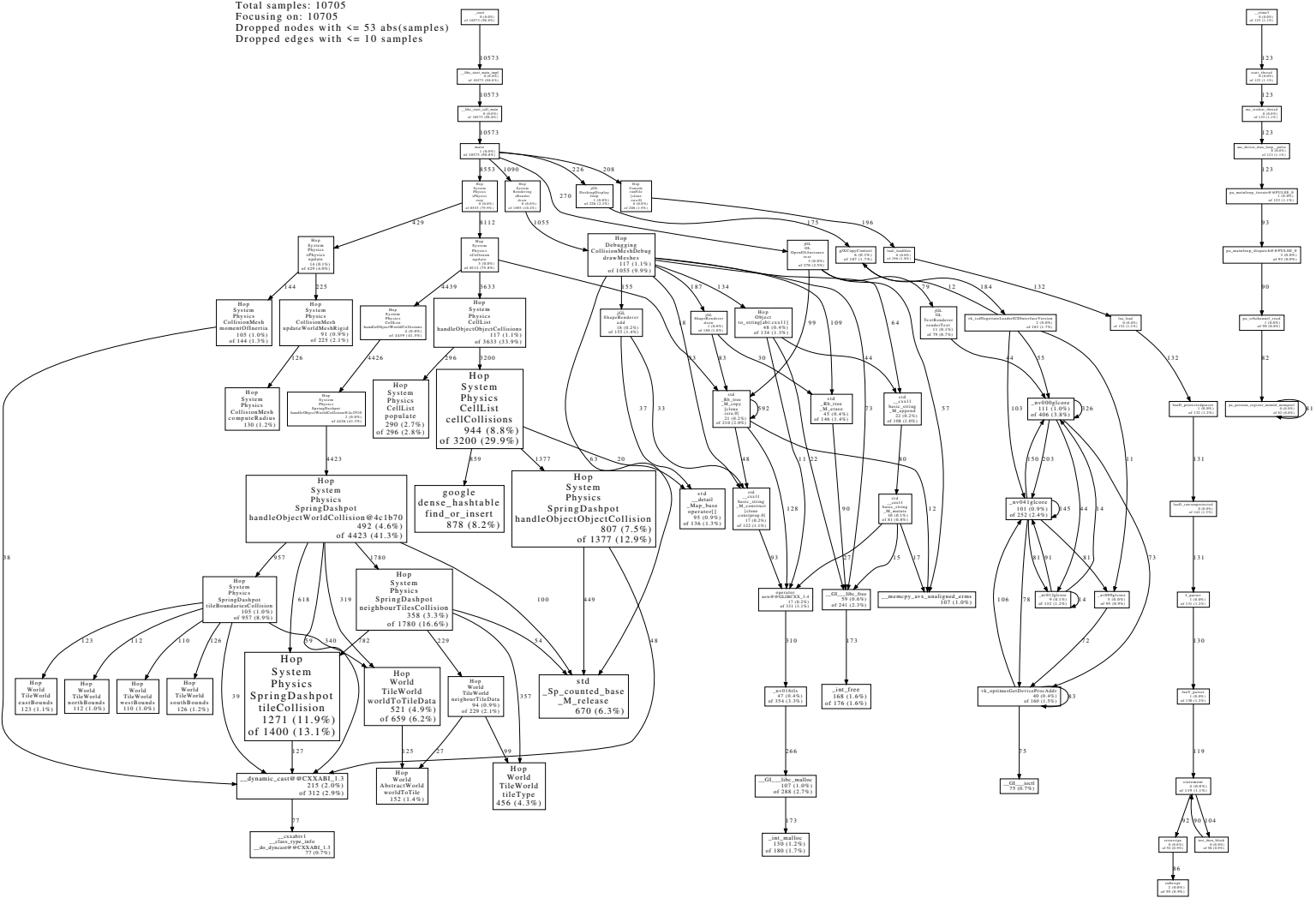
SoftBodyTetris
Total samples: 10705
Focusing on: 10705
Dropped nodes with <= 53 abs(samples)
Dropped edges with <= 10 samples


__start
0x0173 (98.6%)
of 10573 (98.6%)
10573
__libc_start_main_impl
0x0173 (98.6%)
of 10573 (98.6%)
10573
__libc_start_call_main
0x0173 (98.6%)
of 10573 (98.6%)
10573
main
0x0173 (98.6%)
of 10573 (98.6%)
8553
1090
226
208
270
Hop
System
Physics
CollisionMesh
updateWorldAabbRigid
225
11 (0.9%)
of 225 (2.1%)
Hop
System
Physics
CellList
handleObjectWorldCollisions
117 (1.1%)
of 3633 (33.9%)
Hop
Debugging
CollisionMeshDebug
drawMeshes
117 (1.1%)
of 1055 (9.9%)
glX
GLX
glXCopyContext
0x0000 (0.0%)
of 187 (1.7%)
Hop
System
Physics
CellList
populate
290 (2.7%)
of 296 (2.8%)
Hop
System
Physics
CellList
cellCollisions
944 (8.8%)
of 3200 (29.9%)
Hop
System
Physics
SpringDashpot
handleObjectWorldCollision@4c1b70
492 (4.6%)
of 4423 (41.3%)
google
dense_hashtable
find_or_insert
878 (8.2%)
Hop
System
Physics
SpringDashpot
handleObjectObjectCollision
807 (7.5%)
of 1377 (12.9%)
Hop
System
Physics
SpringDashpot
tileBoundarieCollision
105 (1.0%)
of 957 (8.9%)
Hop
System
Physics
SpringDashpot
neighbourTilesCollision
358 (3.3%)
of 1780 (16.6%)
Hop
World
TileWorld
northBounds
112 (1.0%)
Hop
World
TileWorld
westBounds
110 (1.0%)
Hop
World
TileWorld
southBounds
126 (1.2%)
Hop
System
Physics
SpringDashpot
tileCollision
1271 (11.9%)
of 1400 (13.1%)
Hop
World
TileWorld
worldToTileData
521 (4.9%)
of 659 (6.2%)
Hop
World
TileWorld
