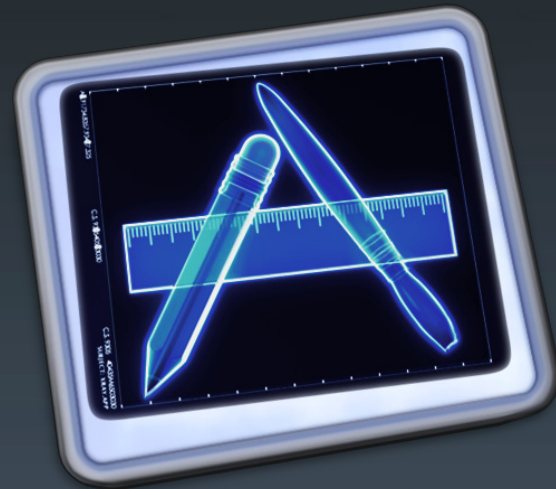


What's New in Instruments

Session 310

Steve Lewallen

Performance Tools Engineering Manager



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

Today's Agenda

Workflow

Strategies

**Profiling
API**

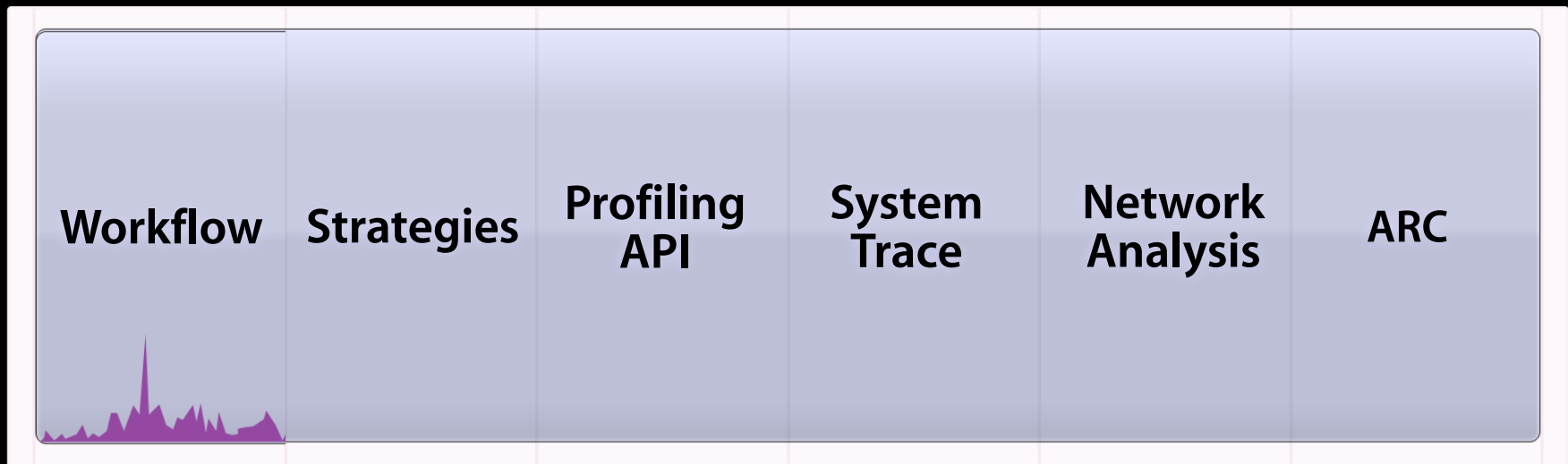
**System
Trace**

**Network
Analysis**

ARC

Workflow Improvements

From recording to data mining

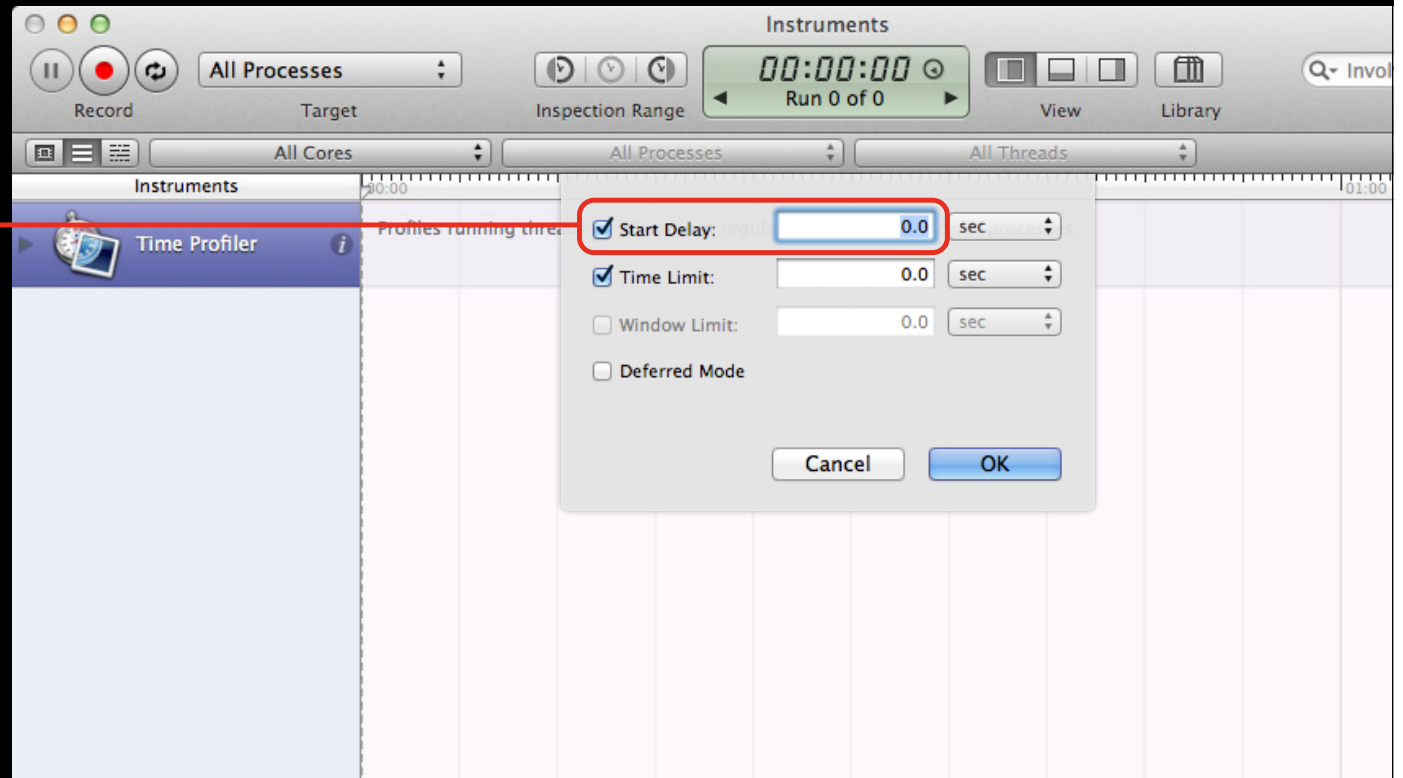


Record Options

Record Options

Refining recording behavior

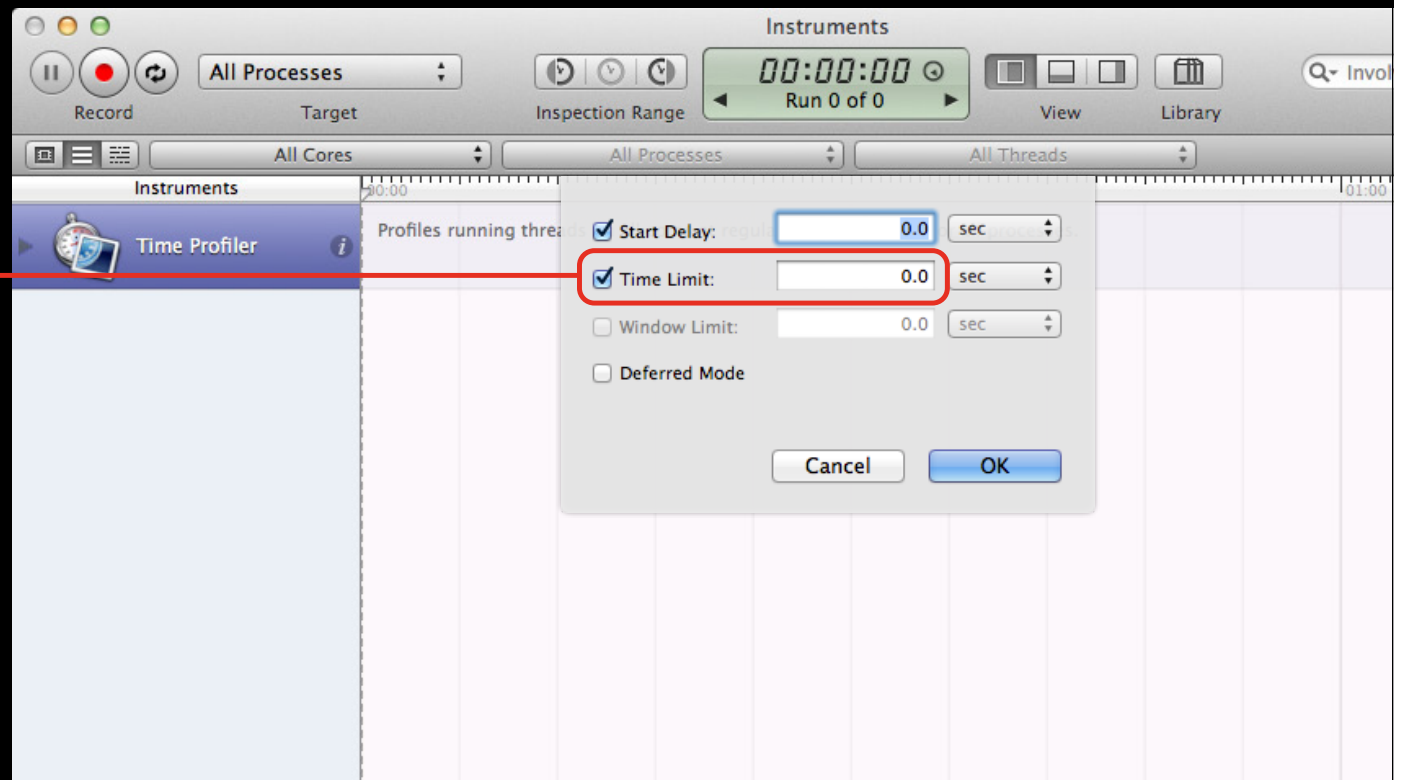
Start Delay
Add delay between
hitting record and
record starting



Record Options

Refining recording behavior

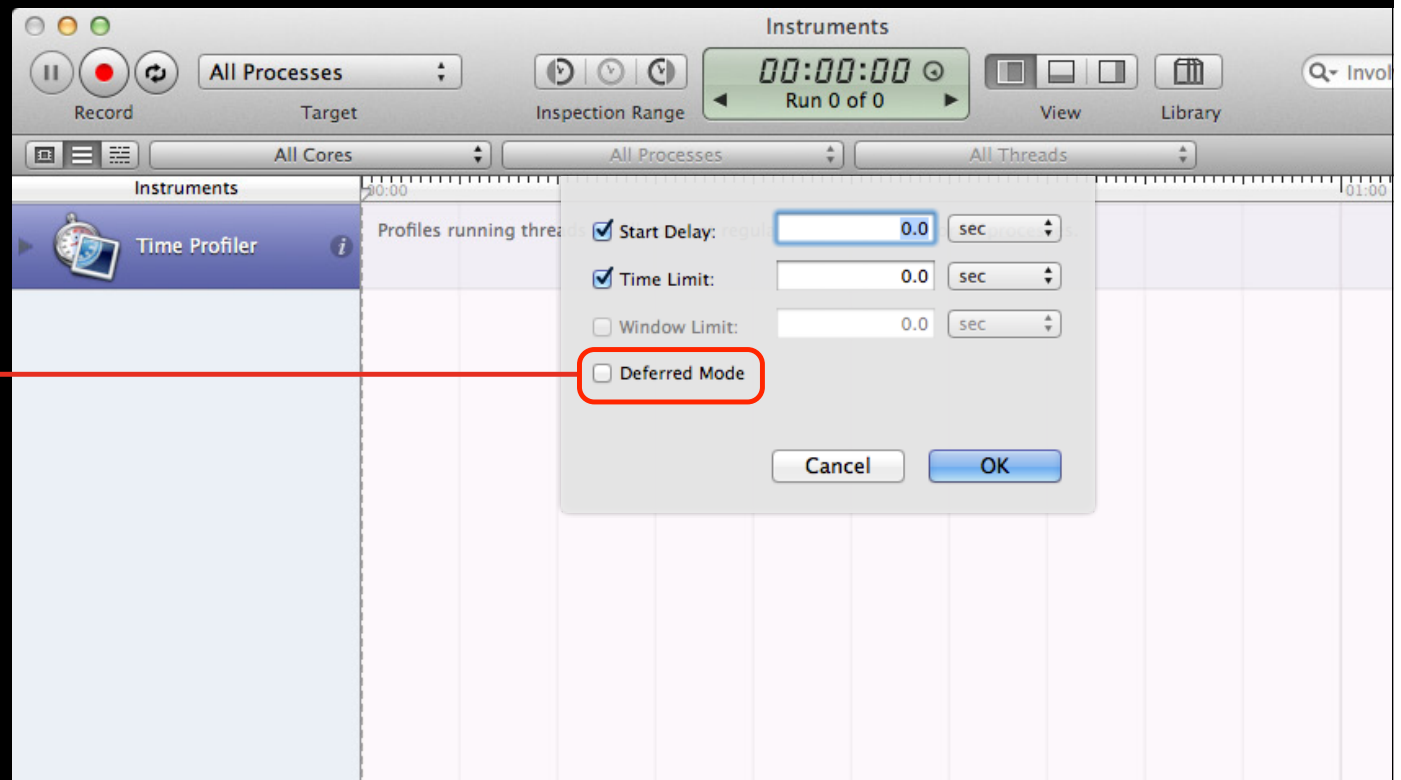
Time Limit
Set a maximum recording length



