

性能可视化实践之路

讲师: 阿里百川高级无线技术专家-陈武



APM Conceptual Framework

Prioritizing Gartner's APM Model

4	Dimensions	Area of Focus	Potential Benefits
	End User Experience	Agentless (RUM) - [First] Multiple Protocol Analytics Synthetic Probes & Robots	APM value, 80% comes from the EUE Agentless is low risk (Port Mirroring) • Quick Implementation < 2 Days Robots = Availability & low vol. trends
	Runtime Application Architecture	- Trans. Path Snapshots - Bottom Up Top Down - Monitor Cloud Apps	Better service dependency mappings • Understanding how network topologies interact with application architecture Change impact assessment
ormance	Business Transactions	User-defined Transactions URL Page Definitions 8 to 12 high level groups	Meaningful SLAs to the Business Strengthen trust with Business Provides early warning trend reports
- 10	Deep Dive Component Monitoring	• Middleware (App & Message) • Runtime (J2EE & .NET) • See 2nd Dimension ADDM	Better code reviews and resolution Increase accuracy of quality testing Faster RCA on performance slows downs
	Analytics / Reporting	- Collect Raw Data - Common Set of Metrics - Averages & Percentiles	Service Level Management Application Profiling (Building Baselines) Capacity Planning / Trending Analysis

聚焦终端用户的体验



- * 稳定的运行环境
- * 稳定的网络连接
- * 流畅的操作界面
- * 尽量少的资源消耗
- * 漂亮的视觉交互

http://www.apmdigest.com/apm-evolution-end-user-experience



稳定的运行环境

iOS Crash的问题的现状



每天有大量用户会遇到多次应用崩溃

日均发生崩溃的设备比例

单个应用在发生崩溃的设备上 日均崩溃次数



3.0%

2.3次



3.5%

1.9次



iOS Crash的问题的现状



Crash分析与处理方法

传统方式

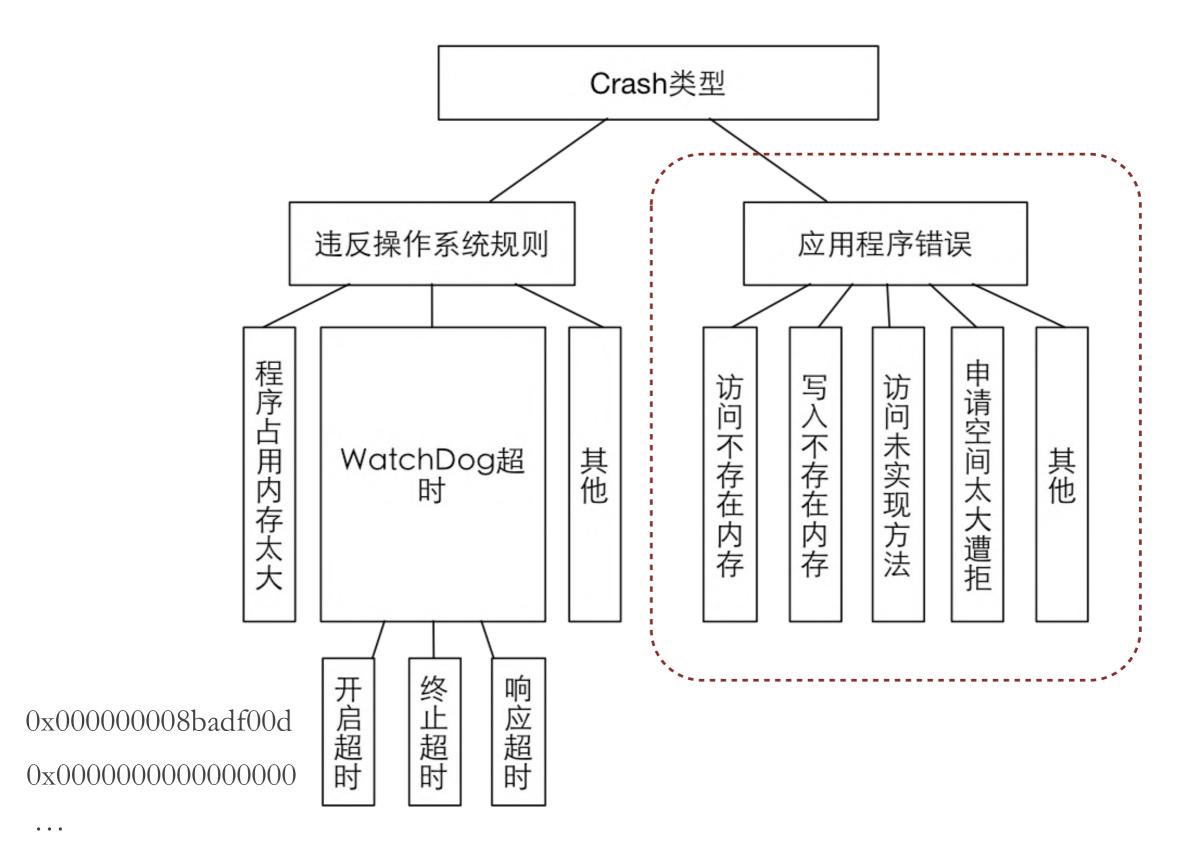
- 开发阶段
 - · 开发人员Debug调试验证
 - >测试人员测试验证,提供设备奔溃日志给开发人员分析
- 发布阶段
 - · 用户反馈,开发人员debug复现
 - · 用户反馈,导出crashlog给开发分析
 - ト通过iTunes connect服务提供的Crash Report日志

APM服务

- 集成SDK
- 开发&发布阶段
 - ✓Crash日志云端查询
 - ✓Crash率异常短信告警

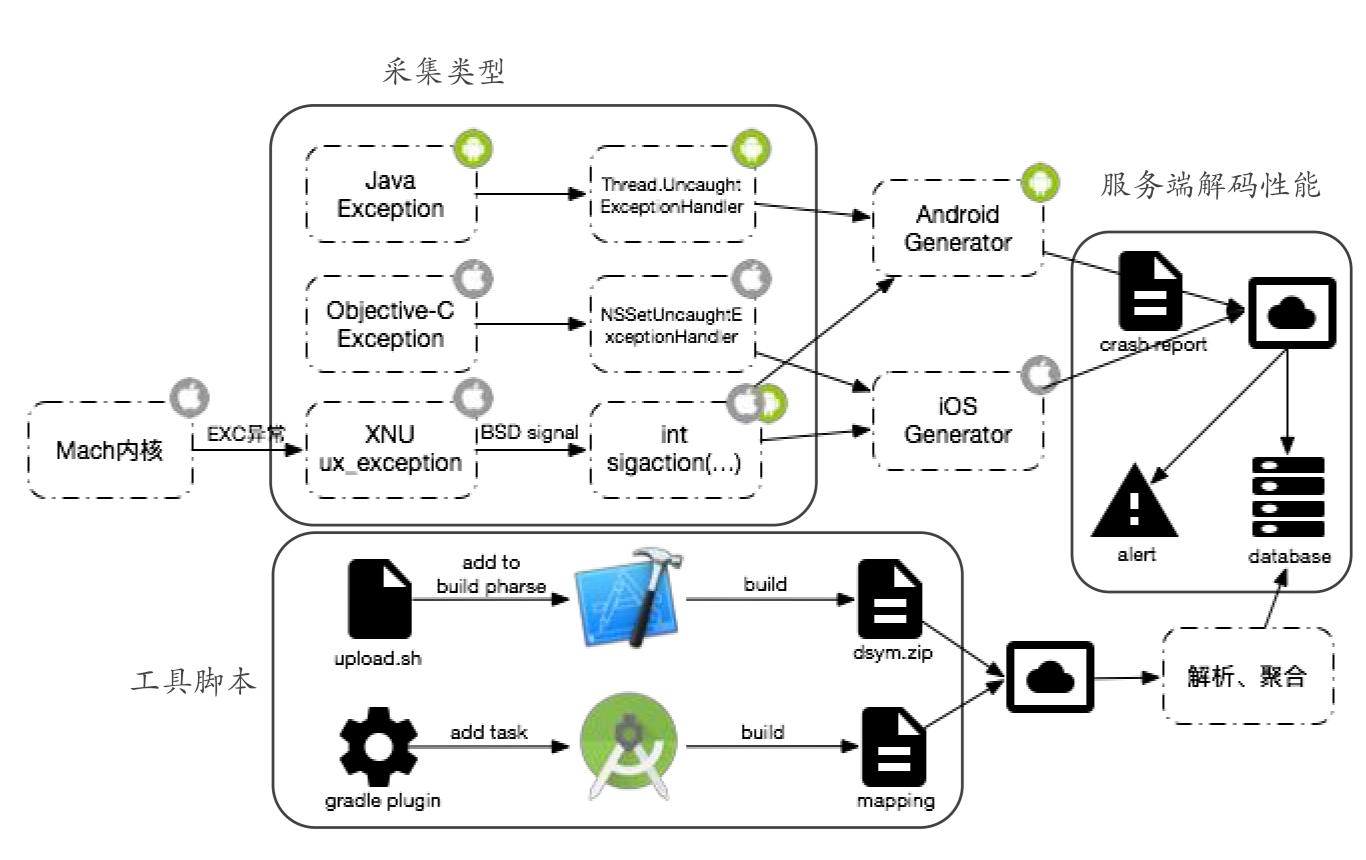
Crash 类型分类





Crash日志流程图





Abort 率采集



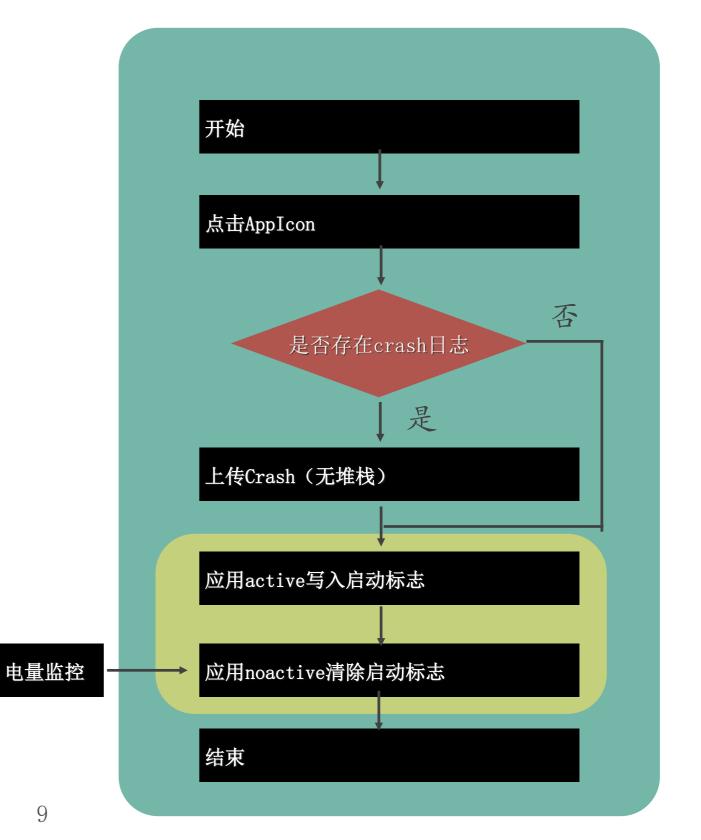
Crash

Low Memory Crash

Watchdog timeout (0x8badf00d)

