

randPick (Calls: 1000, Time: 72.540 s)

Generated 28-дек.-2020 04:20:57 using performance time.  
Function in file C:\Users\yarba\Desktop\ДО\course\_4\code\randPick.m  
[Copy to new window for comparing multiple runs](#)

Parents (calling functions)		
Function Name	Function Type	Calls
<a href="#">ImageProcessing</a>	Script	1000

Lines that take the most time					
Line Number	Code	Calls	Total Time (s)	% Time	Time Plot
<a href="#">120</a>	if(squeeze(imageGS(j, i, :)) ~= 0)	22457164	58.316	80.4%	<div></div>
<a href="#">57</a>	if(squeeze(imageGS(randY, randX, :)) ~= 0)	1298044	3.988	5.5%	<div></div>
<a href="#">45</a>	if (any(repeat(:) == 0))	15529	2.097	2.9%	<div></div>
<a href="#">41</a>	randX = randi(columns, 1);	1313573	1.860	2.6%	<div></div>
<a href="#">42</a>	randY = randi(rows, 1);	1313573	1.451	2.0%	<div></div>
All other lines			4.829	6.7%	<div></div>
Totals			72.540	100%	

Children (called functions)						
Function Name	Function Type	Calls	Total Time (s)	% Time	Time Plot	
<a href="#">squeeze</a>	Function	23755208	22.020	30.4%	<div></div>	
<a href="#">deg2rad</a>	Function	1000	0.007	0.0%		
Self time (built-ins, overhead, etc.)			50.514	69.6%	<div></div>	
Totals			72.540	100%		

Code Analyzer results	
Line Number	Message
<a href="#">4</a>	The value assigned to variable 't' might be unused.
<a href="#">5</a>	The value assigned to variable 'h' might be unused.
<a href="#">18</a>	The value assigned to variable 'yPx' might be unused.
<a href="#">23</a>	The value assigned to variable 'x' might be unused.
<a href="#">24</a>	The value assigned to variable 'y' might be unused.
<a href="#">29</a>	The value assigned to variable 'currentX' might be unused.
<a href="#">30</a>	The value assigned to variable 'currentY' might be unused.
<a href="#">47</a>	Consider using newline, semicolon, or comma before this statement for readability.
<a href="#">58</a>	The variable 'coloredX2' appears to change size on every loop iteration. Consider prealloca...
<a href="#">59</a>	The variable 'coloredY2' appears to change size on every loop iteration. Consider prealloca...
<a href="#">65</a>	Using ISEMPTY is usually faster than comparing LENGTH to 0.
<a href="#">65</a>	Using ISEMPTY is usually faster than comparing LENGTH to 0.
<a href="#">67</a>	The value assigned to variable 'ranY' might be unused.
<a href="#">121</a>	The variable 'coloredX2' appears to change size on every loop iteration. Consider prealloca...
<a href="#">122</a>	The variable 'coloredY2' appears to change size on every loop iteration. Consider prealloca...
<a href="#">123</a>	The value assigned to variable 'find' might be unused.

Coverage results	
<a href="#">Show coverage for parent folder</a>	
Total lines in function	130
Non-code lines (comments, blank lines)	38
Code lines (lines that can run)	92
Code lines that did run	89
Code lines that did not run	3
Coverage (did run/can run)	96.74 %

Function listing

Time	Calls	Line	
		1	function [randX, randY] = randPick(imageGS)
		2	% параметры устройства
< 0.001	1000	3	d = 0.0003;      % диаметр отверстия
< 0.001	1000	4	t = 0.00005;     % толщина отверстия
< 0.001	1000	5	h = 0.0007;     % высота отверстия
		6	
0.058	1000	7	format long
< 0.001	1000	8	height = 4.51e-3;     % Размеры матрицы
< 0.001	1000	9	width = 2.88e-3;
< 0.001	1000	10	pxW = 752;
< 0.001	1000	11	pxH = 480;
< 0.001	1000	12	pxSize = width / pxW;
		13	
0.015	1000	14	angle = deg2rad(0 : 359);           % вспомогательный массив углов
0.023	1000	15	defCircleX = (d/2) * cos(angle);           % координата x контура пятна
0.009	1000	16	defCircleY = (d/2) * sin(angle);           % координата y контура пятна
0.004	1000	17	xPx = ceil((defCircleX + width/2) / pxSize);   % x - контур пятна в пикселях
0.003	1000	18	yPx = ceil((defCircleY + height/2) / pxSize);   % y - контур пятна в пикселях
0.003	1000	19	defPxRadius = ceil((max(xPx) - min(xPx)) / 2);
		20	
< 0.001	1000	21	columns = 752;
< 0.001	1000	22	rows = 480;
0.003	1000	23	x = 1:columns;
0.002	1000	24	y = 1:rows;
		25	
< 0.001	1000	26	coloredX2 = [];
< 0.001	1000	27	coloredY2 = [];
		28	
< 0.001	1000	29	currentX = 0;
< 0.001	1000	30	currentY = 0;
		31	
< 0.001	1000	32	find = false;
0.030	1000	33	repeat = zeros(pxH, pxW);
		34	
		35	% поиск первой точки пятна
< 0.001	1000	36	iter = 1;
< 0.001	1000	37	while(find == 0)
0.048	1313680	38	if (iter > 10000)
< 0.001	107	39	break;
0.049	1313573	40	end
1.860	1313573	41	randX = randi(columns, 1);
1.451	1313573	42	randY = randi(rows, 1);
		43	
0.303	1313573	44	if (repeat(randY, randX) == 1)
2.097	15529	45	if (any(repeat(:) == 0))
0.003	15529	46	continue;
		47	else break;
		48	end
0.046	1298044	49	end
		50	
0.057	1298044	51	repeat(randY, randX) = 1;
		52	%       repeat(end + 1) = [randX, randY];
		53	
		54	%       repeatX(end + 1) = randX;
		55	%       repeatY(end + 1) = randY;
		56	
3.988	1298044	57	if(squeeze(imageGS(randY, randX, :)) ~= 0)
0.009	893	58	coloredX2(end + 1) = randX;
0.003	893	59	coloredY2(end + 1) = randY;
< 0.001	893	60	find = true;
0.041	1298044	61	end
0.046	1298044	62	iter = iter + 1;
0.064	1298044	63	end
		64	
< 0.001	1000	65	if (length(coloredX2) == 0    length(coloredY2) == 0)
< 0.001	107	66	randX = 0;
< 0.001	107	67	randY = 0;
0.025	107	68	return;
< 0.001	893	69	end
		70	% Т.К. ПОЛУЧЕННОЕ ПЯТНО 100% МЕНЬШЕ ЧЕМ ТО, ЧТО ПОЛУЧАЕТСЯ БЕЗ НАКЛОНА