Record Options

Refining recording behavior

Deferred Mode
Toggle between
"immediate" and
deferred mode

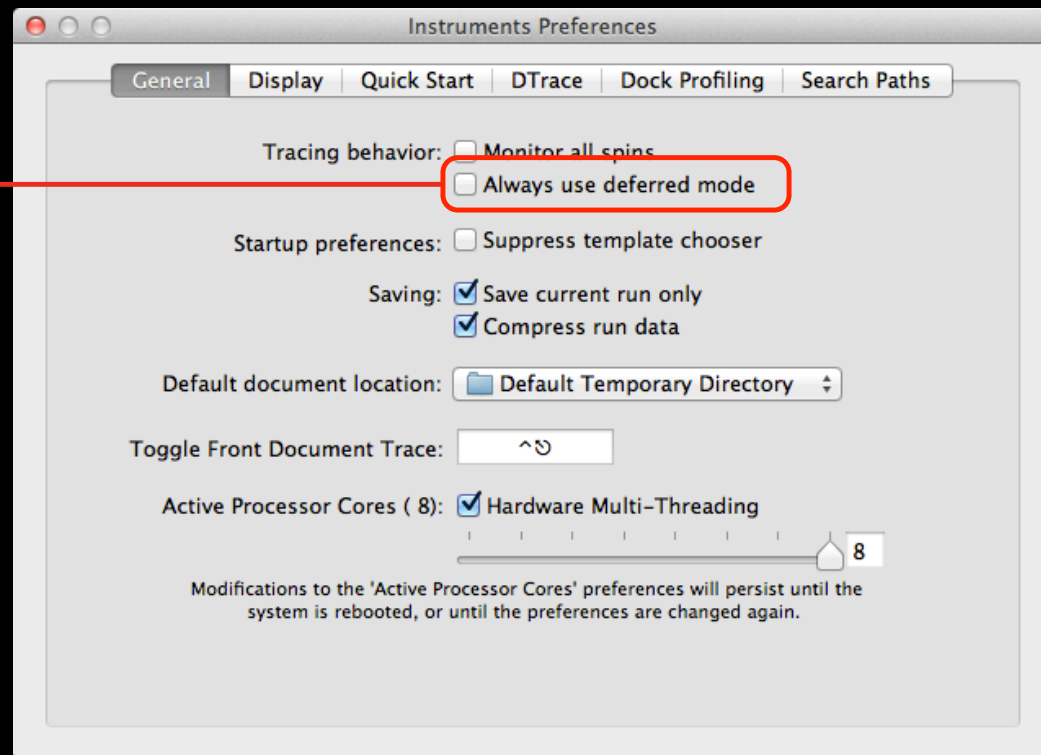


Record Options

Refining recording behavior

Deferred Mode

Set deferred mode as the defaults for all new recordings



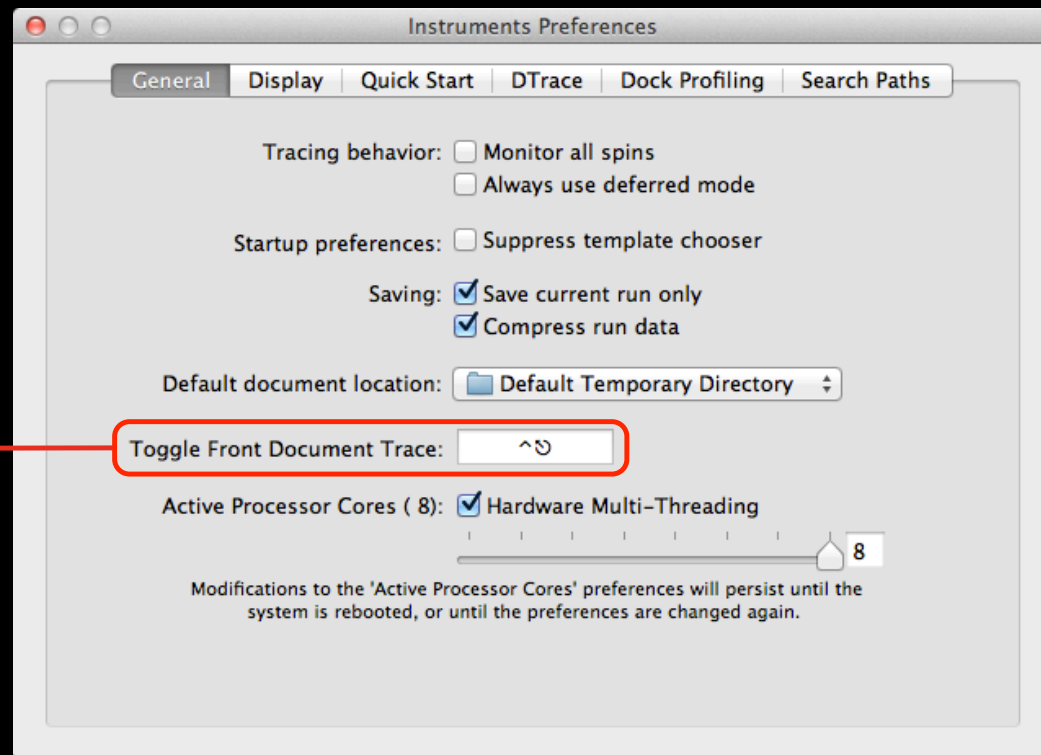
Record Options

Refining recording behavior

Toggle Recording

Start/Stop recording of front-most trace document

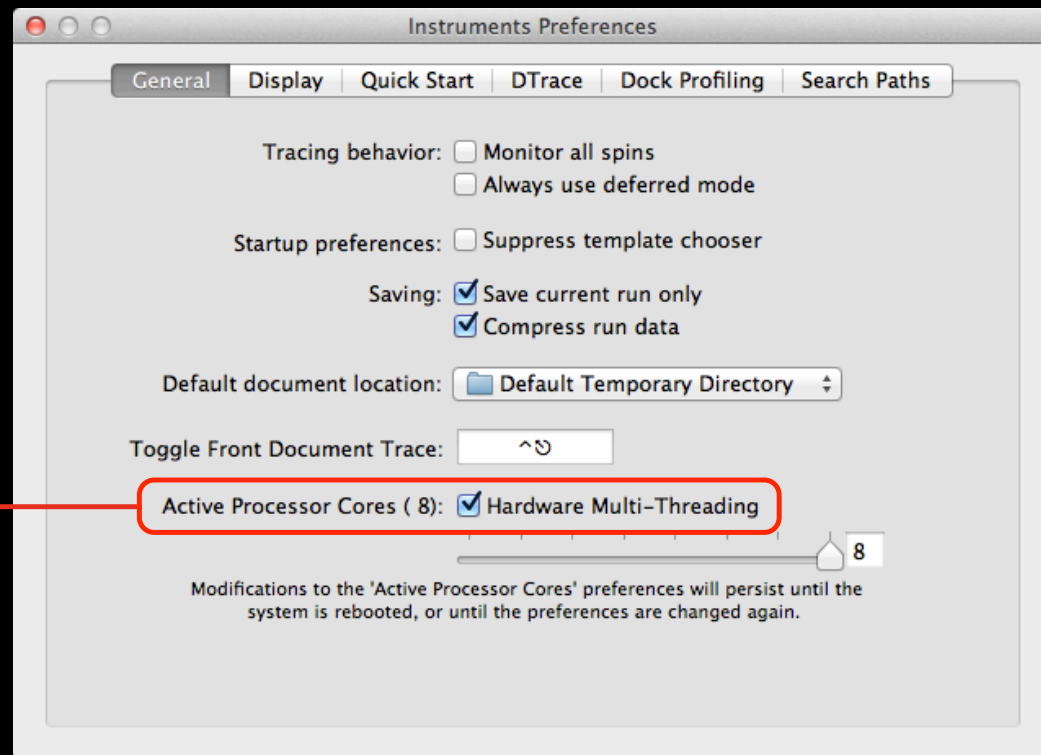
Instruments may be in background



Record Options

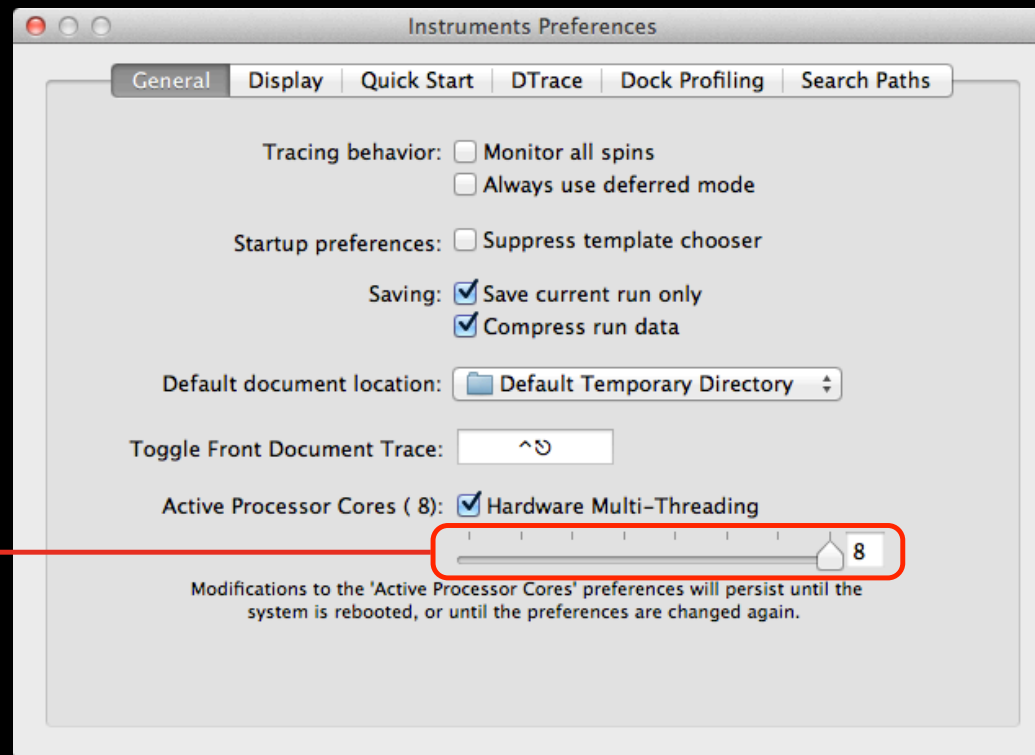
Refining recording behavior

Toggle Hardware Threading
Turns hyper-threading on or off for supported systems



Record Options

Refining recording behavior

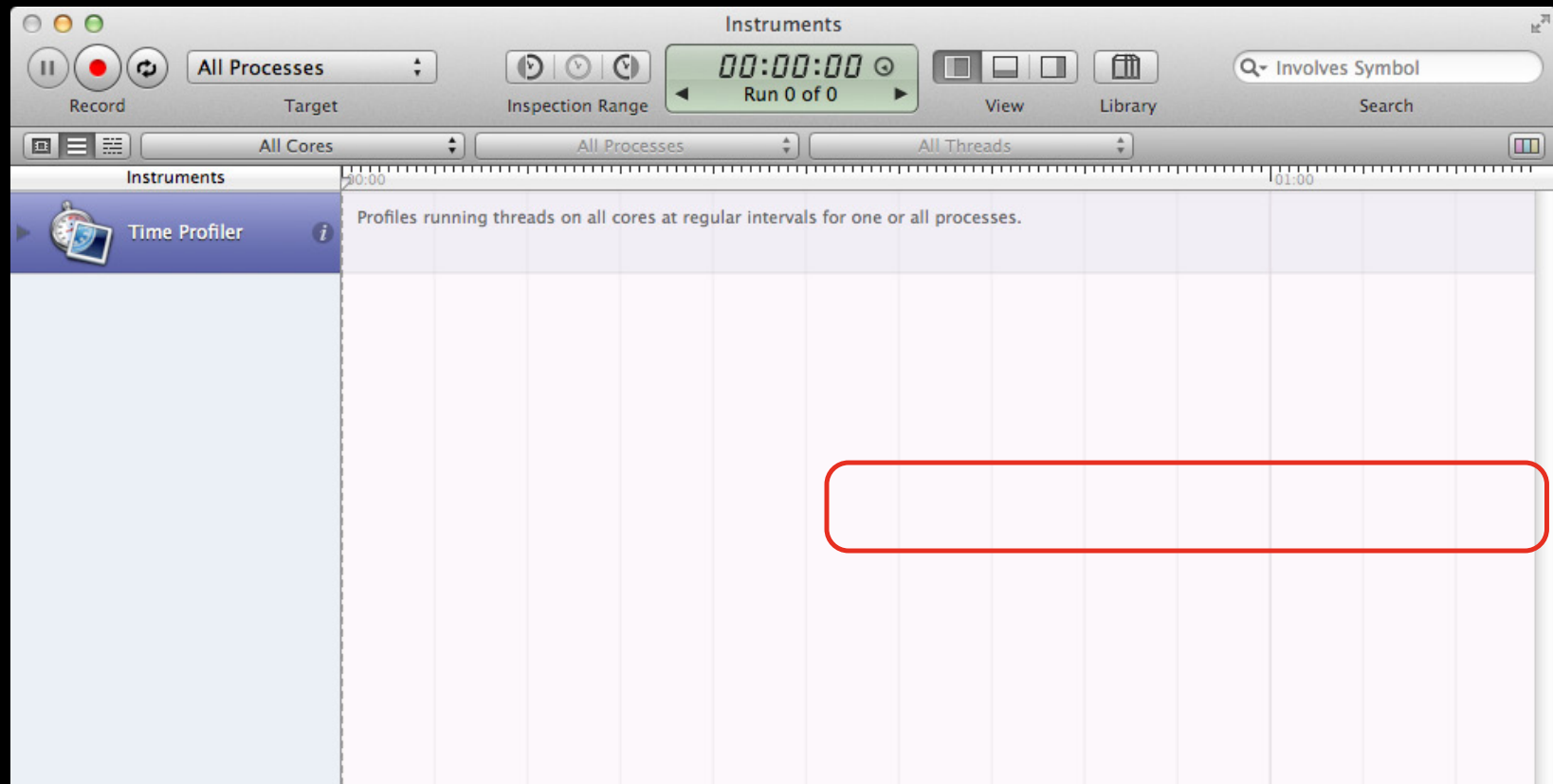


Active Processor Cores
Reduce the number of active cores on the Mac OS X system

Track Gestures

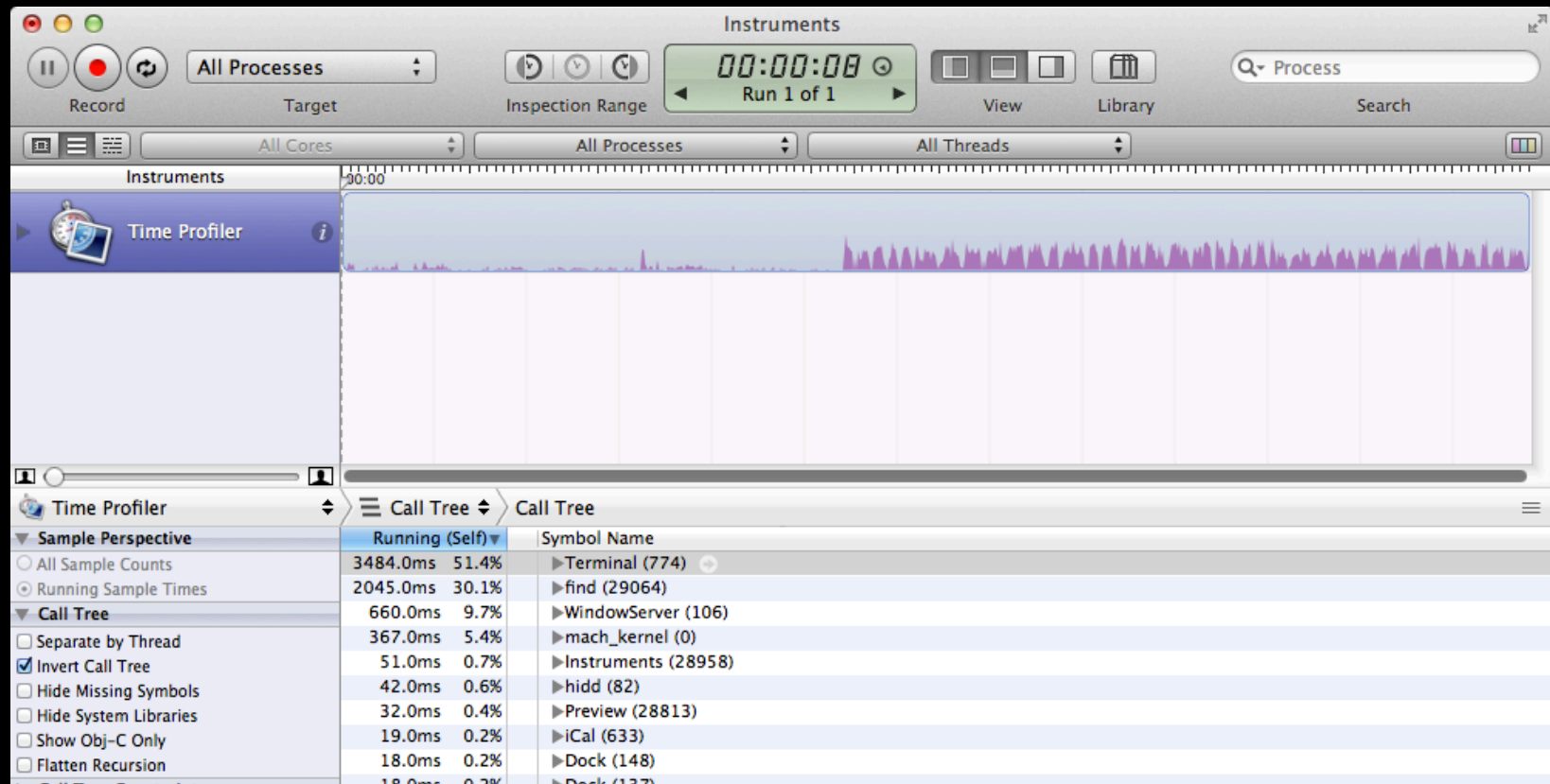
Track Gestures

Working with high-resolution traces



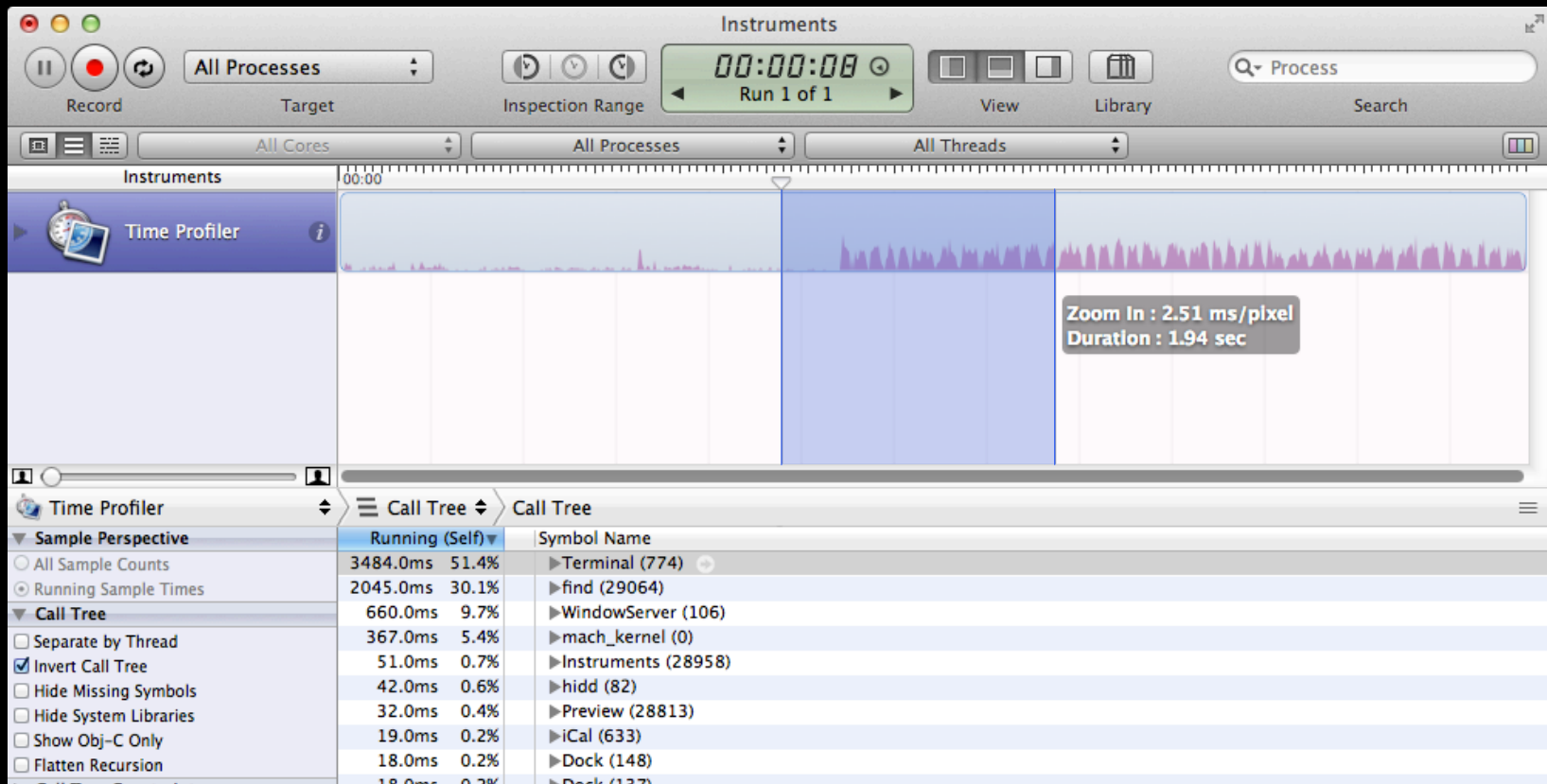
Track Gestures

Working with high-resolution traces



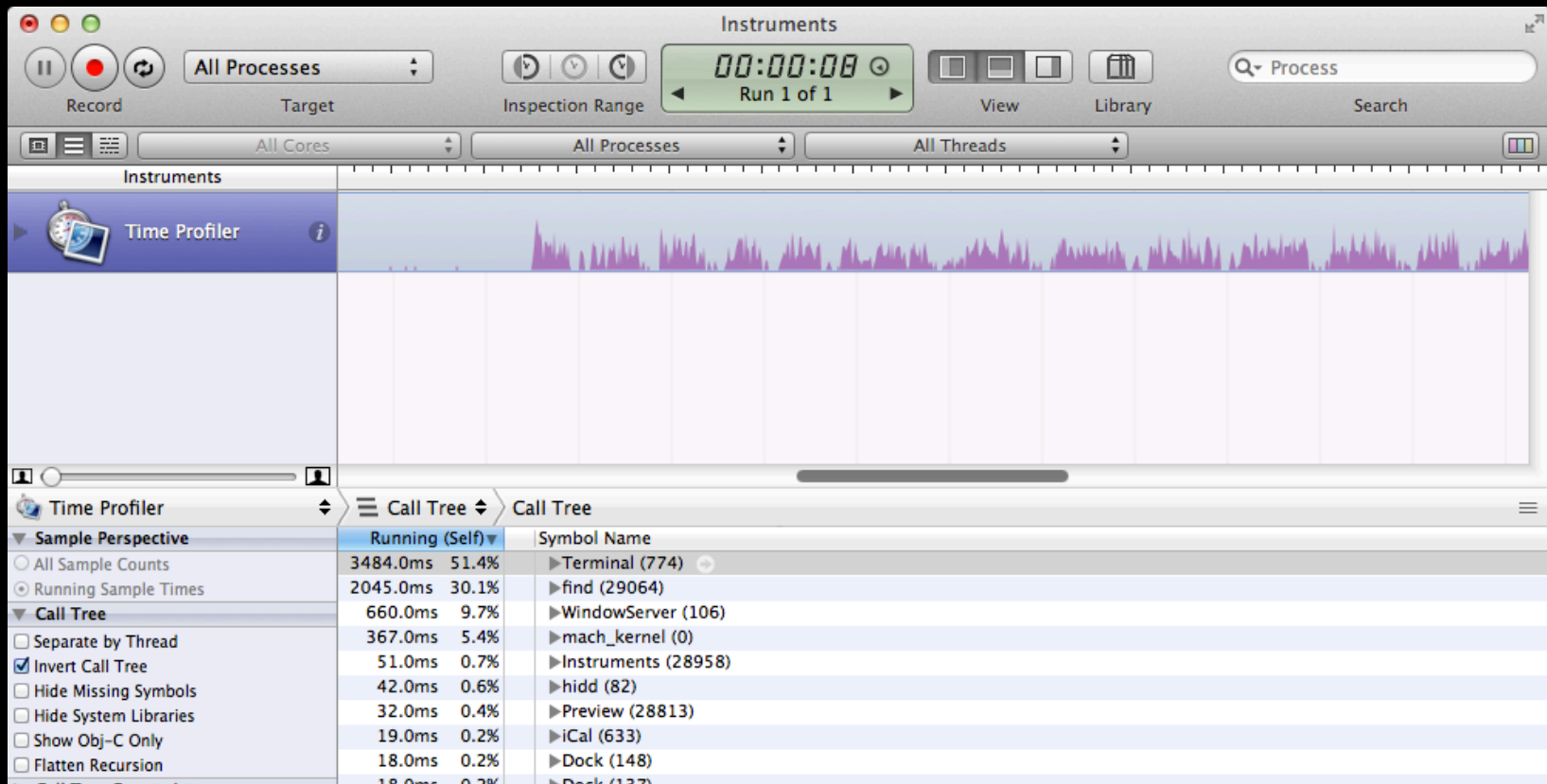
Zoom In

Shift + Mouse Drag



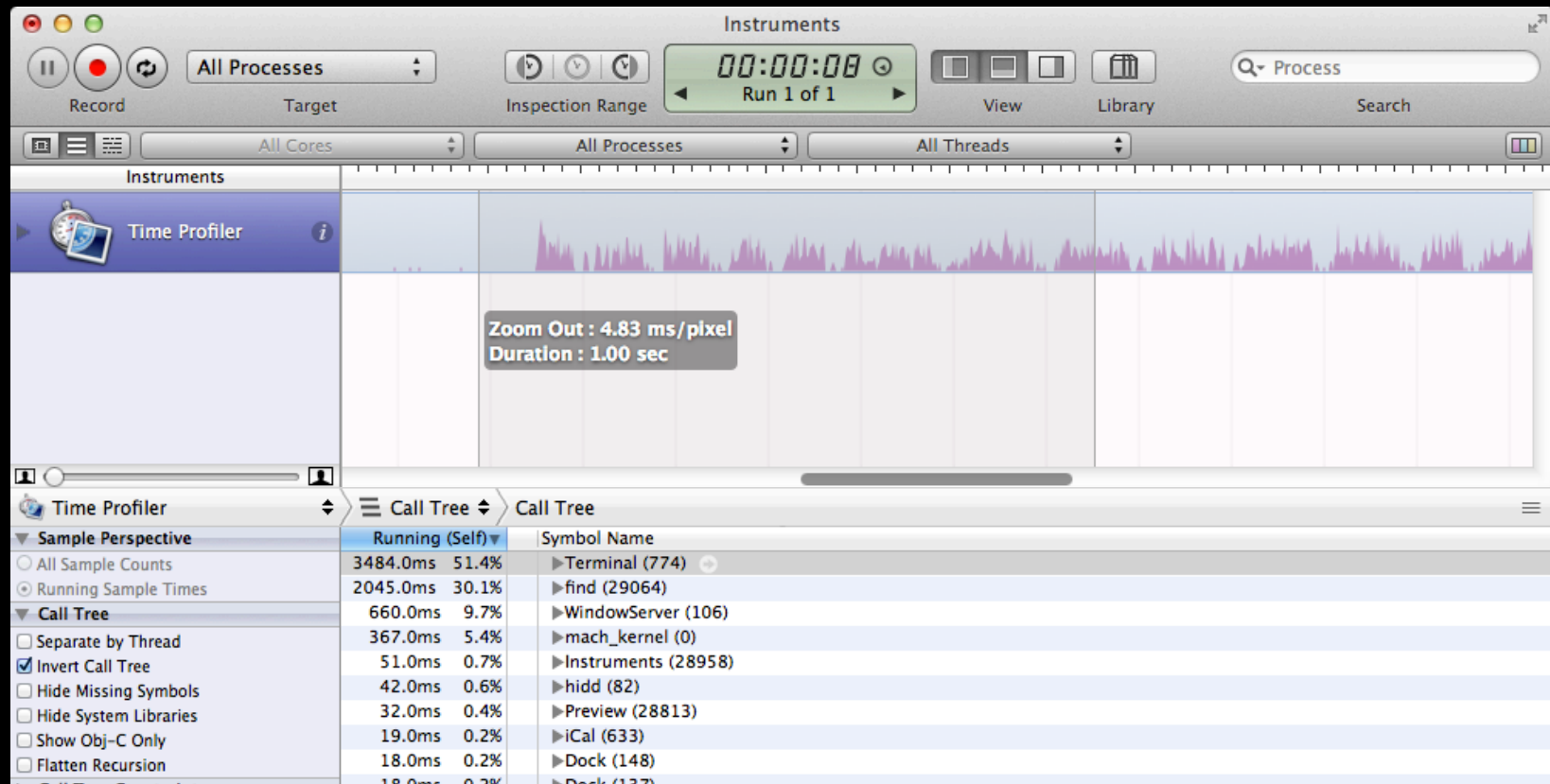
Zoom In

Shift + Mouse Drag



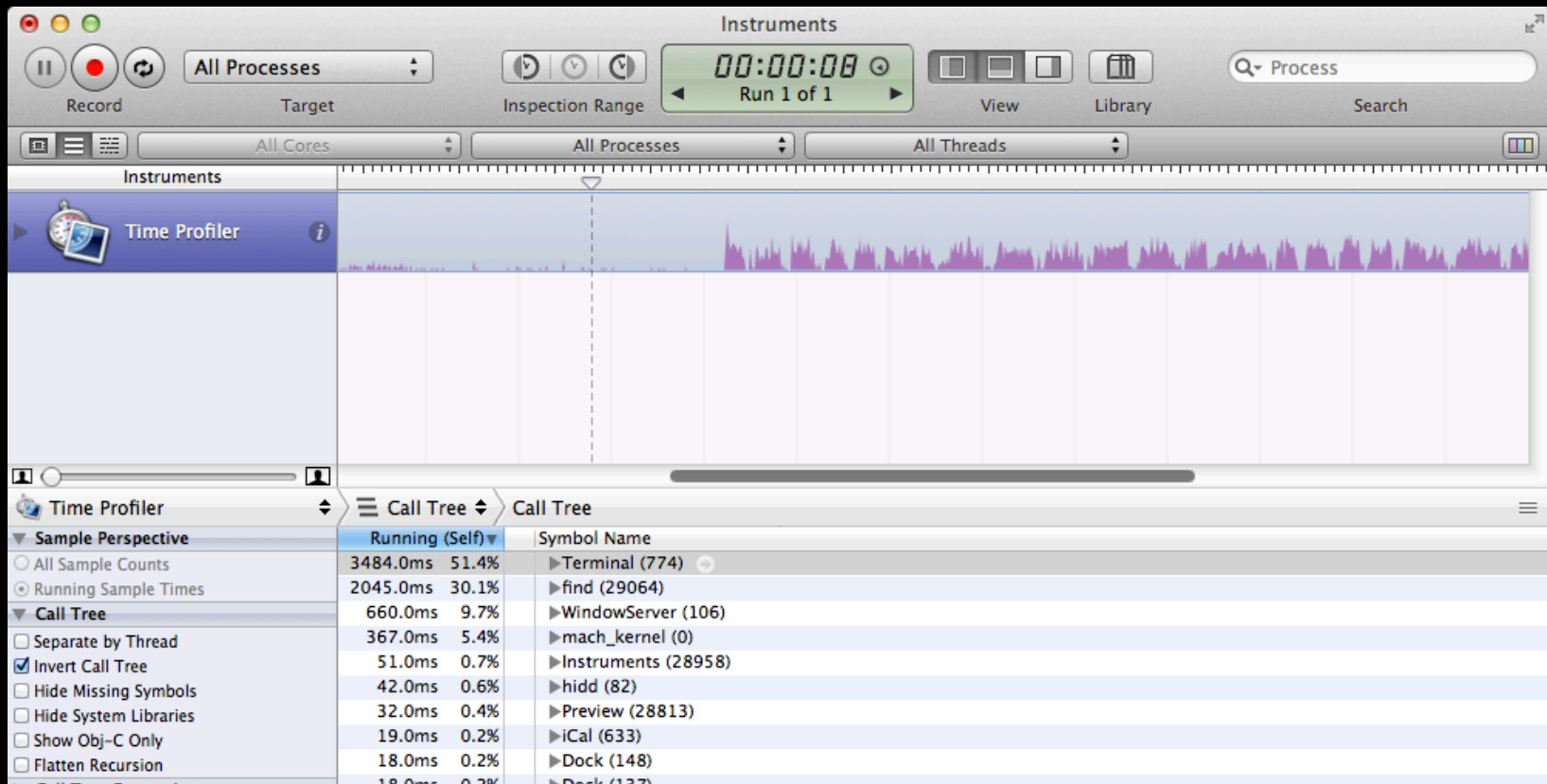
Zoom Out

Control + Mouse Drag



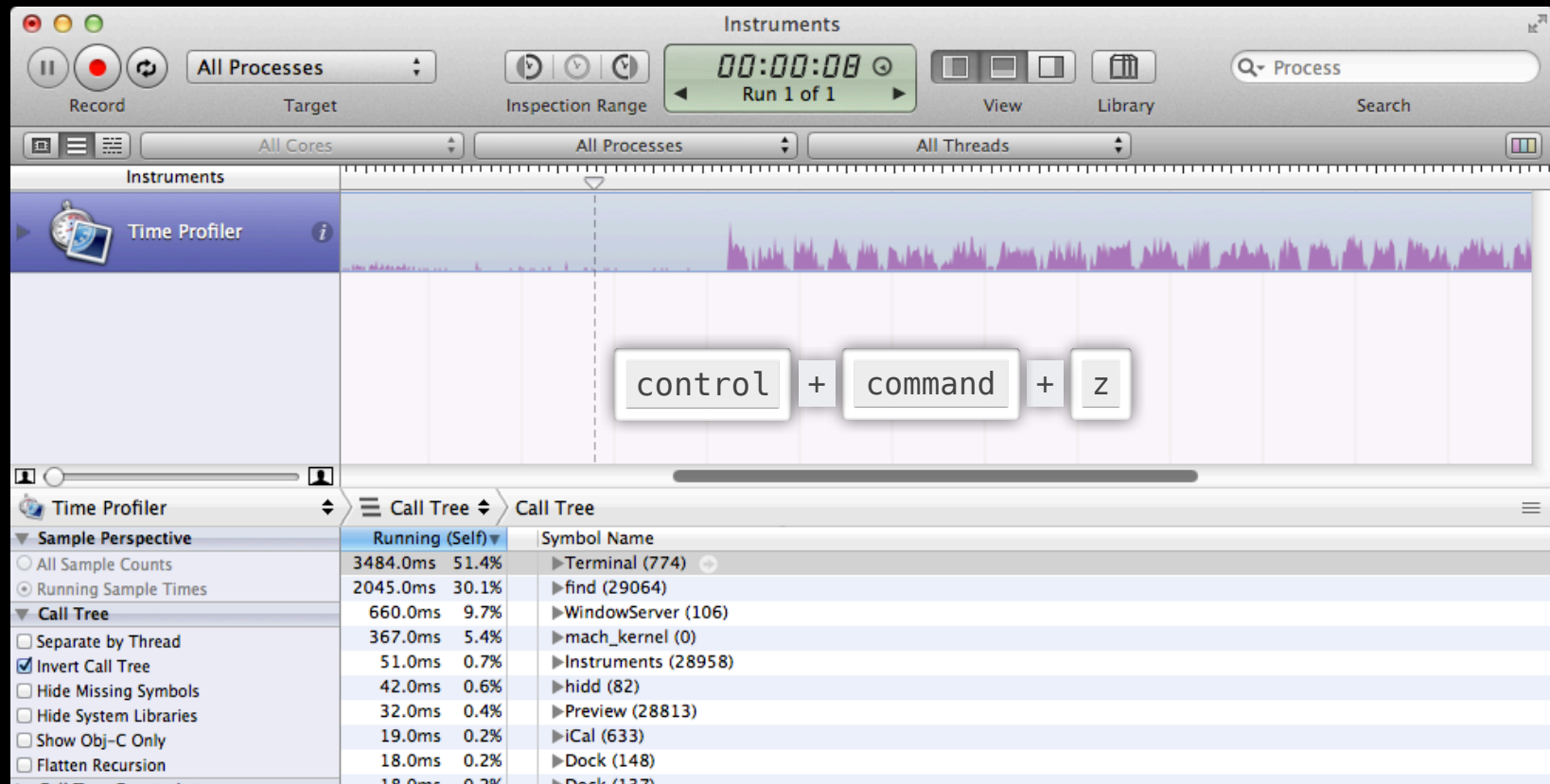
Zoom Out

Control + Mouse Drag



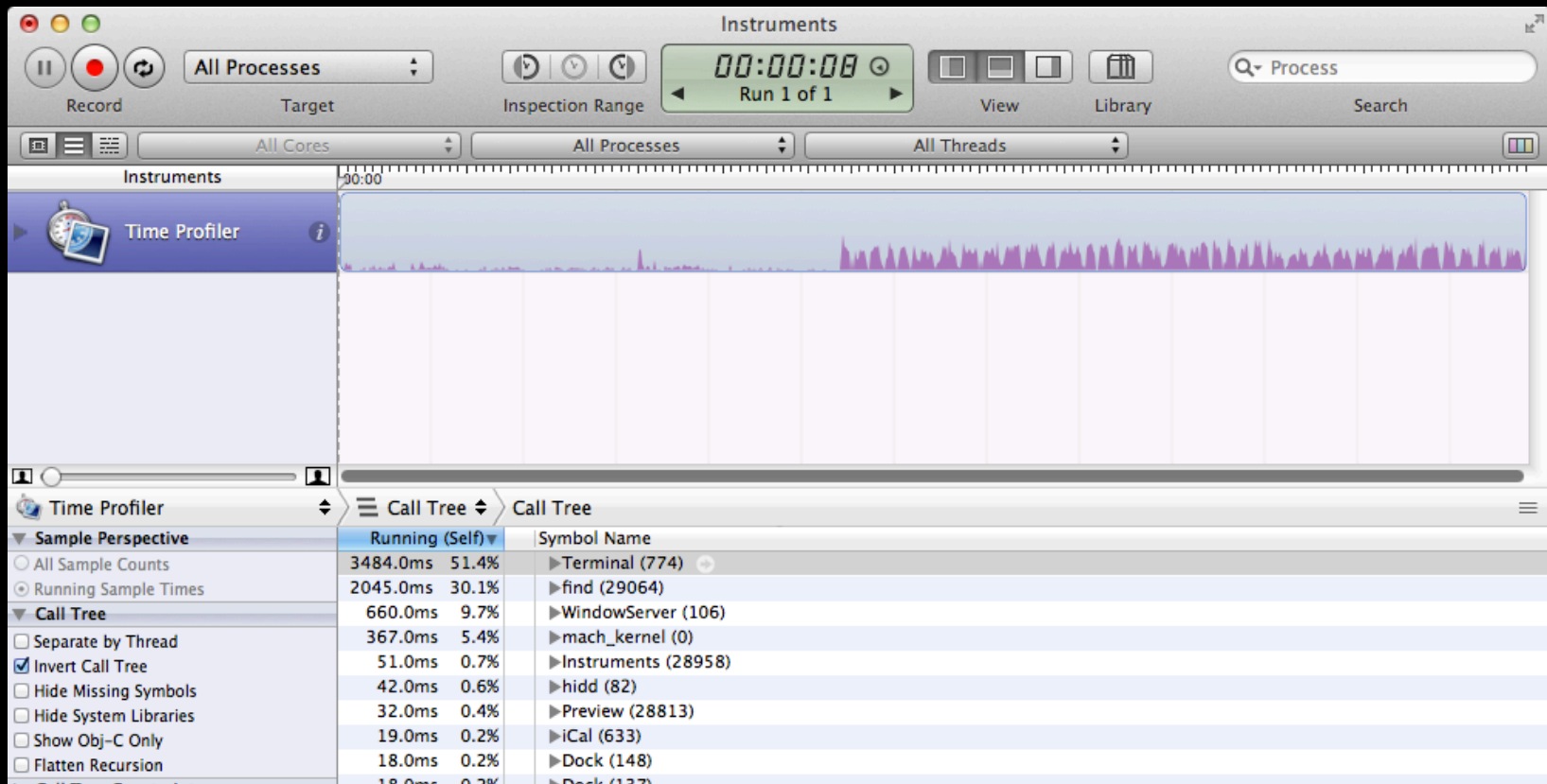
Snap Track to Fit

Control + Command + Z



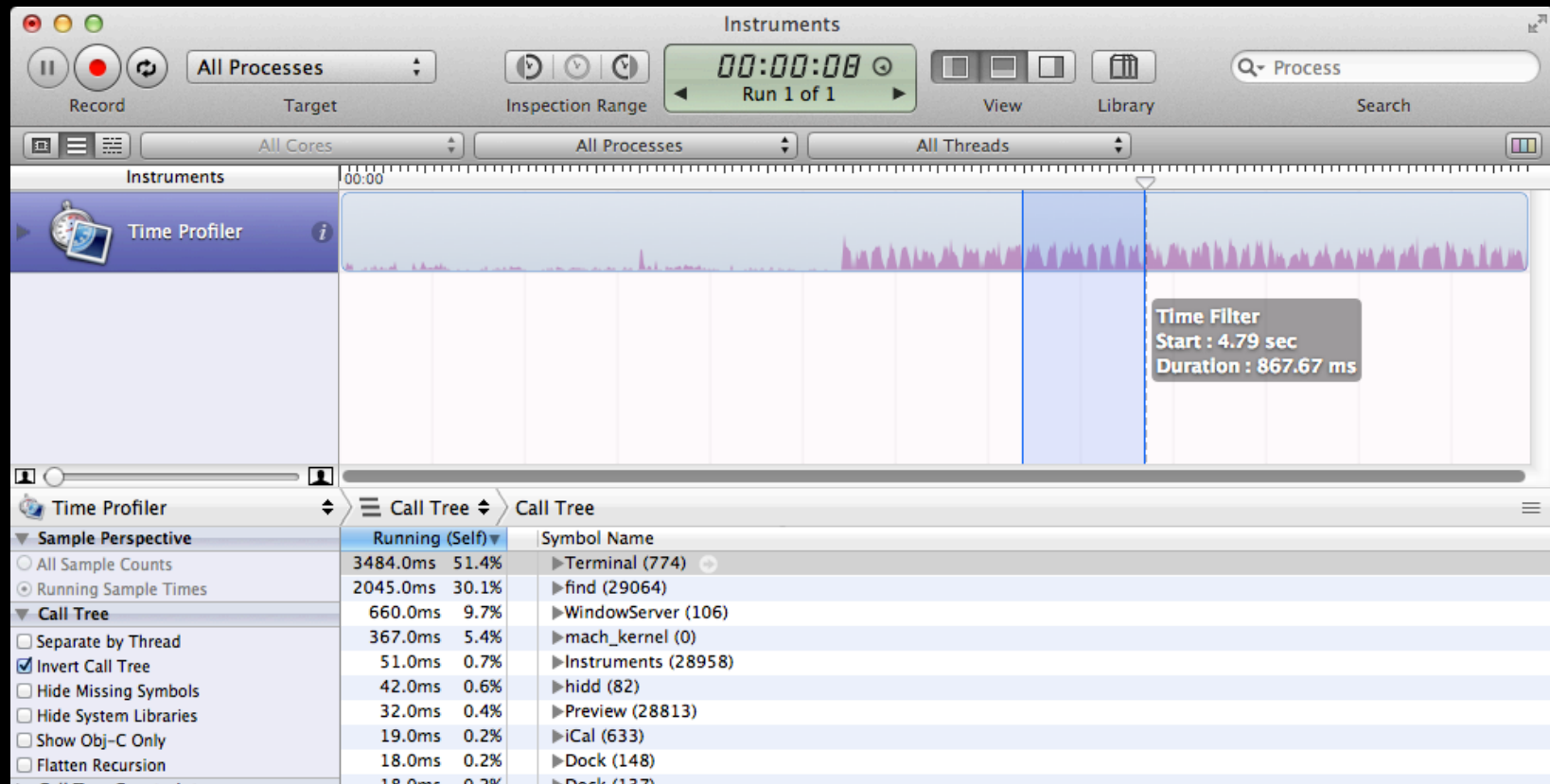
Snap Track to Fit

Control + Command + Z



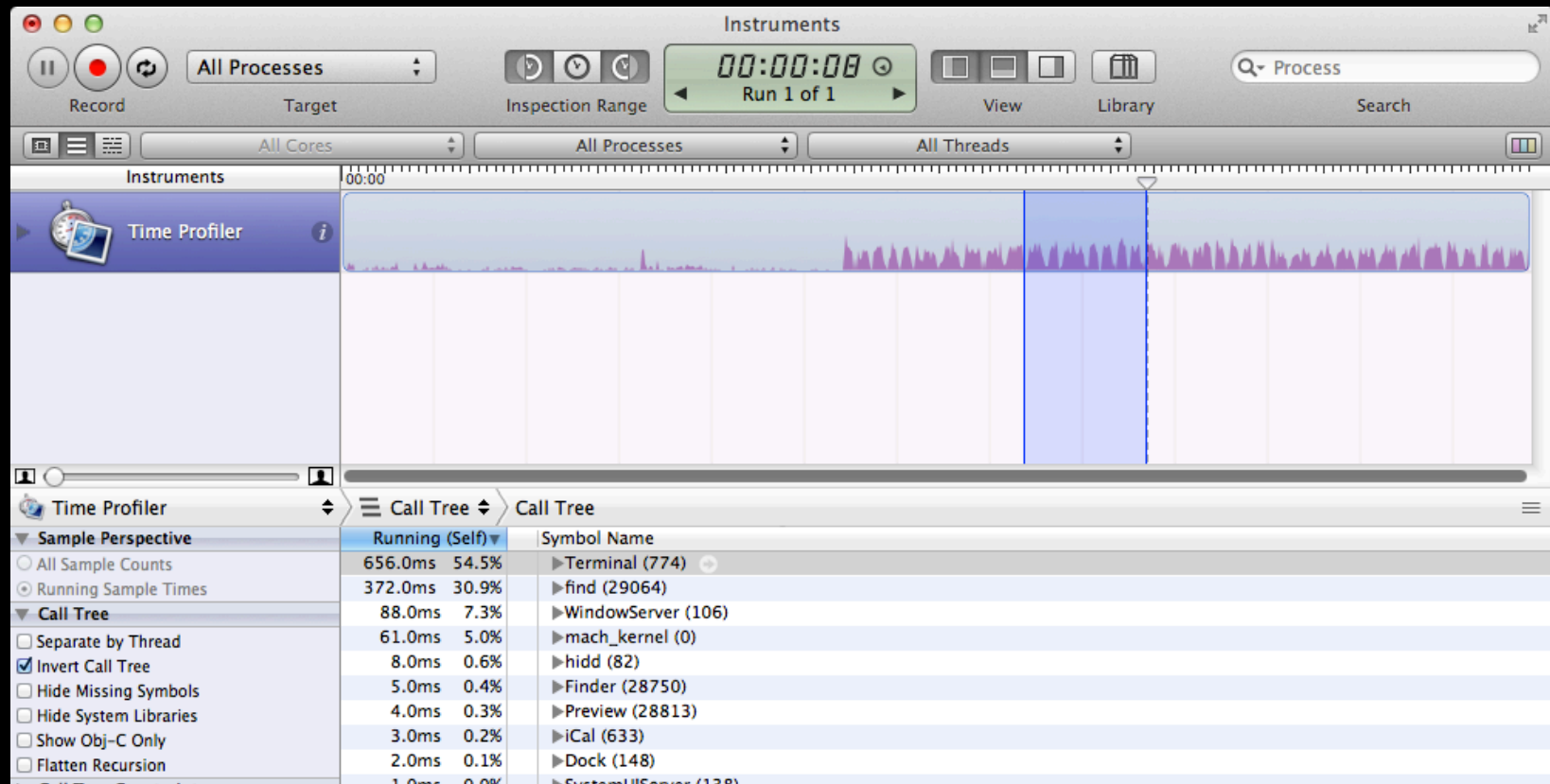
Select Time Range

Option + Mouse Drag



Select Time Range

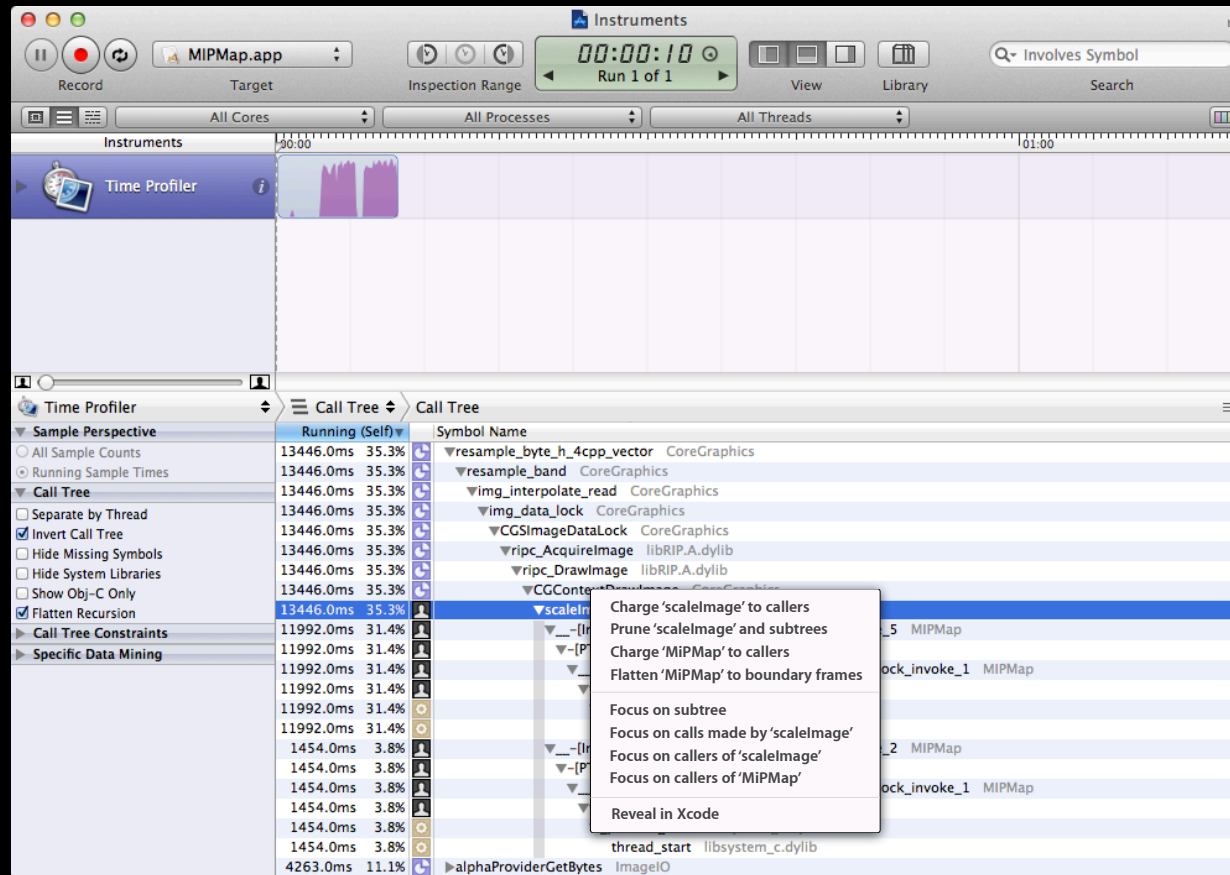
Option + Mouse Drag



Call Tree Data Mining

Data Focusing

Focus call tree to isolate factors



Data Focusing

Focus call tree to isolate relevant subtrees

Charge 'scaleImage' to callers
Prune 'scaleImage' and subtrees
Charge 'MiPMap' to callers
Flatten 'MiPMap' to boundary frames

Focus on subtree

Focus on calls made by 'scaleImage'
Focus on callers of 'scaleImage'
Focus on callers of 'MiPMap'

Reveal in Xcode

← Focus on entire tree beneath selected symbol
Used to eliminate noise in call tree

Data Focusing

Focus call tree to isolate relevant subtrees

Charge 'scaleImage' to callers
Prune 'scaleImage' and subtrees
Charge 'MiPMap' to callers
Flatten 'MiPMap' to boundary frames

Focus on subtree

Focus on calls made by 'scaleImage'

Focus on callers of 'scaleImage'

Focus on callers of 'MiPMap'

Reveal in Xcode

← Focus on all calls made by symbol
Used to identify all calls made by symbol

Data Focusing

Focus call tree to isolate relevant subtrees

Charge 'scaleImage' to callers
Prune 'scaleImage' and subtrees
Charge 'MiPMap' to callers
Flatten 'MiPMap' to boundary frames

Focus on subtree
Focus on calls made by 'scaleImage'
Focus on callers of 'scaleImage'
Focus on callers of 'MiPMap'

Reveal in Xcode

← Focus on all callers of selected symbol
Useful to identify who all calls the selected symbol

Data Focusing

Focus call tree to isolate relevant subtrees

Charge 'scaleImage' to callers
Prune 'scaleImage' and subtrees
Charge 'MiPMap' to callers
Flatten 'MiPMap' to boundary frames

Focus on subtree
Focus on calls made by 'scaleImage'
Focus on callers of 'scaleImage'
Focus on callers of 'MiPMap'

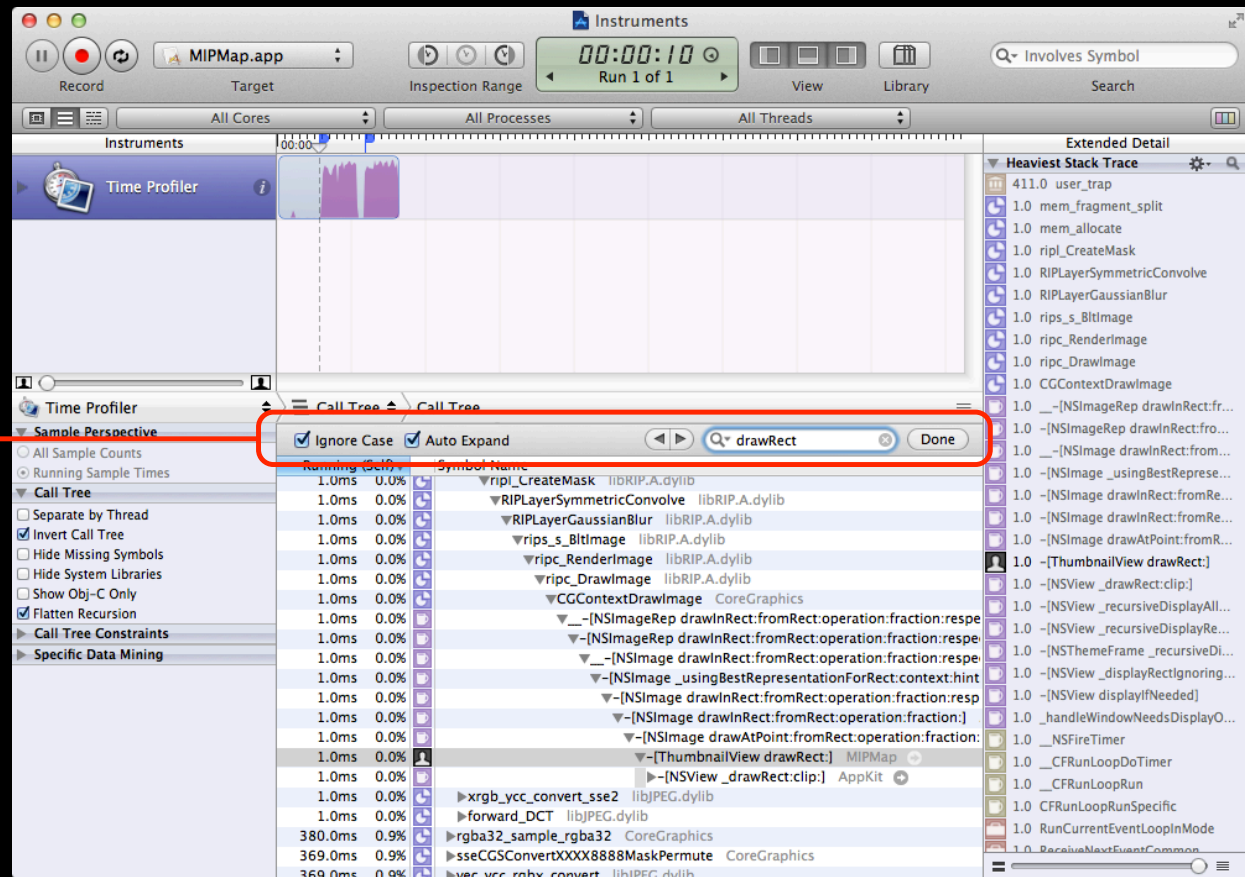
Reveal in Xcode

← **Focus on all callers into the selected library**
Useful to see who all uses a given library

Find in Detail Views

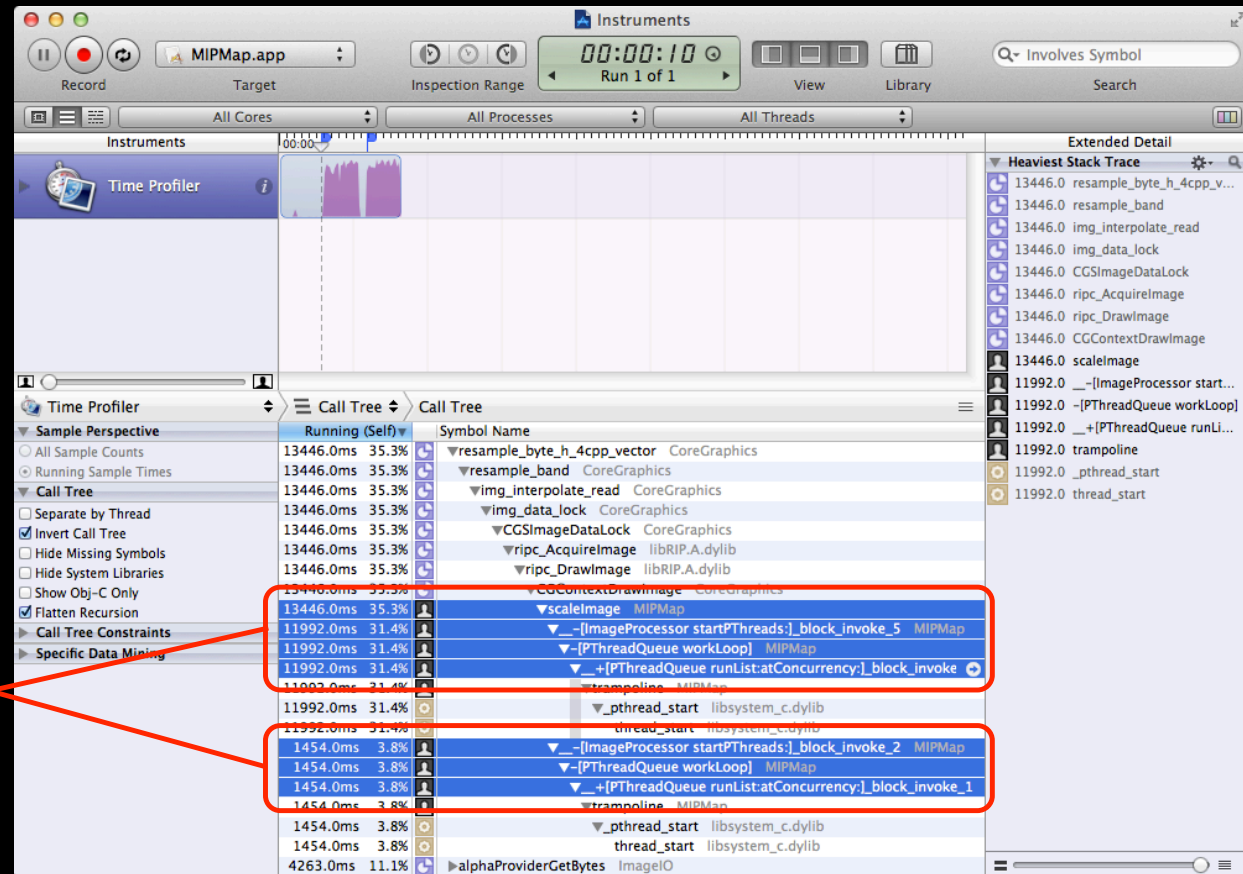
Find data without filter out surrounding context

Find
Perform find in all table
and outline detail views



Stack Copy

Discontinuous selection with shallow or deep copy



Copy Discontinuous Selection
Select any combination of lines in detail view

Stack Copy User Interface

Discontinuous selection with shallow or deep copy

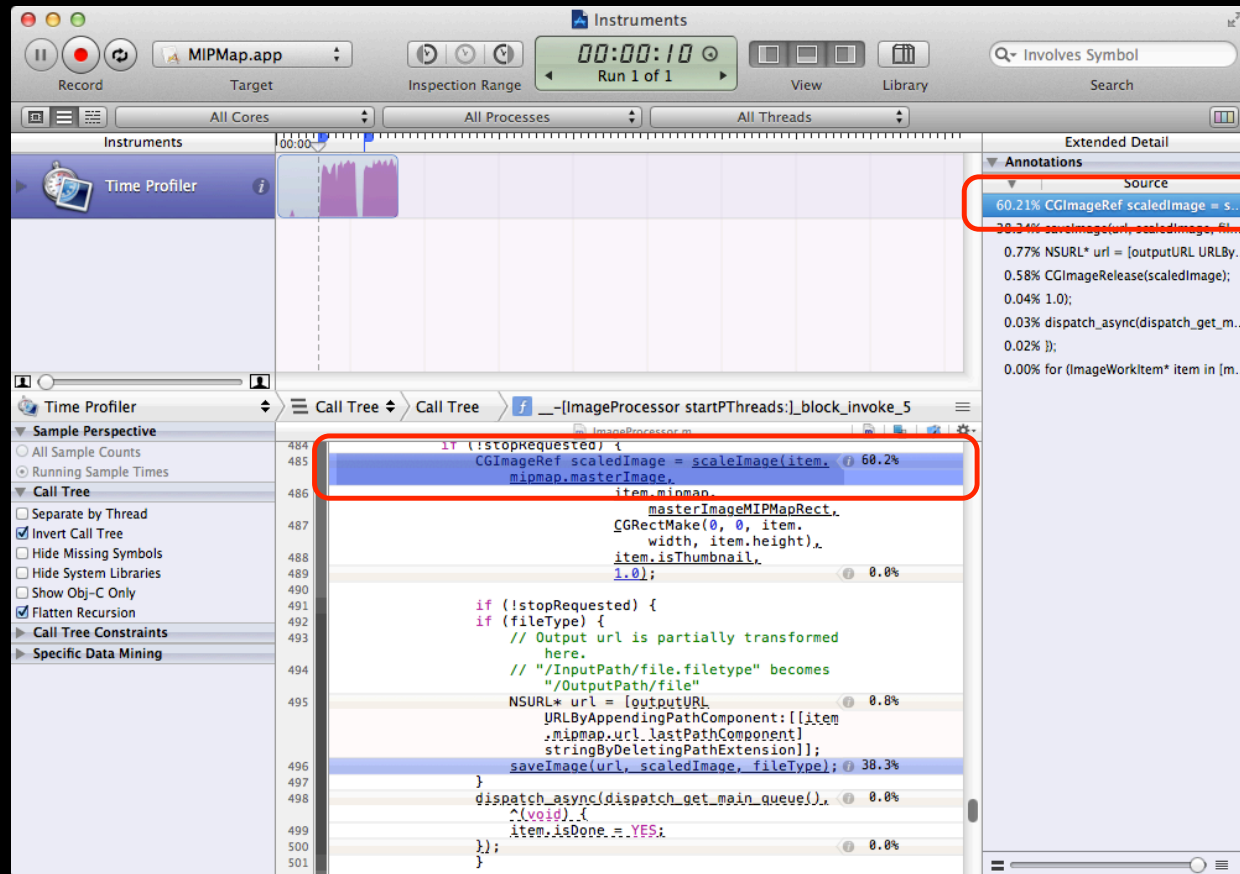
Paste
Text copied includes
all columns and
outline indentation

The screenshot displays the Instruments application interface. At the top, the target is 'MIPMap.app' and the inspection range is 'Run 1 of 1'. The Time Profiler view shows a purple bar chart representing CPU usage over time. The Call Tree view is expanded to show a call stack for the 'Running (Self)' thread. A red box highlights a specific call stack entry, and a blue box shows the corresponding symbol information in the Extended Detail view.

Running (Self)	Symbol Name
13446.0ms 35.3%	scaleImage
11992.0ms 31.4%	__-[ImageProcessor startPThreads:]_block_invoke_5
11992.0ms 31.4%	__-[PThreadQueue workLoop]
11992.0ms 31.4%	__+[PThreadQueue runList:atConcurrency:]_block_invoke_1
1454.0ms 3.8%	__-[ImageProcessor startPThreads:]_block_invoke_2
1454.0ms 3.8%	__-[PThreadQueue workLoop]
1454.0ms 3.8%	__+[PThreadQueue runList:atConcurrency:]_block_invoke_1

Navigation of Source Annotations

Navigate by hottest to coolest hits



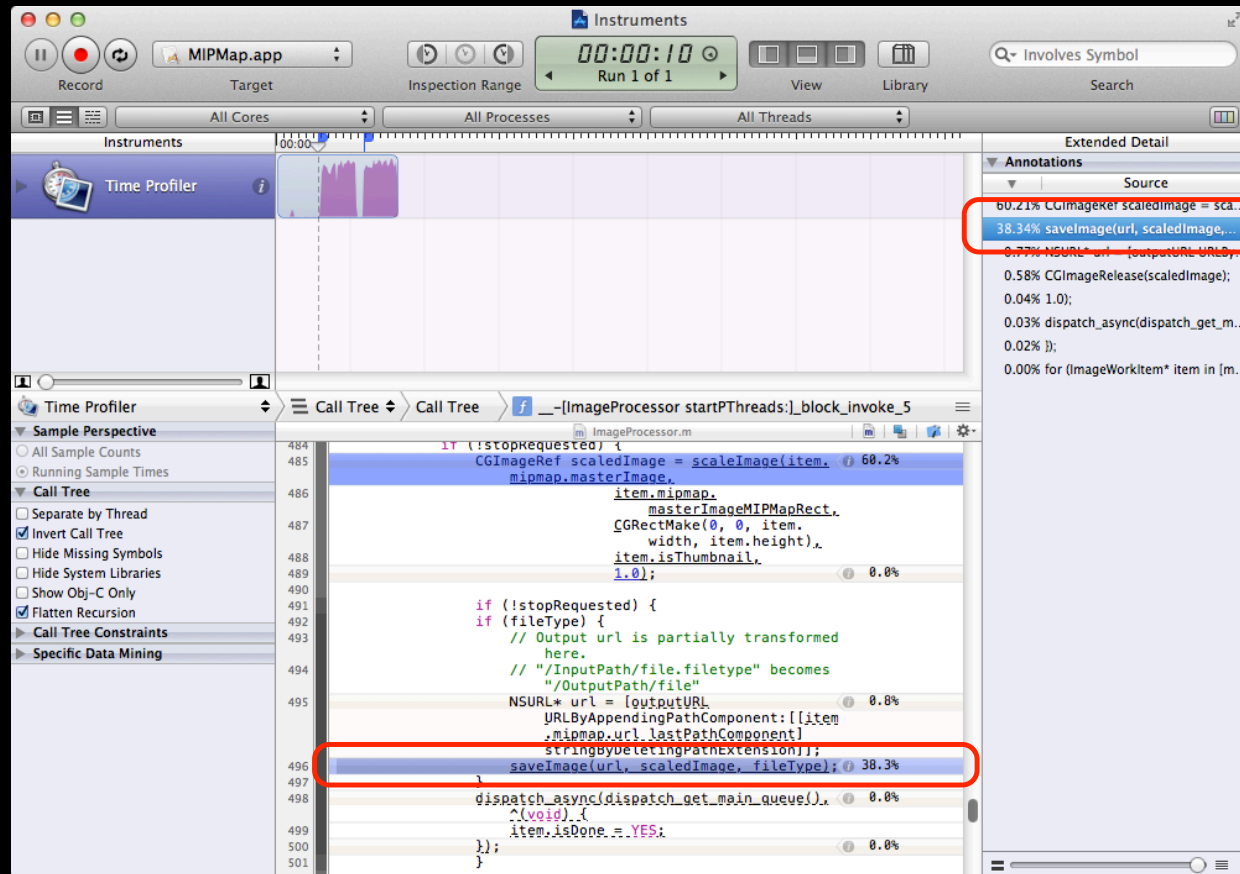
