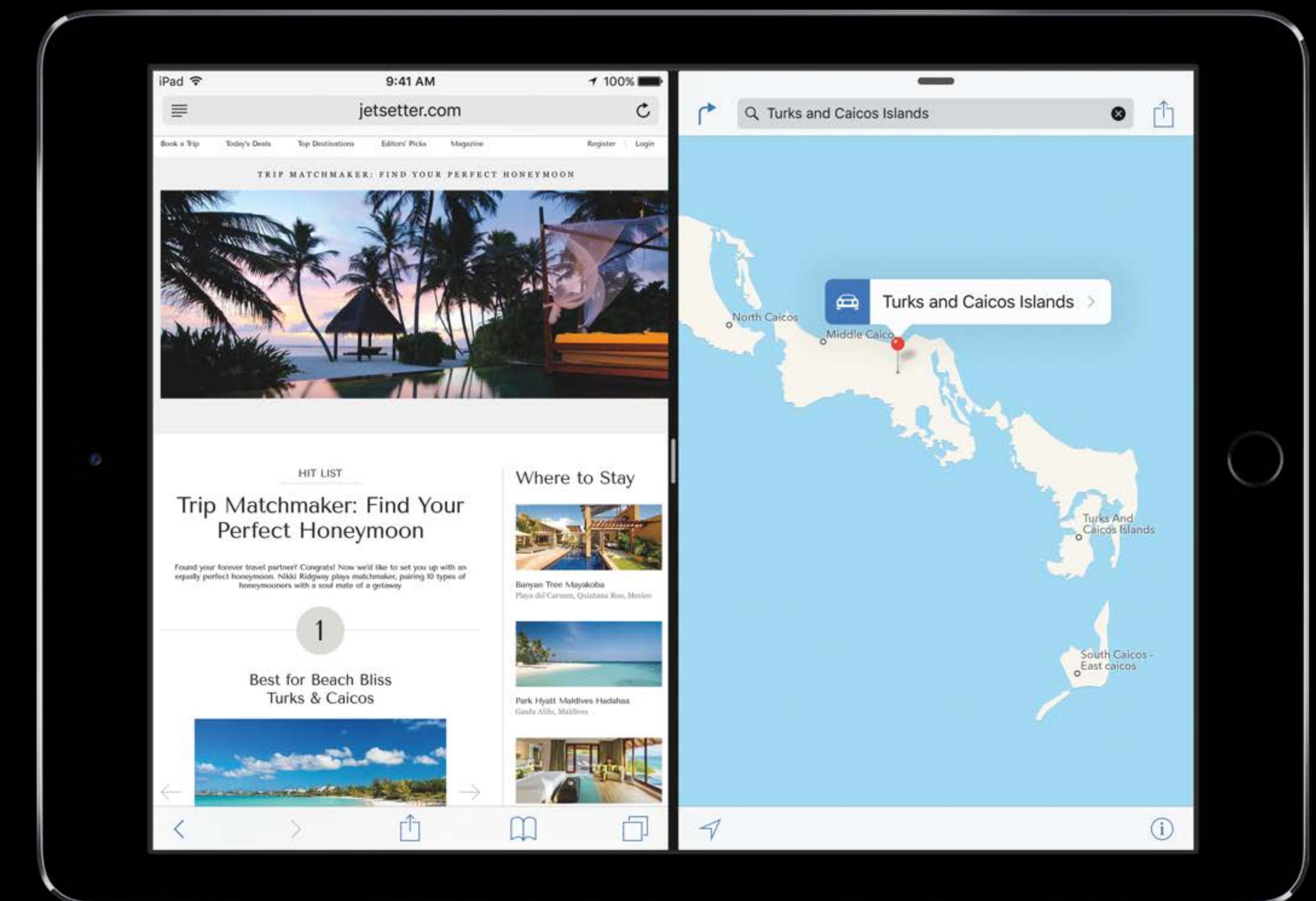
Multitasking



# Testing

## Environment variation

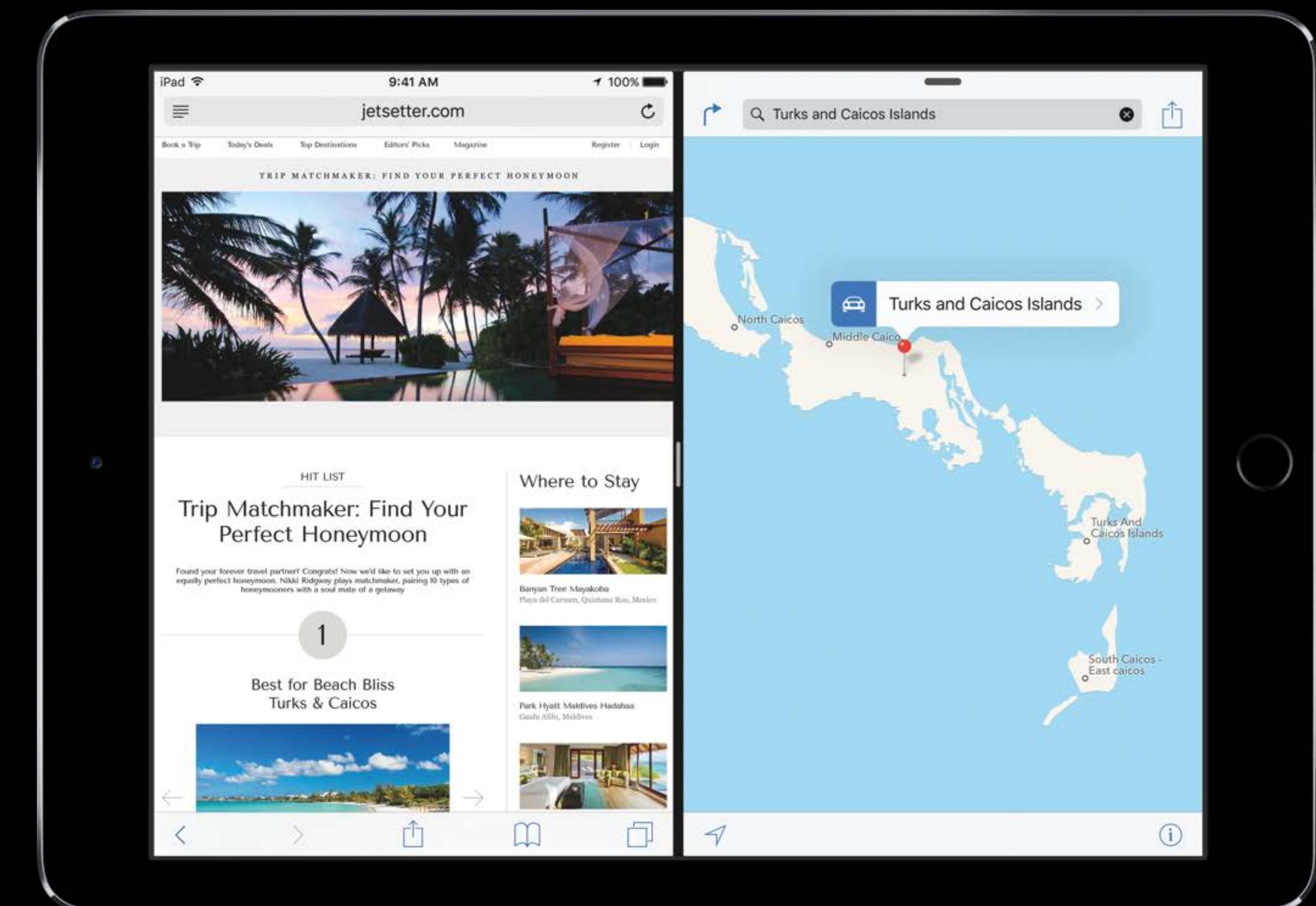
Multitasking  
Memory pressure



# Testing

## Environment variation

Multitasking  
Memory pressure  
Caches

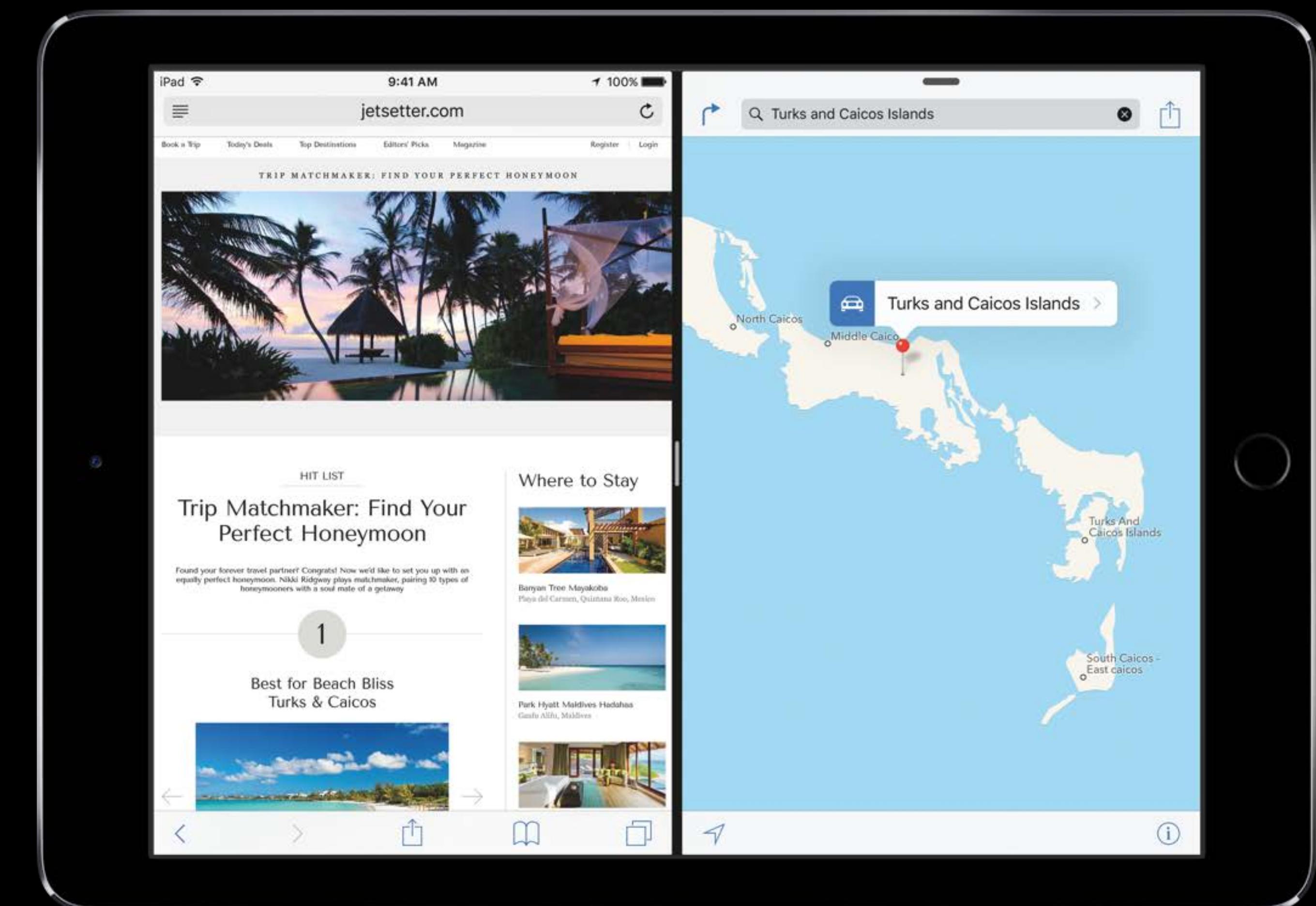


# Testing

## Environment variation

iOS

- Multitasking
- Memory pressure
- Caches
  - Reboot



# Testing

## Environment variation

macOS

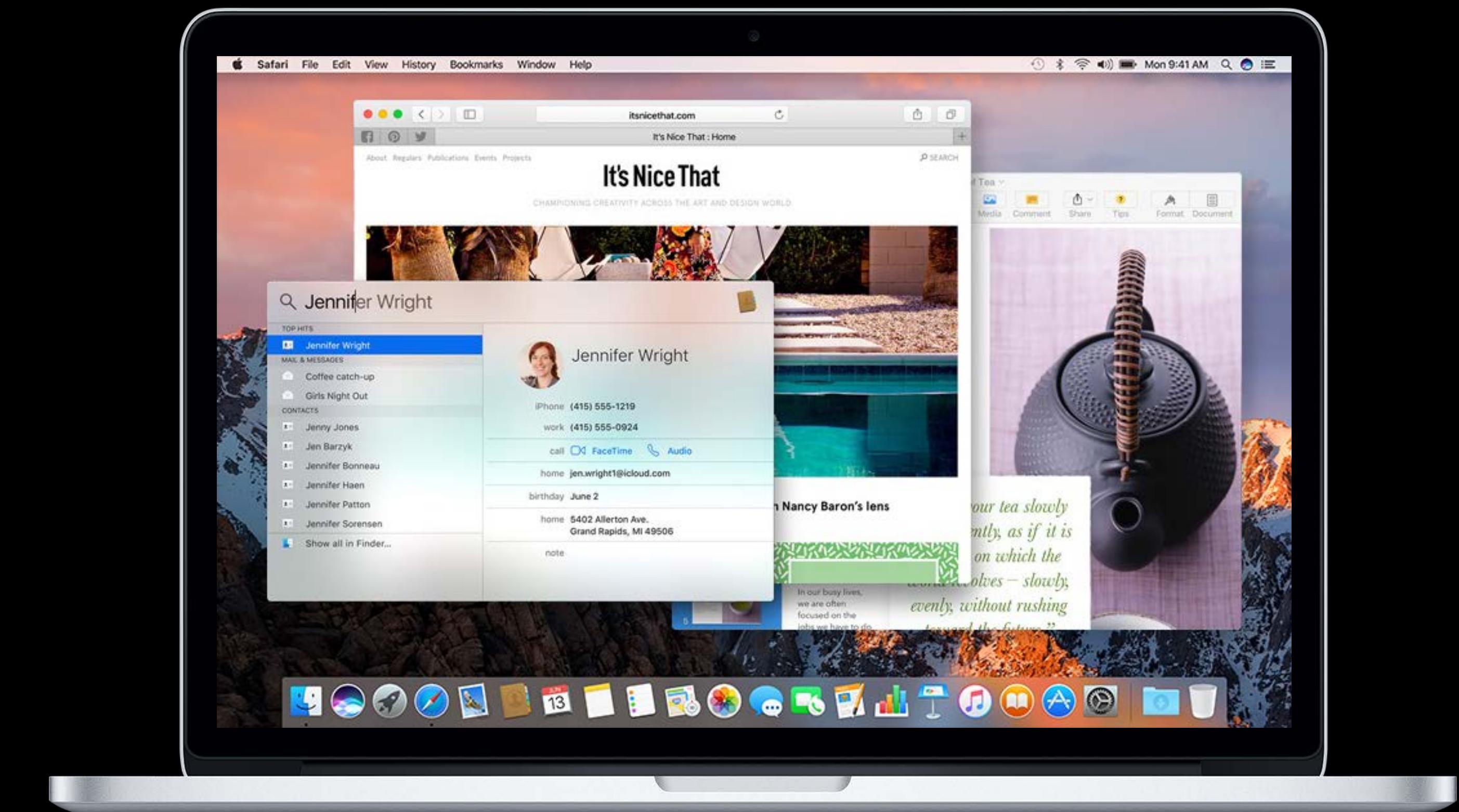
Multitasking

Memory pressure