neighbourTileData
94 (0.9%)
of 229 (2.1%)
std
_Sp_counted_base
_M_release
670 (6.3%)
__dynamic_cast@@CXXABI_1.3
215 (2.0%)
of 312 (2.9%)
Hop
World
AbstractWorld
worldToTile
152 (1.4%)
Hop
World
TileWorld
tileType
456 (4.3%)
__cxxabiv1
__class_type_info
__do_dynicast@@CXXABI_1.3
77 (0.7%)
__libc_malloc
107 (1.0%)
of 288 (2.7%)
__int_free
168 (1.6%)
of 176 (1.6%)
__int_malloc
130 (1.2%)
of 180 (1.7%)
__GI___libc_free
59 (0.6%)
of 241 (2.3%)
__memcpy_avx_unaligned_erms
107 (1.0%)
std
__ostream_insert@@GLIBCXX_3.4
17 (0.2%)
of 314 (3.0%)
std
__detail
_Map_base
operator[]
95 (0.9%)
of 136 (1.3%)
std
_Rb_tree
_M_copy
[clone
.isra.0]
15 (0.2%)
of 319 (3.0%)
std
_Rb_tree
_M_erase
45 (0.4%)
of 146 (1.4%)
std
__cxx11
basic_string
_M_mutate
22 (0.2%)
of 108 (1.0%)
std
__cxx11
basic_string
_M_construct
[clone
.constprop.0]
17 (0.2%)
of 152 (1.4%)
std
__cxx11
basic_string
_M_mutate
16 (0.1%)
of 91 (0.8%)
Hop
Object
to_string[abi:cxx11]
0x0000 (0.4%)
of 128 (1.2%)
Hop
System
Rendering
Shader
draw
0 (0.0%)
of 1005 (9.3%)
Hop
Console
readline
0x0000
(void)
0 (0.0%)
of 208 (1.9%)
glX
DestroyDisplay
0x0000
0 (0.0%)
of 224 (2.1%)
glX
GLX
OpenGLInstance
0x0000
0 (0.0%)
of 270 (2.5%)
__libc_malloc@@GLIBC_2.4
17 (0.2%)
of 314 (2.9%)
_nvoltiris
47 (0.4%)
of 354 (3.3%)
__GI___libc_malloc
107 (1.0%)
of 288 (2.7%)
__int_malloc
130 (1.2%)
of 180 (1.7%)
__int_free
168 (1.6%)
of 176 (1.6%)
__GI___libc_free
59 (0.6%)
of 241 (2.3%)
__memcpy_avx_unaligned_erms
107 (1.0%)
__nvoltiris
0 (0.0%)
of 354 (3.3