

THE ULTIMATE GUIDE TO BATTERY OPTIMISATION



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WHAT THE TALK IS ABOUT?

-  WHY SHOULD WE CARE ABOUT BATTERIES?
-  THE MOST BATTERY CONSUMING ELEMENTS
-  WAYS WE CAN MAKE OUR APPS MORE ENERGY EFFICIENT:
 - WHAT TO LOOK FOR 
 - TOOLS WE HAVE AND HOW TO USE THEM 
 - COMMON AND NOT SO PROBLEMS WITH EXAMPLES 

WHY SHOULD WE CARE?

-  **EFFICIENCY**
-  **PERFORMANCE**
-  **GLOBAL IMPACT**



WHY SHOULD YOUR MANAGER CARE?

-  OPTIMIZING PERFORMANCE OFTEN LEADS TO BATTERY USAGE OPTIMIZATION
-  GET ADVANTAGE TO CONQUER COMPETITOR'S USERS
-  LESS BATTERY DRAINAGE = LONGER SESSIONS
-  LOTS OF LONG-TERM BENEFITS



**WHAT DOES DRAIN
ENERGY ON THE IPHONE?**

DON'T WORRY TOO MUCH

IOS ENERGY-SAVING TECHNOLOGIES:

- INTEGRATED HARDWARE & SOFTWARE
- INTELLIGENT APP MANAGEMENT
- NETWORK OPERATION DEFERAL
- TASK PRIORITIZATION
- DEVELOPER TOOLS

WHAT CAN WE ACHIEVE?

