

Learning Instruments

Profiling your App

Session 409

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Performance Tools Engineering Manager

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

What You'll Learn Today

What You'll Learn Today

- Elements of performance

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- Methodology to improve performance

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- Instruments tour

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- Elements of performance
- Methodology to improve performance
- Instruments tour
- iOS App optimization demonstrations

What Is Performance?

Fast



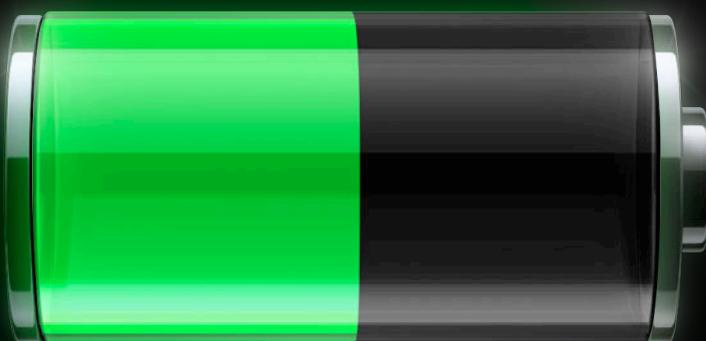
Responsive



Efficient



Power



Power



"Slow and buggy"

"Crashes all the time"

"★ ★ ★ ★ ★"

"★ ★ ★ ★ ★"

"★☆☆☆☆"

Performance Is a Feature of Your App

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- Xcode to author/build your app

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- Xcode to author/build your app
- Interface Builder to design your app

Performance Is a Feature of Your App

- Xcode to author/build your app
- Interface Builder to design your app
- Instruments to profile your app
 - Optimize performance
 - Reduces crashes and terminations
 - Can improve power usage

