

Elapsed Time: 26.830s

Total Thread Count: 54

Overhead Time: 58.618s

A significant portion of CPU time is spent in synchronization or threading overhead. Consider increasing task granularity or the scope of data synchronization.

Spin Time: 21.956s

A significant portion of CPU time is spent waiting. Use this metric to discover which synchronizations are spinning. Consider adjusting spin wait parameters, changing the lock implementation (for example, by backing off then descheduling), or adjusting the synchronization granularity.

CPU Time: 208.470s

Paused Time: 0s

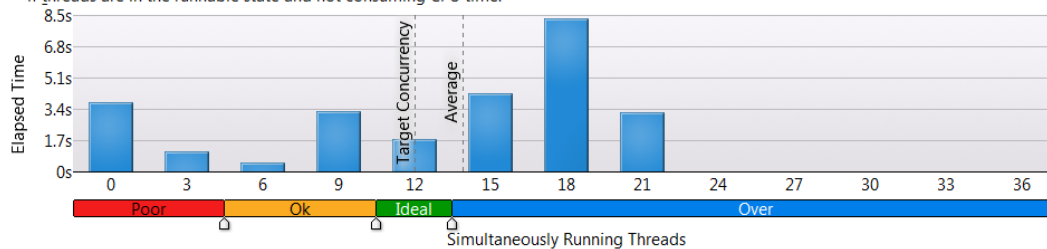
Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	CPU Time
Alg_SW_Filter::Set_Image_p	95.282s
[OpenMP dispatcher]	52.237s
[TBB worker]	9.078s
cv::computeDisparitySGBM	6.444s
tbb::interface6::internal::partition_type_base<class tbb::interface6::internal::auto_partition_type>::execute<class tbb::interface6::inter...	5.559s
[Others]	39.869s

Thread Concurrency Histogram

This histogram represents a breakdown of the Elapsed Time. It visualizes the percentage of the wall time the specific number of threads were running simultaneously. Threads are considered running if they are either actually running on a CPU or are in the runnable state in the OS scheduler. Essentially, Thread Concurrency is a measurement of the number of threads that were not waiting. Thread Concurrency may be higher than CPU usage if threads are in the runnable state and not consuming CPU time.

**CPU Usage Histogram**

This histogram represents a breakdown of the Elapsed Time. It visualizes what percentage of the wall time the specific number of CPUs were running simultaneously. CPU Usage may be higher than the thread concurrency if a thread is executing code on a CPU while it is logically waiting.