- RESPONSIVENESS 
- GREAT BATTERY LIFE ON THE DEVICE 
- COOL DEVICE 

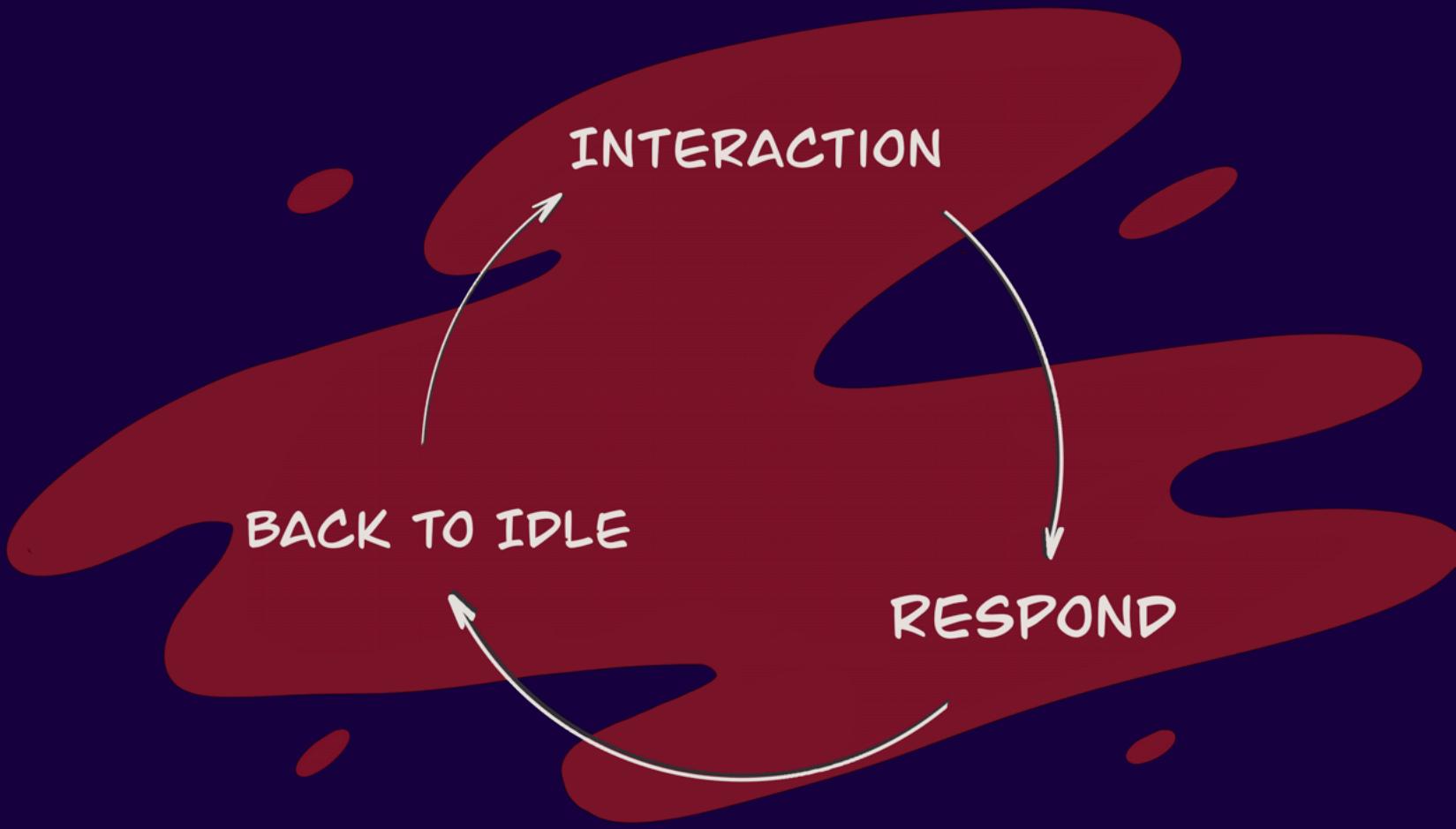


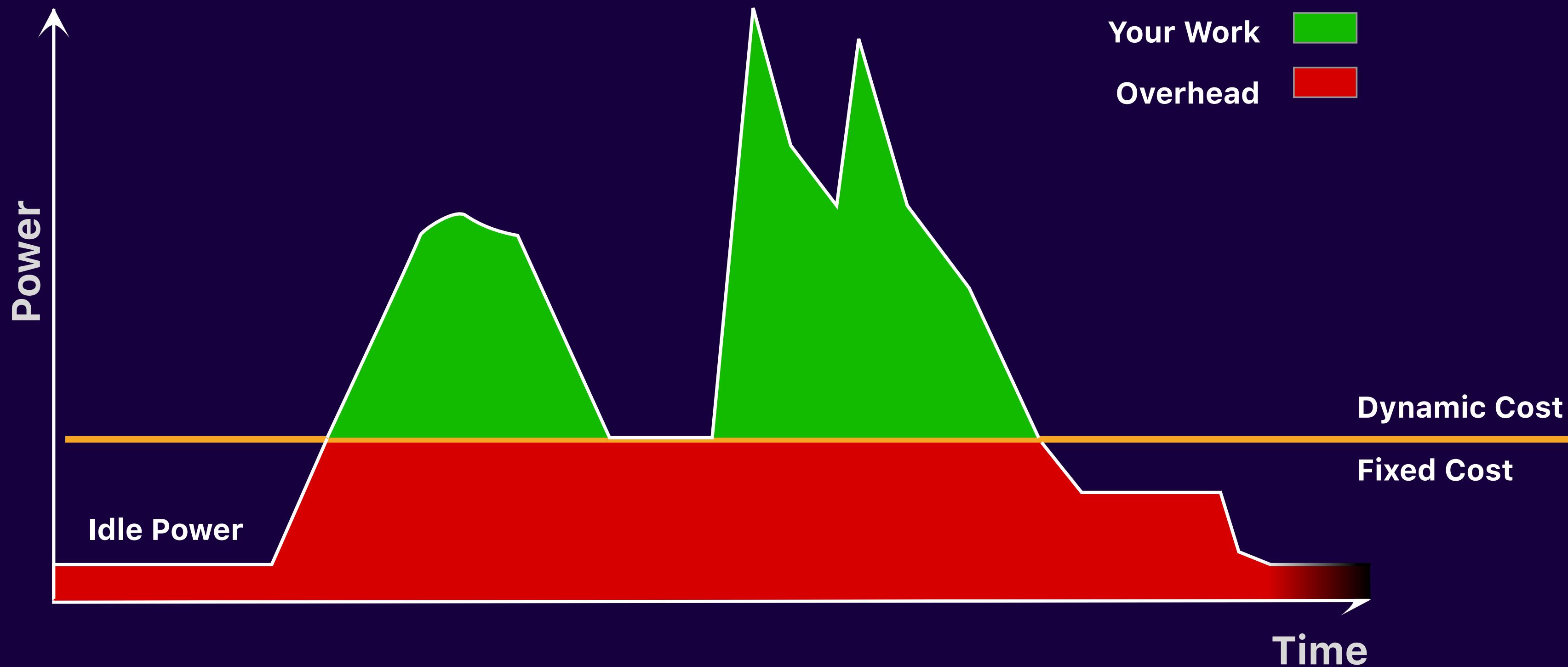
STRATEGY

USER-DRIVEN WORK



USER-DRIVEN WORK





PRIORITIZING WORK



TRUST THE SYSTEM



TOOLS

-  ENERGY DEBUGGER
-  XCODE INSTRUMENTS
-  XCODE METRICS

GENERAL BATTERY PERFORMANCE CONSIDERATIONS