Performance Profile Process

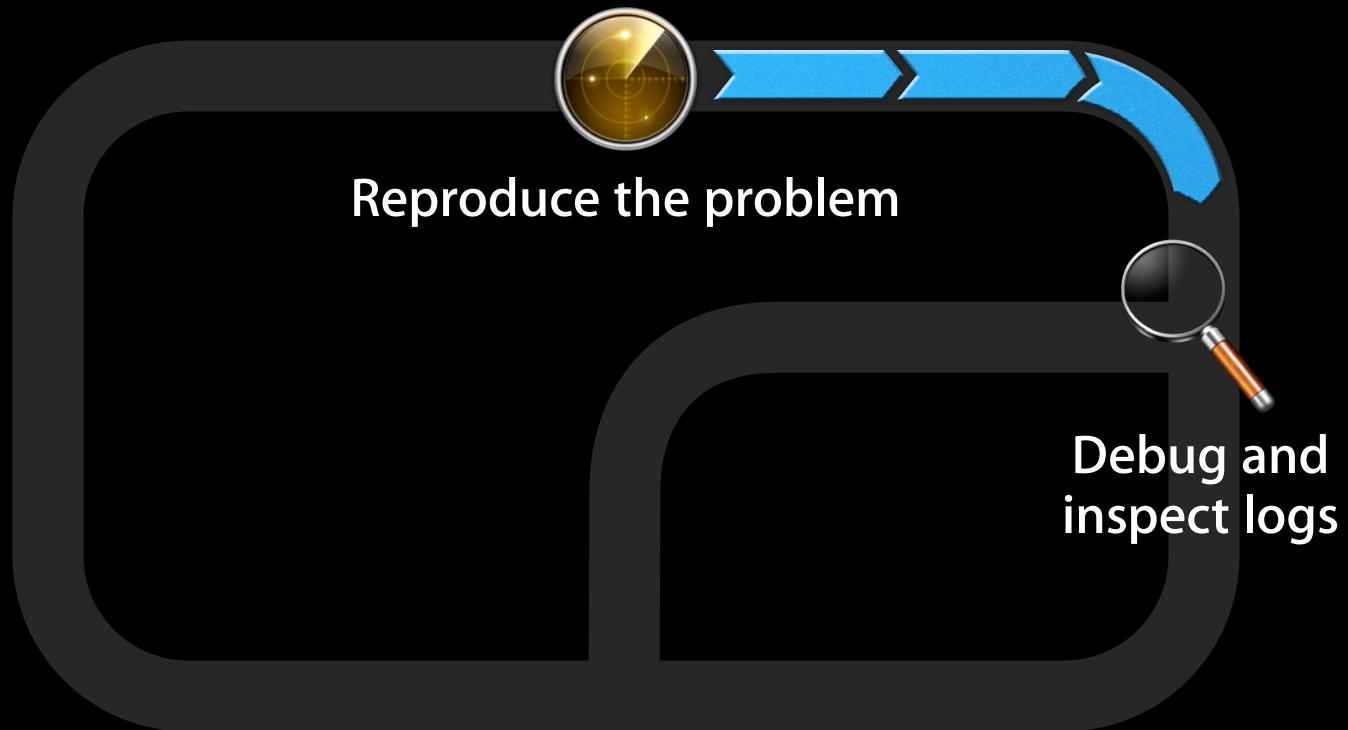
Debug Process

Debug Process

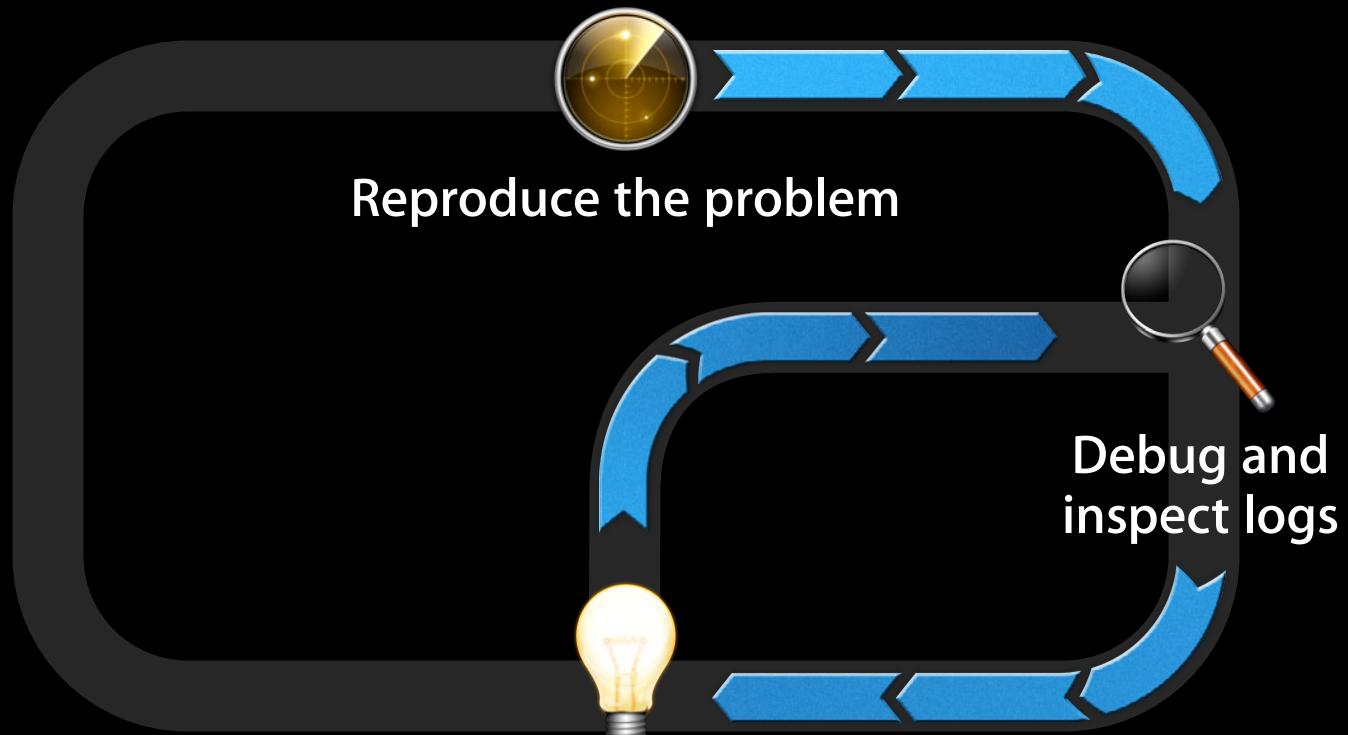


Reproduce the problem

Debug Process

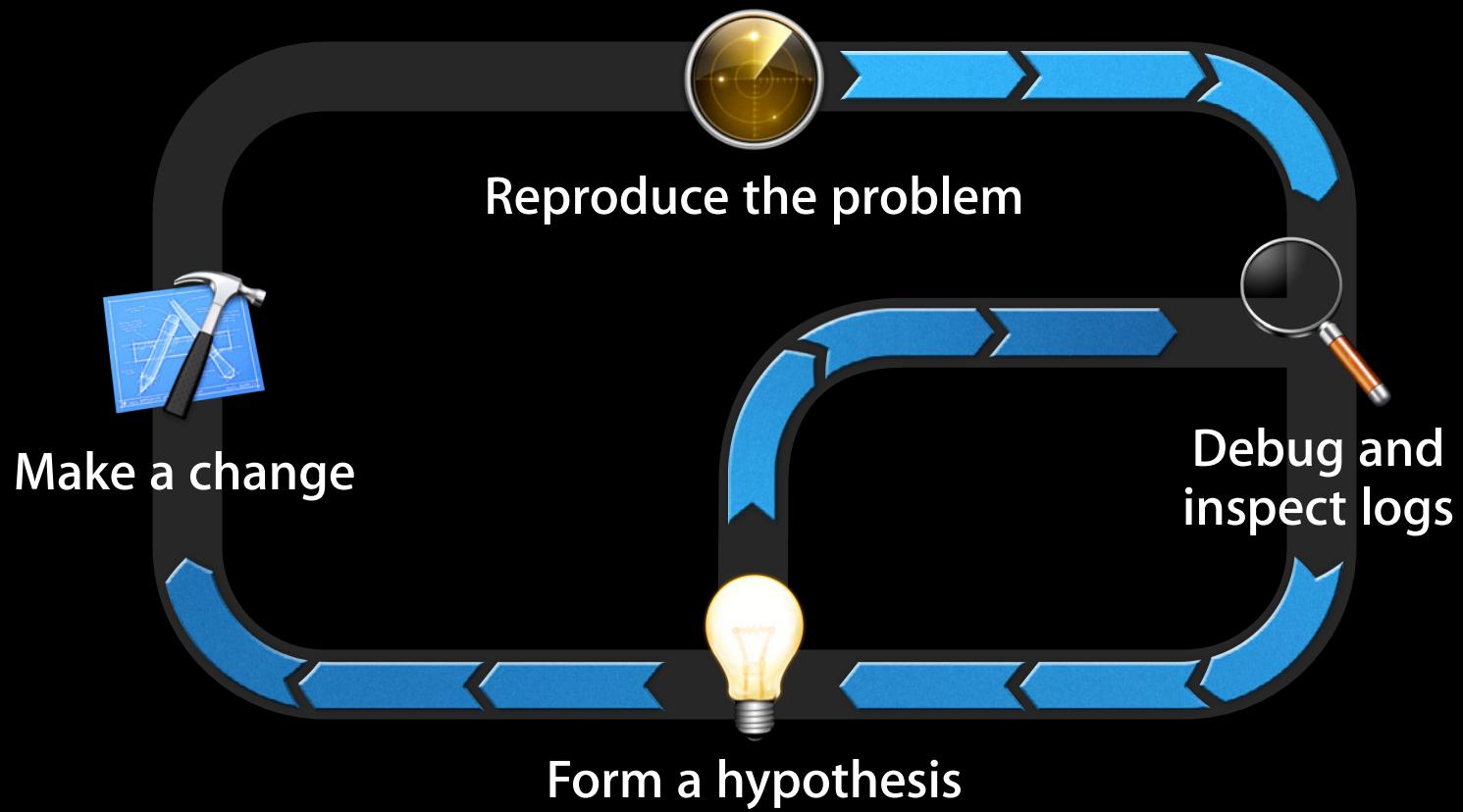


Debug Process

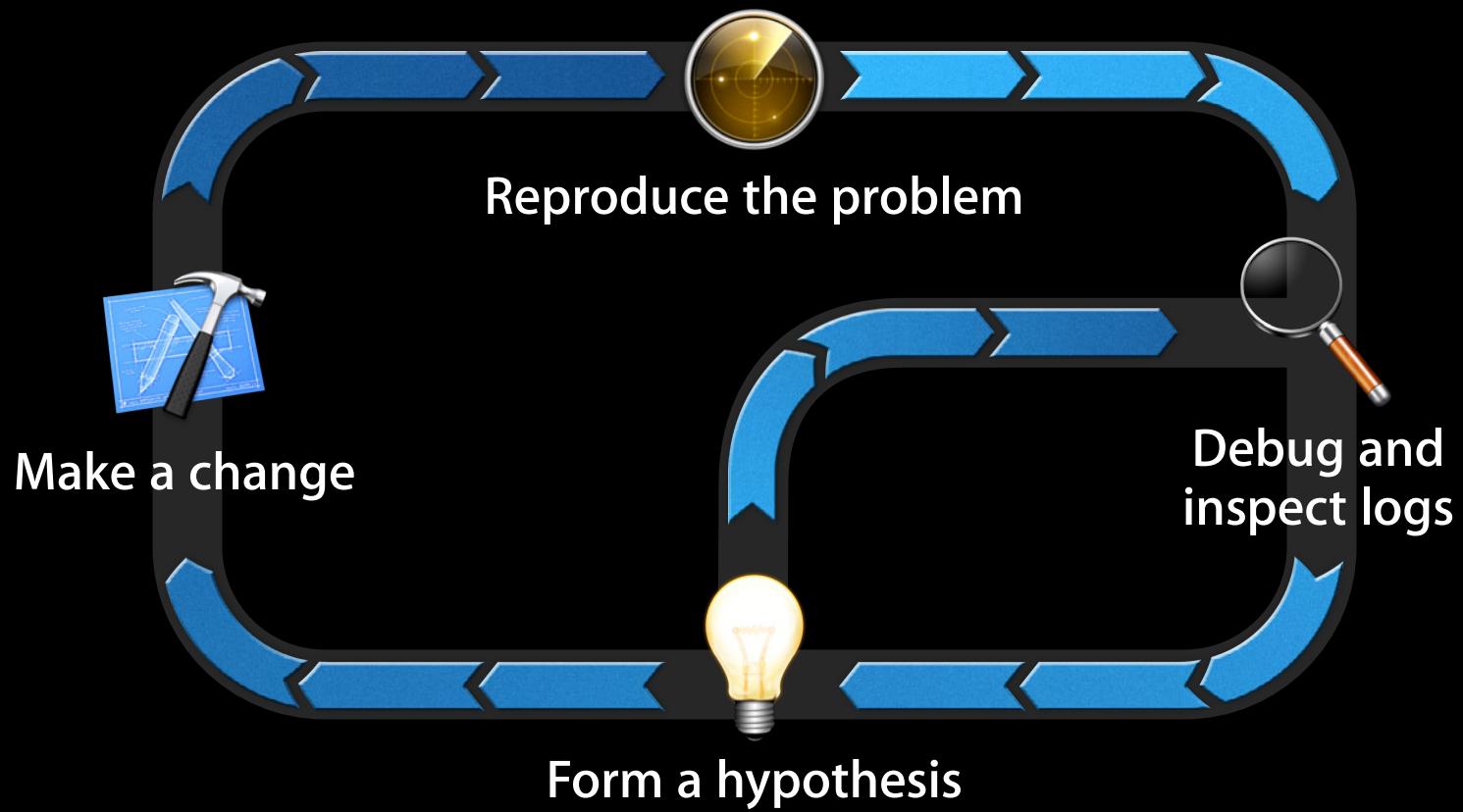


Form a hypothesis

Debug Process



Debug Process



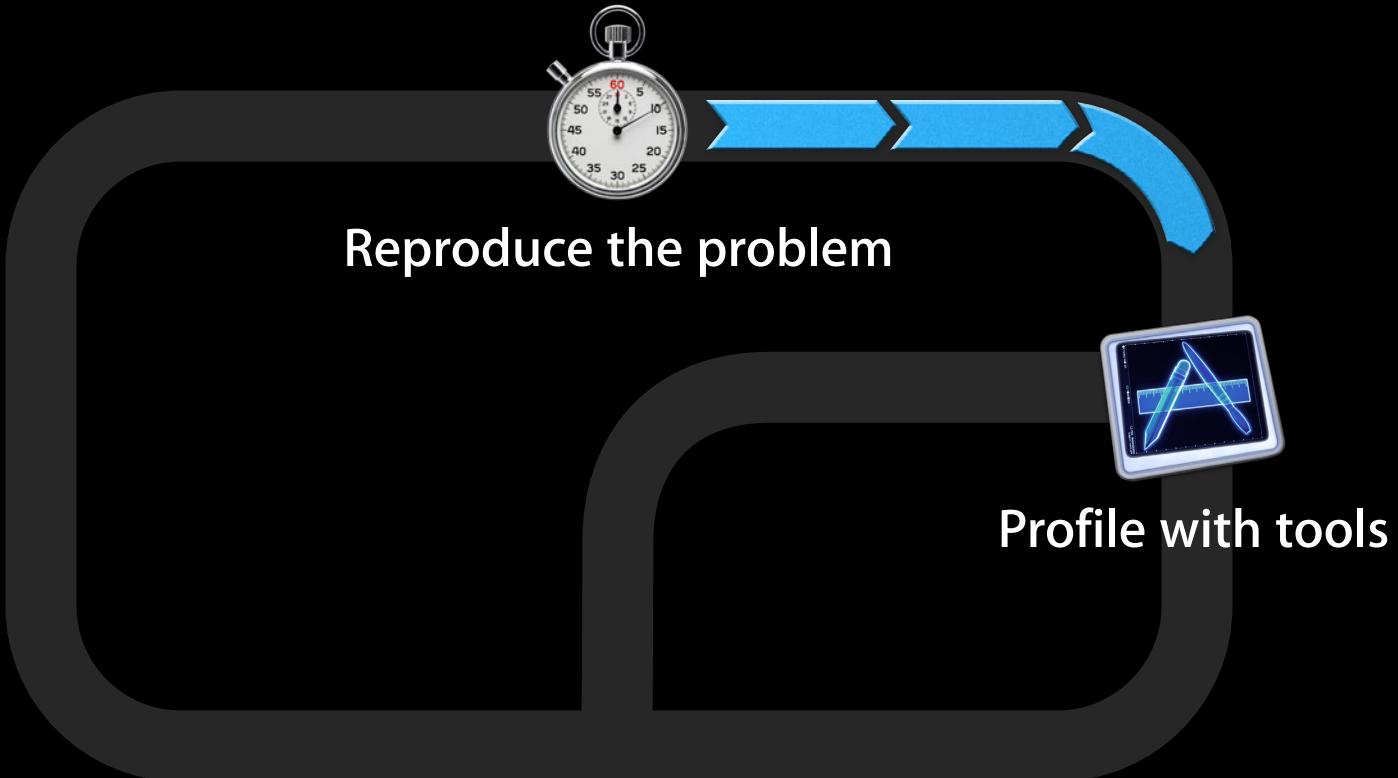
Profile Process

Profile Process

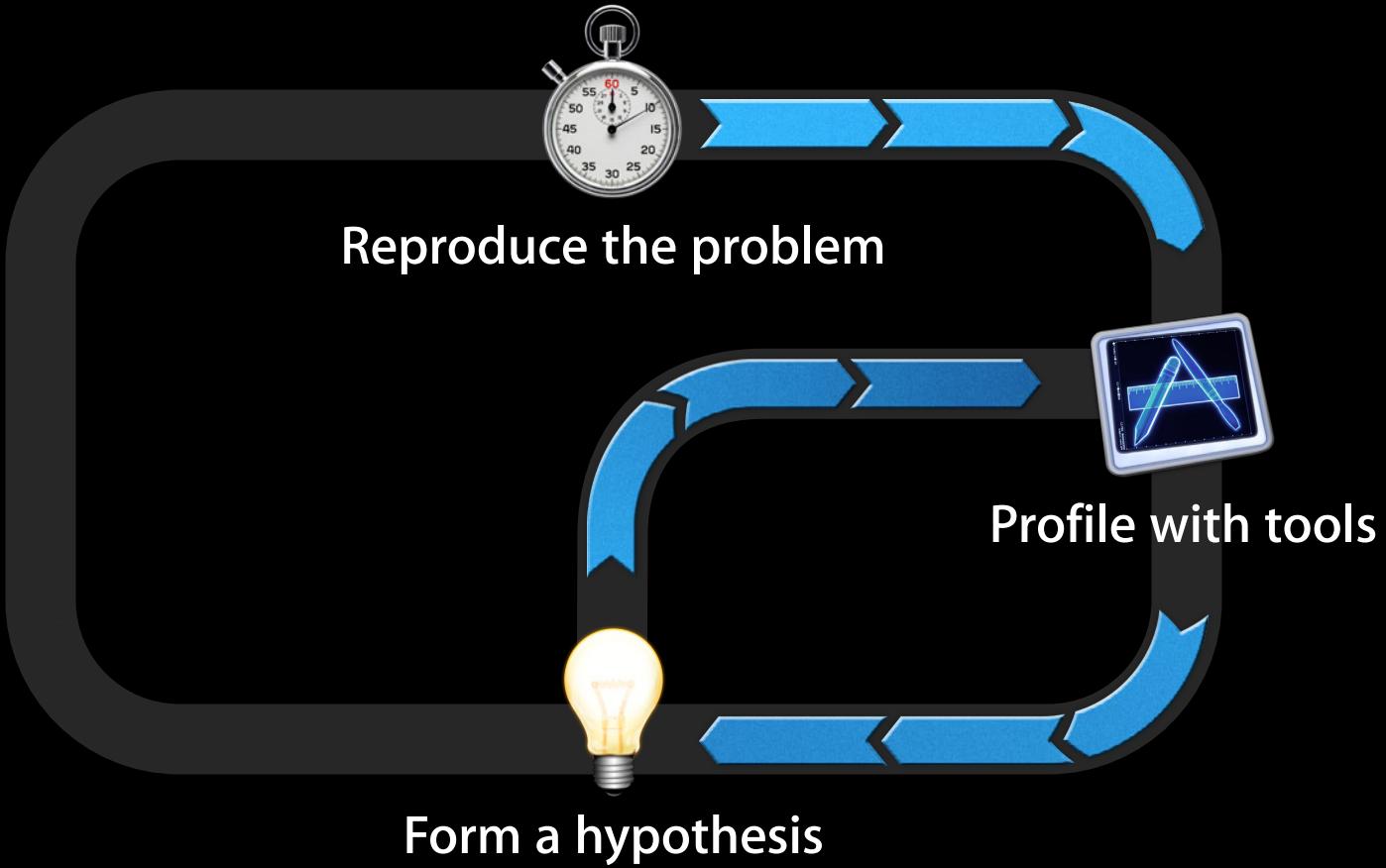


Reproduce the problem

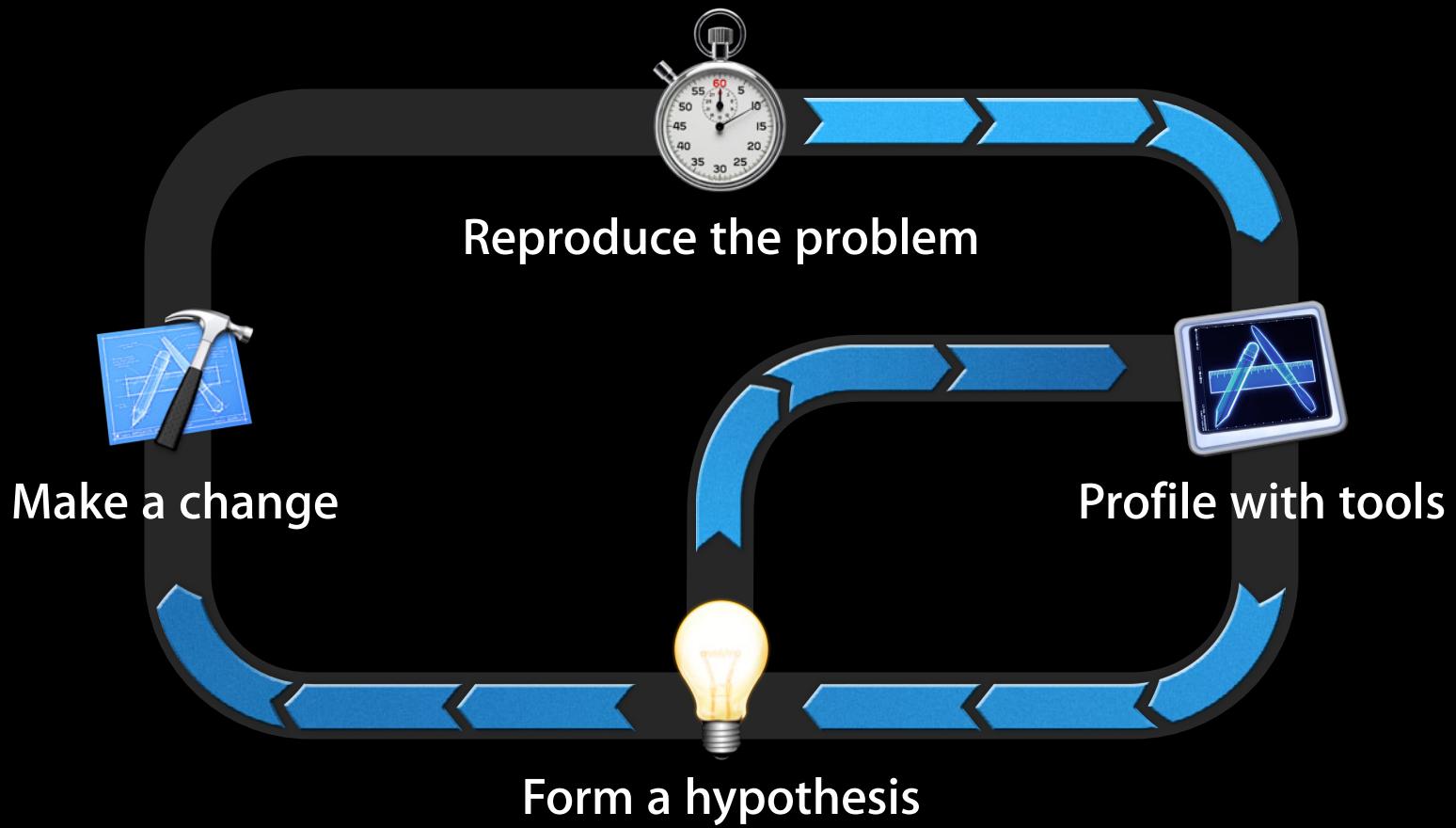
Profile Process



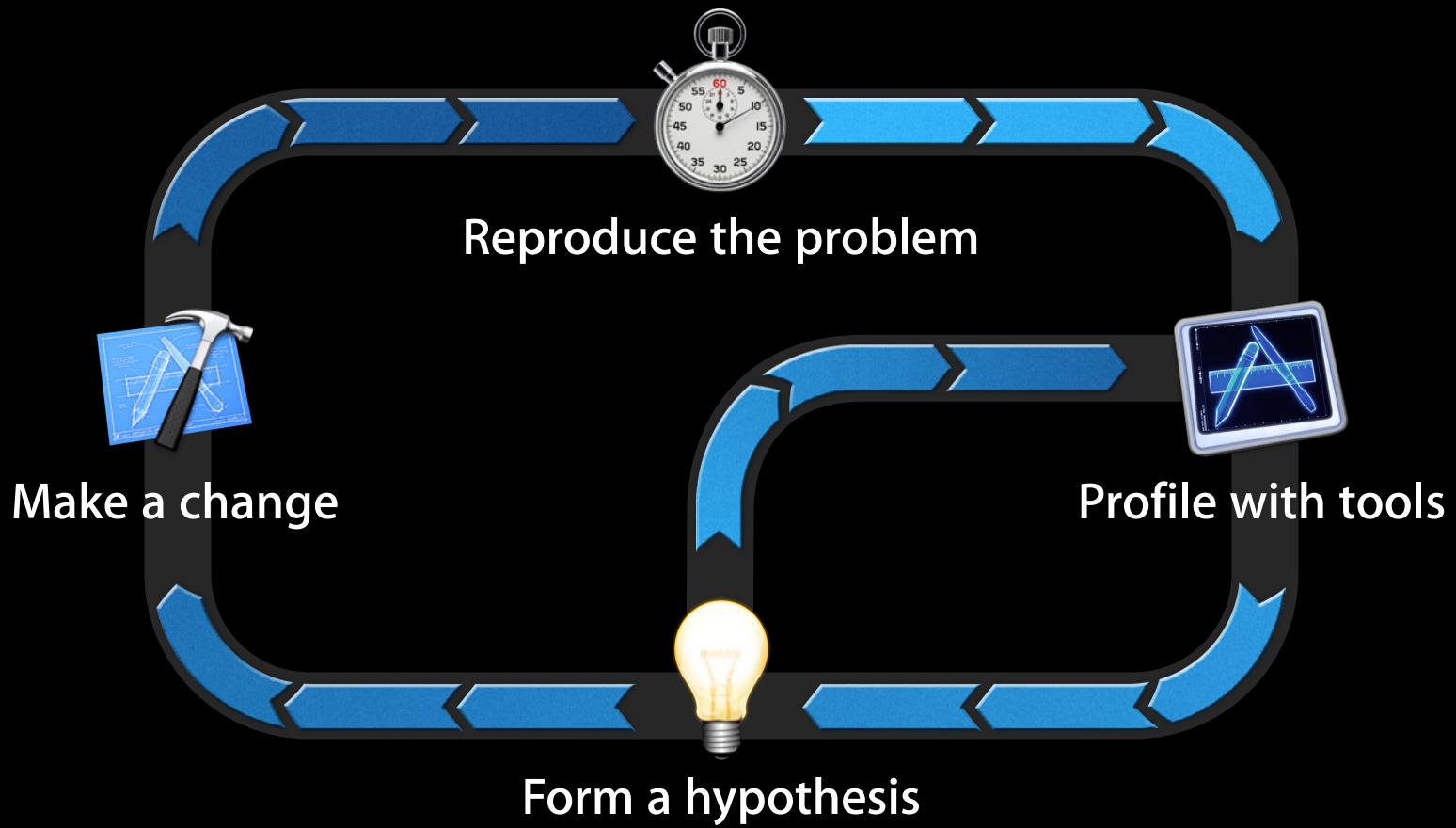
