



Arm® Performance Studio 2025.3

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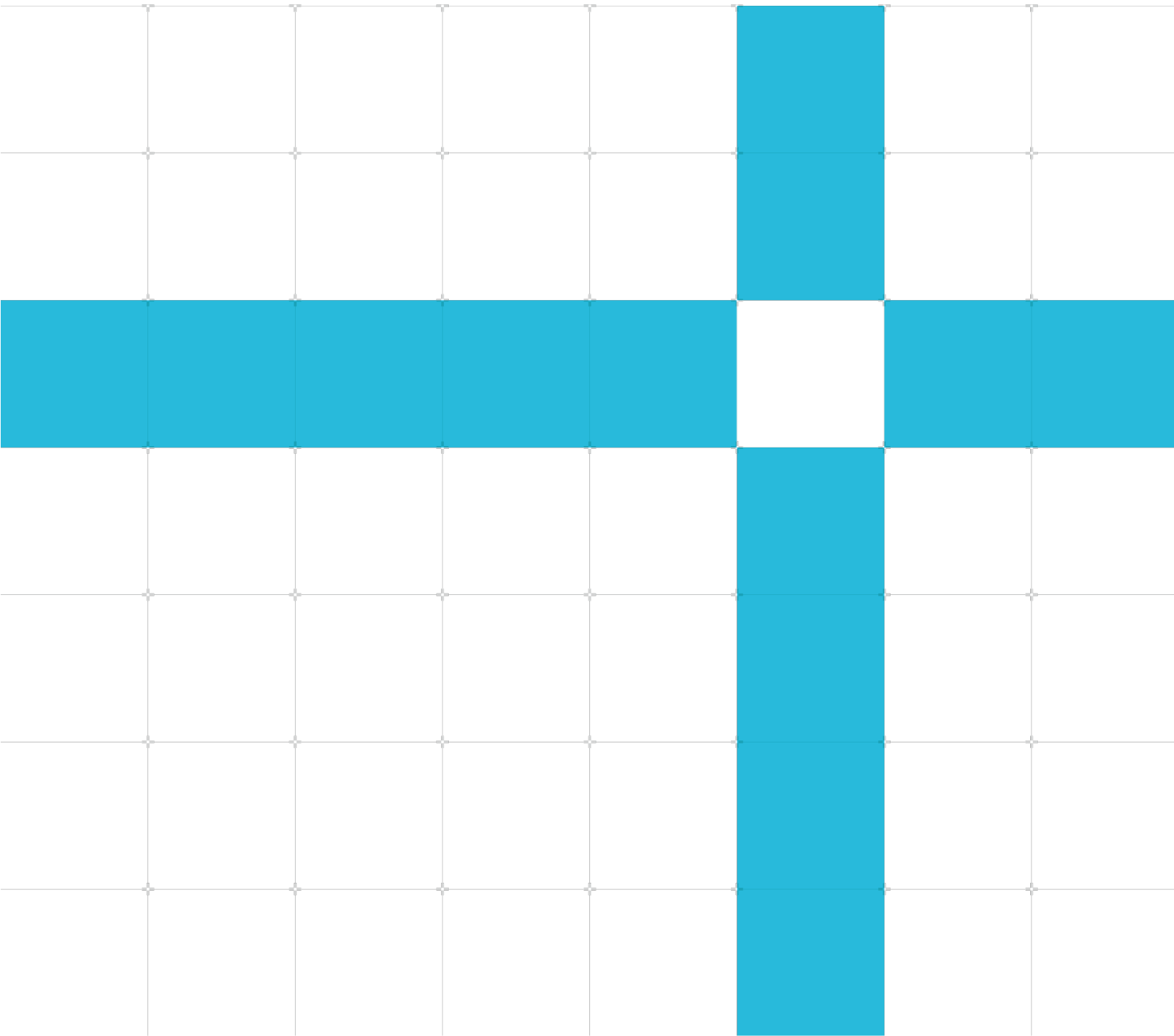
Release Note

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Arm Performance Studio 2025.3

Release Note

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1 Release overview

The following sections describe the product and its quality status at time of release.

1.1 Product description

The Arm® Performance Studio tool suite enables application developers to detect performance bottlenecks in their Arm CPU software and Arm Immortalis™ and Arm Mali™ GPU rendering. Profiling is provided through analysis of performance counters from the hardware, and the graphics API usage of the target application.

