

# FDTD3Dfun (Calls: 5999, Time: 97.085 s)

Generated 06-Oct-2017 10:19:27 using performance time.

function in file <C:\Gits\IndiEngiSchola\Matlab\FDTD\FDTD3Dfun.m>

[Copy to new window for comparing multiple runs](#)

Refresh

- ☒ Show parent functions ☒ Show busy lines ☒ Show child functions  
☒ Show Code Analyzer results ☒ Show file coverage ☒ Show function listing

## Parents (calling functions)

Function Name	Function Type	Calls
<a href="#">FDTD3Dtesting</a>	script	5999

## Lines where the most time was spent

Line Number	Code	Calls	Total Time	% Time	Time Plot
<a href="#">53</a>	<code>ux(:, 2:end-1, :) = ux(:, 2:en...</code>	5999	21.329 s	22.0%	<div></div>
<a href="#">54</a>	<code>uy(2:end-1, :, :) = uy(2:end-1...</code>	5999	20.567 s	21.2%	<div></div>
<a href="#">55</a>	<code>uz(:, :, 2:end-1) = uz(:, :, 2...</code>	5999	19.576 s	20.2%	<div></div>
<a href="#">89</a>	<code>- pCy*(uy(2:end, :, :) - uy(1:...</code>	5999	11.942 s	12.3%	<div></div>
<a href="#">90</a>	<code>- pCz*(uz(:, :, 2:end) - uz(:,...</code>	5999	11.090 s	11.4%	<div></div>
All other lines			12.581 s	13.0%	<div></div>
Totals			97.085 s	100%	

```
 $\gamma$ , pCz, ux, uy, uz, uCx,...  
zN, ZzP)  
ethod for acoustic simulation.
```

```
ice calculations on  
 $\gamma$ . This function assumes  
solved, and so assumes that  
re no cross-terms. This  
lary conditions, using the  
normalised aproximation of
```

```
1 in x direction  
1 in y direction  
1 in z direction  
1 in x direction  
1 in y direction  
1 in z direction
```

**Children** (called functions)  
No children

**Code Analyzer results**  
No Code Analyzer messages.

**Coverage results**

[Show coverage for parent directory](#)

Total lines in function	79
Non-code lines (comments, blank lines)	60
Code lines (lines that can run)	19
Code lines that did run	19
Code lines that did not run	0
Coverage (did run/can run)	100.00 %