Profile Process



Profile Process



Profile Process



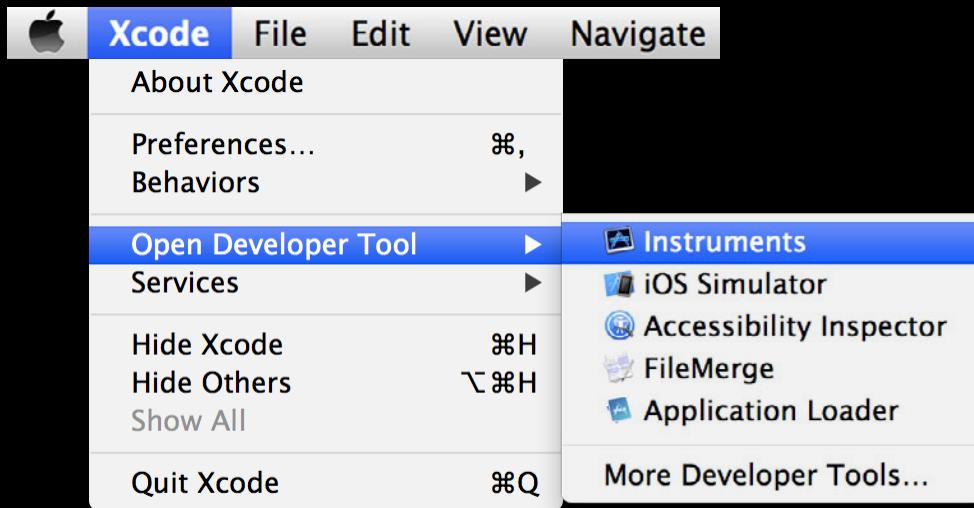
Where Can I Find Instruments?

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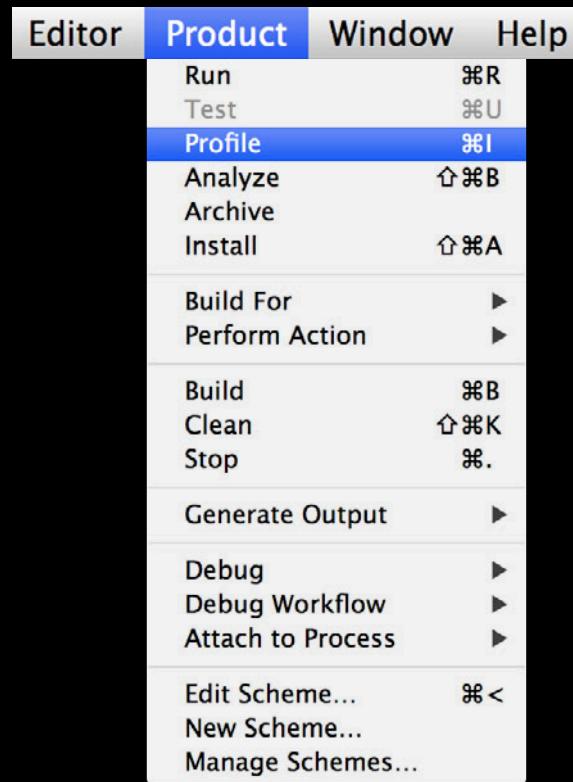


How Do I Access Instruments?

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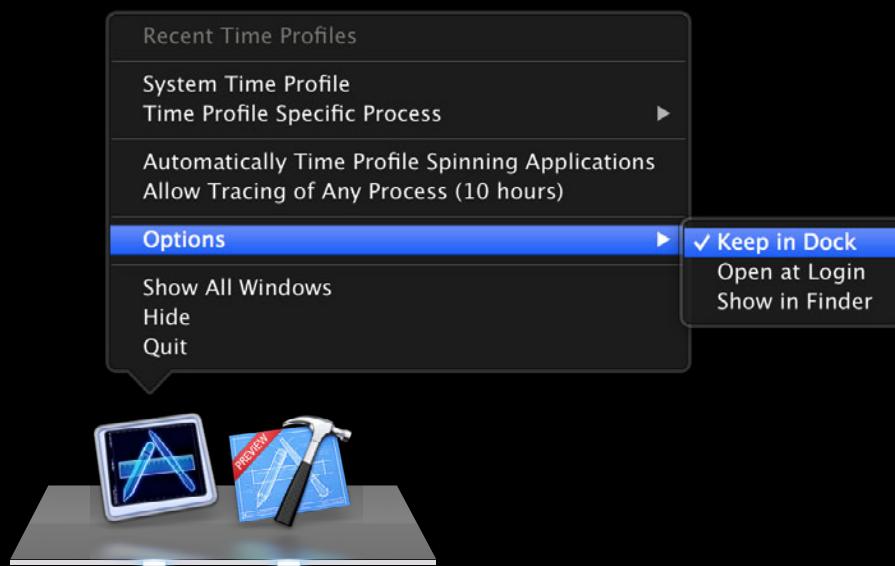


How Do I Access Instruments?

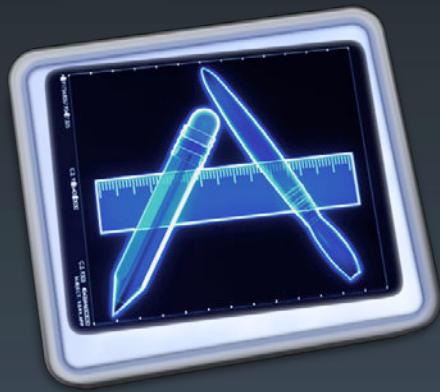


How Do I Access Instruments?

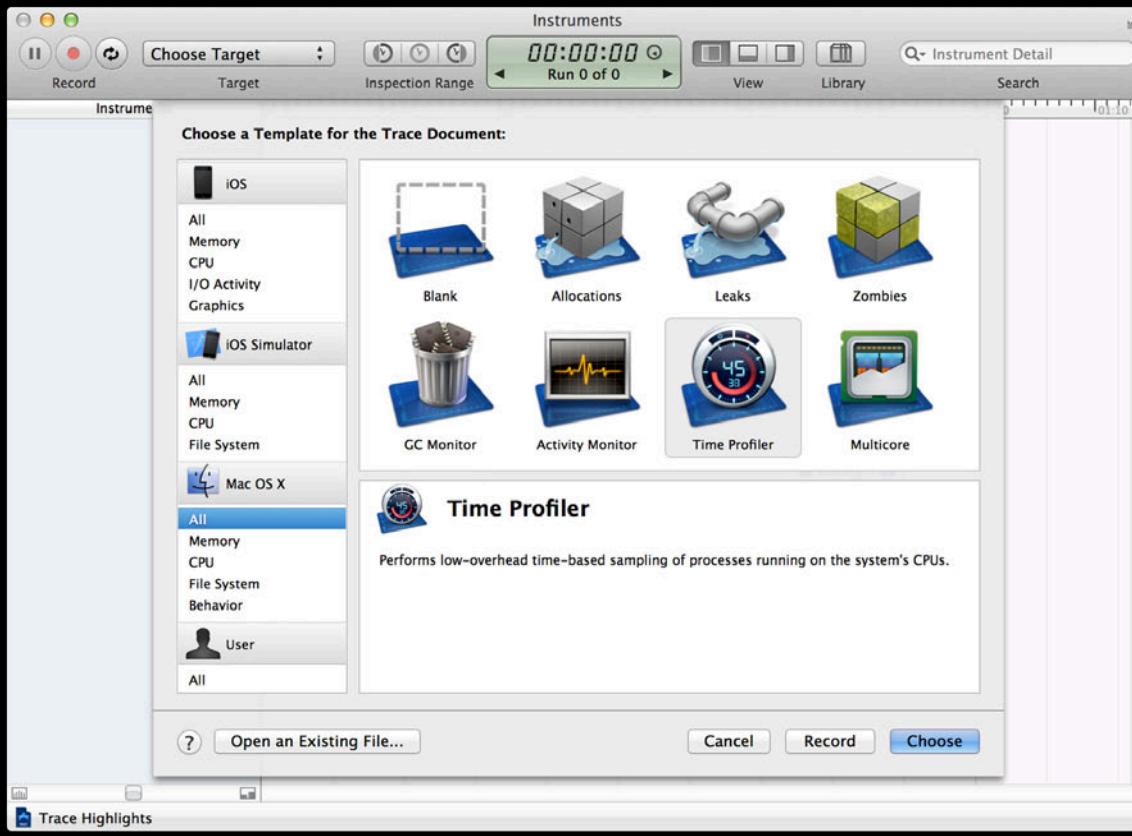
- Pro Tip
 - Right-click and choose Keep in Dock



