探查摘要

基于*performance*时间于 07-Oct-2017 14:17:12 生成。

函数名称	调用次数	总时间	自用时间*	总时间图 (深色条带 = 自用时间)
loop	1	1225.386 s	1224.741 s	████████████
legend	2	0.570 s	0.007 s	
legend>make_legend	2	0.563 s	0.012 s	
Legend.Legend>Legend.Legend	2	0.281 s	0.023 s	
Legend.doSetup	2	0.217 s	0.022 s	
Legend.doMethod	4	0.160 s	0.002 s	
Legend.doMethod>set_contextmenu	2	0.158 s	0.040 s	
legend>find_legend	2	0.115 s	0.115 s	
graph2dhelper	20	0.111 s	0.030 s	
Legend.Legend>Legend.set.Axes	2	0.110 s	0.000 s	
Legend.Legend>Legend.set.Axes_I	2	0.109 s	0.001 s	
Legend.Legend>Legend.setAxesImpl	2	0.108 s	0.006 s	
legendcolorbarlayout	4	0.091 s	0.042 s	
newplot	2	0.067 s	0.047 s	
scribe/private/createScribeUIMenuEntry	18	0.060 s	0.007 s	
legend>set_children_and_strings	2	0.030 s	0.004 s	
...anager>AxesLayoutManager.addToTree	2	0.027 s	0.008 s	
...enuEntry>localCreateLineWidthEntry	2	0.025 s	0.000 s	
...ibeUIMenuEntry>localCreateNumEntry	2	0.025 s	0.017 s	
hggetbehavior	4	0.025 s	0.001 s	
hggetbehavior>localGet	4	0.024 s	0.009 s	
legend>getLegendableChildren	2	0.024 s	0.000 s	
scribe/private/get_legendable_children	2	0.021 s	0.009 s	
...nager>AxesLayoutManager.getManager	4	0.021 s	0.006 s	
...beUIMenuEntry>localCreateEnumEntry	6	0.019 s	0.017 s	
newplot>ObserveAxesNextPlot	2	0.016 s	0.005 s	
findall	10	0.015 s	0.009 s	
hgbehaviorfactory	4	0.015 s	0.000 s	
hgbehaviorfactory>localCreate	4	0.014 s	0.012 s	
函数名称	调用次数	总时间	自用时间*	

Legend.attachAxesListeners	2	0.013 s	0.005 s	
...r>AxesLayoutManager.ValidateObject	2	0.013 s	0.002 s	
cla	2	0.011 s	0.006 s	
...>AxesLayoutManager.insertAboveAxes	2	0.010 s	0.005 s	
num2str	50	0.010 s	0.007 s	
...nager>AxesLayoutManager.findMethod	8	0.009 s	0.009 s	
flipud	10	0.009 s	0.005 s	
cell.strcat	4	0.009 s	0.008 s	
...ry>localCreateTextInterpreterEntry	2	0.008 s	0.002 s	
allchild	3	0.008 s	0.005 s	
Legend.Legend>Legend.set.Location	2	0.008 s	0.000 s	
...end>Legend.setBoxEdge_IFanoutProps	4	0.007 s	0.005 s	
Legend.Legend>Legend.set.Location_I	2	0.007 s	0.001 s	
Legend.Legend>Legend.set.BoxEdge_I	2	0.007 s	0.002 s	
...Legend>Legend.set.TitleSeparator_I	2	0.006 s	0.002 s	
Legend.setupBoxEdge	2	0.006 s	0.005 s	
...Legend.setTitleSeparator_IFanoutProps	4	0.006 s	0.004 s	
close	1	0.006 s	0.001 s	
Legend.Legend>Legend.setLocationImpl	2	0.006 s	0.001 s	
...Legend>Legend.set.AxesListenerList	8	0.006 s	0.003 s	
close>safegetchildren	1	0.005 s	0.000 s	
legend>process_inputs	2	0.005 s	0.004 s	
scribe/private/islegendable	2	0.005 s	0.004 s	
Legend.Legend>Legend.set.BoxFace_I	2	0.005 s	0.002 s	
ismember	4	0.004 s	0.001 s	
flip	10	0.004 s	0.004 s	
...end>Legend.setBoxFace_IFanoutProps	4	0.004 s	0.003 s	
graphics/private/clo	2	0.004 s	0.004 s	
ismember>ismemberR2012a	4	0.004 s	0.002 s	
onCleanup>onCleanup.delete	13	0.003 s	0.001 s	
...t: AxesLayoutManager.AxesLayoutManager	2	0.003 s	0.000 s	
...er>@(h,e)localReparentCB(h,e,hObj)	2	0.003 s	0.000 s	

