

## SFDTD3DfunC (Calls: 6000, Time: 2354.153 s)

Generated 10-Oct-2017 21:25:12 using performance time.

function in file <E:\GIT\IndiEngiSchola\Matlab\SFDTD\SFDTD3DfunC.m>

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☒ Show Code Analyzer results      ☒ Show file coverage      ☒ Show function listing

### Parents (calling functions)

Function Name	Function Type	Calls
<a href="#">SFDTD3Dtesting</a>	script	6000

### Lines where the most time was spent

Line Number	Code	Calls	Total Time
<a href="#">79</a>	p(i,i1,i2) = p(i,i1,i2) - pCx*...	207507525	135.894 s
<a href="#">81</a>	- pCz*(uz(i,i1, i2 + 1) - uz(i...	207507525	134.259 s
<a href="#">80</a>	- pCy*(uy(i+1, i1, i2) - uy(i,...	207507525	134.054 s
<a href="#">78</a>	if(idx(i, i1, i2) > 0)	207518850	132.831 s
<a href="#">10</a>	ux(i,i1,i2) = ux(i,i1,i2) - uC...	202567675	131.642 s
All other lines			1685.473 s
Totals			2354.153 s

### Children (called functions)

No children

### Code Analyzer results

Line number	Message
<a href="#">2</a>	The value assigned to variable 'sizemat' might be unused.
<a href="#">74</a>	IF might not be aligned with its matching END (line 103).







### Coverage results

[Show coverage for parent directory](#)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

% Time	Time Plot
5.8%	
5.7%	
5.7%	
5.6%	
5.6%	
71.6%	
100%	

\_\_\_\_\_

\_\_\_\_\_

ne

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Total lines in function	104
Non-code lines (comments, blank lines)	42
Code lines (lines that can run)	62
Code lines that did run	62
Code lines that did not run	0
Coverage (did run/can run)	100.00 %

## Function listing

Color highlight code according to time

time	Calls	line	
		1	function [p, ux, uy, uz] = SFDTD3DfunC(p,
0.02	6000	<u>2</u>	sizemat = size(p);
1.13	6000	<u>3</u>	if(size(idx(idx > 0),1) > 100)
		4	
		5	% mat(col, row)
0.03	5989	<u>6</u>	for i = 1 : size(ux,1)-1
0.31	197637	<u>7</u>	for i1 = 2 : size(ux,2)-2
11.40	8103117	<u>8</u>	for i2 = 1 : size(ux,3)-1
127.04	202577925	<u>9</u>	if(idx(i, i1,i2) > 0)
131.64	202567675	<u>10</u>	ux(i,i1,i2) = ux(i,i1,
120.91	202567675	<u>11</u>	end
121.73	202577925	<u>12</u>	end
4.94	8103117	<u>13</u>	end
0.14	197637	<u>14</u>	end
		15	
0.01	5989	<u>16</u>	for i = 2 : size(uy,1)-2
0.29	191648	<u>17</u>	for i1 = 1 : size(uy,2)-1
11.24	8049216	<u>18</u>	for i2 = 1 : size(uy,3)-1
127.11	201230400	<u>19</u>	if(idx(i, i1,i2) > 0)
131.24	201219100	<u>20</u>	uy(i,i1,i2) = uy(i,i1,
120.22	201219100	<u>21</u>	end
121.11	201230400	<u>22</u>	end
4.91	8049216	<u>23</u>	end
0.13	191648	<u>24</u>	end
0.02	5989	<u>25</u>	for i = 1 : size(uz,1)-1
0.30	197637	<u>26</u>	for i1 = 1 : size(uz,2)-1
11.54	8300754	<u>27</u>	for i2 = 2 : size(uz,3)-2
125.90	199218096	<u>28</u>	if(idx(i, i1,i2) > 0)
130.07	199207224	<u>29</u>	uz(i,i1,i2) = uz(i,i1,
119.04	199207224	<u>30</u>	end
120.13	199218096	<u>31</u>	end
5.10	8300754	<u>32</u>	end

pCx, pCy, pCz, ux, uy, uz, uCx, uCy, uCz, Rx, Ry, Rz, zL, zR, zT, z

```
,i2) - uCx*(p(i,i1,i2)-p(i,i1-1,i2));
```

```
,i2) - uCx*(p(i,i1,i2)-p(i-1,i1,i2));
```

```
,i2) - uCx*(p(i,i1,i2)-p(i,i1,i2-1));
```