The screenshot displays the Xcode Instruments interface for the application 'MIPMap.app'. The 'Time Profiler' instrument is active, showing a flame chart. The 'Call Tree' pane is selected, displaying a call tree for the function `__-[ImageProcessor startPThreads:]_block_invoke_5`. A red box highlights the following code snippet in the call tree:

```
484 1Y (1stopRequested) {  
485     CGImageRef scaledImage = scaleImage(item, 60.2%  
486     mipmap.masterImage,  
487     item.mipmap,  
488     masterImageMIPMapRect,  
489     CGRectMake(0, 0, item.  
490     width, item.height),  
491     item.isThumbnail,  
492     1.0); 0.0%  
493  
494     if (1stopRequested) {  
495     if (fileType) {  
496     // Output url is partially transformed  
497     // here.  
498     // "/InputPath/file.filetype" becomes  
499     // "/OutputPath/file"  
500     NSURL* url = [outputURL  
501     URLByAppendingPathComponent:[item  
502     .mipmap.url.lastPathComponent  
503     stringByDeletingPathExtension]];  
504     saveImage(url, scaledImage, fileType); 38.3%  
505     }  
506     dispatch_async(dispatch_get_main_queue(),  
507     ^{  
508     if (1stopRequested) {  
509     return;  
510     }  
511     item.isDone = YES;  
512     }); 0.0%  
513     }  
514 }
```

The 'Extended Detail' pane on the right shows the 'Annotations' for the selected code. A red box highlights the top annotation: `60.21% CGImageRef scaledImage = s...`. Other annotations include `38.34% saveImage(url, scaledImage, file...`, `0.77% NSURL* url = [outputURL URLBy...`, `0.58% CGImageRelease(scaledImage);`, `0.04% 1.0);`, `0.03% dispatch_async(dispatch_get_m...`, `0.02% };`, and `0.00% for (ImageWorkitem* item in [m...`.

Navigation of Source Annotations

Navigate by hottest to coolest hits



The screenshot displays the Xcode Instruments interface for the application 'MIPMap.app'. The 'Time Profiler' is active, showing a call tree for the function `__-[ImageProcessor startPThreads:]_block_invoke_5`. The 'Annotations' panel on the right lists the following entries:

- 00.21% CGImageRef scaledImage = scaledImage
- 38.34% saveImage(url, scaledImage, fileType)
- 0.77% NSURL* url = [outputURL URLByAppendingPathComponent:[item mipmap.url.lastPathComponent] stringByDeletingPathExtension];
- 0.58% CGImageRelease(scaledImage);
- 0.04% I.O;
- 0.03% dispatch_async(dispatch_get_main_queue(), ^{
- 0.02% });
- 0.00% for (ImageWorkitem* item in [m...

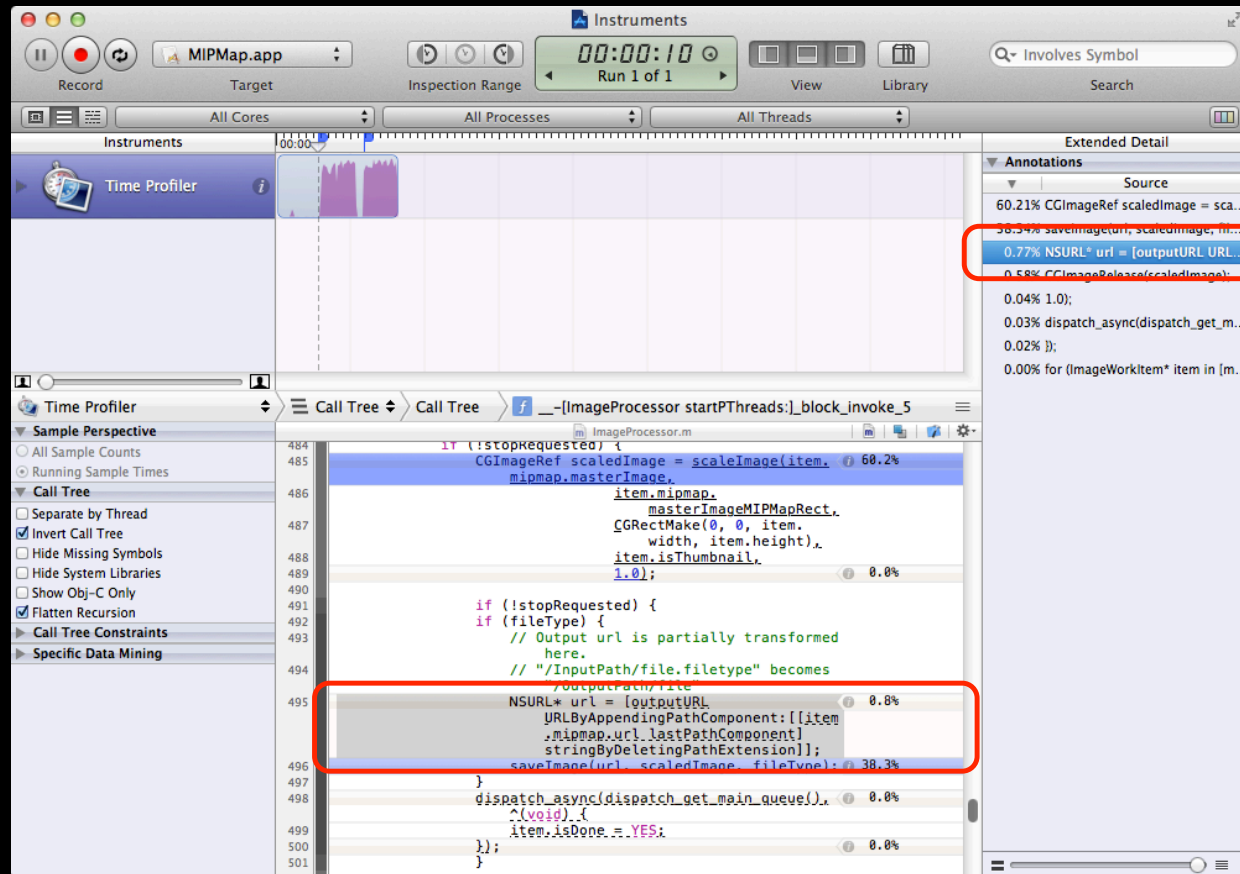
The source code in the center shows the implementation of the `saveImage` method, with the following lines highlighted in red:

```
CGImageRef scaledImage = scaledImage(item); 60.2%
mipmap.masterImage.
    item.mipmap.
        masterImageMIPMapRect.
CGRectMake(0, 0, item.
    width, item.height),
    item.isThumbnail,
    1.0); 0.0%

if (!stopRequested) {
if (fileType) {
// Output url is partially transformed
// here.
// "/InputPath/file.filetype" becomes
// "/OutputPath/file"
NSURL* url = [outputURL
URLByAppendingPathComponent:[item
.mipmap.url.lastPathComponent]
stringByDeletingPathExtension];
saveImage(url, scaledImage, fileType); 38.3%
dispatch_async(dispatch_get_main_queue(), ^{
    ^{void} {
        item.isDone = YES;
    }
}); 0.0%
```

Navigation of Source Annotations

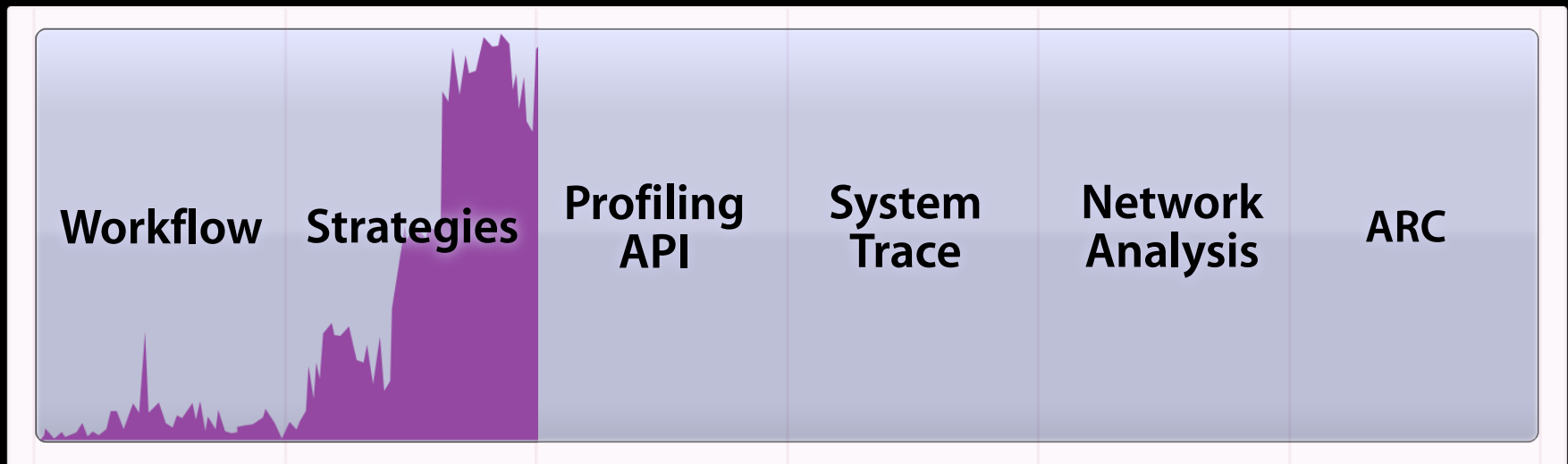
Navigate by hottest to coolest hits



The screenshot shows the Xcode Instruments interface. The top bar indicates the target is 'MIPMap.app' and the run time is '00:00:10'. The 'Instruments' panel shows a 'Time Profiler' instrument. The 'Call Tree' panel is selected, showing a call tree for the function 'ImageProcessor.m' with a selected node 'ImageProcessor.m' (0.77%). The 'Extended Detail' panel shows the source code for the selected node, with the line 'NSURL* url = [outputURL URLByAppendingPathComponent:[item.mipmap.url.lastPathComponent stringByDeletingPathExtension]]' highlighted. The 'Annotations' panel on the right shows a list of annotations for the selected code, with the line '0.77% NSURL* url = [outputURL URLByAppendingPathComponent:[item.mipmap.url.lastPathComponent stringByDeletingPathExtension]]' highlighted.

```
484  if (!stopRequested) {  
485      CGImageRef scaledImage = scaleImage(item, 60.2%  
486          mipmap.masterImage,  
487          item.mipmap,  
488          masterImageMIPMapRect,  
489          CGRectMake(0, 0, item.  
490              width, item.height),  
491          item.isThumbnail,  
492          1.0);  
493  
494      if (!stopRequested) {  
495          if (fileType) {  
496              // Output url is partially transformed  
497              // here.  
498              // "/InputPath/file.filetype" becomes  
499              // "/OutputPath/file.filetype"  
500              NSURL* url = [outputURL  
501                  URLByAppendingPathComponent:[item  
502                      .mipmap.url.lastPathComponent  
503                      stringByDeletingPathExtension]];  
504              saveImage(url, scaledImage, fileType); 38.3%  
505          }  
506          dispatch_async(dispatch_get_main_queue(),  
507              ^{  
508                  item.isDone = YES;  
509              });  
510      }  
511  }
```

