

Documentation

[Analytics Reports](#) / Custom Language Model Builds Failed

Article

Custom Language Model Builds Failed

Analyze how often your app-triggered rebuild of a custom language model failed.

Overview

The data in this report details the number of times that the app-triggered rebuild of a Speech framework custom language model failed.

- Territories: Worldwide
- Platforms: iOS, iPadOS. For more information about iOS and iPadOS, see the Platforms section in [Data Completeness and Corrections](#).
- Availability:
 - Daily: Every day.
- History: On request, data is available beginning with iOS 17.4 and iPadOS 17.4.
- Completeness: Data from devices that contribute to this report can arrive as late as 8 days after the date it generates on device. You can download recent data daily, but it might be incomplete, and data updates incrementally daily, until all late-arriving events are available.
- Privacy:
 - Includes data from users who have opted to share their data with Apple and developers.
 - Individual rows will only appear if they have a value of 5 or more.
- Data Context: You can analyze your data with additional context by comparing it with the data in the [App Sessions Context](#) report, which provides a count of unique devices that use your app on a specific day. For example, if your app performed an action detailed in this report on 10 unique devices on a specific day, and the App Sessions Context report shows there were 100 unique devices running your app that day, then you can approximate that 10% of the devices running your app performed that action.

Report Fields

| Report Field | Description | Data Type |
|---------------------|--|-----------|
| Count | Number of times the event occurred | integer |
| Territory | Country or region in which the event occurred | string |
| Date | Date when the event occurred | string |
| Platform | OS version on the device on which the event occurred | string |
| Device | Type of device on which the event occurred | string |
| Build | Build of device on which event occurred | string |
| Unique Devices | The count of unique devices | integer |
| Release Type | Type of software release | string |
| Artifact Identifier | A developer-defined string that uniquely identifies the language model | string |

Glossary

| Dimension | Value | Definition |
|---------------------|--------|--|
| Artifact Identifier | string | A developer-defined string that uniquely identifies the language model |

See Also

Performance

AirPlay Errors

Analyze AirPlay errors in your apps.

AirPlay Performance

Review AirPlay performance in your apps.

-  **App Crashes Expanded**
Analyze the rate at which your app crashes.
-  **App Installs Performance**
Analyze details about installation success and failure rates for your apps.
-  **App Storage Reads and Writes**
Analyze how often your app uses disk reads and writes.
-  **Audio Overloads**
Analyze how many audio glitches people experience in your app.
-  **Bluetooth LE Session Duration**
Analyze how long your app uses Bluetooth Low Energy (LE) connections.
-  **Bluetooth System Wakes**
Analyze details about bluetooth system wakes that your app causes.
-  **CAMetalLayer Performance**
Review CAMetalLayer metadata and performance in your app.
-  **Display Power Information**
Review your app's impact on display pixel attributes.
-  **HTTP Live Streaming Playback Errors**
Analyze playback errors that your app receives.
-  **Launch Image Over Memory Limit**
Analyze how often your app fails to load because it's over the memory limit.
-  **Networking Connection Activity**
Review how your app uses network connections.
-  **Spotlight Query Performance**
Review how your app uses Spotlight queries.
-  **Streaming Downloads Performance**
Review download performance when using the AVAssetDownloadTask APIs in your apps.

