Function	Calls	MCycles	Avg	Self MCycles	Self Avg
⭐ /Main	1	26198.4978 (100%)	26198.4978	233.9525	233.9525
⊟ loop	302	25964.5453 (99%)	85.9753	1.7767	0.0059
wait key	301	12363.3849 (47%)	41.0744	12363.3849	41.0744
⊟ void Window::update(...)	301	11412.7939 (44%)	37.9163	1.2515	0.0042
⊟ void Pulse::onFrame(...)	301	9042.7736 (35%)	30.0424	1.1990	0.0040
⊟ equal or more boxes than faces	301	6080.1116 (23%)	20.1997	2.2855	0.0076
⊟ void Pulse::onFace(...)	301	6076.7600 (23%)	20.1886	3.9544	0.0131
⊟ void EvmGdownIIR::onFrame(...)	301	3638.0518 (14%)	12.0866	1.4819	0.0049
convert to 8 bit	300	1607.4122 (6%)	5.3580	1607.4122	5.3580
pyrUp	300	583.2825 (2%)	1.9443	583.2825	1.9443
convert to float	301	561.4179 (2%)	1.8652	561.4179	1.8652
pyrDown	301	510.0373 (2%)	1.6945	510.0373	1.6945
add back to original frame	300	361.6961 (1%)	1.2057	361.6961	1.2057
temporal filter	300	11.8974 (0%)	0.0397	11.8974	0.0397
amplify	300	0.7884 (0%)	0.0026	0.7884	0.0026
first	1	0.0381 (0%)	0.0381	0.0381	0.0381
void cv::detrend(...)	301	1552.5092 (6%)	5.1578	1552.5092	5.1578
resize and draw face box back to frame	301	430.7046 (2%)	1.4309	430.7046	1.4309
resize face box	301	307.4483 (1%)	1.0214	307.4483	1.0214
drawing	301	95.1404 (0%)	0.3161	95.1404	0.3161
void cv::meanFilter(...)	301	32.0769 (0%)	0.1066	32.0769	0.1066
push back raw and timestamp	301	9.1591 (0%)	0.0304	9.1591	0.0304
void cv::normalization(...)	301	5.1992 (0%)	0.0173	5.1992	0.0173
shift raw and timestamp	201	1.9278 (0%)	0.0096	1.9278	0.0096
bpm	10	0.5883 (0%)	0.0588	0.5883	0.0588
⊟ void Pulse::Face::updateBox(...)	301	0.9015 (0%)	0.0030	0.8720	0.0029
void cv::interpolate(...)	301	0.0295 (0%)	0.0001	0.0295	0.0001
int Pulse::Face::nearestBox(...)	300	0.1646 (0%)	0.0005	0.1646	0.0005
detect faces	301	2961.4630 (11%)	9.8387	2961.4630	9.8387
imshow	301	2362.7211 (9%)	7.8496	2362.7211	7.8496
⊟ void Window::drawFps(...)	301	6.0477 (0%)	0.0201	0.4610	0.0015
fps drawing	301	5.3400 (0%)	0.0177	5.3400	0.0177
⊟ bool Window::Fps::update()	301	0.1247 (0%)	0.0004	0.1096	0.0004
fps tick	10	0.0151 (0%)	0.0015	0.0151	0.0015
fps string	10	0.1219 (0%)	0.0122	0.1219	0.0122
capture	302	2186.5898 (8%)	7.2404	2186.5898	7.2404

Function	Calls	Self MCycles	Self Avg
⭐ Functions sorted by self time			
wait key	301	12363.3849 (47%)	41.0744
detect faces	301	2961.4630 (11%)	9.8387
imshow	301	2362.7211 (9%)	7.8496
capture	302	2186.5898 (8%)	7.2404
convert to 8 bit	300	1607.4122 (6%)	5.3580
void cv::detrend(...)	301	1552.5092 (6%)	5.1578
pyrUp	300	583.2825 (2%)	1.9443
convert to float	301	561.4179 (2%)	1.8652
pyrDown	301	510.0373 (2%)	1.6945
resize and draw face box back to frame	301	430.7046 (2%)	1.4309
add back to original frame	300	361.6961 (1%)	1.2057
resize face box	301	307.4483 (1%)	1.0214
/Main	1	233.9525 (1%)	233.9525
drawing	301	95.1404 (0%)	0.3161
void cv::meanFilter(...)	301	32.0769 (0%)	0.1066
temporal filter	300	11.8974 (0%)	0.0397
push back raw and timestamp	301	9.1591 (0%)	0.0304
fps drawing	301	5.3400 (0%)	0.0177
void cv::normalization(...)	301	5.1992 (0%)	0.0173
void Pulse::onFace(...)	301	3.9544 (0%)	0.0131
equal or more boxes than faces	301	2.2855 (0%)	0.0076
shift raw and timestamp	201	1.9278 (0%)	0.0096
loop	302	1.7767 (0%)	0.0059
void EvmGdownIIR::onFrame(...)	301	1.4819 (0%)	0.0049
void Window::update(...)	301	1.2515 (0%)	0.0042
void Pulse::onFrame(...)	301	1.1990 (0%)	0.0040
void Pulse::Face::updateBox(...)	301	0.8720 (0%)	0.0029
amplify	300	0.7884 (0%)	0.0026
bpm	10	0.5883 (0%)	0.0588
void Window::drawFps(...)	301	0.4610 (0%)	0.0015
int Pulse::Face::nearestBox(...)	300	0.1646 (0%)	0.0005
fps string	10	0.1219 (0%)	0.0122
bool Window::Fps::update()	301	0.1096 (0%)	0.0004
first	1	0.0381 (0%)	0.0381
void cv::interpolate(...)	301	0.0295 (0%)	0.0001
fps tick	10	0.0151 (0%)	0.0015