Strategies

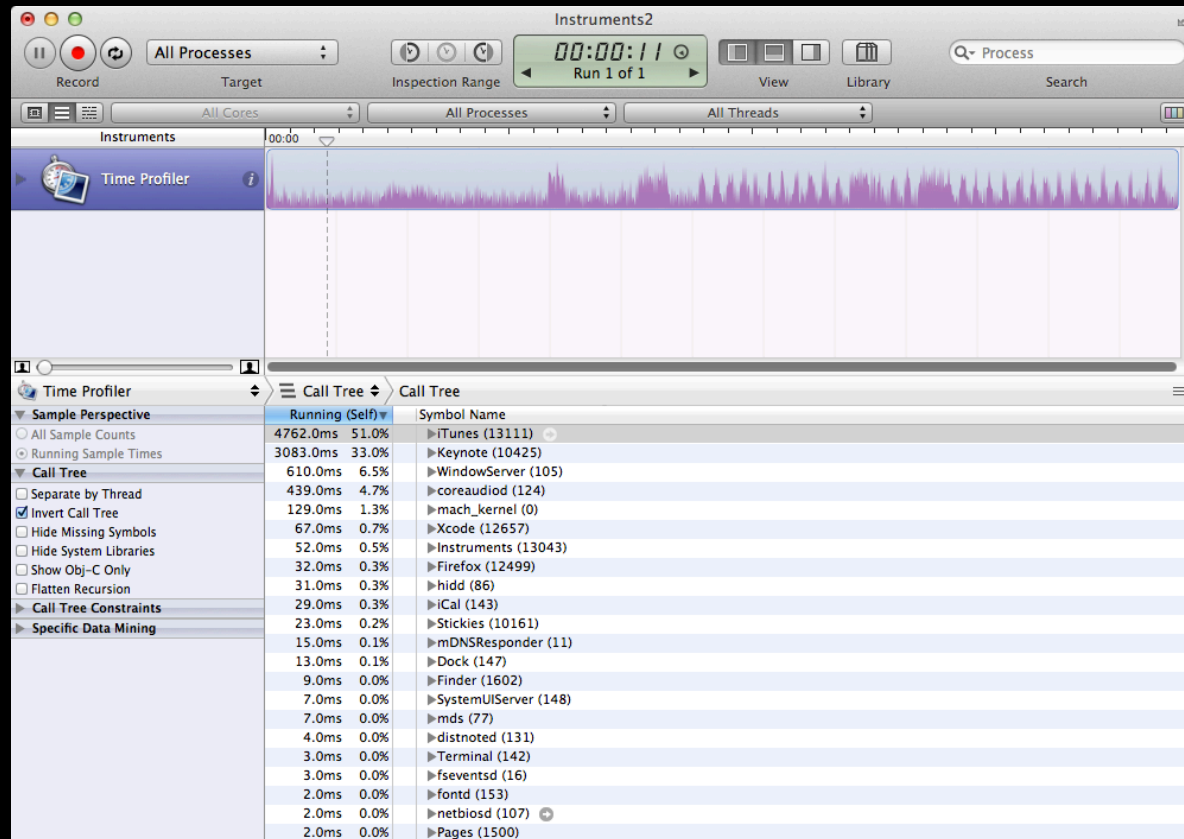


What Is a “Strategy?”

A method to categorize, display, and highlight data gathered from multiple instruments along a common axis

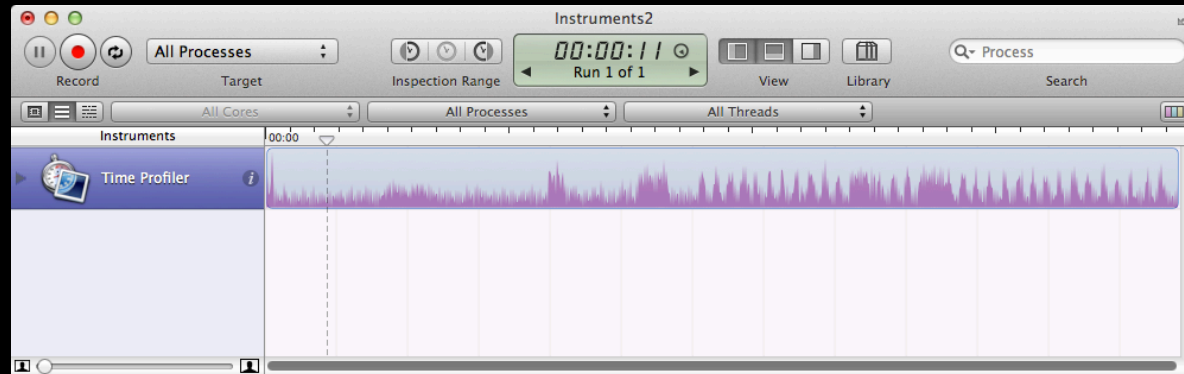
Strategies

The "Instruments" strategy



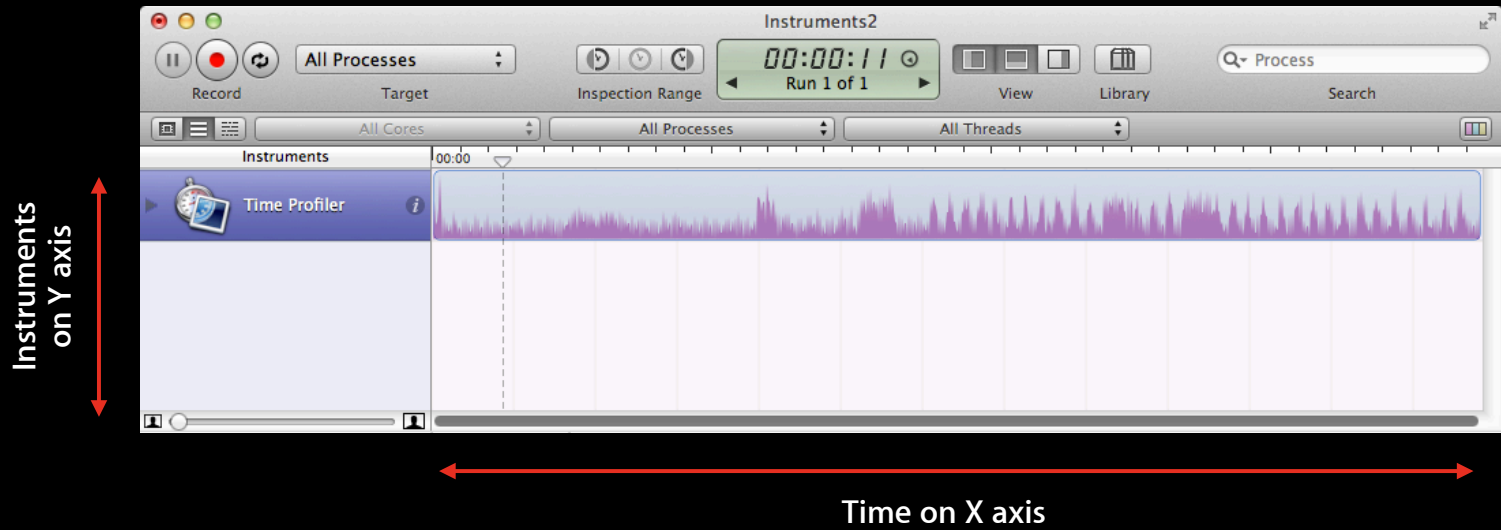
Strategies

The "Instruments" strategy



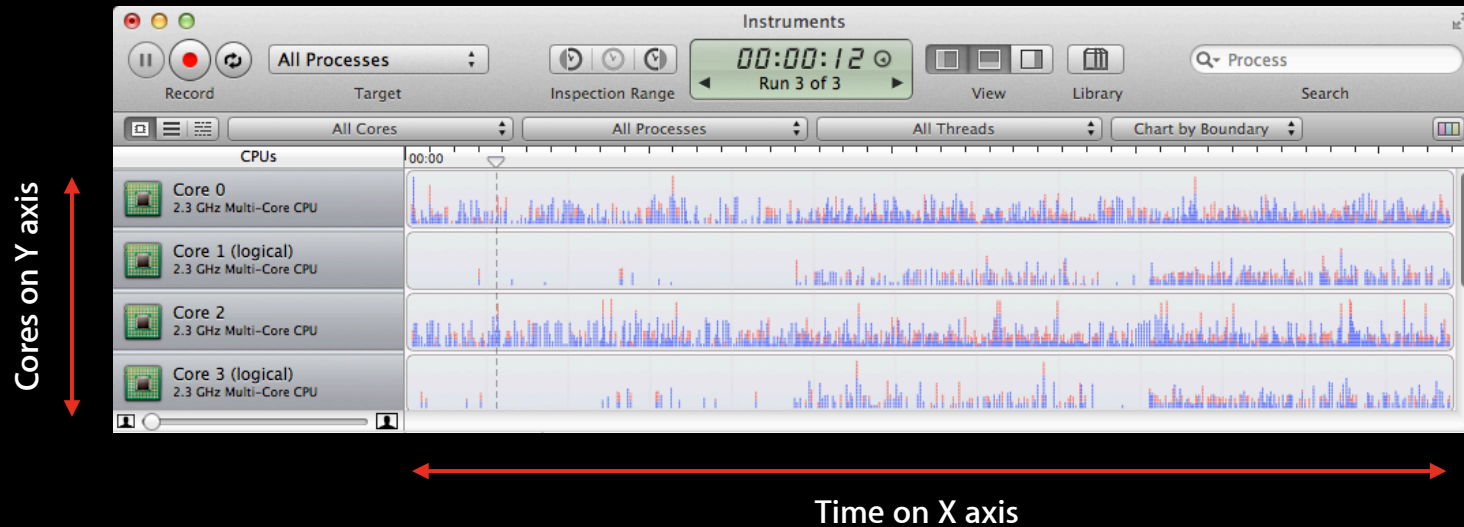
Strategies

The "Instruments" strategy



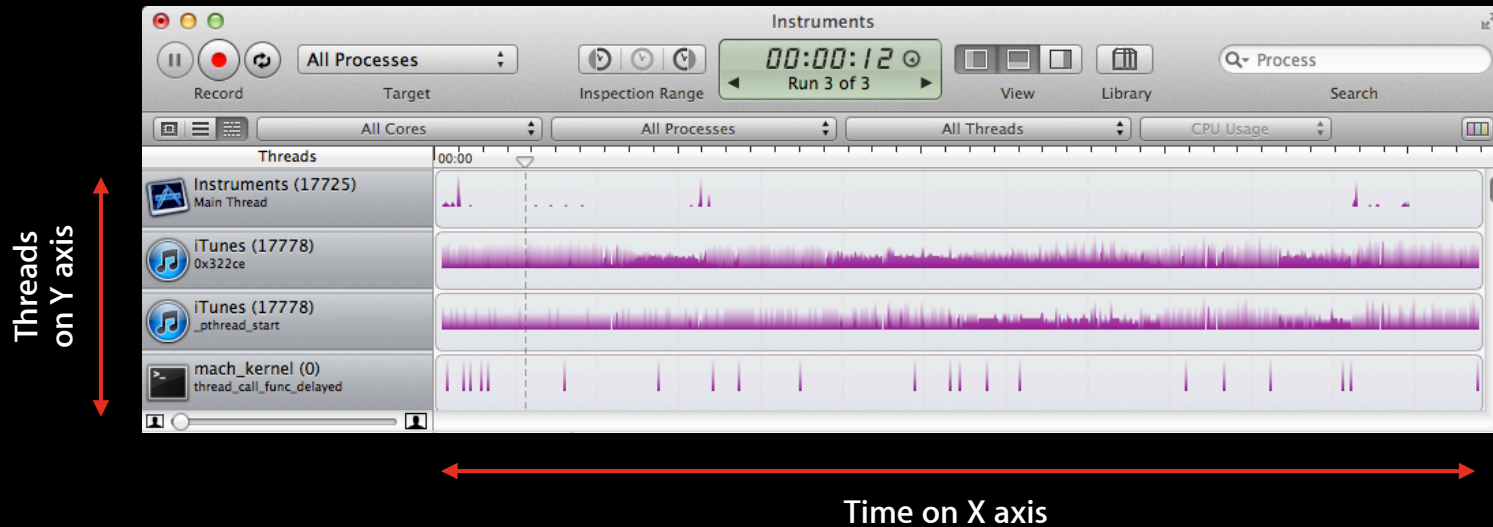
Strategies

The "CPU" strategy



Strategies

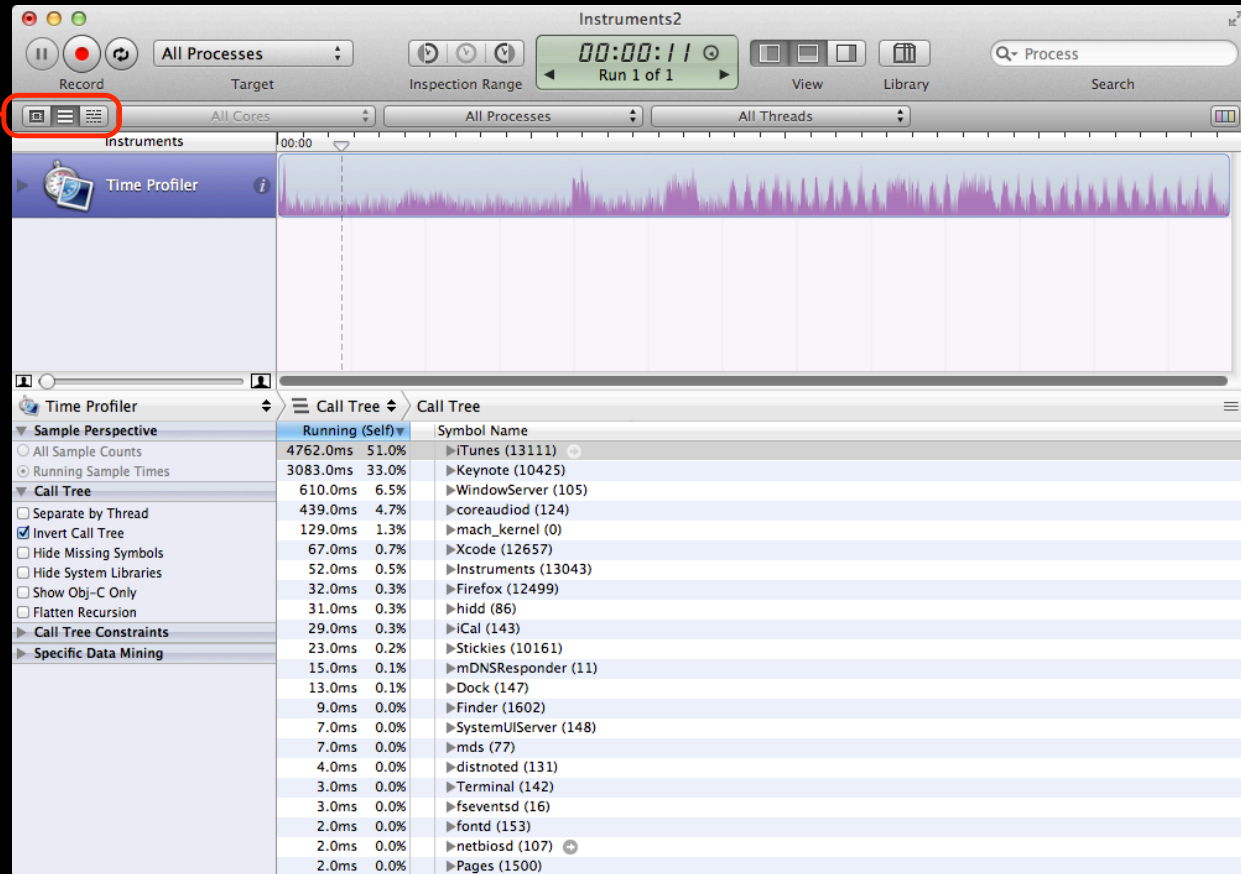
The "Threads" strategy



What Are the Elements of a Strategy?

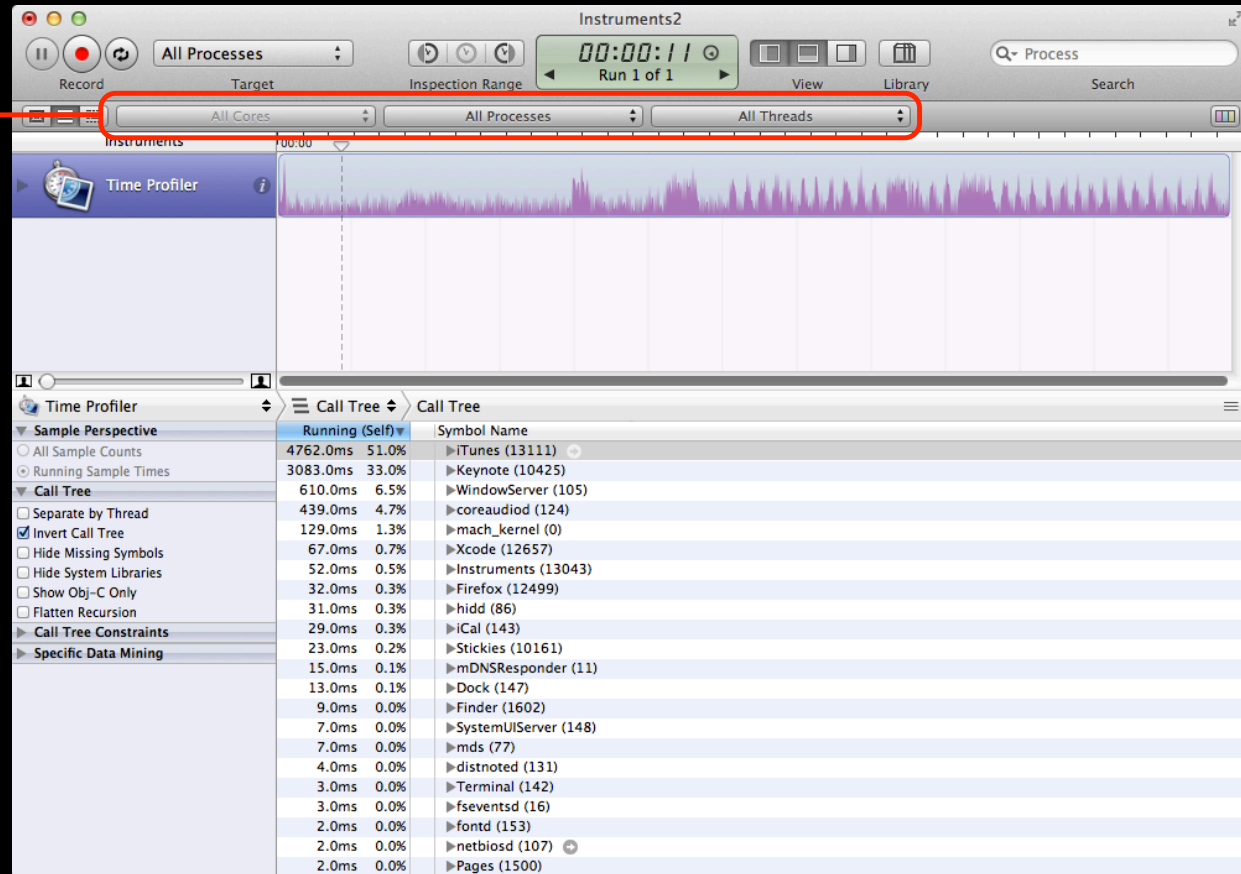
Elements of a Strategy

Strategy Chooser
Controls which
strategy to display



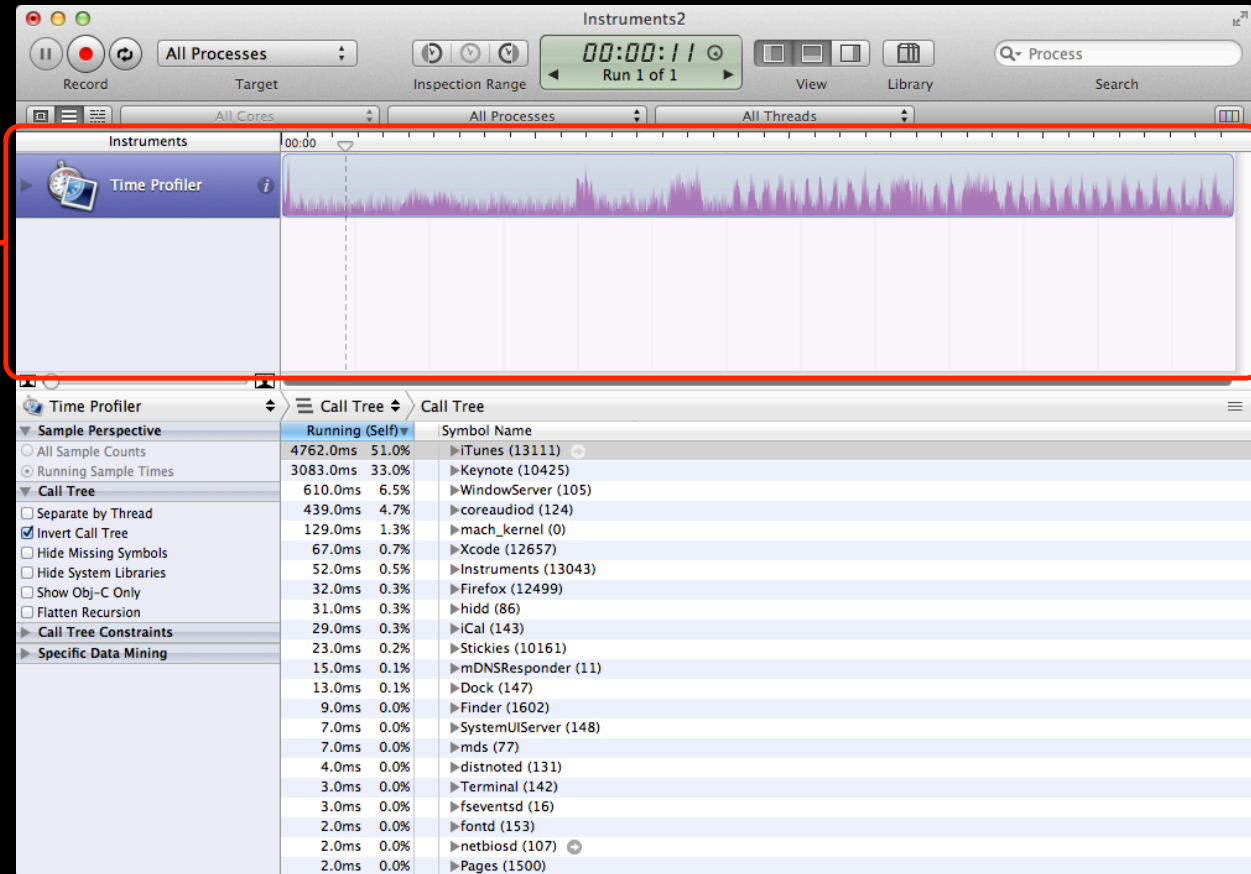
Elements of a Strategy

Highlight Controls
Controls highlighting of data in track and detail views



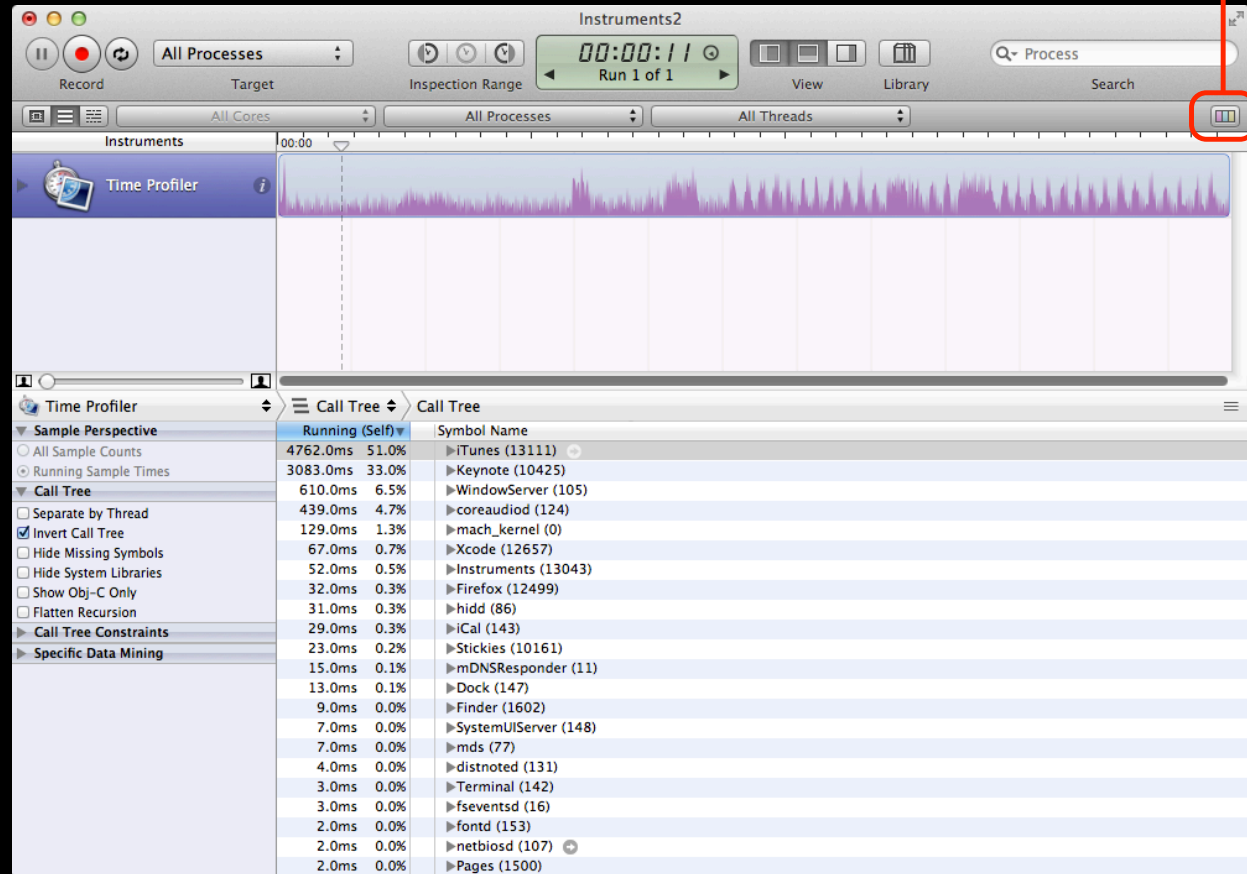
Elements of a Strategy

Track View
Displays data
relevant to strategy



Elements of a Strategy

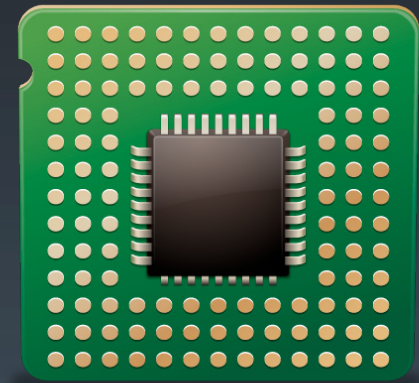
Legend
Displays a key legend
for the selected strategy



The screenshot shows the Instruments2 application window. At the top, there are controls for recording, target selection (All Processes), inspection range (00:00:11), and view options. A red circle highlights a legend icon in the top right corner. The main area displays a Time Profiler graph with a purple flame chart. Below the graph is a Call Tree table showing the running time and percentage of various processes.