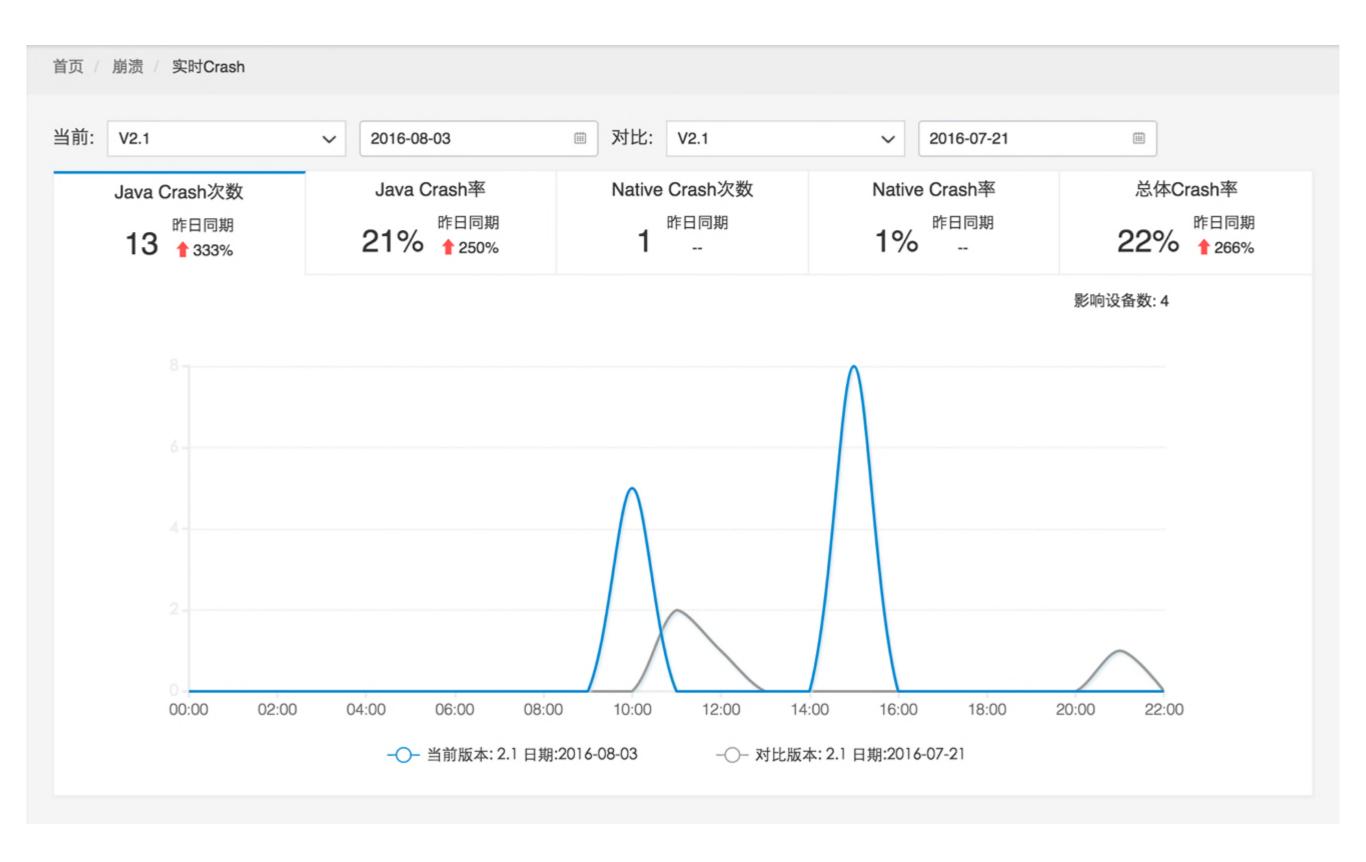
原理

应用Active时, 写入标记文件 应用非active,清除标记文件 应用启动时是否有标记文件 ,上传Crash埋点



实时Crash





Crash 详情

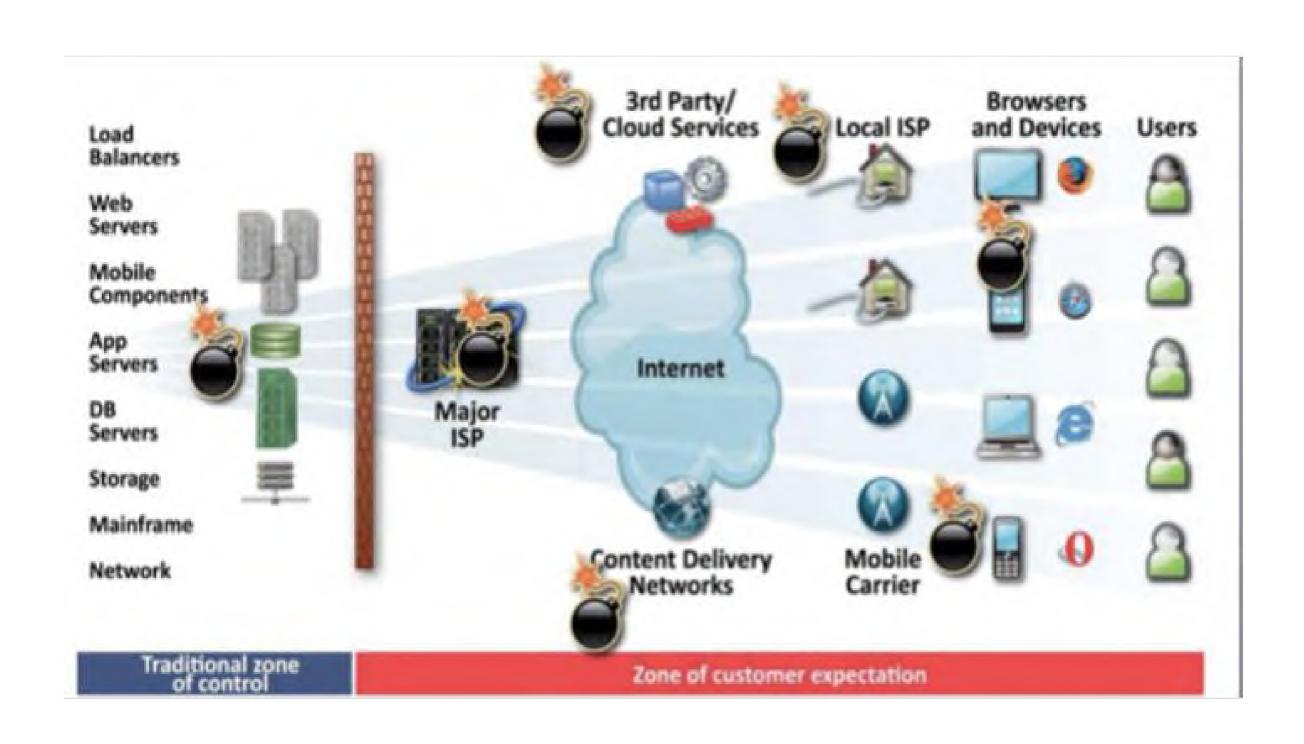


```
Exception Type: SIGABRT
Exception Codes: #0 at 0x195523270
Triggered by Thread: 0
Application Specific Information:
*** Terminating app due to uncaught exception 'NSRangeException', reason: '*** -[_NSArrayI objectAtIndex:]: index 1 beyond bounds [0 .. 0]'
Last Exception Backtrace:
   CoreFoundation
                                   0x00000001835602d8 exceptionPreprocess :132 (in CoreFoundation)
   libobjc.A.dylib
                                   0x0000000194d8c0e4 objc exception throw :60 (in libobjc.A.dylib)
   CoreFoundation
                                   0x0000000183443b34 - [ NSArrayI objectAtIndex:] :224 (in CoreFoundation)
   iOSTest
                                   0x00000001000fcf88 +[Skeleton outOfRange] Skeleton.m:33 (in iOSTest)
   iOSTest
                                   0x0000000100100fbc TTSf4g g d TFC7iOSTest14ViewController9tableViewfTCSo11UITableView23didSelectRowAt1
   iOSTest
                                   0x00000001000ffaa4 TToFC7iOSTest14ViewController9tableViewfTCSo11UITableView23didSelectRowAtIndexPathCSc
   UIKit
                                   0x00000001880c9474 -[UITableView selectRowAtIndexPath:animated:scrollPosition:notifyDelegate:] :1280 (ir
   UIKit
                                   0x0000000188183790 -[UITableView _userSelectRowAtPendingSelectionIndexPath:] :276 (in UIKit)
7
   UIKit
                                   0x0000000188024240 applyBlockToCFArrayCopiedToStack:356 (in UIKit)
   UIKit
                                   0x0000000187f946ec __afterCACommitHandler :536 (in UIKit)
  CoreFoundation
                                   0x00000001835182a4 ___CFRUNLOOP_IS_CALLING_OUT_TO_AN_OBSERVER_CALLBACK_FUNCTION___:32 (in CoreFoundation)
                                   0x0000000183515230 ___CFRunLoopDoObservers :360 (in CoreFoundation)
  CoreFoundation
12 CoreFoundation
                                   0x0000000183515610 CFRunLoopRun :836 (in CoreFoundation)
13 CoreFoundation
                                   0x00000001834412d4 CFRunLoopRunSpecific :396 (in CoreFoundation)
14 GraphicsServices
                                   0x000000018cc576fc GSEventRunModal :168 (in GraphicsServices)
15 UIKit
                                   0x0000000188006fac _UIApplicationMain :1488 (in UIKit)
   iOSTest
                                   0x00000001000fd158 main main.m:15 (in iOSTest)
   libdyld.dylib
                                   Thread 0 Crashed:
   lihsystem kernel dylih
                                                        nthread kill .8 (in lihsystem kernel dylih)
                                   9499999999195523279
```