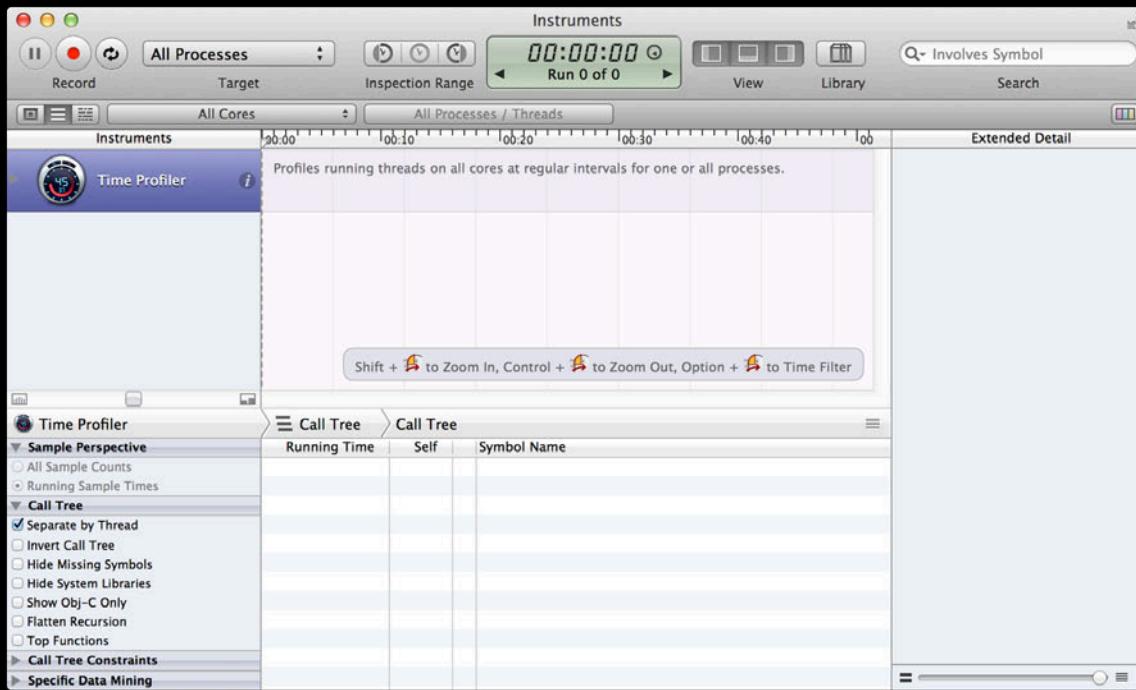
Instruments Tour



Document Model and Templates

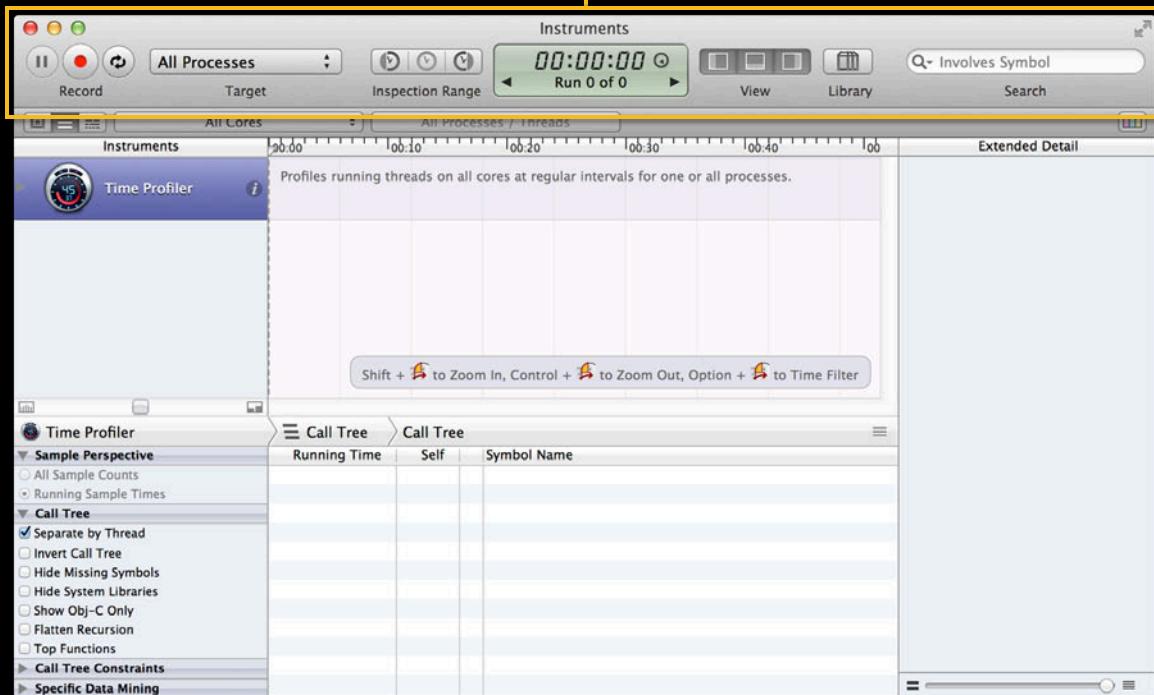


Tour



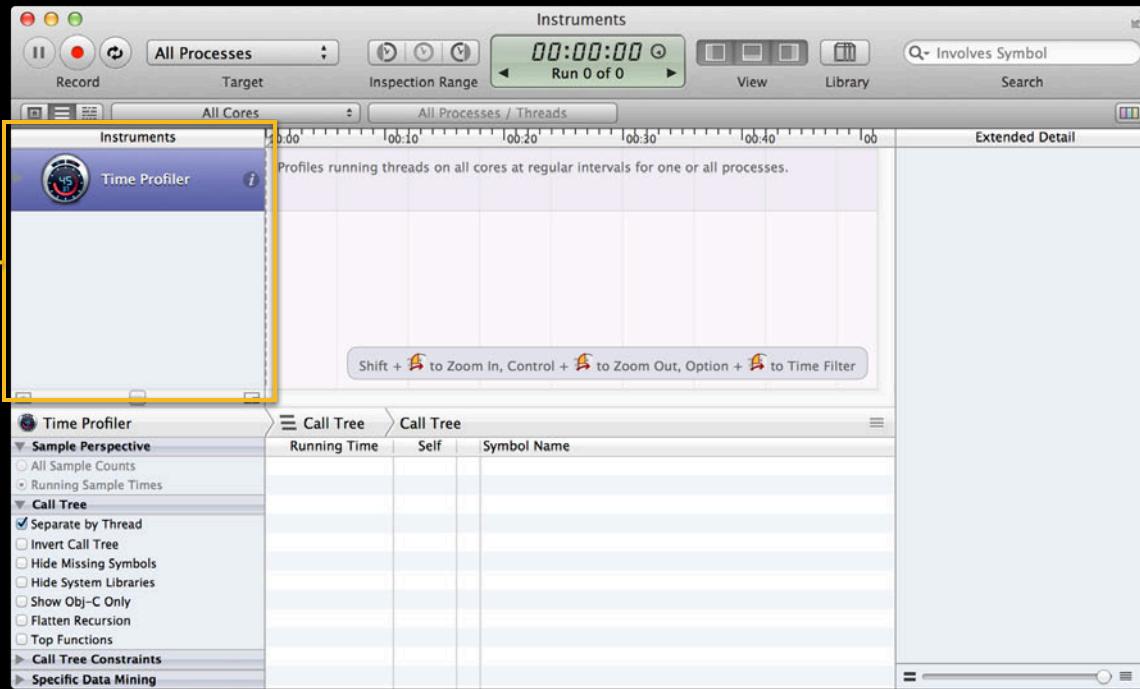
Tour

Toolbar

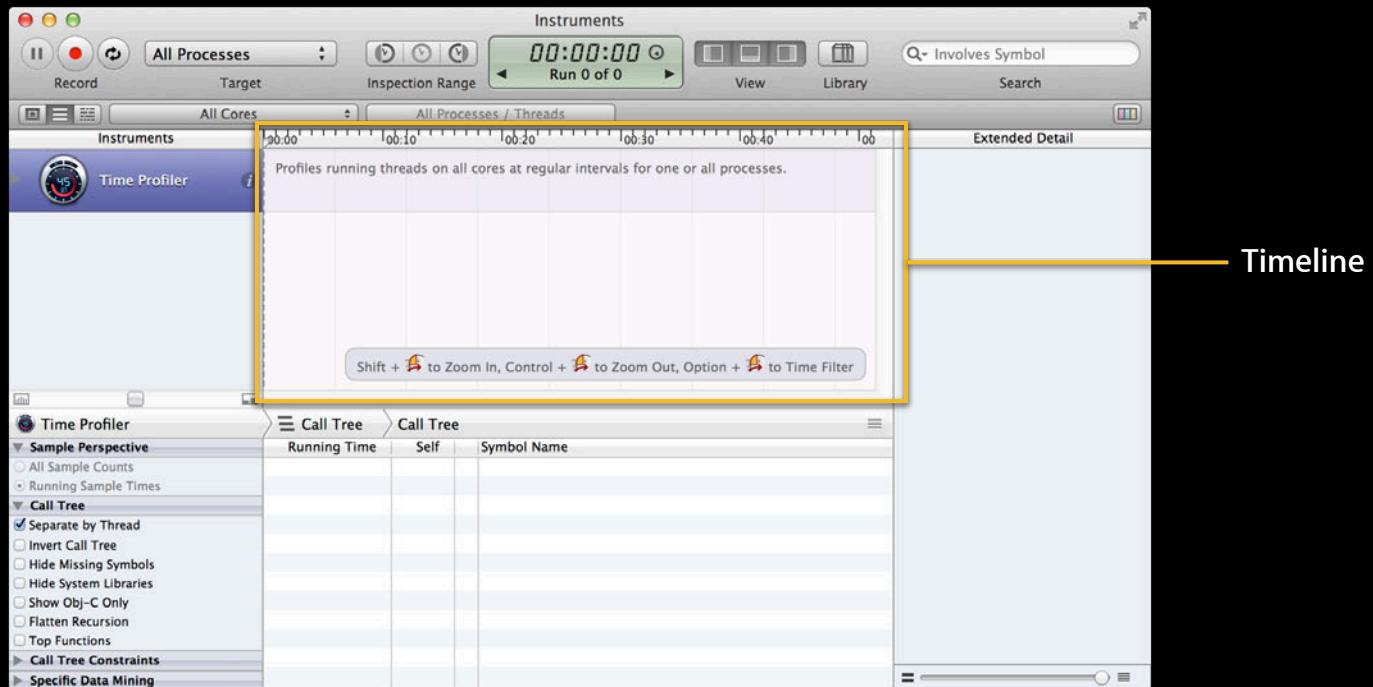


Tour

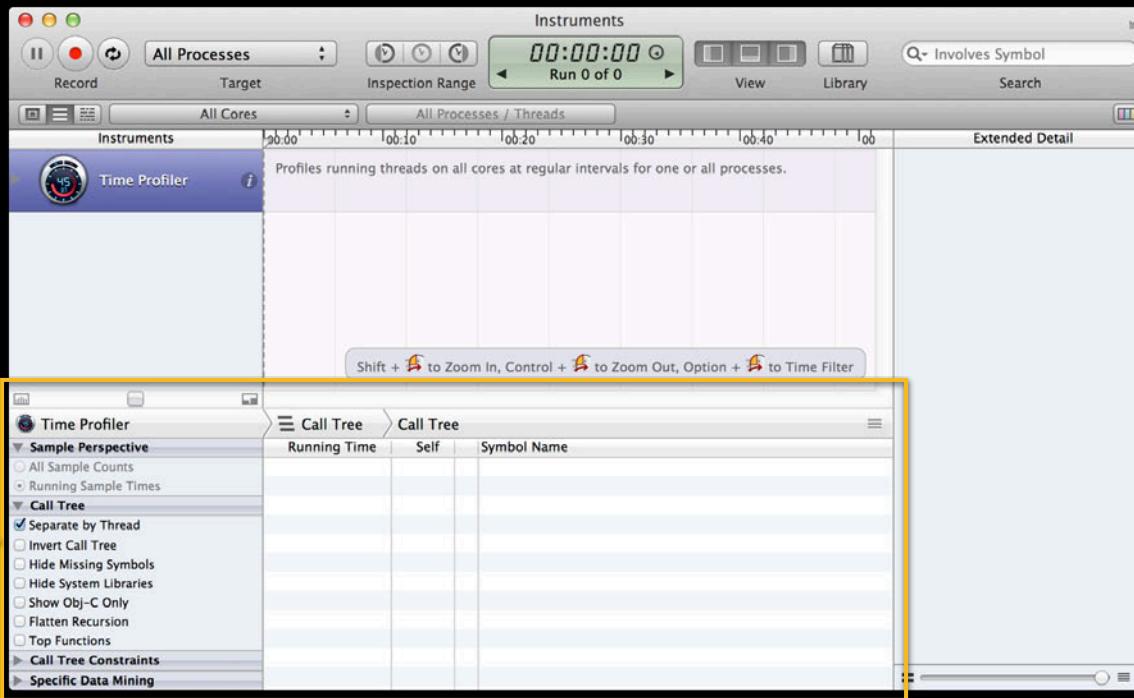
Strategies



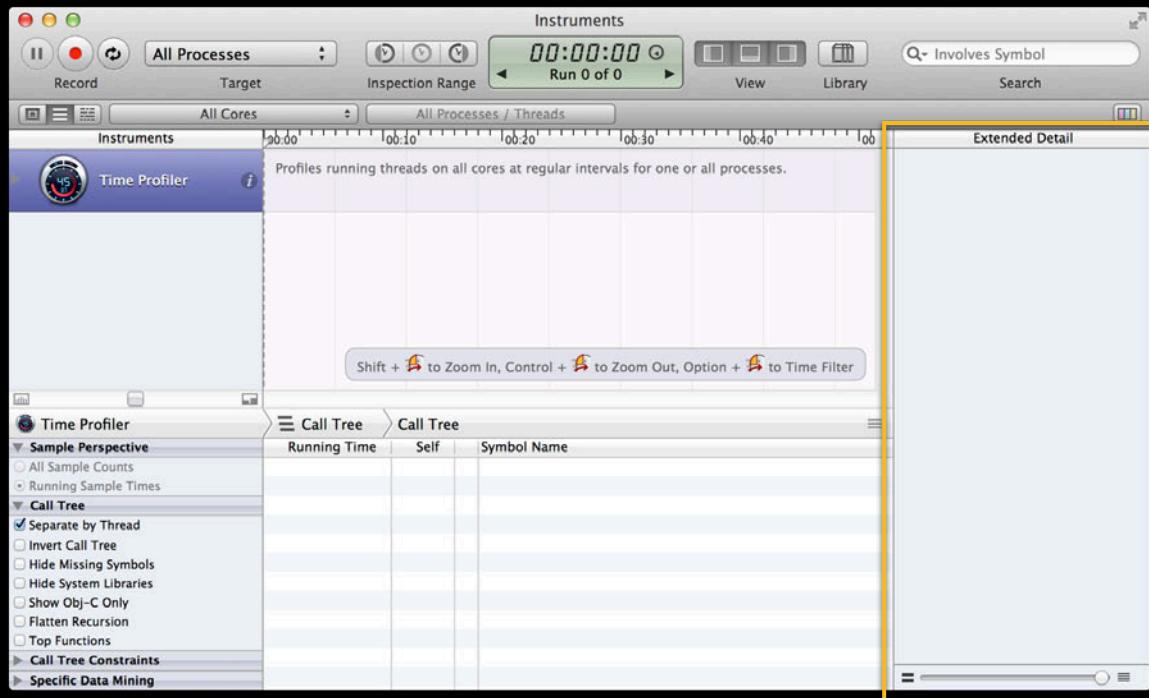
Tour



Tour

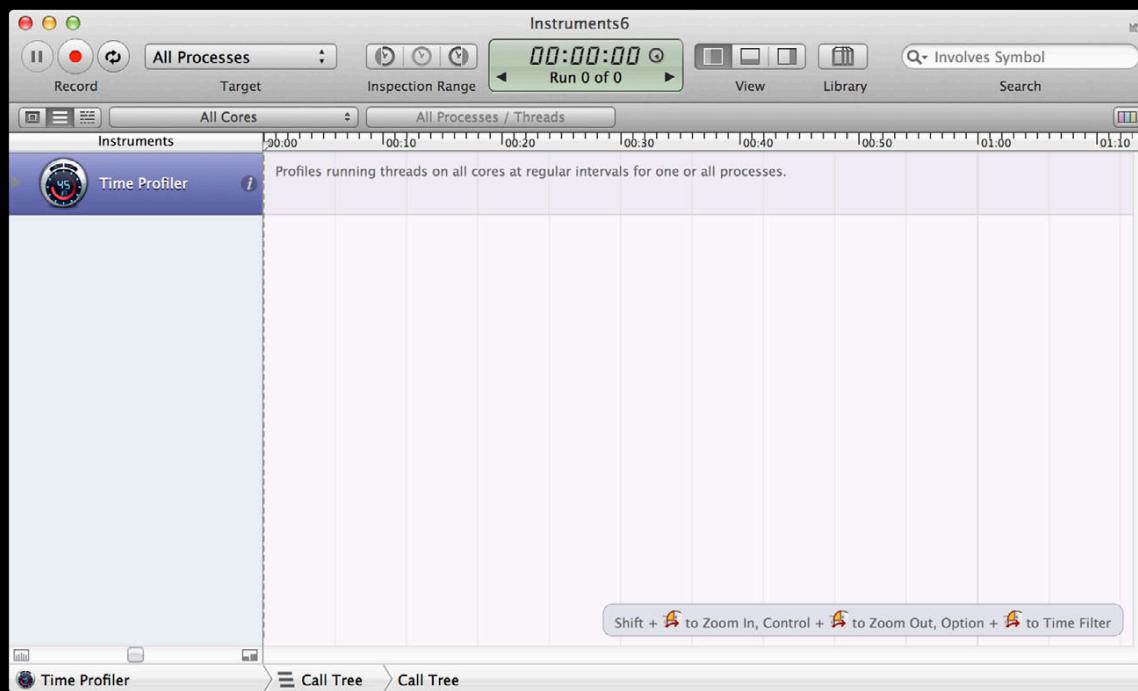


Tour

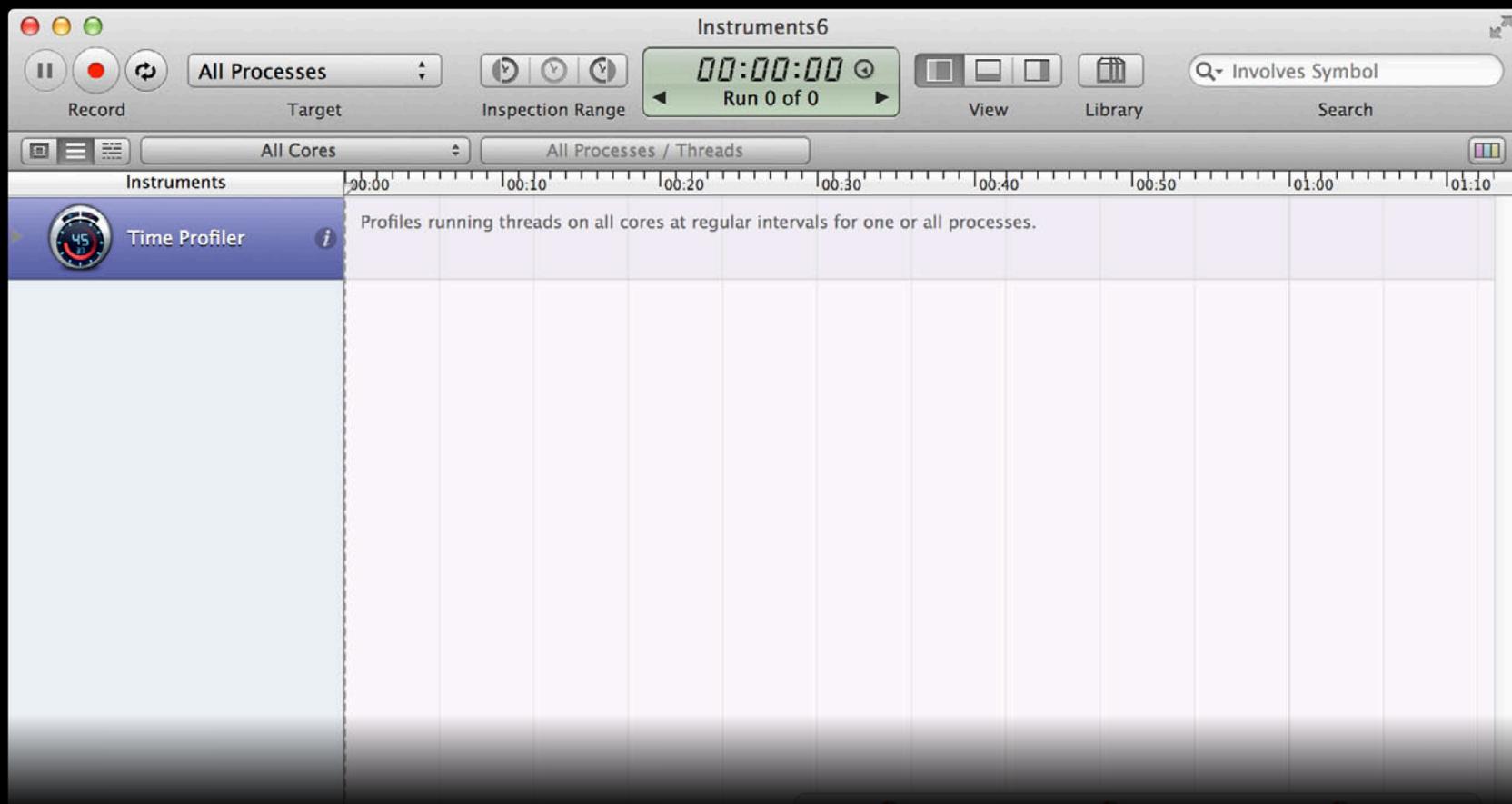


Extended