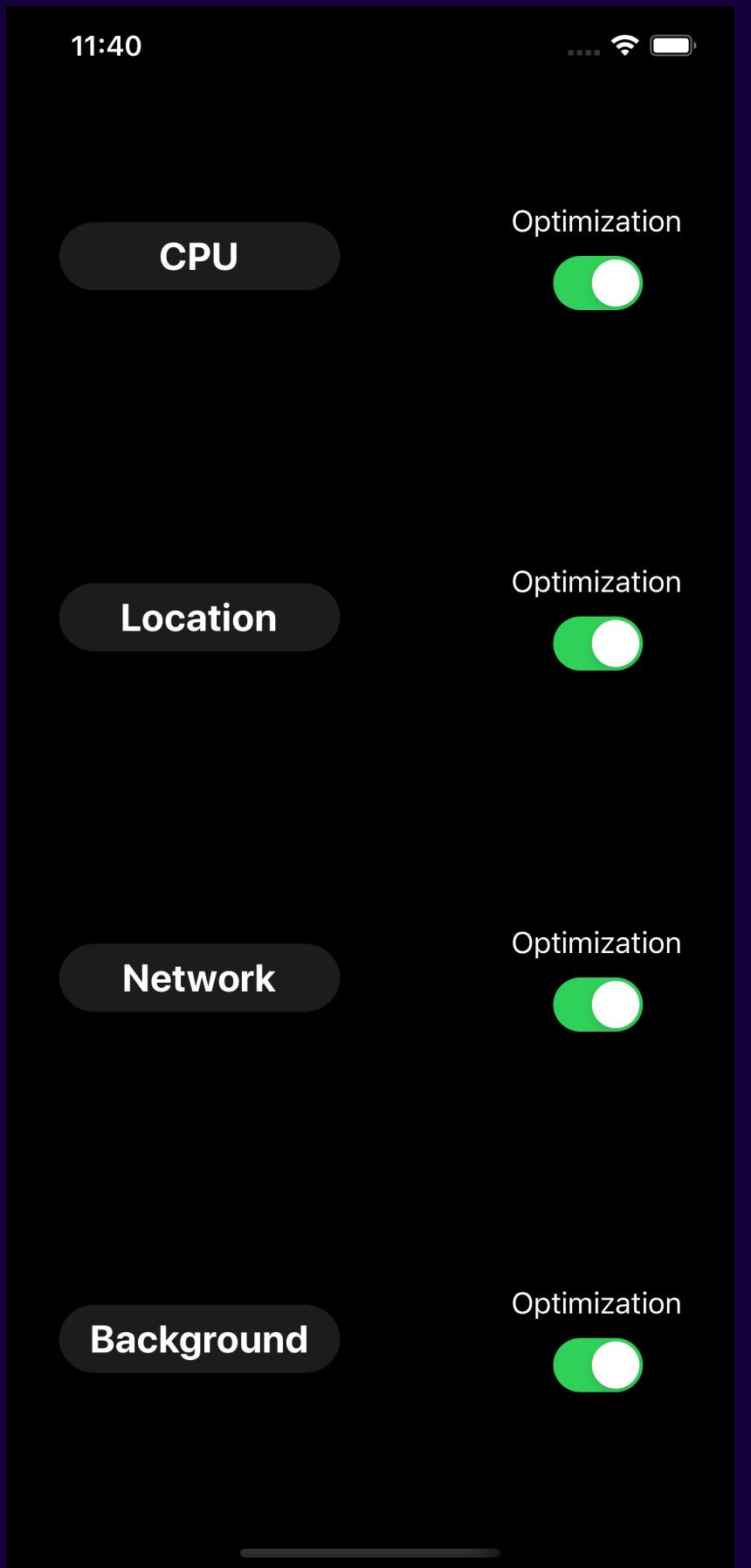
CPU

- MAJOR CONSUMER OF ENERGY
- WORKLOAD DEPENDANT
- WHAT TO DO? **DO NOT WAKE WHEN POSSIBLE**

TIME PERFORMANCE

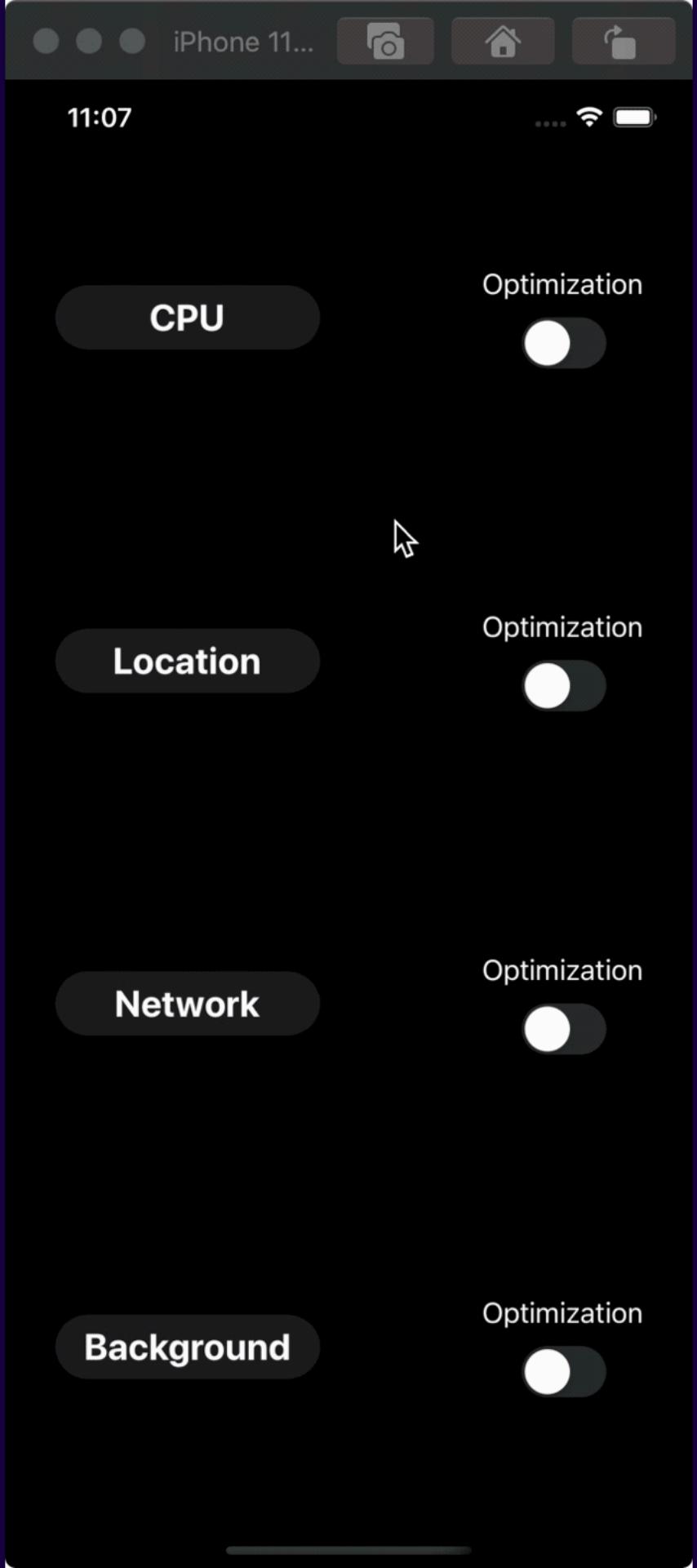
- FASTER = LESS ENERGY IMPACT. BUT DON'T FORGET TO PRIORITIZE.
- WHAT TO DO?
 - UNDERSTAND WHEN, HOW MUCH AND WHAT KIND OF WORK THE APP IS DOING?
 - USE TIME PROFILER TO OPTIMIZE

