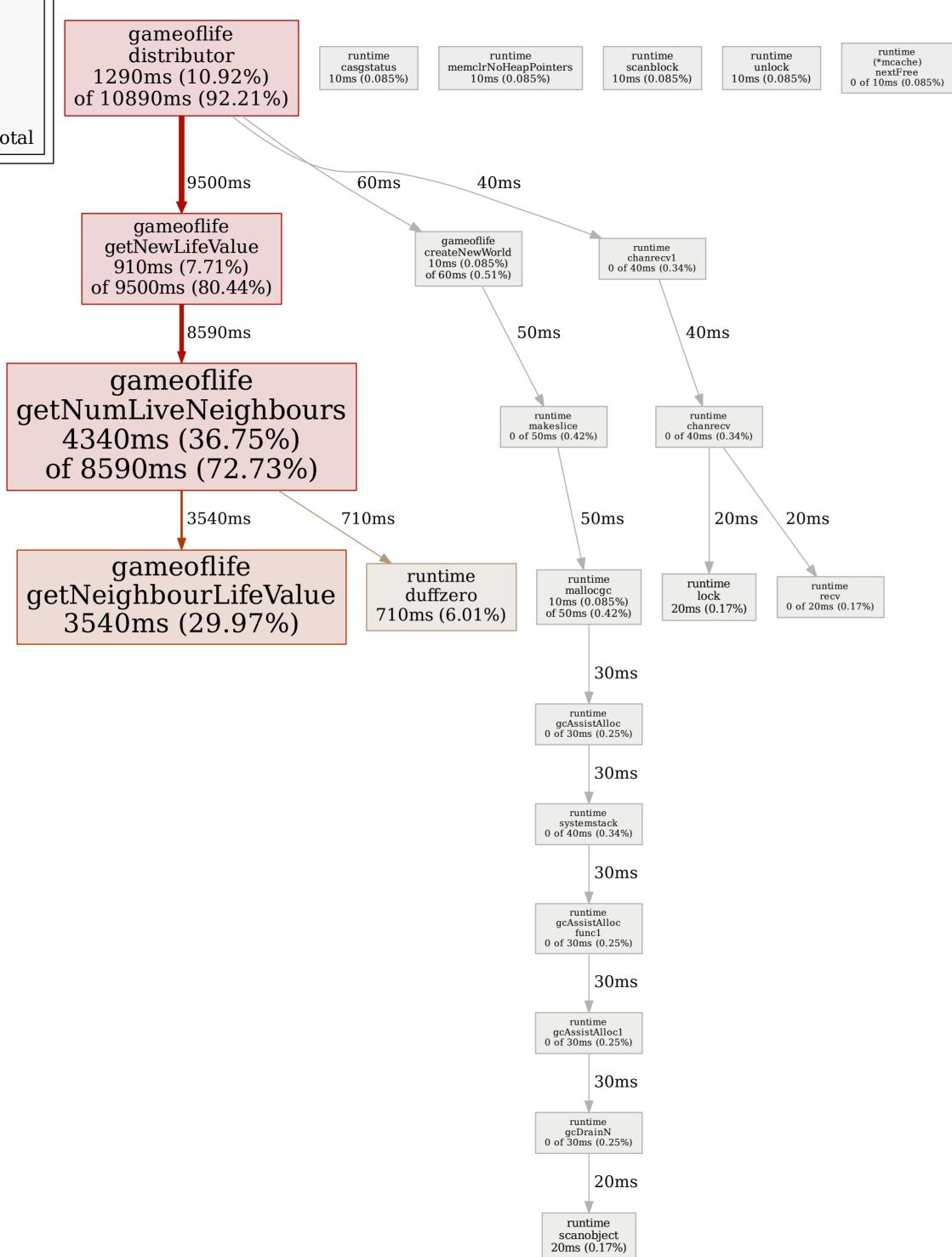File: gameoflife.test
Type: cpu
Time: Dec 3, 2019 at 2:23pm (GMT)
Duration: 11.61s, Total samples = 11810ms (101.70%)
Active filters:
   focus=worker|distributor
   ignore=strings|fmt
Showing nodes accounting for 10890ms, 92.21% of 11810ms total

gameoflife
distributor
1290ms (10.92%)
of 10890ms (92.21%)

runtime
casgstatus
10ms (0.085%)

runtime
memclrNoHeapPointers
10ms (0.085%)

runtime
scanblock
10ms (0.085%)

runtime
unlock
10ms (0.085%)

runtime
(*mcache)
nextFree
0 of 10ms (0.085%)

runtime
(*mcache)
refill
0 of 10ms (0.085%)

runtime
(*mcentral)
cacheSpan
0 of 10ms (0.085%)

runtime
(*mcentral)
grow
0 of 10ms (0.085%)

runtime
(*mheap)
alloc
0 of 10ms (0.085%)

runtime
chanrecv
func1
0 of 10ms (0.085%)

runtime
goready
0 of 10ms (0.085%)

runtime
goready
func1
0 of 10ms (0.085%)

runtime
markroot
0 of 10ms (0.085%)

runtime
markrootBlock
0 of 10ms (0.085%)

runtime
ready
0 of 10ms (0.085%)

9500ms

60ms

40ms

gameoflife
getNewLifeValue
910ms (7.71%)
of 9500ms (80.44%)

gameoflife
createNewWorld
10ms (0.085%)
of 60ms (0.51%)

runtime
chanrecv1
0 of 40ms (0.34%)

8590ms

50ms

40ms

gameoflife
getNumLiveNeighbours
4340ms (36.75%)
of 8590ms (72.73%)

runtime
makeslice
0 of 50ms (0.42%)

runtime
chanrecv
0 of 40ms (0.34%)

3540ms

710ms

50ms

20ms

20ms

gameoflife
getNeighbourLifeValue
3540ms (29.97%)

runtime
duffzero
710ms (6.01%)

runtime
mallocgc
10ms (0.085%)
of 50ms (0.42%)

runtime
lock
20ms (0.17%)

runtime
recv
0 of 20ms (0.17%)

30ms

runtime
gcAssistAlloc
0 of 30ms (0.25%)

30ms

runtime
systemstack
0 of 40ms (0.34%)

30ms

runtime
gcAssistAlloc
func1
0 of 30ms (0.25%)

30ms

runtime
gcAssistAlloc1
0 of 30ms (0.25%)

30ms

runtime
gcDrainN
0 of 30ms (0.25%)

20ms

runtime
scanobject
20ms (0.17%)