

### HW 1.C for 1.a.ii (Magnitude Neutralization)

1.c) We believe that the Fast Fourier Transform will be the most time consuming.

1.c.i) This table is based on one function call per image. Not a combined time for all three images.  
Also to note, these runtimes can vary widely each time the program is run.

Code Block	Elapsed Time (averaged over 4 runs)
Imread image	0.585700 E-02 seconds
Convert to Double type	0.326500 E-02 seconds
Convert to Grayscale	0.183425 E-02 seconds
2-D FFT	1.012050 E-02 seconds
Neutralizing the Magnitude	1.249530 E-02 seconds
2-D Inverse FFT	1.309500 E-02 seconds
Calculate Plot Limits to graph	1.752750 E-02 seconds

1.c.ii.2) fft2 and ifft2 each took 0.009 s and 0.006 s to run. Based off of one run.

## Profile Summary

Generated 01-Mar-2018 17:11:12 using performance time.

Function Name	Calls	Total Time	Self Time*	Total Time Plot (dark band = self time)
<a href="#">HW1_1_a_ii</a>	1	0.104 s	0.016 s	
<a href="#">imread</a>	3	0.054 s	0.007 s	
<a href="#">imread&gt;call_format_specific_reader</a>	3	0.042 s	0.001 s	
<a href="#">imagesci\private\readbmp</a>	3	0.040 s	0.001 s	
<a href="#">imagesci\private\limbmpinfo</a>	3	0.030 s	0.003 s	
<a href="#">...\limbmpinfo&gt;initializeBMPIInfoStruct</a>	3	0.019 s	0.001 s	
<a href="#">ima...\private\initializeMetadataStruct</a>	3	0.018 s	0.002 s	
<a href="#">datestr</a>	3	0.016 s	0.002 s	
<a href="#">timefun\private\dateformverify</a>	3	0.014 s	0.001 s	
<a href="#">timefun\private\formatdate</a>	3	0.012 s	0.007 s	
<a href="#">close</a>	1	0.011 s	0.003 s	
<a href="#">ifft2</a>	3	0.009 s	0.009 s	
<a href="#">imagesci\private\readbmpdata</a>	3	0.009 s	0.001 s	
<a href="#">ima...ivate\readbmpdata&gt;bmpReadData24</a>	3	0.008 s	0.004 s	
<a href="#">close&gt;safegetchildren</a>	1	0.007 s	0.001 s	
<a href="#">imagesci\private\limbmpinfo&gt;readBMPIInfo</a>	3	0.007 s	0.001 s	
<a href="#">fft2</a>	3	0.006 s	0.006 s	
<a href="#">allchild</a>	1	0.006 s	0.003 s	
<a href="#">imagesci\private\limbmpinfo&gt;readWin3xInfo</a>	3	0.006 s	0.002 s	
<a href="#">cnv2icudf</a>	3	0.005 s	0.005 s	
<a href="#">angle</a>	3	0.004 s	0.004 s	
<a href="#">rgb2gray</a>	3	0.003 s	0.002 s	
<a href="#">...te\limbmpinfo&gt;readWin3xBitmapHeader</a>	3	0.003 s	0.002 s	
<a href="#">ima...ivate\readbmpdata&gt;readFromFile</a>	3	0.003 s	0.002 s	
<a href="#">fileparts</a>	3	0.003 s	0.002 s	

<a href="#">onCleanup&gt;onCleanup.delete</a>	7	0.002 s	0.001 s	
<a href="#">rot90</a>	3	0.002 s	0.002 s	
<a href="#">imread&gt;get_full_filename</a>	3	0.001 s	0.001 s	
<a href="#">imread&gt;parse_inputs</a>	3	0.001 s	0.001 s	
<a href="#">cell.ismember</a>	3	0.001 s	0.001 s	
<a href="#">ima...ate\libmpinfo&gt;readBMPFileHeader</a>	3	0.001 s	0.001 s	
<a href="#">imagesci\private\libmpinfo&gt;getSignature</a>	3	0.001 s	0.001 s	
<a href="#">rgb2gray&gt;parse_inputs</a>	3	0.001 s	0.001 s	
<a href="#">imagesci\private\libmpinfo&gt;postProcess</a>	3	0.001 s	0.001 s	
<a href="#">...set(rootobj,'ShowHiddenHandles',Temp)</a>	1	0.001 s	0.001 s	
<a href="#">...te\libmpinfo&gt;readVersion3xColormap</a>	3	0.001 s	0.001 s	
<a href="#">allchild&gt;getchildren</a>	1	0.001 s	0.001 s	
<a href="#">imagesci\private\getFileFromURL</a>	3	0.001 s	0.001 s	
<a href="#">onCleanup&gt;onCleanup.onCleanup</a>	7	0.001 s	0.001 s	
<a href="#">close&gt;request_close</a>	1	0.000 s	0.000 s	
<a href="#">uitools\private\allchildRootHelper</a>	1	0.000 s	0.000 s	
<a href="#">close&gt;getEmptyHandleList</a>	1	0.000 s	0.000 s	
<a href="#">close&gt;checkfigs</a>	1	0.000 s	0.000 s	
<a href="#">ima...vate\readbmpdata&gt;@()fclose(fid)</a>	3	0.000 s	0.000 s	
<a href="#">datestr&gt;getdateform</a>	3	0.000 s	0.000 s	
<a href="#">ispc</a>	3	0.000 s	0.000 s	
<a href="#">ima...ate\libmpinfo&gt;decodeCompression</a>	3	0.000 s	0.000 s	
<a href="#">ima...ivate\libmpinfo&gt;@()fclose(fid)</a>	3	0.000 s	0.000 s	