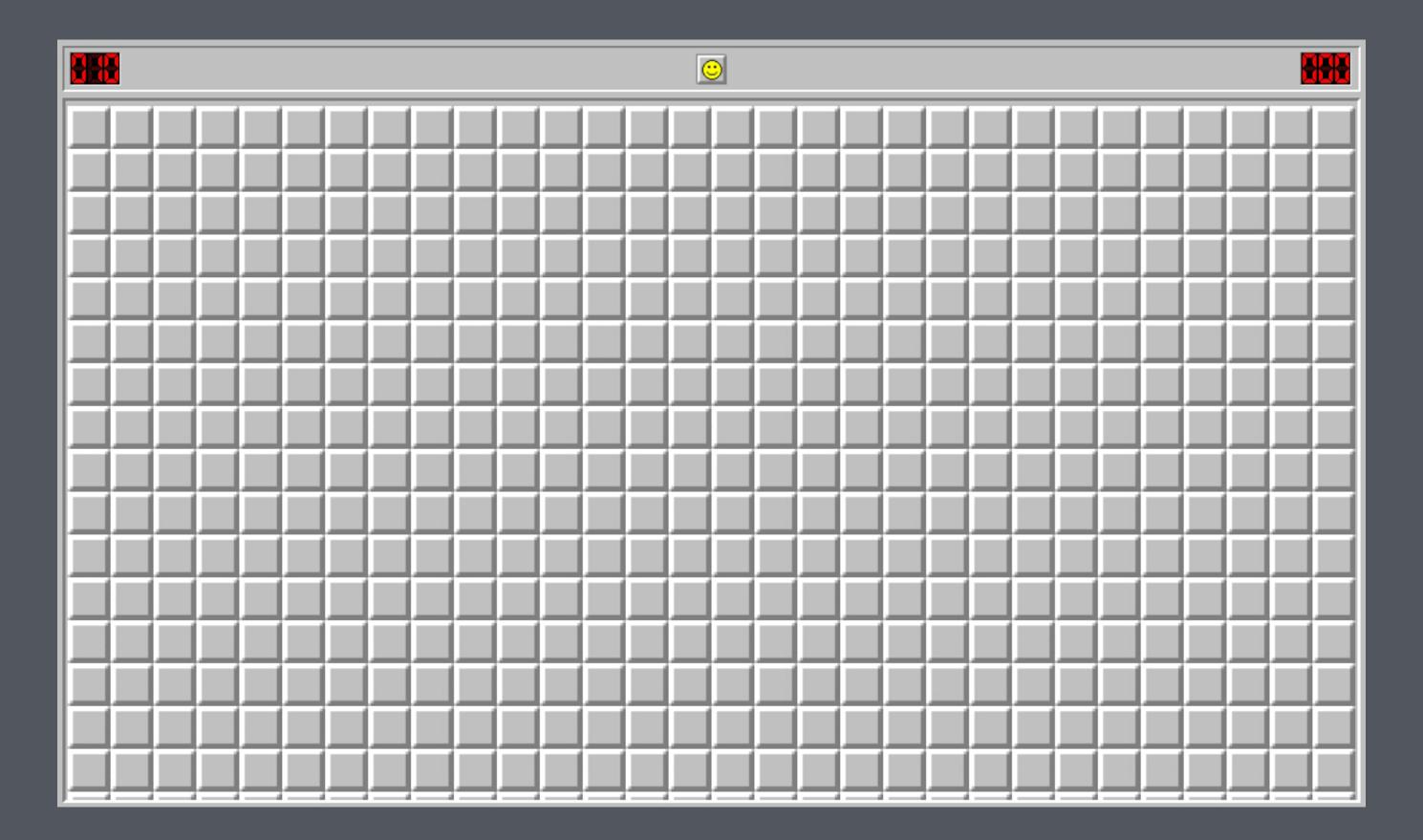
## Measuring Performance

Igor Mandrigin, Opera

#### An overview of...

- 1. Apple's "Instruments".
- 2. How to measure UI responsiveness.
- 3. How to measure startup time.
- 4. Performance Monitoring

