



**VisionLabs**  
MACHINES CAN SEE

# **VisionLabs LUNA SDK**

**Calculate application size for IOS**

## Contents

<b>Introduction</b>	<b>3</b>
<b>Calculate application size for IOS</b>	<b>4</b>
Plans total size . . . . .	4
Application size . . . . .	4

## Introduction

This document describes how to calculate the size of an IOS application created based on LUNA SDK.

## Calculate application size for IOS

### Plans total size

The number of plans included in the SDK library depends on your particular case. The application size depends on the selected plans.

After you select all the required plans for your application, sum their sizes to find the total size of the plans.

You can find the plans in “fsdk.framework/data”.

In the picture below, you can see the plans selected for this example.

▼	data	--	Folder	17 April 2020, 12:46
	FaceDet_v1_first_arm.plan	29 KB	Document	Today, 17:28
	FaceDet_v1_second_arm.plan	404 KB	Document	Today, 17:28
	FaceDet_v1_third_arm.plan	261 KB	Document	Today, 17:28
	slnet_v2_arm.plan	308 KB	Document	17 April 2020, 12:46
	runtime.conf	467 bytes	Config...tion file	17 April 2020, 12:46
	license.conf	557 bytes	Config...tion file	17 April 2020, 12:46
	faceflow_model_2_arm.plan	298 KB	Document	17 April 2020, 12:46
	faceflow_model_1_arm.plan	298 KB	Document	17 April 2020, 12:46
	faceengine.conf	10 KB	Config...tion file	17 April 2020, 12:46
	attributes_estimation_v5_arm.plan	8 MB	Document	17 April 2020, 12:46
	angle_estimation_flwr_arm.plan	304 KB	Document	17 April 2020, 12:46
	ags_estimation_flwr_arm.plan	432 KB	Document	17 April 2020, 12:46
	lNet_fast_v2_arm.plan	2 MB	Document	17 April 2020, 12:46
	FaceDet_v3_redetect_v2_arm.plan	506 KB	Document	17 April 2020, 12:46
▶	_CodeSignature	--	Folder	17 April 2020, 12:46
	Info.plist	795 bytes	Property List	17 April 2020, 12:46
▶	Headers	--	Folder	17 April 2020, 12:46
▼	flower.framework	--	framework	17 April 2020, 12:46