Running (Self)	Symbol Name
4762.0ms 51.0%	▶ iTunes (13111)
3083.0ms 33.0%	▶ Keynote (10425)
610.0ms 6.5%	▶ WindowServer (105)
439.0ms 4.7%	▶ coreaudiod (124)
129.0ms 1.3%	▶ mach_kernel (0)
67.0ms 0.7%	▶ Xcode (12657)
52.0ms 0.5%	▶ Instruments (13043)
32.0ms 0.3%	▶ Firefox (12499)
31.0ms 0.3%	▶ hidd (86)
29.0ms 0.3%	▶ iCal (143)
23.0ms 0.2%	▶ Stickies (10161)
15.0ms 0.1%	▶ mDNSResponder (11)
13.0ms 0.1%	▶ Dock (147)
9.0ms 0.0%	▶ Finder (1602)
7.0ms 0.0%	▶ SystemUIServer (148)
7.0ms 0.0%	▶ mds (77)
4.0ms 0.0%	▶ distnoted (131)
3.0ms 0.0%	▶ Terminal (142)
3.0ms 0.0%	▶ fsevents (16)
2.0ms 0.0%	▶ fontd (153)
2.0ms 0.0%	▶ netbiosd (107)
2.0ms 0.0%	▶ Pages (1500)

CPU Strategy In-Depth



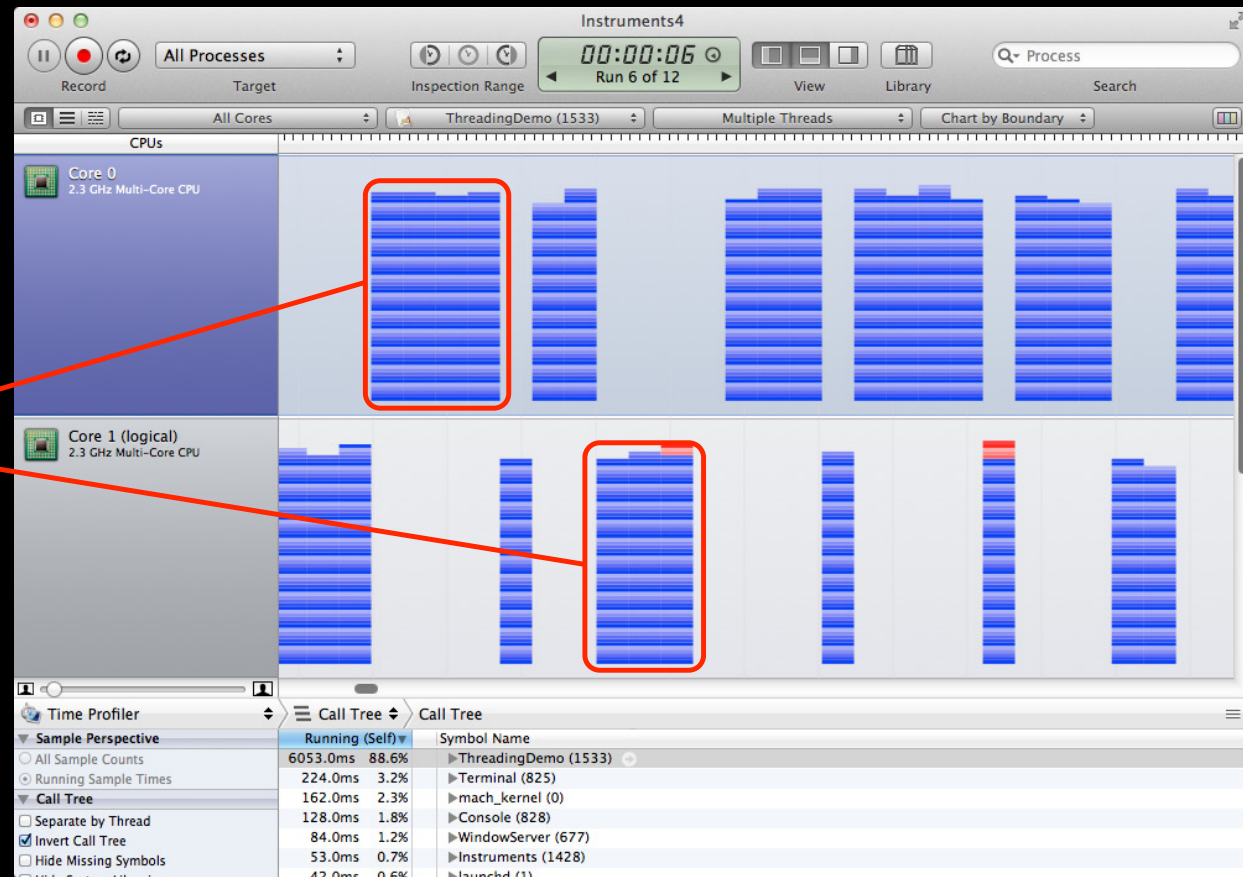
Why Use the CPU Strategy?

- Determine frequency and duration that your code is on CPU
- Identify what keeps your threads off CPU
 - Poor concurrency
 - Lock contention
 - Busy system
 - Multiple processes contending for CPU

Poor Concurrency

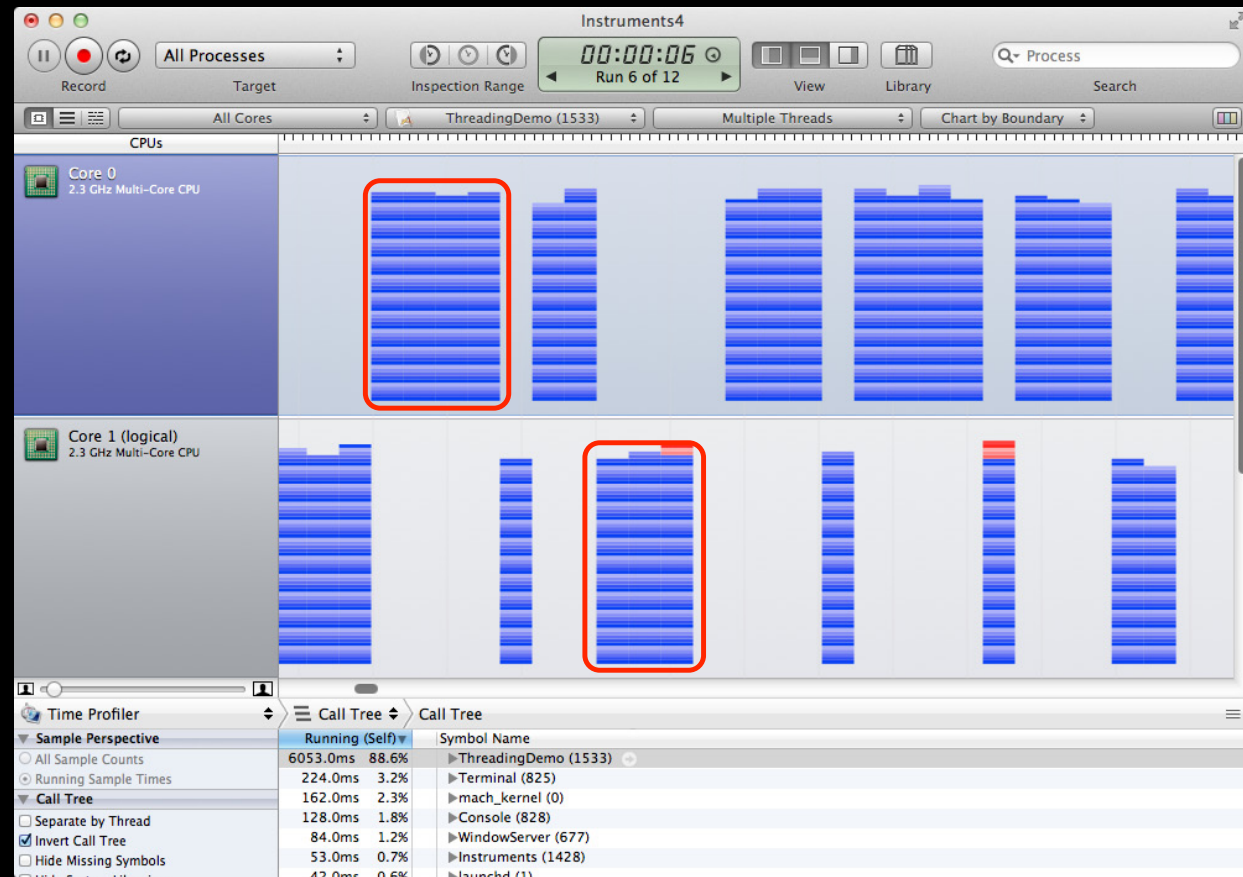
Lock contention

Running Code
Samples taken
while on CPU



Poor Concurrency

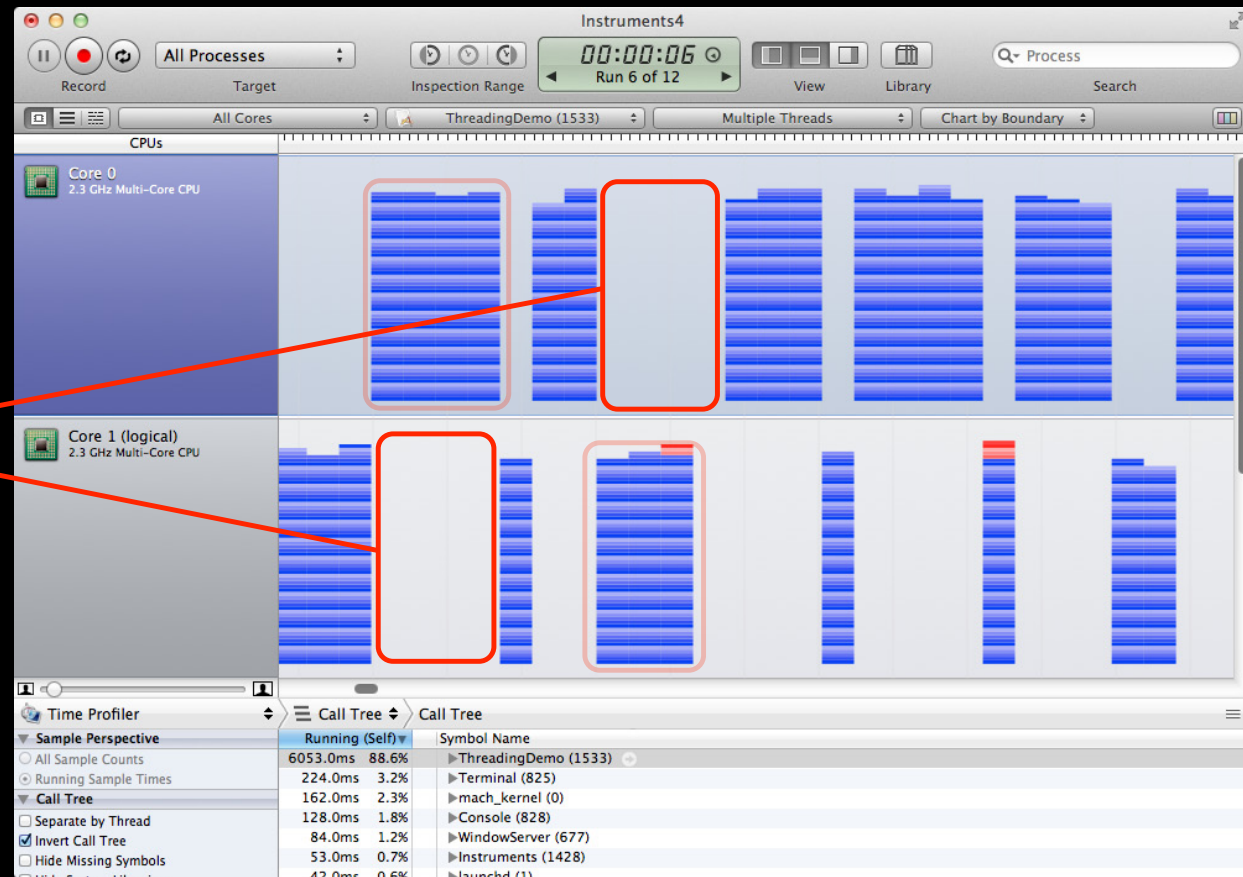
Lock contention



Poor Concurrency

Lock contention

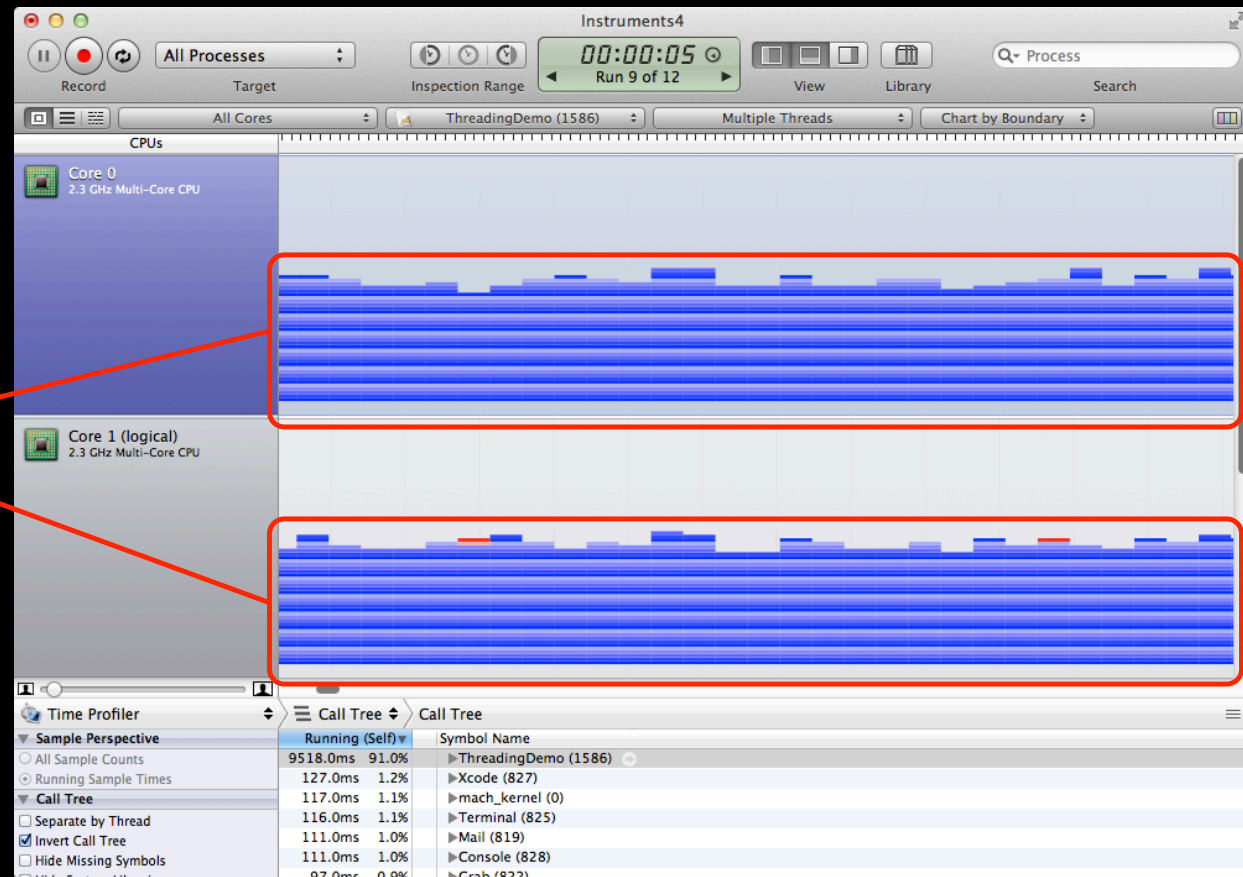
Idle Processor
Gaps indicating no activity on CPU



Idealized Concurrency

Lock contention eliminated with full CPU utilization

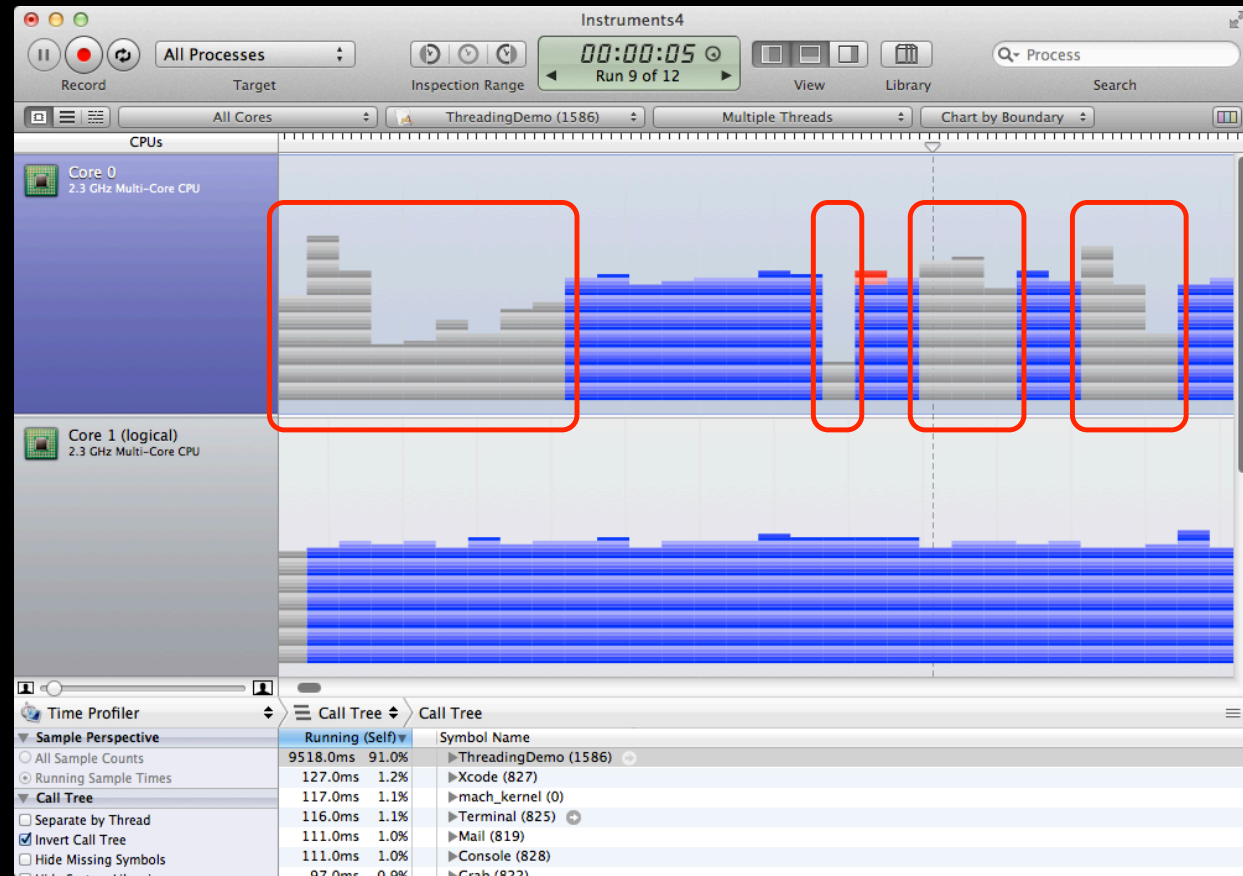
Concurrency
Samples on multiple
CPUs at the same time



Concurrency in the Real World

Lock contention eliminated with shared CPU utilization

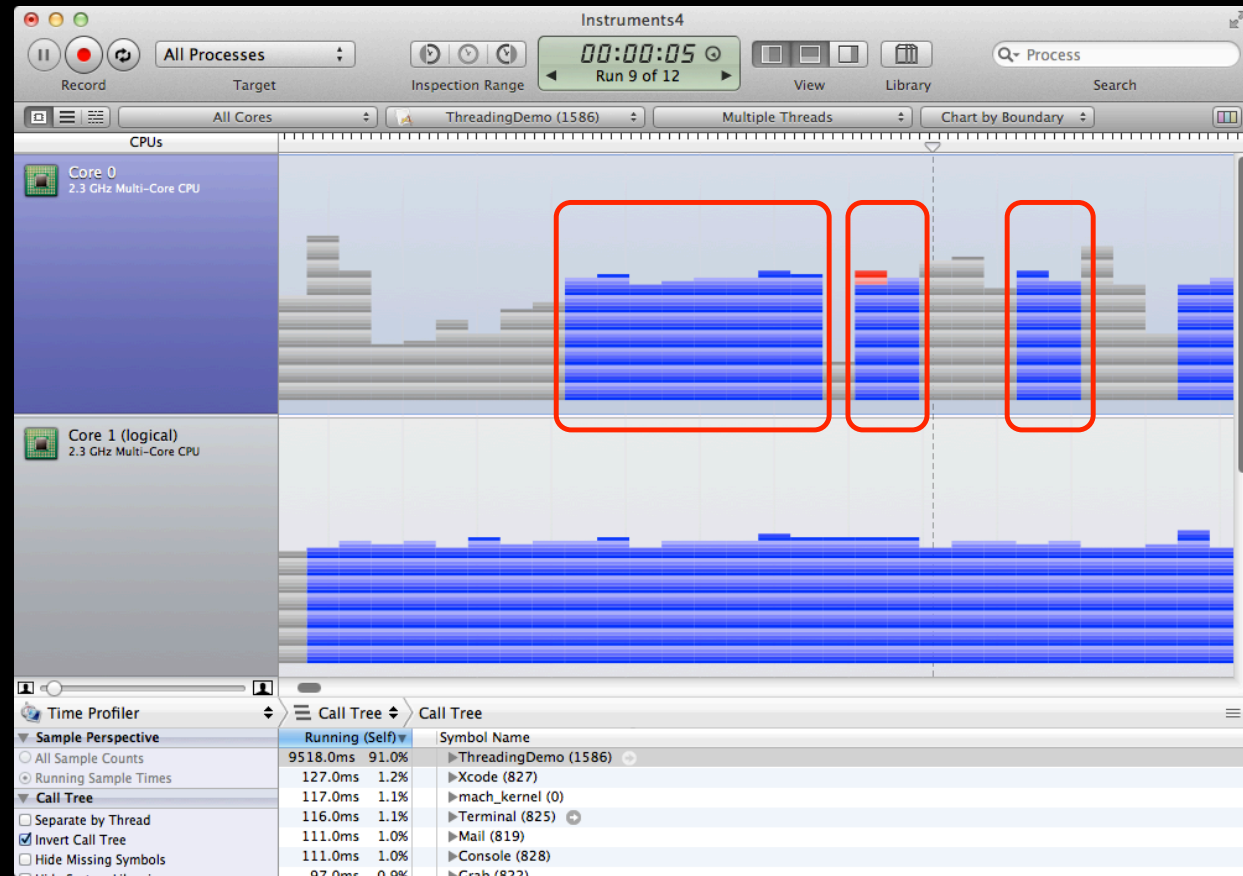
Multi-process
Utilization
Samples from multiple
processes interleaved



Concurrency in the Real World

Lock contention eliminated with shared CPU utilization

Multiprocess Utilization
Samples from multiple processes interleaved



CPU Strategy Demo

Detecting concurrency with time profiler

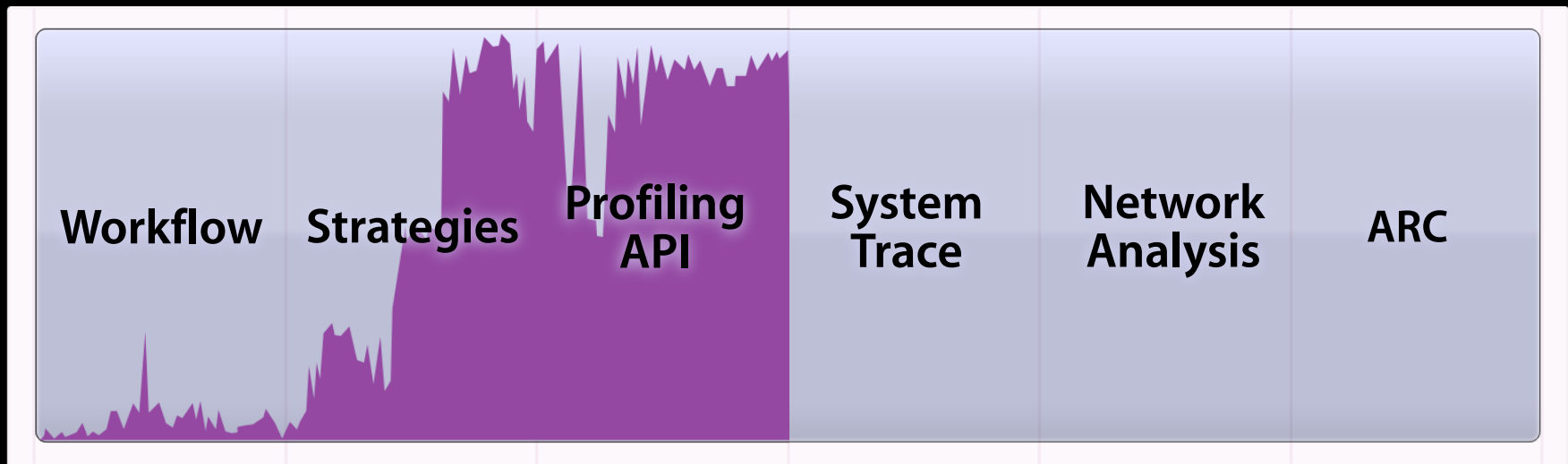
Daniel Delwood

Performance Tools Engineer



Performance Analysis API

Programmatically control data recording



DTPerformanceSession Framework

Only on
Mac OS

- Target self or other processes (existing or launched)
- Time Profiler, System Trace, Leaks, Allocations (with zombies support), Activity Monitor, flags support
- View result in Instruments
 - 'DTPS' file has limited lifespan
 - Symbol data will be out of date once binary is rebuilt
 - Opening in Instruments converts to Trace Document and saves symbol data
- Location

[/Library/Developer/4.0/Instruments/Frameworks/DTPerformanceSession.framework](#)

Why Use DTPerformanceSession?

- Profile specific operations in your own code
- Automatically flag important events
- Profile your own performance regression tests

Using DTPerformanceSession API

Setup session

```
DTPerformanceSessionCreate(NULL,  
    CFStringCreateWithFormat(NULL, NULL, CFSTR("%d"), getpid()),  
    NULL, NULL);  
DTPerformanceSessionAddInstrument(session,  
    CFSTR(DTPerformanceSession_TimeProfiler), NULL, NULL, NULL);
```

Using DTPerformanceSession API

Add calls to start/stop profilers

```
DTPerformanceSessionStart(session, NULL, NULL);
```

```
DTPerformanceSessionStop(session, NULL, NULL);
```

Using DTPerformanceSession API

Insert sign posts

```
DTSendSignalFlag("All masterImages updated", DT_POINT_SIGNAL, true);
```

or...

```
DTSendSignalFlag("Master Images Update", DT_START_SIGNAL, true);
```

```
DTSendSignalFlag("Master Images Update", DT_END_SIGNAL, true);
```

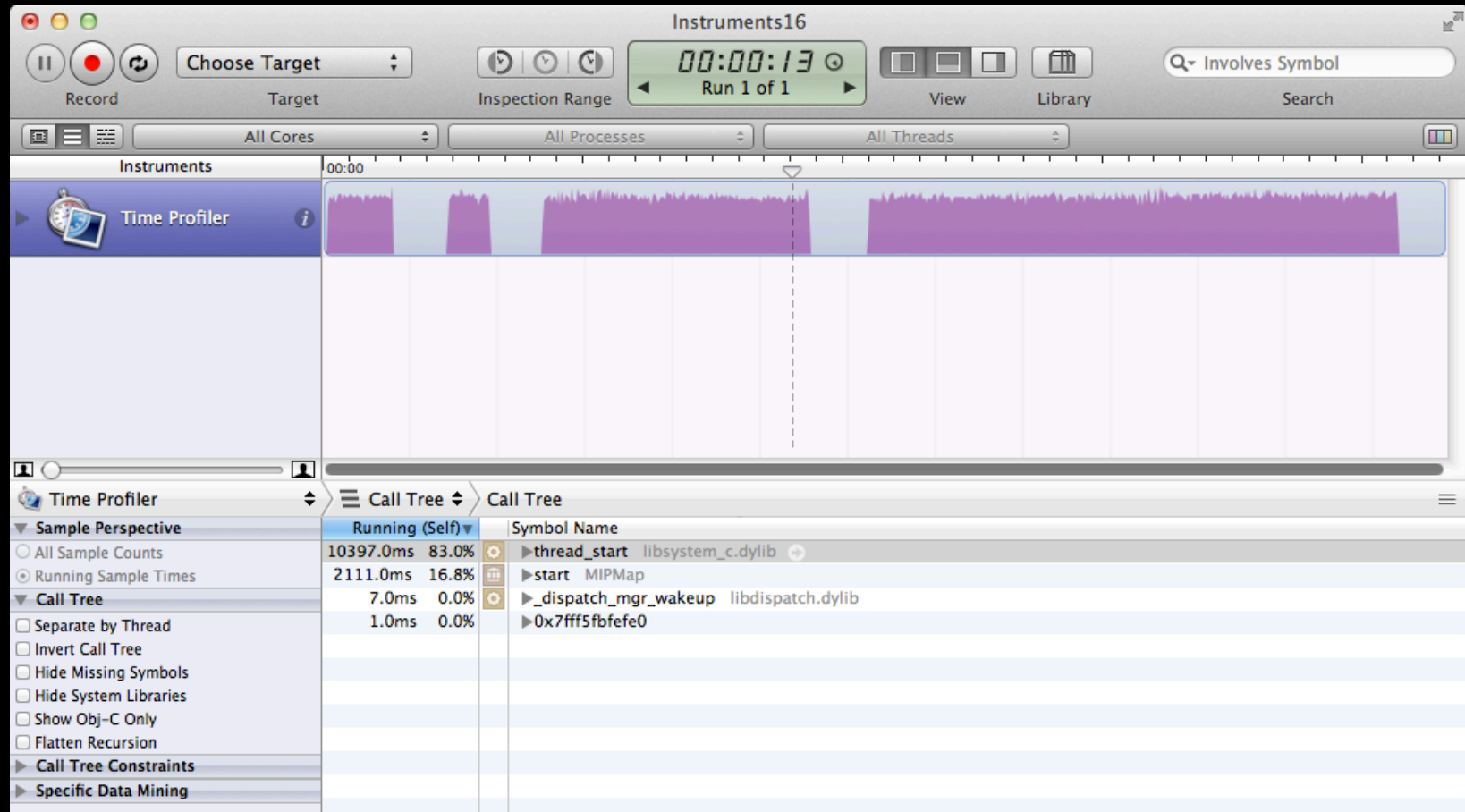
Using DTPerformanceSession API

Save session

```
DTPerformanceSessionSave(session, CFSTR("/tmp/WDC2011"), NULL);  
CFRelease(session);
```

Viewing Results

Open DTPS file in Instruments



The screenshot shows the Instruments application interface. At the top, there are controls for recording, target selection, inspection range (00:00:13, Run 1 of 1), view options, and a search bar. Below this, there are filters for 'All Cores', 'All Processes', and 'All Threads'. The main area displays a 'Time Profiler' instrument with a purple bar chart representing execution time. Below the chart, the 'Call Tree' is visible, showing a list of function calls with their durations and percentages.