稳定的网络连接

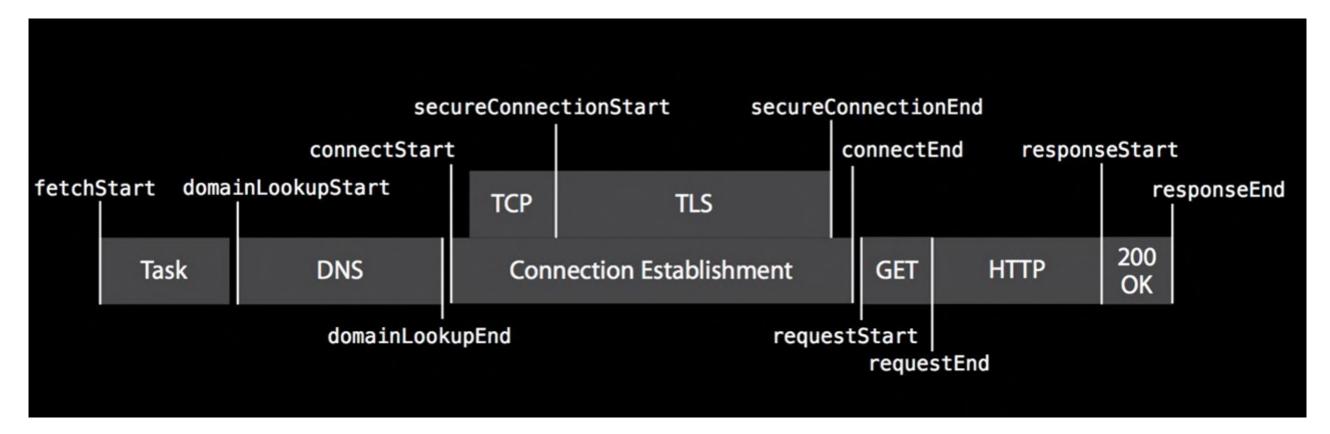


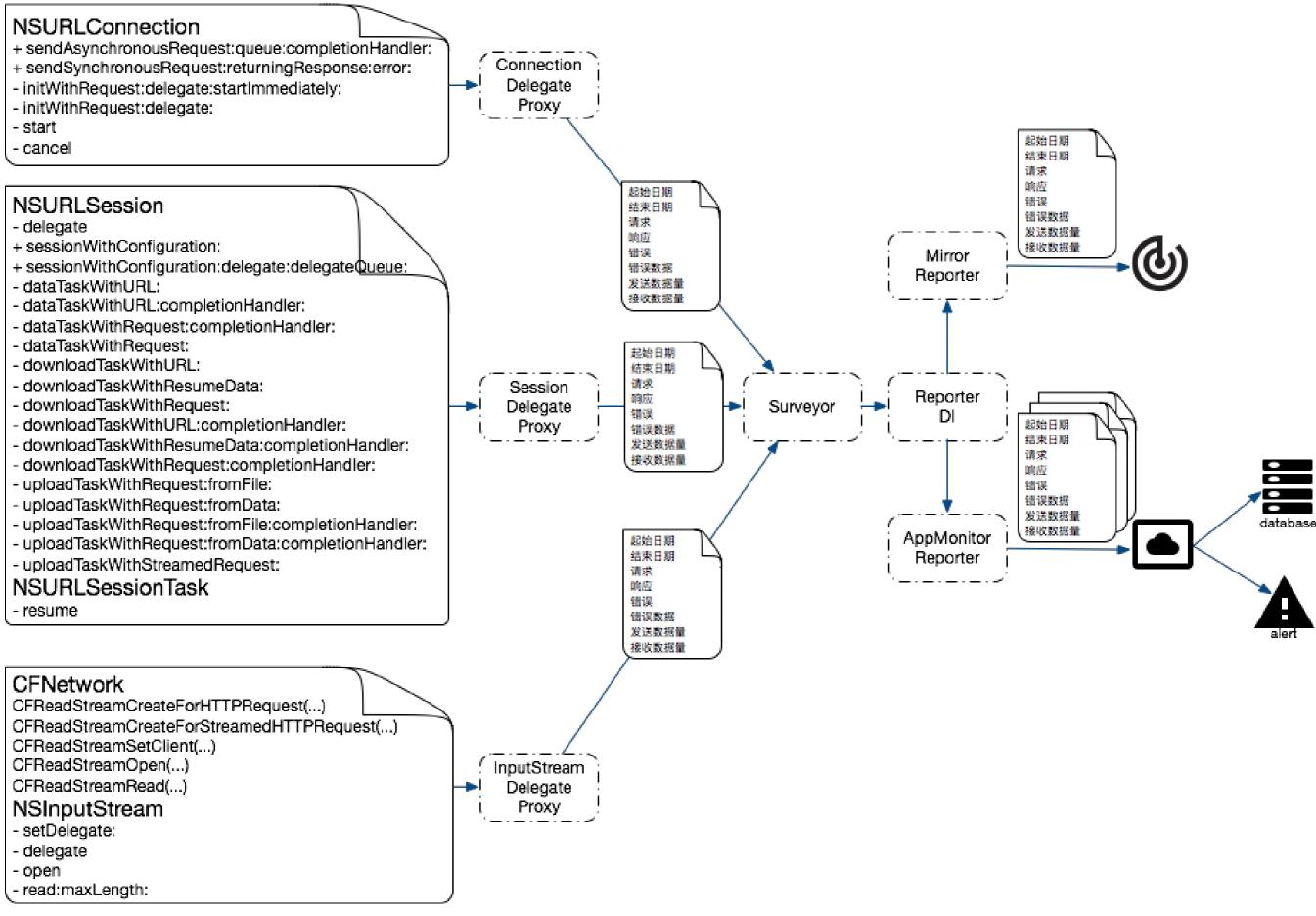




NSURLSessionTaskTransactionMetrics

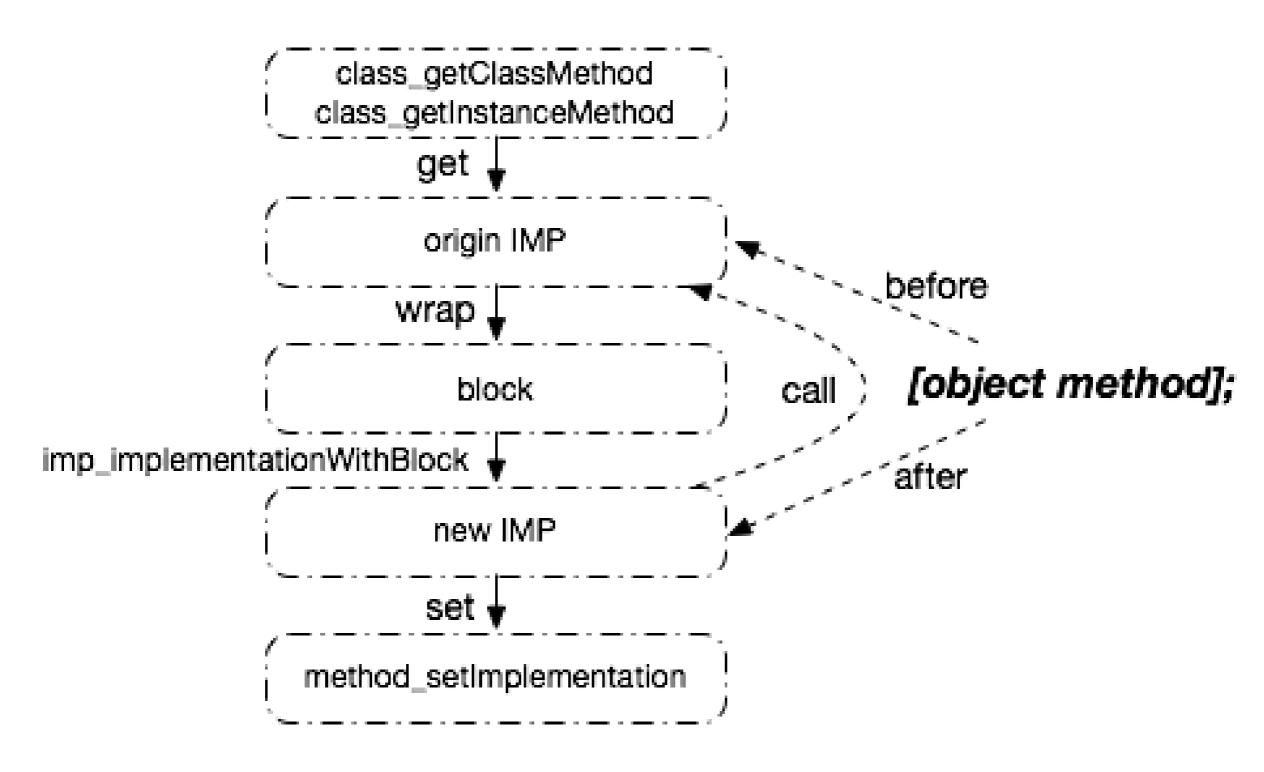
指标 错误率 每分钟请求量 平均响应时间





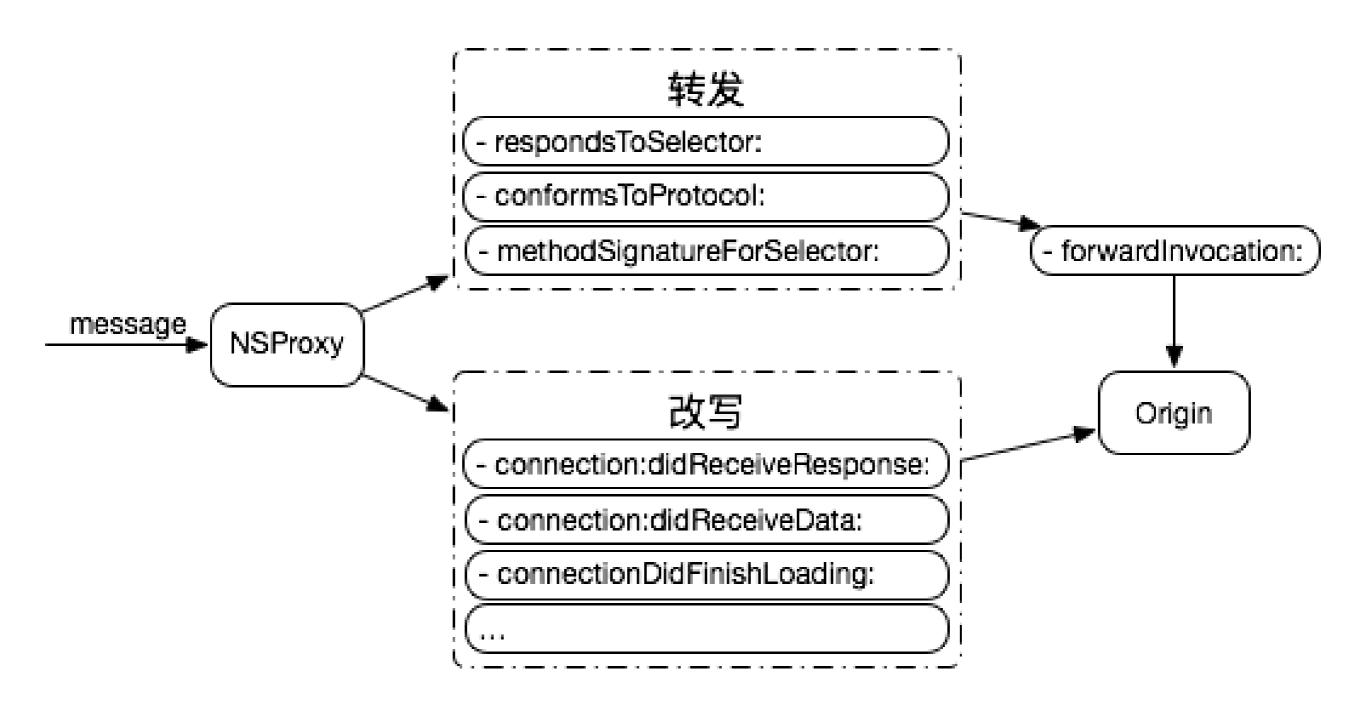
方式一: method Swizzling





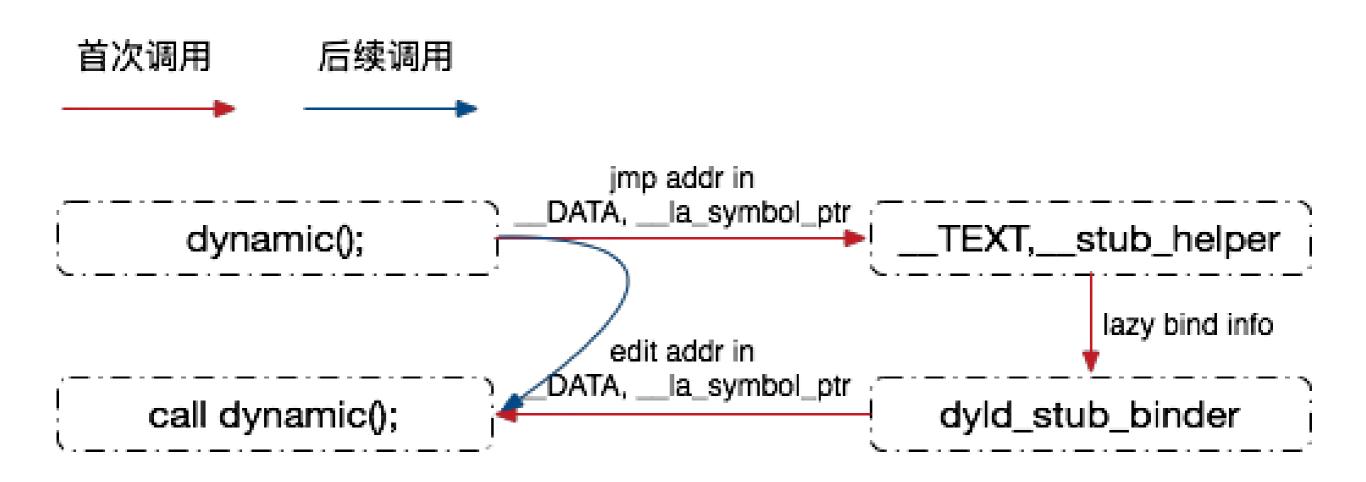
方法二: Proxy转发





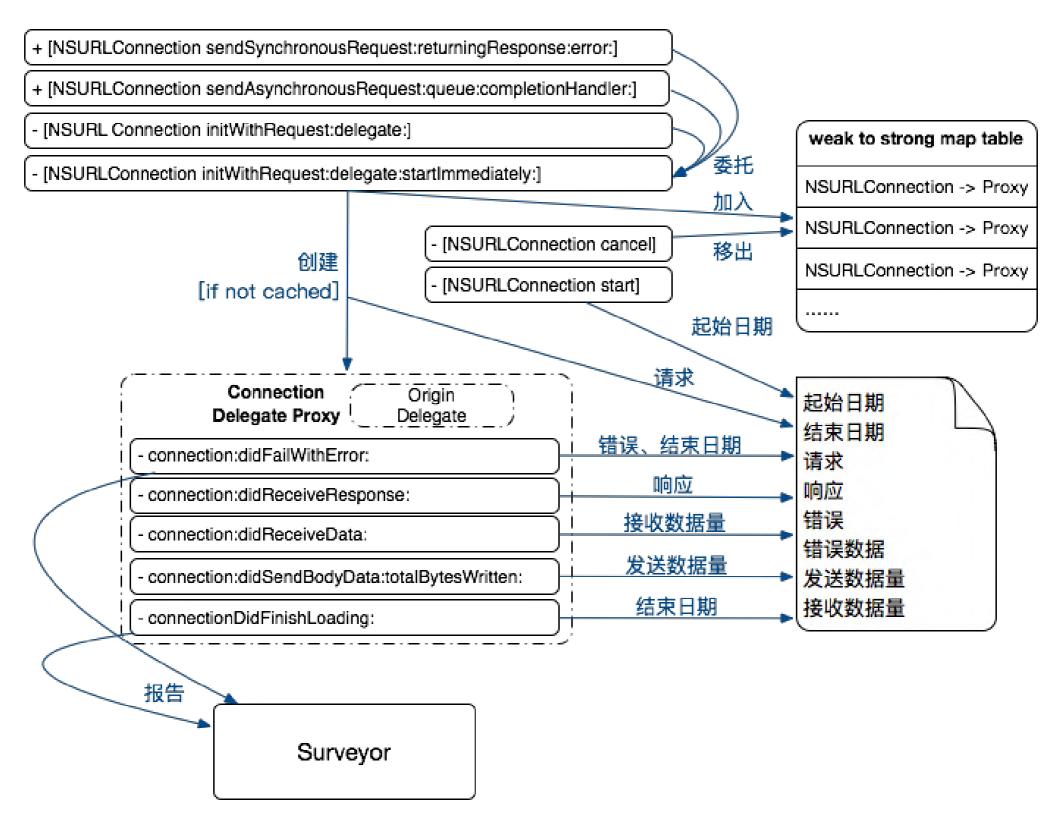
方法三: 动态binding





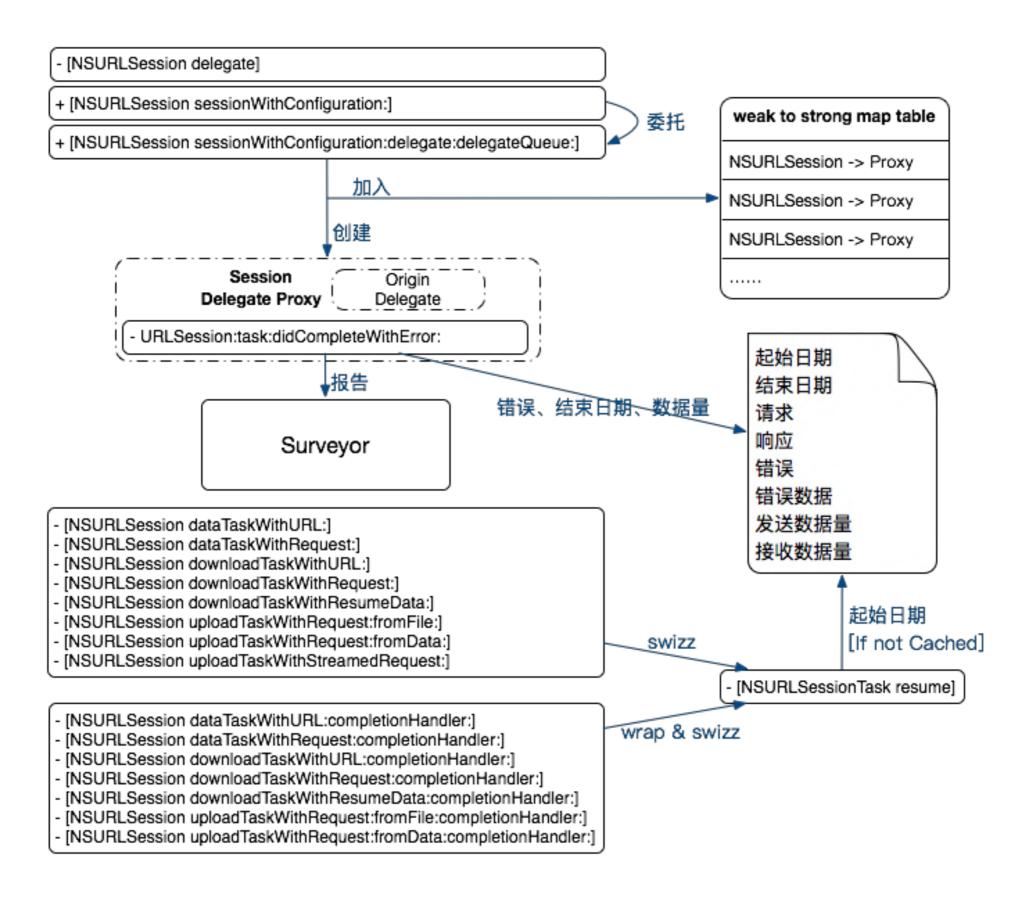
