hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

mprof.py: % of time = 100.0% out of 1603.1s.						
ŢIME	MEM <u>O</u> RY	MEM <u>O</u> RY	MEM <u>O</u> RY	MEMORY COPY GPU GPU		LINE_PROFILE (click to reset order)
	average	peak	timeline	activity (MB/s) util. memor		import numpy as np
		ı				import portion
					31	import tskit
				_	34	<pre>def overlapping_segments(segments):</pre>
			possible leak	,	39 40	<pre>S = sorted(segments, key=lambda x: x.left) n = lon(S)</pre>
					48	n = len(S) left = right
				1	49	X = [x for x in X if x.right > left]
					50	if len(X) == 0:
					51	<pre>left = S[j].left while i</pre>
				T .	52 53	<pre>while j < n and S[j].left == left: X.append(S[j])</pre>
					54	j += 1
					56	right = min(x.right for x in X)
					57	right = min(right, S[j + 1].left)
					58	yield left, right, X
1					63	<pre>X = [x for x in X if x.right > left]</pre>
					78 79	<pre>definit(self, left=None, right=None, node=None, next_segment=None): self.left = left</pre>
			possible leak		80	self.right = right
					81	self.node = node
					82	<pre>self.next = next_segment</pre>
					118	<pre>all_edges = list(self.ts.edges()) edges = all_edges[:1]</pre>
					119 120	edges = all_edges[:1] for e in all_edges[1:]:
					122	self.process_parent_edges(edges)
					124	edges.append(e)
					132	<pre>assert len({e.parent for e in edges}) == 1</pre>
					135	for edge in edges:
					136	<pre>x = self.A_head[edge.child] while x is not None:</pre>
					137 138	if x.right > edge.left and edge.right > x.left:
ı					139	y = Segment(
			possible leak	•	140	<pre>max(x.left, edge.left), min(x.right, edge.right), x.node</pre>
				1	142	S.append(y)
					143	x = x.next
					145	<pre>self.check_state() is sample input id in self samples</pre>
					152 162	<pre>is_sample = input_id in self.samples for left, right, X in overlapping_segments(S):</pre>
					174	for x in X:
					175	ancestry_node = x.node
					177	self.add_ancestry(left, right, ancestry_node, input_id)
					184	self.flush_edges()
					199	<pre>def add_ancestry(self, left, right, node, current_node):</pre>
					200	<pre>tail = self.A_tail[current_node] if tail is None:</pre>
					203	self.A_head[current_node] = x
					206	if tail.right == left and tail.node == node:
				•	209	x = Segment(left, right, node)
					210	tail.next = x
					211	<pre>self.A_tail[current_node] = x</pre>
					219	<pre>for child in sorted(self.edge_buffer.keys()): for i in range(num nodes):</pre>
					229230	<pre>for j in range(num_nodes): head = self.A_head[j]</pre>
					231	tail = self.A_tail[j]
					232	if head is None:
					233	<pre>assert tail is None while x.next is not None:</pre>
					236237	writte x.next is not none: $x = x.next$
					238	assert x == tail
					239	x = head.next
					240	<pre>while x is not None: assert x.left < x.right</pre>
					241242	if x.next is not None:
i		I			243	if self.ancestors is None:
					246	<pre>if x.right == x.next.left:</pre>
•					247	<pre>assert x.node != x.next.node</pre>
1					248	x = x.next $+c - +cki + load(cyc aray[1])$
					270 273	<pre>ts = tskit.load(sys.argv[1]) samples = ts.samples()</pre>
					278	ancestors = [u.id for u in ts.nodes() if u.time == census_time]
TIME	MEMORY	MEMORY	MEMORY	MEMORY CORY ORL ORL		
TIME	MEM <u>Q</u> R <u>Y</u> average	MEM <u>Q</u> R <u>Y</u> peak	MEM <u>Q</u> R <u>Y</u> timeline	MEMORY COPY GPU GPU activity (MB/s) util. memor	ry	FUNCTION PROFILE (click to reset order) mprof.py
				•		AncestorMap.overlapping_segments
						Segmentinit
1				•		AncestorMap.link_ancestors
I						AncestorMap.process_parent_edges AncestorMap.merge_labeled_ancestors
				•		AncestorMap.merge_tabetea_ancestors AncestorMap.add_ancestry

199 AncestorMap.add_ancestry

213 AncestorMap.flush_edges

226 AncestorMap.check_state