...ager>AxesLayoutManager.addToLayout	4	0.003 s	0.002 s	
...ager.addAxesListeners/localReparentCB	2	0.003 s	0.003 s	
...Manager>AxesLayoutManager.set.Axes	2	0.003 s	0.000 s	
...>showHiddenHandlesToFindAllHandles	10	0.003 s	0.003 s	
int2str	50	0.003 s	0.003 s	
...Legend>Legend.get.AxesListenerList	16	0.003 s	0.002 s	
...egend>Legend.set.SelectionHandle_I	2	0.002 s	0.002 s	
Legend.Legend>Legend.get.Axes	8	0.002 s	0.001 s	
gobjects	4	0.002 s	0.002 s	
...UIMenuEntry>localCreateActionEntry	4	0.002 s	0.002 s	
hgbehaviorfactory>localGetBehaviorInfo	4	0.002 s	0.002 s	
...d>Legend.set.DecorationContainer_I	2	0.002 s	0.001 s	
...Legend>Legend.set.EntryContainer_I	2	0.002 s	0.002 s	
...gt;AxesLayoutManager.addAxesListeners	2	0.002 s	0.002 s	
Legend.Legend>Legend.get.Axes_I	10	0.002 s	0.002 s	
Legend.Legend>Legend.set.ColorSpace_I	2	0.002 s	0.002 s	
scribe/private/expandLegendChildren	2	0.002 s	0.002 s	
Legend.Legend>Legend.set.DataSpace_I	2	0.002 s	0.002 s	
...nd>Legend.set.AxesListenerListMode	8	0.002 s	0.002 s	
Legend.Legend>Legend.get.BoxEdge	46	0.002 s	0.001 s	
Legend.Legend>Legend.get.Position_I	2	0.002 s	0.000 s	
Legend.Legend>Legend.set.Camera_I	2	0.002 s	0.001 s	
ismember>ismemberClassTypes	4	0.002 s	0.002 s	
...d>Legend.set.PlotChildrenSpecified	2	0.002 s	0.001 s	
...eUIMenuEntry>localCreateColorEntry	4	0.002 s	0.002 s	
Legend.Legend>Legend.get.EdgeColor	12	0.002 s	0.001 s	
...beUIMenuEntry>localCreateFontEntry	2	0.001 s	0.001 s	
Legend.Legend>Legend.get.TitleSeparator	42	0.001 s	0.001 s	
...doMethod>@(x)getString(message(x))	14	0.001 s	0.001 s	
Legend.Legend>Legend.get.Camera	10	0.001 s	0.001 s	
Legend.Legend>Legend.getPositionImpl	2	0.001 s	0.001 s	
Legend.Legend>Legend.set.CLim_I	2	0.001 s	0.001 s	
...end>Legend.get.DecorationContainer	12	0.001 s	0.001 s	

...Legend>Legend.set.SelfListenerList	2	0.001 s	0.001 s	
Legend.Legend>Legend.get.ColorSpace	10	0.001 s	0.001 s	
Legend.Legend>Legend.get.BoxFace	18	0.001 s	0.001 s	
graphics/private/claNotify	2	0.001 s	0.001 s	
...set(rootobj,'ShowHiddenHandles',Temp)	10	0.001 s	0.001 s	
Legend.Legend>Legend.get.DataSpace	8	0.001 s	0.001 s	
Legend.Legend>Legend.set.EdgeColor_I	2	0.001 s	0.001 s	
...e(['MATLAB:uistring:scribemenu:',x]))	6	0.001 s	0.001 s	
...Legend>Legend.get.SelfListenerList	4	0.001 s	0.001 s	
Legend.Legend>Legend.get.SelectionHandle	6	0.001 s	0.001 s	
Legend.setParentImpl	2	0.001 s	0.001 s	
onCleanup>onCleanup.onCleanup	13	0.001 s	0.001 s	
Legend.Legend>Legend.get.EntryContainer	6	0.001 s	0.001 s	
allchild>getchildren	3	0.001 s	0.001 s	
Legend.removeAllEntries	2	0.001 s	0.001 s	
ishold	2	0.001 s	0.001 s	
Legend.Legend>Legend.get.BoxEdge_I	48	0.001 s	0.001 s	
...ayoutManager>setInstancePropOnAxes	2	0.001 s	0.001 s	
Legend.Legend>Legend.get.Color	4	0.001 s	0.001 s	
cellstr	4	0.001 s	0.001 s	
...gend>Legend.get.AxesListenerList_I	24	0.001 s	0.001 s	
...Legend>Legend.get.TitleSeparator_I	44	0.001 s	0.001 s	
...r>AxesLayoutManager.set.LayoutList	4	0.001 s	0.001 s	
Legend.Legend>Legend.get.Camera_I	12	0.001 s	0.001 s	
...egend>Legend.get.SelectionHandle_I	8	0.001 s	0.001 s	
linspace	1	0.001 s	0.001 s	
...set(rootobj,'ShowHiddenHandles',Temp)	3	0.001 s	0.001 s	
...d>Legend.get.DecorationContainer_I	14	0.001 s	0.001 s	
Legend.Legend>Legend.get.ColorSpace_I	12	0.001 s	0.001 s	
Legend.Legend>Legend.get.BoxFace_I	20	0.001 s	0.001 s	
...Legend>Legend.get.EntryContainer_I	8	0.001 s	0.001 s	
hggetbehavior>localPeek	4	0.001 s	0.001 s	