Details

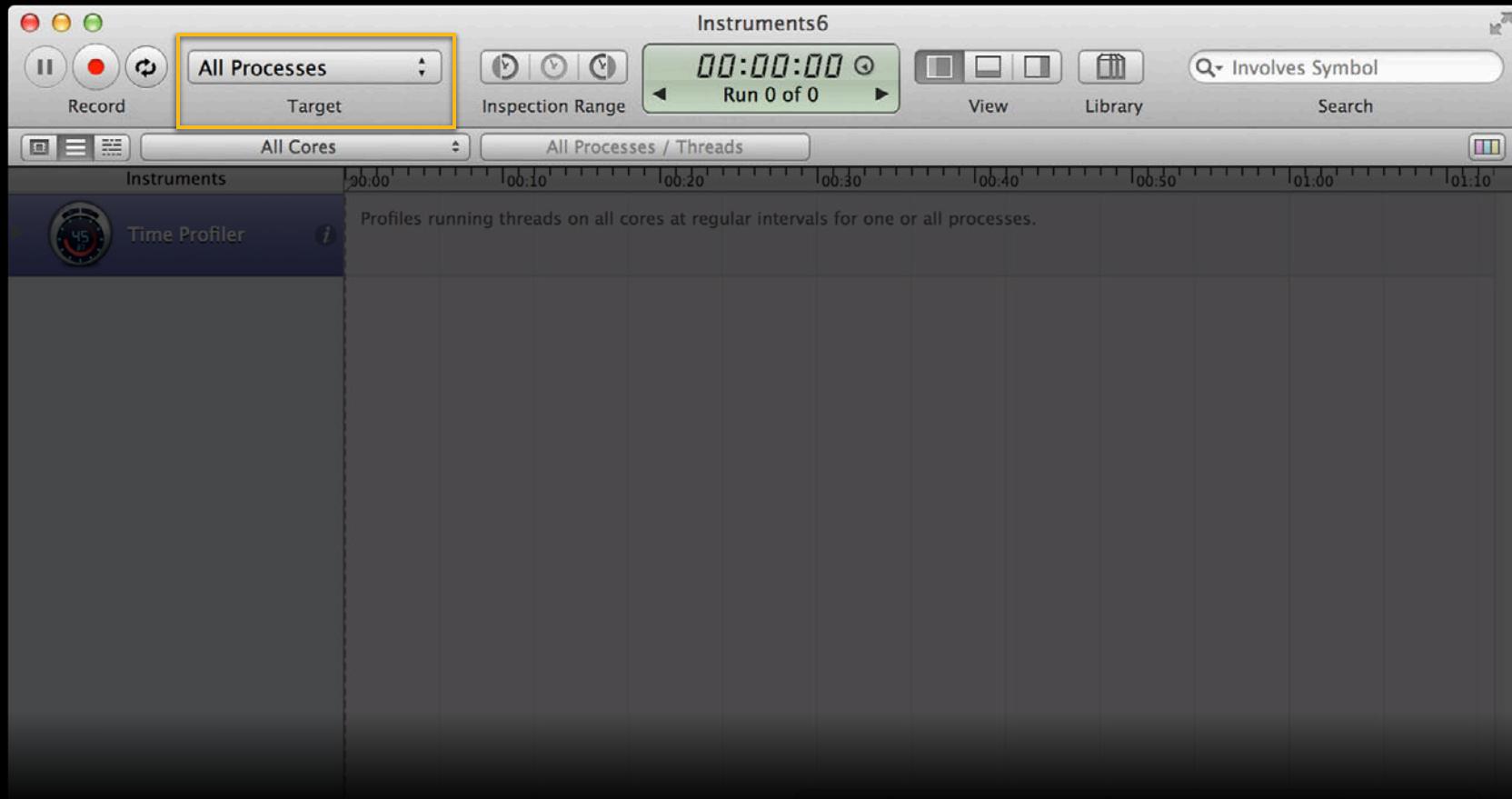
Toolbar



Toolbar

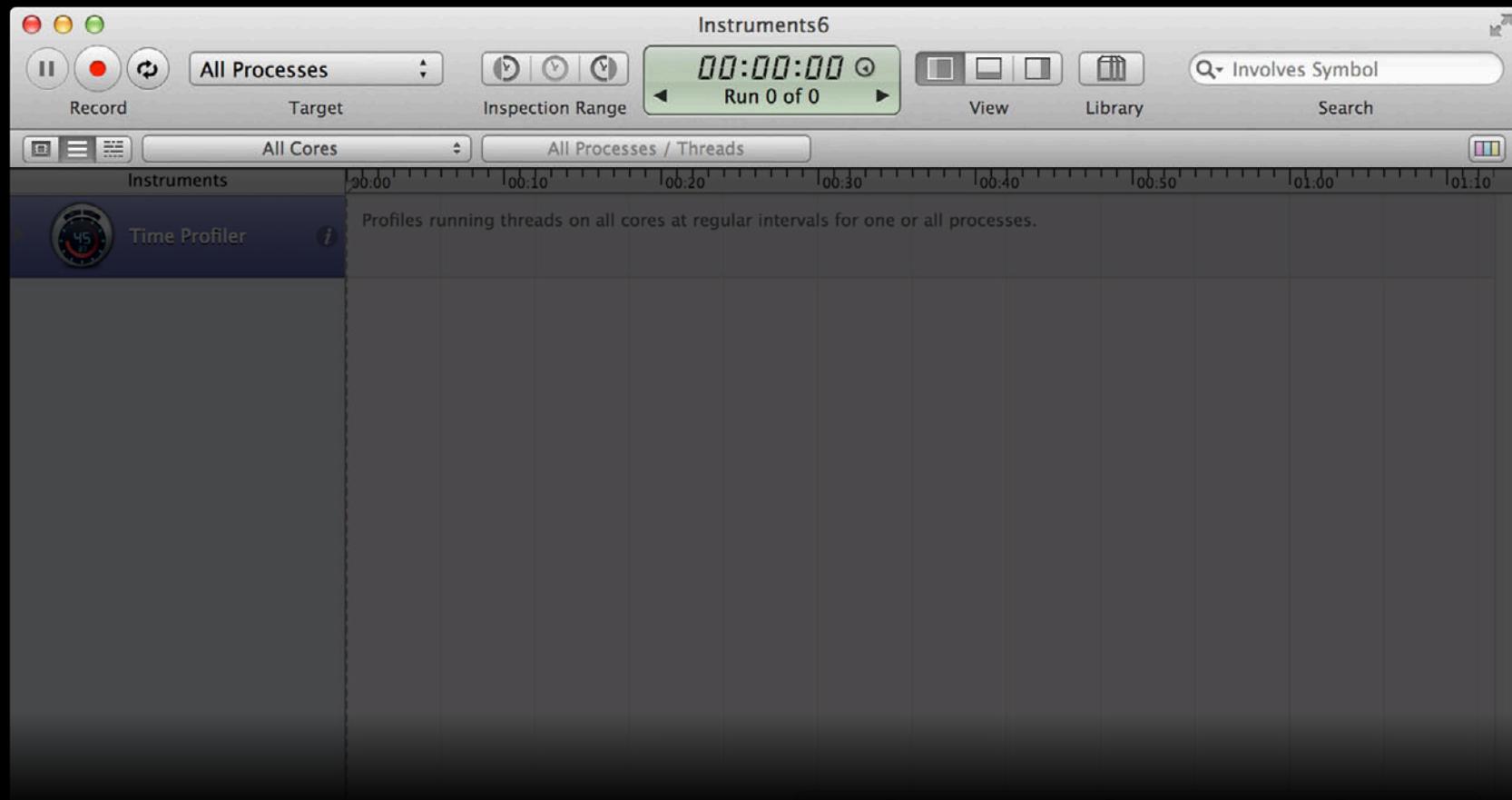


Toolbar



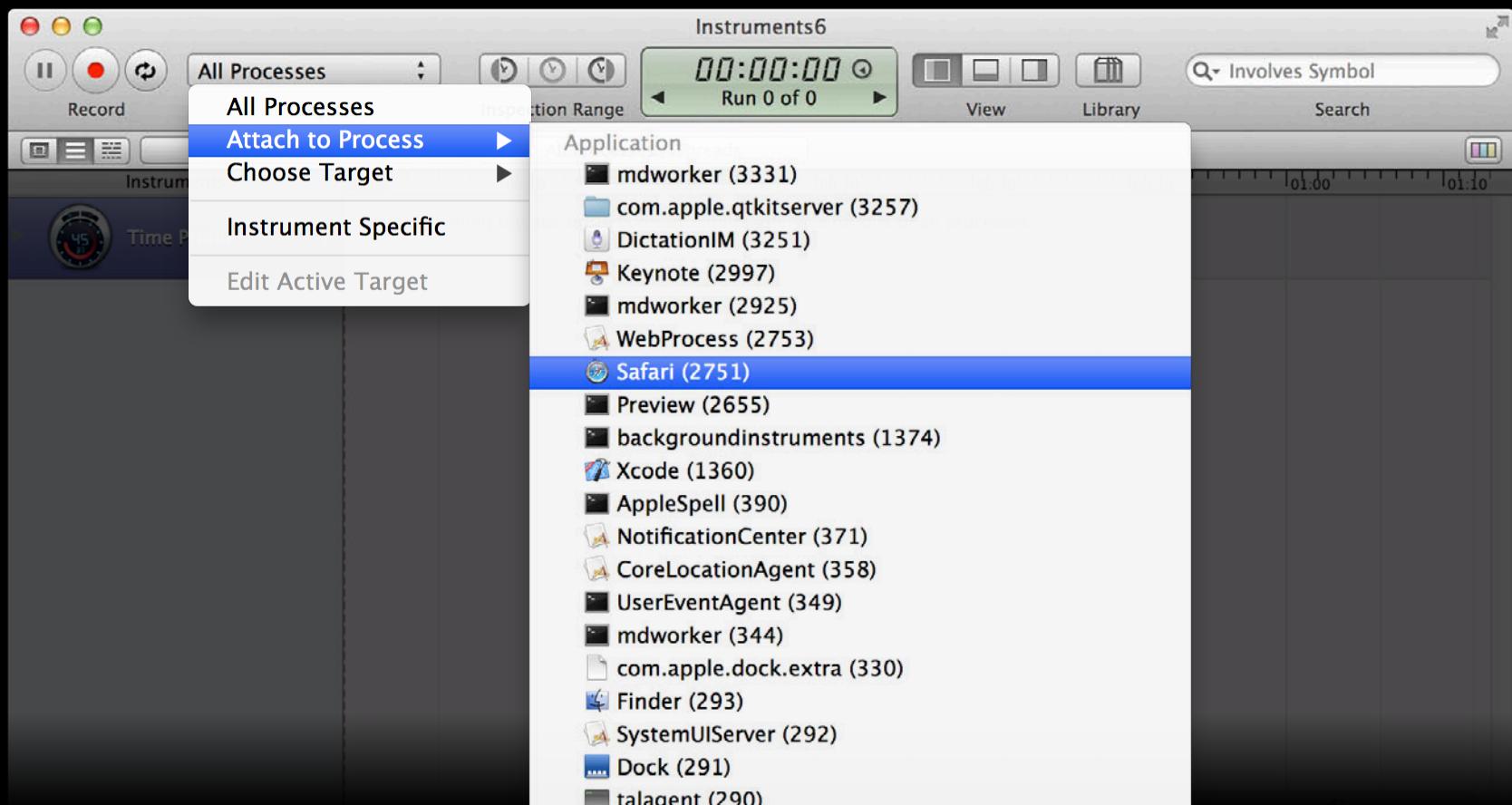
Toolbar

Target menu



Toolbar

Target menu



Toolbar



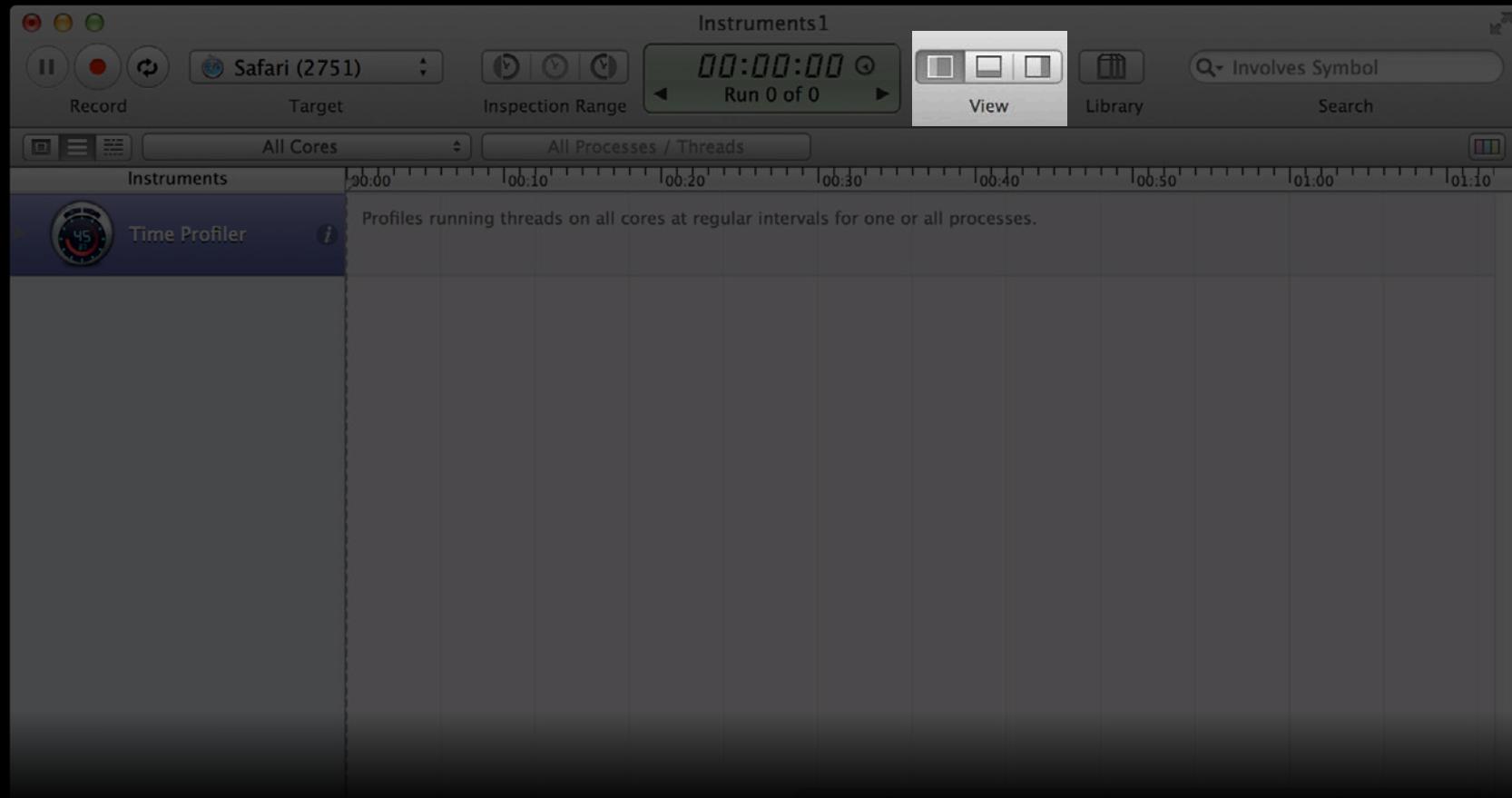
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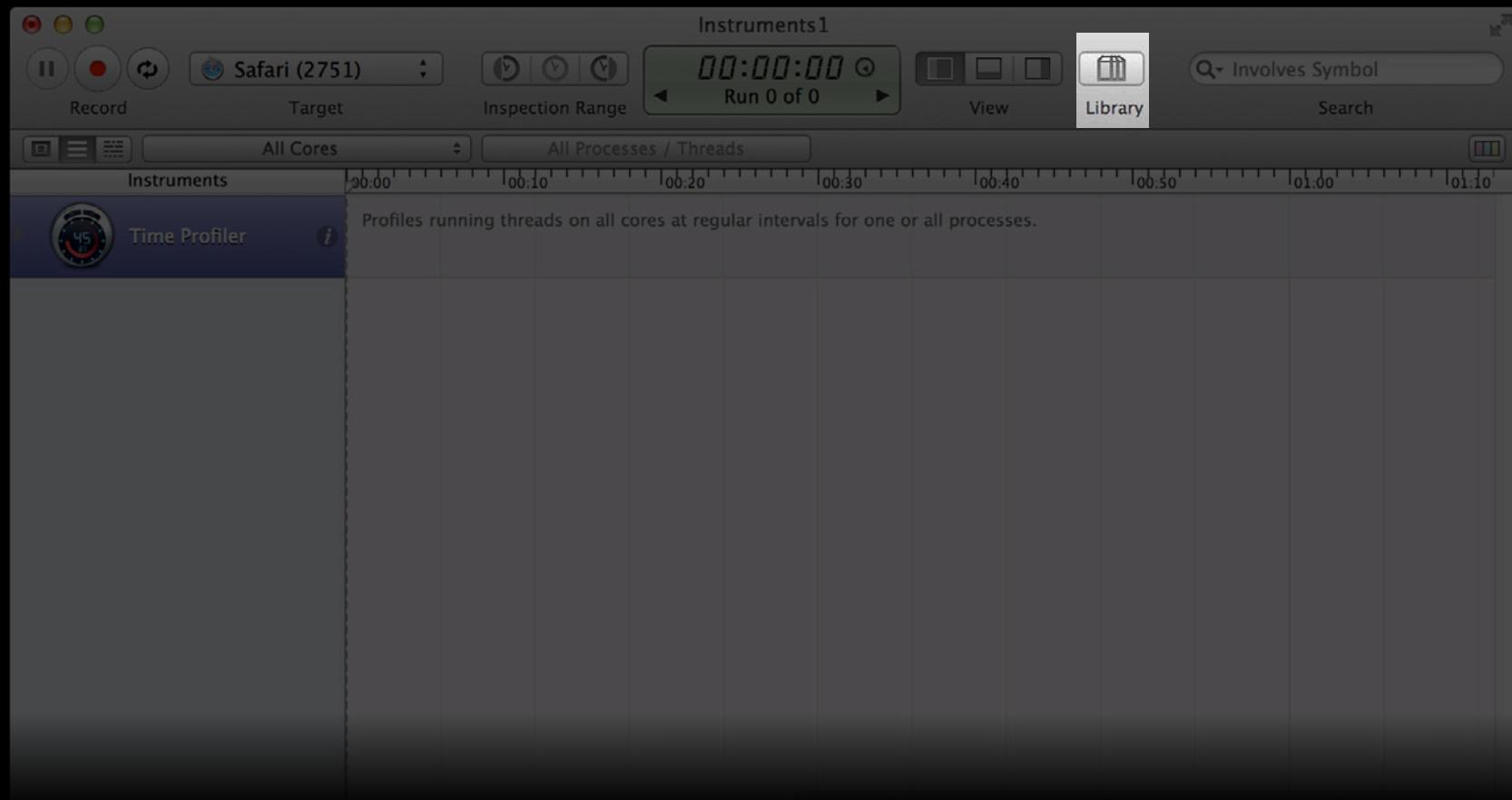
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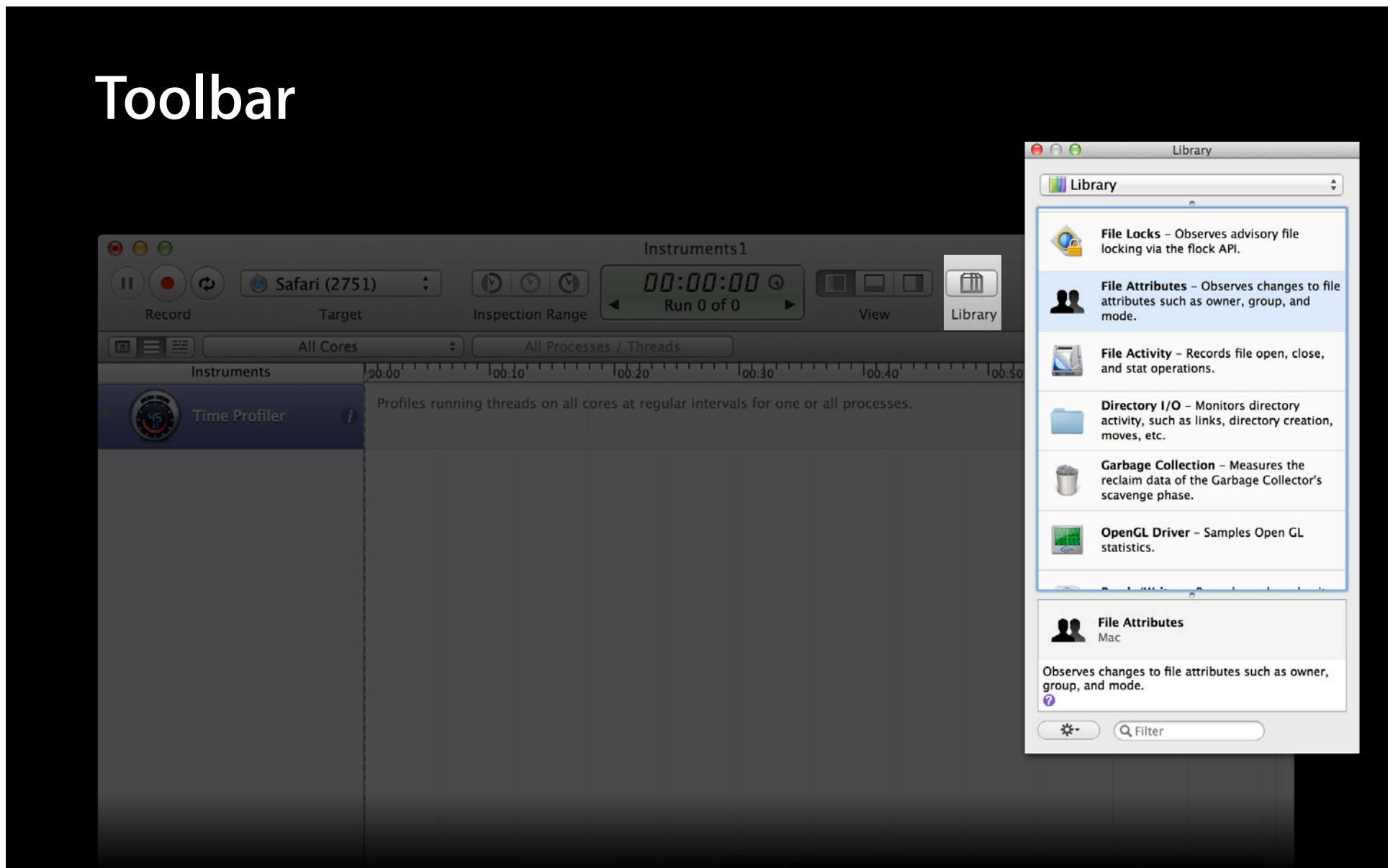
Toolbar