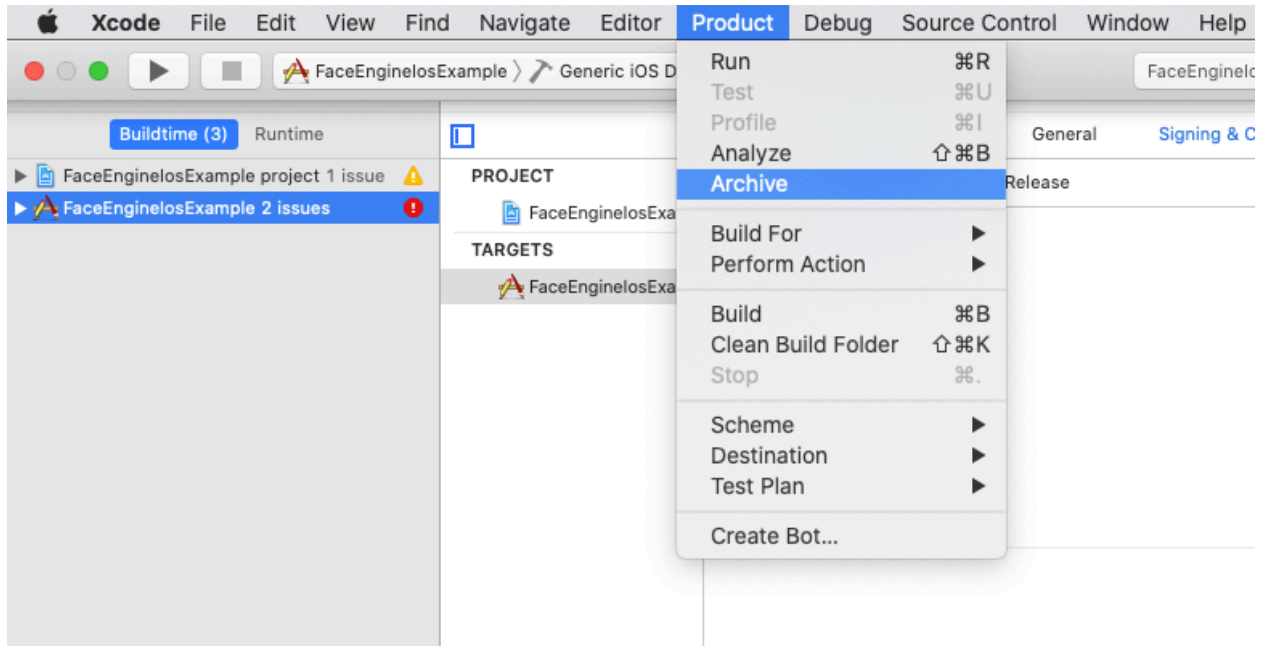
**Figure 1:** Used plans

### Application size

To find out the IOS application size follow these steps:

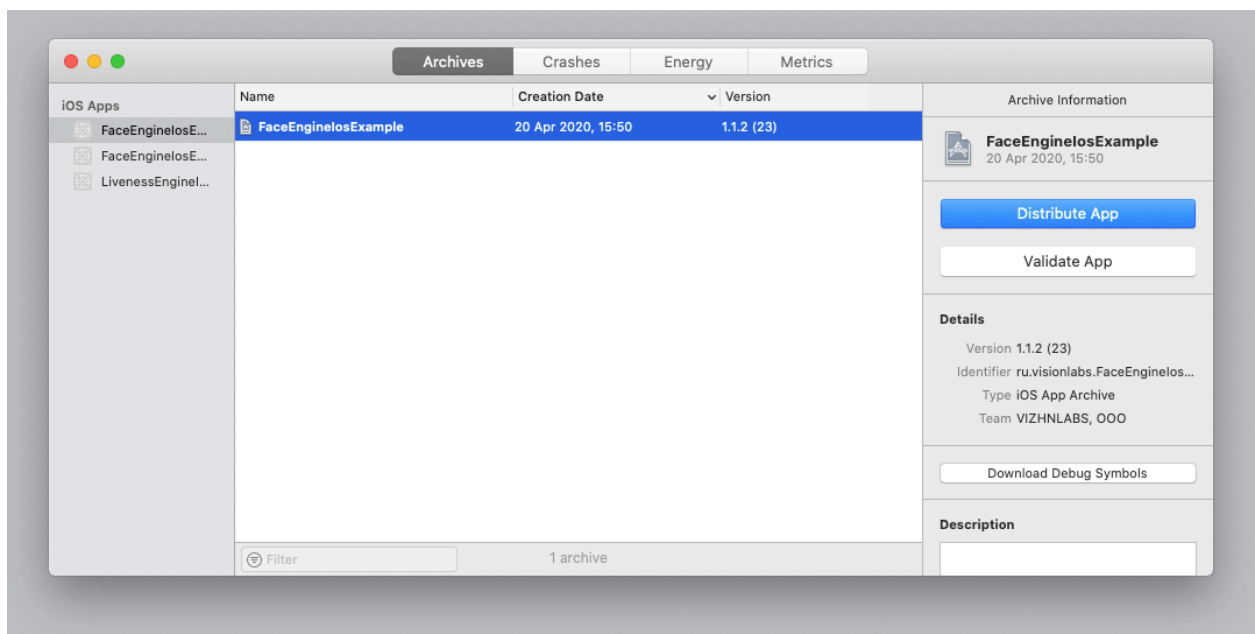
- Open your project with added frameworks in Xcode.

- Choose **Archive** from the **Product** tab.