TIME PROFILER



CPU

```
func image() -> UIImage? {
    let size = CGSize(width: 36, height: 36)
    UIGraphicsBeginImageContextWithOptions(size, false, 0)
    UIColor.systemBackground.set()
    let rect = CGRect(origin: .zero, size: size)
    UIRectFill(
        CGRect(
            origin: .zero, size: size
        )
    )
    (self as AnyObject).draw(
        in: rect,
        withAttributes: [.font: UIFont.systemFont(ofSize: 30)]
    )
    let image = UIGraphicsGetImageFromCurrentImageContext()
    UIGraphicsEndImageContext()
    cachedEmojis[self] = image
    return image
}
// ...
imageView.image = "🎧".image()
```



ANY ATTRIBUTE target INSTRUMENT *

Target

Threads

CPUs

Instruments

Duplicate

00:00.000 00:10.000 00:20.000 00:30.000 00:40.000 00:50.000

Time Profiler

Instrument

Time Profiler > Profile > Root

E D

Weight

Self Weight

Symbol Name

No Detail

Involves Symbol

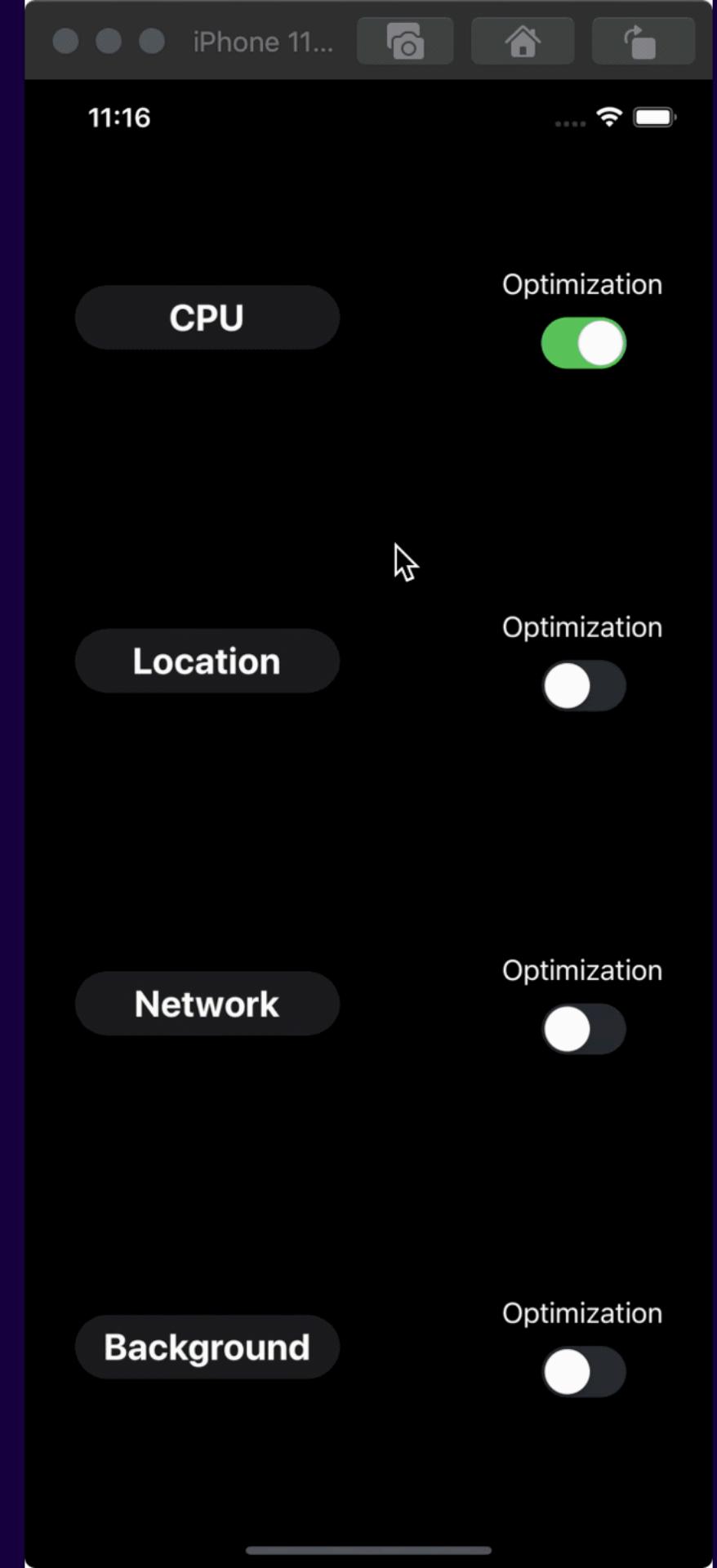
Call Tree

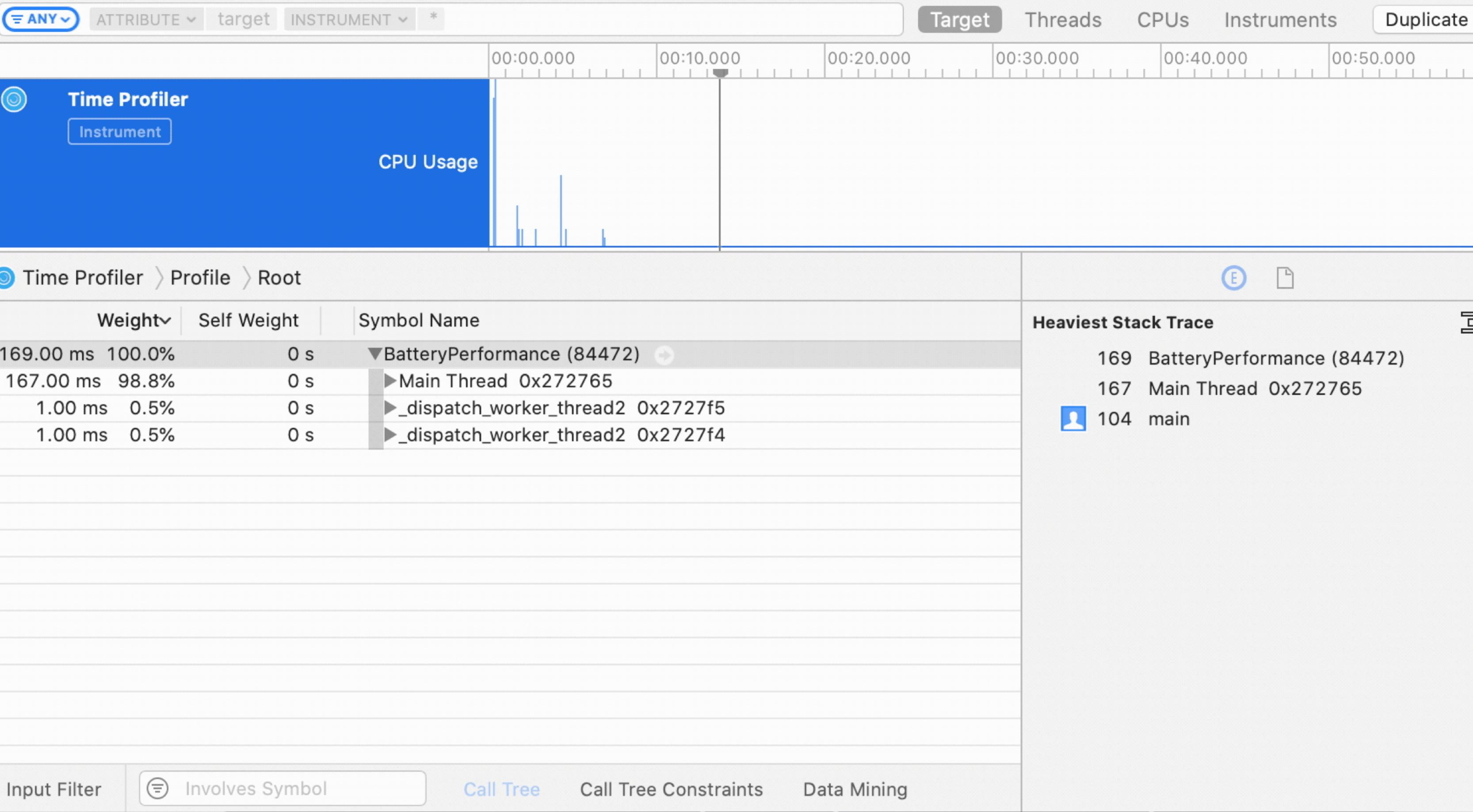
Call Tree Constraints

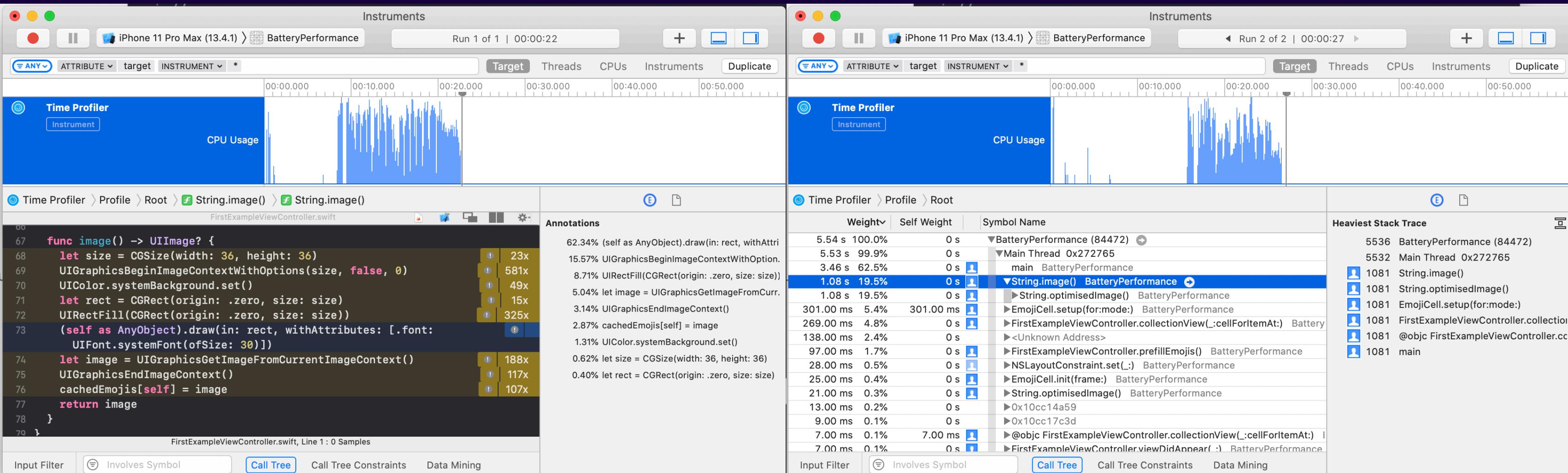
Data Mining

CPU

```
var cachedEmojis = [String: UIImage]()  
  
func optimisedImage() -> UIImage? {  
    if cachedEmojis[self] != nil {  
        return cachedEmojis[self] ?? nil  
    } else {  
        return image()  
    }  
}  
// ...  
  
imageView.image = "🎉".optimisedImage()
```







