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**Code Profiling Plugin for
MPLAB[®] X IDE**

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Table of Contents

Chapter 1. Code Profiling Operation

1.1 Introduction	5
1.2 Device and Profiling Support	5
1.3 Software and Hardware Requirements	6
1.4 Getting Started	6
1.4.1 Preliminaries	6
1.4.2 Acquire and Install Plugin	6
1.4.3 Operation Overview	6
1.5 Clock Setup – 8- and 16-bit Devices	7
1.6 Profiling Selection	8
1.6.1 Function Level Profiling Selection – MPLAB X IDE 2.xx	8
1.6.2 Function Level Profiling Selection - MPLAB X IDE 3.xx	9
1.6.3 PC Sampling or PC Profiling Selection	10
1.6.4 Data File Setup	10
1.7 Data Collection	11
1.8 Display Data and Statistics	12
1.8.1 Function Level Profiling with Time-Stamp	12
1.8.2 Function Level Profiling with Summary, PC Sampling or PC Profiling	15
1.8.3 Function Level Profiling without Time-Stamp or Summary – MPLAB X IDE v2.xx	15
1.9 Graphical Data	16
1.9.1 Panning	16
1.9.2 Zooming	16
1.9.3 Data Point Values	17
1.9.4 Color-Coded Legend	18
1.10 Interface Controls and Associated Windows	19
1.10.1 Code Profiling Window	19
1.10.2 Function Trace Timeline Graph Window	20
1.10.3 Chart Properties Window	21

Appendix A.Code Profiling Reference 23

A.1 Introduction	23
A.2 Data Generation and Collection Process	23
A.3 Baseline Function Creation and Usage	25
A.4 Caveats	25
A.5 Conclusion	26
A.6 Example Calculation	26

Index 27

Worldwide Sales and Service 29

Code Profiling Plugin for MPLAB® X IDE

NOTES:

Chapter 1. Code Profiling Operation

1.1 INTRODUCTION

MPLAB X IDE provides the functionality to gather Function Level Profiling (FLP) data about C code functions. However, this data cannot be displayed in the IDE without the MPLAB X IDE Plugin – Code Profiling (SW100100). The Code Profiling plugin shows you the percentage of time spent in each function. It does not give precise timing data.

In addition to FLP, PC sampling data and PC profiling data may also be displayed in the Code Profiling plugin, even though a display is already available in MPLAB X IDE.

- Device and Profiling Support
- Software and Hardware Requirements
- Getting Started
- Clock Setup – 8- and 16-bit Devices
- Profiling Selection
- Data Collection
- Display Data and Statistics
- Graphical Data
- Interface Controls and Associated Windows

1.2 DEVICE AND PROFILING SUPPORT

The Code Profiling plugin supports the following device families and related types of profiling available in MPLAB X IDE:

Devices Supported	Related Profiling Supported
PIC18F with data capture*	PC Sampling Function Level Profiling
PIC24F, PIC24E	PC Sampling Function Level Profiling
dsPIC33FJ, dsPIC33E	PC Sampling Function Level Profiling
PIC32MX with data capture*	PC Profiling Function Level Profiling
* To find out if your device has data capture, please see the online Development Tool Selector: http://www.microchip.com/dts .	

The Code Profiling plugin DOES NOT SUPPORT these device families:

- PIC16F1
- PIC32MZ

These devices use a different type of data capture not supported by the plugin.

Code Profiling Plugin for MPLAB® X IDE

1.3 SOFTWARE AND HARDWARE REQUIREMENTS

Code Profiling requires the following software versions and hardware:

- MPLAB X IDE v2.26 or later
- MPLAB XC C Compiler version 1.20 or later – code profiling requires instrumentation
- MPLAB® REAL ICE™ In-Circuit Emulator – currently this is the only supported debug tool.

To obtain these items, see the Microchip web site at: <http://www.microchip.com>.

1.4 GETTING STARTED

1.4.1 Preliminaries

Before you install the plugin, you must first:

1. Select a supported device ([Section 1.2 “Device and Profiling Support”](#)) for your target.
2. Acquire and install the supported versions of software and hardware ([Section 1.3 “Software and Hardware Requirements”](#)).
3. Create and debug an MPLAB X IDE project.

1.4.2 Acquire and Install Plugin

Once the preliminaries are complete, you can acquire and install the Code Profiling plugin:

1. Acquire “MPLAB X IDE Plugin – Code Profiling (SW100100)”, available for purchase at: <http://www.embeddedcodesource.com>.
2. Install the plugin (called CodeProfiling) by following the steps below.
 - a) Select *Tools>Plugins*. The plugins dialog will open.
 - b) Click the **Downloaded** tab and then click the **Add Plugin** button. Navigate to the location of the plugin (file type *.nbm), select the file, and click **Open**. If the file was downloaded as a zipped file, you must unzip it before you can add it as a plugin.
 - c) Follow the installation instructions.
3. Once the plugin is installed, the Code Profiling window then may be accessed under *Tools>Embedded>CodeProfiling*.