		71	% МАТРИЦЫ МОЖНО ПОИСКАТЬ ПИКСЕЛИ В ПРЕДЕЛАХ ДИАМЕТРА НЕИЗМЕНЁНОГО КРУГА
		72	% В 4 КВАДРАНТАХ
		73	
		74	% левый верхний квадрат граница
< 0.001	893	<u>75</u>	leftTopX = coloredX2(1) - defPxRadius * 2;
< 0.001	893	<u>76</u>	leftTopY = coloredY2(1) - defPxRadius * 2;
		77	% левый нижний квадрат граница
< 0.001	893	<u>78</u>	leftBottomX = coloredX2(1) - defPxRadius * 2;
< 0.001	893	<u>79</u>	leftBottomY = coloredY2(1) + defPxRadius * 2;
		80	% правый верхний квадрат граница
< 0.001	893	<u>81</u>	rightTopX = coloredX2(1) + defPxRadius * 2;
< 0.001	893	<u>82</u>	rightTopY = coloredY2(1) - defPxRadius * 2;
		83	% правый нижний квадрат
< 0.001	893	<u>84</u>	rightBottomX = coloredX2(1) + defPxRadius * 2;
< 0.001	893	<u>85</u>	rightBottomY = coloredY2(1) + defPxRadius * 2;
		86	
0.001	893	<u>87</u>	quadroPositionsX = [leftTopX, rightTopX, rightBottomX, leftBottomX];
< 0.001	893	<u>88</u>	quadroPositionsY = [leftTopY, rightTopY, rightBottomY, leftBottomY];
		89	
		90	% проверка не выходят ли координаты за границы матрицы, если выходят ставим
		91	% = размер матрицы или 0
0.001	893	<u>92</u>	for i = 1 : 4
< 0.001	3572	<u>93</u>	if (quadroPositionsX(i) <= 0)
< 0.001	32	<u>94</u>	quadroPositionsX(i) = 1;
< 0.001	3540	<u>95</u>	else
< 0.001	3540	<u>96</u>	if (quadroPositionsX(i) > pxW)
< 0.001	22	<u>97</u>	quadroPositionsX(i) = pxW - 1;
< 0.001	3540	<u>98</u>	end
< 0.001	3572	<u>99</u>	end
< 0.001	3572	<u>100</u>	if (quadroPositionsY(i) <= 0)
< 0.001	96	<u>101</u>	quadroPositionsY(i) = 1;
< 0.001	3476	<u>102</u>	else
< 0.001	3476	<u>103</u>	if (quadroPositionsY(i) > pxH)
< 0.001	76	<u>104</u>	quadroPositionsY(i) = pxH - 1;
< 0.001	3476	<u>105</u>	end
< 0.001	3572	<u>106</u>	end
0.002	3572	<u>107</u>	end
		108	
		109	% imageProcessed(leftTopY:rightTopY, leftTopX:rightTopX, [2 2 2]) = 5;
		110	% imageProcessed(rightTopY:rightBottomY, rightTopX:rightBottomX, [2 2 2]) = 5;
		111	% imageProcessed(rightBottomY:leftBottomY, leftBottomX:rightBottomX, [2 2 2]) = 5;
		112	% imageProcessed(leftTopY:leftBottomY, leftBottomX:leftTopX, [2 2 2]) = 5;
		113	
		114	
< 0.001	893	<u>115</u>	for i = quadroPositionsX(1) : quadroPositionsX(3)
0.015	142836	<u>116</u>	for j = quadroPositionsY(1) : quadroPositionsY(3)
0.889	22457164	<u>117</u>	if (i <= 0    j <= 0)
		118	continue;
0.723	22457164	<u>119</u>	end
58.316	22457164	<u>120</u>	if(squeeze(imageGS(j, i, :)) ~= 0)
0.362	1483652	<u>121</u>	coloredX2(end + 1) = i;
0.267	1483652	<u>122</u>	coloredY2(end + 1) = j;
0.054	1483652	<u>123</u>	find = true;
0.700	22457164	<u>124</u>	end
0.832	22457164	<u>125</u>	end
0.010	142836	<u>126</u>	end
		127	
0.003	893	<u>128</u>	randX = ceil(sum(coloredX2) / length(coloredX2));
0.001	893	<u>129</u>	randY = ceil(sum(coloredY2) / length(coloredY2));
0.106	893	<u>130</u>	end