This release of Arm Performance Studio includes:

- **Streamline**, for profiling software and graphics rendering performance. Streamline integrates **Performance Advisor**, a reporting tool used for automating graphics performance analysis and reporting in continuous integration deployments.
- **Frame Advisor**, for profiling frames and their usage of graphics APIs.
- **RenderDoc for Arm GPUs**, for debugging frames and their usage of graphics APIs.
- **Mali Offline Compiler**, for static analysis of shader programs and compute kernels.

1.1.1 Component versions

This release of Arm Performance Studio includes the following tool versions:

- **Streamline** 9.6.1
- **Frame Advisor** 1.7.1
- **RenderDoc for Arm GPUs** 2025.3
- **Mali Offline Compiler** 8.7

1.1.2 About RenderDoc for Arm GPUs

RenderDoc for Arm GPUs is an Arm fork of [RenderDoc](#), an open-source graphics API debugger. The Arm release includes support for API features and extensions that are available on the latest Arm GPUs, but not yet supported in upstream RenderDoc.

Arm is contributing changes to the upstream project, if they are willing to accept them, but inevitably some Arm-specific features will only be available on the Arm fork.

1.2 Release status

This is the REL quality release of the Arm Performance Studio 2025.3 (r25p3-00rel0) software.

1.3 Feedback

We love to hear developer feedback, and prioritize things that developers ask for, so please let us know about any bugs you encounter, or feature requests for a future release.

You can send feedback [using this form](#), or you can email us at performancestudio@arm.com.

1.4 Changes in this release

This release of Arm Performance Studio contains the following changes.

1.4.1 Performance Studio

The Performance Studio bundle has the following changes:

- No changes.

1.4.2 Streamline

Streamline has the following changes:

- **Fix:** A file access violation error when accessing a capture on Windows hosts.
- **Fix:** Improve Android APK image attribution on certain targets where the on-device package name was not recognized.
- **Fix:** Improve performance when analyzing captures with program images with very large amounts of debug information (specifically, source-line attribution information).

1.4.3 Frame Advisor

Frame Advisor has the following changes:

- **Fix:** Sample counts are now displayed in the Render Graph for execution and resource nodes.
- **Fix:** Vertex Shading Efficiency and Vertex Memory Efficiency color ramps turn off when the option “show visual guidance” is disabled.
- **Fix:** Improvements to analysis progress window behavior
- **Fix:** Improvements to the behavior around unsupported adb versions.
- **Fix:** Horizontal scroll bar is now shown in the API view.
- **Fix:** Render Pass resolution reporting error.
- **Fix:** Improved stability for OpenGL ES transfer content.
- **Fix:** Improvements to the Render Graph accuracy and fidelity.

1.4.4 Mali Offline Compiler

Mali Offline Compiler has the following changes:

- No changes.

1.4.5 RenderDoc for Arm GPUs

RenderDoc for Arm GPUs is based on upstream [RenderDoc 1.38](#), and has the following changes since the previous Arm release:

- **Improvement:** Ray Query shader debugging support has been added.
- **Improvement:** If confirmed by the user, a capture will try to load even if Vulkan extensions are missing.
- **Improvement:** For OpenGL ES applications, a new Core Config option is available for ignoring missing OpenGL ES extensions.
- **Improvement:** The nearest debug label is now present in the Performance Counter Viewer for each entry and uses the color specified by the application/engine. A tooltip displays the complete debug label hierarchy, so column sorting is unaffected.
- **Improvement:** Remote devices have an 'End Process' button available in the Launch Application pane, so the launched application can be stopped remotely.
- **Improvement:** Built-in shader tool paths are stored relatively, preventing issues on upgrade and with application translocation on Macs.
- **Improvement:** Disabled per-draw call timing in Event Browser when remote GPU is Arm based, as the results are very inaccurate for tile-based rendering.
- **Fix:** Texture Viewer mip level rendering issue has been fixed.

1.5 Known issues in this release

We are aware of several known issues impacting the tools in this Arm Performance Studio release. The tools are under active development, and we aim to resolve these in a future software release.

1.5.1 Streamline

Streamline has the following known issues:

- **SDDAP-12653:** Application can crash when toggling between OS light and dark themes on macOS 14 (Sonoma) & macOS 15 (Sequoia).
- **SDDAP-12290:** The Mali DDK can fail to emit the Perfetto data required for the scheduling timeline visualization. This can result in entries with unidentified processes and queues. It can also result in time ranges which show as idle in the scheduler timeline when the GPU is clearly active in the counter data. This is fixed in the Mali DDK r47p0 release.
- **SDDAP-11426:** High DPI display scaling has been disabled by default on Linux hosts, because of persistent reliability issues across multiple distributions and graphics drivers. To

re-enable display scaling support, you can set the environment variable **STREAMLINE_ENABLE_HIDPI** to 1 and restart the tool.