NSURLConnection 实践





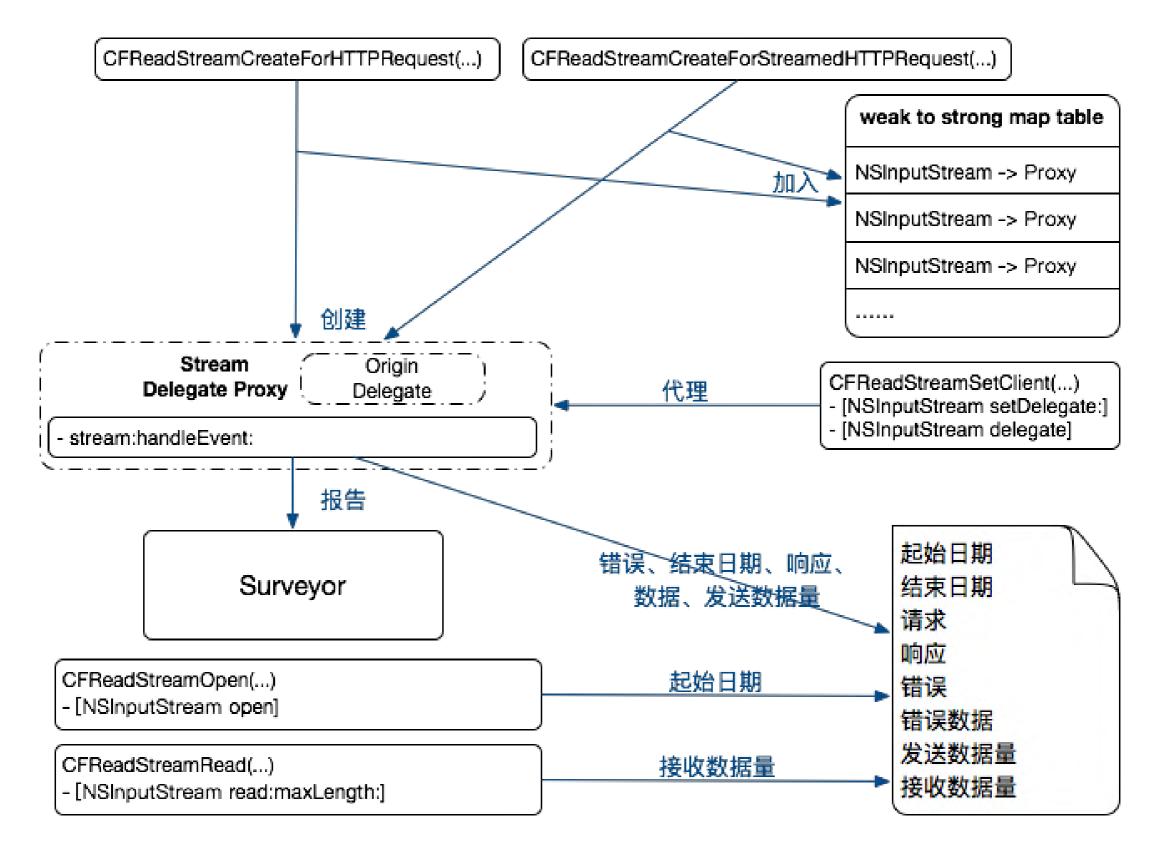
NSURLSession 实践





CFNetworking实践





网络错误列表



错误分析

首页 / 网络 / 错误分析

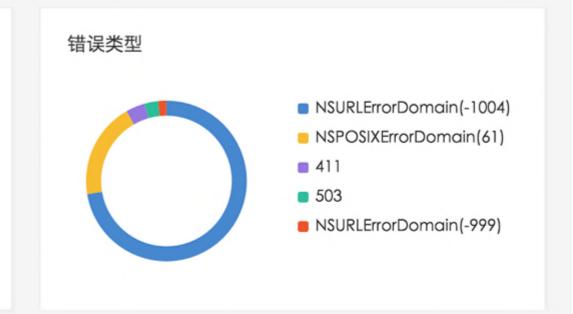
应用版本:

全部版本 🗸

统计时间:

最近6小时 ~

错误总览 Top5			
错误URL	错误率	发生次数	
http://127.0.0.1:12306/apm/post.htm	100%	75	
http://127.0.0.1:12306/apm/get.htm	100%	60	
http://127.0.0.1:12306/apm/timeout.htm	100%	12	
http://127.0.0.1:12306/apm/put.htm	100%	9	