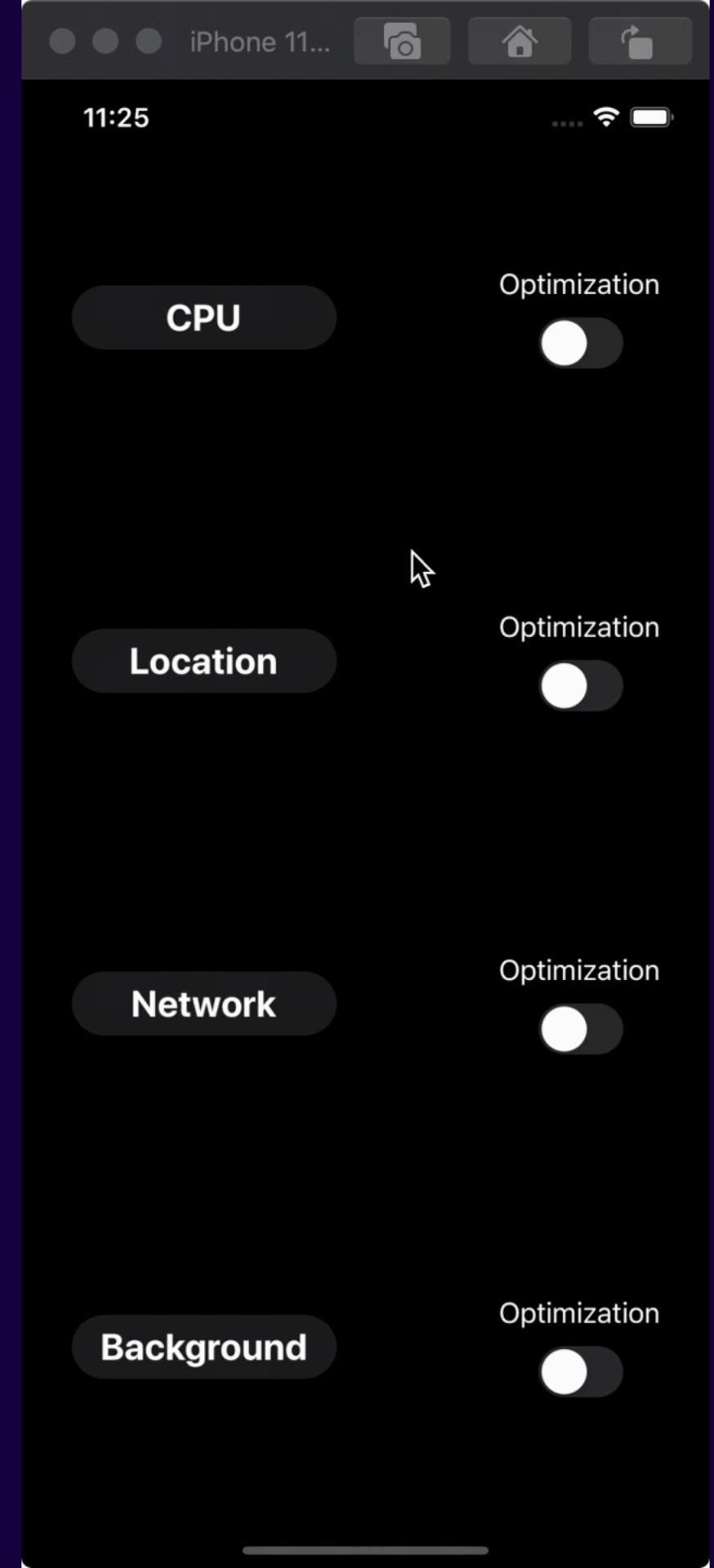
LOCATION

- USUALLY NOT HIGH IN POWER, BUT TIME-CONSUMING
- ACCURACY AND FREQUANCY DEPENDANT
- EFFICIENCY = ACCURACY
- WHAT TO DO? WORK WHEN NEEDED AND STOP WHEN DONE



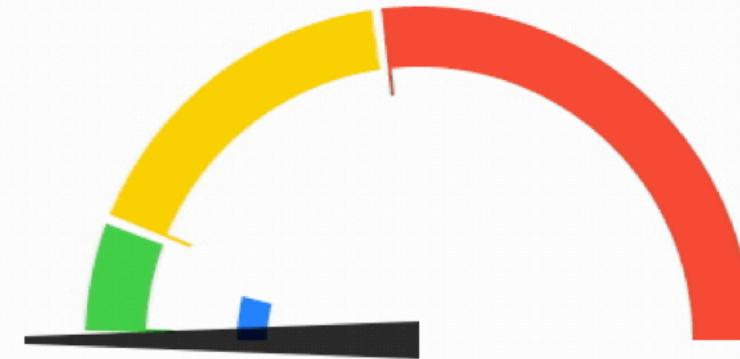
LOCATION

```
manager.desiredAccuracy = kCLLocationAccuracyBest  
manager.startUpdatingLocation()
```



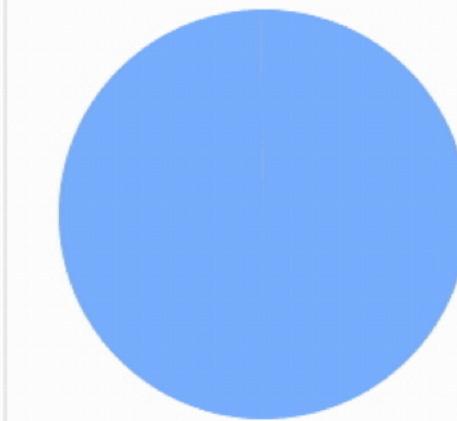
Energy

Average Energy Impact



Zero
Energy Impact

Average Component Utilization



Overhead

0%

CPU

0%

Network

0%

Location

0%

GPU

0%

Display

99.8%

Energy Impact

03:00.000

03:10.000

03:20.000

03:3

Component
Utilization

Overhead

CPU

Network

Location

GPU

Display

Background

Application State

LOCATION

```
manager.desiredAccuracy = kCLLocationAccuracyThreeKilometers  
manager.requestLocation()
```

<+37.52404792,-122.35651279> +/- 5.00m
(speed 33.62 mps / course 328.01) @ 6/9/20,
11:27:22 PM British Summer Time

