Function	Calls	MCycles	Avg	Self MCycles	Self Avg
⭐ /Main	1	30524.8251 (100%)	30524.8251	169.5595	169.5595
⊟ loop	302	30355.2656 (99%)	100.5141	1.9295	0.0064
⊟ void Window::update(...)	301	18192.5399 (60%)	60.4403	1.1025	0.0037
⊟ void Pulse::onFrame(...)	301	15630.5432 (51%)	51.9287	0.7415	0.0025
⊟ more boxes	301	12688.4674 (42%)	42.1544	1.2613	0.0042
⊟ void Pulse::onFace(...)	301	12685.8558 (42%)	42.1457	3.5512	0.0118
⊟ void EvmGdownIIR::onFrame(...)	301	8507.6548 (28%)	28.2646	2.8293	0.0094
pyrUp	300	3472.5267 (11%)	11.5751	3472.5267	11.5751
pyrDown	301	1988.4146 (7%)	6.6060	1988.4146	6.6060
convert to 8 bit	300	1603.1581 (5%)	5.3439	1603.1581	5.3439
add back to original frame	300	811.3654 (3%)	2.7046	811.3654	2.7046
convert to float	301	604.0527 (2%)	2.0068	604.0527	2.0068
temporal filter	300	23.2083 (0%)	0.0774	23.2083	0.0774
amplify	300	2.0904 (0%)	0.0070	2.0904	0.0070
first	1	0.0093 (0%)	0.0093	0.0093	0.0093
void cv::detrend(...)	301	1538.8180 (5%)	5.1124	1538.8180	5.1124
resize face box	301	1270.4278 (4%)	4.2207	1270.4278	4.2207
resize and draw face box back to frame	301	1214.4998 (4%)	4.0349	1214.4998	4.0349
drawing	301	104.8707 (0%)	0.3484	104.8707	0.3484
void cv::meanFilter(...)	301	30.0930 (0%)	0.1000	30.0930	0.1000
push back raw and timestamp	301	8.7693 (0%)	0.0291	8.7693	0.0291
void cv::normalization(...)	301	4.5634 (0%)	0.0152	4.5634	0.0152
shift raw and timestamp	201	2.0371 (0%)	0.0101	2.0371	0.0101
bpm	10	0.5708 (0%)	0.0571	0.5708	0.0571
⊟ void Pulse::Face::updateBox(...)	301	1.2164 (0%)	0.0040	1.1854	0.0039
void cv::interpolate(...)	301	0.0310 (0%)	0.0001	0.0310	0.0001
int Pulse::Face::nearestBox(...)	300	0.1339 (0%)	0.0004	0.1339	0.0004
detect faces	301	2941.3343 (10%)	9.7719	2941.3343	9.7719
imshow	301	2555.0751 (8%)	8.4886	2555.0751	8.4886
⊟ void Window::drawFps(...)	301	5.8191 (0%)	0.0193	0.2972	0.0010
fps drawing	301	5.2947 (0%)	0.0176	5.2947	0.0176
fps string	10	0.1285 (0%)	0.0128	0.1285	0.0128
⊟ bool Window::Fps::update()	301	0.0987 (0%)	0.0003	0.0830	0.0003
fps tick	10	0.0157 (0%)	0.0016	0.0157	0.0016
wait key	301	9892.1852 (32%)	32.8644	9892.1852	32.8644
capture	302	2268.6110 (7%)	7.5120	2268.6110	7.5120

Function	Calls	Self MCycles	Self Avg
⭐ Functions sorted by self time			
wait key	301	9892.1852 (32%)	32.8644
pyrUp	300	3472.5267 (11%)	11.5751
detect faces	301	2941.3343 (10%)	9.7719
imshow	301	2555.0751 (8%)	8.4886
capture	302	2268.6110 (7%)	7.5120
pyrDown	301	1988.4146 (7%)	6.6060
convert to 8 bit	300	1603.1581 (5%)	5.3439
void cv::detrend(...)	301	1538.8180 (5%)	5.1124
resize face box	301	1270.4278 (4%)	4.2207
resize and draw face box back to frame	301	1214.4998 (4%)	4.0349
add back to original frame	300	811.3654 (3%)	2.7046
convert to float	301	604.0527 (2%)	2.0068
/Main	1	169.5595 (1%)	169.5595
drawing	301	104.8707 (0%)	0.3484
void cv::meanFilter(...)	301	30.0930 (0%)	0.1000
temporal filter	300	23.2083 (0%)	0.0774
push back raw and timestamp	301	8.7693 (0%)	0.0291
fps drawing	301	5.2947 (0%)	0.0176
void cv::normalization(...)	301	4.5634 (0%)	0.0152
void Pulse::onFace(...)	301	3.5512 (0%)	0.0118
void EvmGdownIIR::onFrame(...)	301	2.8293 (0%)	0.0094
amplify	300	2.0904 (0%)	0.0070
shift raw and timestamp	201	2.0371 (0%)	0.0101
loop	302	1.9295 (0%)	0.0064
more boxes	301	1.2613 (0%)	0.0042
void Pulse::Face::updateBox(...)	301	1.1854 (0%)	0.0039
void Window::update(...)	301	1.1025 (0%)	0.0037
void Pulse::onFrame(...)	301	0.7415 (0%)	0.0025
bpm	10	0.5708 (0%)	0.0571
void Window::drawFps(...)	301	0.2972 (0%)	0.0010
int Pulse::Face::nearestBox(...)	300	0.1339 (0%)	0.0004
fps string	10	0.1285 (0%)	0.0128
bool Window::Fps::update()	301	0.0830 (0%)	0.0003
void cv::interpolate(...)	301	0.0310 (0%)	0.0001
fps tick	10	0.0157 (0%)	0.0016
first	1	0.0093 (0%)	0.0093