Instruments

BJ Homer
Day One


Instruments


Instruments

Instruments lets you examine a running application

Instruments lets you examine a running application

... without stopping it.

Things you can analyze:

Memory allocation

CPU performance

Drawing performance

Things you can analyze:

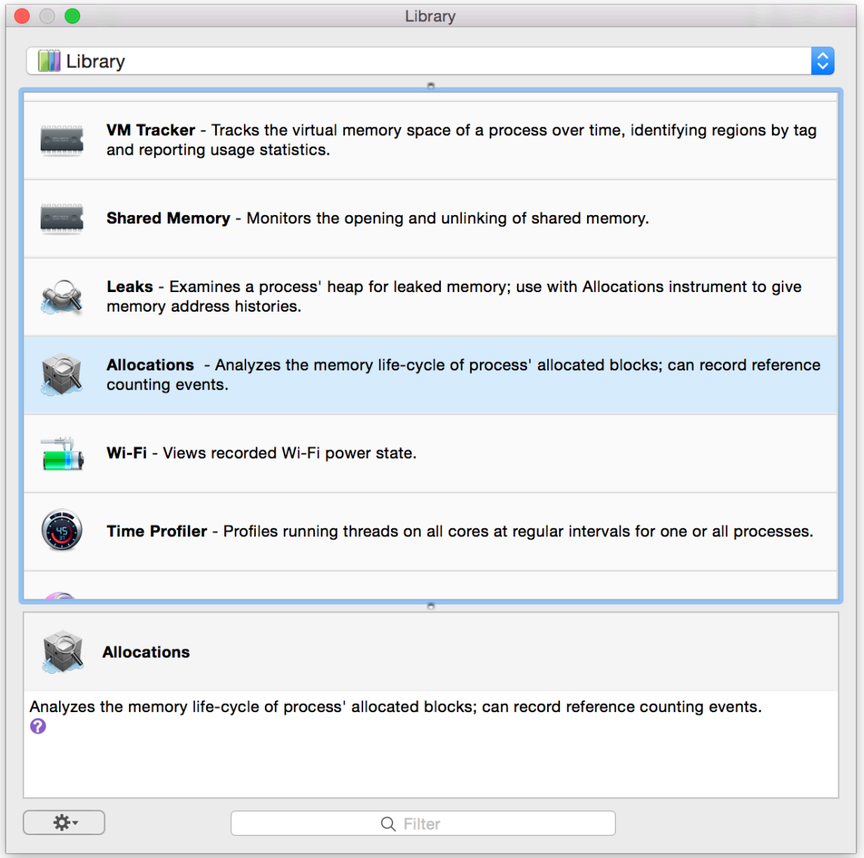
Thread behavior

Energy analysis

Drawing performance

Let's dive in

Instruments



Instruments

Allocations—Memory events

Leaks—Leaked memory allocation history

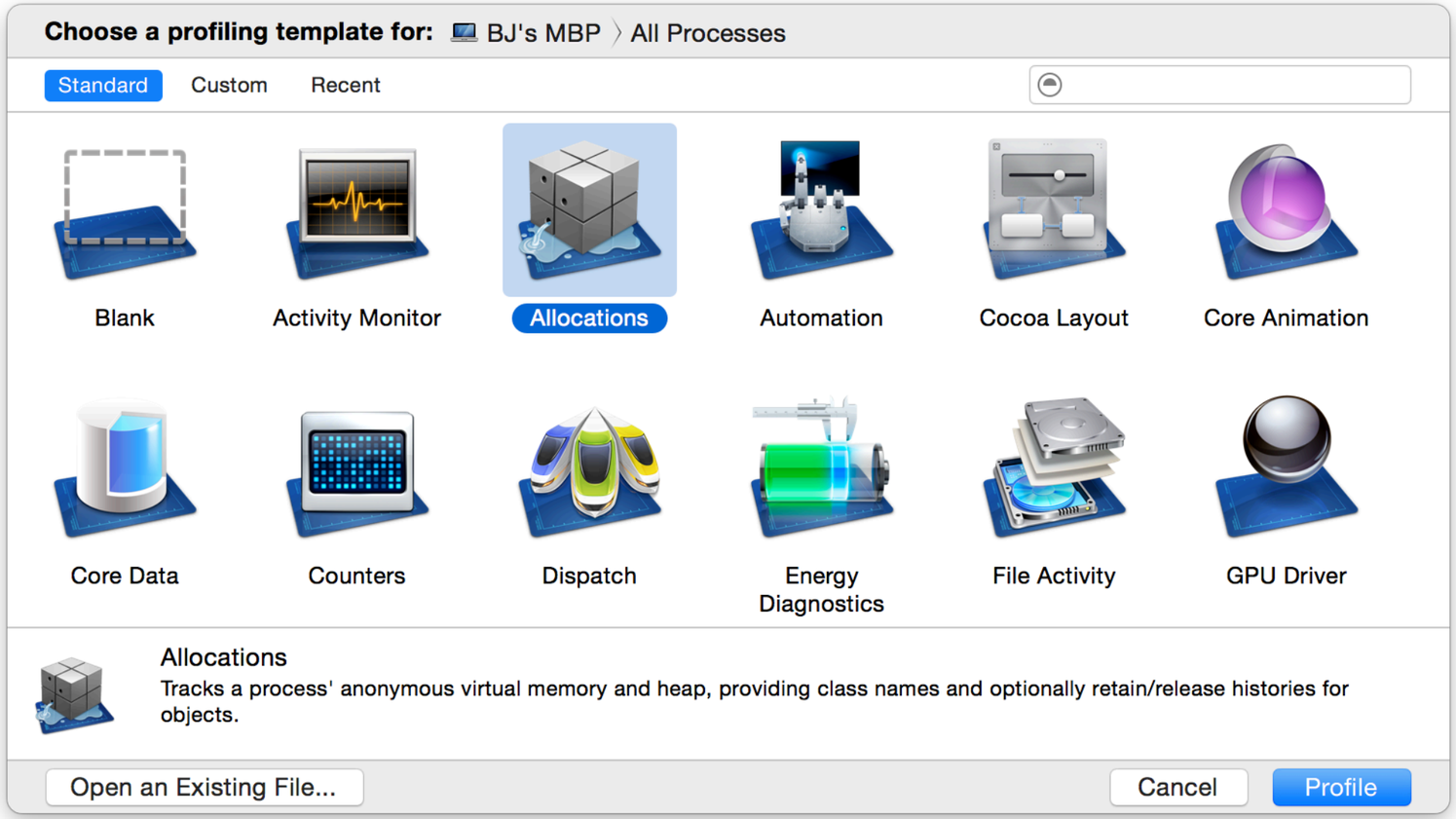
Time Profiler—High-frequency stack traces

Core Animation—Frames/sec, debugging

Core Data—Information on fetch/save/fault times

+ 40 more

Templates


Choose a profiling template for: BJ's MBP 〉All Processes
Standard
Custom
Recent
Blank
Activity Monitor
Allocations
Automation
Cocoa Layout
Core Animation
Core Data
Counters
Dispatch
Energy Diagnostics
File Activity
GPU Driver
Allocations
Tracks a process' anonymous virtual memory and heap, providing class names and optionally retain/release histories for objects.
Open an Existing File...
Cancel
Profile

Templates

Pre-configured sets of instruments.

Common templates:

- Allocations
- Time Profiler
- Leaks
- Zombies

The best way to
learn Instruments

is to use it

DTrace

Super awesome runtime analysis

DTrace

The foundation of Instruments

Zero runtime cost

when disabled

DTrace Probes

provider : module : function : name

DTrace Probes

```
syscall::open:entry
syscall::open:return
```

DTrace Probes

```
objc*:MySpecialView:-drawRect?:entry

pid*:MyAppName:*MySwiftClass*someFunc*:entry
```

What's going on here?

```
objc*             - Provider
MySpecialView     - Module
drawRect?         - Function
entry             - Name
```

What's going on here?

```
pid*                                - Provider
MyAppName                           - Module
MySwiftClass*someFunc*              - Function
entry                               - Name
```

Custom probes

Trace your own data!