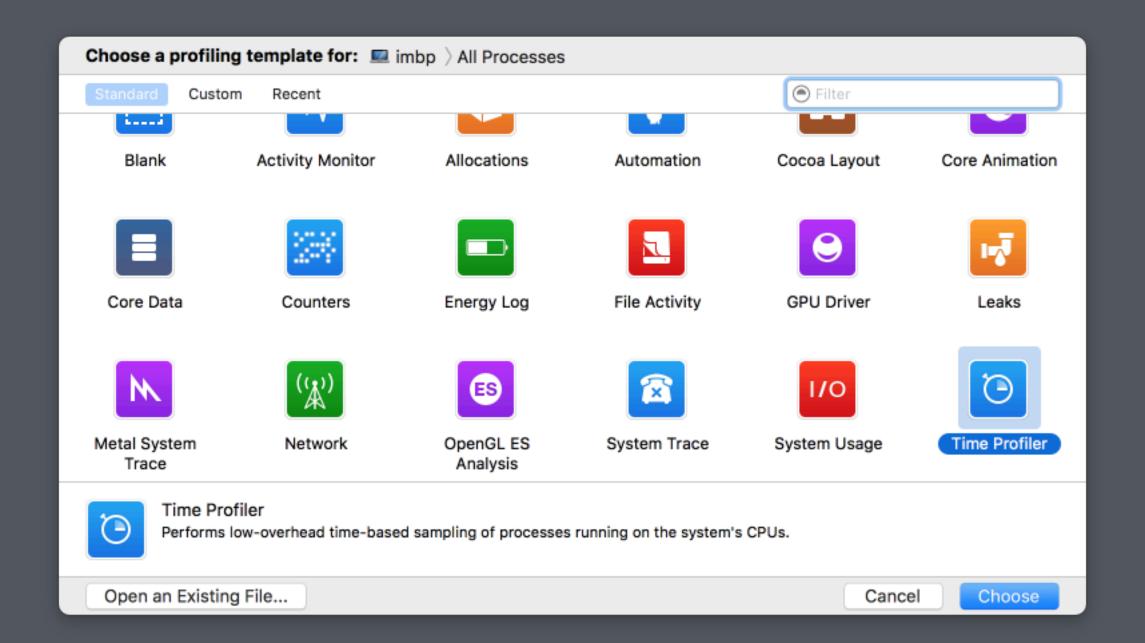
# Your decisions to optimize should be based on data.



## Pitfalls of premature optimization

- 1. It is hard to find the issues.
- 2. Every performance optimization makes code more compex.