Symbol Name	Duration	Percentage
Running (Self)	10397.0ms	83.0%
▶thread_start libsystem_c.dylib	2111.0ms	16.8%
▶start MIPMap	7.0ms	0.0%
▶_dispatch_mgr_wakeup libdispatch.dylib	1.0ms	0.0%
▶0x7fff5fbfef0		

iProfiler

Built with DTPerformanceSession framework

iprofiler(1) BSD General Commands Manual iprofiler(1)

NAME

iprofiler, version 1.0

USAGE

```
iprofiler [-l] [-L] [-legacy] [-T duration] [-I sampling interval] [-d path] [-o basename]
          [-activitymonitor] [-allocations] [-leaks] [-systemtrace] [-timeprofiler] [-kernelstacks
          | -userandkernelstacks] [-allthreadstates] [-a process/pid | executable [args...]]
```

DESCRIPTION

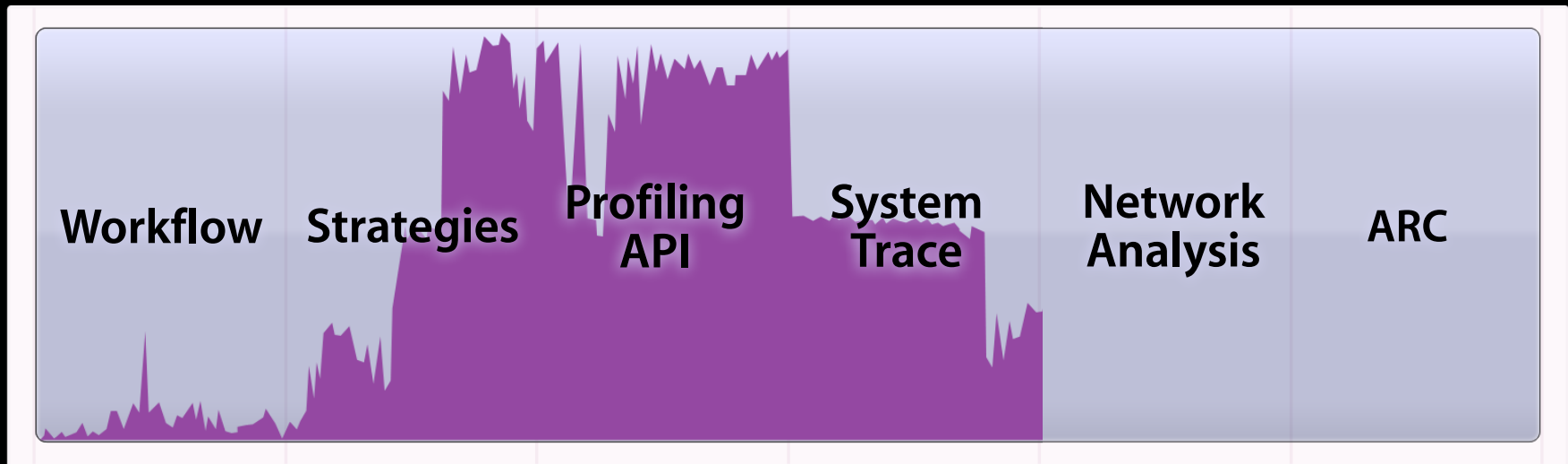
Measure an application's performance without launching Instruments.app and then visualize the measurements at a later time in Instruments.app. The performance data gets saved in a .dtps bundle that can be opened in Instruments.app via "Open existing file...". iprofiler supports these instruments: Time Profiler, System Trace, Activity Monitor, Allocations, and Leaks. Any combination of these instruments can be run simultaneously. iprofiler supports attaching to a currently-running process, launching a process that will only run during the measurement, or profiling all currently-running processes (by not specifying process/pid or executable).

Options are :

- l Lists all supported instruments
- L Lists all supported instruments, with a description

System Trace

Comprehensive system analysis



What Is System Trace?

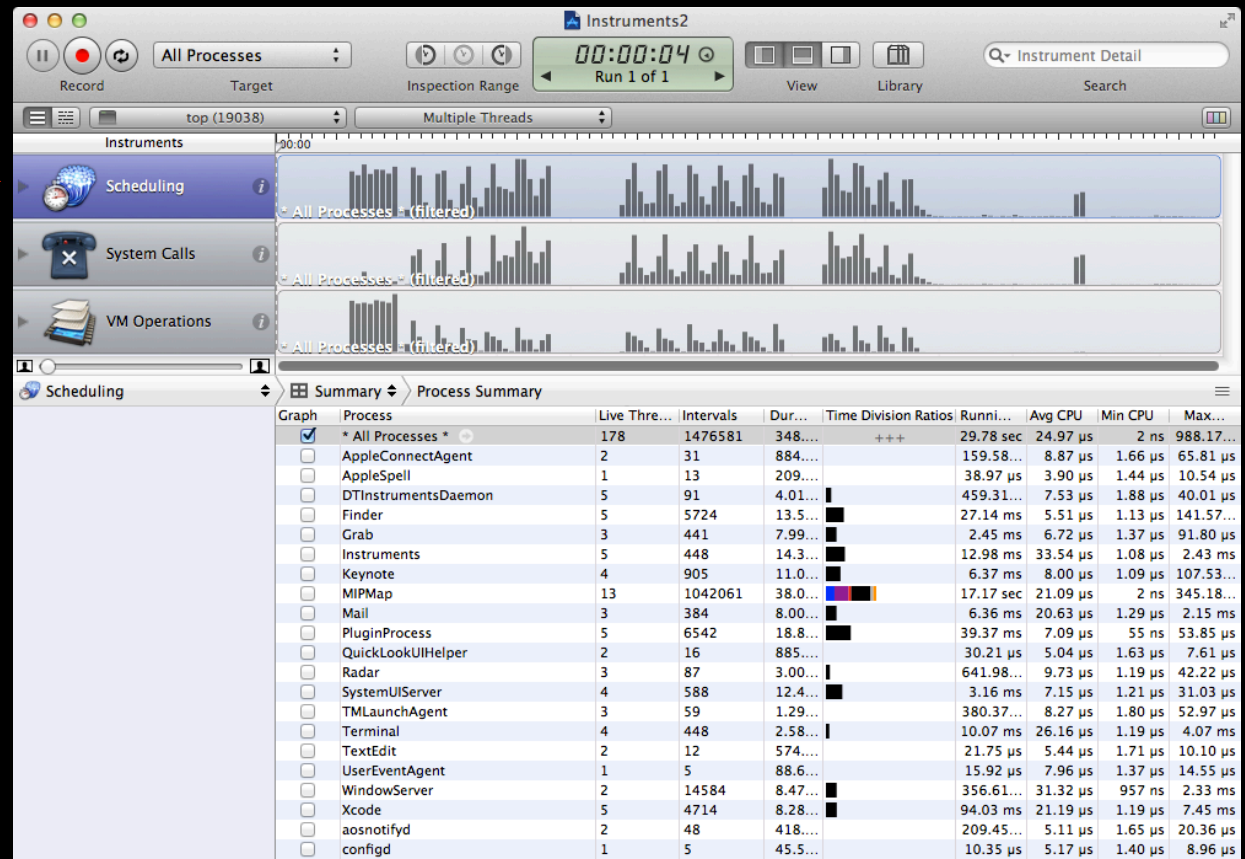


- **NEW in iOS 5!**
- Comprehensive analysis of system behavior
 - Thread scheduling
 - Virtual memory
 - System calls
- Available in Mac OS X since Instruments 4.0

System Trace

“Instruments” strategy

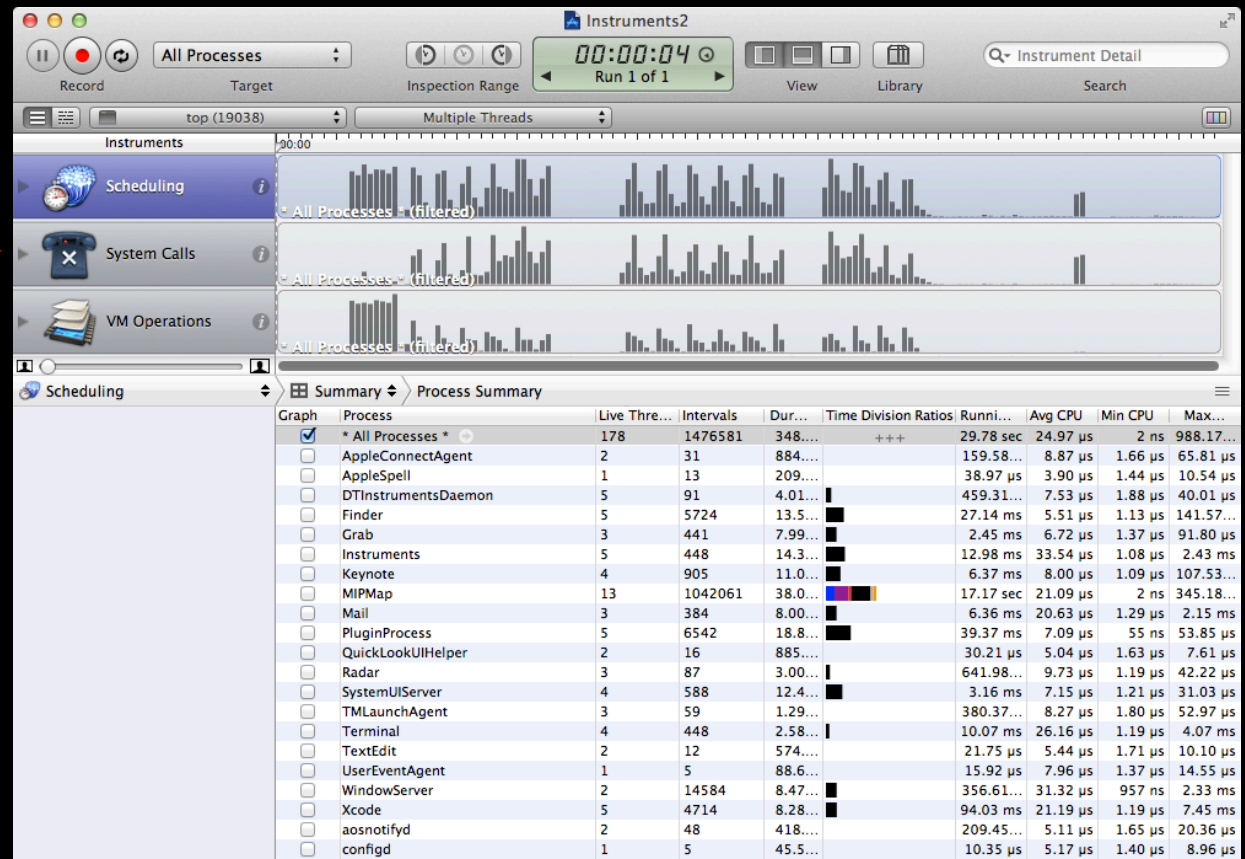
Scheduling →
Records thread context switches and tenures



System Trace

“Instruments” strategy

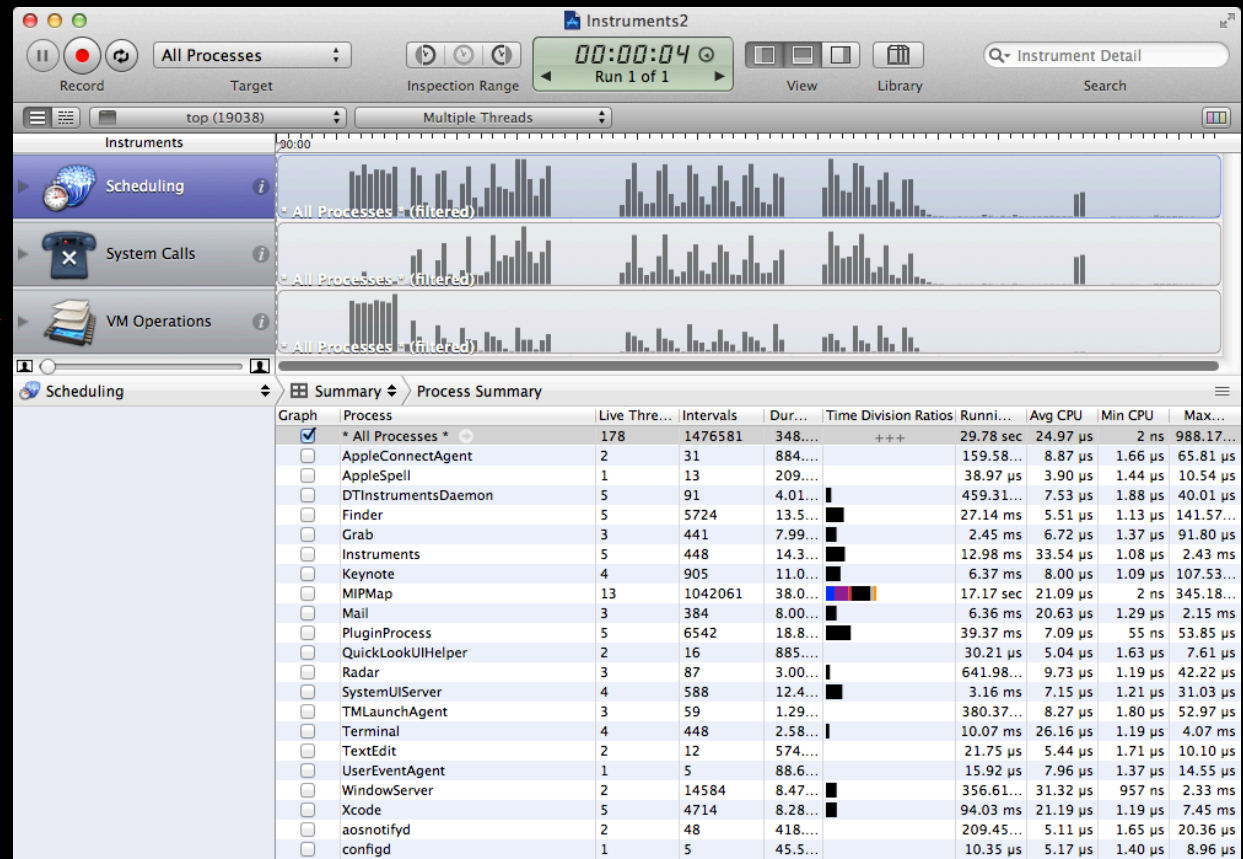
System Calls
Records system calls
and their duration



System Trace

“Instruments” strategy

VM Operations →
Records virtual memory
fault events

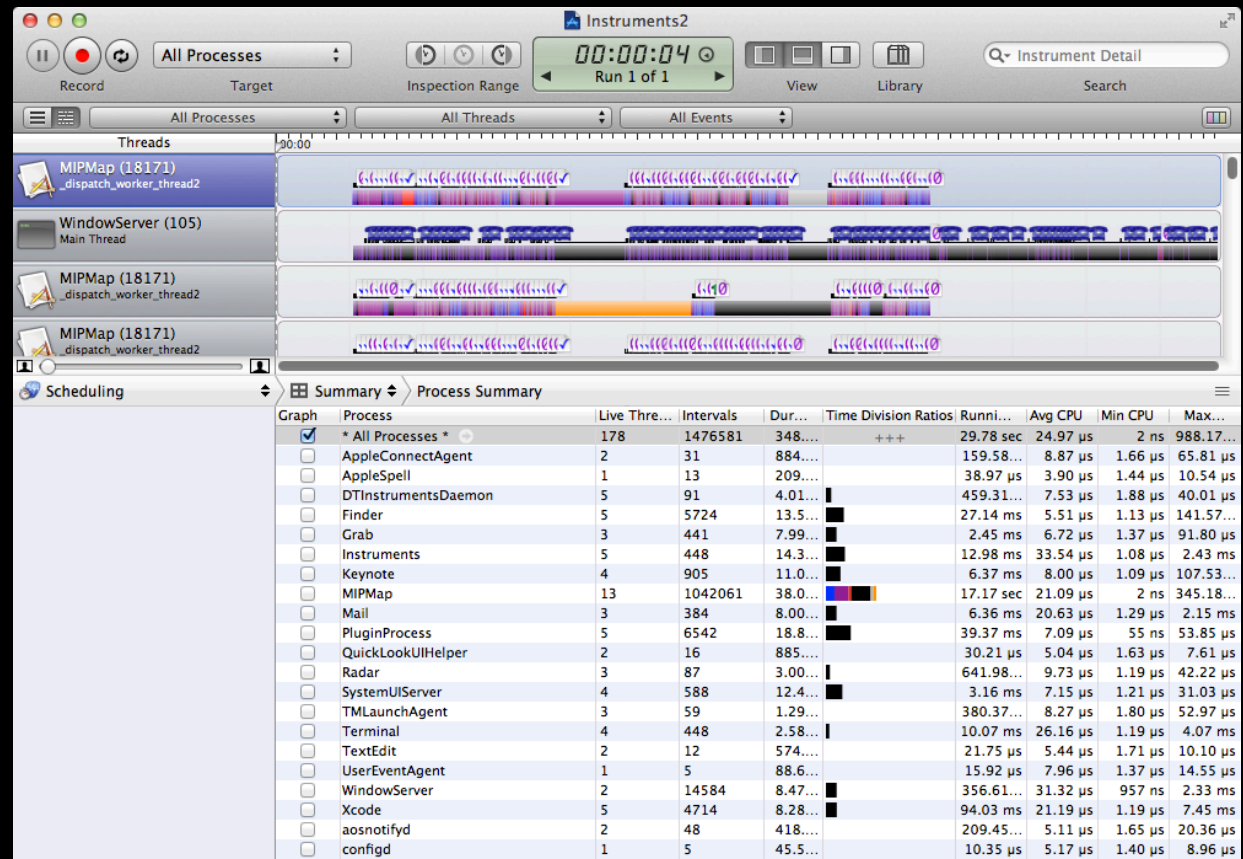


System Trace

“Threads” strategy

Threads

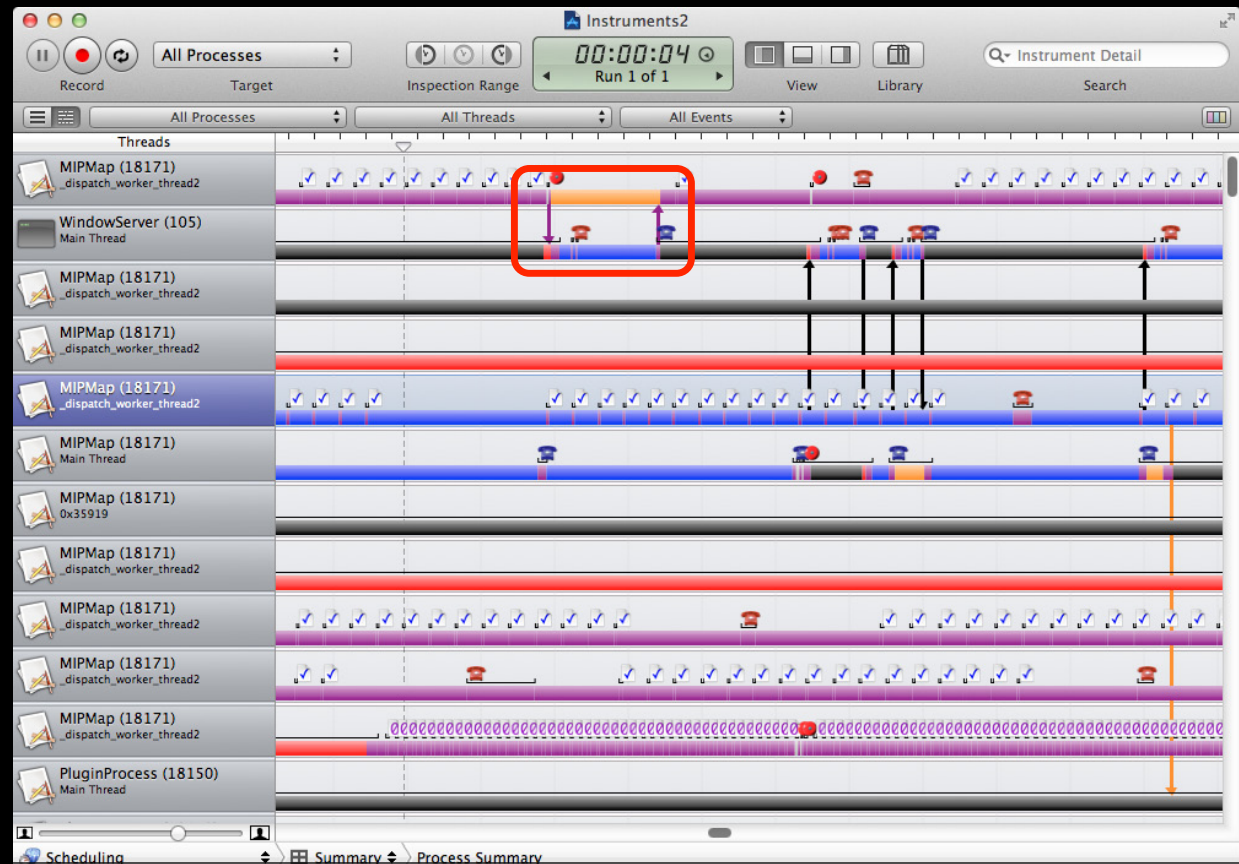
System calls, VM faults,
and thread states



System Trace

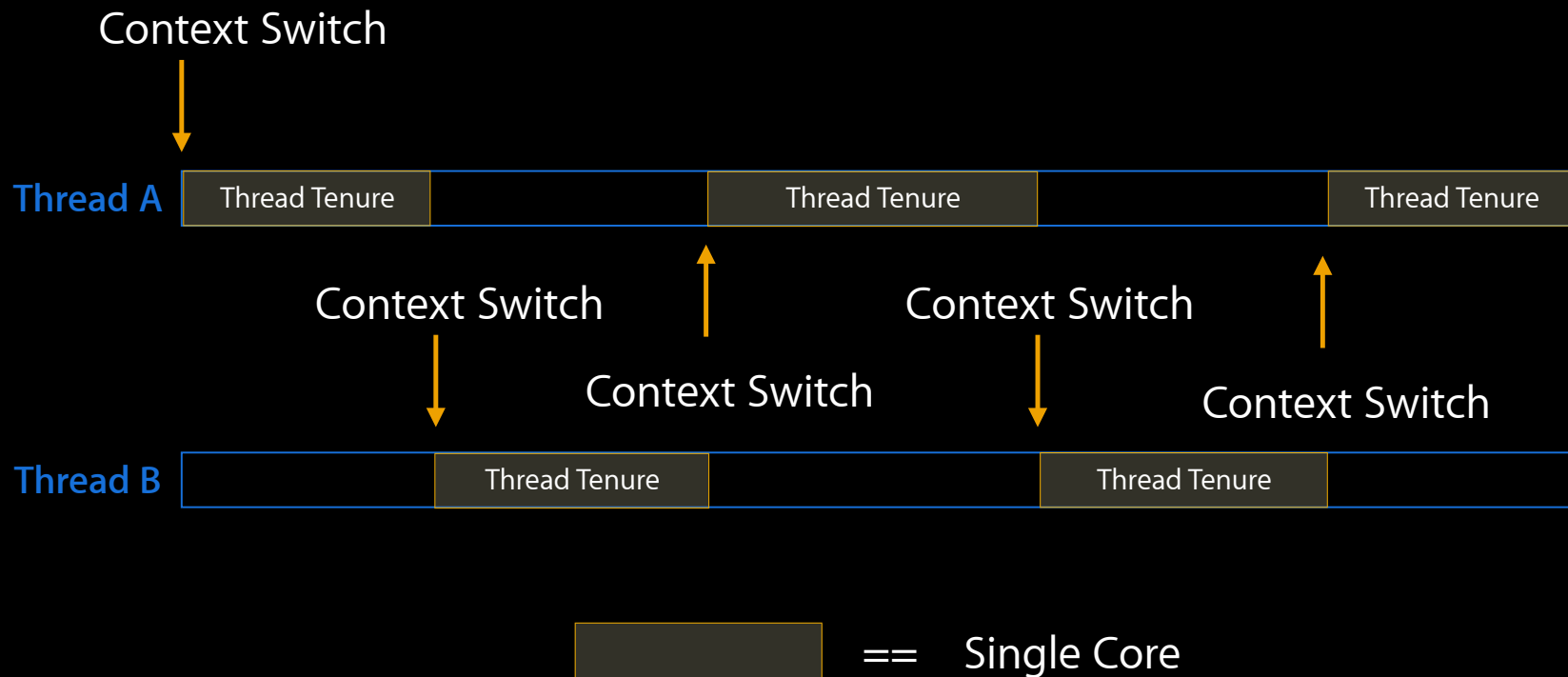
“Threads” strategy

Thread Context Switches
Arrows indicate threads
scheduled onto cores



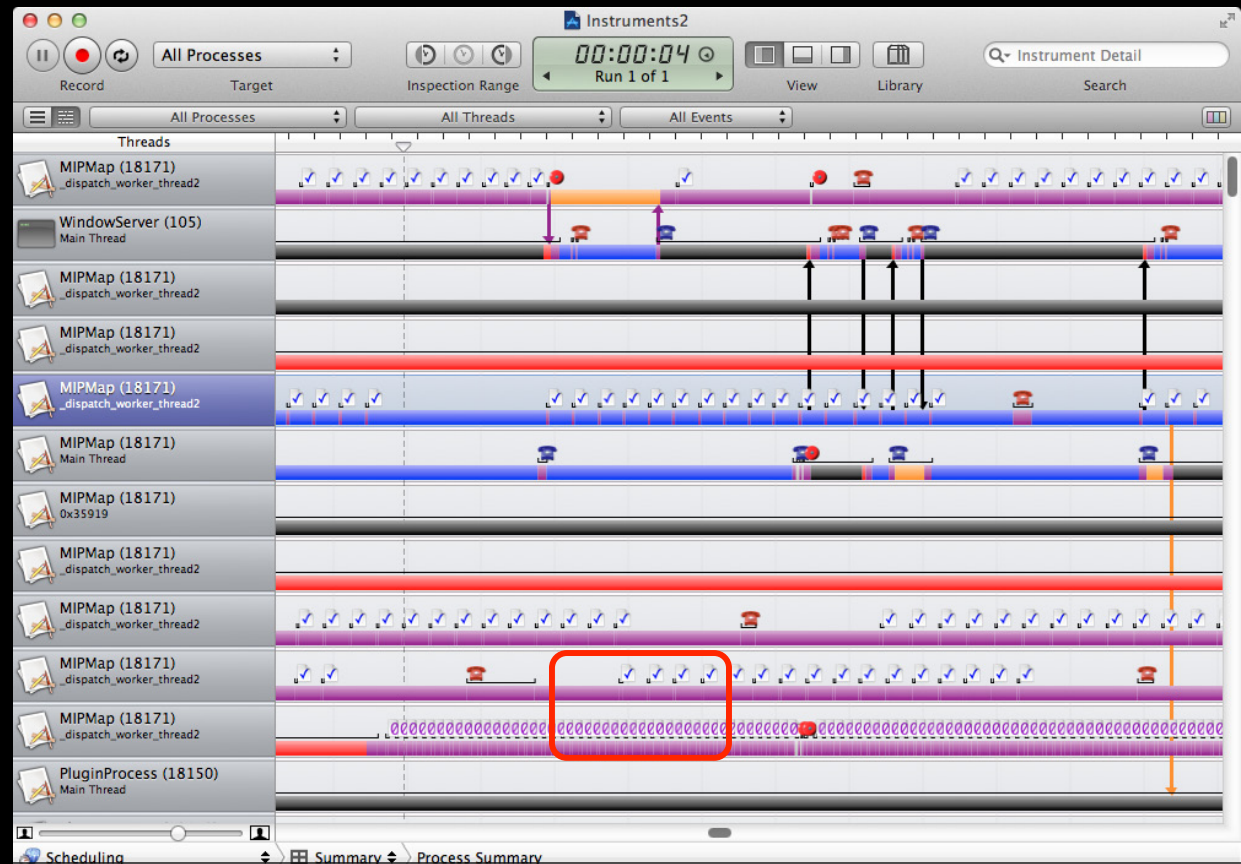
System Trace

Thread context switches



System Trace

“Threads” strategy



Virtual Memory Events
Icons indicate cache hits,
zero fills, page-ins, etc.

