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100.0% main      pyinstrument/_main__.py:29
100.0% <module> <string>:1
  ▶ 5 frames hidden (<string>, runpy)
  74.2% <module> scenic/_main__.py:1
    64.1% generateScene scenic/_main__.py:212
      64.1% callBeginningScenicTrace scenic/core/errors.py:276
        64.1% <lambda> scenic/_main__.py:215
          64.1% Scenario.generate scenic/core/scenarios.py:386
            64.1% Scenario.generateBatch scenic/core/scenarios.py:406
              64.1% Scenario._generateInner scenic/core/scenarios.py:443
                62.6% WeightedAcceptanceChecker.checkRequirements scenic/core/sample_checking.py:23
                  62.6% WeightedAcceptanceChecker.checkRequirementsInner scenic/core/sample_checking.py:90
                    62.6% BlanketCollisionRequirement.falsifiedBy scenic/core/requirements.py:283
                      62.2% BlanketCollisionRequirement.falsifiedByInner scenic/core/requirements.py:318
                        54.9% CollisionManager.add_object trimesh/collision.py:178
                          ▼ 71 frames hidden (trimesh, <built-in>, numpy...)
                            54.9% CollisionManager._get_fcl_obj trimesh/collision.py:654
                              45.6% mesh_to_BVH trimesh/collision.py:693
                                20.2% BVHModel.endModel <built-in>
                                  18.2% [self]
                                    7.2% TrackedArray.__array_finalize__ trimesh/caching.py:178
                                      5.9% [self]
                                        1.3% isinstance <built-in>
                                          ▶ 9.2% get_cached trimesh/caching.py:121
                                            7.1% Object.__getattr__ scenic/core/object_types.py:1084
                                              ▶ 7.1% Object.wrapper scenic/core/utils.py:38
                                                0.3% CollisionManager.in_collision_internal trimesh/collision.py:336
                                                  0.2% [self]
                                                    0.3% [self]
                                                    1.5% sampleAll scenic/core/distributions.py:130
                                                      1.5% Object.sample scenic/core/distributions.py:143
                                                        1.4% TypecheckedDistribution.sample scenic/core/distributions.py:143
                                                          1.2% OperatorDistribution.sample scenic/core/distributions.py:143
                                                            1.2% FunctionDistribution.sample scenic/core/distributions.py:143
                                                              0.7% FunctionDistribution.sampleGiven scenic/core/distributions.py:458
                                                                0.7% projectVectorHelper scenic/syntax/veneer.py:1501
                                                                  0.7% helper scenic/core/distributions.py:506
                                                                    0.6% MeshSurfaceRegion.projectVector scenic/core/regions.py:945
                                                                      0.5% helper scenic/core/distributions.py:506
                                                                        0.4% MeshSurfaceRegion.containsPoint scenic/core/regions.py:1931
                                                                          0.4% helper scenic/core/distributions.py:506
                                                                            0.4% MeshSurfaceRegion.distanceTo scenic/core/regions.py:1960
                                                                              0.4% ProximityQuery.signed_distance trimesh/proximity.py:354
                                                                                ▶ 2 frames hidden (trimesh)
                                                                                  0.1% RayMeshIntersector.intersects_location trimesh/ray/ray_pyembree.py:81
                                                                                    ▶ 2 frames hidden (trimesh)
                                                                                      0.5% MethodDistribution.sample scenic/core/distributions.py:143
                                                                                        0.4% MethodDistribution.sampleGiven scenic/core/distributions.py:577
                                                                                          0.4% VectorField.__getitem__ scenic/core/vectors.py:691
                                                                                            0.4% MeshSurfaceRegion.helper scenic/core/distributions.py:603
                                                                                              0.4% MeshSurfaceRegion.getFlatOrientation scenic/core/regions.py:1979
                                                                                                0.3% timed trimesh/constants.py:149
                                                                                                  ▶ 3 frames hidden (trimesh)
                                                                                                    0.1% PointInRegionDistribution.sampleGiven scenic/core/regions.py:261
                                                                                                      0.1% PolygonalRegion.uniformPointInner scenic/core/regions.py:2849
                                                                                                        0.1% PolygonalRegion.wrapper scenic/core/utils.py:38
                                                                                                          0.1% PolygonalRegion._samplingData scenic/core/regions.py:2837
                                                                                                            0.1% triangulatePolygon scenic/core/geometry.py:274
                                                                                                              0.1% triangulatePolygon_mapbox scenic/core/geometry.py:298
                                                                                                                0.2% Object.sampleGiven scenic/core/object_types.py:795
                                                                                                                  0.2% Object.sampleGiven scenic/core/object_types.py:543
                                                                                                                    ▶ 10.0% callBeginningScenicTrace scenic/core/errors.py:276
                                                                                                                      ▶ 25.7% <module> scenic/_init__.py:1

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