pcloudy by opkey

Performance Metrics Android & IOS

01. Network In Bytes

The number of bytes received from the network.

Android Ios

02. Network Out Bytes

The number of bytes sent out on the network.

Android Ios

03. Network In Packets

The number of packets received from the network.

Android Ios

04. Network Out Packets

The number of packets sent out on the network.

Android Ios

05. Network In Total Bytes

Cumulative number of bytes received from the network.

Android Ios

06. Network Out Total Bytes

Cumulative number of bytes sent out on the network.

Android Ios

07. Application CPU Usage

The CPU utilization as a percentage corresponding to the application under test on the host device. The value is normalized by the number of CPU threads that can run program on the host device. 100% indicates the application processes occupy all CPU resources for the application and its children processes.

Android Ios

08. Application Memory Used

The memory used by processes corresponding to the application under test on the host device. On a macOS host machine, the value is Real Mem in the activity monitor. On a Windows host machine, the value is an alias for wset field and it matches Mem Usage column of taskmgr.exe.

✓ Android ✓ Ios

09. Application Memory Used Percent

The percentage of Application Memory Used. The value is normalized. 100% means the application processes use all available memory on the device.

✓ Android ✓ Ios

10. Net CPU Usage

The net CPU usage on the device. This value is system-wide CPU utilization as a percentage. It is calculated as follows

✓ Android ✓ Ios

11. Single Thread CPU

The usage of a single thread on the device. The value is the CPU utilization of the thread which has the highest utilization at that time, according to the function described in the "Net CPU" section above.

✓ Android ✓ Ios

12. Net CPU Frequency

The net CPU frequency in MHz on the device.

✓ Android ✗ Ios

13. Single Thread CPU Frequency

The CPU frequency of a single thread in MHz on the device.

✓ Android ✗ Ios

14. Memory Used

The amount of memory used on the device. Memory Used Percent: The percentage of memory used on the device.

Android Ios

15. I/O Read Syscalls

The number of read I/O operations, such as syscalls like read() and pread().

Android Ios

16. I/O Bytes Read

The number of bytes fetched from the storage layer.

Android Ios

17. I/O Write Syscalls

The number of write I/O operations, such as syscalls like write() and pwrite().

Android Ios

18. I/O Bytes Written

The number of bytes sent to the storage layer.

Android Ios

19. Battery Temperature

The temperature of the device battery in degrees Celsius.

Android Ios

20. Battery Voltage

The voltage of the device battery in Volts (V).

Android Ios

21. Battery Current

The electrical current discharging from the device battery in milliamperes (mA). This is calculated from the overall electric power over a given timestep, which can be defined as: current = electric power / timestep.

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22. Battery Energy Drain

The battery energy drain in millijoules (mJ) since capture start. This is calculated from the overall electric power and voltage, which can be defined as:
energy drain = electric power * voltage.

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23. Battery Energy Drain Percent

The percentage of battery energy drain used on the device since capture start.

✓ Android ✓ Ios

24. Janky Frame Count

The number of dropped or delayed frames.

✓ Android ✗ Ios

25. High Input Latency

The number of input events that took more than 24 ms.

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26. Slow UI Thread

The number of times the UI thread took more than 8 ms to complete.

✓ Android ✗ Ios

27. Frame Deadline Missed

The number of frames that missed the 16 ms deadline.

✓ Android ✗ Ios

28. Total Views

The number of Views for the layout.

✓ Android ✗ Ios

29. Frame Render Time p50

Median frame render time (ms).

✓ Android ✗ Ios

30. Frame Render Time p90

90th percentile frame render time (ms).

✓ Android ✗ Ios

31. Frame Render Time p95

99th percentile frame render time (ms).

✓ Android ✗ Ios

32. Foreground Application Labels

Foreground application labels show the top-most, visible application during a capture session. For Android, the label name will be the application package name, and for iOS, it will be the bundle ID.

✓ Android ✓ Ios

33. Page Rendering time

Time taken for a page transition or page load.

✓ Android ✓ Ios

34. Network Call

* Network traffic: All network traffic information with the server.
* Resource loading time for each resource

✓ Android ✓ Ios

35. Foreground Activity Labels

Foreground activity labels show the top-most activity that is being rendered by the foreground application during a capture session.

✓ Android ✓ Ios

36. App Startup Time Labels (Time to Initial Dis-play, Time to Full Display)

App startup time labels show the time taken by cold and warm application start-up. The time to initial display metric measures the time lapsed from app launch until the first drawing activity completes. The time to full display metric measures the time lapsed from app launch until a specific Android API call is made. (Reference: see App startup time in Android Documentation.)

✓ Android ✓ Ios

37. Log Exception Labels

Log exception labels provide insight for errors and exceptions found in the device log. The exception body can be found in the details card. Labels that are colored dark red are exceptions associated with the foreground application running at the time.

✓ Android ✓ Ios

38. Crash Report

The net CPU frequency in MHz on the device.

✓ Android ✗ Ios

39. ANR report and Error rate

The CPU frequency of a single thread in MHz on the device.

✓ Android ✗ Ios

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4.6/5

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