Custom probes

```
// MyProbes.d
provider CocoaHeads {
     probe attendeeCount(int);
};
```

Custom Probes

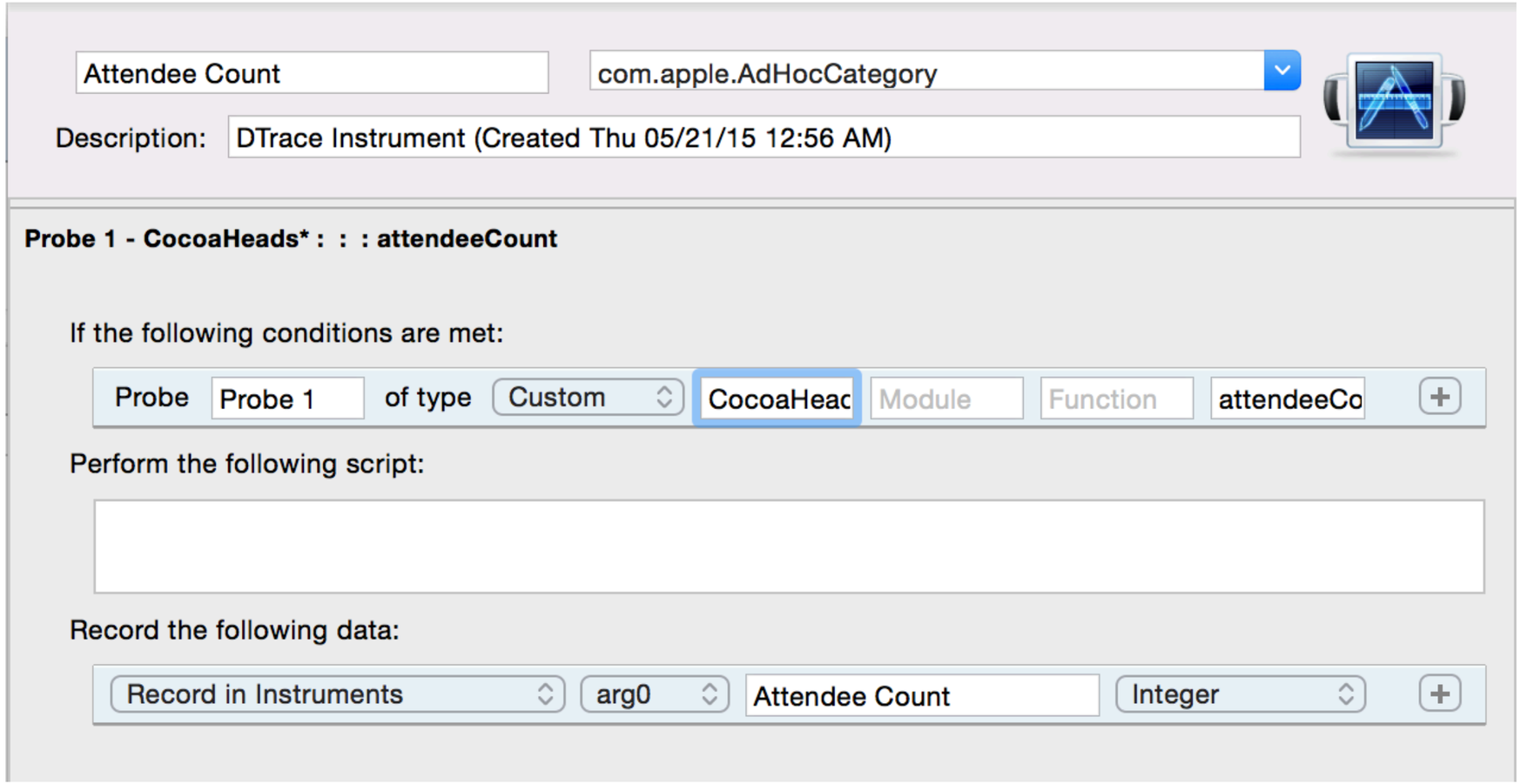
```
// MyProbes.h  (Generated)
#define COCOAHEADS_ATTENDEECOUNT(count) ...
```

Custom Probes

```
#import "MyProbes.h"

void traceAttendeeCount(uint32_t count) {
    COCOAHEADS_ATTENDEECOUNT(count);
}
```

Custom Probes



Custom Probes

In Action

Learn more

objc.io/issue-19/dtrace.html

These slides are online at

bjhomer.github.io

Know your tools

Learn Instruments!