1.4.3 Operation Overview

To use Code Profiling:

1. Set up the clock – [Section 1.5 “Clock Setup – 8- and 16-bit Devices”](#)
2. Select the type of profiling – [Section 1.6 “Profiling Selection”](#)
3. Collect data – [Section 1.7 “Data Collection”](#)
4. View data – [Section 1.8 “Display Data and Statistics”](#) and [Section 1.9 “Graphical Data”](#)

1.5 CLOCK SETUP – 8- AND 16-BIT DEVICES

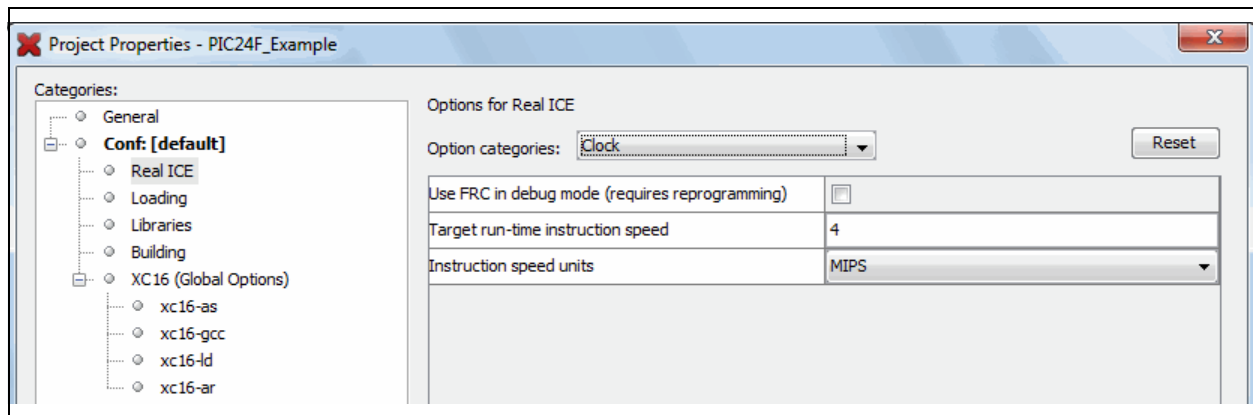
For 8- and 16-bit devices, you will need to set up the clock as follows:

1. Open the Project Properties window (*File>Project Properties*).
2. Click on “REAL ICE” under “Categories” and select “Clock” from the “Options categories” drop-down box. Ensure this value matches the actual target speed, i.e., as set by the Configuration bits in code.

Note: Although the target may run at this speed, data transfer from the device may not be as fast and you may experience periodic speed reductions or pauses in program operation while the target is running.

3. Click **Apply**.

FIGURE 1-1: CLOCK – SELECTION AND SETUP



Code Profiling Plugin for MPLAB® X IDE

1.6 PROFILING SELECTION

Select the type of profiling you wish to use with the Code Profiling plugin.

1.6.1 Function Level Profiling Selection – MPLAB X IDE 2.xx

To enable FLP:

1. Open the Project Properties window (*File>Project Properties*).
2. Click on “REAL ICE” under “Categories” and select “Trace and Profiling” from the “Options categories” drop-down box.
3. Under “Data Collection Selection”, select “Function Level Profiling”.

To select the type of FLP:

The type of FLP selected is dependent on two check boxes.

1. Check “Include Time-Stamp”. This will produce two data files: (1) a file containing raw function entry PC values and function exit indicators and time-stamp data (the log file) and (2) a file containing information about the log file, i.e., how to interpret the log file’s contents (the .INX file)
2. Check “Summary Profile Data Only”. This will produce two data files: (1) a file containing a data map of function entry PC values and how many times each function was called (the log file) and (2) a file containing information about the log file, i.e., how to interpret the log file’s contents (the .INX file)
3. Leave both boxes unchecked (no plugin support). This will produce two data files: (1) a file containing raw function entry PC values and function exit indicators only (the log file) and (2) a file containing information about the log file, i.e., how to interpret the log file’s

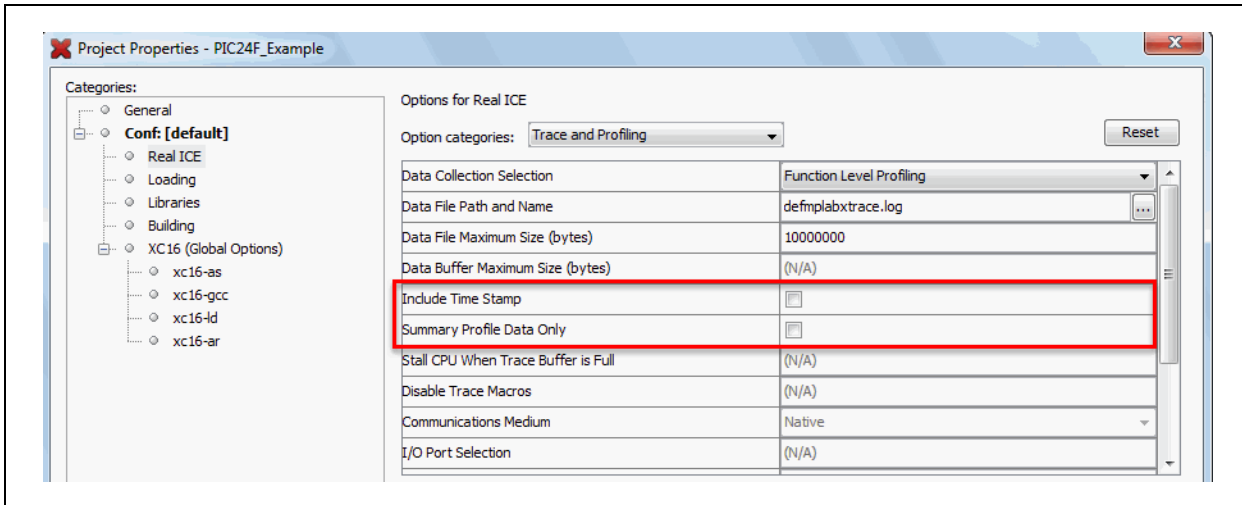
To determine the display generated for each type of FLP, see [Section 1.8 “Display Data and Statistics”](#)

To set up the data file:

To set up the data file, see [Section 1.6.4 “Data File Setup”](#).

Once the selection and set up is complete, click **OK**.

