



Profiler

MAKE YOUR SCRIPTS FASTER

@NOHWND

Index

- Each line knows its own index in the array
- It can easily refer to any other item, or item relative to it, e.g. next item

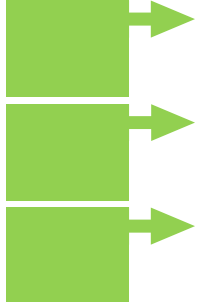
Index Text

```
0 $null = [Profiler.Tracer]::Patch($PSVersionTable.PSVersion.Major...
1 $null = & $ScriptBlock
2 {
3 $words = "Hello", "this", "is", "dog"
```

Timestamp

- Timestamp is start of a command
- Duration -> from start of this command, until start of the next command

Index	Text	Timestamp	Time
-----	-----	-----	-----
2	{	824365338456	0 ms
3	Start-Sleep -Seconds 1	824365338483	1001 ms
4	}	824375343557	0 ms



Level

- Each item knows how many items were on stack when it run

Level Text

1 b

2 a

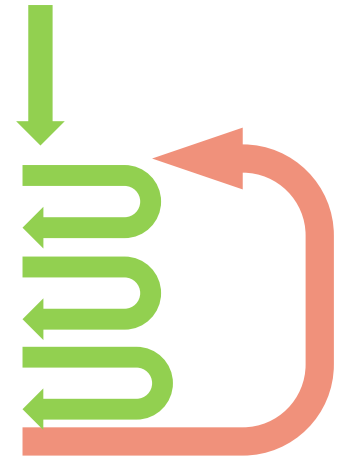
3 throw "uh oh!"

1 "ERR: \$_"

```
1: try { b } catch { "ERR: $_" }
```

```
2: function b () { a }
```

```
3: function a () { throw "uh oh!" } x
```



CallerIndex, ReturnIndex, Flow

- By checking the next level, each item knows if it is a call, return, or process
- It uses index to reference the item where it happens

