SoftBodyTetris
Total samples: 5431
Focusing on: 5431
Dropped nodes with <= 27 abs(samples)
Dropped edges with <= 5 samples

Hop
System
Physics
CellList
handleObjectObjectCollisions
75 (1.4%)
of 1631 (30.0%)

Hop
System
Physics
CellList
cellCollisions
495 (9.1%)
of 1419 (26.1%)

Hop
System
Physics
CellList
populate
128 (2.4%)
of 129 (2.4%)

Hop
System
Physics
SpringDashpot
handleObjectWorldCollision@4c1b60
190 (3.5%)
of 2328 (42.9%)

Hop
System
Physics
SpringDashpot
handleObjectObjectCollision
338 (6.2%)
of 549 (10.1%)

Hop
System
Physics
SpringDashpot
tileBoundariesCollision
65 (1.2%)
of 533 (9.9%)

Hop
System
Physics
SpringDashpot
neighbourTilesCollision
192 (3.5%)
of 1105 (20.3%)

Hop
System
Physics
SpringDashpot
tileCollision
723 (13.3%)
of 787 (14.5%)

Hop
World
TileWorld
worldToTileData
251 (4.6%)
of 292 (5.4%)

Hop
World
TileWorld
northBounds
82 (1.5%)

Hop
World
TileWorld
southBounds
79 (1.5%)

Hop
World
TileWorld
eastBounds
75 (1.4%)

Hop
World
TileWorld
westBounds
65 (1.2%)

Hop
World
TileWorld
tileType
243 (4.5%)

Hop
World
TileWorld
neighbourTileData
80 (1.5%)
of 94 (1.7%)

Hop
World
AbstractWorld
worldToTile
48 (0.9%)

Hop
System
CollisionMesh
updateWorldMeshRigid
44 (0.8%)
of 102 (1.9%)

Hop
System
Physics
CollisionMesh
momentOfInertia
35 (0.6%)
of 56 (1.0%)

Hop
System
Physics
CollisionMesh
computeRadius
61 (1.1%)

Hop
Debugging
CollisionMeshDebug
drawMeshes
53 (1.0%)
of 466 (8.6%)

google
dense_hashtable
find_or_insert
377 (6.9%)

std
_Sp_counted_base
_M_release
269 (5.0%)

__dynamic_cast@CXXABI_1.3
102 (1.9%)
of 152 (2.8%)

operator new@GLIBCXX_3.4
of 147 (2.7%)

_nv041glcore
68 (1.3%)
of 272 (5.0%)

_nv04glcore
70 (1.3%)
of 164 (3.0%)

vk_optimusGetDeviceProcAddr
13 (0.6%)
of 112 (2.1%)