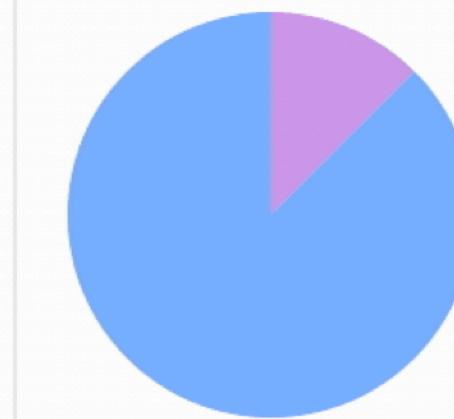
Energy

Average Energy Impact



Zero
Energy Impact

Average Component Utilization



Energy Impact



Component
Utilization



Application State Foreground

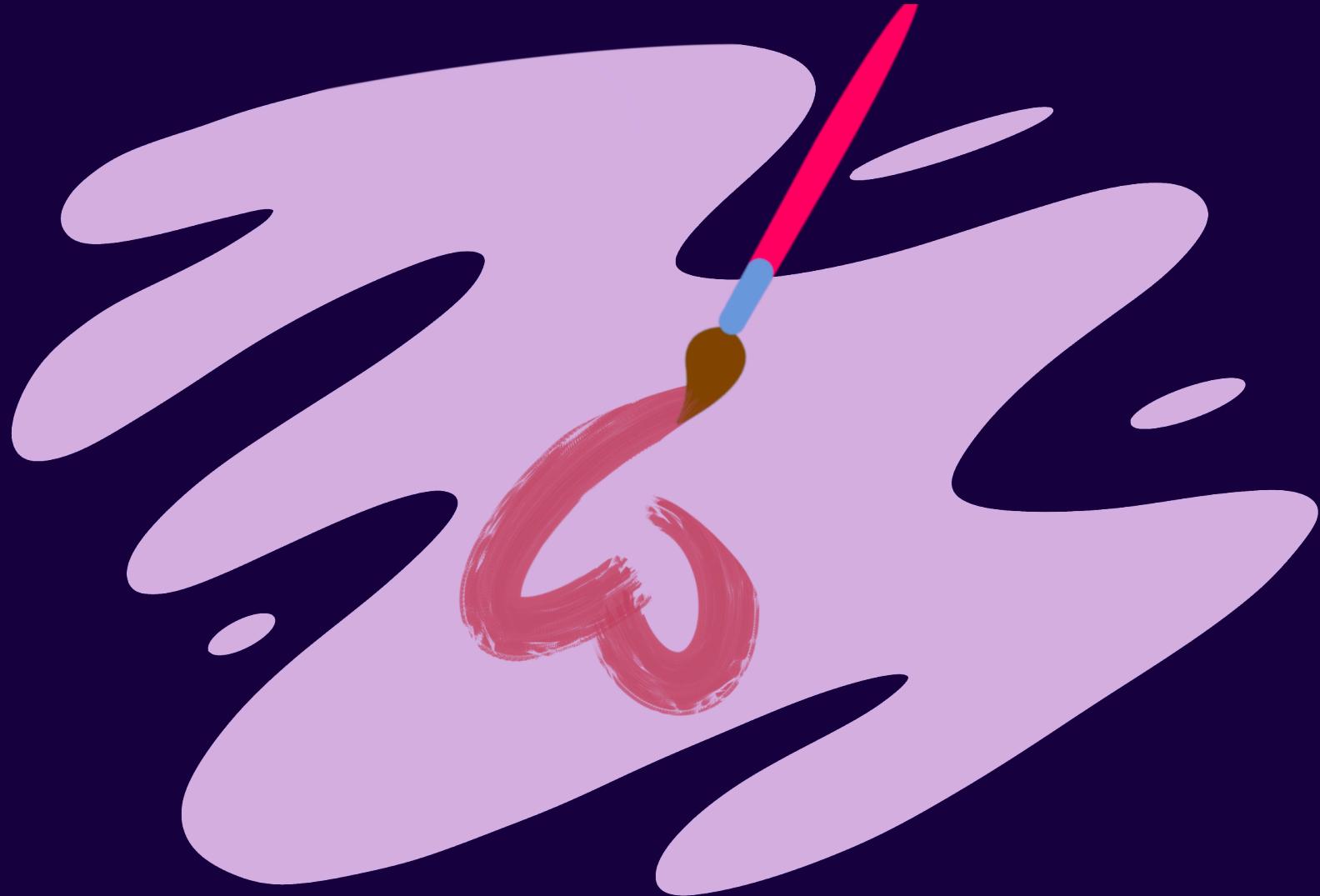
NETWORKING

- TRAFFIC DEPENDANT
- UNDERSTAND WHAT YOU NEED TO DO
- COALESE TRANSFERS => REDUCE FIXED COST



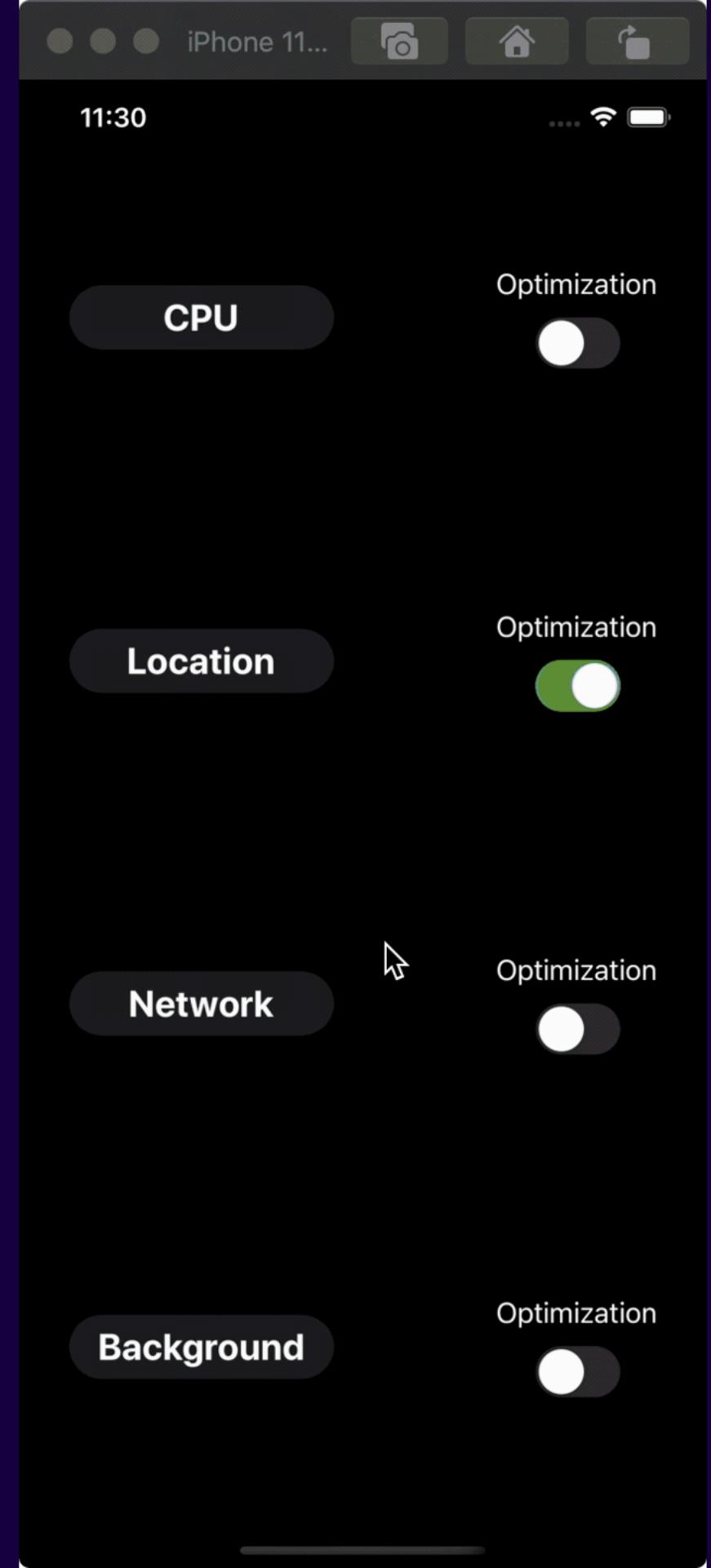
GRAPHICS

- ANIMATIONS AND UI-DEPENDANT
- COMPLEXITY DEPENDANT: MORE RENDERING => MORE ENERGY
- REDUCE COMPLEXITY WHEN POSSIBLE



NETWORK

```
imageRequest = ImageRequest(  
    path: "/2000/3000/", // Dimensions  
    host: "api.aleksandra.tech",  
    queryItems: nil  
)  
// ...  
  
DataLoader.shared.load(imageRequest) { [weak self] result in  
    switch result {  
        case .success(let data):  
            let image = UIImage(data: data)  
            DispatchQueue.main.async {  
                self?.imageView.image = image  
            }  
        case .failure:  
            break  
    }  
}
```