FIGURE 1-2: FUNCTION LEVEL PROFILING – SELECTION AND SETUP – MPLAB X IDE v2



1.6.2 Function Level Profiling Selection - MPLAB X IDE 3.xx

To enable FLP:

1. Open the Project Properties window (*File>Project Properties*).
2. Click on “REAL ICE” under “Categories” and select “Trace and Profiling” from the “Options categories” drop-down box.
3. Under “Data Collection Selection”, select “Function Level Profiling”.

To select the type of FLP:

The type of FLP selected is dependent on the option “Time-Stamp or Summary Profile Data”.

1. Select “Include Time-Stamp” to produce two data files: (1) a file containing raw function entry PC values and function exit indicators and time-stamp data (the log file) and (2) a file containing information about the log file, i.e., how to interpret the log file’s contents (the .INX file)
2. Select “Summary Profile Data Only (No Time-Stamp)” to produce two data files: (1) a file containing a data map of function entry PC values and how many times each function was called (the log file) and (2) a file containing information about the log file, i.e., how to interpret the log file’s contents (the .INX file)

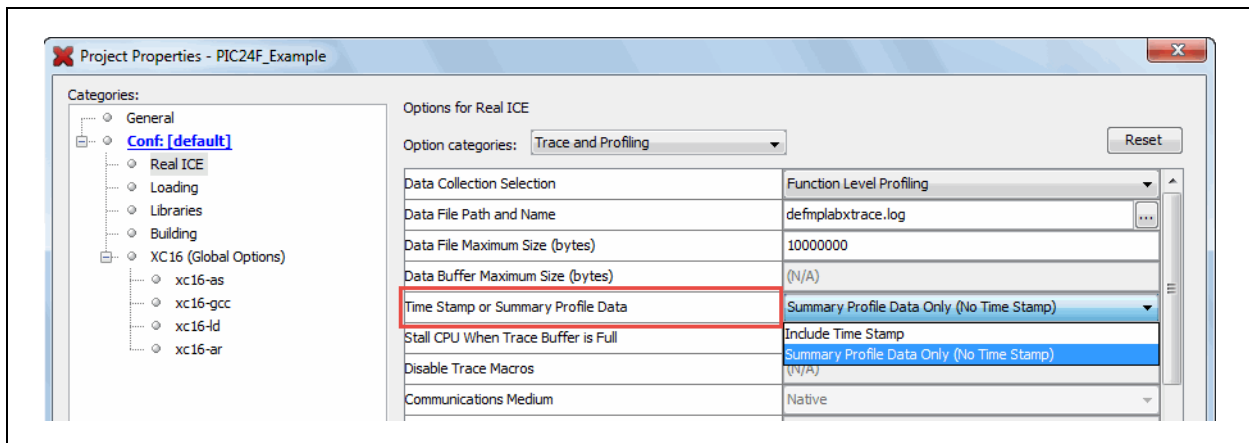
To determine the display generated for each type of FLP, see [Section 1.8 “Display Data and Statistics”](#)

To set up the data file:

To set up the data file, see [Section 1.6.4 “Data File Setup”](#).

Once the selection and set up is complete, click **OK**.

FIGURE 1-3: FUNCTION LEVEL PROFILING – SELECTION AND SETUP – MPLAB X IDE v3



1.6.3 PC Sampling or PC Profiling Selection

To enable PC Sampling (8- and 16-bit devices):

1. Open the Project Properties window (*File>Project Properties*).
2. Click on "REAL ICE" under "Categories" and select "Trace and Profiling" from the "Options categories" drop-down box.
3. Under "Data Collection Selection", select "PC Sampling".

To enable PC Profiling (32-bit devices):

1. Open the Project Properties window (*File>Project Properties*).
2. Click on "REAL ICE" under "Categories" and select "Trace and Profiling" from the "Options categories" drop-down box.
3. Under "Data Collection Selection", select "Instruction Trace/Profiling".

To determine the display generated for either selection, see [Section 1.8 "Display Data and Statistics"](#)

To set up the data file:

To set up the data file for either selection, see [Section 1.6.4 "Data File Setup"](#).

For more information on PC sampling or PC profiling, see the MPLAB REAL ICE In-circuit Emulator documentation.

Once the selection and set up is complete, click **OK**.

1.6.4 Data File Setup

To set up the data file:

1. Data File Path and Name: Enter a name (and path) for the data file. A default name is already entered for a file that will be placed in the project directory.
2. Data File Maximum Size: Enter a data file maximum size. A default value is already entered. The data file is circular; once the maximum file size is reached, new data will continue to be collected while old data is pushed out.
3. For more information on these items, see the MPLAB REAL ICE In-Circuit Emulator documentation, "Software & Hardware Reference", "Emulator Function Summary", "Emulator Options Selection", "Trace and Profiling".

1.7 DATA COLLECTION

To collect data:

1. Open the Code Profiling window by selecting *Tools>Embedded>CodeProfiling*.
2. Debug Run your program.

Ensure that you run your program for a sufficient amount of time to see relevant results. That is, the more data samples you collect, the more representative the average of samples (and related percentages) will be. So a complex program may need to be run longer than a smaller, simple one.

For Time-Stamp data, the incoming data represents a moving window on the data, in that the data is stored in a circular buffer and older data is lost (see [Section A.2 “Data Generation and Collection Process”](#).)

Summary data contains exact count values (with no time-stamp information).

For MPLAB X IDE v2.xx, raw data is stored in a circular buffer but has no time-stamp information.

3. Halt program execution (Pause, Halt, or breakpoint).
4. View the data in the Code Profiling window.

See the next section for details about the contents of the window.

Note: Precompiled functions will not be profiled. Only the C files that are compiled with the project will get the necessary instrumentation.