## 1. Instruments



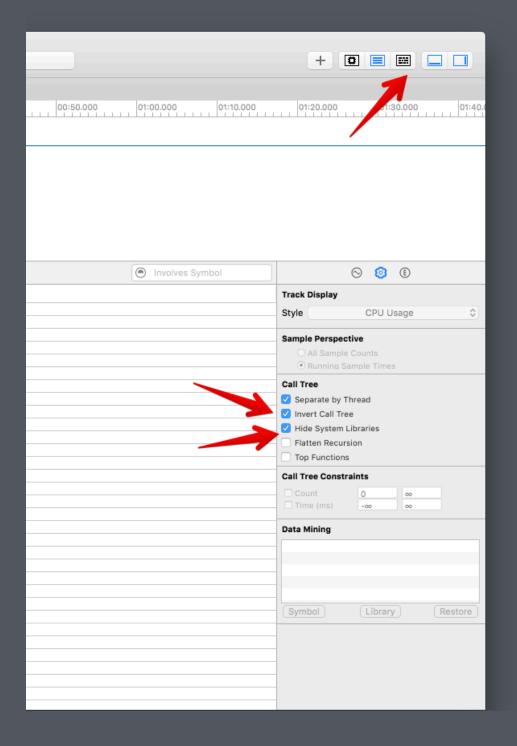
#### Time Profiler instrument

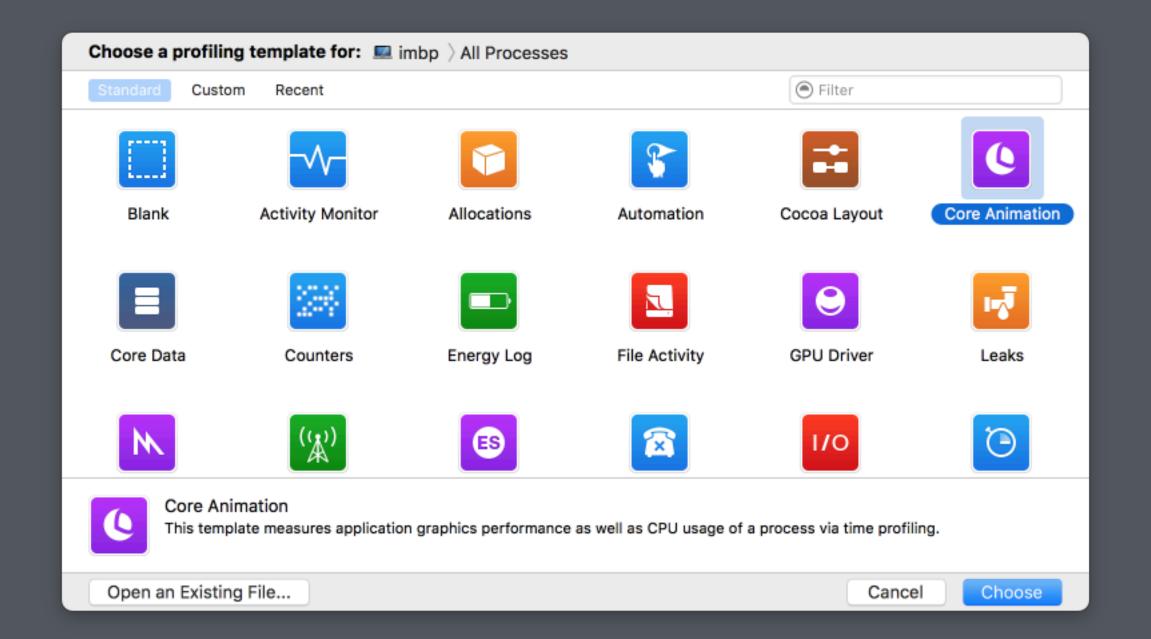
- 1. Release builds.
- 2. Device, not simulator.

WWDC 412 (2015)

WWDC 418 (2014)

WWDC 309 (2010)

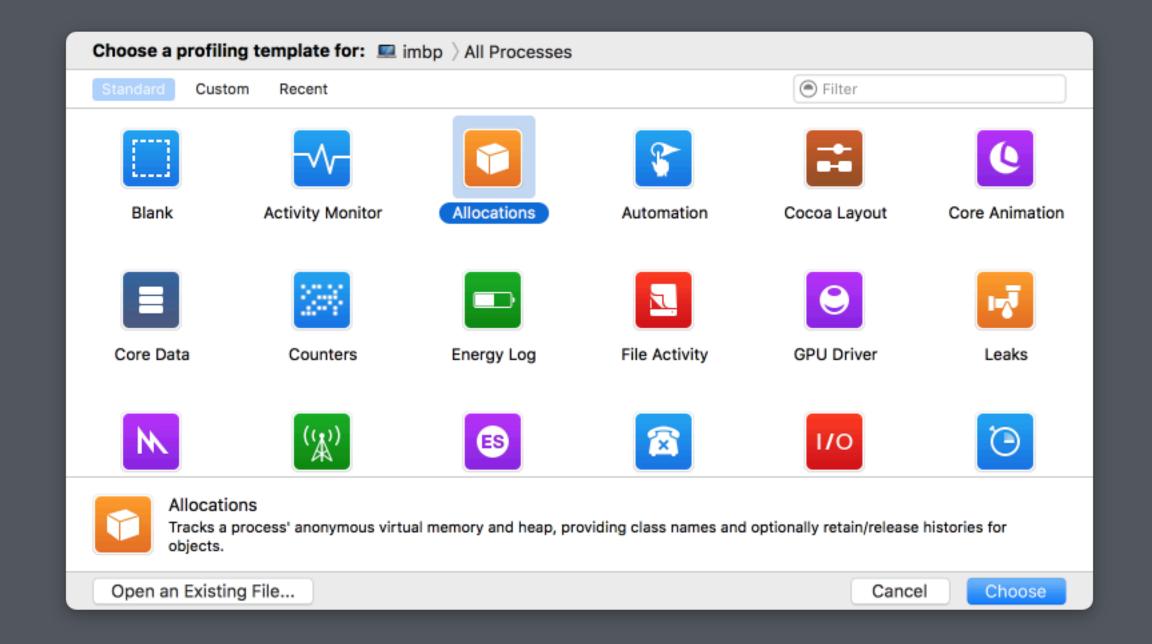




#### Core Animation instrument

- 1. Release builds.
- 2. Device, not simulator.

Rendering Pipeline! (WWDC 419)



#### Allocations instrument

- 1. Profile Debug builds.
- 2. You can use Simulator.