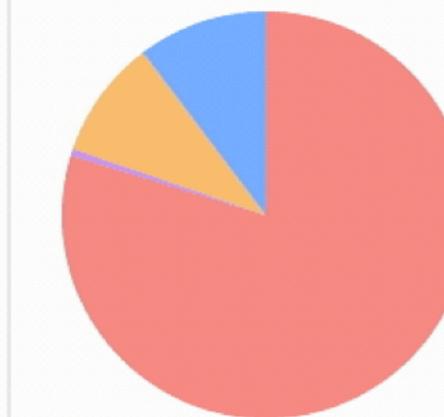
Energy

Average Energy Impact



Low
Energy Impact

Average Component Utilization



Overhead

79.8%

CPU

0.4%

Network

9.4%

Location

0%

GPU

0%

Display

10.4%

Energy Impact



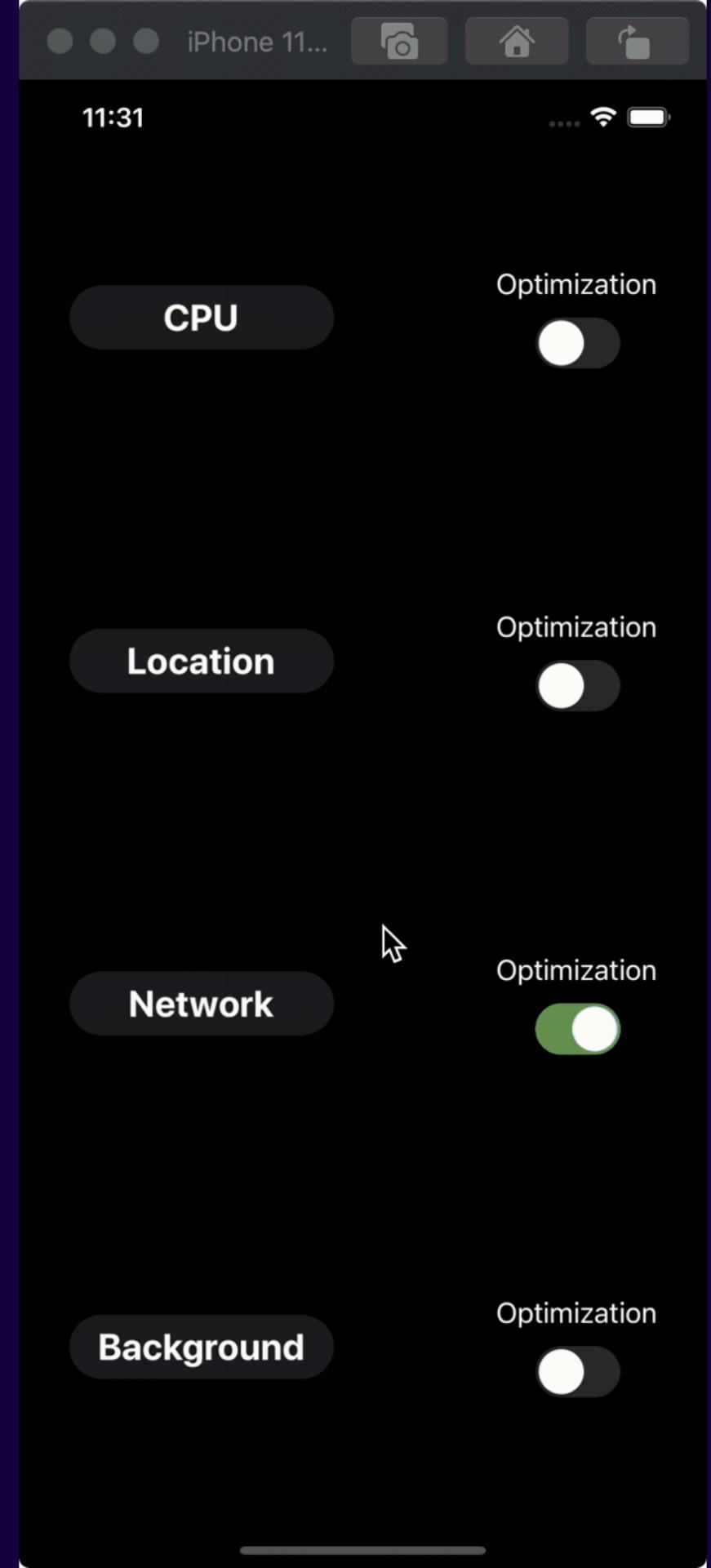
Component
Utilization



Application State

NETWORK

```
imageRequest = ImageRequest(  
    path: "/160/150/", // Dimensions  
    host: "api.aleksandra.tech",  
    queryItems: nil  
)  
// ...  
  
DataLoader.shared.load(imageRequest) { [weak self] result in  
    switch result {  
        case .success(let data):  
            let image = UIImage(data: data)  
            DispatchQueue.main.async {  
                self?.imageView.image = image  
            }  
        case .failure:  
            break  
    }  
}
```



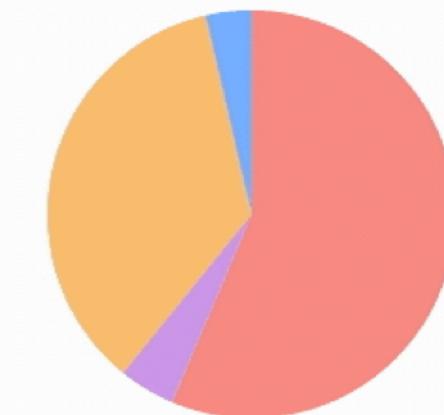
Energy

Average Energy Impact



Low
Energy Impact

Average Component Utilization



Energy Impact



Component
Utilization



Application State

BACKGROUND



BACKGROUND

- FAST AND RARE WORK => LESS ENERGY IMPACT
- DON'T DO ANYTHING IF YOU DON'T NEED TO
- LEARN HOW TO COMMUNICATE WITH SYSTEM TO GET YOUR STUFF DONE

BACKGROUND

```
private func playSound() {  
    let url = Bundle.main.url(forResource: "example", withExtension: "mp3")!  
  
    do {  
        player = try AVAudioPlayer(contentsOf: url)  
        guard let player = player else { return }  
        player.numberOfLoops = -1  
        player.prepareToPlay()  
        player.play()  
        label.text = "Music is PLAYING"  
    } catch let error as NSError {  
        label.text = "Music is NOT PLAYING: \(error.localizedDescription)"  
    }  
}
```