Code Profiling Plugin for MPLAB® X IDE

1.8 DISPLAY DATA AND STATISTICS

The data displayed in the Code Profiling window depends on the type of profiling you selected previously.

1.8.1 Function Level Profiling with Time-Stamp

For FLP with a time-stamp, the display represents function-level compiler-generated instrumentation counts of function entry and return for each function sampled during execution.

At the top of the Code Profiling window are the following **TOTALS**:

- **Calls** – Total calls with time-stamps in the data file.
- **Time (mS)** – The delta (difference) from the first Call time-stamp recorded in the data file to the last return time-stamp in the data file that has a matched call earlier in the file. This is approximately the total time of the period captured within the application but not exact since the times are only added to the data file on a call and a return.

The window tab shows three sets of data for each function:

- Calls to Function
- Excluded Times
- Included Times

Each of these data sets is color-coded for easy identification.

A graph of this data is also available. See [Section 1.9 “Graphical Data”](#).

FIGURE 1-4: CODE PROFILING WINDOW – FLP WITH TIME-STAMP

Function	Calls	Calls - 100.0%	Excluded Avg (mS)	Excluded 100.0%	Excluded (mS)	Included Avg (mS)	Included 100.0%	Included (mS)
sub_04	6897	20.0%	0.345	20.3%	2382.838	0.512	8.6%	3529.593
sub_03	6897	20.0%	0.340	20.0%	2345.550	0.852	14.3%	5875.143
sub_02	6897	20.0%	0.339	19.9%	2339.163	1.191	20.0%	8214.306
sub_01	6897	20.0%	0.338	19.8%	2328.047	1.529	25.7%	10542.353
main	1	0.0%	1204.533	10.3%	1204.533	11747.316	28.6%	11747.316
sub_05	6897	20.0%	0.166	9.8%	1146.755	0.166	2.8%	1146.755

1.8.1.1 CALLS TO FUNCTION

“Calls to Function” refers to the number of times a function is called. There are two columns in this data set (shown in pink in [Figure 1-4](#)).

The “Calls” column simply shows the number of times the function in the “Function” column was called during execution.

The “Calls - X %” column shows the percentage of times the function in the “Function” column was called compared to all function calls. The percentage (X %) is the sum of all percentages.

When data is filtered (“Filter Functions” icon), the percentage (X %) is the sum of all unfiltered percentages. In this case, X % may not equal 100%; recall that the code is not run again for filtering, but only re-displayed for the selected functions.

1.8.1.2 EXCLUDED TIMES

“Excluded Times” refers to the time spent in a function excluding (minus) the times spent in any functions called by that function. There are three columns in this data set (shown in green in [Figure 1-4](#)).

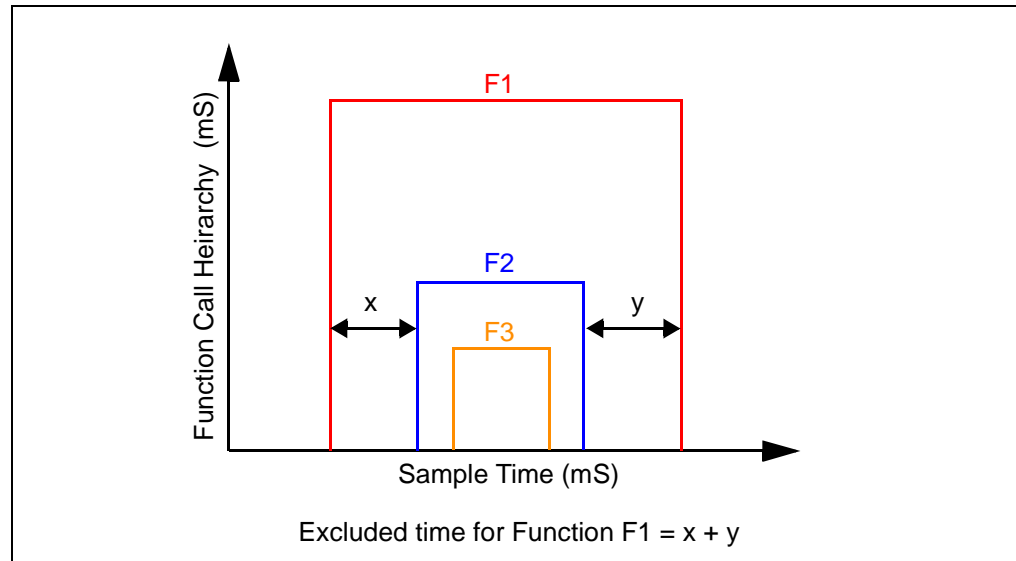
The “Excluded Avg (mS)” column represents the excluded call hierarchy of each function on average.

The “Excluded X %” column represents what percent of the total excluded profile time is represented by each function time. The percentage (X %) is the sum of all percentages. When data is filtered (“Filter Functions” icon), the percentage (X %) is the sum of all unfiltered percentages. In this case, X % may not equal 100%; recall that the code is not run again for filtering, but only re-displayed for the selected functions.

The “Excluded (mS)” column represents the time spent in the function listed in the “Function” column, excluding the time for other functions called within this function. This number is derived by multiplying the total number of calls to this function (“Calls” column) by the average excluded runtime of the function (“Avg (mS)” column).

For example, if Function F1 calls Function F2, which in turn calls Function F3, you could show the timing as in [Figure 1-5](#), where the excluded time for F1 is shown. Each time F1 is called, the F1 excluded time is determined. When the program is halted, the average F1 excluded time is calculated and used with the number of calls to determine value in the “Excluded (mS)” column.