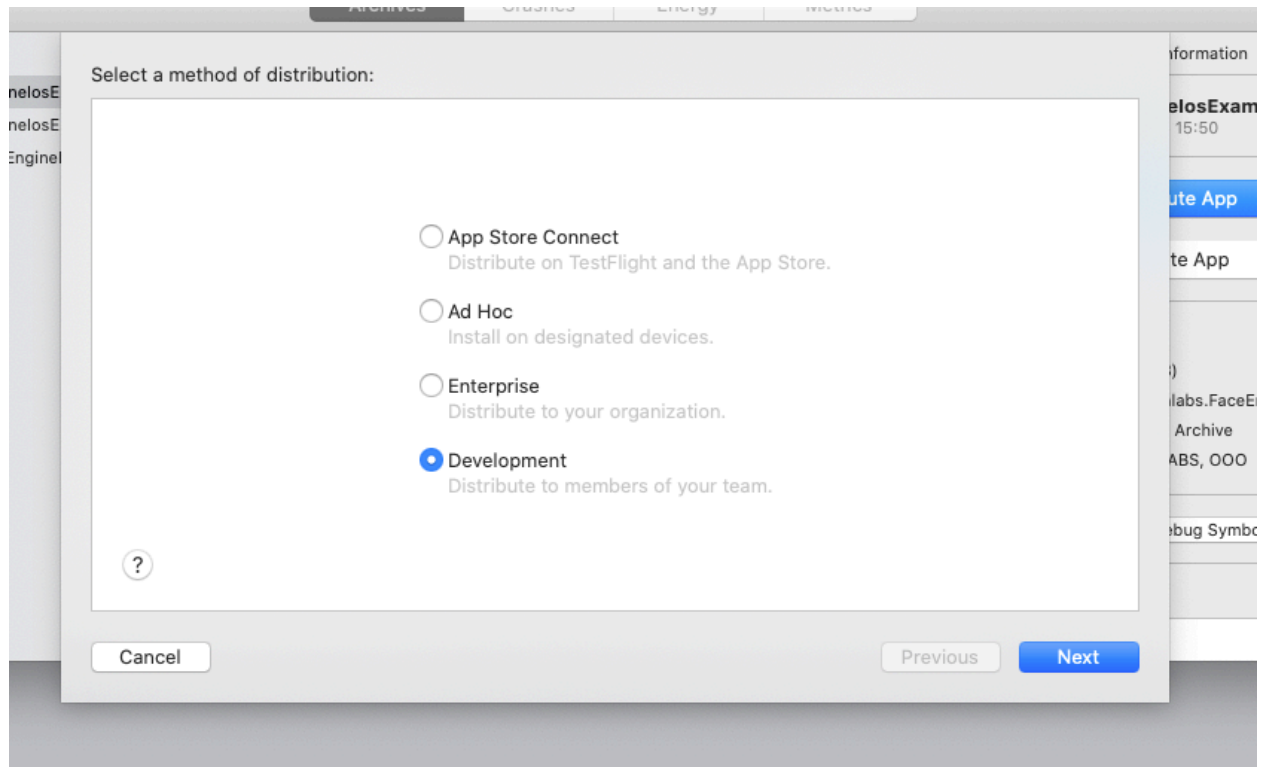
**Figure 2:** Archiving

- After archiving is finished, press the “Distribute App” button.



