./main.rel
Total samples: 59219
Focusing on: 59219
Dropped nodes with <= 296 abs(samples)
Dropped edges with <= 59 samples

```
                                                              _start
                                                              0 (0.0%)
                                                             of 410 (0.7%)
                                                                  │
                                                                 410
                                                                  ▼
                                                        __libc_start_main_impl
                                                              0 (0.0%)
                                                             of 410 (0.7%)
                                                                  │
                                                                 410
                                                                  ▼
                                                        __libc_start_call_main
                                                              0 (0.0%)
                                                             of 410 (0.7%)
                                                                  │
                                                                 410
                                                                  ▼
            __clone3                                            main
            0 (0.0%)                                          0 (0.0%)
          of 58809 (99.3%)                                  of 410 (0.7%)
                │                                                │
              58809                                             404
                ▼                                                ▼
          start_thread                                        Camera
            0 (0.0%)                                          render
          of 58809 (99.3%)                                   0 (0.0%)
                │                                           of 404 (0.7%)
              58809                                             404
                ▼                                                ▼
     omp_fulfill_event@@OMP_5.0.1                    GOMP_parallel@@GOMP_4.0
            0 (0.0%)                                          0 (0.0%)
          of 58809 (99.3%)                                 of 404 (0.7%)
                │                                                │
              58791                                             404
                ▼                                                ▼
                      Camera
                      render
                      [clone
                    ._omp_fn.0]
                    157 (0.3%)
                  of 59195 (100.0%)
                        │
                      58478
                        ▼
                      Camera
                     ray_color                                89233
                      [clone
                     .isra.0]
                    8078 (13.6%)
                   of 58478 (98.7%)
```

Camera
ray_color
[clone
.isra.0]
8078 (13.6%)
of 58478 (98.7%)

1350   48382   395   560

Sphere
hit_by
48382 (81.7%)

Lambertian
scatter
205 (0.3%)
of 1350 (2.3%)

134

133

Metal
scatter
78 (0.1%)
of 395 (0.7%)

1012

259

Vec3D
unit_vector
339 (0.6%)

rand_double
1283 (2.2%)
of 1850 (3.1%)

567

std
mersenne_twister_engine
_M_gen_rand
567 (1.0%)