FIGURE 1-5: EXAMPLE OF EXCLUDED TIME – FUNCTION F1



1.8.1.3 INCLUDED TIMES

“Included Times” refers to the total time spent in a function, including the times spent in any functions called by that function. There are four columns in this data set (shown in blue in [Figure 1-4](#)).

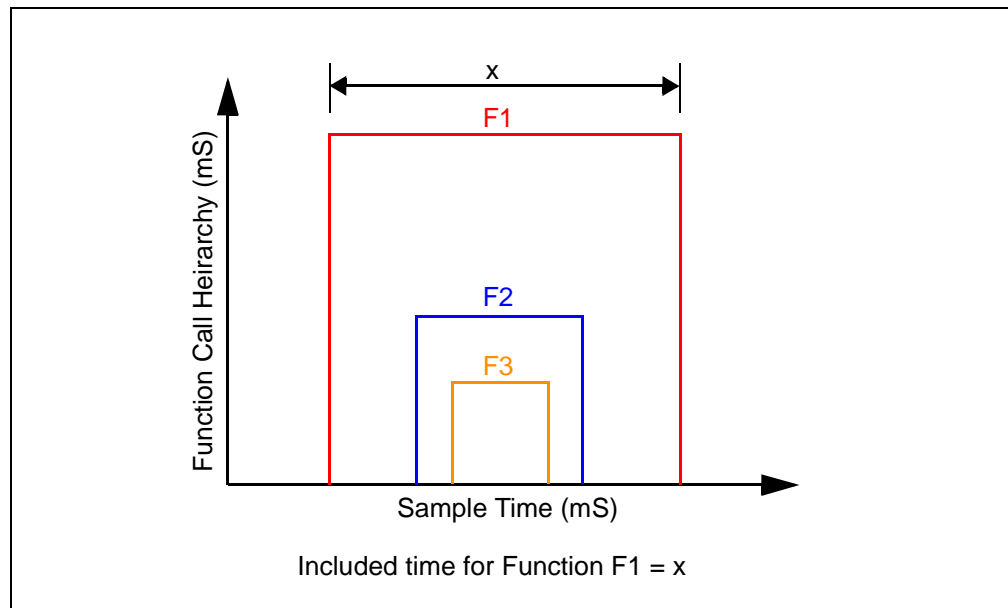
The “Included Avg (mS)” column represents the included call hierarchy of each function on average.

The “Included X %” column represents what percent of the total included profile time is represented by each function time. The percentage (X%) is the sum of all percentages. When data is filtered (“Filter Functions” icon), the percentage (X%) is the sum of all unfiltered percentages. In this case, X% may not equal 100%; recall that the code is not run again for filtering, but only re-displayed for the selected functions.

The “Included (mS)” column represents the time spent in the function listed in the “Function” column. This is the total time for the function, regardless of calls to other functions. This number is derived by multiplying the of total number of calls to this function (“Calls” column) by the average included runtime of the function (“Avg (mS)” column).

For example, if Function F1 calls Function F2, which in turn calls Function F3, you could show the timing as in [Figure 1-6](#), where the included time for Function F1 is shown. Each time F1 is called, the F1 included time is determined. When the program is halted, the average F1 included time is calculated and used with the number of calls to determine value in the “Included (mS)” column.

FIGURE 1-6: EXAMPLE OF INCLUDED TIME – FUNCTION F1



1.8.2 Function Level Profiling with Summary, PC Sampling or PC Profiling

For FLP with a data summary, the display represents how many times each function was entered/called. For PC sampling or PC Profiling, the display represents a random sampling of the PC taken during the run of the program.

At the top of the Code Profiling window, one of the following is shown:

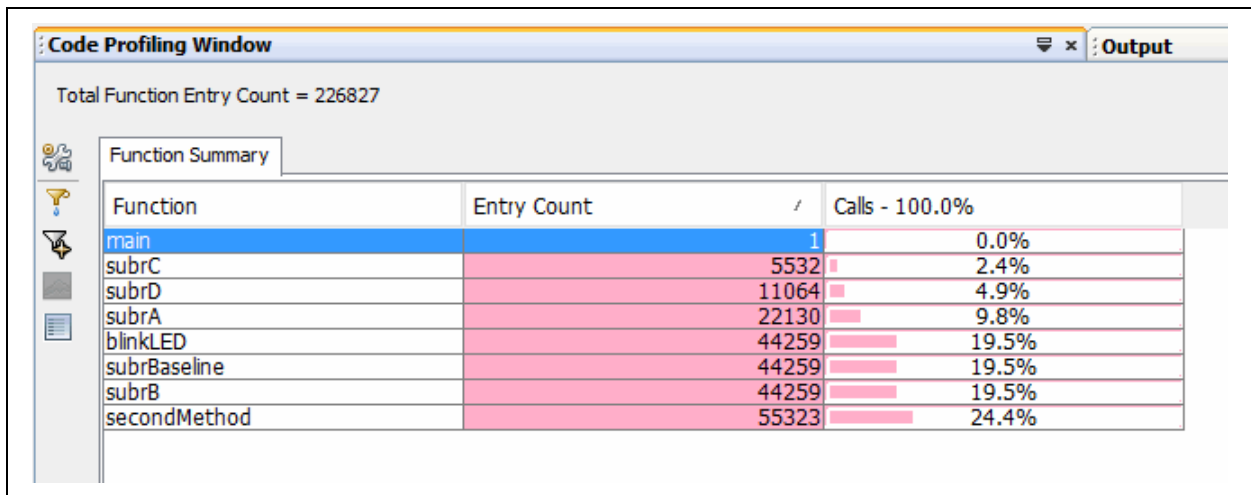
- **Total Function Entry Count** – Total entries to a function – FLP with summary.
- **Total Samples** – Total number of PC samples in a function – PC sampling or PC profiling.

The window tab shows the following data for each function.

