



BA/MA/SA/Group/Lab:

Real-World Performance Benchmarking on Android

When buying a new phone, many people want to make sure that their money is well spent. One part of this is to check out results of artificial benchmark tests like AnTuTu, Geekbench and PCMark. While these benchmarks are able to rank phones based on their scores, it is unclear what those scores actually mean in terms of real-world performance, which is what we are actually interested in when making our buying decision. The challenge is that real-world performance is much harder to measure.

In a first attempt to do automated real-world benchmarking for Android, we developed an App (DiscoMark Benchmark) that uses high-level Android libraries to automatically measure the launch-times of Apps. DiscoMark is now used by many people around the world and seems to accurately measure a device's real-world performance.

The goal of this thesis is to improve the existing method for measuring App launch-times and/or to come up with new performance metrics that help us to benchmark the real-world performance of Android phones. Unless it is what you wish, you will not be required to work with a lot of existing code.

If this sounds interesting to you, do not hesitate to contact us so that we can share our ideas with each other!



Requirements: Creativity and an Interest in Android development. Prior experience with Android programming is an advantage. The student(s) should be able to work independently!

Interested? Please contact us for more details!

Contacts

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