**Function listing**

Color highlight code according to

time	Calls	line
		13 function [p, ux, uy, uz] = FDTD3Dfun(p, pCx, pCy,
		14 uCy, uCz, Rx, Ry, Rz, ZxN, ZxP, ZyN, ZyP, Z:
		15 % Function that performs one timestep of FDTD me
		16 %
		17 % This function performs central finite differer
		18 % matricies that represent pressure and velocity
		19 % that a linear acoustic wave equation is being
		20 % the velocity terms are orthoganal and there a
		21 % function solves empirical semi-absorbing bound
		22 % acoustic impedance of the boundary based on a
		23 % absorption coefficient.
		24 %
		25 % Takes the following arguments:
		26 % p = N:N:N matrix of pressure values
		27 % ux = N:N+1:N matrix of velocity values
		28 % uy = N+1:N:N matrix of velocity values
		29 % uz = N:N:N+1 matrix of velocity values
		30 % pCx = constant related to pressure calculatio
		31 % pCy = constant related to pressure calculatio
		32 % pCz = constant related to pressure calculatio
		33 % uCx = constant related to velocity calculatio
		34 % uCy = constant related to velocity calculatio
		35 % uCz = constant related to velocity calculatio

```
ield constants
```

```
ield constants
```

```
ield constants
```

```
-x direction
```

```
+x direction
```

```
-y direction
```

```
+y direction
```

```
-z direction
```

```
+z direction
```

```
ity field matrices
```

```
to velocity field
```

```
ep excluding the boundarys
```

```
pressure
```

```
direction
```

```
(p(:, 2:end,:) - p(:, 1:end-1, :));
```

```
* (p(2:end, :, :) - p(1:end-1, :, :));
```

```
* (p(:, :, 2:end) - p(:, :, 1:end-1));
```

```
ndary
```

```
d z = time and space step
```

```
on * current velocity values
```

```
al pressure value
```

```
1, :)...
```

```
ndary
```

```
:, end, :) ...
```

```
ndary
```

```
:, :)...
```

```
ndary
```

```
end, :, :) ...
```

```
ndary
```

```

36 % Rx = (rho0*dx)/(0.5*dt) Constant related to f:
37 % Ry = (rho0*dy)/(0.5*dt) Constant related to f:
38 % Rz = (rho0*dz)/(0.5*dt) Constant related to f:
39 % ZxN = acoutsitc impedance term at boundary in
40 % ZxP = acoutsitc impedance term at boundary in
41 % ZyN = acoutsitc impedance term at boundary in
42 % ZyP = acoutsitc impedance term at boundary in
43 % ZzN = acoutsitc impedance term at boundary in
44 % ZzP = acoutsitc impedance term at boundary in
45 %
46 % This functions returns the pressure and veloc:
47 %
48
49 % Calculate central difference aproximation
50 % Velocity in a direction at current timeste
51 % = velocity 1 time step ago - constants * p
52 % differential half a time step ago in that
21.33 5999 53 ux(:, 2:end-1, :) = ux(:, 2:end-1,:) - uCx*
20.57 5999 54 uy(2:end-1, :, :) = uy(2:end-1, :, :) - uCy*
19.58 5999 55 uz(:, :, 2:end-1) = uz(:, :, 2:end-1) - uCz*
56
57 % update the velocity at the negative x bou
58 % Velocity at this boundary for all of y and
59 % normalised by the lovel impedance conditio
60 % - 2 / time and space discretization * loca
0.33 5999 61 ux(:, 1, :) = ((Rx - ZxN)/(Rx + ZxN))*ux(:,
5999 62 - (2/(Rx + ZxN))*p(:, 1, :);
63
64 % update the velocity at the positive x bou
0.18 5999 65 ux(:, end, :) = ((Rx - ZxP)/(Rx + ZxP))*ux(:,
5999 66 + (2/(Rx + ZxP))*p(:, end, :);
67
68 % update the velocity at the negative y bou
0.63 5999 69 uy(1, :, :) = ((Ry - ZyN)/(Ry + ZyN))*uy(1,
5999 70 - (2/(Ry + ZyN))*p(1, :, :);
71
72 % update the velocity at the positive y bou
0.26 5999 73 uy(end, :, :) = ((Ry - ZyP)/(Ry + ZyP))*uy(e
5999 74 + (2/(Ry + ZyP))*p(end, :, :);
75
76 % update the velocity at the negative z bou

```

```
(:, 1)...
```

```
ndary  
(:, :, end)...
```

```
ross domain 1 time step ago -  
ntral difference of  
ree dimensions  
l, :))...  
:))...  
-1));
```

```

0.32      5999      77      uz(:, :, 1) = ((Rz - ZzN)/(Rz + ZzN))*uz(:,
5999      78      - (2/(Rz + ZzN))*p(:, :, 1);
79
80      % update the velocity at the positive z bound
0.26      5999      81      uz(:, :, end) = ((Rz - ZzP)/(Rz + ZzP))*uz(:,
5999      82      + (2/(Rz + ZzP))*p(:, :, end);
83
84      % update the pressure at all nodes
85      % new pressure across domain = pressure across
86      % (space,time and wave speed constant) * cell
87      % velocities half a time step ago in all three
33.51      5999      88      p = p - pCx*(ux(:, 2:end, :) - ux(:, 1:end-1, :))
5999      89      - pCy*(uy(2:end, :, :) - uy(1:end-1, :, :))
5999      90      - pCz*(uz(:, :, 2:end) - uz(:, :, 1:end-1));
0.05      5999      91      end

```