- The “Entry Count” or “Sample Count” column shows the entry or sample count for the function in the “Function” column, respectively.
- The “Calls - X %” column shows the percentage of times the function in the “Function” column was called compared to all function calls. The percentage (X %) is the sum of all percentages.

When data is filtered (“Filter Functions” icon), the percentage (X %) is the sum of all unfiltered percentages. In this case, X % may not equal 100%; recall that the code is not run again for filtering, but only re-displayed for the selected functions.

FIGURE 1-7: CODE PROFILING WINDOW – FLP WITH SUMMARY




1.8.3 Function Level Profiling without Time-Stamp or Summary – MPLAB X IDE v2.xx

For FLP without time-stamp or summary data (raw data), the display currently shows no data. Therefore, there is no plugin support for this type of profiling.

Code Profiling Plugin for MPLAB® X IDE

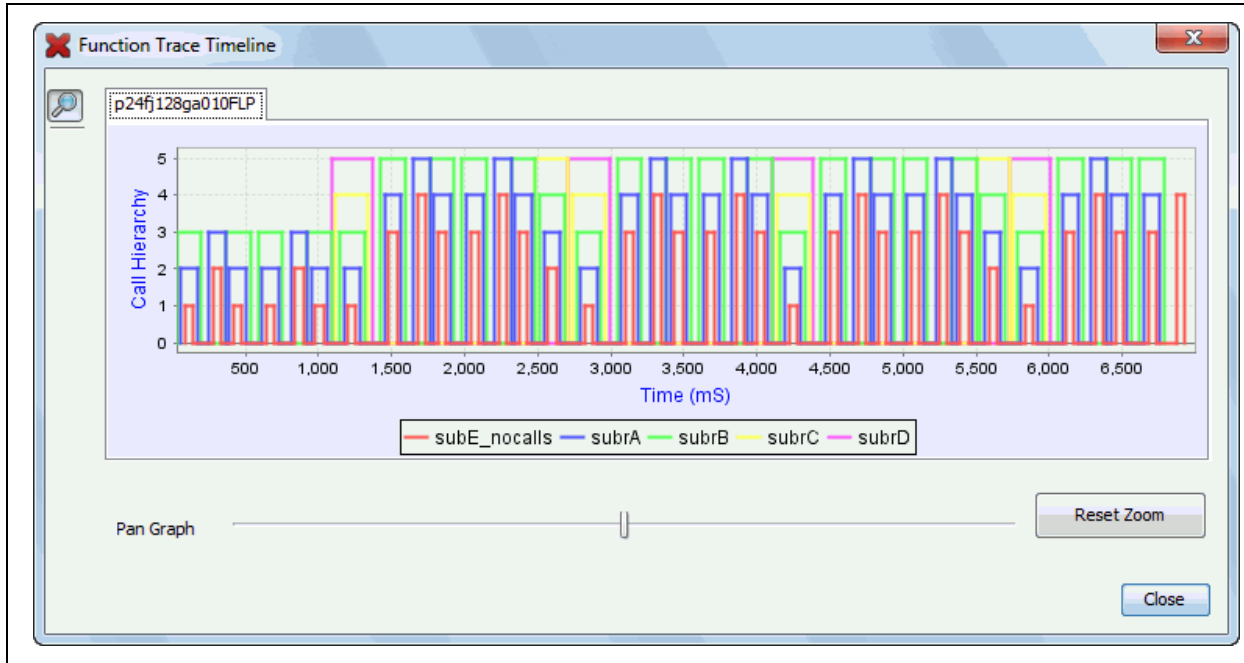
1.9 GRAPHICAL DATA

Click on the graph icon  to display a graph of the Code Profiling data, specifically a composite trace of the timeline of each function. Each function shown on the graph is color-coded per the legend at the bottom of the graph. These colors are not the same as those used for data sets in the window. Functions can also be identified by mousing over a line on the graph.

The graph axes are:

- “Time (mS)” represents the profile sampling time (in milliseconds).
- “Call Hierarchy” represents the hierarchy of each function call.

FIGURE 1-8: FUNCTION TRACE TIMELINE GRAPH WINDOW



1.9.1 Panning

To move left and right through the data on the Time axis, use:

- The “Pan Graph” slider
- <Ctrl> + click on mouse (on Windows® and Linux OS systems)
- <Apple> + click on the mouse (on Mac® OS systems)

1.9.2 Zooming


Ensure magnifying glass icon  is selected:

- Click and drag with your mouse to zoom in.
- Right click on the graph, click on Zoom In or Zoom Out, and select an axes on which to zoom.
- Use the mouse wheel to zoom on the Time axis and <Ctrl> + mouse wheel to zoom on the Call Hierarchy axis.

Reset the zoom by clicking **Reset Zoom**.

Code Profiling Operation

1.9.3 Data Point Values

Ensure magnifying glass icon  is NOT selected.

You can click and drag with your mouse to measure a time value. Two green bars will show the range and the value will be displayed on the bottom.

Alternately, you can hover over a corner of a graphed line to see a data point value in a pop-up.

