randPick (Calls: 500, Time: 1.944 s)

Generated 01-июн.-2021 13:43:50 using performance time. Function in file <u>E:\course_4\code\randPick.m</u>
<u>Copy to new window for comparing multiple runs</u>

Parents (calling functions)

| Function | on Name | Function Type | Calls |
|---------------|------------|---------------|-------|
| <u>Imagel</u> | Processing | Script | 500 |

Lines that take the most time

| Line Number | Code | Calls | Total Time (s) | % Time | Time Plot |
|-----------------|------------------------|---------|-------------------|--------|-----------|
| <u>74</u> | if(imageGS(y, x) ~= 0) | 5482486 | 0.210 | 10.8% | |
| <u>89</u> | end | 5462005 | 0.184 | 9.5% | |
| <u>73</u> | end | 5482486 | 0.181 | 9.3% | |
| <u>71</u> | if (y <= 0 x <= 0) | 5482486 | 0.180 | 9.3% | |
| 88 | end | 5462005 | 0.177 | 9.1% | |
| All other lines | | | 1.012 | 52.1% | |
| Totals | | | 1.944 | 100% | |

Children (called functions)

| Function Name | Function Type | Calls | Total Time (s) | % Time | Time Plot |
|---------------------------------------|---------------|-------|----------------|--------|-----------|
| deg2rad | Function | 500 | 0.005 | 0.3% | |
| Self time (built-ins, overhead, etc.) | | | 1.939 | 99.7% | |
| Totals | | | 1.944 | 100% | |

Code Analyzer results

| Line Number | Message |
|-------------|---|
| 18 | The value assigned to variable 'yPx' might be unused. |
| <u>21</u> | If you intend to specify expression precedence, use parentheses () instead of brackets []. |
| <u>22</u> | If you intend to specify expression precedence, use parentheses () instead of brackets []. |
| <u>75</u> | The variable 'coloredX' appears to change size on every loop iteration. Consider preallocat |
| <u>76</u> | The variable 'coloredY' appears to change size on every loop iteration. Consider preallocat |

Coverage results

Show coverage for parent folder

| Total lines in function | 99 |
|--|---------|
| Non-code lines (comments, blank lines) | 25 |
| Code lines (lines that can run) | 74 |
| Code lines that did run | 72 |
| Code lines that did not run | 2 |
| Coverage (did run/can run) | 97.30 % |

