Low Hanging Fruits

Dzień dobry

Performance tuning

„Performance tuning is the improvement of system performance."

Performance measurement

Instruments

Hardware capabilities

multithreading, arm64

Optimization

- **Design** proper architecture
- **Code** using framework capabilities
- **Compilation** LLVM
- **Runtime** ?

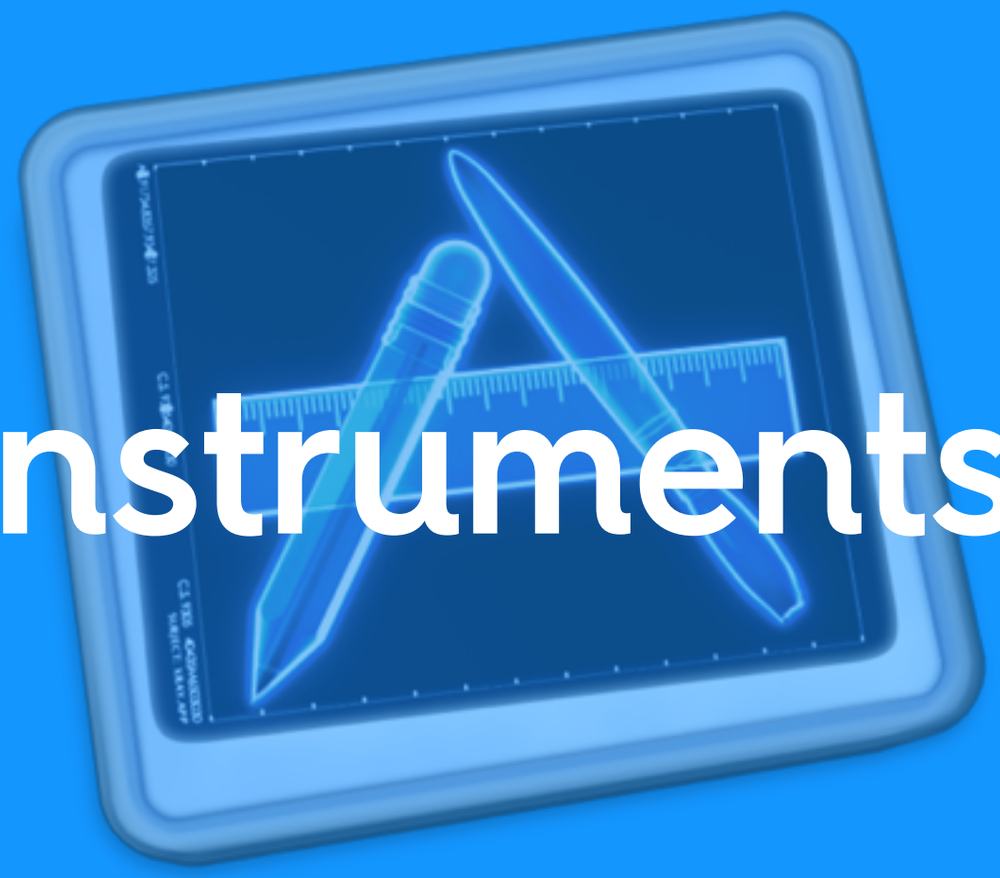
Fixing architecture

cool story, but it takes time

Optimizing code

simpler and still effective

Low Hanging Fruits

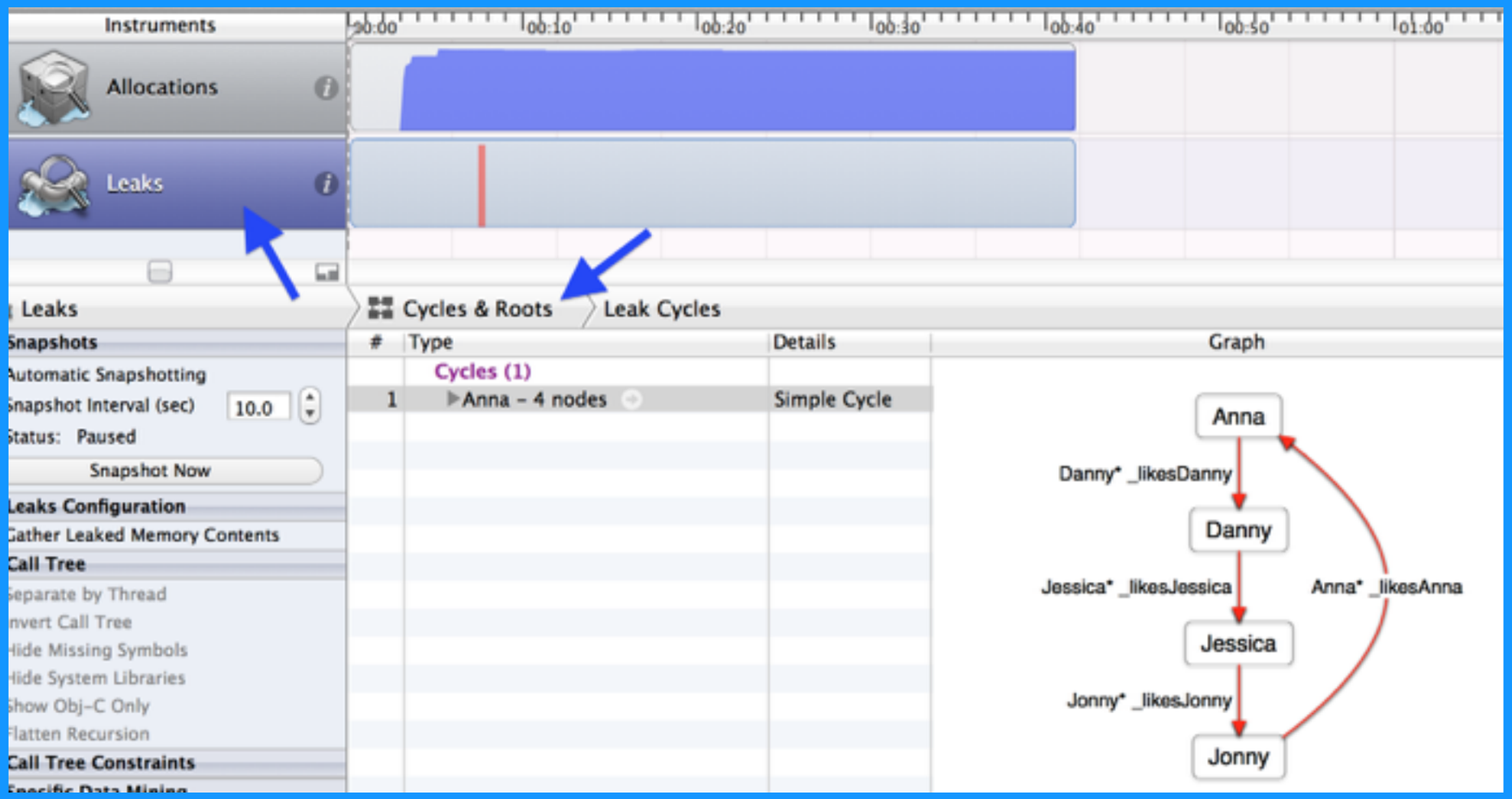


Instruments.