FIGURE 1-9: MOUSE DRAG DATA POINT RANGE

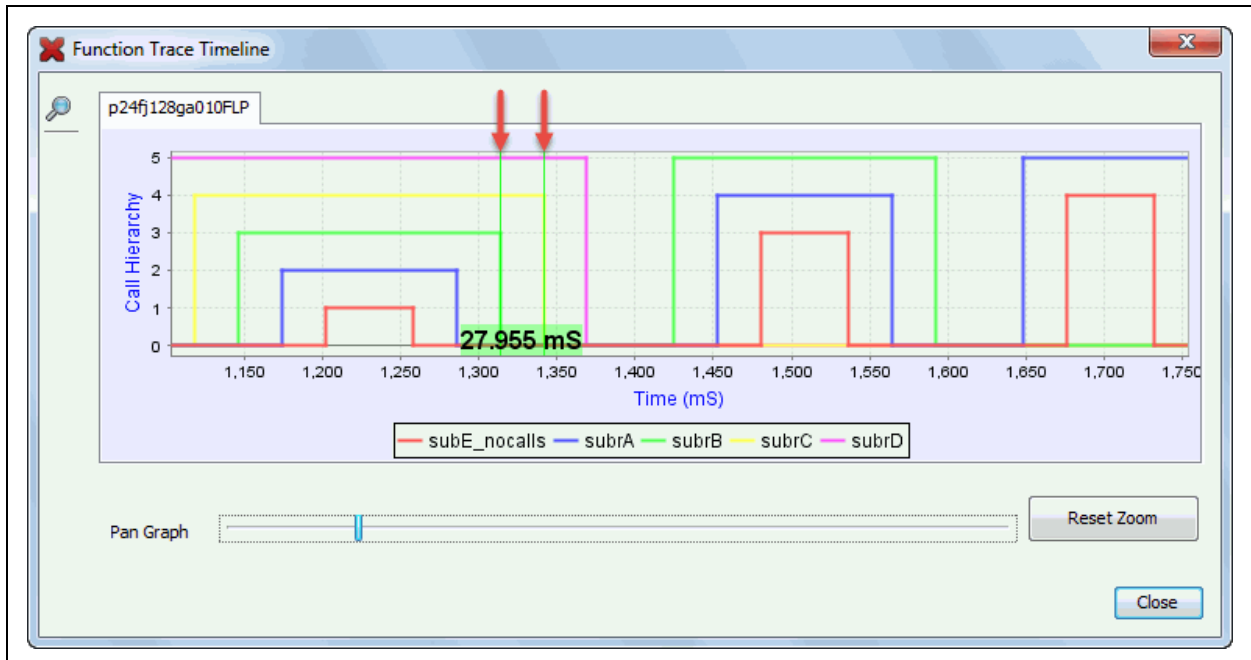
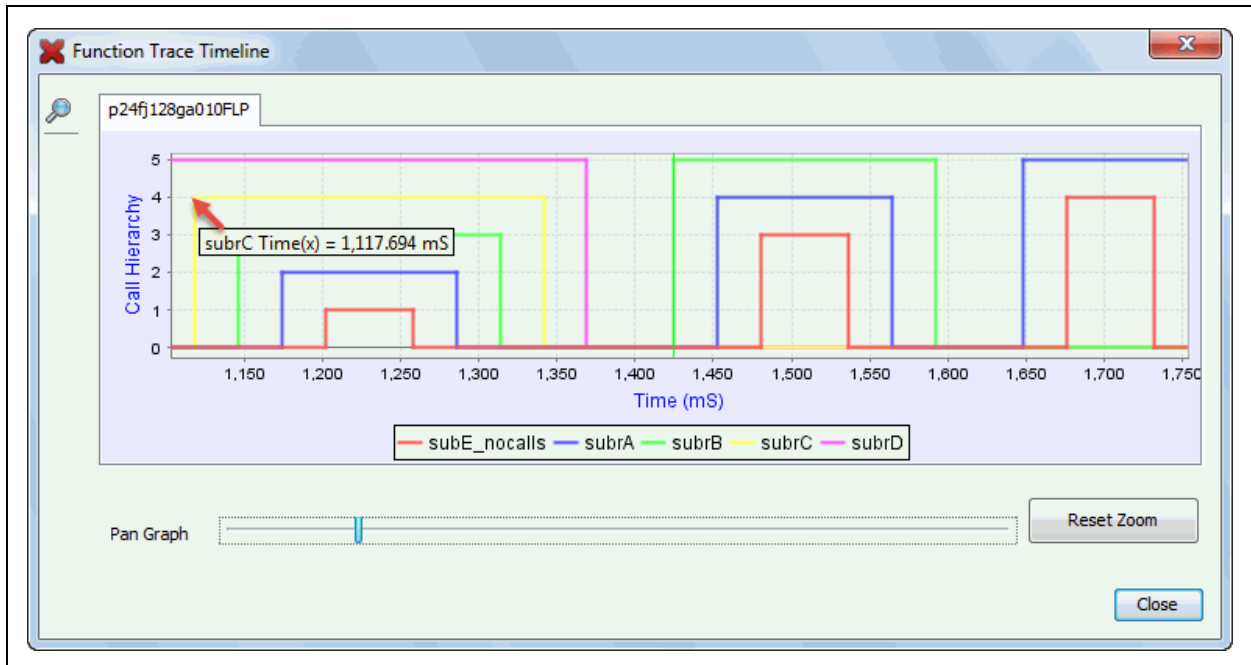


FIGURE 1-10: MOUSE HOVER DATA POINT VALUE

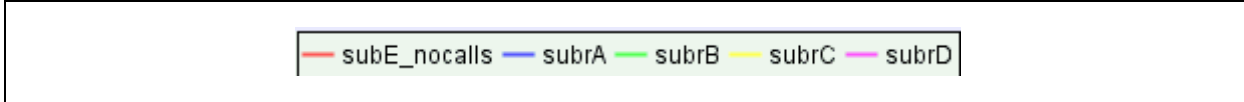


Code Profiling Plugin for MPLAB® X IDE

1.9.4 Color-Coded Legend

At the bottom of the graph is a color-coded legend for each function displayed, up to 20 functions. If more than 20 functions are graphed, the legend will be removed and you will need to mouse over a corner of a graphed line to see then name of the associated function.