http://127.0.0.1:12306/apm/latency.htm	100%	9	

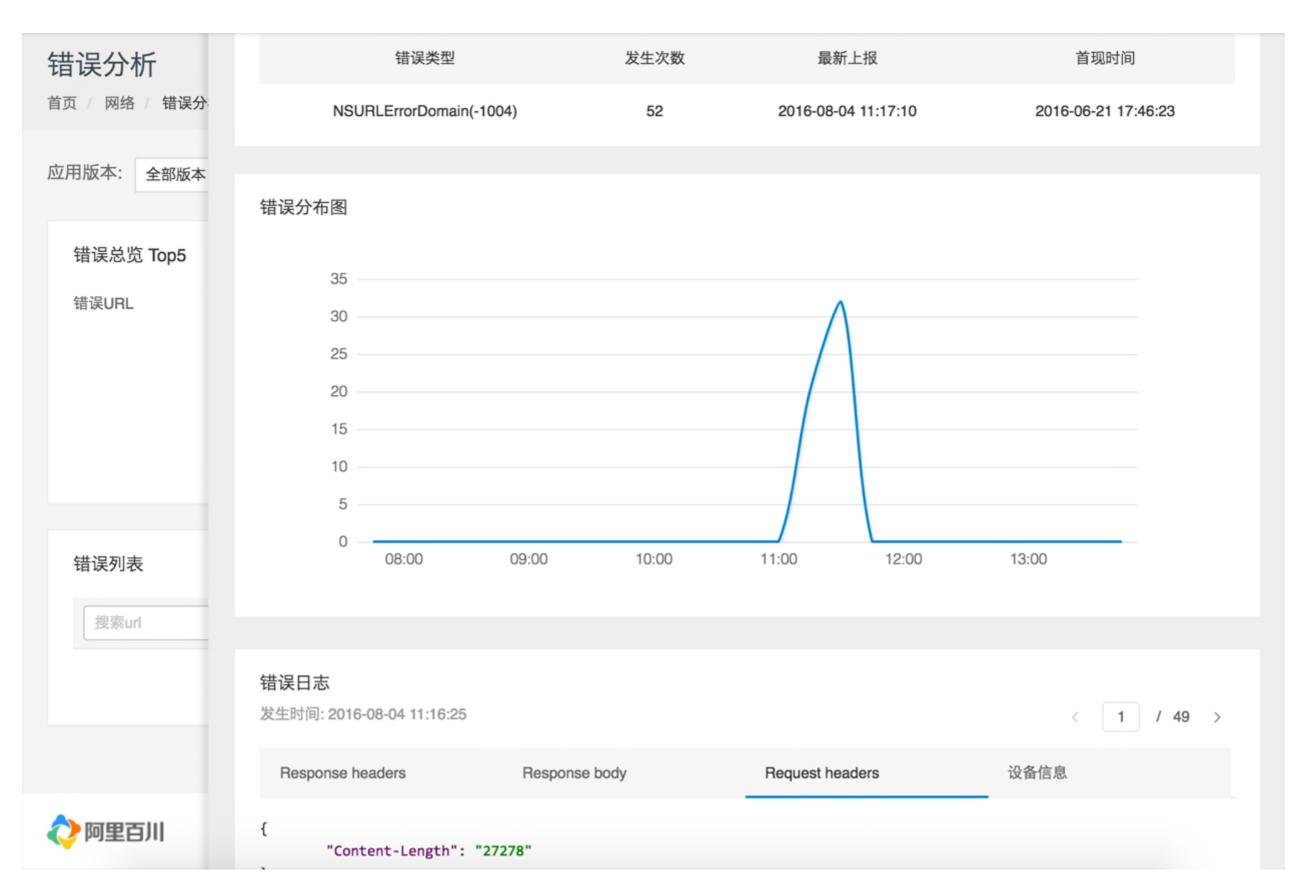


错误列表

搜索url	错误类型 ~	发生次数 ▼	最新上报 ◀	首现时间
http://www.x.x	503	5	2016-08-04 11:17:10	2016-07-04 11:02:09
http://127.0.0.1:12306/apm/get.htm	NSPOSIXErrorDomain(61)	12	2016-08-04 11:17:10	2016-08-04 11:09:32
http://127.0.0.1:12306/apm/get.htm	NSURLErrorDomain(-1004)	45	2016-08-04 11:17:10	2016-06-21 17:36:21