Bottlenecks

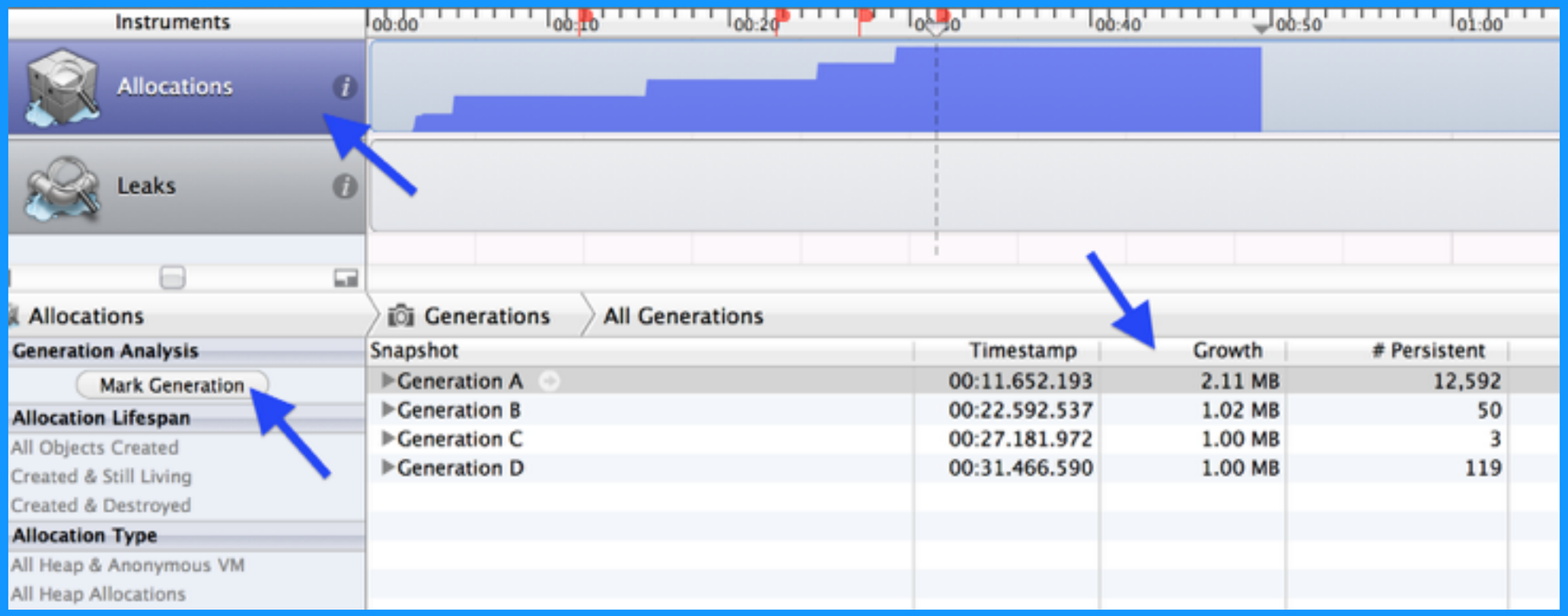
- Memory
- CPU
- Resources

Memory



Leaks

Pinpointing memory leaks and retain cycles

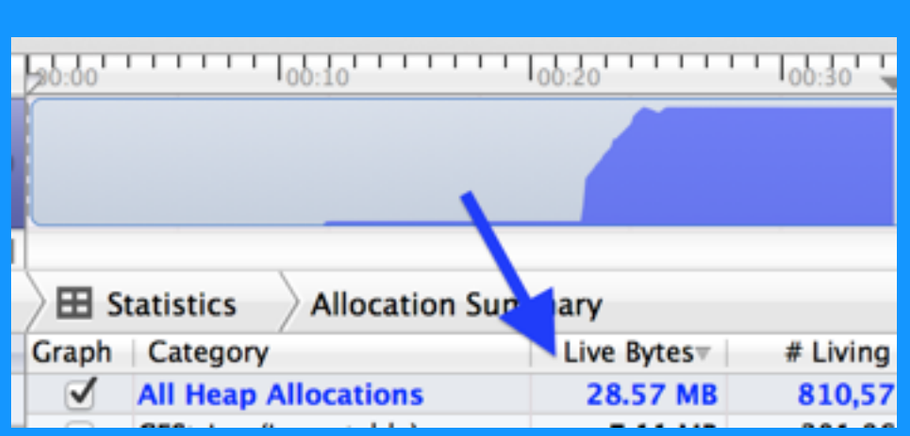


Allocations

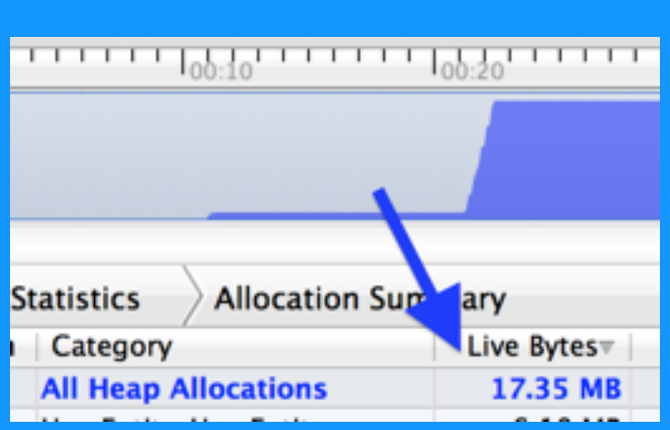
Generations identify objects kept in memory at a given time