System Trace

Virtual memory events



 Copy On Write

 Zero Fill

 Page-in

 Page Cache Hit

 Non-Zero Fill

 Guard Page

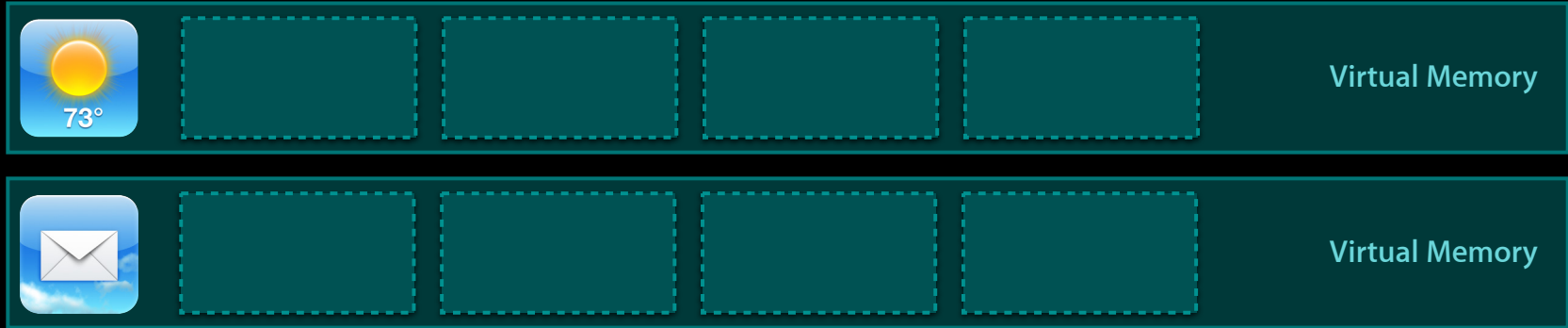
 File Backed Page-in

 Anonymous Memory Page-in

 Page-out

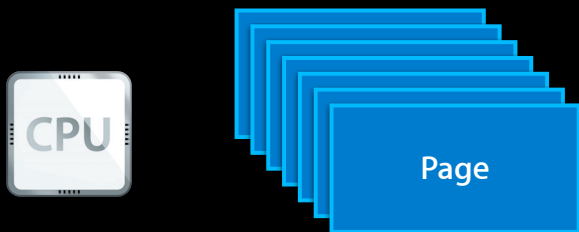
Virtual Memory Events Explained

Memory is managed in segments called "Pages"



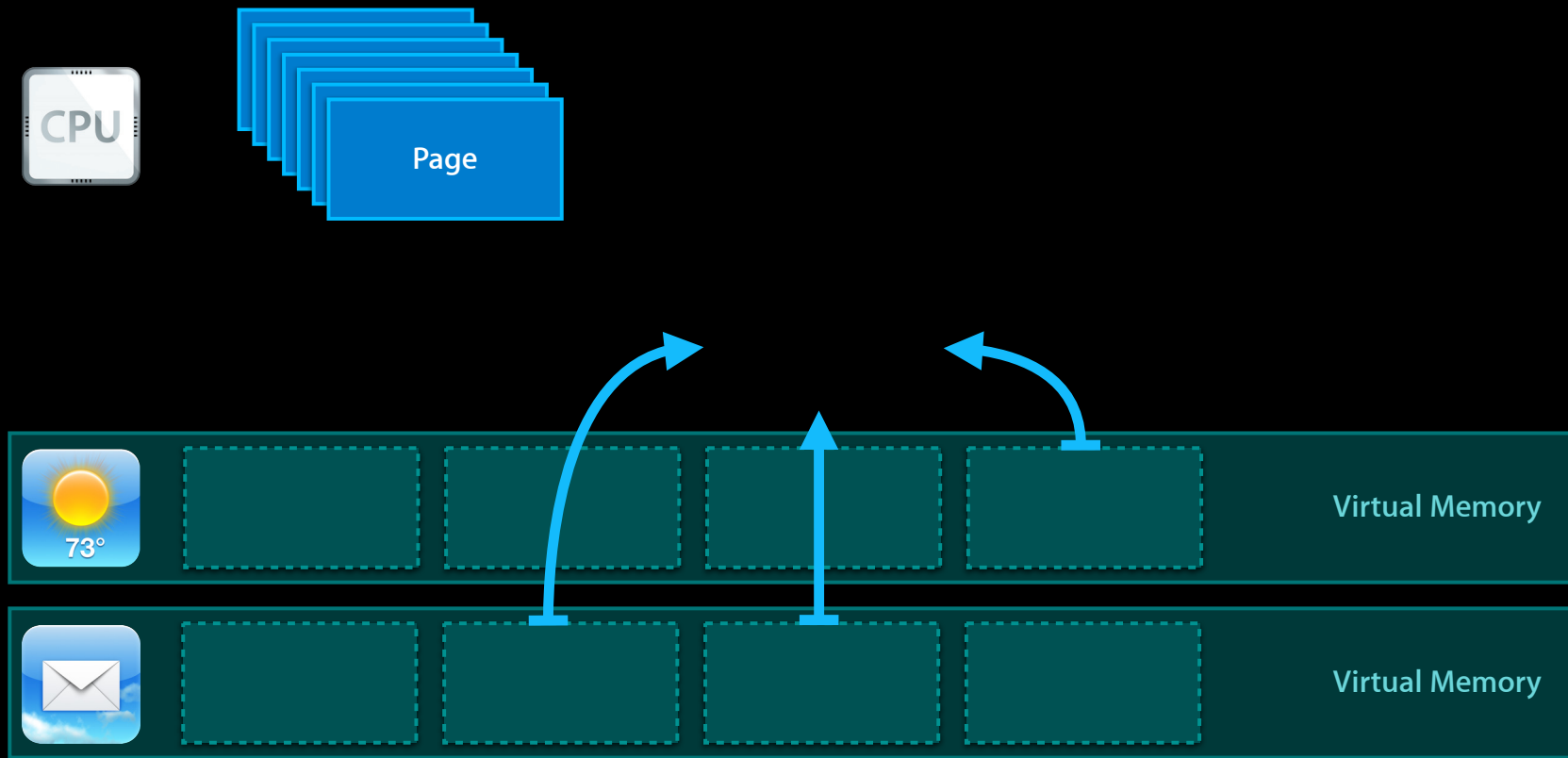
Virtual Memory Events Explained

Virtual Pages become real Pages by "Page faults"



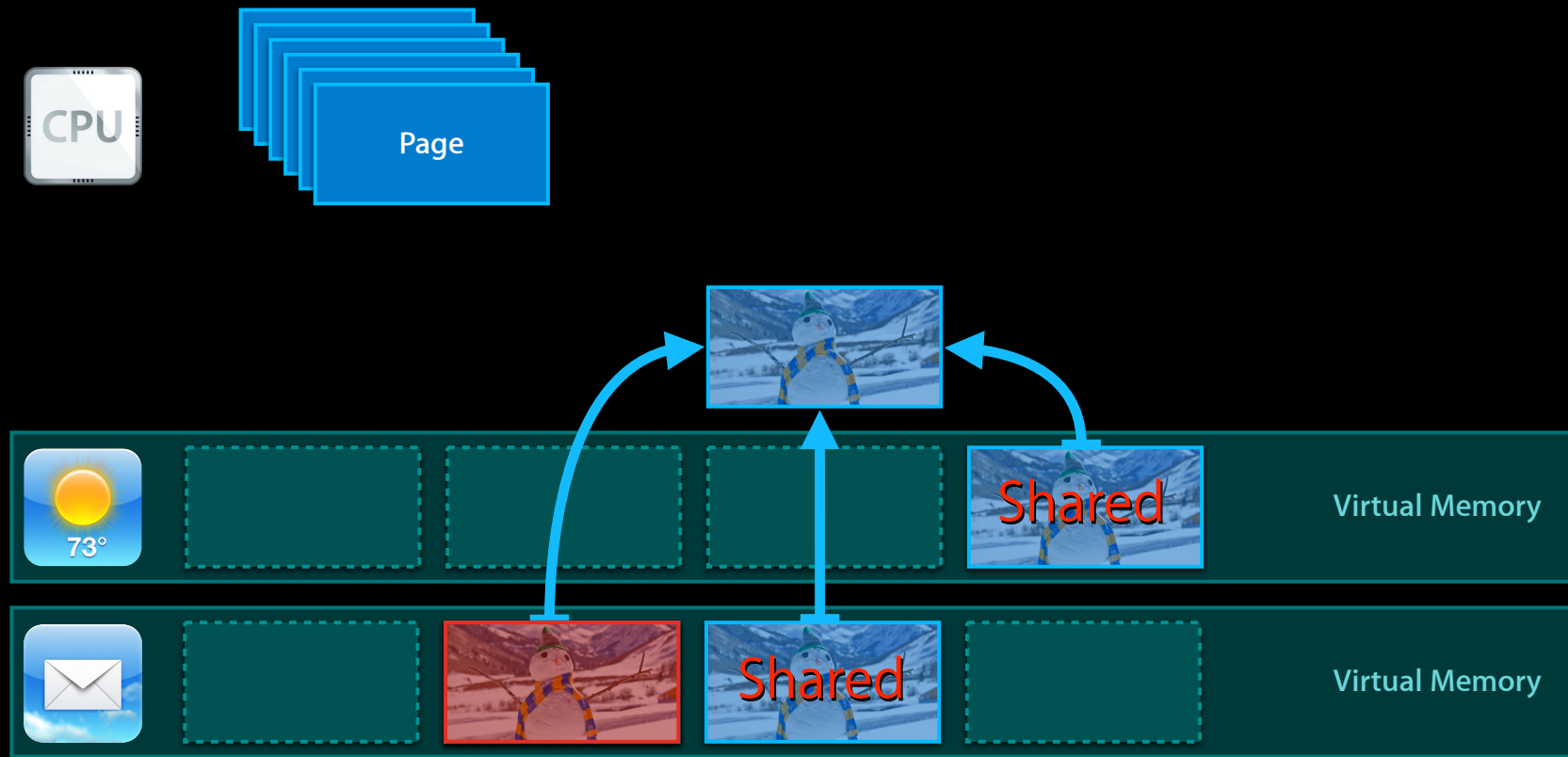
Virtual Memory Events Explained

Pages can be shared



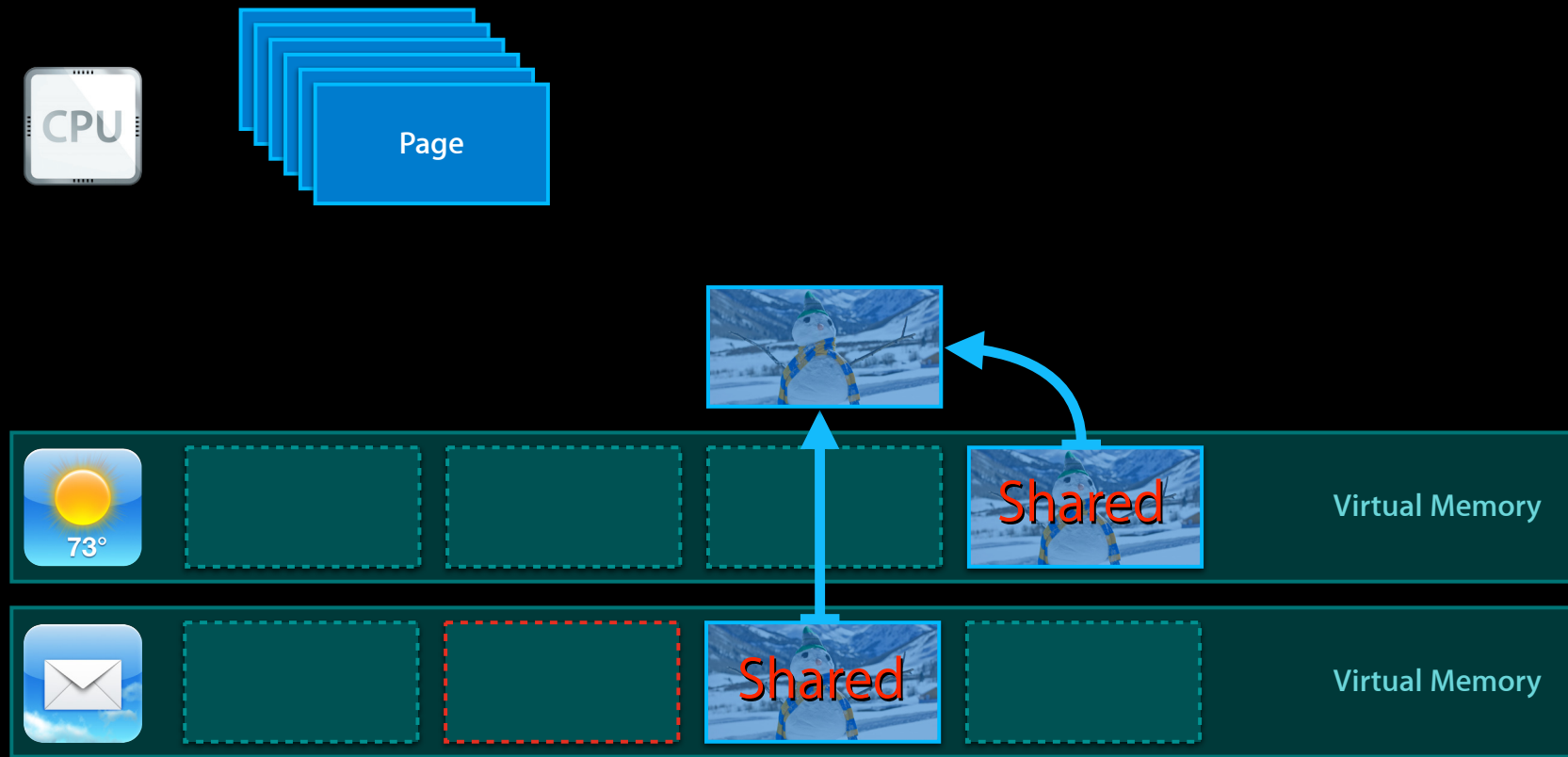
Virtual Memory Events Explained

What happens when someone writes to a shared page?



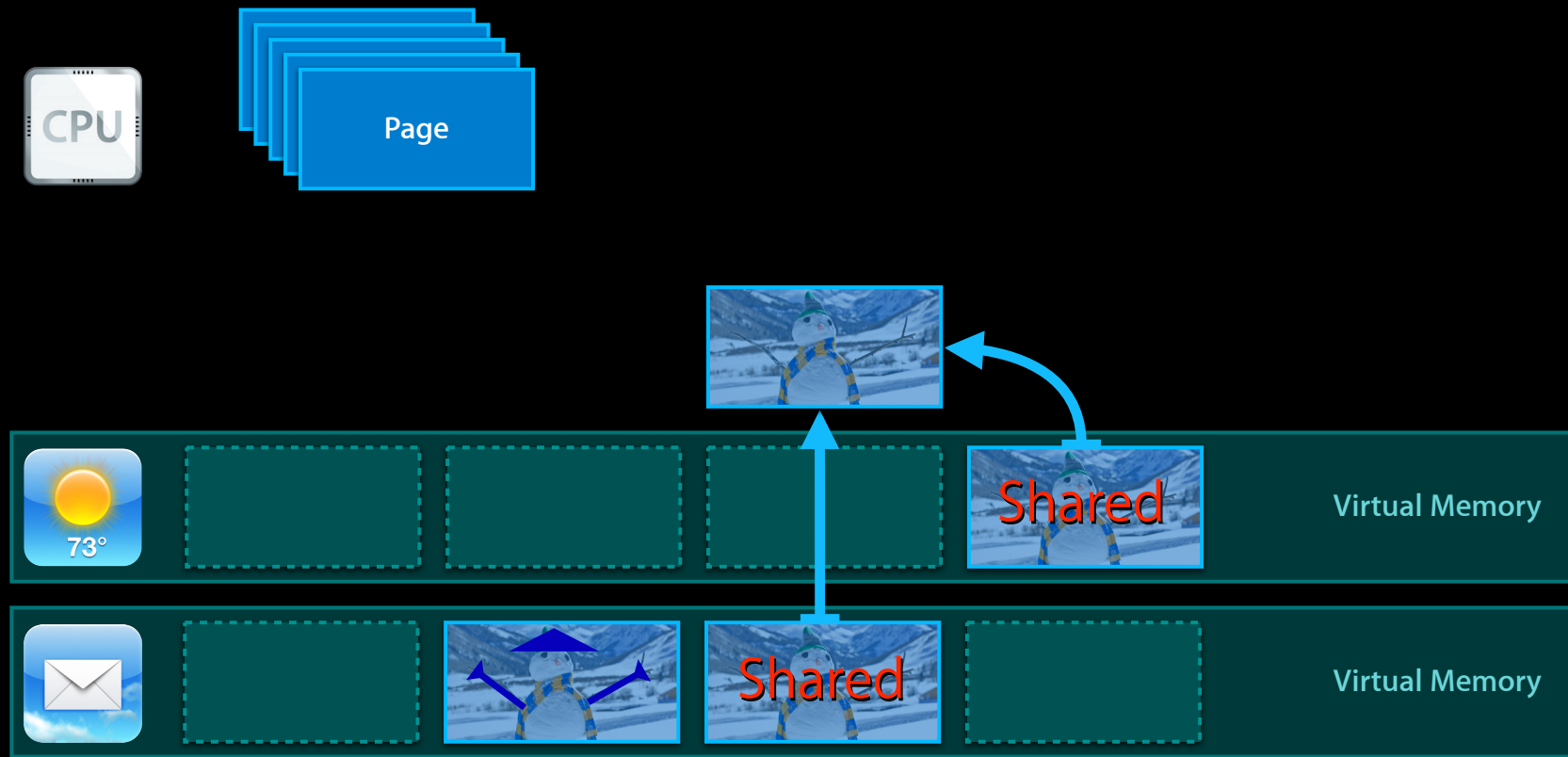
Virtual Memory Events Explained

A copy is made of the shared page



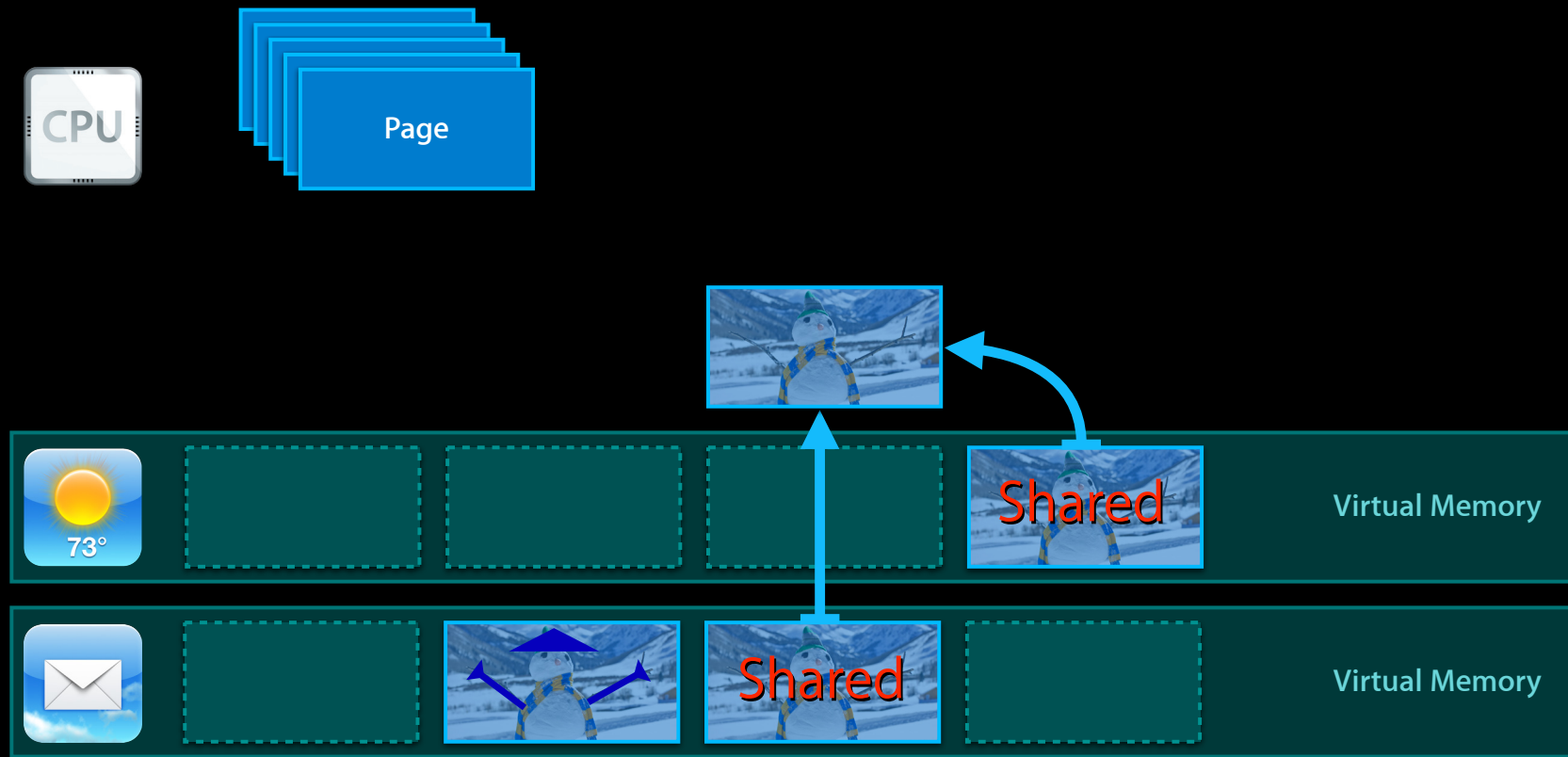
Virtual Memory Events Explained

The write completes, thus a "Copy On Write" page fault



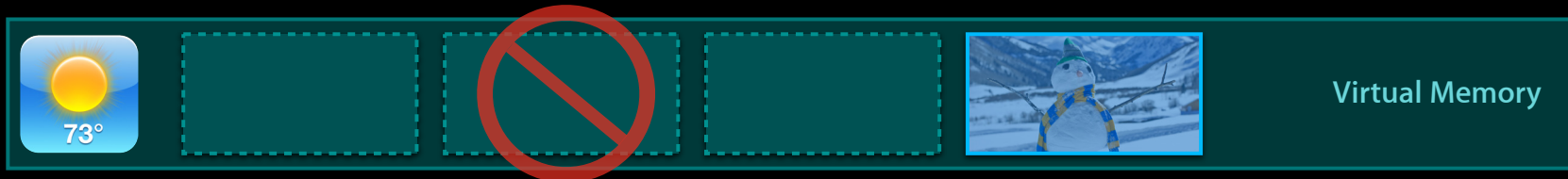
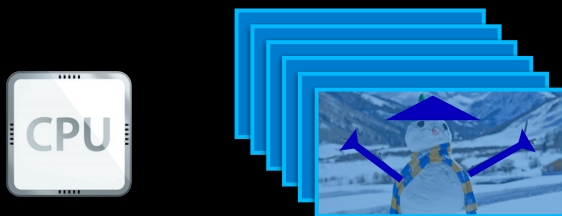
Virtual Memory Events Explained

Pages no longer used are returned to the VM system



Virtual Memory Events Explained

What happens when that memory is reused?



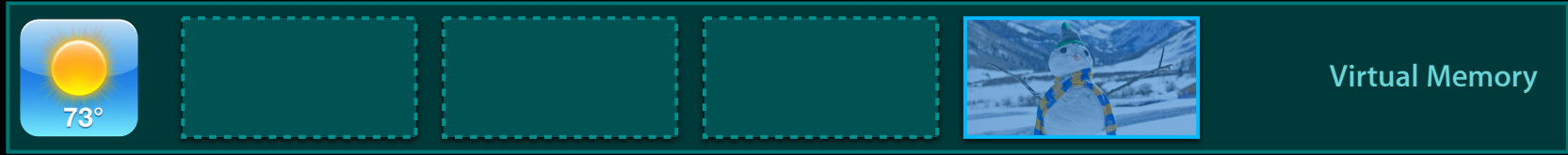
Clearly, this would be a problem!

Virtual Memory Events Explained

The system performs a "Zero Fill" page fault



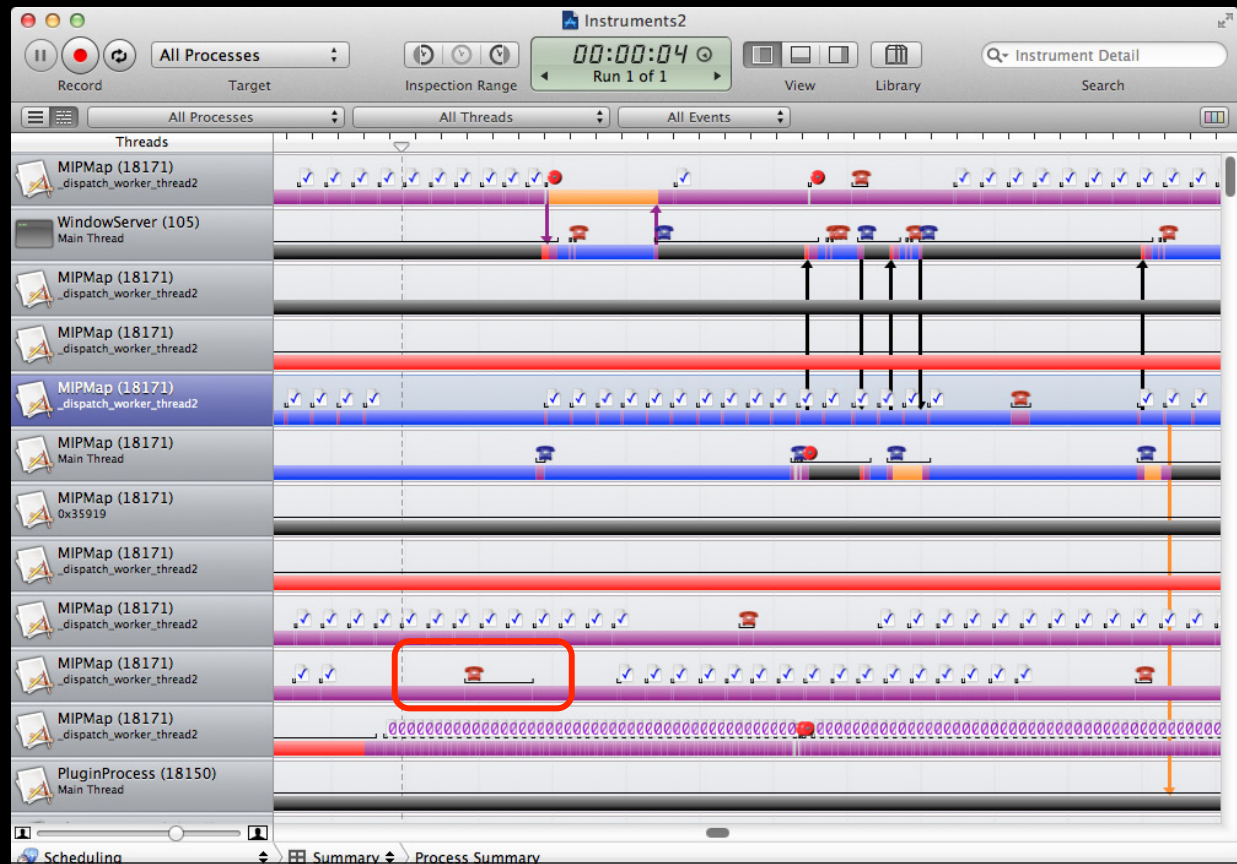
```
000000000000  
000000000000  
000000000000
```