网络错误详情





网络拓扑



拓扑

首页 / 网络 / 拓扑

应用版本:

全部版本

统计时间:

最近14天 💙

网络环境:

不限

运营商:

所有运营商

应用总览

① 平均响应时间: 27 ms

① 每分钟请求量: 0.01 次

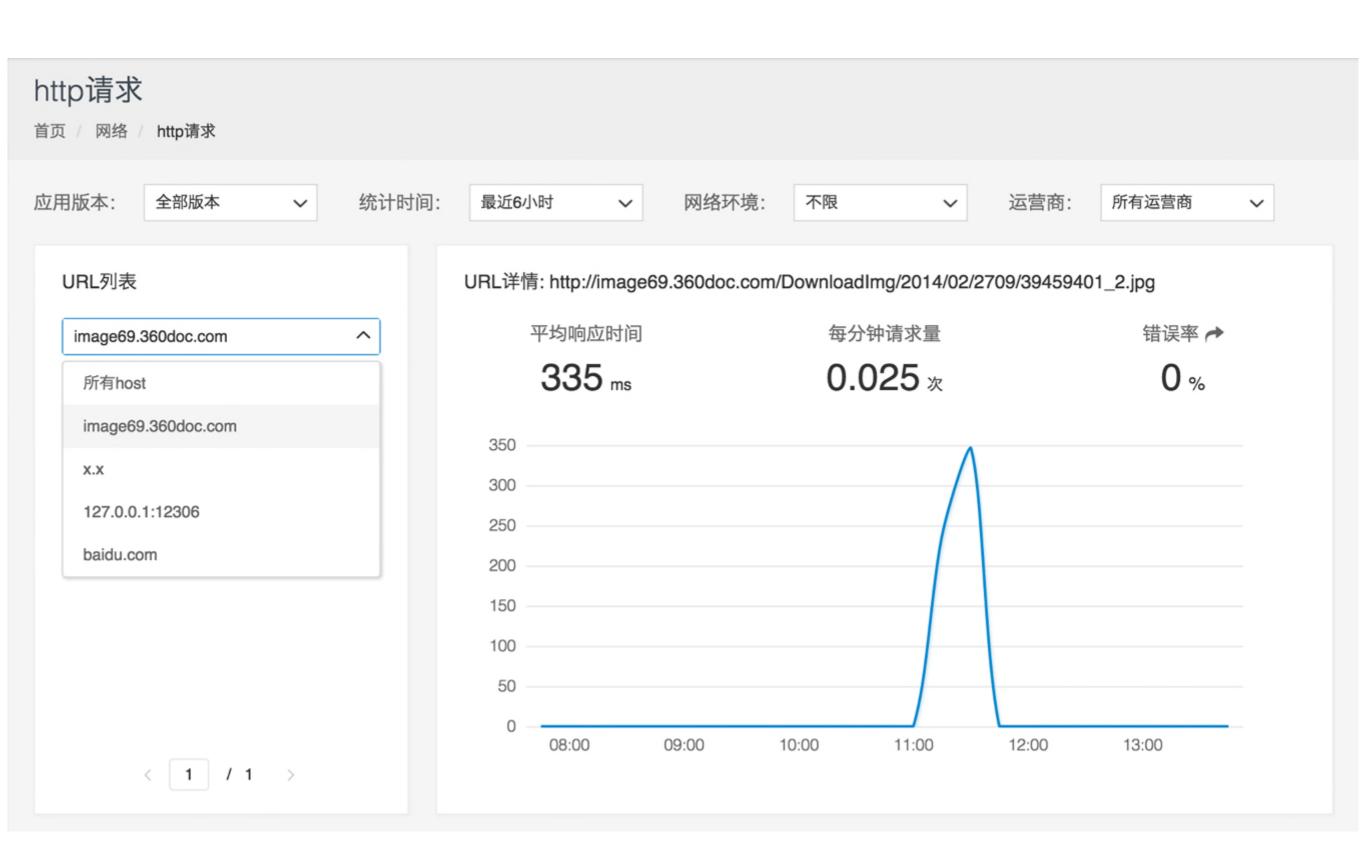
① 错误率: 89.952 %

拓扑详情

服务	平均响应时间	每分钟请求量	错误率	操作
baichuan.com	0 ms	0 次	0 %	展开 ~
qrcode.com	0 ms	0 次	0 %	展开 ~
image69.360doc.com	335 ms	0 次	0 %	展开 ~
qq.com	0 ms	0 次	0 %	展开 ~
x.x	8 ms	0 次	100 %	展开 ~
taobao.com	0 ms	0 次	0 %	展开 ~
127.0.0.1:12306	7 ms	0.009 次	100 %	展开 ~
baidu.com	150 ms	0 次	70 %	展开 ~