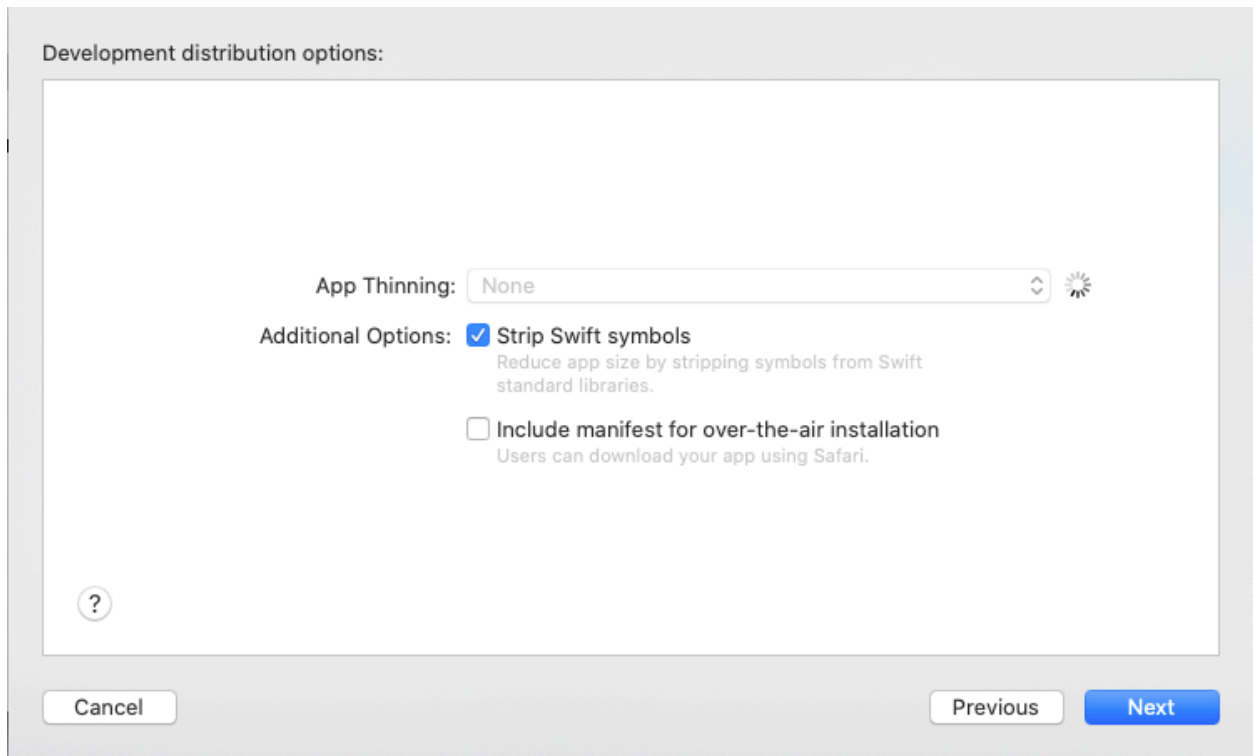
**Figure 3:** Distribute App

- Select the method of distribution. In our example it is development.