Toolbar

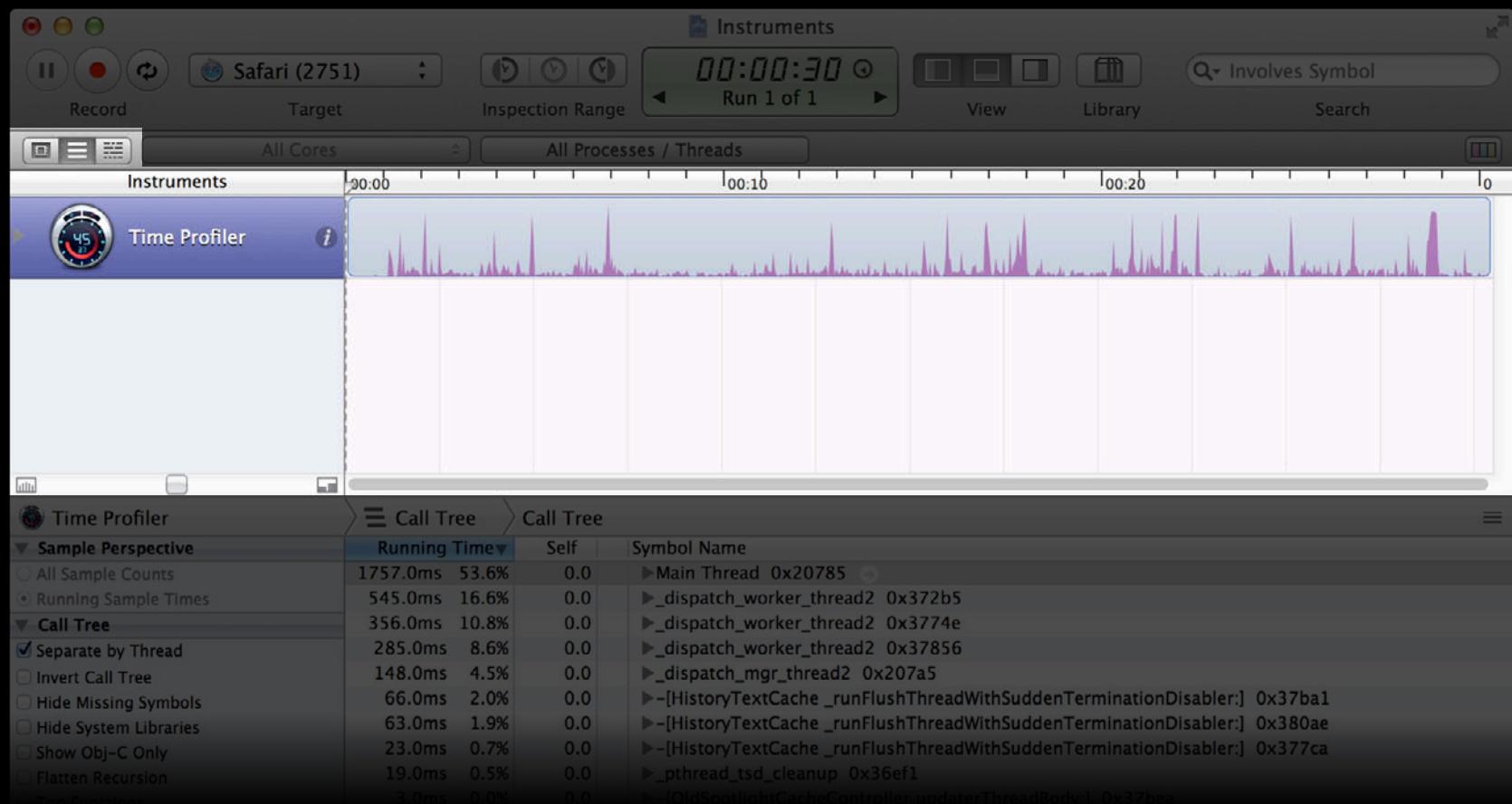


Toolbar



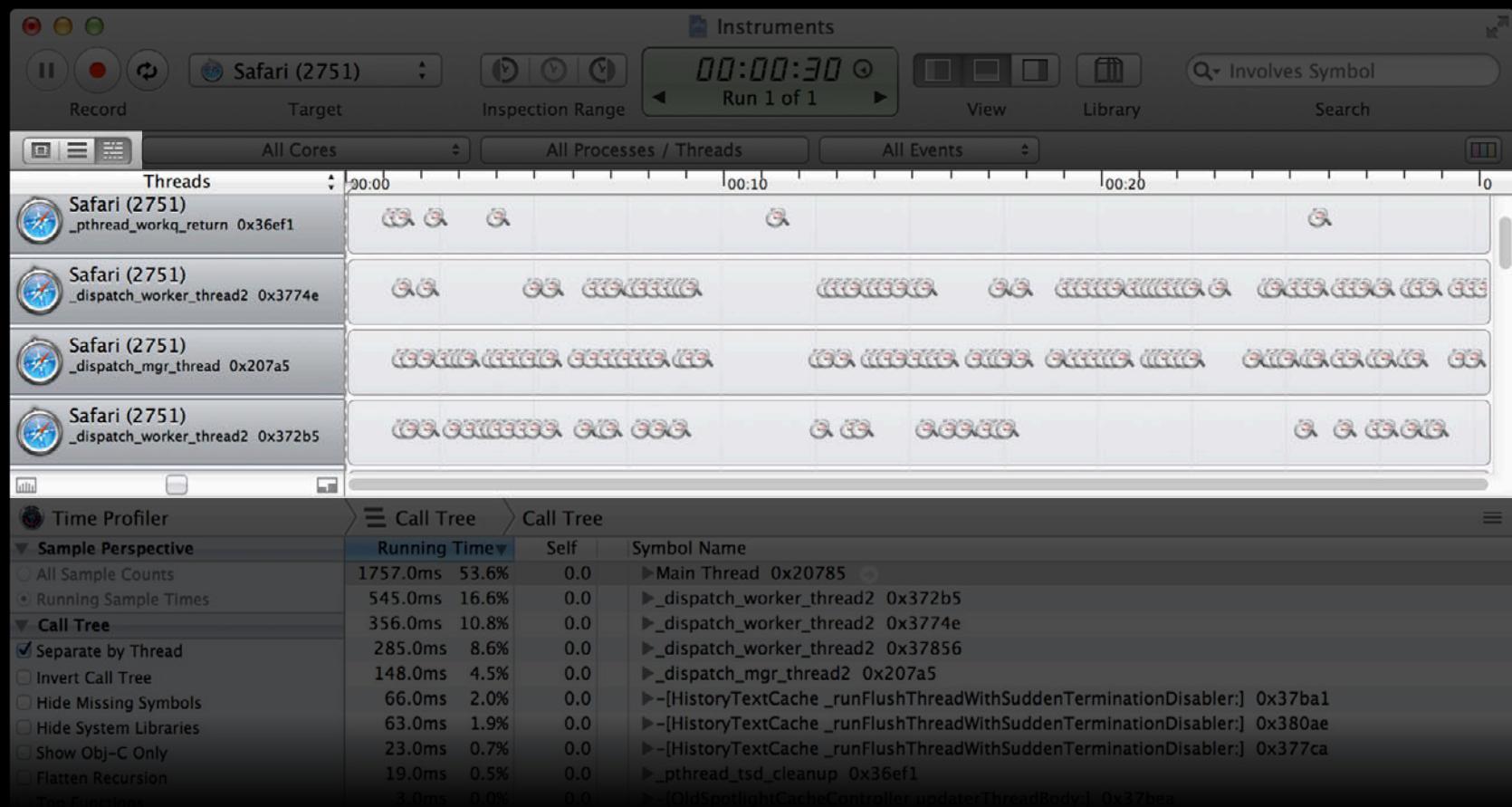
Timeline

Instrument strategy



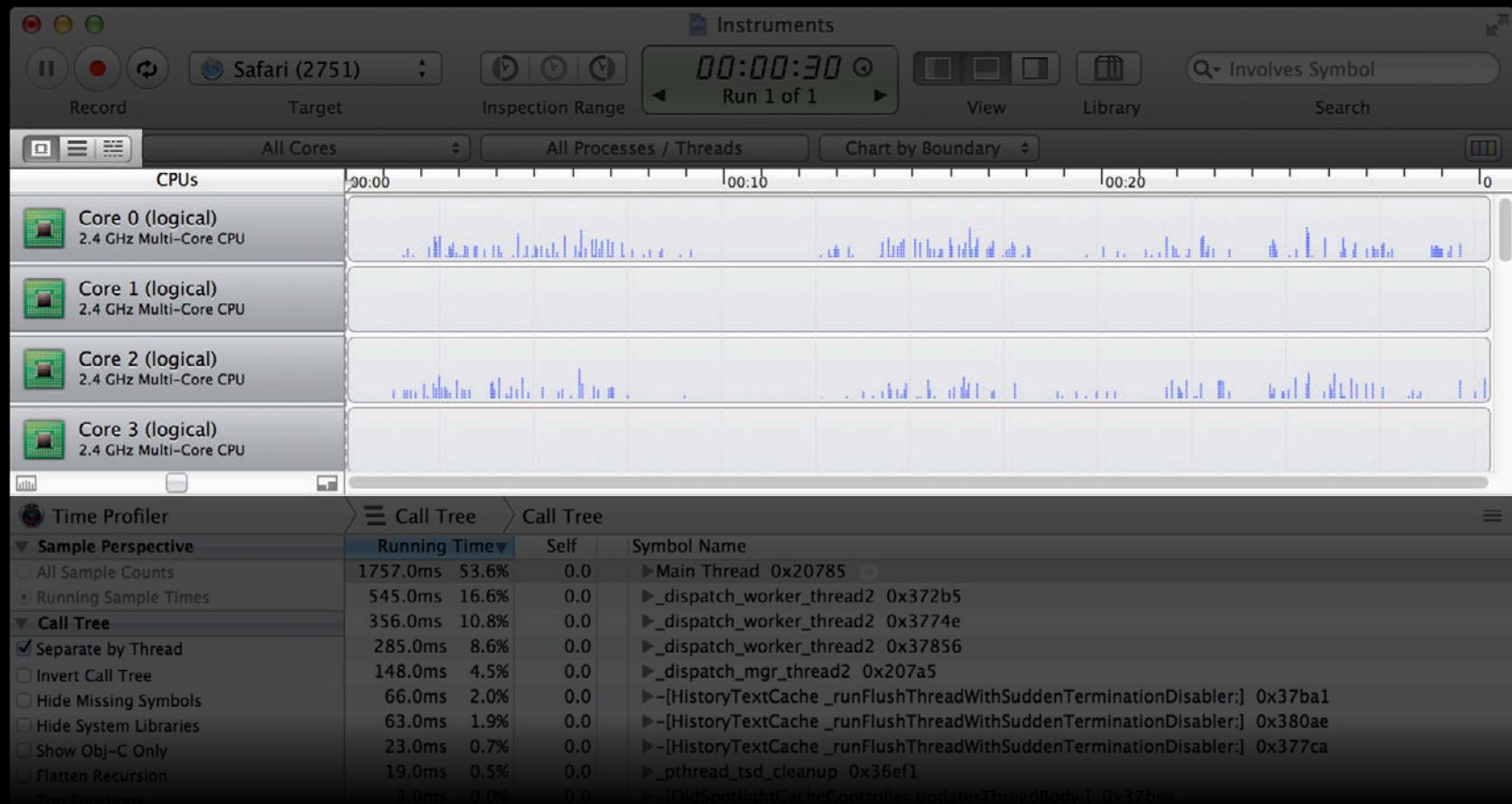
Timeline

Threads strategy

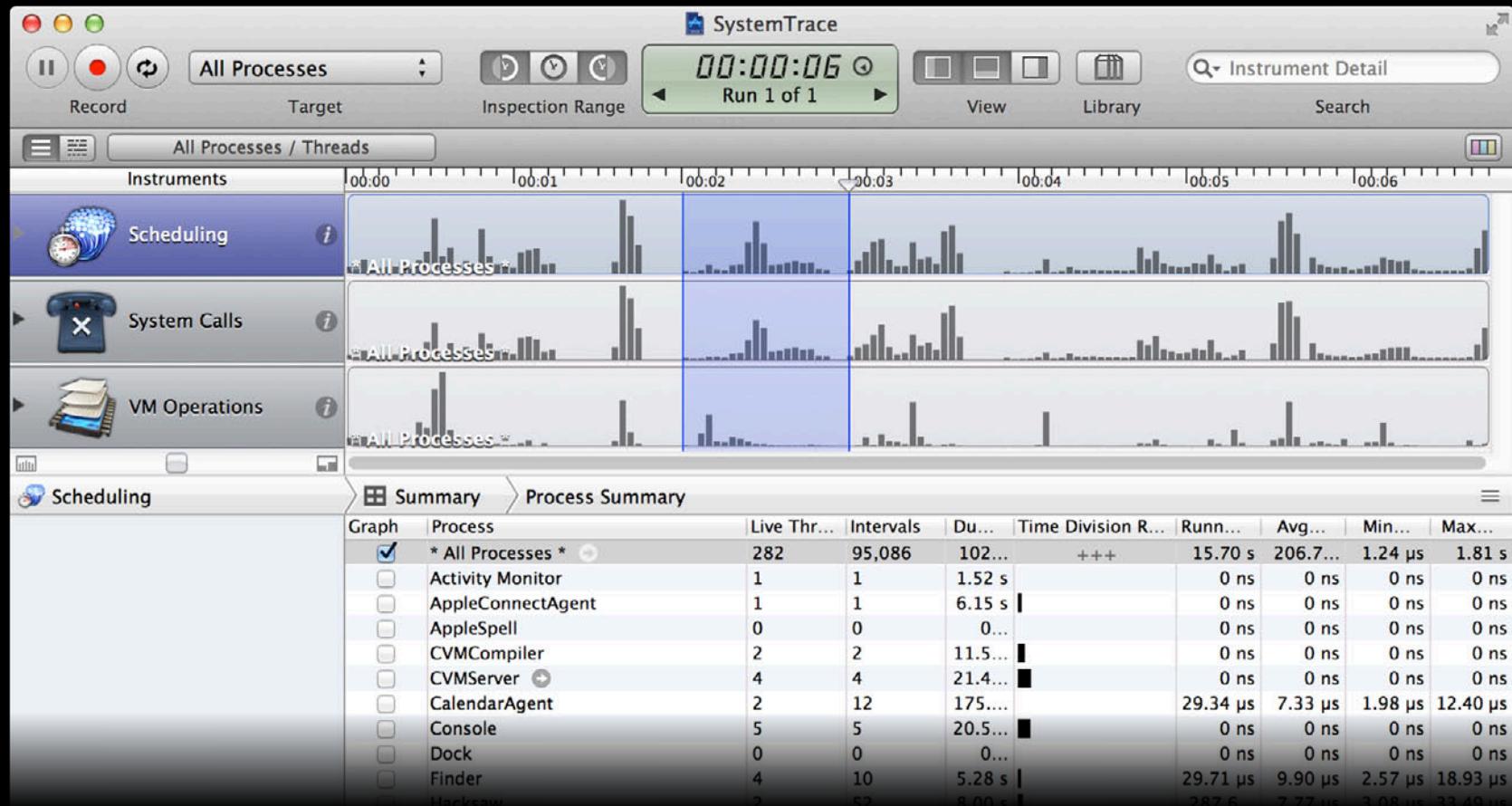


Timeline

CPU strategy

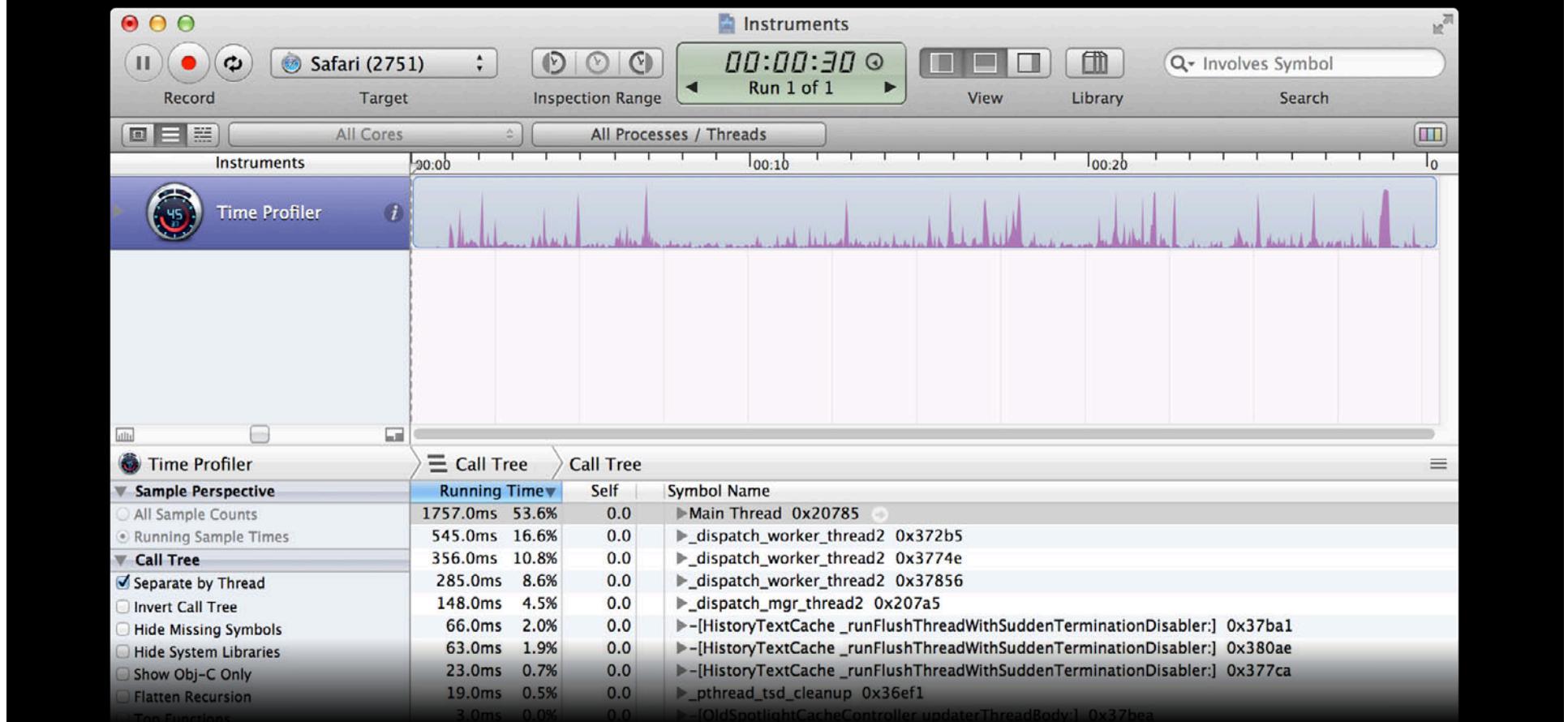


Timeline and Filtering System Trace



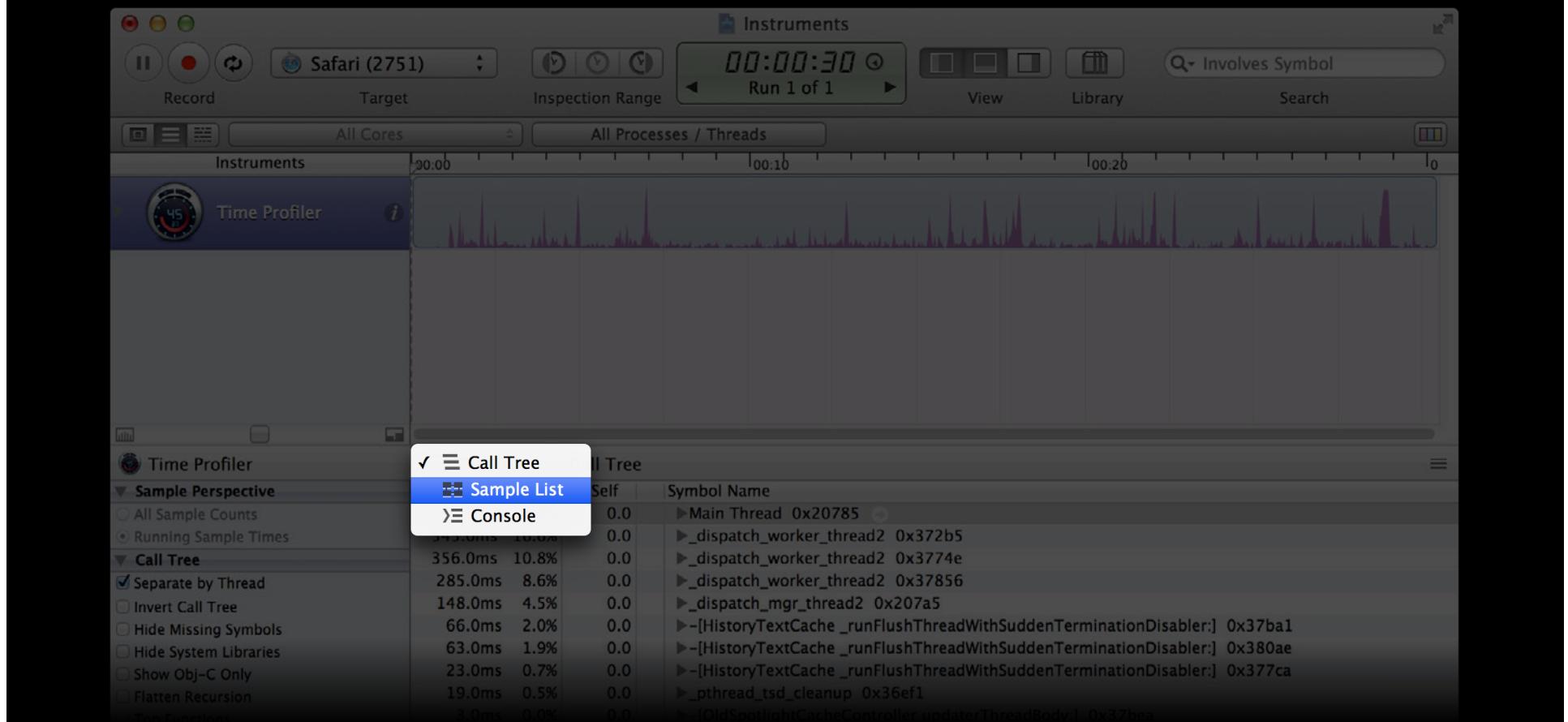
Detail Pane

Call Tree



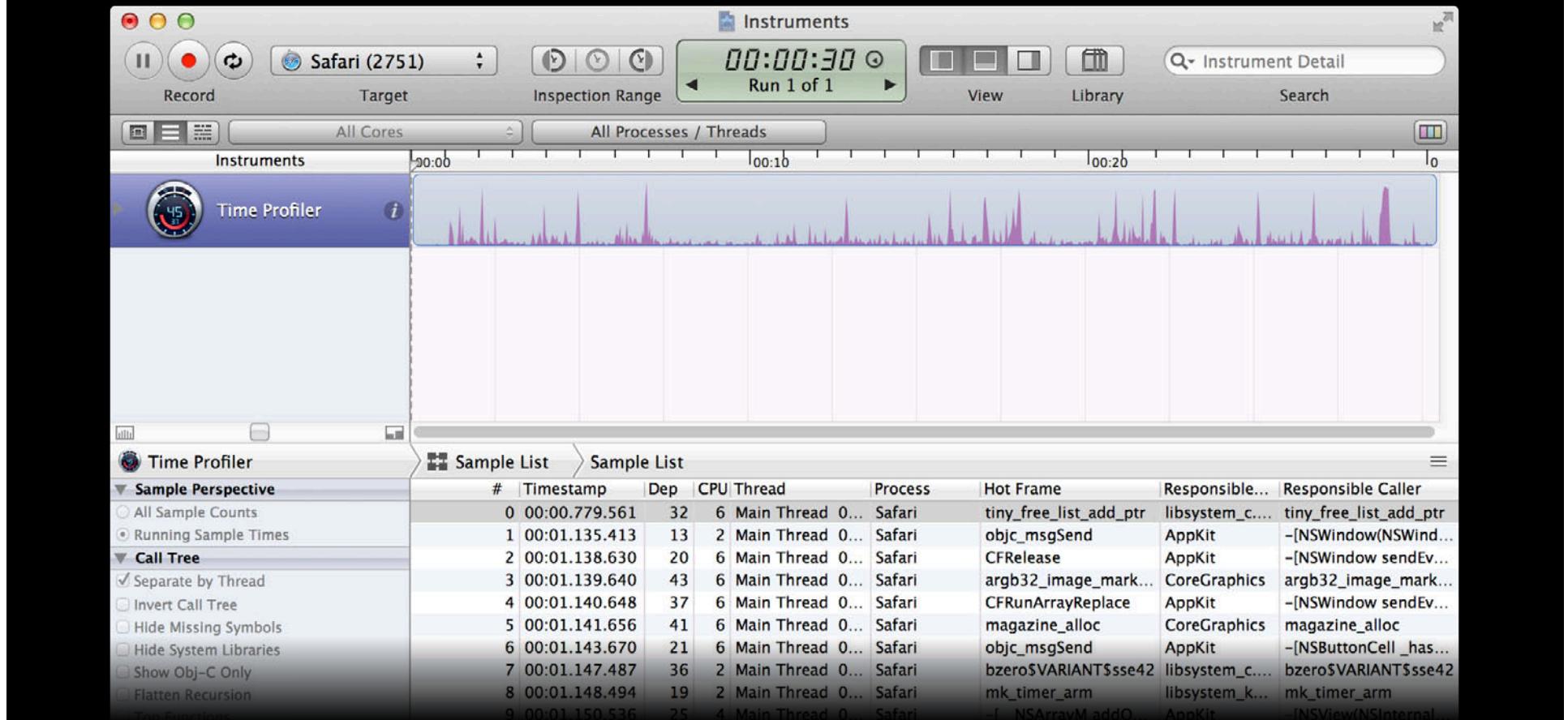
Detail Pane

Call Tree



Detail Pane

Sample List



Detail Pane

Source code

The screenshot shows the Instruments Time Profiler tool interface. The top bar displays "Instruments80" with various controls like Record, Target (set to "Galaxies"), Inspection Range (set to 00:00:13), and View/Library/Search buttons. The main area has tabs for "All Cores" and "All Processes / Threads". On the left, the "Time Profiler" instrument is selected. The "Call Tree" section shows a hierarchy of function calls. The bottom pane displays the source code for a file named "hud.cpp". The code implements a function `unsigned int value_texture_for<int>(int const&)` which uses `sprintf` to create a buffer and then looks up a texture value in a map. Two specific lines of code are highlighted with yellow and red bars indicating their execution time: `sprintf(buffer, "%u", i);` (25.0% of the total time) and `GLuint texture = value_textures[text];` (75.0% of the total time). The right side of the interface shows an "Extended Detail" panel with an "Annotations" section listing the two highlighted lines with their respective percentages.

```
125     , VALUE_WIDTH, VALUE_HEIGHT);
126
127 static std::string stringify(unsigned i)
128 {
129     char buffer[16];
130     sprintf(buffer, "%u", i);
131     return buffer;
132 }
133
134 template <class T>
135 GLuint value_texture_for(const T &t)
136 {
137     std::string text = stringify(t);
138     GLuint texture = value_textures[text];
139
140     if (texture == 0)
141     {
142         texture = value_texture(text);
143         value_textures[text] = texture;
144     }
}
```

Annotations

Source

75.00% GLuint texture = value_textures[text];

25.00% sprintf(buffer, "%u", i);

Detail Pane

Source code

The screenshot shows the Instruments Time Profiler tool interface. The top bar includes controls for Record, Target (set to 'Galaxies'), Inspection Range (00:00:00 - 00:10), View, Library, and Search. The main area displays a timeline from 00:00 to 00:10 with a purple waveform. On the left, the 'Call Tree' section is selected under 'Sample Perspective'. The code editor shows the following C++ code from 'hud.cpp':

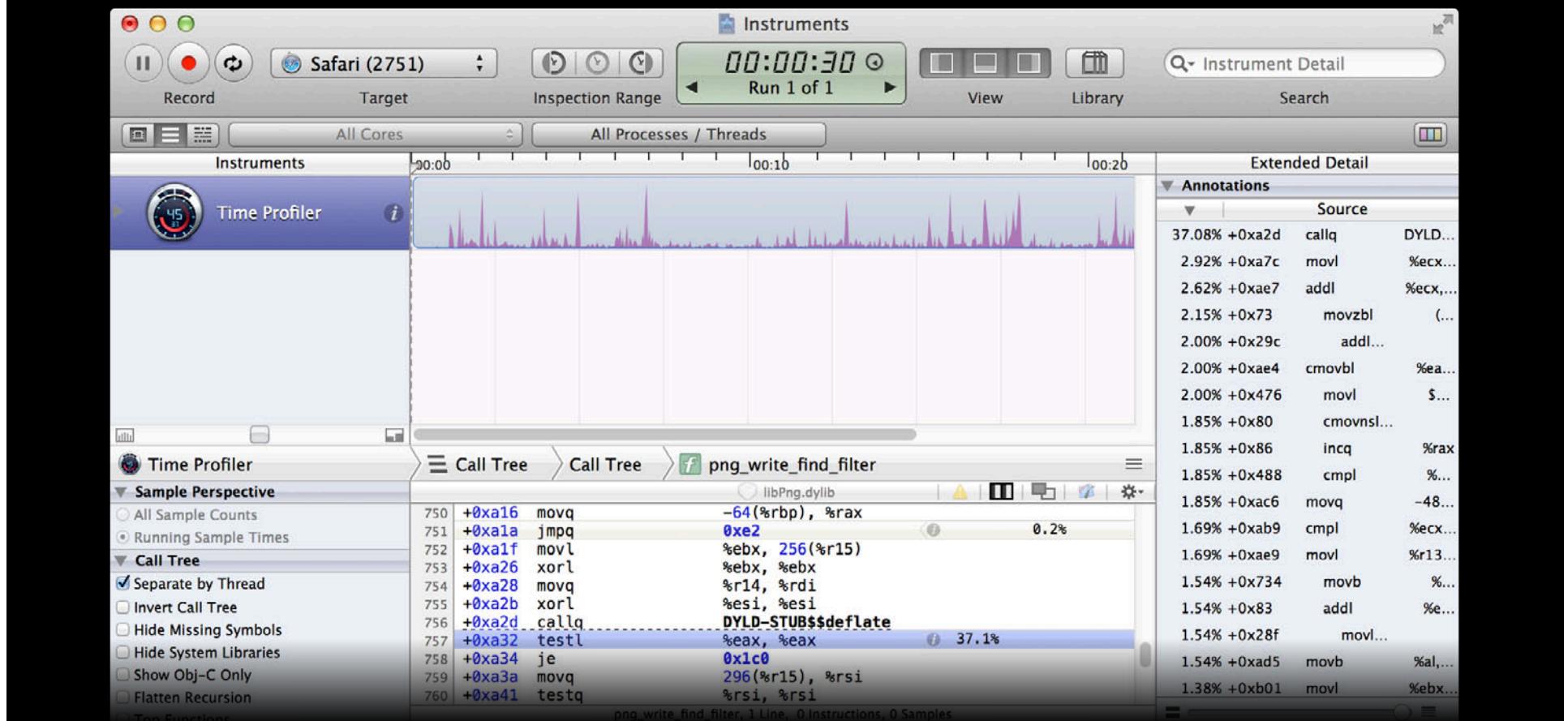
```
125     , VALUE_WIDTH, VALUE_HEIGHT);
126
127 static std::string stringify(unsigned i)
128 {
129     char buffer[16];
130     sprintf(buffer, "%u", i); 25.0%
131     return buffer;
132 }
133
134 template <class T>
135 GLuint value_texture_for(const T &t)
136 {
137     std::string text = stringify(t);
138     GLuint texture = value_textures[text]; 75.0%
139
140     if (texture == 0)
141     {
142         texture = value_texture(text);
143         value_textures[text] = texture;
144     }
}
```

The line `sprintf(buffer, "%u", i);` is highlighted in yellow and annotated with "25.0%". The line `GLuint texture = value_textures[text];` is highlighted in red and annotated with "75.0%". The right panel, titled 'Extended Detail', shows the 'Annotations' section with the following entries:

- Source
- 75.0% GLuint texture = value_texture...
- 25.0% sprintf(buffer, "%u", i);

