

brutForce (Calls: 1000, Time: 535.417 s)

Generated 28-дек.-2020 05:25:47 using performance time.
Function in file C:\Users\yarba\Desktop\ДО\course_4\code\brutForce.m
[Copy to new window for comparing multiple runs](#)

Parents (calling functions)		
Function Name	Function Type	Calls
ImageProcessing	Script	1000

Lines that take the most time					
Line Number	Code	Calls	Total Time (s)	% Time	Time Plot
34	if(squeeze(imageGS(j, i, :)) ~= 0)	208981920	520.624	97.2%	<div></div>
42	end	208981920	6.964	1.3%	
41	end	208981920	6.759	1.3%	
35	coloredX(end + 1) = i;	1484025	0.370	0.1%	
36	coloredY(end + 1) = j;	1484025	0.255	0.0%	
All other lines			0.445	0.1%	
Totals			535.417	100%	

Children (called functions)

Function Name	Function Type	Calls	Total Time (s)	% Time	Time Plot
squeeze	Function	208981920	186.806	34.9%	<div></div>
deg2rad	Function	1000	0.006	0.0%	
Self time (built-ins, overhead, etc.)			348.605	65.1%	<div></div>
Totals			535.417	100%	

Code Analyzer results	
Line Number	Message
4	The value assigned to variable 't' might be unused.
5	The value assigned to variable 'h' might be unused.
11	The value assigned to variable 'pxH' might be unused.
18	The value assigned to variable 'yPx' might be unused.
19	The value assigned to variable 'defPxRadius' might be unused.
23	The value assigned to variable 'x' might be unused.
24	The value assigned to variable 'y' might be unused.
35	The variable 'coloredX' appears to change size on every loop iteration. Consider preallocat...
36	The variable 'coloredY' appears to change size on every loop iteration. Consider preallocat...
57	Using ISEMPTY is usually faster than comparing LENGTH to 0.
57	Using ISEMPTY is usually faster than comparing LENGTH to 0.

Coverage results	
Show coverage for parent folder	
Total lines in function	70
Non-code lines (comments, blank lines)	21
Code lines (lines that can run)	49
Code lines that did run	49
Code lines that did not run	0
Coverage (did run/can run)	100.00 %

Function listing			
Time	Calls	Line	
		1	function [brutX, brutY] = brutForce(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	<u>5</u>	h = 0.0007; % высота отверстия
		6	
0.055	1000	<u>7</u>	format long
< 0.001	1000	<u>8</u>	height = 4.51e-3; % Размеры матрицы
< 0.001	1000	<u>9</u>	width = 2.88e-3;
< 0.001	1000	<u>10</u>	pxW = 752;
< 0.001	1000	<u>11</u>	pxH = 480;
< 0.001	1000	<u>12</u>	pxSize = width / pxW;
		13	
0.013	1000	<u>14</u>	angle = <u>deg2rad</u> (0 : 359); % вспомогательный массив углов
0.017	1000	<u>15</u>	defCircleX = (d/2) * cos(angle); % координата x контура пятна
0.009	1000	<u>16</u>	defCircleY = (d/2) * sin(angle); % координата y контура пятна
0.004	1000	<u>17</u>	xPx = ceil((defCircleX + width/2) / pxSize); % x - контур пятна в пикселях
0.004	1000	<u>18</u>	yPx = ceil((defCircleY + height/2) / pxSize); % y - контур пятна в пикселях
0.003	1000	<u>19</u>	defPxRadius = ceil((max(xPx) - min(xPx)) / 2);
		20	
< 0.001	1000	<u>21</u>	columns = 752;
< 0.001	1000	<u>22</u>	rows = 480;
0.003	1000	<u>23</u>	x = 1:columns;
0.002	1000	<u>24</u>	y = 1:rows;
		25	
< 0.001	1000	<u>26</u>	coloredX = [];
< 0.001	1000	<u>27</u>	coloredY = [];
		28	
< 0.001	1000	<u>29</u>	isFlag = false;
< 0.001	1000	<u>30</u>	isFlag2 = false;
		31	
< 0.001	1000	<u>32</u>	for i = 1 : columns
0.036	435379	<u>33</u>	for j = 1 : rows
520.624	208981920	<u>34</u>	if(<u>squeeze</u> (imageGS(j, i, :)) ~= 0)
0.370	1484025	<u>35</u>	coloredX(end + 1) = i;
0.255	1484025	<u>36</u>	coloredY(end + 1) = j;
0.053	1484025	<u>37</u>	isFlag2 = true;
0.052	1484025	<u>38</u>	if (length(coloredX) == 1)
< 0.001	893	<u>39</u>	isFlag = true;
0.052	1484025	<u>40</u>	end
6.759	208981920	<u>41</u>	end
6.964	208981920	<u>42</u>	end
0.034	435379	<u>43</u>	if (isFlag)
0.003	41762	<u>44</u>	if (~isFlag2)
< 0.001	892	<u>45</u>	break;
0.003	40870	<u>46</u>	end
0.029	434487	<u>47</u>	end
0.017	434487	<u>48</u>	isFlag2 = false;
0.033	434487	<u>49</u>	end
		50	
		51	% if (length(coloredX) ~= 0 && length(coloredY) ~= 0)
		52	
		53	% for i = 1 : length(coloredX)
		54	% imageProcessed(coloredY(i), coloredX(i), [2 2 2]) = 1;
		55	% end
		56	
< 0.001	1000	<u>57</u>	if (length(coloredX) == 0 length(coloredY) == 0)
< 0.001	107	<u>58</u>	brutX = 0;
< 0.001	107	<u>59</u>	brutY = 0;
< 0.001	107	<u>60</u>	return;
< 0.001	893	<u>61</u>	end
0.002	893	<u>62</u>	brutX = ceil(sum(coloredX) / length(coloredX));
0.001	893	<u>63</u>	brutY = ceil(sum(coloredY) / length(coloredY));
		64	% if (ansX > 0 && ansX <= pxW)
		65	% if (ansY > 0 && ansY <= pxH)
		66	% imageProcessed(yAns1, xAns1, [2 1 2]) = 5;
		67	% end
		68	% end
		69	% end
0.010	893	<u>70</u>	end