...;Legend.set.PlotChildrenSpecifiedMode	2	0.001 s	0.001 s	
Legend.Legend>Legend.get.DataSpace_I	10	0.001 s	0.001 s	
hasbehavior	4	0.001 s	0.001 s	
...gend>Legend.set.AxesListenerList_I	8	0.001 s	0.001 s	
legend>lcl_is2D	2	0.001 s	0.001 s	
...nd>Legend.set.SelfListenerListMode	2	0.001 s	0.000 s	
Legend.Legend>Legend.getAxesImpl	10	0.001 s	0.001 s	
uitools/private/allchildRootHelper	3	0.001 s	0.001 s	
cell.ismember	2	0.000 s	0.000 s	
Legend.Legend>Legend.set.LocationMode	2	0.000 s	0.000 s	
Legend.doPostSetup	2	0.000 s	0.000 s	
Legend.Legend>Legend.getGraphicsAxes	4	0.000 s	0.000 s	
Legend.Legend>Legend.get.Box_I	16	0.000 s	0.000 s	
...ayoutManager>addInstancePropToAxes	2	0.000 s	0.000 s	
Legend.Legend>Legend.set.AxesMode	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.EdgeColor_I	14	0.000 s	0.000 s	
Legend.Legend>Legend.get.LineWidth_I	12	0.000 s	0.000 s	
newplot>ObserveFigureNextPlot	2	0.000 s	0.000 s	
...gend>Legend.get.SelfListenerList_I	6	0.000 s	0.000 s	
...nd>Legend.get.AxesListenerListMode	8	0.000 s	0.000 s	
...ehavior>PlotEditBehavior.dosupport	2	0.000 s	0.000 s	
Legend.Legend>Legend.set.PositionMode	2	0.000 s	0.000 s	
scribe/private/isplotyyaxes	4	0.000 s	0.000 s	
legend>istextscalar	18	0.000 s	0.000 s	
Legend.Legend>Legend.get.Color_I	6	0.000 s	0.000 s	
Legend.Legend>Legend.get.standalone	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.Location_I	2	0.000 s	0.000 s	
...>PlotEditBehavior.PlotEditBehavior	2	0.000 s	0.000 s	
Legend.doMethod>setButtonDownFcn	2	0.000 s	0.000 s	
close>getEmptyHandleList	1	0.000 s	0.000 s	
PrintBehavior>PrintBehavior.dosupport	2	0.000 s	0.000 s	
...er>AxesLayoutManager.getParentImpl	6	0.000 s	0.000 s	
...(x,'matlab.graphics.primitive.Group')	4	0.000 s	0.000 s	

...havior>PrintBehavior.PrintBehavior	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.TextColor_I	2	0.000 s	0.000 s	
ctorHelper	2	0.000 s	0.000 s	
Legend.Legend>Legend.set.version	2	0.000 s	0.000 s	
...:Legend.get.PlotChildrenSpecifiedMode	2	0.000 s	0.000 s	
legend>check_pv_args	2	0.000 s	0.000 s	
...gend>Legend.set.SelfListenerList_I	2	0.000 s	0.000 s	
...nd>Legend.get.SelfListenerListMode	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.standalone_I	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.LocationMode	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.AxesMode	2	0.000 s	0.000 s	
Legend.Legend>Legend.get.PositionMode	2	0.000 s	0.000 s	
HGBehavior>HGBehavior.HGBehavior	4	0.000 s	0.000 s	
Legend.Legend>Legend.getLocationImpl	2	0.000 s	0.000 s	
close>checkfigs	1	0.000 s	0.000 s	
close>request_close	1	0.000 s	0.000 s	
...gend>Legend.setCamera_IFanoutProps	2	0.000 s	0.000 s	
...>Legend.setColorSpace_IFanoutProps	2	0.000 s	0.000 s	
...d.setDecorationContainer_IFanoutProps	2	0.000 s	0.000 s	
...Legend.setEntryContainer_IFanoutProps	2	0.000 s	0.000 s	
...d>Legend.setDataSpace_IFanoutProps	2	0.000 s	0.000 s	
...egend.setSelectionHandle_IFanoutProps	2	0.000 s	0.000 s	

自用时间是指函数耗费的时间，但不包括函数的子函数耗费的时间。自用时间还包括探查过程中产生的开销。