1.5.2 Frame Advisor

Frame Advisor has the following known issues:

- **FRADV-6619:** Unreal Engine can use multiple child processes to compile Vulkan shader programs, which cannot currently be intercepted. To workaround this issue add the following settings to the DefaultEngine.ini and DefaultGame.ini configuration files:

```
[/Script/Engine.RendererSettings]
r.psoprecaching=0

[/Script/AndroidRuntimeSettings.AndroidRuntimeSettings]
Android.Vulkan.NumRemoteProgramCompileServices=0
```

- **FRADV-865:** Frame capture can take a long time. We are working on further performance optimizations.
- **FRADV-4841:** API modeling does not handle indirect draws.
- **FRADV-4841:** API modeling does not handle base-vertex draws.
- **FRADV-4978:** API modeling does not fully handle multi-context OpenGL ES applications, although it should work for most content.
- **FRADV-4972:** API modeling does not handle OpenGL ES vertex array objects.
- **FRADV-3557:** API modeling does not handle Vulkan 1.3 or the dynamic rendering extensions.
- **FRADV-4980:** API modeling is not handling command buffers that are created before the captured frame burst. We have no plan to support this functionality, as doing so would be very invasive to application performance.
- **FRADV-4639:** Compute dispatches are not yet treated as workloads for the purposes of navigation or the Render Graph view.
- **FRADV-7244:** On Linux, if you have an Nvidia GPU you may experience issues with Frame Advisor freezing when you resize the window with certain monitor setups. This appears to be a driver issue - to resolve this use **nvidia-settings** to switch to your integrated GPU or the NVIDIA performance mode.
- Modeling is not handling stencil-only surface attachments for OpenGL ES or Vulkan.

1.5.3 RenderDoc for Arm GPUs

RenderDoc for Arm GPUs has the following known issues:

- **RENDERDOC-552:** Vertex selection in the Mesh Viewer viewport does not work on MacOS. Users must select the vertex in the VS In or Out tables

2 Support

To help you get started we provide a number of quick start guides available online:

- [Get started with Streamline](#)
- [Get started with Frame Advisor](#)
- [Get started with Performance Advisor](#)
- [Get started with Mali Offline Compiler](#)
- [Get started with RenderDoc for Arm GPUs](#)

Technical support for Arm Performance Studio is provided through our developer forums:

- [Developer forums on community.arm.com](#)

2.1 How-to videos

Refer to the following videos to learn how to use Arm Performance Studio tools.

- [Streamline](#)
- [Performance Advisor](#)
- [Frame Advisor](#)
- [Mali Offline Compiler](#)

To learn more about Arm Immortalis and Mali GPUs and how to develop optimized graphics content for mobile devices, refer to the [Mali GPU Training Series](#).

2.2 Host OS support

This release has been developed for the following host operating systems:

Table 2-1: Host operating system version support

Operating system	CPU architecture	Version
Windows	x86-64	10 or later
macOS	x86-64	10.15 (Catalina) or later
Ubuntu Linux	x86-64	20.04 (Focal Fossa) or later
Ubuntu Linux	Arm AArch64	20.04 (Focal Fossa) or later

The following host operating system versions are now out of their upstream support window and are deprecated. Arm Performance Studio support will be dropped in the next release:

- Windows 10
- Ubuntu 20.04
- macOS 10, 11, and 12

The following host CPU architectures are deprecated. Arm Performance Studio support will be dropped in the next release and replaced with native Apple silicon support:

- macOS for x86-64

Table 2-2: Host operating system feature availability

Operating system	CPU architecture	Version
Windows	x86-64	Mali Offline Compiler does not support OpenCL kernels.

2.3 Target OS support

This release has been developed for the following target operating systems:

Table 2-3: Target operating system version support

Feature	Version
Streamline	Android 9 or later Ubuntu 20.04 (Focal Fossa) or later
Streamline Performance Advisor for OpenGL ES applications	Android 9 or later with manual annotation Android 10 or later with the lightweight interceptor
Streamline Performance Advisor for Vulkan applications	Android 9 or later
Frame Advisor for OpenGL ES applications	Android 10 or later
Frame Advisor for Vulkan applications	Android 9 or later
RenderDoc for Arm GPUs	Android 9 or later Ubuntu 20.04 (Focal Fossa) or later

2.4 Related projects

Arm provides several open-source projects that application developers can use as part of their application development.