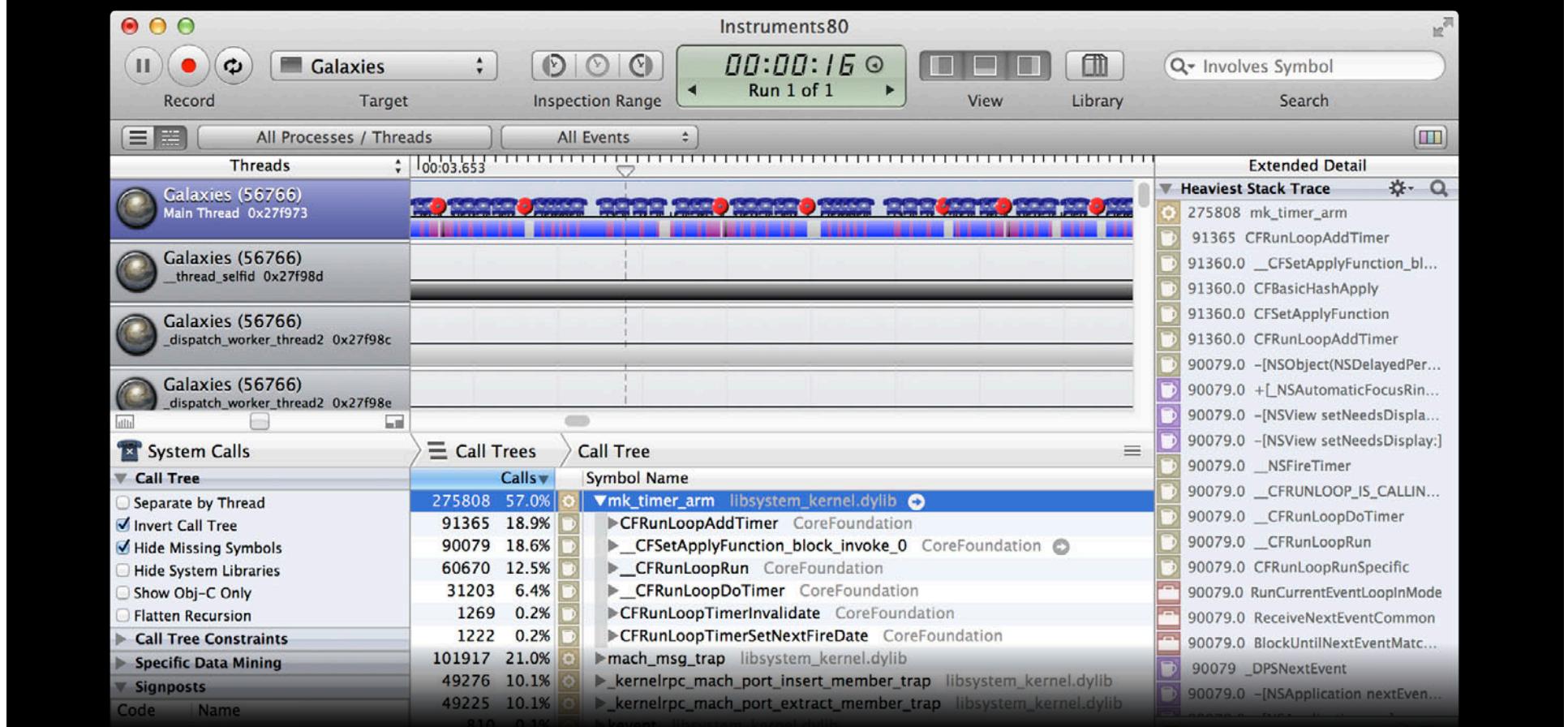
Detail Pane

Disassembly



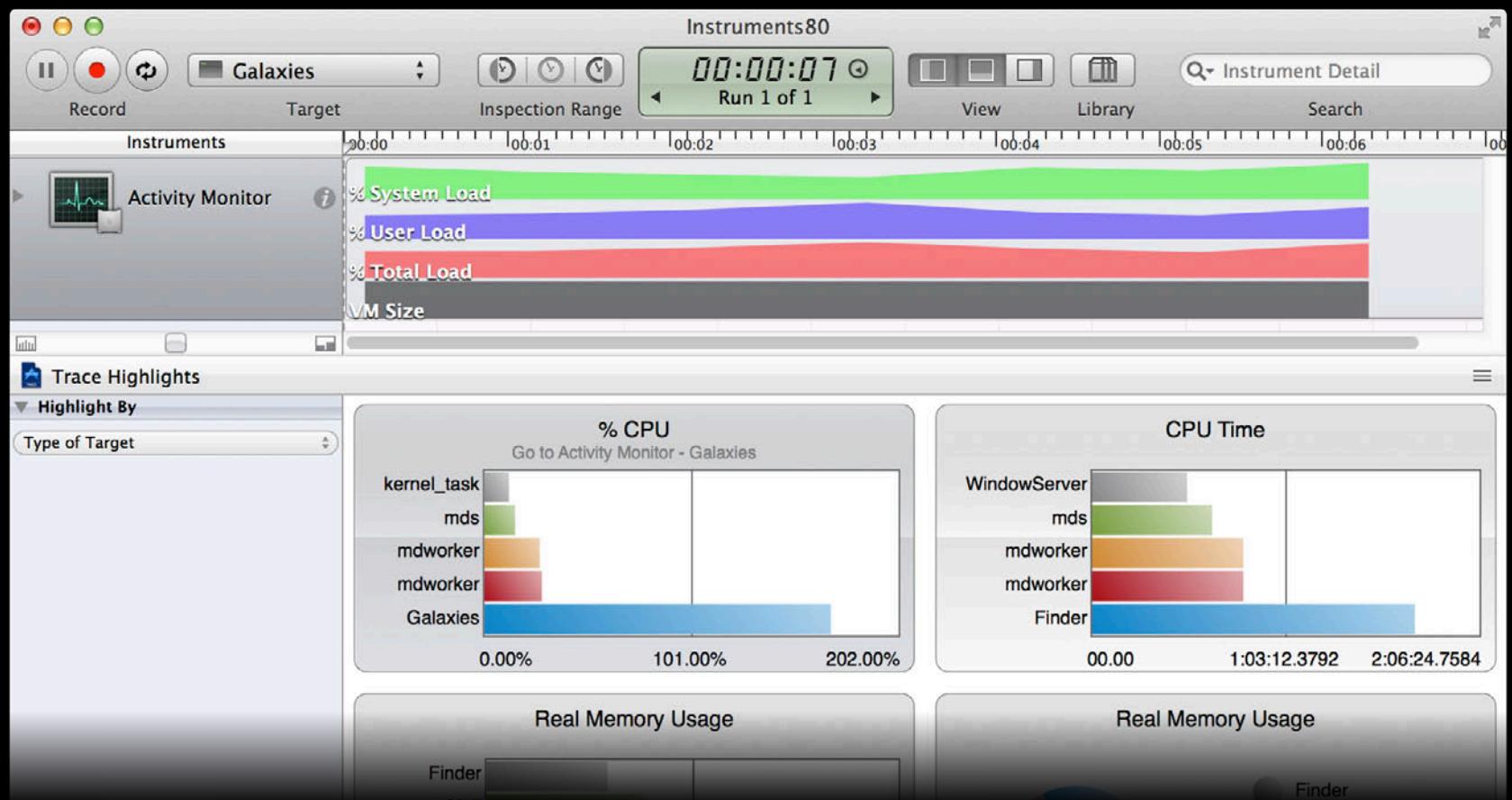
Detail Pane

System Calls

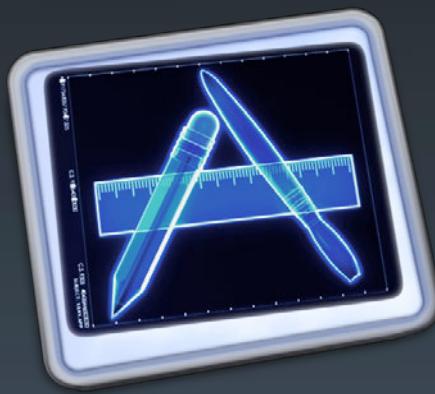


Detail Pane

Activity summary



Instruments

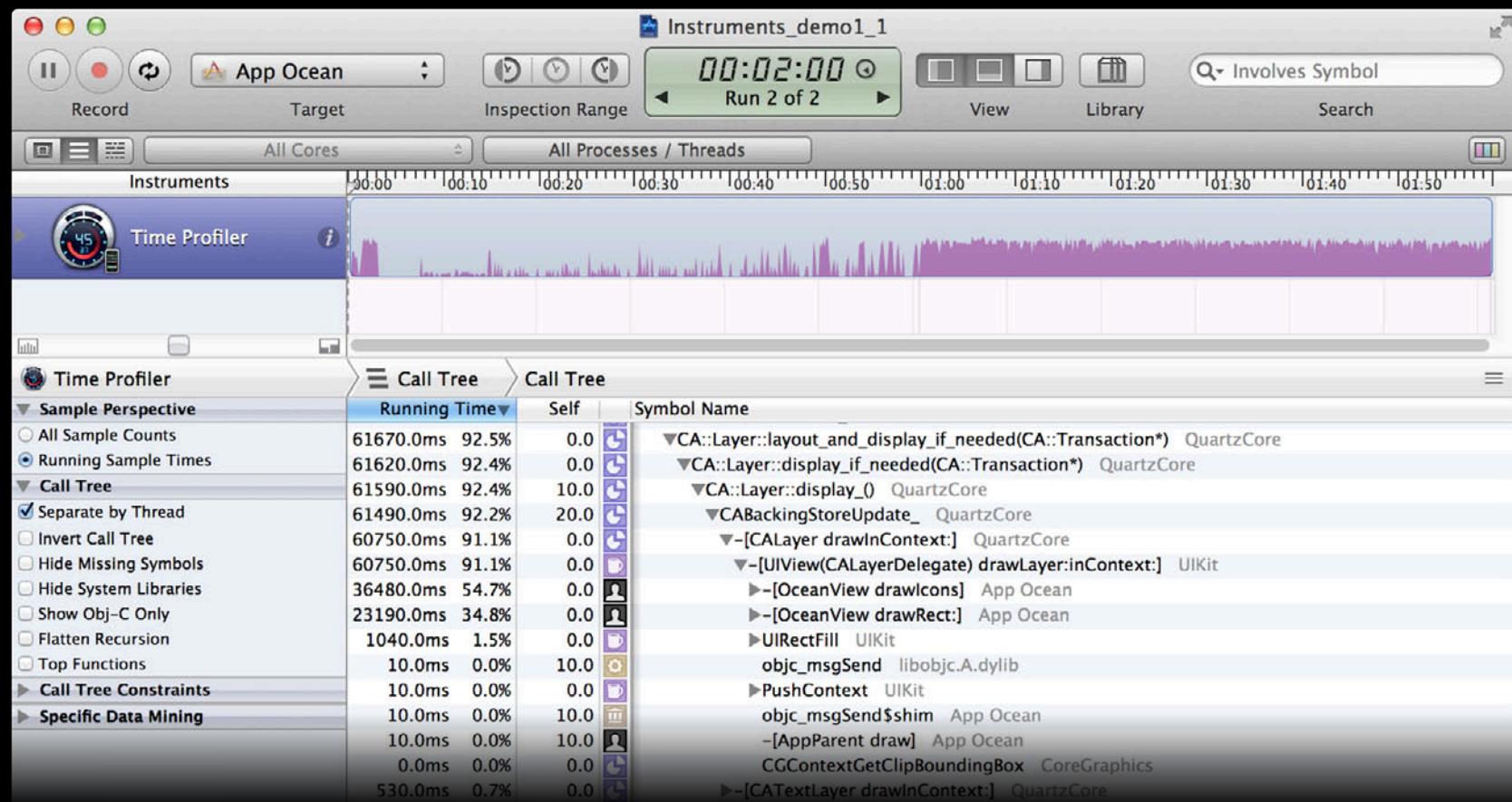


Demo

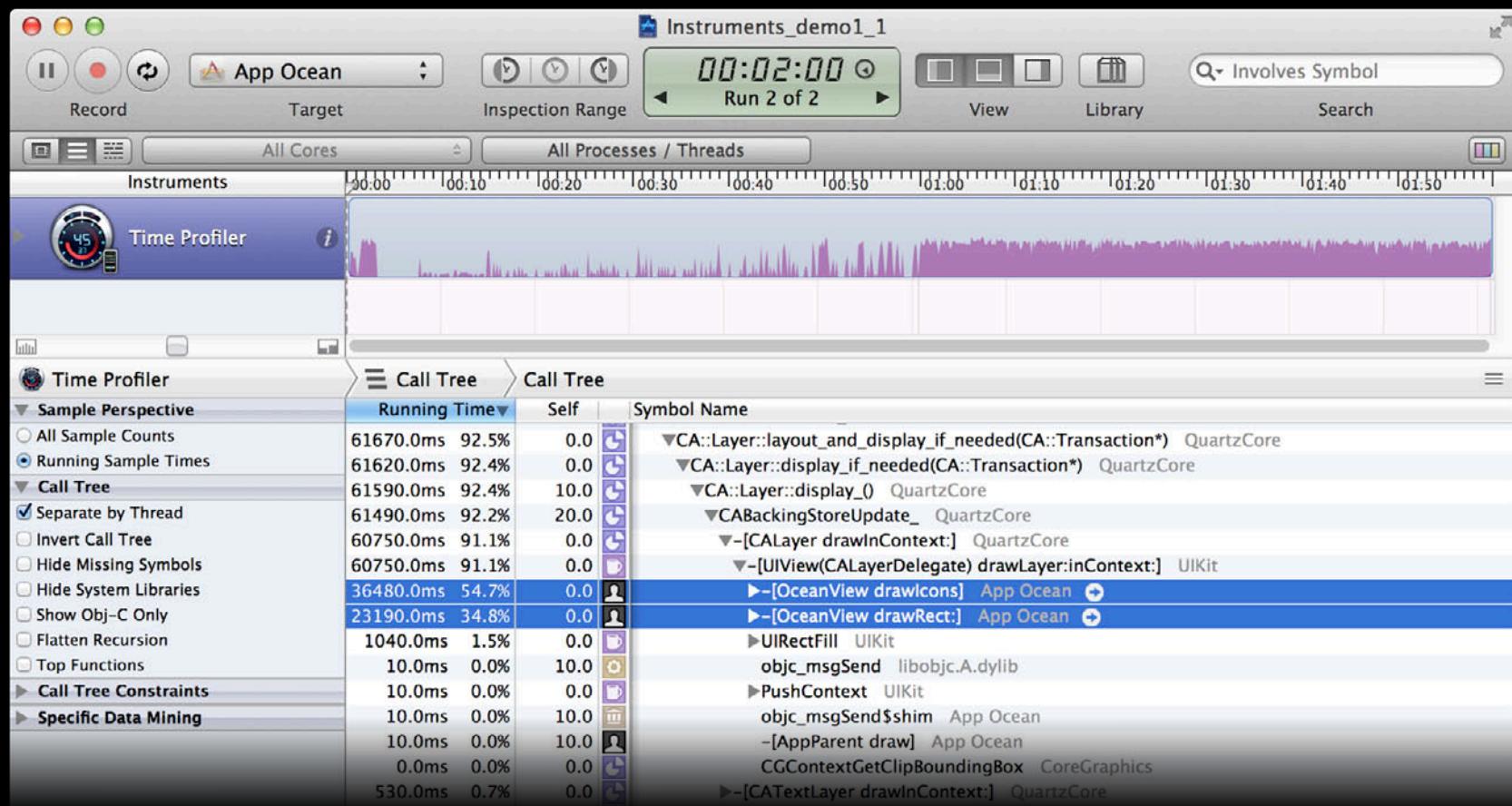
Time Profiler example

Joe Grzywacz
Performance Tools Engineering

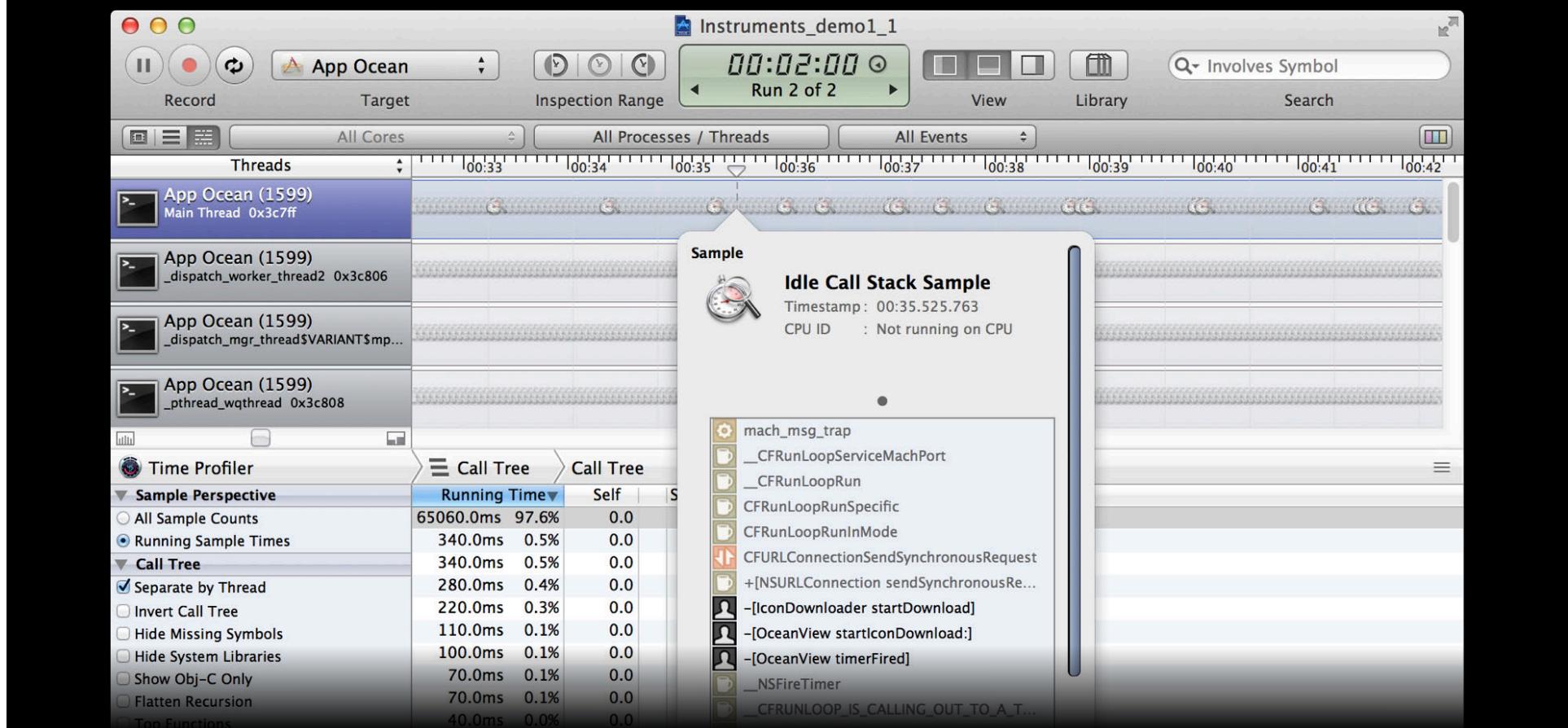
Use Call Tree



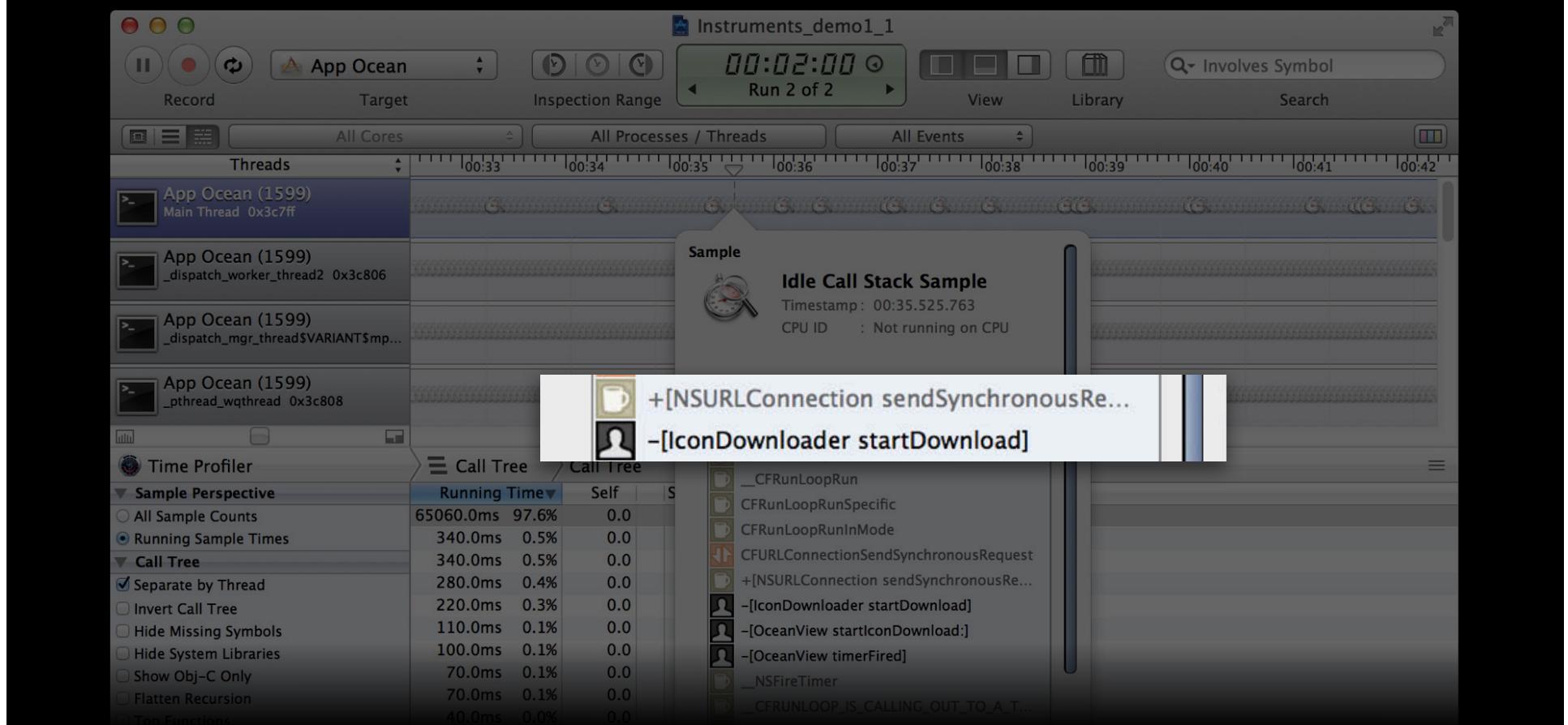
Use Call Tree



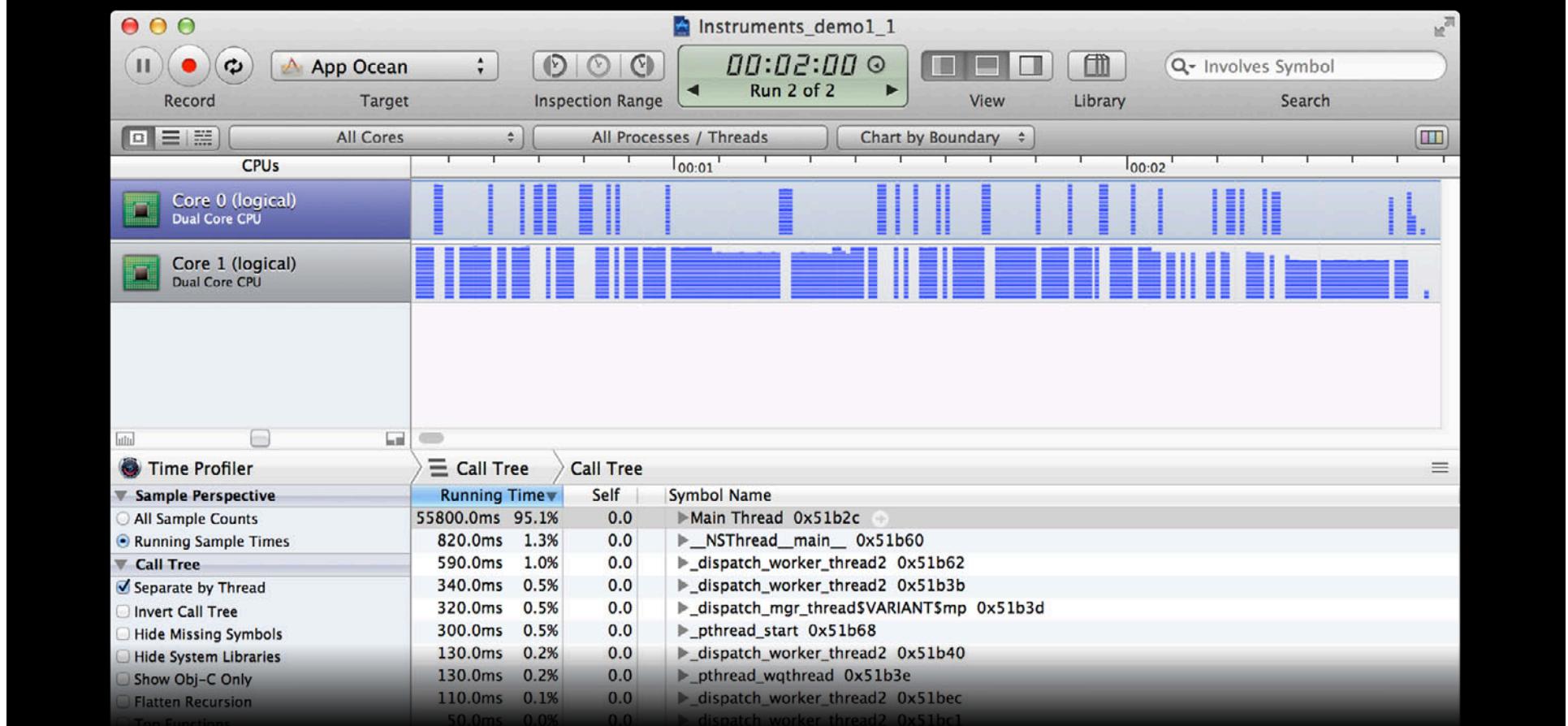
Use Thread Strategy



Use Thread Strategy



Use CPU Strategy

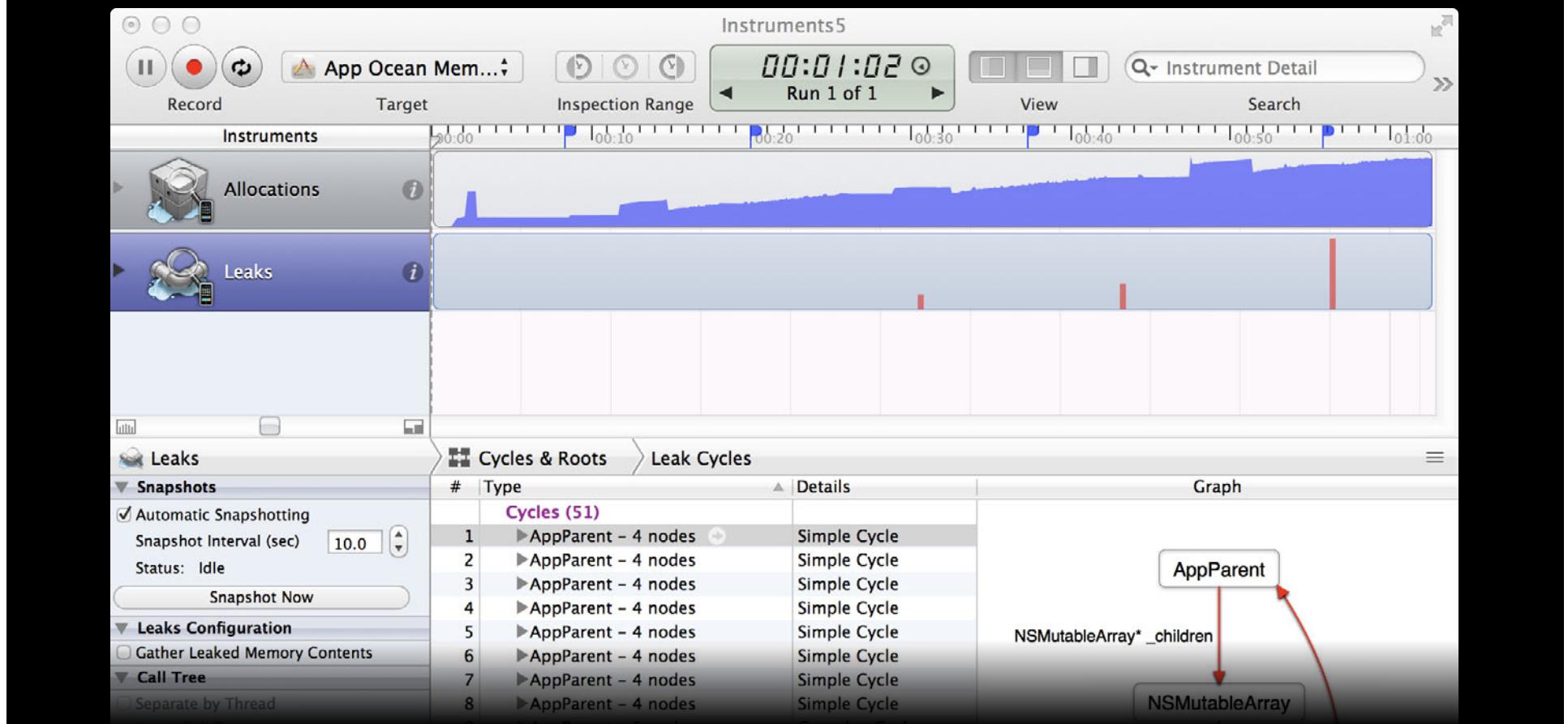


Demo

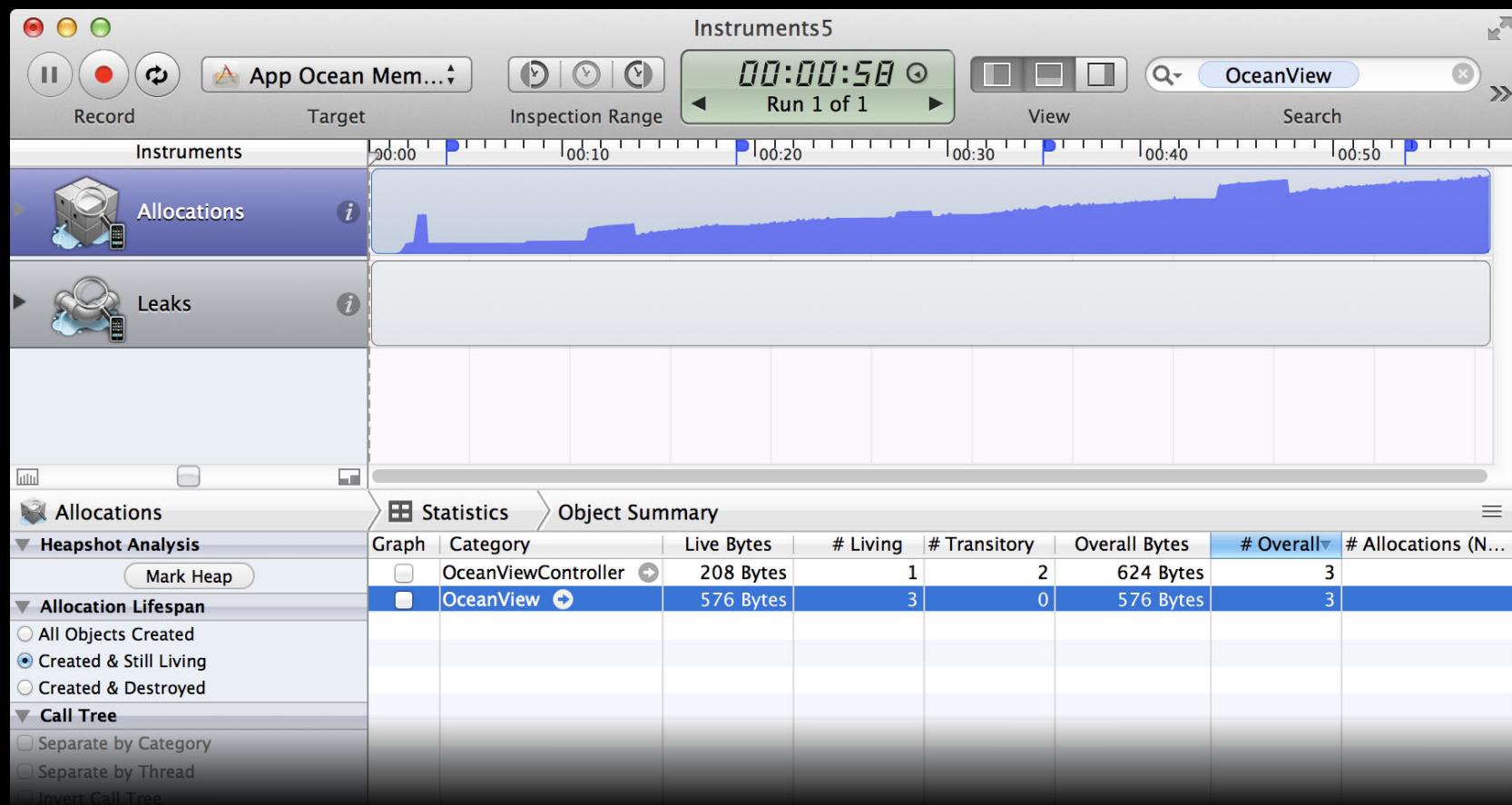
Memory profiling example

Victor Hernandez
Performance Tools Engineering

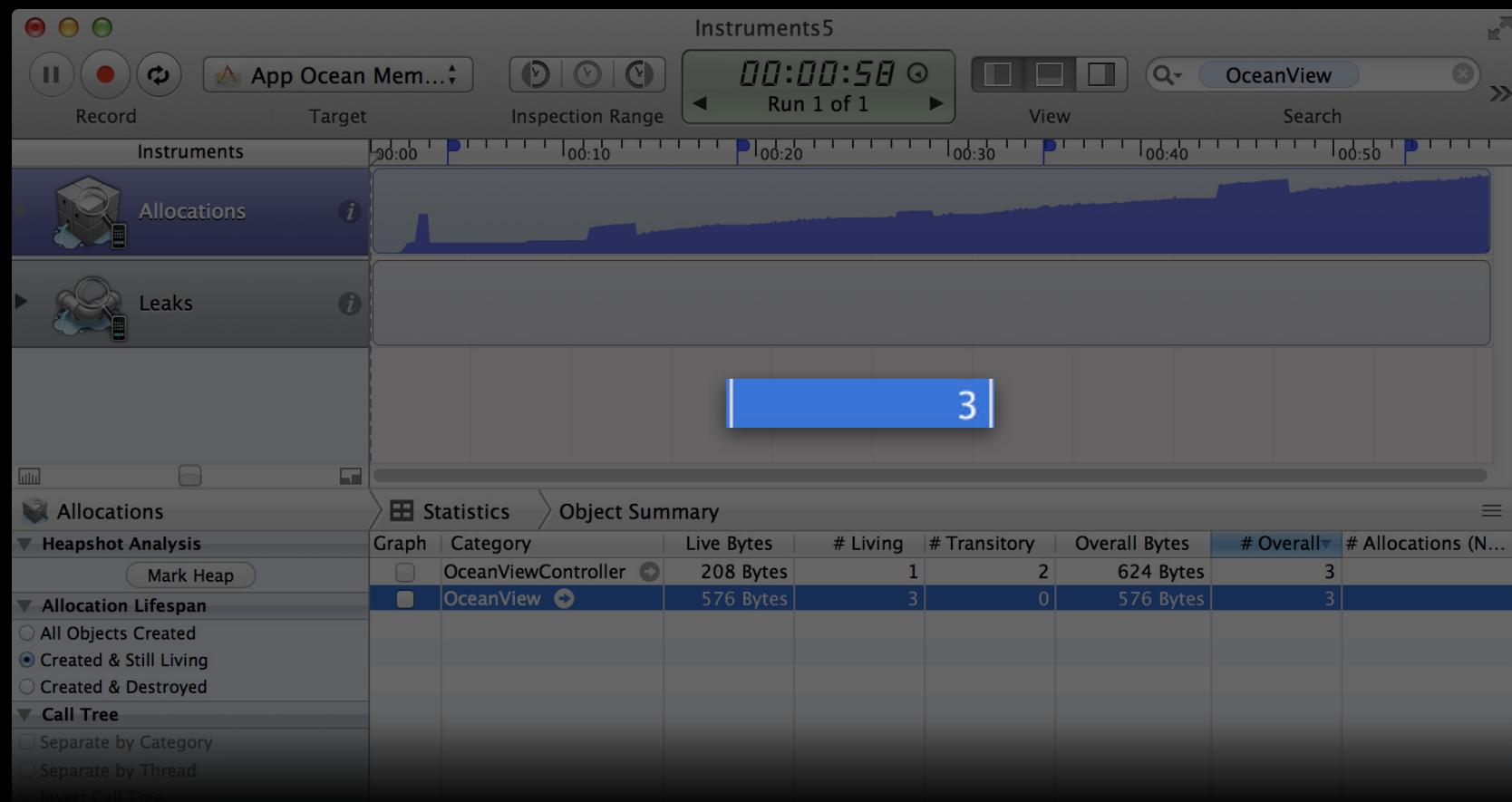
Use Cycles and Roots



Use Allocations



Use Allocations



Closing Thoughts...

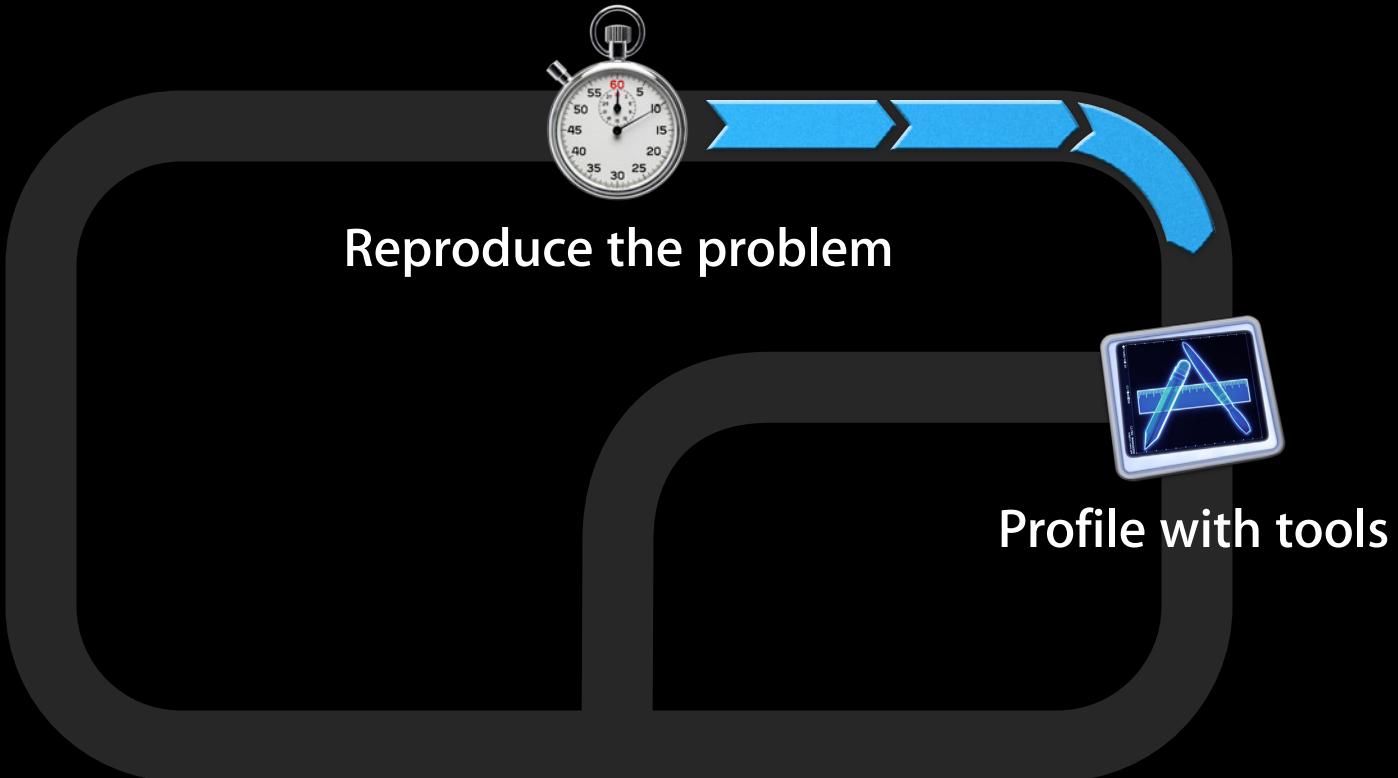
Profile Process

Profile Process

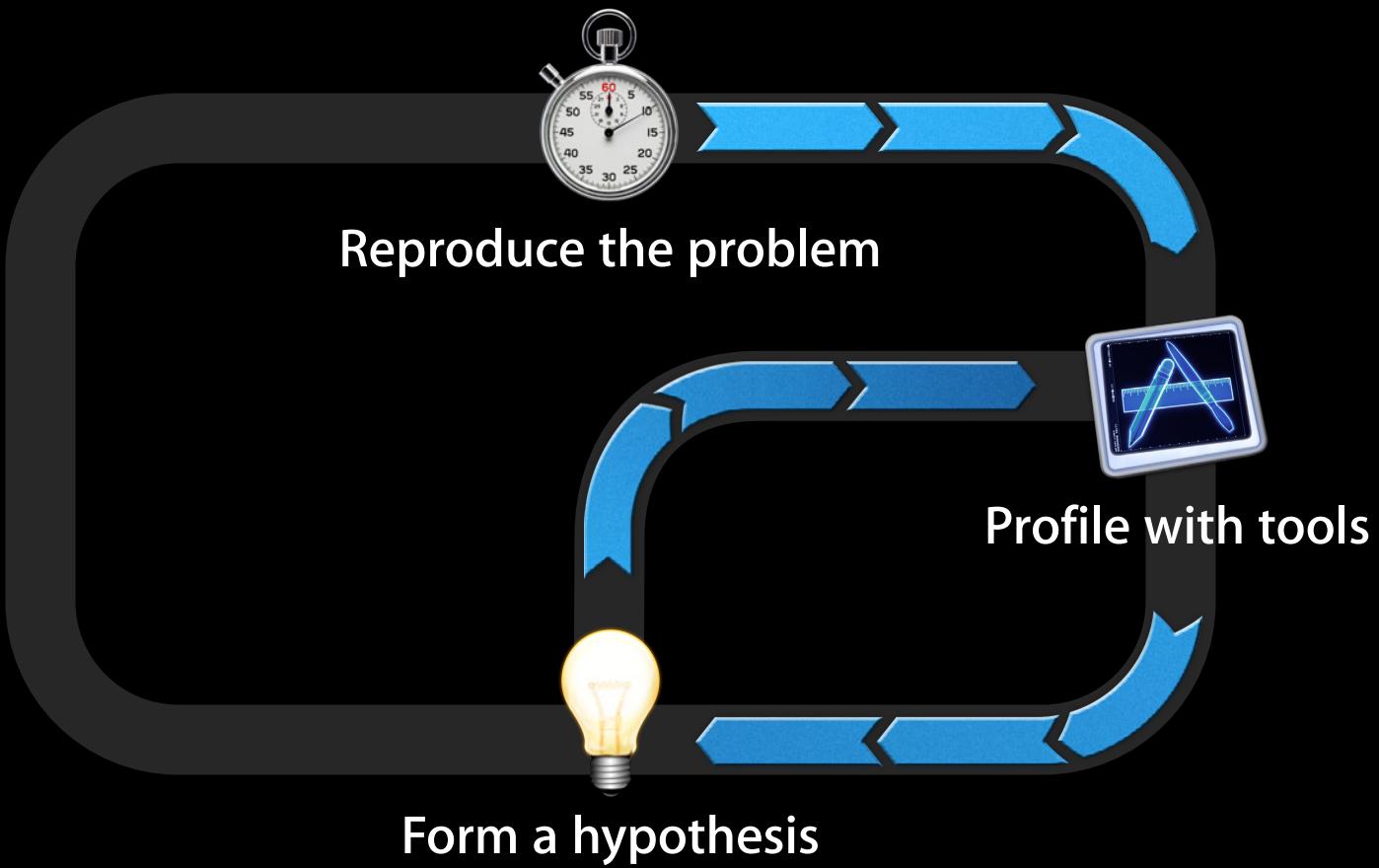


Reproduce the problem