System Trace

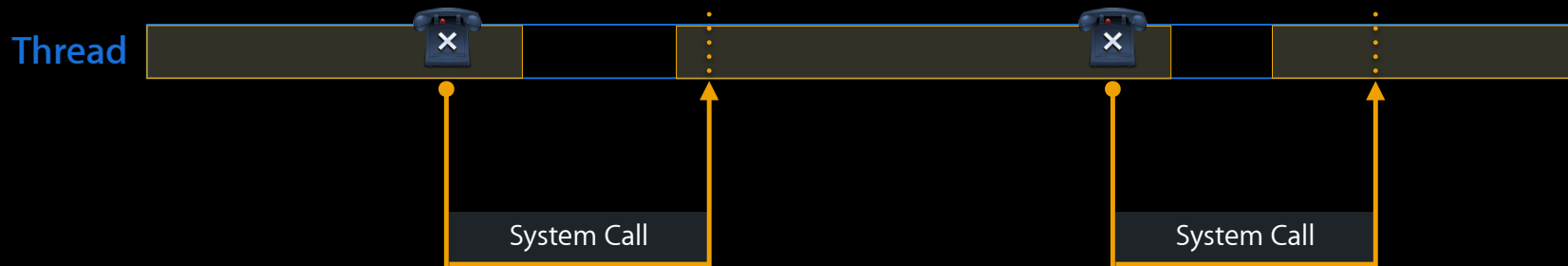
“Threads” strategy

System Calls
Telephones indicate calls from user space into the kernel



System Trace

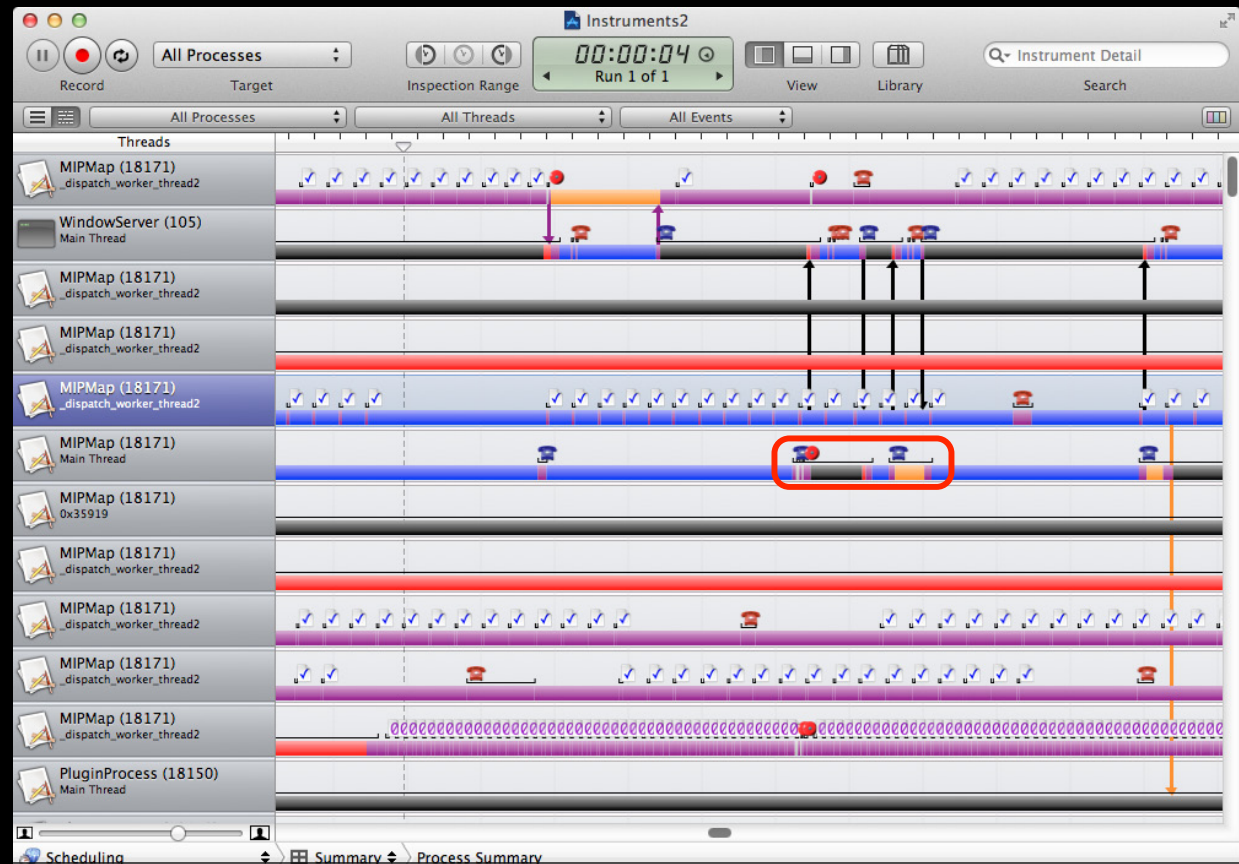
System calls



System Trace

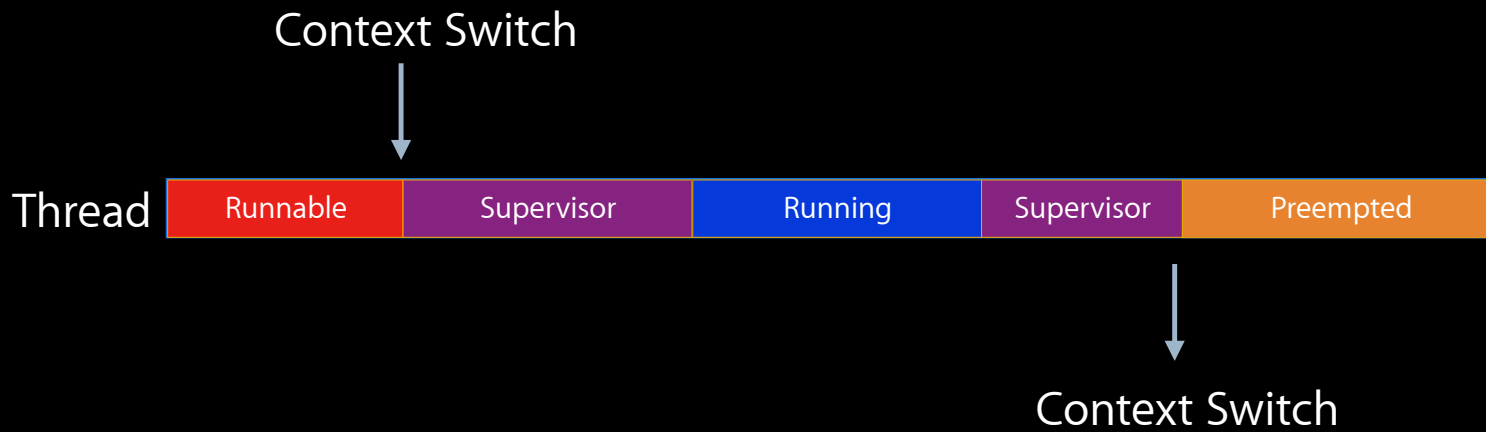
“Threads” strategy

Thread States
Colored bars indicate thread state



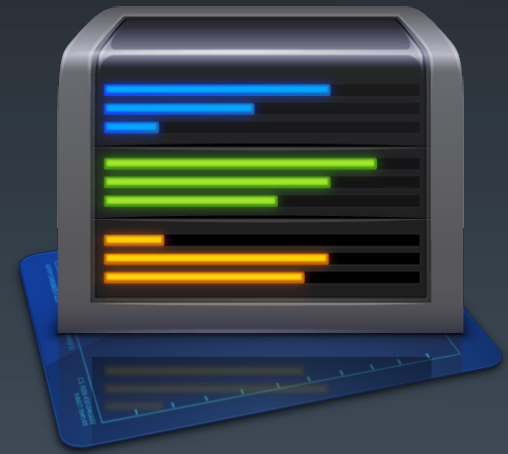
System Trace

Thread states



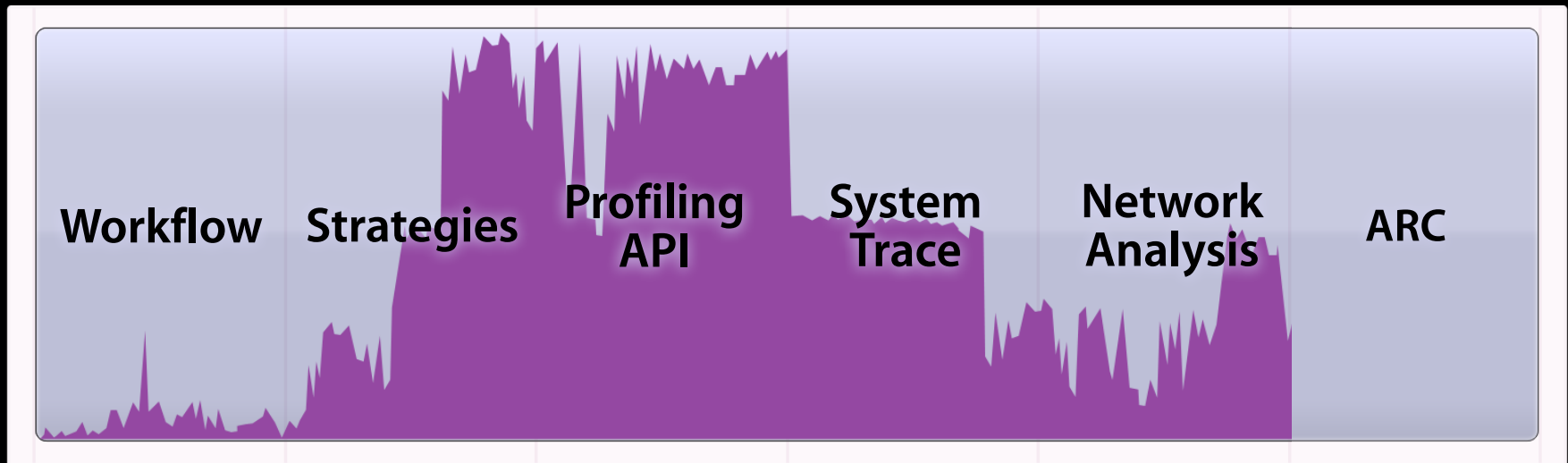
System Trace Demo

Daniel Delwood
Performance Tools Engineer



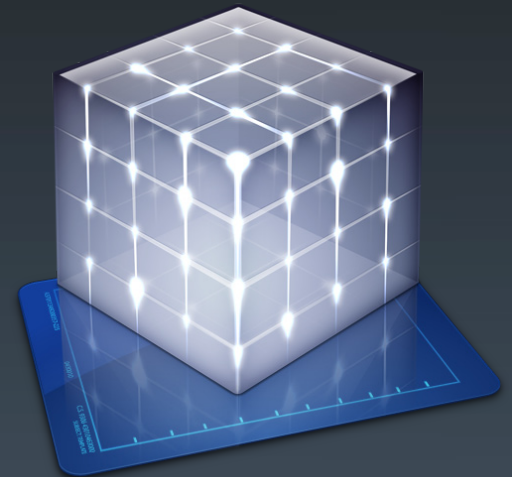
Network Instrumentation

Track data flow and radio usage



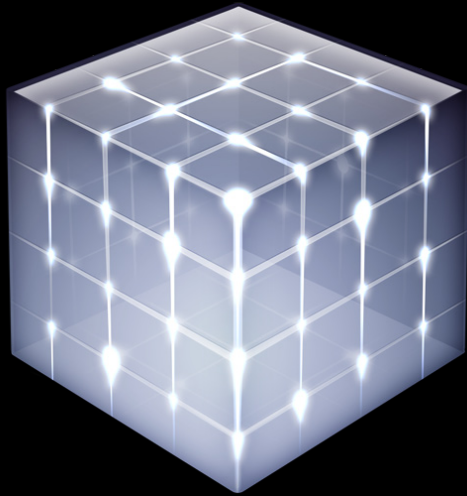
Network Connections

Data flow statistics



Network Connections Instrument

5

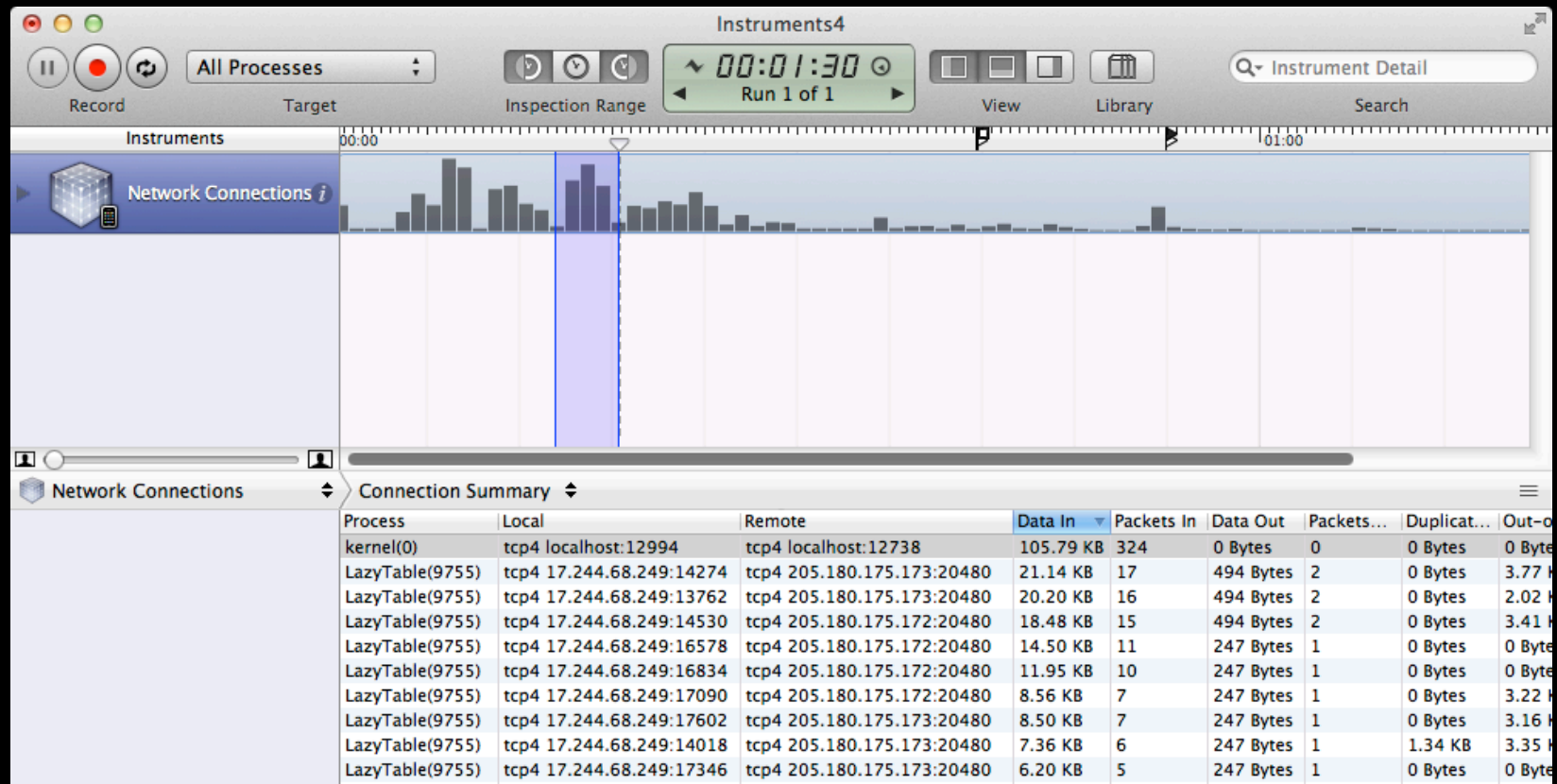


- Measures data volume
 - TCP/IP and UDP/IP
 - Performance metrics
- Debug latency
- Identify lost packets and re-transmission of data

Network Connections Instrument

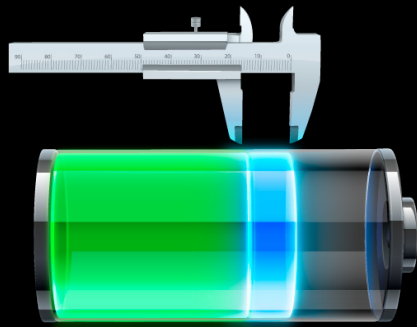
New in iOS 5

5



Network Activity Instrument

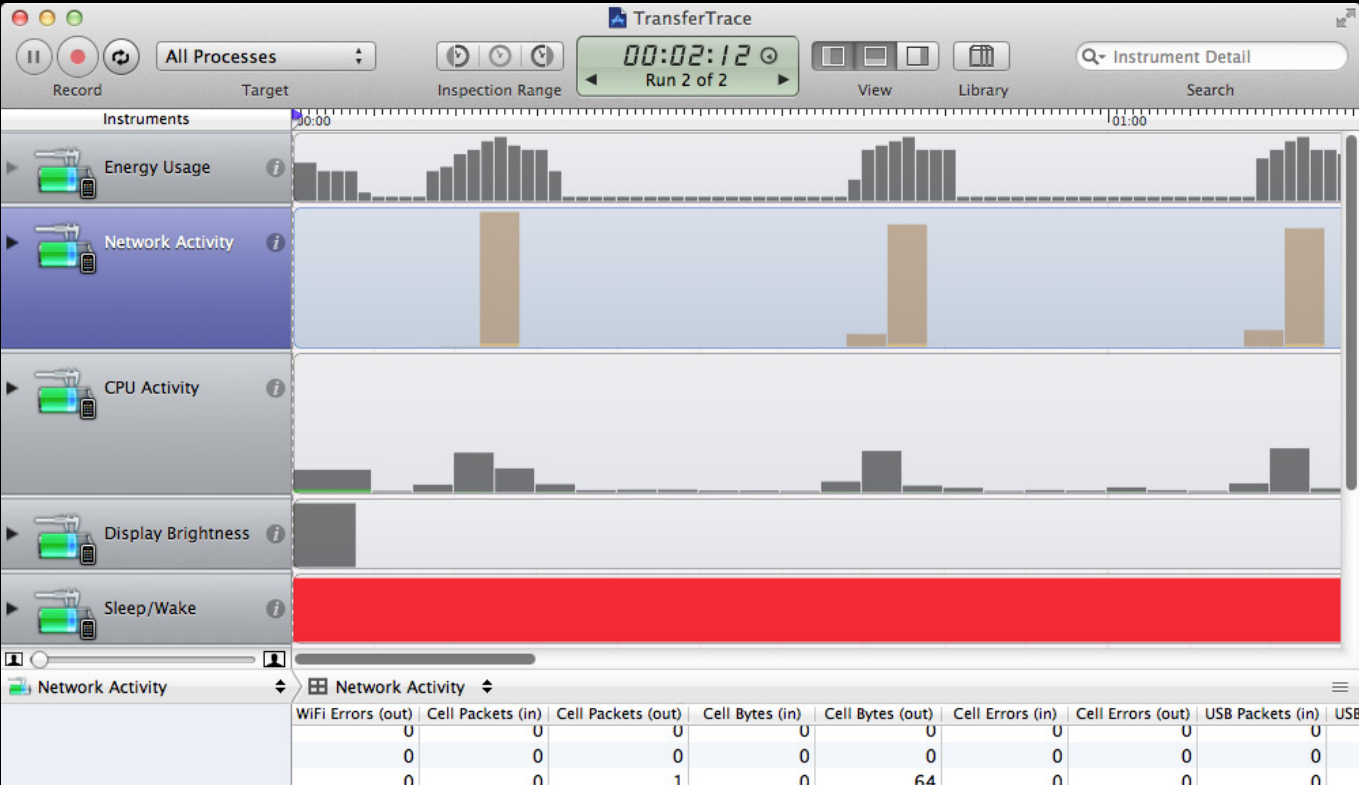
5



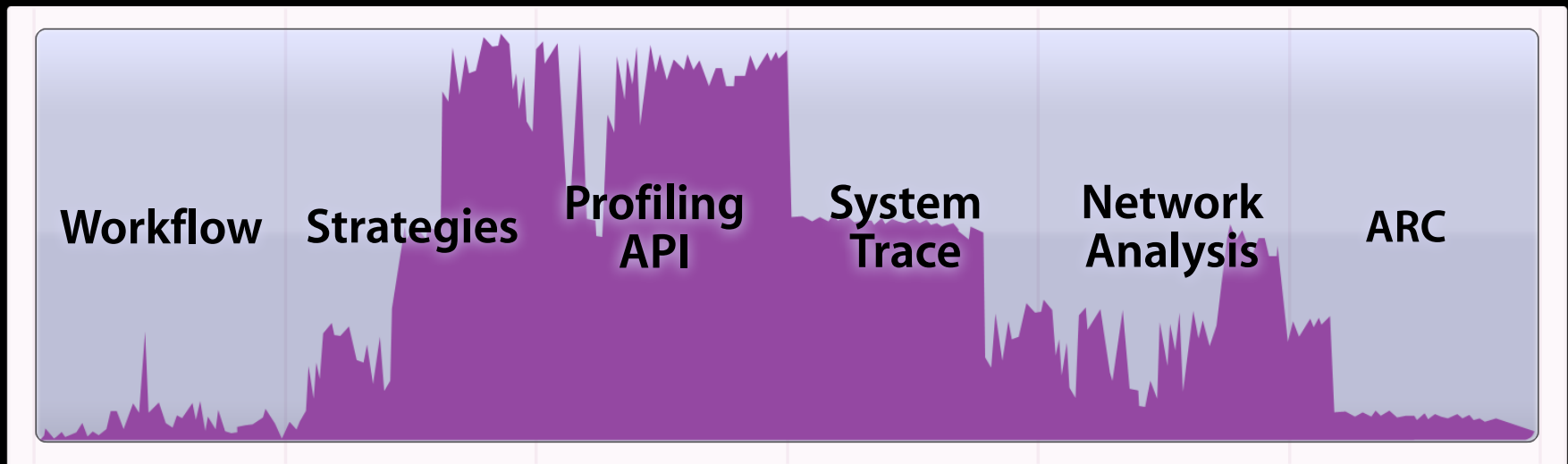
- Identify radio traffic in and out
 - Wi-Fi
 - Cellular
- Correlate power use with radio use

Network Activity

New in iOS 5

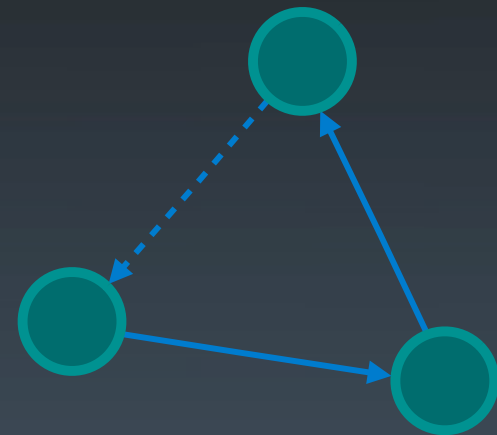


ARC Instrumentation



ARC Instrumentation

Leak cycle detection



Automatic Reference Counting (ARC)

What's automatic about it?

- No more writing `-retain/-release/-autorelease`
- Enforces previous "convention"
- Eliminates many simple bugs
- **Allows you to think about object relationships**

Automatic Reference Counting (ARC)

What's **not** automatic about it?

- It's not a garbage collector
- Runs alongside manual reference counting (MRC) code
- Cannot break retain cycles
- Cannot prevent leaks

Automatic Reference Counting (ARC)

But Instruments can help!



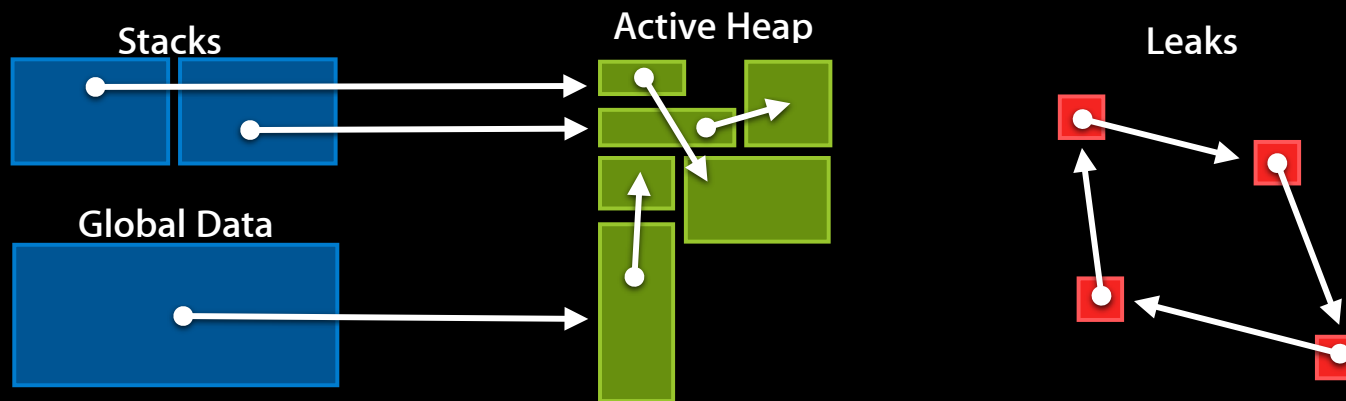
- Leaks instrument identifies
 - “Allocated memory that can no longer be reached”
 - No more pointers to it from the active heap

Automatic Reference Counting (ARC)

But Instruments can help!



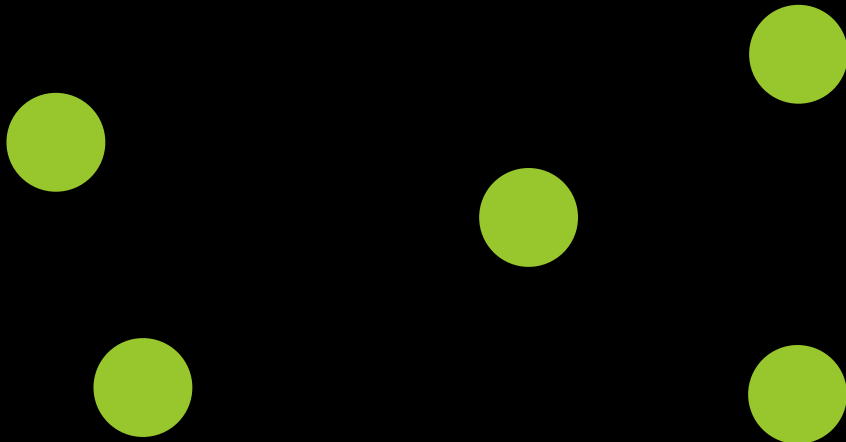
- Leaks instrument identifies
 - “Allocated memory that can no longer be reached”
 - No more pointers to it from the active heap
 - Cycle detection



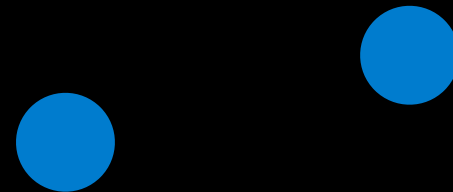
Fixing Leaks with ARC

Starting at the right spot

Using Automatic Reference Counting

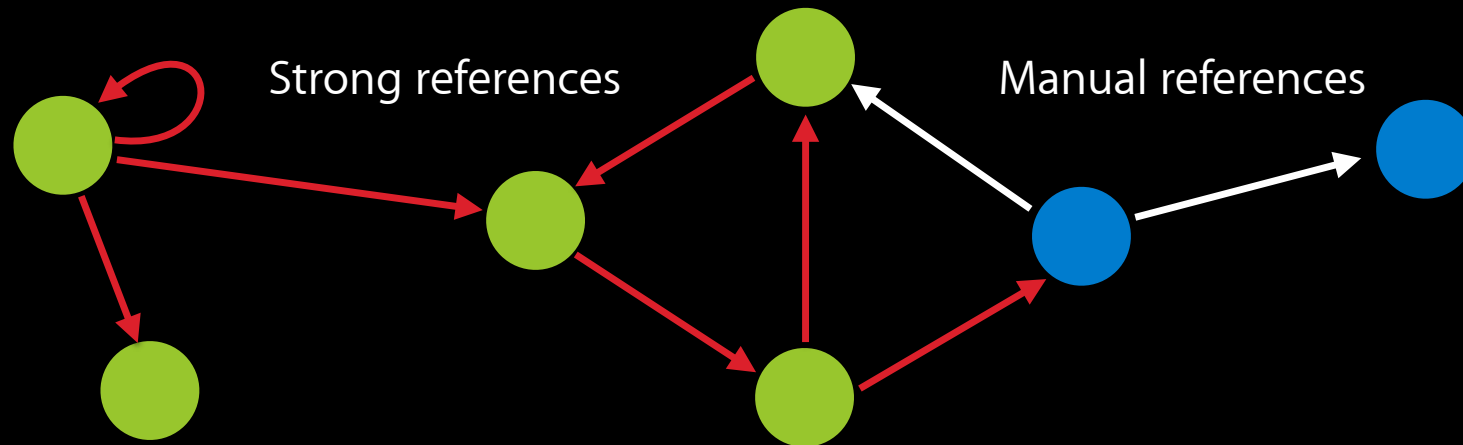


Using Manual Reference Counting



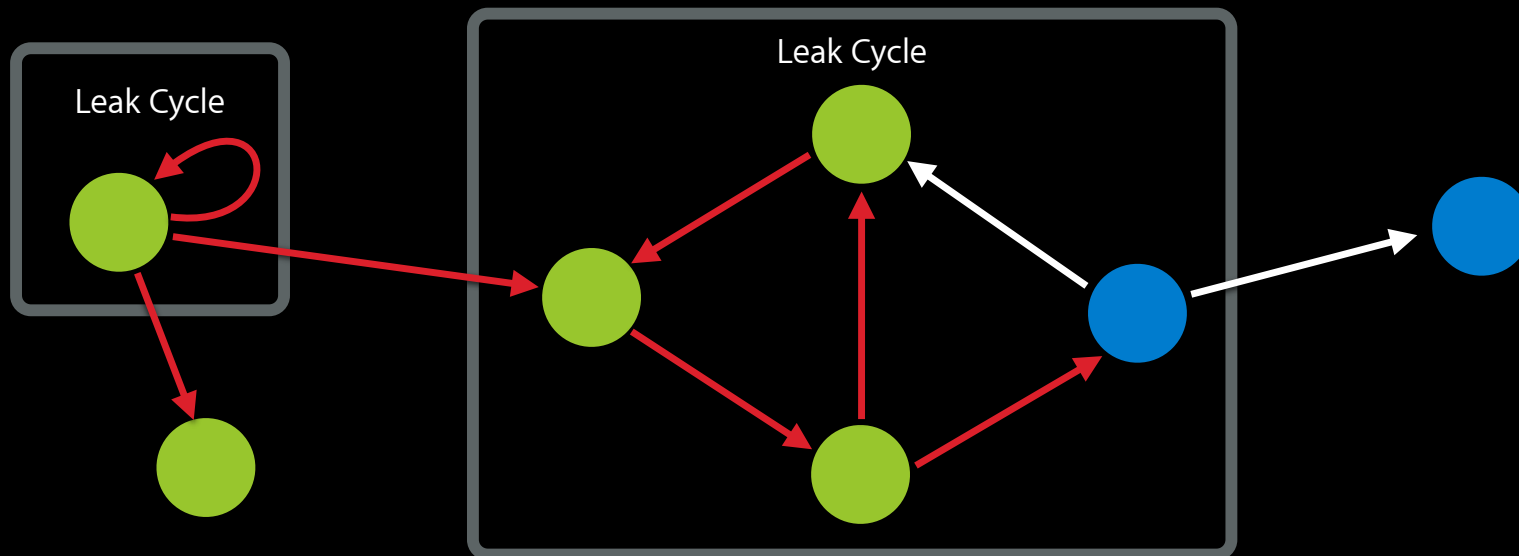
Fixing Leaks with ARC

Starting at the right spot



Fixing Leaks with ARC

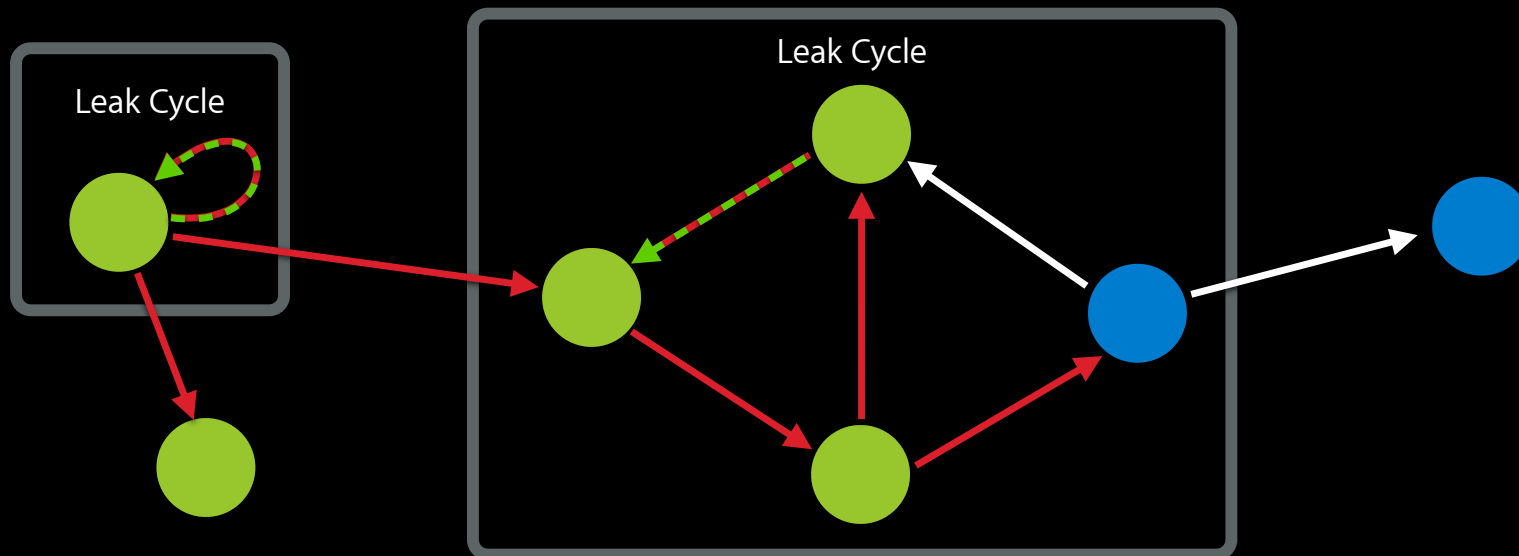
Starting at the right spot



Fixing Leaks with ARC

Starting at the right spot

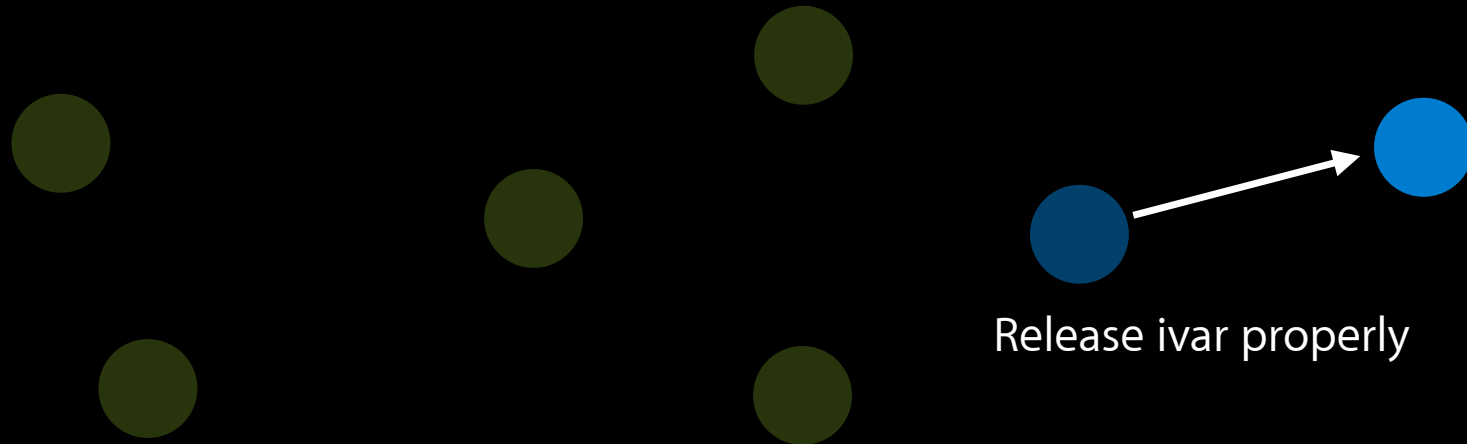
1. Fix the cycles



Fixing Leaks with ARC

Starting at the right spot

1. Fix the cycles
2. Fix remaining manual reference counting leaks



ARC Demo

Daniel Delwood
Performance Tools Engineer



In Conclusion

- Tackle concurrency issues with the CPU strategy
- Examine the efficiency of your application via System Trace
- Leverage the new DTPerformanceSession framework
- Eliminate your leaked reference cycles with ARC instrumentation

More Information

Michael Jurewitz

Developer Tools & Performance Evangelist
jurewitz@apple.com

Instruments Documentation

[Instruments User Guide \(Xcode documentation\)](#)
[Instruments New Features User Guide](#)

Apple Developer Forums

<http://devforums.apple.com>

Related Sessions

iOS Performance and Power Optimization with Instruments

Presidio
Wednesday 4:30PM

iOS Performance in Depth

Presidio
Thursday 4:30PM

Objective-C Advancements In-Depth

Mission
Friday 11:30AM

Labs

Mac OS X Performance Lab

Developer Tools Lab B
Thursday 9:00AM

iOS App Performance Lab

Developer Tools Lab A
Thursday 9:00AM

Objective-C and Automatic Reference Counting Lab

Developer Tools Lab B
Thursday 2:00PM