B, ZF, ZG, idx)

```

0.13      197637      33      end
                                34      % if length(idx) > 10
                                35      % %      % mat(col, row)
                                36      % [suby, subx, subz] = ind2sub(size(mat), length(idx), idx);
                                37      % suby = suby + 1;
                                38      % subx = subx + 1;
                                39      % subz = subz + 1;
                                40      % for i = 1 : length(suby)
                                41      %      ux(suby, subx, subz) = ux(suby, subx, subz) + (2/(Rx + ZR))*p(suby, subx, subz);
                                42      %      uy(suby, subx, subz) = uy(suby, subx, subz) + (2/(Ry + ZT))*p(suby, subx, subz);
                                43      %      uz(suby, subx, subz) = uz(suby, subx, subz) + (2/(Rz + ZG))*p(suby, subx, subz);
                                44      % end
< 0.01      11      45 else
                                46      % update the non-boundary condition ne
< 0.01      11      47      ux(:, 2:end-1, :) = ux(:, 2:end-1, :) + (2/(Rx + ZR))*p(:, 2:end-1, :);
< 0.01      11      48      uy(2:end-1, :, :) = uy(2:end-1, :, :) + (2/(Ry + ZT))*p(2:end-1, :, :);
< 0.01      11      49      uz(:, :, 2:end-1) = uz(:, :, 2:end-1) + (2/(Rz + ZG))*p(:, :, 2:end-1);
< 0.01      6000      50 end
                                51
                                52 % update the velocity at the right wall
0.18      6000      53 ux(:, end, :) = ((Rx - ZR)/(Rx + ZR))*ux(:, end, :) + (2/(Rx + ZR))*p(:, end, :);
                                6000      54
                                55
                                56 %update the velocity at the left wall
0.07      6000      57 ux(:, 1, :) = ((Rx - ZL)/(Rx + ZL))*ux(:, 1, :) + (2/(Rx + ZL))*p(:, 1, :);
                                58
                                59 %update the velocity at the top wall
0.19      6000      60 uy(end, :, :) = ((Ry - ZF)/(Ry + ZF))*uy(end, :, :) + (2/(Ry + ZT))*p(end, :, :);
                                6000      61
                                62
                                63 %update the velocity at the bottom wall
0.12      6000      64 uy(1, :, :) = ((Ry - ZB)/(Ry + ZB))*uy(1, :, :) + (2/(Ry + ZB))*p(1, :, :);
                                65
                                66 %update the velocity at the ceiling
0.09      6000      67 uz(:, :, end) = ((Rz - ZT)/(Rz + ZT))*uz(:, :, end) + (2/(Rz + ZT))*p(:, :, end);
                                6000      68
                                69
                                70 %update the velocity at the floor
0.07      6000      71 uz(:, :, 1) = ((Rz - ZG)/(Rz + ZG))*uz(:, :, 1) + (2/(Rz + ZG))*p(:, :, 1);
                                6000      72
                                73
                                74 if(size(idx(idx > 0),1) > 10)
1.28      6000      74
0.03      5989      75     for i = 1 : size(p,1)-1
0.32      197637      76         for i1 = 1 : size(p,2)-1
12.21      8300754      77             for i2 = 1 : size(p,3)-1

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```
t,idx);
```

```
ux,subz) - uCx*(p(suby,subx,subz)-p(suby,subx-1,subz));  
ux,subz) - uCx*(p(suby,subx,subz)-p(suby-1,subx,subz));  
ux,subz) - uCx*(p(suby,subx,subz)-p(suby,subx,subz-1));
```

```
odes for velocity
```

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

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

```
1, :) - (2/(Rx + ZL))*p(:, 1, :);
```

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

```
(:, :) - (2/(Ry + ZB))*p(1, :, :);
```

```
(:, :, end) + ...
```

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





132.83	207518850	<u>78</u>	if(idx(i, i1, i2) > 0)
404.21	207507525	<u>79</u>	p(i,i1,i2) = p(i,i1,i2)
	207507525	<u>80</u>	- pC <sub>y</sub> *(u <sub>y</sub> (i+1, i1,
	207507525	<u>81</u>	- pC <sub>z</sub> *(u <sub>z</sub> (i,i1, i2
124.41	207507525	<u>82</u>	end
125.03	207518850	<u>83</u>	end
5.08	8300754	<u>84</u>	end
0.15	197637	<u>85</u>	end
		86	% if length(idx) > 100
		87	% p(idx) = p(idx) - pC <sub>x</sub> *(u <sub>x</sub> (:, idx
		88	% - pC <sub>y</sub> *(u <sub>y</sub> (idx+1, :, :) - u <sub>y</sub>
		89	% - pC <sub>z</sub> *(u <sub>z</sub> (:, :, idx+1) - u <sub>z</sub>
		90	% if length(idx) > 100
		91	% % mat(col, row)
		92	% % for i = 1 : length(suby)
		93	%
		94	% p(suby,subx,subz) = p(su
		95	% - pC <sub>x</sub> *(u <sub>x</sub> (suby,subx-
		96	% - pC <sub>y</sub> *(u <sub>y</sub> (suby+1,su
		97	% - pC <sub>z</sub> *(u <sub>z</sub> (suby,subx,
		98	% end
< 0.01	11	<u>99</u>	else
< 0.01	11	<u>100</u>	p = p - pC <sub>x</sub> *(u <sub>x</sub> (:, 2:end, :) - u <sub>x</sub>
	11	<u>101</u>	- pC <sub>y</sub> *(u <sub>y</sub> (2:end, :, :) - u <sub>y</sub> (1:
	11	<u>102</u>	- pC <sub>z</sub> *(u <sub>z</sub> (:, :, 2:end) - u <sub>z</sub> (:,
< 0.01	6000	<u>103</u>	end
0.04	6000	<u>104</u>	end

```

2) - pCx*(ux(i, i1 + 1, i2) - ux(i, i1, i2))...
, i2) - uy(i, i1, i2))...
2 + 1) - uz(i, i1, i2));

```

```

x+1, :) - ux(:, idx, :))...
(idx, :, :))...
(:, :, idx));

```

```

by, subx, subz)...
+1, subz) - ux(suby, subx, subz))...
ox, subz) - uy(suby, subx, subz))...
, subz+1) - uz(suby, subx, subz));

```

```

(:, 1:end-1, :))...
:end-1, :, :))...
, :, 1:end-1));

```