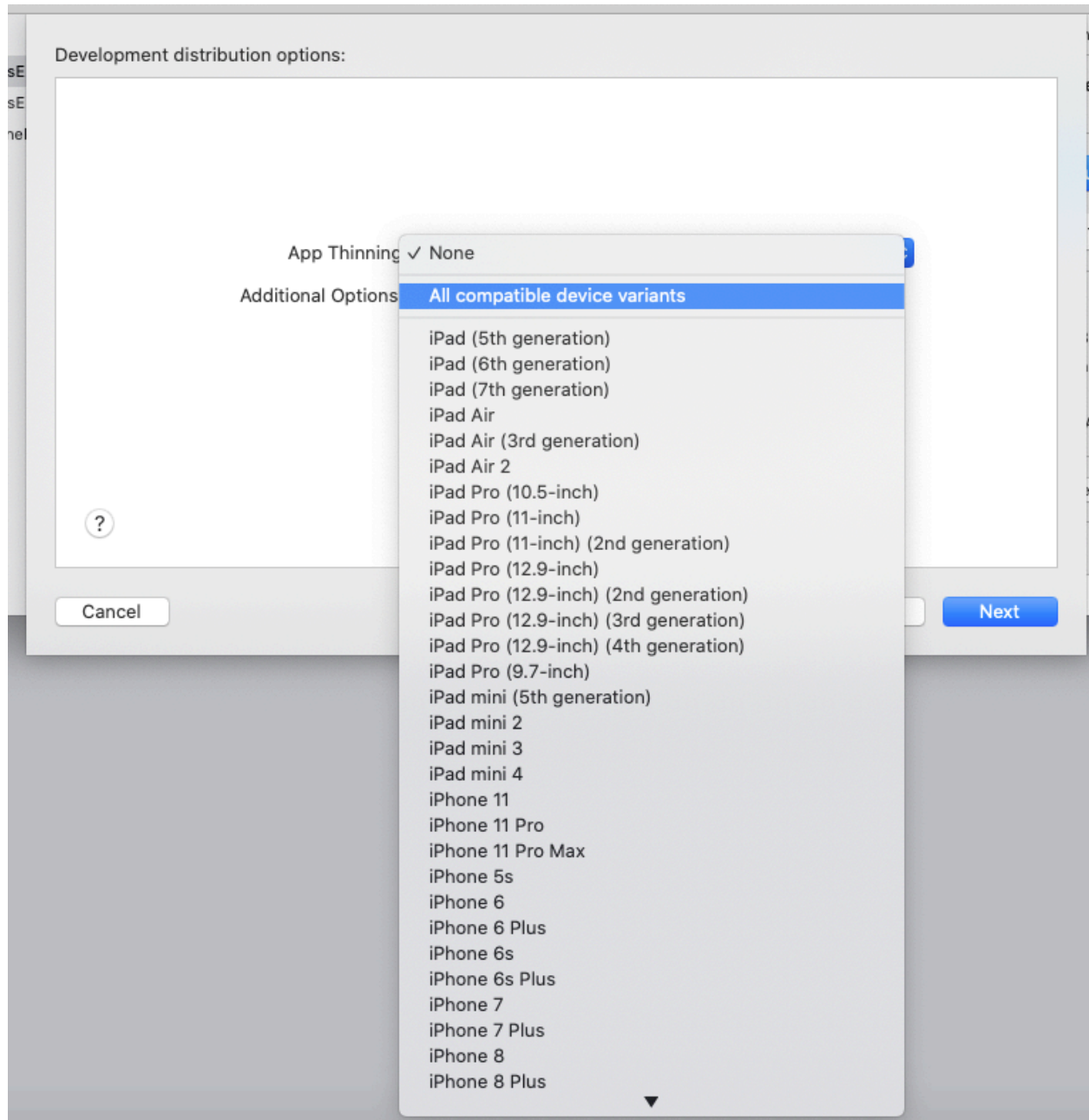
**Figure 4:** Method of distribution

- Select development distribution options according to the image below.