http请求



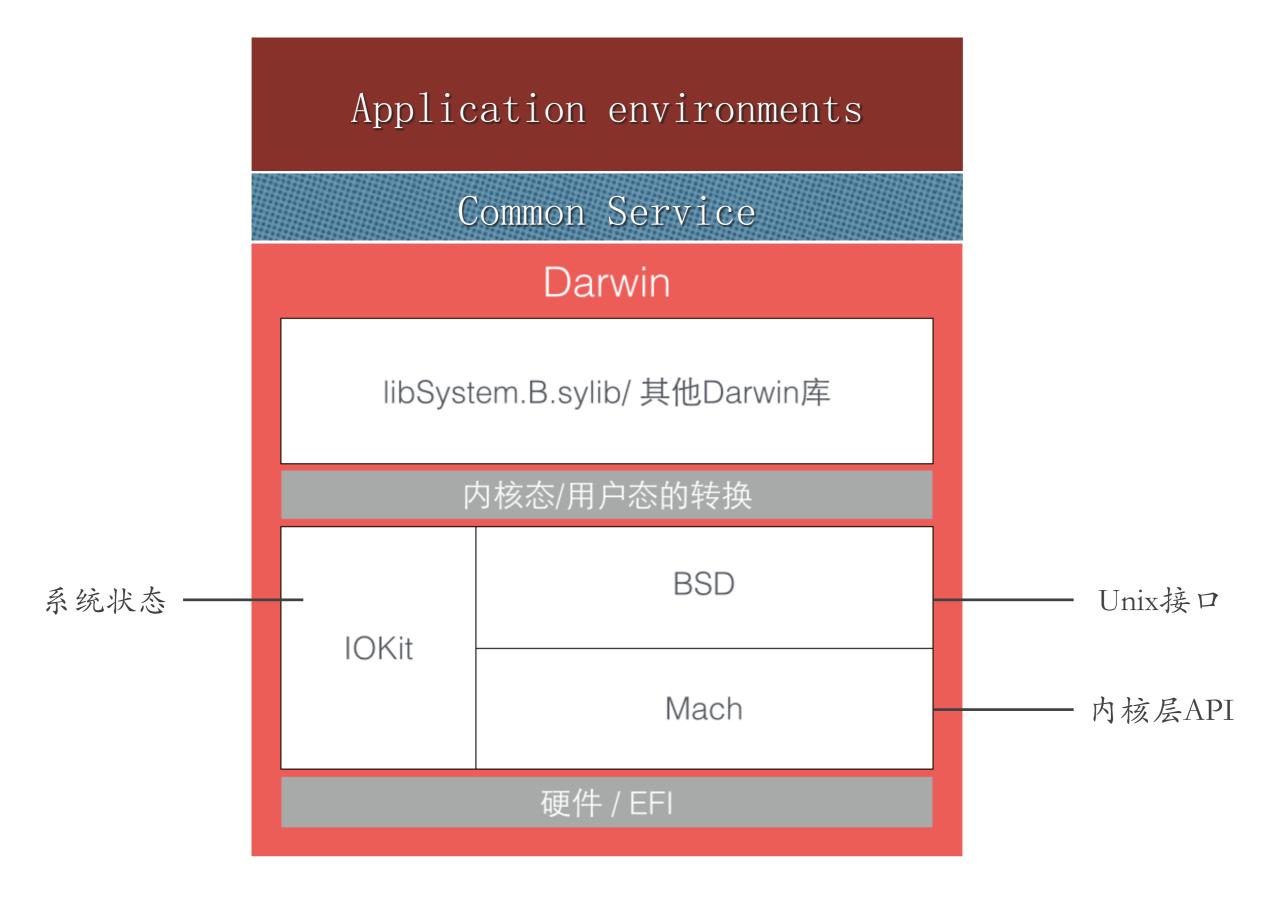




流畅的操作界面

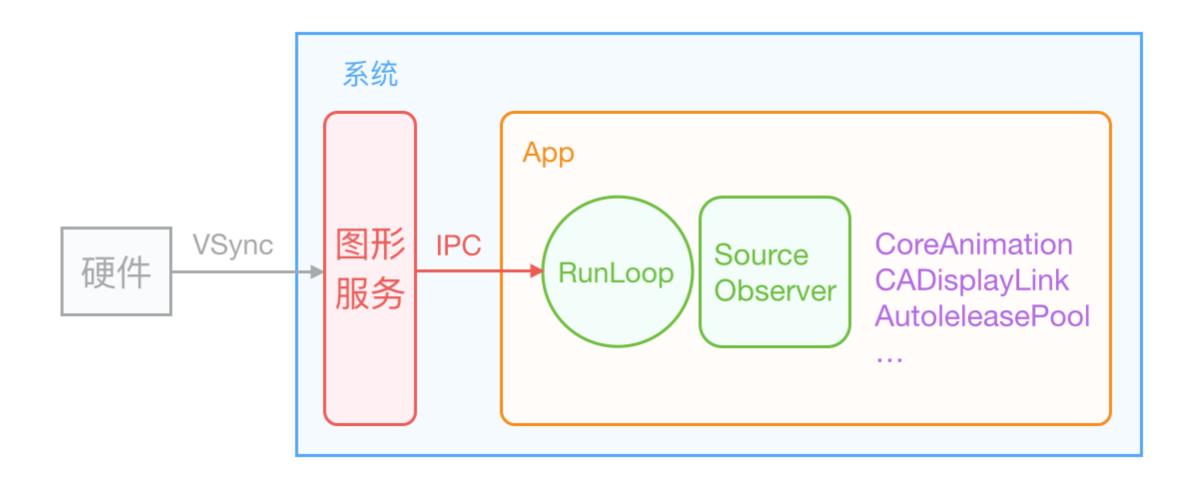
Darwin 内核结构





RunLoop任务分发





方案一: 监听FPS 降低 — CADisplayLink

方案二: 主线程 Runloop 执行

RunLoop原理

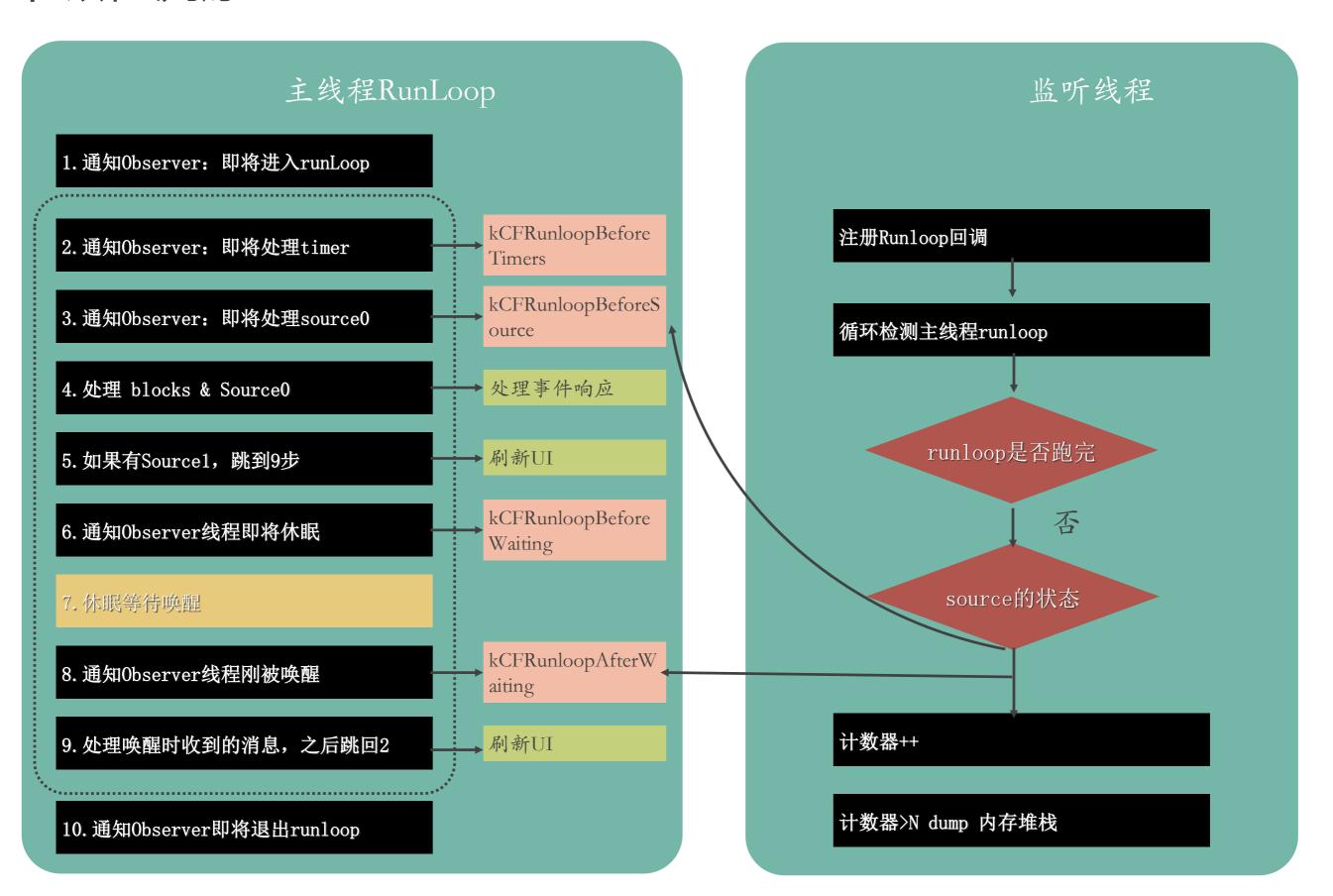


```
RunLoop
1. 通知Observer: 即将进入runLoop
                                    kCFRunloopBefore
2. 通知Observer: 即将处理timer
                                    Timers
                                    kCFRunloopBeforeS
3. 通知Observer: 即将处理sourceO
                                    ource
4. 处理 blocks & SourceO
                                    处理事件响应
5. 如果有Source1,跳到9步
                                    刷新UI
                                    kCFRunloopBefore
6. 通知Observer线程即将休眠
                                    Waiting
7. 休眠等待唤醒
                                    kCFRunloopAfterW
8. 通知Observer线程刚被唤醒
                                    aiting
9. 处理唤醒时收到的消息,之后跳回2
                                    刷新UI
10. 通知Observer即将退出runloop
```

```
do
   // 通知将要处理timer和source
    CFRunLoopDoObservers(kCFRunLoopBeforeTimers);
   CFRunLoopDoObservers(kCFRunLoopBeforeSources);
    __CFRunLoopDoBlocks(); //处理非延迟的主线程调用
   CFRunLoopDoSource0(); //处理UIEvent事件
   //GCD dispatch main queue
   CheckIfExistMessagesInMainDispatchQueue();
   // 即将进入休眠
   CFRunLoopDoObservers(kCFRunLoopBeforeWaiting);
   // 等待内核mach msg事件
   mach port t wakeUpPort = SleepAndWaitForWakingUpPorts();
   // Zzz ...
   // 从等待中醒来
    CFRunLoopDoObservers(kCFRunLoopAfterWaiting);
    // 处理因timer的唤醒
   if (wakeUpPort == timerPort)
       __CFRunLoopDoTimers();
   // 处理异步方法唤醒,如dispatch async
   else if (wakeUpPort == mainDispatchQueuePort)
       __CFRUNLOOP_IS_SERVICING_THE_MAIN_DISPATCH_QUEUE__()
   // UI刷新,动画显示
   else
       CFRunLoopDoSource1();
    // 再次确保是否有同步的方法需要调用
   CFRunLoopDoBlocks();
} while (!stop && !timeout);
```

卡顿检测原理





卡顿检测的问题



问题:

- •数据量大,实时处理有困难,数据采集可能影响到业务服务器的性能
- ·一直check和dump堆栈比较耗电
- •启动和退后台卡顿

解决:

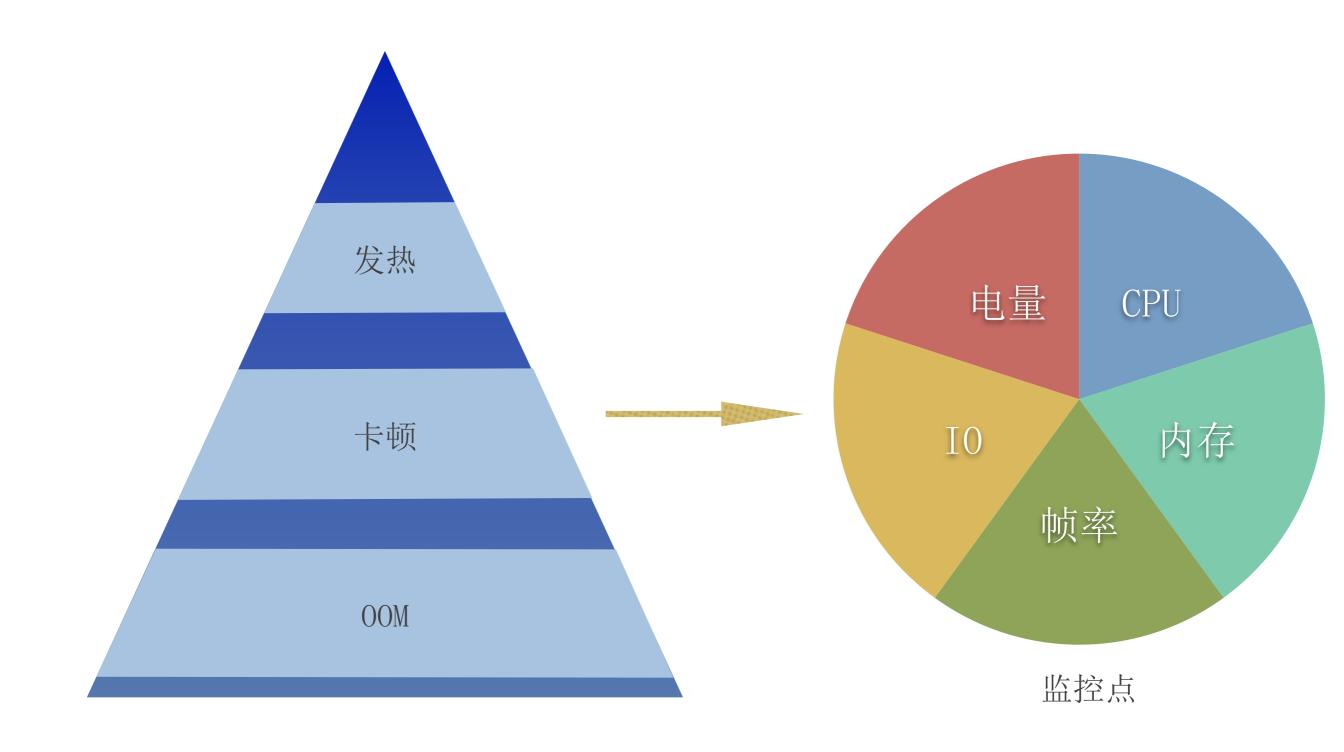
- 用户采样
- 按堆栈做聚合
- 触屏调整
- · watch dog 动态调整