2.4.1 Performance Studio for Unity package

Current version: 1.5.0 (September 2022)

The Performance Studio for Unity package provides an open-source Unity game engine integration for Streamline and Performance Advisor. The package provides:

- C# bindings for the Streamline annotation API, allowing users to export custom software counters, and event annotations.
- Integration with the Unity profiler data source, exporting Unity object counts and memory allocations as custom software counters.

The annotation API provides a generic way to add semantic markup a Streamline capture. It can be used to emit the markers that Performance Advisor uses to denote interesting gameplay regions in generated reports.

Recent changes:

- None.

The package is available on GitHub and can be imported directly into your Unity project using the Unity package manager. See the GitHub project documentation for more details.

- <https://github.com/ARM-software/performance-studio-integration-for-unity/>

2.4.2 Performance Studio for Godot package

Current version: 1.1.0 (March 2025)

The Performance Studio for Godot package provides an open-source Godot game engine integration for Streamline and Performance Advisor. The package provides:

- GDScript bindings for the Streamline annotation API, allowing users to export custom software counters, and event annotations.

The annotation API provides a generic way to add semantic markup to a Streamline capture. It can be used to emit the markers that Performance Advisor uses to denote interesting gameplay regions in generated reports.

The package is available on [GitHub](#) and on the [Godot asset repository](#). See the GitHub project documentation for more details.

- <https://github.com/ARM-software/arm-performance-studio-integration-for-godot>
- <https://godotengine.org/asset-library/asset/3762>

2.4.3 ASTC Encoder texture compressor

Current version: 5.2.0 (February 2025)

The Arm ASTC Encoder (astcenc) is an open-source texture compressor for the Adaptive Scalable Texture Compression (ASTC) texture format. It supports all block sizes, all color profiles, as well as both 2D and volumetric 3D textures. The astcenc compressor can be built as either a standalone command-line application or a library that can be integrated into an existing asset creation pipeline.

5.2 release changes:

- Updated sRGB alpha channel endpoint expansion to match a specification clarification in the Khronos Data Format Specification 1.4.0 release.
- Added a new codec library API to cancel an in-flight compression.
- Fixed an incorrect use of a static variable which could cause multi-threaded compression using multiple contexts to use a heuristic threshold from another context.

The source code is available on GitHub, in addition to binary releases of the command-line utility for Windows, macOS, and Linux.

- <https://github.com/ARM-software/astc-encoder>

2.4.4 libGPUInfo library

Current version: 1.2.0 (June 2024)

The libGPUInfo library is an open-source utility that can be integrated into an application to query the configuration of the Arm GPU present in the system, including the GPU model, shader core count, shader core performance characteristics, and cache size. This information can be used to adjust the application workload at runtime to match the capabilities of the device being used.

1.2.0 release changes:

- Fixed remaining compilation warnings to avoid build failures when compiling with **-Werror** and **-Wpedantic** compiler feedback.

The source code is available on GitHub:

- <https://github.com/ARM-software/libGPUInfo>

2.4.5 libGPUCounters library

Current version: 2.3.0 (June 2024)

The libGPUCounters (formerly called HWCPipe) library is an open-source utility that allows applications to select and sample a set of Arm GPU performance counters. This library provides access to the same counter data that can be visualized in the Streamline tool, allowing integration of Arm GPU data into custom tooling.

2.3.0 release changes:

- Added support for Immortalis-G925, Mali-G725, and Mali-G625 GPUs.
- Updated counter names and derivations to match latest Streamline generator.

The source code is available on GitHub:

- <https://github.com/ARM-software/libGPUCounters>

2.4.6 libGPULayers library

Current version: 0.0 (February 2025)

The libGPULayers project is an open-source project that provides tooling to quickly create new Vulkan layers for Android, as well as some off-the-shelf layers that can be used during development.

0.0 release changes:

- First release of the Vulkan layer generator.
- First release of the off-the-shelf GPU support layer for diagnostic triage.
- First release of the off-the-shelf GPU timeline semantics layer that provides the Streamline timeline visualization with semantic annotations.

The source code is available on GitHub:

- <https://github.com/ARM-software/libGPULayers>

3 Installation

This section describes how to install and configure Performance Studio to run on 64-bit Windows, macOS®, and Linux.

Arm Performance Studio requires [Android Debug Bridge \(adb\)](#) and [Python 3.8](#) (or later), to enable connection to your device. Make sure you have these tools installed and that you have configured your environment to use them.

3.1 Install on Windows

Arm Performance Studio is provided with an installer executable. Double-click the **.exe** file and follow the instructions in the setup wizard.