**Figure 5:** Development distribution options

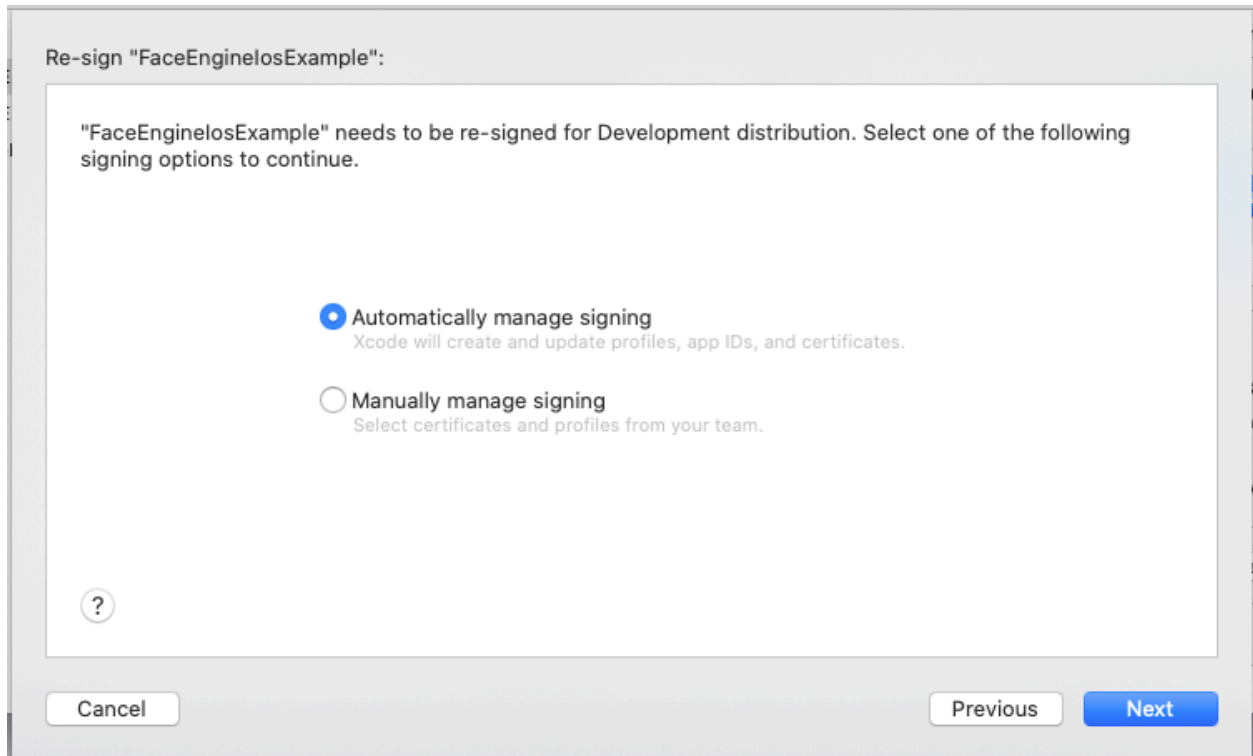
- Select the device for distribution creation. In this example - “All compatible device variants”.