WWDC 418 (Generational analysis)

#### Recap

- 3 instruments to use: Time Profiler, Allocations, CoreAnimation
- Watch WWDC videos:
  - 309 (2010)
  - 418 (2014)
  - 419 (2014)
  - 412 (2015)

## 2. Responsiveness

How free is your main queue?

```
auto gq = dispatch_get_global_queue(DISPATCH_QUEUE_PRIORITY_BACKGROUND, 0);
auto uiq = dispatch_get_main_queue();
dispatch_async(gq) {
    // request the thumbnail
    dispatch_async(uiq) {
        // update the UI
        dispatch_async(gq) {
           // get full-res image
           dispatch_async(gq) {
               // update the UI
```

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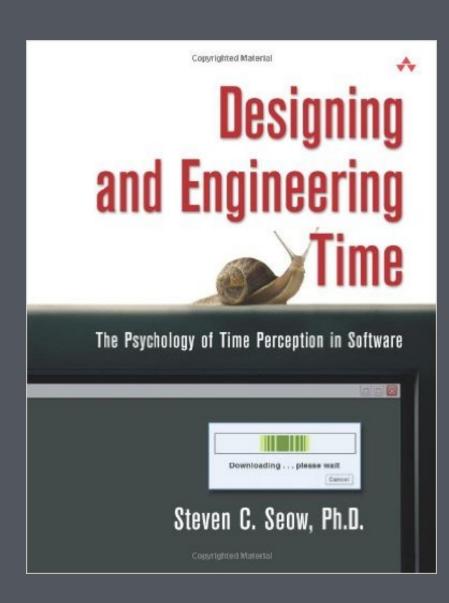




## Main thread profiler

- UI events are handled in main thread so it should be responsible
- Every 0.1 sec run a block on main thread queue.
- If block execution is delayed, dump backtrace in log and show notification in UI





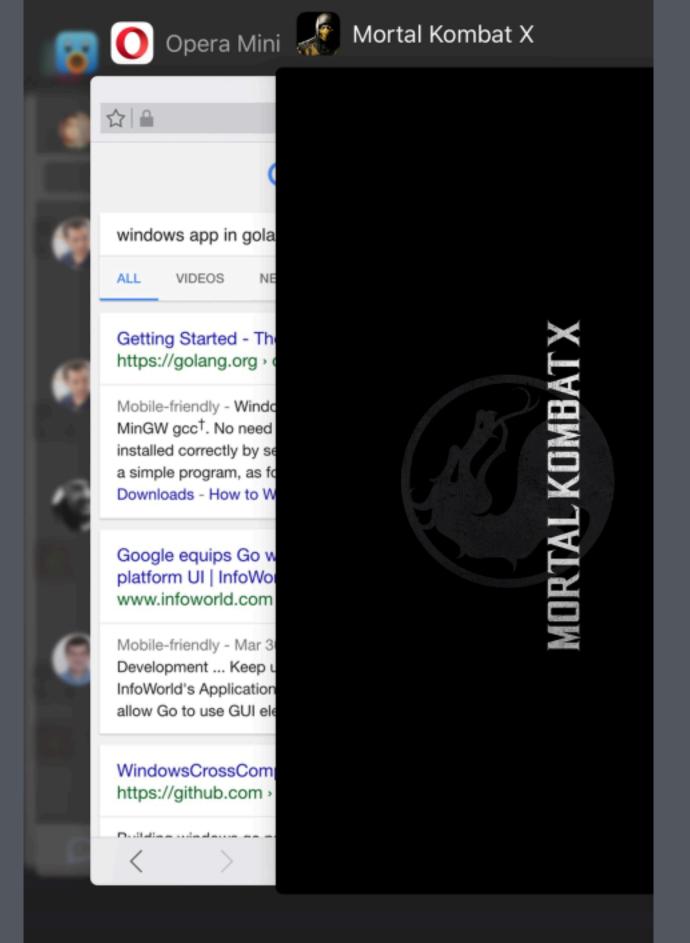
### Recap

- Keep your main queue responsive.
- Async code is hard and fragile. Be pragmatic.

## 3. Startup time

#### Starting up: 4 phases

-[AppDelegate applicationDidBecomeActive:]



## When is your app fully loaded?

## Technical

VS.

User



#### Recap

- Know how the app starts.
- Measure your startup time under pressure.
- Be honest. Measure time until the app is actually usable.

## 4. Monitoring Performance







# It is impossible to simulate everything on-site.



## Performance Monitoring

## Performance Monitoring

Analytics SDKs

## What to report to Analytics?

- Startup time & phases.
- Lengths of the operations when the UI is blocked or unusable.
- Number of memory warnings/FOOMS.

### Recap

- It is impossible to simulate everything.
- Report performance metrics to analytics packages.

#### Conclusions

- 1. Know instruments.
- 2. Watch for startup time.
- 3. Get the data from your audience.

#### Conclusions

- 1. Know instruments.
- 2. Watch for startup time.
- 3. Get the data from your audience.
- 4. Your decisions to optimize should be based by data.





## Thank you!

@mandrigin
(twitter, medium)