To open Streamline, Frame Advisor or RenderDoc for Arm GPUs, go to the **Windows Start** menu and search for the name of the tool you want to open.

Performance Advisor is a feature of the Streamline command-line application. To generate a performance report, you must first run the provided Python script to enable Streamline to collect frame data from the device. This process is described in detail in the [Get started with Performance Advisor tutorial](#). After you have captured a profile with Streamline, run the `Streamline-cli -pa` command on the Streamline capture file. This command is added to your PATH environment variable during installation, so it can be used from anywhere.

```
Streamline-cli.exe -pa <options> my_capture.apc
```

To run Mali Offline Compiler, open a command terminal, navigate to your work directory, and run the `malioc` command on a shader program. The `malioc` command is added to your PATH environment variable during installation, so can be used from anywhere

```
malioc.exe <options> my_shader.frag
```

3.2 Install on macOS

Arm Performance Studio is provided as a **.dmg** package. To mount it, double-click the **.dmg** package and follow the instructions. The Arm Performance Studio directory tree is copied to the **Applications** directory on your local file system for easy access.

Arm recommends that you set the permissions for the installation directory to prevent other users from writing to it. This is typically achieved with the **chmod** command. For example, **chmod go-w <dest_dir>**.

Open Streamline, Frame Advisor or RenderDoc for Arm GPUs directly from the **Arm Performance Studio** directory in your **Applications** directory. For example, to open Streamline, go to the `<installation_directory>/streamline` directory and open the **Streamline.app** file.

To run Performance Advisor, go to the `<installation_directory>/streamline` directory, and double-click the **Streamline-cli-launcher** file. Your computer will ask you to allow Streamline to control the Terminal application. Allow this. The Performance Advisor launcher opens the

Terminal application and updates your PATH environment variable so you can run Performance Advisor from any directory.

Performance Advisor is a feature of the Streamline command-line application. To generate a performance report, you must first run the provided Python script to enable Streamline to collect frame data from the device. This process is described in detail in the [Get started with Performance Advisor tutorial](#). After you have captured a profile with Streamline, run the **Streamline-cli -pa** command on the Streamline capture file to generate a performance report:

```
Streamline-cli -pa <options> my_capture.apc
```

To run Mali Offline Compiler, go to the **<installation_directory>/mali_offline_compiler** directory, and double-click the **mali_offline_compiler_launcher** file. The Mali Offline Compiler launcher opens the Terminal application and updates your PATH environment variable so you can run the **malioc** command from any directory. To generate a shader analysis report, run the **malioc** command on a shader program:

```
malioc <options> my_shader.frag
```

On some versions of macOS, you might see a message that Mali Offline Compiler is not recognized as an application from an identified developer. To enable Mali Offline Compiler, cancel this message, then open **System Preferences > Security and Privacy** and select **Allow Anyway** for the **malioc** application.

3.3 Install on Linux

Arm Performance Studio is provided as a gzipped tar archive. Extract this tar archive to your preferred location, using a recent version (1.13 or later) of GNU tar:

```
tar xvzf Arm_Performance_Studio_2025.3_linux.tgz
```

Arm recommends that you set the permissions for the installation directory to prevent other users from writing to it. This is typically achieved with the **chmod** command. For example, **chmod go-w <dest_dir>**.

You might find it useful to edit your PATH environment variable to add the paths to the **Streamline-cli** and **malioc** executables so that you can run them from any directory. Add the following commands to the **.bashrc** file in your home directory, so that they are set whenever you initialize a shell session:

```
PATH=$PATH:/<installation_directory>/streamline  
PATH=$PATH:/<installation_directory>/mali_offline_compiler
```

To open Streamline, Frame Advisor or RenderDoc for Arm GPUs, go to the installation directory, open the folder for the tool you want to open and run the application file. For example:

```
cd <installation_directory>/streamline  
./Streamline
```

Performance Advisor is a feature of the Streamline command-line application. To use it to generate a performance report, you must first run the provided Python script to enable Streamline to collect frame data from the device. This process is described in detail in the [Get](#)

started with [Performance Advisor tutorial](#). After you have captured a profile with Streamline, go to the **installation_directory>/streamline** directory and run the **Streamline-cli -pa** command on the Streamline capture file to generate a performance report:

```
cd <installation_directory>/performance_advisor  
./Streamline-cli -pa <options> my_capture.apc
```

To run Mali Offline Compiler, go to the **installation_directory>/mali_offline_compiler** directory and run the **malioc** command on a shader program:

```
cd <installation_directory>/mali_offline_compiler  
./malioc <options> my_shader.frag
```