**Figure 6:** Development distribution options

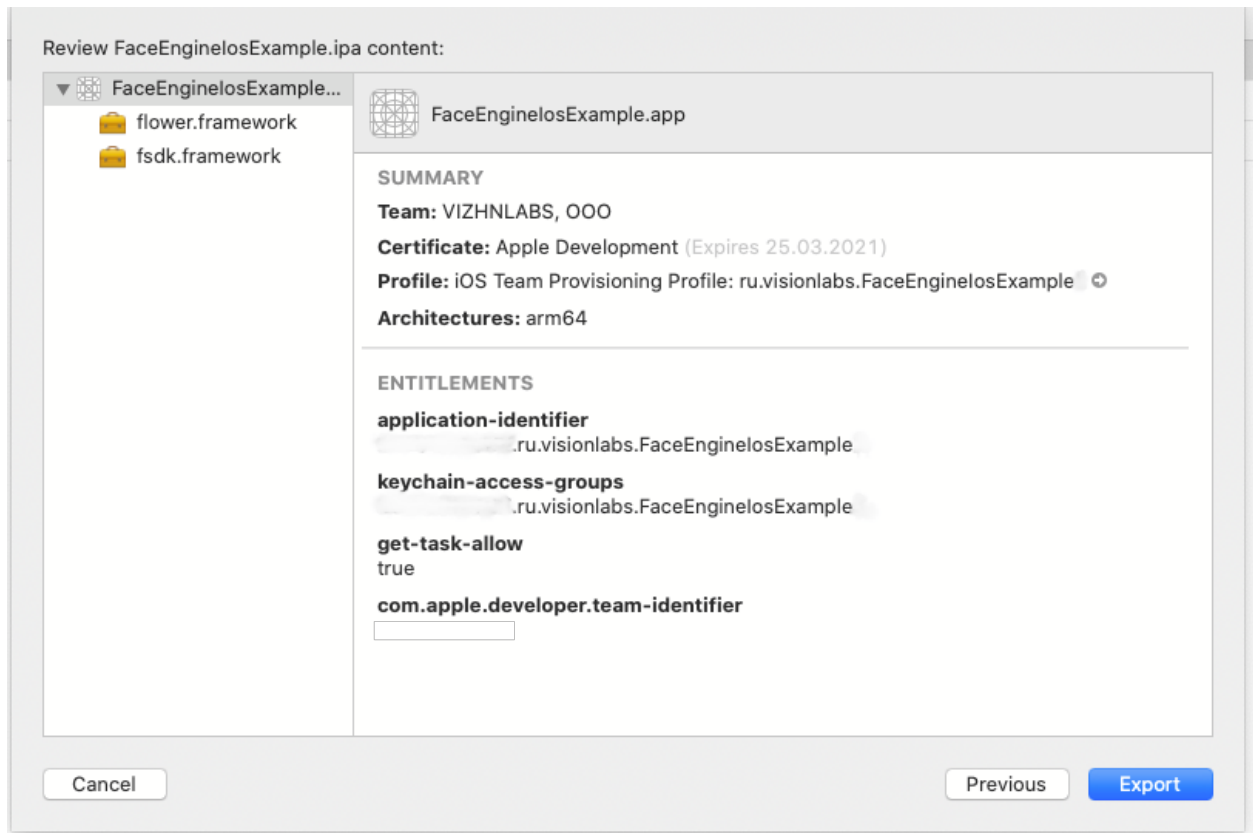


- Re-sign your application, for example, by the developer signing.



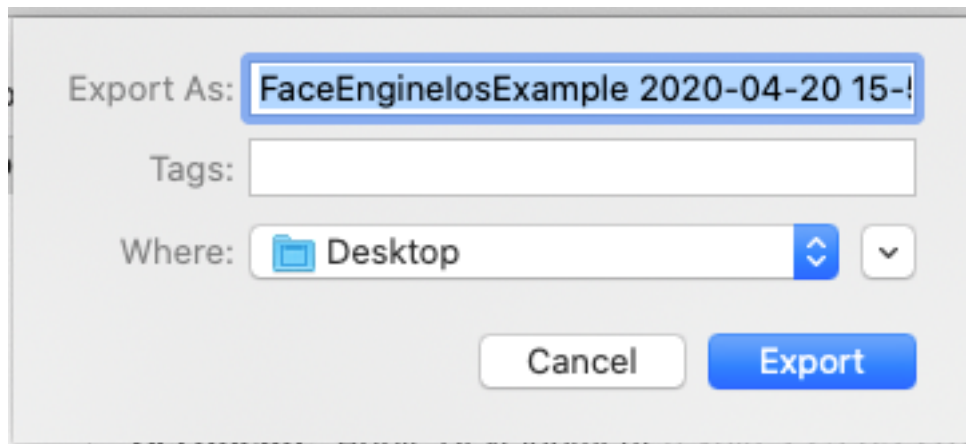
**Figure 7:** Re-signing

- After that, you can see the information about the archive.



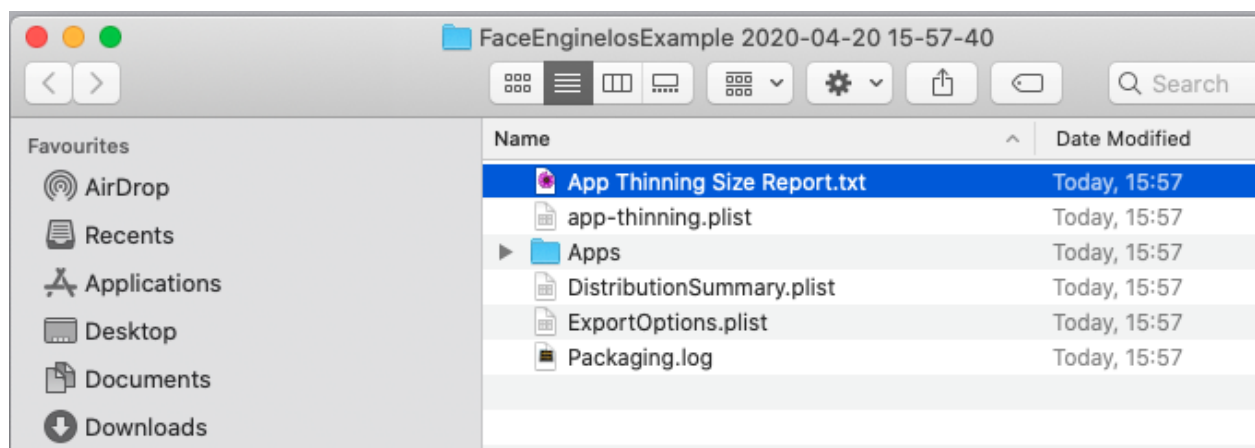
**Figure 8:** Frameworks inside your application

- Export your app.