Caches

- Reboot

- purge



# Summary

# Summary

I/O affects battery life

# Summary

I/O affects battery life

Move work off the main thread

# Summary

I/O affects battery life

Move work off the main thread

Specify proper quality of service

# Summary

I/O affects battery life

Move work off the main thread

Specify proper quality of service

Switch to Asset Catalogs

# Summary

I/O affects battery life

Move work off the main thread

Specify proper quality of service

Switch to Asset Catalogs

Use Core Data

# Summary

I/O affects battery life

Move work off the main thread

Specify proper quality of service

Switch to Asset Catalogs

Use Core Data

Test and measure

More Information

<https://developer.apple.com/wwdc16/719>

# Related Sessions

---

|  |                 |                   |
|--|-----------------|-------------------|
| Optimizing App Startup Time                | Mission         | Wednesday 10:00AM |
| System Trace in Depth                      | Nob Hill        | Thursday 9:00AM   |
| Architecting for Performance on watchOS 3  | Mission         | Thursday 3:00PM   |
| What's New in Core Data                    | Pacific Heights | Friday 10:00AM    |
| Using Time Profiler in Instruments         | Nob Hill        | Friday 3:00PM     |
| Concurrent Programming with GCD in Swift 3 | Pacific Heights | Friday 4:00PM     |

---

# Labs

---

Core Data Lab

Frameworks  
Lab D

Friday 11:00AM

---

GCD Lab

Frameworks  
Lab D

Friday 5:00PM

---



W W D C 16