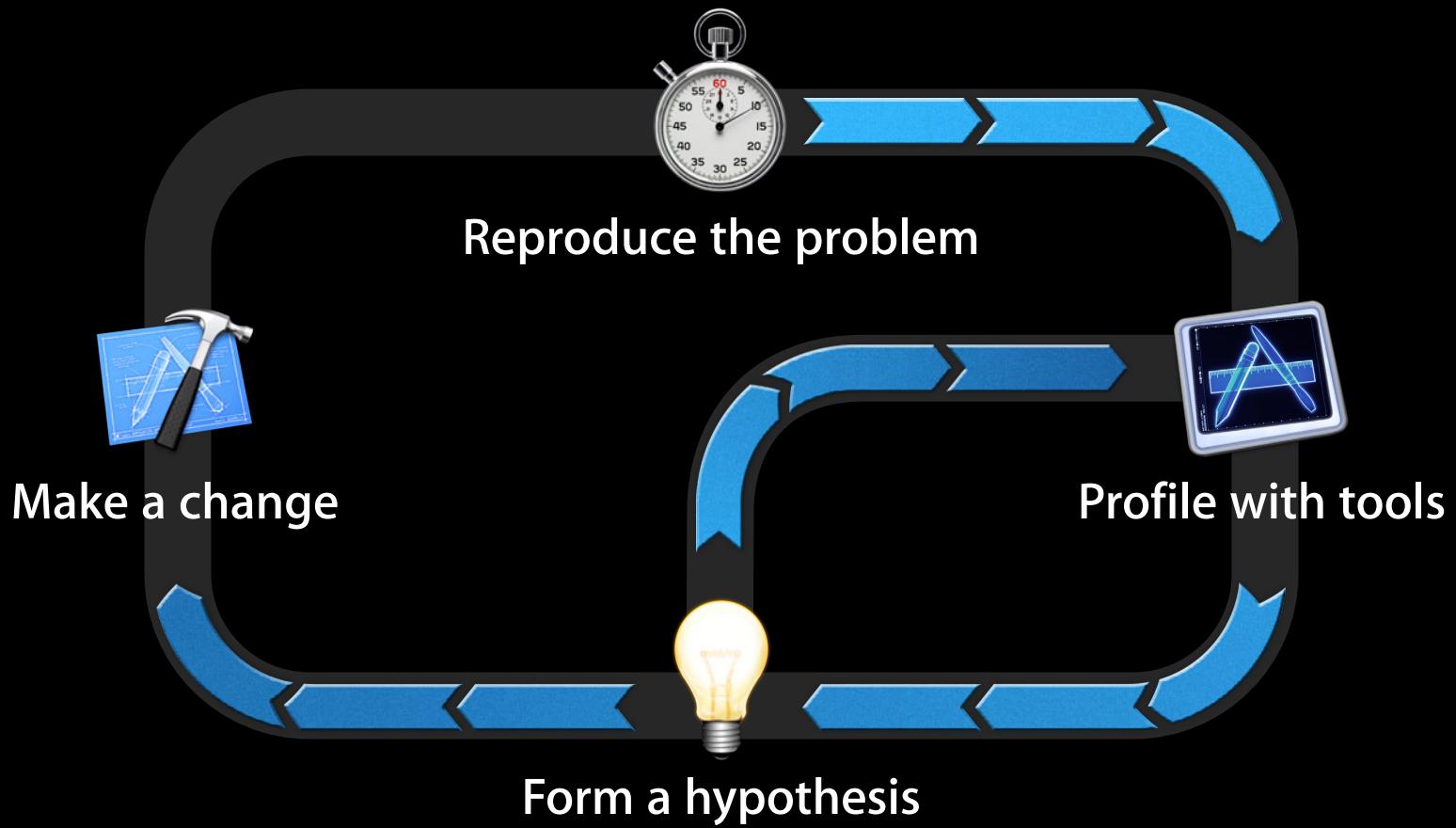
Profile Process



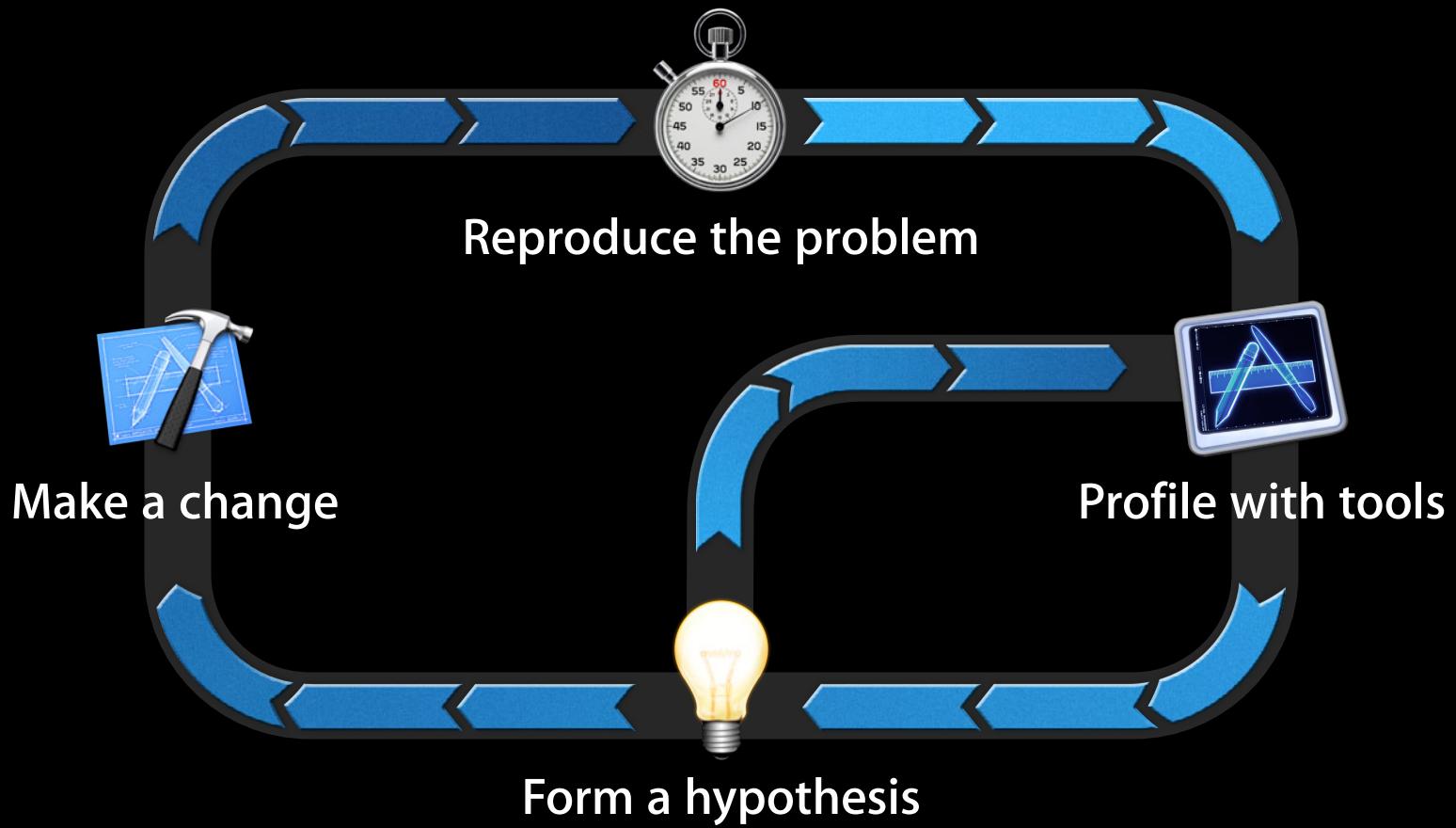
Profile Process



Profile Process



Profile Process



Instruments Templates Used

Instruments Templates Used



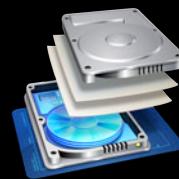
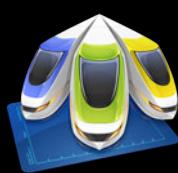
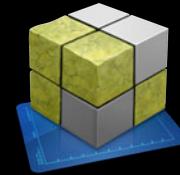
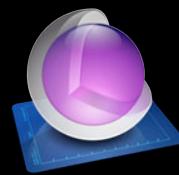
3 Improvements



2 Improvements

Can Profile Virtually Anything

Can Profile Virtually Anything



"Fantastic and Fast"

"Must buy this app"

"★☆☆☆☆"

"★ ★ ★ ★ ★"

"★ ★ ★ ★ ★"

More Information

Michael Jurewitz

Developer Tools Evangelist

jury@apple.com

Instruments Documentation

[Instruments User Guide \(Xcode Documentation\)](#)

[Instruments New Features User Guide](#)

Apple Developer Forums

<http://devforums.apple.com>

Related Sessions

iOS App Performance: Responsiveness	Presidio Thursday 11:30AM
iOS App Performance: Graphics and Animations	Presidio Thursday 3:15PM
iOS App Performance: Memory	Presidio Thursday 4:30PM

Labs

Xcode Lab

Developer Tools Lab B
Ongoing