Memory
vs
Core Data

```objc
NSFetchRequest *fr = [[NSFetchRequest alloc] initWithEntityName:@"UserEntity"];
NSArray *userData = [self.context executeFetchRequest:fr error:nil];
```



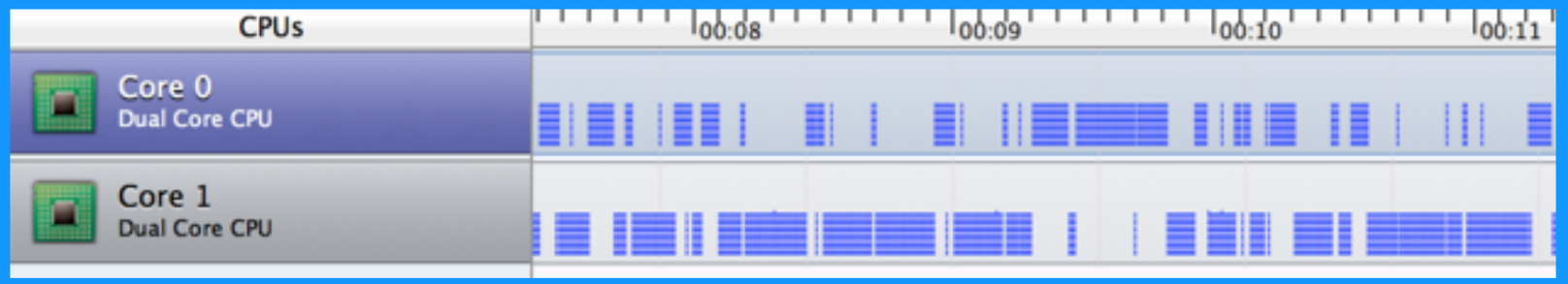
```objc
NSFetchRequest *fr = [[NSFetchRequest alloc] initWithEntityName:@"UserEntity"];
fr.propertiesToFetch = @[@"lastName"];
NSArray *userData = [self.context executeFetchRequest:fr error:nil];
```



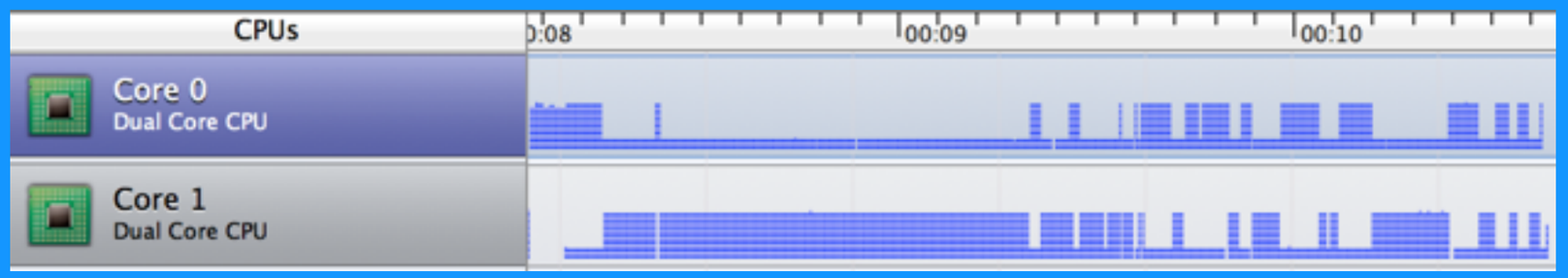
Core Data Cache

CPU

Non-concurrent:



Concurrent:



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