Function listing

| Time | Calls | Line | | | |
|---------|-------|-----------|--|--|--|
| | | 1 | <pre>function [randX, randY] = randPick(imageGS, spotX, spotY)</pre> | | |
| | | 2 | | | |
| | | 3 | % параметры устройства | | |
| < 0.001 | 500 | 4 | d = 0.0003; % диаметр отверстия | | |
| | | 5 | | | |
| 0.062 | 500 | <u>6</u> | format long | | |
| < 0.001 | 500 | <u>7</u> | height = 4e-3; | | |
| < 0.001 | 500 | <u>8</u> | width = 4e-3; | | |
| | | 9 | | | |
| < 0.001 | 500 | <u>10</u> | <pre>pxH = length(imageGS);</pre> | | |
| 0.005 | 500 | 11 | <pre>pxW = length(imageGS(1, :));</pre> | | |
| < 0.001 | 500 | 12 | <pre>pxSize = width / pxW;</pre> | | |
| | | 13 | | | |

```
angle = deg2rad(0 : 359);
                                                                                  % вспомогательный массив углов
 0.018
                    500
                                  15
                                           defCircleX = (d/2) * cos(angle);
                                                                                            % координата х контура пятна
 0.007
                    500
                                  16
                                           defCircleY = (d/2) * sin(angle);
                                                                                            % координата у контура пятна
 0.003
                    500
                                  17
                                           xPx = ceil((defCircleX + width/2) / pxSize); % x - контур пятна в пикселях
 0.003
                    500
                                  18
                                           yPx = ceil((defCircleY + height/2) / pxSize); % y - контур пятна в пикселях
 0.002
                    500
                                  <u>19</u>
                                           defPxRadius = ceil((max(xPx) - min(xPx)) / 2);
< 0.001
                    500
                                  <u>21</u>
                                           coloredX = [spotX];
< 0.001
                    500
                                  22
                                           coloredY = [spotY];
                                  24
                                           % Т.К. ПОЛУЧЕННОЕ ПЯТНО 100% МЕНЬШЕ ЧЕМ ТО, ЧТО ПОЛУЧАЕТСЯ БЕЗ НАКЛОНА
                                           % MATPULIA MOЖНО ПОИСКАТЬ ПИКСЕЛИ В ПРЕЛЕЛАХ ЛИАМЕТРА НЕИЗМЕННЁНОГО КРУГА
                                           % в 4 квалрантах
                                  26
                                  28
                                           % левый верхний квадрат граница
< 0.001
                    500
                                           leftTopX = coloredX(1) - defPxRadius * 2;
                                  29
< 0.001
                    500
                                           leftTopY = coloredY(1) - defPxRadius * 2;
                                  30
                                  31
                                           % левый нижний квадрат граница
< 0.001
                    500
                                           leftBottomX = coloredX(1) - defPxRadius * 2;
                                  32
< 0.001
                    500
                                           leftBottomY = coloredY(1) + defPxRadius * 2;
                                  33
                                  34
                                           % правый верхний квадрат граница
< 0.001
                    500
                                           rightTopX = coloredX(1) + defPxRadius * 2;
                                  35
                                           rightTopY = coloredY(1) - defPxRadius * 2;
< 0.001
                    500
                                  36
                                  37
                                           % правый нижний квадрат
< 0.001
                    500
                                  38
                                           rightBottomX = coloredX(1) + defPxRadius * 2;
< 0.001
                    500
                                  39
                                           rightBottomY = coloredY(1) + defPxRadius * 2;
                                  40
< 0.001
                    500
                                           quadroPositionsX = [leftTopX, rightTopX, rightBottomX, leftBottomX];
                                  41
< 0.001
                    500
                                           quadroPositionsY = [leftTopY, rightTopY, rightBottomY, leftBottomY];
                                  42
                                  43
                                  44
                                           % проверка не выходят ли координаты за границы матрицы, если выходят ставим
                                  45
                                           % = размер матрицы или 0
< 0.001
                    500
                                           for i = 1 : 4
                                  46
< 0.001
                   2000
                                              if (quadroPositionsX(i) <= 0)</pre>
                                  47
 0.001
                    108
                                                 quadroPositionsX(i) = 1;
                                  48
< 0.001
                   1892
                                  49
                                              else
< 0.001
                   1892
                                                   if (quadroPositionsX(i) > pxW)
                                  50
< 0.001
                      8
                                                       quadroPositionsX(i) = pxW;
                                  51
< 0.001
                   1892
                                  52
                                                  end
< 0.001
                   2000
                                              end
                                  53
< 0.001
                   2000
                                  54
                                              if (quadroPositionsY(i) <= 0)</pre>
< 0.001
                    112
                                  55
                                                  quadroPositionsY(i) = 1;
< 0.001
                   1888
                                  56
                                              else
< 0.001
                   1888
                                  57
                                                   if (quadroPositionsY(i) > pxH)
< 0.001
                     10
                                  <u>58</u>
                                                       quadroPositionsY(i) = pxH;
                   1888
< 0.001
                                  <u>59</u>
                                                  end
< 0.001
                   2000
                                  60
                                              end
                   2000
 0.002
                                  61
                                  62
< 0.001
                    500
                                  63
                                           isFlag = false;
                    500
                                           isFlag2 = false;
< 0.001
                                  64
< 0.001
                    500
                                           coloredX = [];
                                  65
< 0.001
                    500
                                           coloredY = [];
                                  66
< 0.001
                    500
                                           for y = quadroPositionsY(1) : quadroPositionsY(3)
                                  68
 0.002
                  55206
                                  69
                                               columnFlag = false;
 0.004
                  55206
                                  <u>70</u>
                                              for x = quadroPositionsX(1) : quadroPositionsX(3)
 0.180
                5482486
                                  71
                                                   if (y <= 0 || x <= 0)
                                  72
                                                      continue;
 0.181
                5482486
                                  <u>73</u>
 0.210
                5482486
                                                    if(imageGS(y, x) \sim 0)
                                  74
 0.169
                 746802
                                  <u>75</u>
                                                        coloredX(end + 1) = x;
 0.125
                 746802
                                  76
                                                        coloredY(end + 1) = y;
                                  77
                                        columnFlag = true;
 0.023
                 746802
                                  78
 0.023
                 746802
                                  79
                                            isFlag2 = true;
                                  80
 0.024
                 746802
                                  81
                                                        if (length(coloredX) == 2)
< 0.001
                    450
                                  82
                                                           isFlag = true;
 0.022
                 746802
                                  83
                                       end
```

0.012

500

14

```
4735684
                                                      if (columnFlag)
 0.156
                                85
 0.001
                 20481
                                86
                                                         break;
               4715203
 0.154
                                87
                                                 end
 0.177
               5462005
                                88
               5462005
                                            end
 0.184
                                89
                 55206
 0.002
                                90
                                            if (isFlag)
                 35978
                                               if (~isFlag2)
 0.001
                                91
                                92
                                                 break;
 0.001
                 35978
                                93
                                               end
 0.002
                 55206
                                94
                                            end
                 55206
 0.004
                                95
                                         end
                                96
                                         randX = ceil(sum(coloredX) / length(coloredX));
 0.002
                   500
                                97
                   500
                                         randY = ceil(sum(coloredY) / length(coloredY));
< 0.001
                                98
 0.010
                   500
                                99
                                    end
```