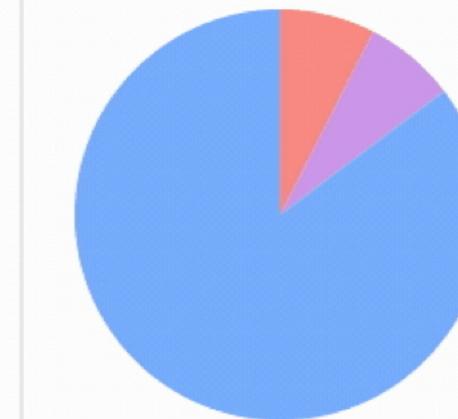
Energy

Average Energy Impact



Low
Energy Impact

Average Component Utilization



Overhead	7.4%
CPU	7.3%
Network	0%
Display	100%

Location	0%
GPU	0%
Display	100%

Energy Impact

08:40:000 | 08:50:000 | 09:00:000 | 09:10:000

Component
Utilization

Overhead CPU Network Location GPU Display Background

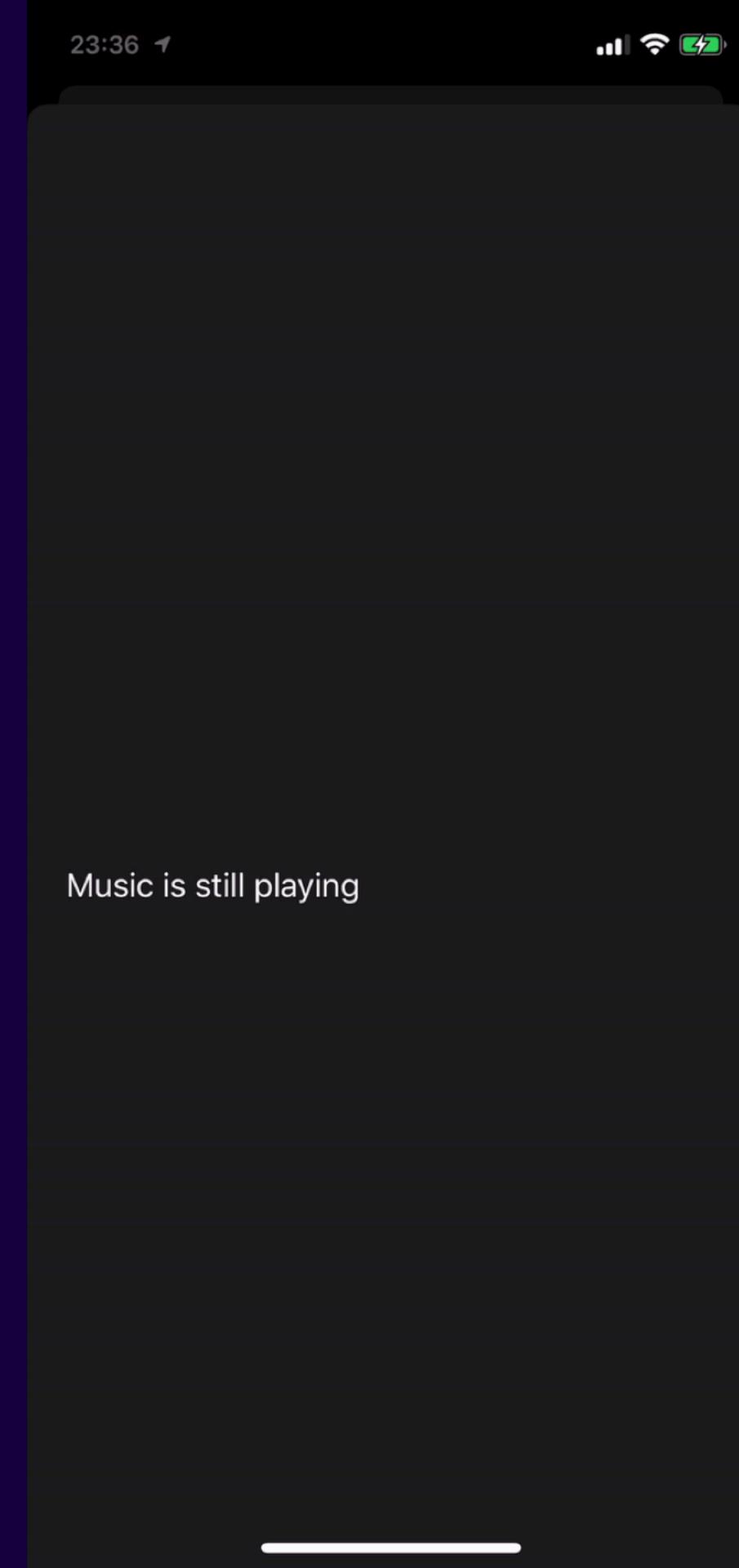
Application State

Suspended

Foreground

BACKGROUND

```
var outputValueObserver: NSKeyValueObservation?  
  
outputValueObserver = AVAudioSession  
.sharedInstance()  
.observe( \.outputVolume ) {  
[weak self] (av, change) in  
guard let self = self else { return }  
if av.outputVolume <= 0.01 {  
    self.player?.stop() // Player stopped  
}  
}  
  
// ...  
  
playSound()
```



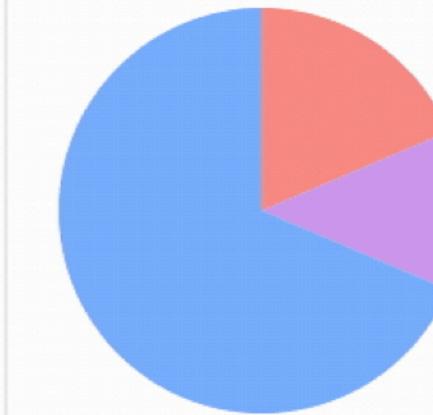
Energy

Average Energy Impact



Low
Energy Impact

Average Component Utilization



Overhead

18.7%

CPU

12.8%

Network

0%

Location

0%

GPU

0%

Display

105.6%

Energy Impact

10:10.000

10:20.000

10:30.000

10:40.000

Component Utilization

Overhead

CPU

Network

Location

GPU

Display

Background

Application State

COMPLETE BACKGROUND TASKS

BACKGROUND TASK COMPLETION

- USER EXPECTS IMMEDIATE COMPLETION
- PROTECT COMPLETION

=> GIVE THE APP ADDITIONAL TIME TO RUN IN THE BACKGROUND BEFORE BEING SUSPENDED

BACKGROUND TASK COMPLETION

`UIApplication.beginBackgroundTask(expirationHandler:)`

`ProcessInfo.performExpiringActivity(withReason:using:)`

BACKGROUND TASK COMPLETION

```
// Guarding Important Tasks While App is Still in the Foreground
func send(_ message: Message) {
    let sendOperation = SendOperation(message: message)
    var identifier: UIBackgroundTaskIdentifier!
    identifier = UIApplication.shared.beginBackgroundTask(expirationHandler: {
        sendOperation.cancel()
        postUserNotification("Message not sent, please resend")
        // Background task will be ended in the operation's completion block below
    })
    sendOperation.completionBlock = {
        UIApplication.shared.endBackgroundTask(identifier)
    }
    operationQueue.addOperation(sendOperation)
}
```

DEFER THE DOWNLOAD UNTIL THE BETTER TIME

DISCRETIONARY BACKGROUND URL SESSION

```
// Set up background URL session
let config = URLSessionConfiguration.background(withIdentifier: "com.app.attachments")
let session = URLSession(configuration: config, delegate: ..., delegateQueue: ...)

// Set discretionary
config.discretionary = true
```

DISCRETIONARY BACKGROUND URL SESSION

```
// Set timeout intervals
config.timeoutIntervalForResource = 24 * 60 * 60
config.timeoutIntervalForRequest = 60

// Create request and task
var request = URLRequest(url: url)
request.addValue("...", forHTTPHeaderField: "...")
let task = session.downloadTask(with: request)

// Set time window
task.earliestBeginDate = Date(timeIntervalSinceNow: 2 * 60 * 60)

// Set workload size
task.countOfBytesClientExpectsToSend = 160
task.countOfBytesClientExpectsToReceive = 4096
task.resume()
```

METRICS

- **XCTEST METRICS**
PERFORMANCE OF MEASURE BLOCKS
- **XCODE METRICS ORGANIZER**
LAUNCH TIME. HANG RATE. WRITES TO STORAGE. MEMORY USE. AND ENERGY USE.
- **METRICKIT**
THESE METRICS ARE IN THE FORM OF HISTOGRAMS THAT RECORD THE FREQUENCY OF OBSERVED VALUES OVER A DAY.

COLLECTING METRICS USING XCTEST

```
// This test measures Launch Time
func testAppLaunchTime() {
    measure(metrics: [XCTOSSignpostMetric.applicationLaunch]) {
        XCUIApplication().launch()
    }
}
```

ADOPTING METRICKIT TO RECEIVE METRICS

```
import MetricKit
// Conform to MXMetricManagerSubscriber protocol
extension AppDelegate: MXMetricManagerSubscriber {

    func subscribeToMetrics() { // Call from didFinishLaunching...
        let shared = MXMetricManager.shared
        shared.add(self)
    }

    // Receive daily metrics
    func didReceive(_ payloads: [MXMetricPayload]) {
        // Process metrics
    }
}
```

WHAT ELSE?

TIPS FOR SUCCESS:

- MEASURE WHENEVER YOU CAN. MAKE IT YOUR HABIT.
- THE SOONER YOU START THE EASIER IT WILL BE.

TO SUM UP:

PRIORITIZE
WORK

MAKE IT
USER-DRIVEN

TRUST THE
SYSTEM



TO SUM UP:

- OPTIMIZED BATTERY USAGE OF YOUR APP IS IMPORTANT FOR BETTER EXPERIENCES OF YOUR USERS AND THE SUCCESS OF YOUR APP
- THERE ARE VARIOUS WAYS TO MINIMIZE BATTERY USAGE: GO THROUGH EACH RESOURCE WHICH YOU USE ON THE DEVICE AND OPTIMIZE EACH ELEMENT
- TEST AS OFTEN AS POSSIBLE TO MAKE YOUR BATTERY OPTIMIZATION PAINLESS AND EFFECTIVE.

'THERE IS NO POWER FOR CHANGE GREATER THAN
A COMMUNITY DISCOVERING WHAT IT CARES
ABOUT.'

- MARGARET WHEATLEY

FURTHER LINKS & READING

THANK YOU!!



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