

## Profile Summary

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<a href="#">Function Name</a>	<a href="#">Calls</a>	<a href="#">Total Time</a>	<a href="#">Self Time*</a>
<a href="#">Main_isotropic</a>	1	120.444 s	2.128 s
<a href="#">plot_animation_search</a>	1801	112.264 s	28.717 s
<a href="#">plot_animation_search&gt;plot_state_trace</a>	1800	31.718 s	24.898 s
<a href="#">hold</a>	16210	28.607 s	21.184 s
<a href="#">plot_animation_search&gt;plot_jammer</a>	1801	7.359 s	3.841 s
<a href="#">plot_animation_search&gt;plot_uav</a>	1801	6.764 s	3.581 s
<a href="#">markFigure</a>	16213	6.564 s	6.564 s
<a href="#">axis</a>	2	6.303 s	0.013 s
<a href="#">axis&gt;LocCheckCompatibleLimits</a>	1	6.275 s	6.270 s
<a href="#">plot_animation_search&gt;plot_r_est</a>	1801	5.982 s	2.947 s
<a href="#">plot_animation_search&gt;plot_state_pos_est</a>	1801	5.411 s	2.281 s
<a href="#">plot_animation_search&gt;plot_loiter</a>	1801	4.984 s	1.688 s
<a href="#">plot_animation_search&gt;plot_geo_est</a>	1801	4.735 s	1.572 s
<a href="#">...imation_search&gt;plot_uav_jammer_vec</a>	1801	4.354 s	1.247 s
<a href="#">plot_animation_search&gt;plot_uav_trace</a>	1801	4.338 s	1.211 s
<a href="#">newplot</a>	1794	3.908 s	2.084 s
<a href="#">get_true_side</a>	1	3.072 s	3.072 s
<a href="#">filtfilt</a>	1795	1.945 s	0.177 s
<a href="#">filtfilt&gt;ffOneChanCat</a>	1795	1.363 s	1.363 s
<a href="#">ishold</a>	1795	1.278 s	1.278 s
<a href="#">gobjects</a>	3588	0.923 s	0.923 s
<a href="#">butter</a>	1	0.893 s	0.306 s
<a href="#">axescheck</a>	16210	0.865 s	0.865 s

Total Time Plot  
(dark band =  
self time)



<a href="#">newplot&gt;ObserveAxesNextPlot</a>	1794	0.668 s	0.558 s
<a href="#">filtfilt&gt;getCoeffsAndInitialConditions</a>	1795	0.404 s	0.404 s
<a href="#">zp2ss</a>	1	0.246 s	0.167 s
<a href="#">newplot&gt;ObserveFigureNextPlot</a>	1794	0.232 s	0.232 s
<a href="#">lp2lp</a>	1	0.183 s	0.110 s
<a href="#">poly</a>	3	0.121 s	0.121 s
<a href="#">cla</a>	1	0.110 s	0.094 s
<a href="#">sigcheckfloattype</a>	10	0.094 s	0.094 s
<a href="#">plot_animation_search&gt;plot_P_cov_ell</a>	1	0.080 s	0.072 s
<a href="#">xlabel</a>	1	0.074 s	0.073 s
<a href="#">sigcasttofloat</a>	2	0.073 s	0.002 s
<a href="#">get_geo_data</a>	1794	0.070 s	0.070 s
<a href="#">close</a>	1	0.060 s	0.005 s
<a href="#">cplxpair</a>	2	0.058 s	0.055 s
<a href="#">close&gt;safegetchildren</a>	1	0.053 s	0.040 s
<a href="#">bilinear</a>	1	0.043 s	0.017 s
<a href="#">grid</a>	1	0.023 s	0.020 s
<a href="#">butter&gt;buttnum</a>	1	0.019 s	0.005 s
<a href="#">ylabel</a>	1	0.014 s	0.013 s
<a href="#">graphics\private\clo</a>	1	0.012 s	0.012 s
<a href="#">allchild</a>	1	0.012 s	0.007 s
<a href="#">axis&gt;iscartesian</a>	1	0.007 s	0.007 s
<a href="#">num2str</a>	1	0.007 s	0.003 s
<a href="#">is2D</a>	1	0.005 s	0.001 s
<a href="#">buttap</a>	1	0.005 s	0.005 s
<a href="#">axis&gt;LocSetLimits</a>	1	0.004 s	0.003 s
<a href="#">linspace</a>	1	0.004 s	0.004 s
<a href="#">zp2ss&gt;parse_input</a>	1	0.004 s	0.004 s
<a href="#">graphics\private\claNotify</a>	1	0.004 s	0.004 s



<a href="#">is2D&gt;testOneAxes</a>	1	0.004 s	0.004 s
<a href="#">get_obs_condtn</a>	3	0.004 s	0.004 s
<a href="#">num2str&gt;handleNumericPrecision</a>	1	0.003 s	0.001 s
<a href="#">abcdchk</a>	2	0.003 s	0.003 s
<a href="#">num2str&gt;convertUsingRecycledSprintf</a>	1	0.003 s	0.003 s
<a href="#">onCleanup&gt;onCleanup.delete</a>	1	0.003 s	0.002 s
<a href="#">shiftdim</a>	1	0.002 s	0.002 s
<a href="#">graph2d\private\labelcheck</a>	2	0.001 s	0.001 s
<a href="#">signal\private\iirchk</a>	1	0.001 s	0.001 s
<a href="#">place_jammer</a>	1	0.001 s	0.001 s
<a href="#">close&gt;getEmptyHandleList</a>	1	0.001 s	0.001 s
<a href="#">onCleanup&gt;onCleanup.onCleanup</a>	1	0.001 s	0.001 s
<a href="#">axis&gt;allAxes</a>	2	0.001 s	0.001 s
<a href="#">...set(rootobj,'ShowHiddenHandles',Temp)</a>	1	0.001 s	0.001 s
<a href="#">allchild&gt;getchildren</a>	1	0.001 s	0.001 s
<a href="#">uitools\private\allchildRootHelper</a>	1	0.001 s	0.001 s
<a href="#">place_uav</a>	1	0.001 s	0.001 s
<a href="#">close&gt;request_close</a>	1	0.000 s	0.000 s
<a href="#">close&gt;checkfigs</a>	1	0.000 s	0.000 s

**Self time** is the time spent in a function excluding the time spent in its children. Self time also includes overhead resulting from the process of profiling.