总体					0-10					10-20			
滑动速度	偏	移量	1	侦率	滑动速度	偏	移量		侦率	滑动速度	僱	移量	帧
平均值 ♦	平均值 ♦	90%区间 \$	平均值 \$	90%区间 \$	平均值 ♦	平均值 \$	90%区间 \$	平均值 \$	90%区间 \$	平均值 ♦	平均值 \$	90%区间 \$	平均值 ♦
0.2185	2334.1	5500	4.41	5	0.3224	201.39	500	15.02	15	0.2459	298.13	500	25.01

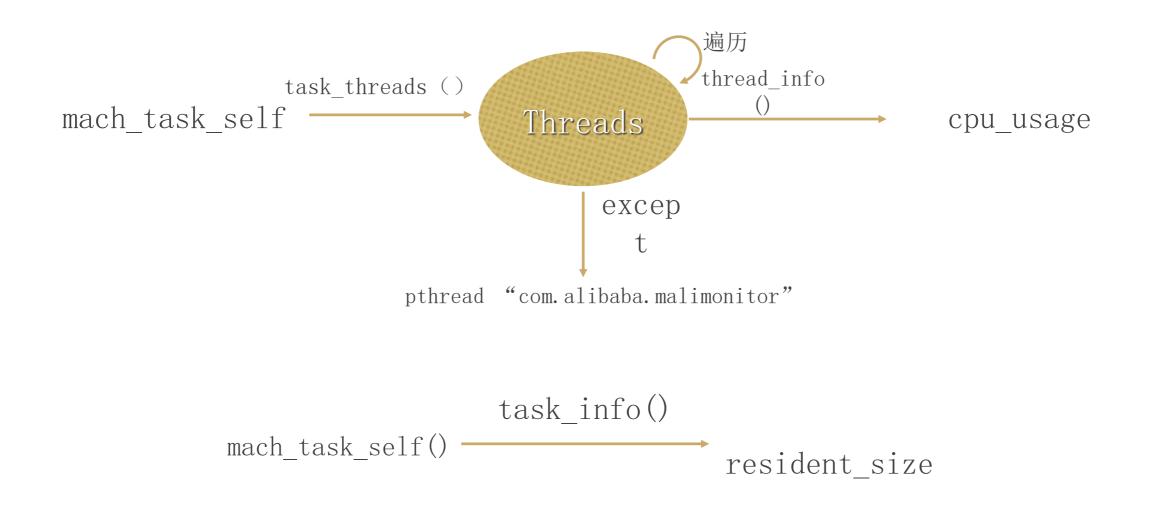


尽量少的资源消耗









电量获取方案



方案一

[UIDevice currentDevice] 得到BatteryState和BatteryLevel

方案二

IOKit

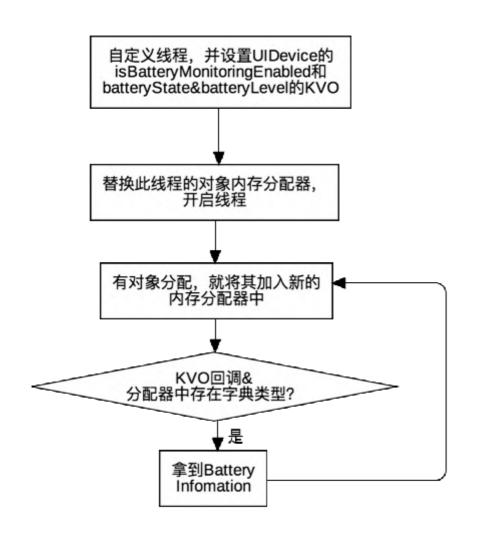
path:/System/Library/Frameworks/IOKit.framework

得到InstantAmperage(电流)和Voltage(电压)

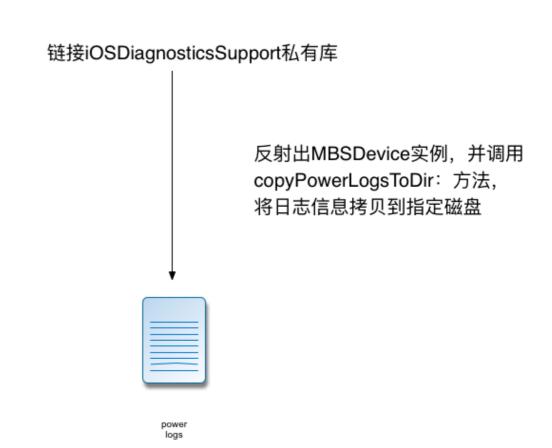
电量获取方案



方案三 替换线程allocator



方案四



这些表中包含了iOS系统采集 的所有应用的小时级别的耗电量

电量获取方案

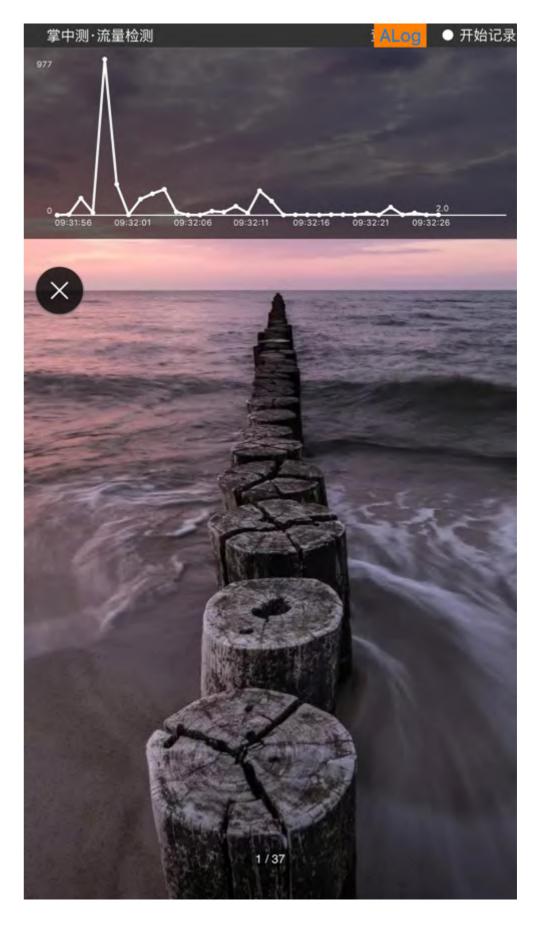


方案	优点	缺点		
UIDevice属性	简单	粗粒度,不符合要求		
IOKit	可以拿到当前的电流电压	无法精确到应用级别		
替换线程Allocator	拿到数据同上	除了以上,还有活的数据 的时机依赖于KVO		
越狱方案	可以拿到每个应用小时耗 电量	小时级别,不符合要求		

百川掌中测截图









漂亮的视觉交互

射鸡师VS程序员





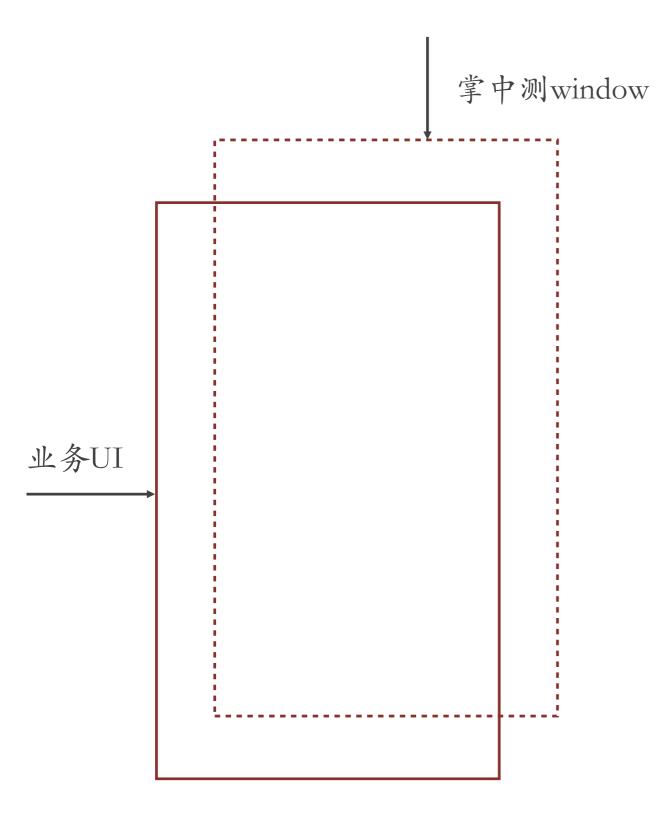




APMCon

交互容器





拦截手势实现交互独立

```
- (BOOL)pointInside:(CGPoint)point withEvent:(UIEvent *)event

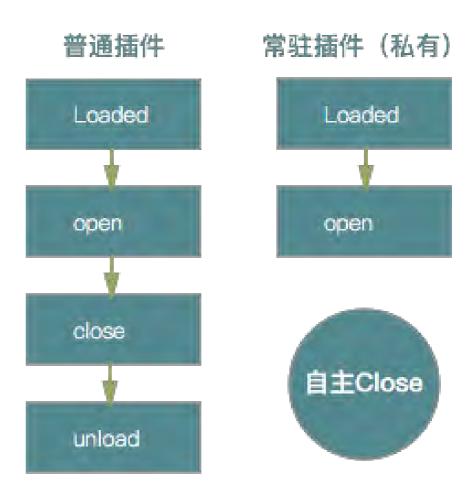
BOOL pointInside = NO;

if ([self.touchDelegate shouldHandleTouchAtPoint:point]) {

   pointInside = [super pointInside:point withEvent:event];
}

return pointInside;
}
```

自定义插件和生命周期管理





Thank you