**Figure 9:** Export

- Open “App Thinning Size Report.txt”.



**Figure 10:** Open “App Thinning Size report.txt”

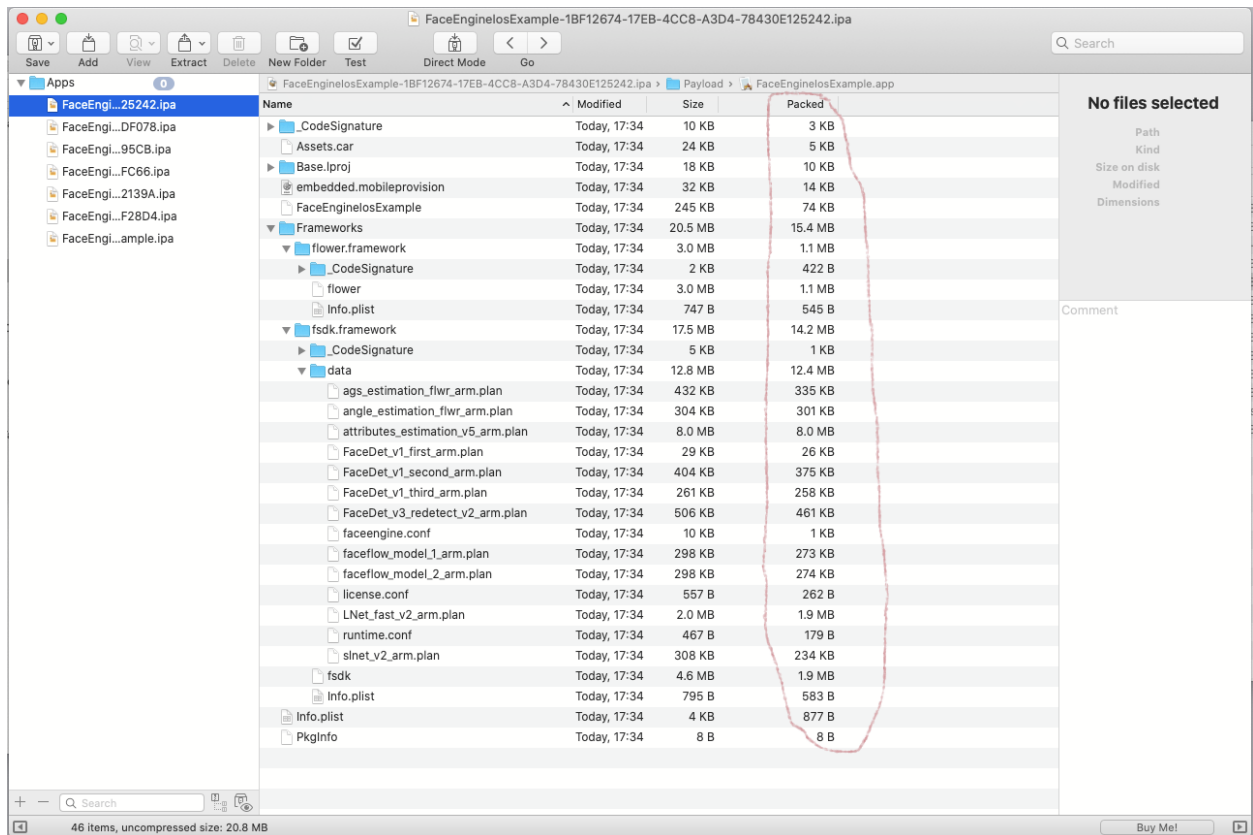
- Find necessary information about the application size.

The size of the application without additional swift frameworks from this example is shown in the picture below.

```
App + On Demand Resources size: 19,6 MB compressed, 25,3 MB uncompressed
App size: 19,6 MB compressed, 25,3 MB uncompressed
On Demand Resources size: Zero KB compressed, Zero KB uncompressed
```

**Figure 11:** Application size

- After that, you can verify the size of the packed application.



**Figure 12:** Size of compressed files