FIGURE 1-11: GRAPH LEGEND (<=20 FUNCTIONS)



1.10 INTERFACE CONTROLS AND ASSOCIATED WINDOWS

The Code Profiling interface windows have controls, and associated windows, to assist in data display and analysis.

- Code Profiling Window
- Function Trace Timeline Graph Window
- Chart Properties Window

1.10.1 Code Profiling Window

Most icons are on the right side of the window, except for the Column Setup icon which is on the left. Context menu items may be accessed by right clicking in the window.

TABLE 1-1: CODE PROFILING WINDOW ICONS







Icon	Text	Description
	Project Properties	Open the Project Properties window.
	Filter Functions	Filter the display to show only the selected functions. Note: Code is not run again; the data already collected is reduced to remove all non-selected functions.
	Filter Select All	Select to display all functions.
	Show Function Trace Timeline Graph	Display a graph of data in the window, specifically a composite trace of the timeline of each function.
	Output Statistics	Output window data to a file.
	Column Setup	Click to display a menu for selecting which columns to show or hide. Also show or hide horizontal scroll, or pack columns (all or selected).

TABLE 1-2: CODE PROFILING WINDOW CONTEXT MENU

Item	Description
Clear View and Data	Clear all function data from the window.
Reload Data	Reload function data from a file into the window.
Go To Function Source	Go to the location in source code of the selected function. You can also double click on a function to do this.

Code Profiling Plugin for MPLAB® X IDE

1.10.2 Function Trace Timeline Graph Window

The Graph window icon is found on the right side of this window. Context menu items may be accessed by right clicking in the window.

TABLE 1-3: FUNCTION TRACE TIMELINE GRAPH WINDOW ICONS


Icon	Text	Description
	Measure/Zoom Mode Select	Icon unselected: Measurement mode. Drag mouse to measure time value. Icon selected: Zoom mode. Drag mouse to zoom in on an area.

TABLE 1-4: FUNCTION TRACE TIMELINE GRAPH WINDOW CONTEXT MENU

Item	Description
Turn Off/On Zoom mode	Click to disable Zoom mode. Click again to enabled Zoom mode.
Save Graph Image	Save an image of the graph to a PNG file.
Print	Print the graph.
Zoom In	Zoom in on graph data. Choose to zoom in on: <ul style="list-style-type: none">• Both Axes• Domain Axis (x coordinates)• Range Axis (y coordinates)
Zoom Out	Zoom out on graph data. Choose to zoom out on: <ul style="list-style-type: none">• Both Axes• Domain Axis (x coordinates)• Range Axis (y coordinates)
Zoom Reset	Reset zoom to default level.
Properties	Open the Chart Properties window. See Section 1.10.3 “Chart Properties Window” .

1.10.3 Chart Properties Window

Set up the graph look and feel on the tabs of this window.

TABLE 1-5: TITLE TAB

Item	Description
Show Title	Check to show the graph title listed under "Text". Uncheck to hide the graph title.
Text	Enter a title for the graph. "Show Title" must be checked.
Font	Select font options for the graph title text.
Color	Select a color scheme for the graph title text.

TABLE 1-6: PLOT TAB

Item	Description
Domain and Range Axes Tabs	
Label	Enter a label for the axis
Font	Select font options for the label
Paint	Select a color scheme for the label (text and background).
Ticks	Check to "Show tick labels". Uncheck to hide. Select font options for the tick labels. Check to "Show tick marks". Uncheck to hide.
Range	Check to "Auto-adjust range" values. Uncheck to enter a "Minimum range value" and a "Maximum range value".
TickUnit	Check for "Auto-Selection of TickUnit". Uncheck to enter "TickUnit value".
Appearance Tab	
Outline stroke	Select the thickness of the line around the graph.
Outline paint	Select the color of the line around the graph.
Background paint	Select the color of the graph background.
Orientation	Select an orientation for the graph domain (x) axis: <ul style="list-style-type: none"> • Vertical (default) • Horizontal

TABLE 1-7: OTHER TAB

Item	Description
Draw anti-aliased	Check to use anti-aliasing when drawing the graph. Uncheck to turn anti-aliasing off.
Background paint	Select the color of the background outside of the graph.
Series paint	Not implemented
Series stroke	Not implemented
Series outline paint	Not implemented
Series output stroke	Not implemented

Code Profiling Plugin for MPLAB® X IDE

NOTES:

Appendix A. Code Profiling Reference

A.1 INTRODUCTION

The Code Profiling plugin shows you the percentage of time spent in each function. It does not give precise timing data. However, if you wish to understand the timing implications of Code Profiling on your code, the reference section will give you greater insight.

Code profiling within MPLAB X IDE is accomplished by instrumenting each function within your target code. That instrumentation includes a call at the beginning of each function that retrieves the PC and sends that data up through the hardware tool to the host, and a call at the end of each function that sends a corresponding function exit indicator. The raw profiling data is displayed by the Code Profiling plugin and display.

This instrumentation increases the time that is spent in each function. The amount of time contributed by the instrumentation depends upon the clock speed of the target, the device (or part) on the target, and the compiler being used.

- Data Generation and Collection Process
- Baseline Function Creation and Usage
- Caveats
- Conclusion
- Example Calculation

A.2 DATA GENERATION AND COLLECTION PROCESS

[Figure A-1](#) presents the generation and flow of code profiling data from the target up to the host. This data is eventually used by the Code Profiling plugin and display.

As can be seen in the figure, the device on the target, through the instrumentation code, retrieves the PC and sends it up to the MPLAB REAL ICE in-circuit emulator. The emulator then appends a time-stamp and sends the data up to MPLAB X IDE. The IDE then saves that raw data in a circular file. The circular file and its size are selected through the emulator “Trace and Profiling” page in the Project Properties window.

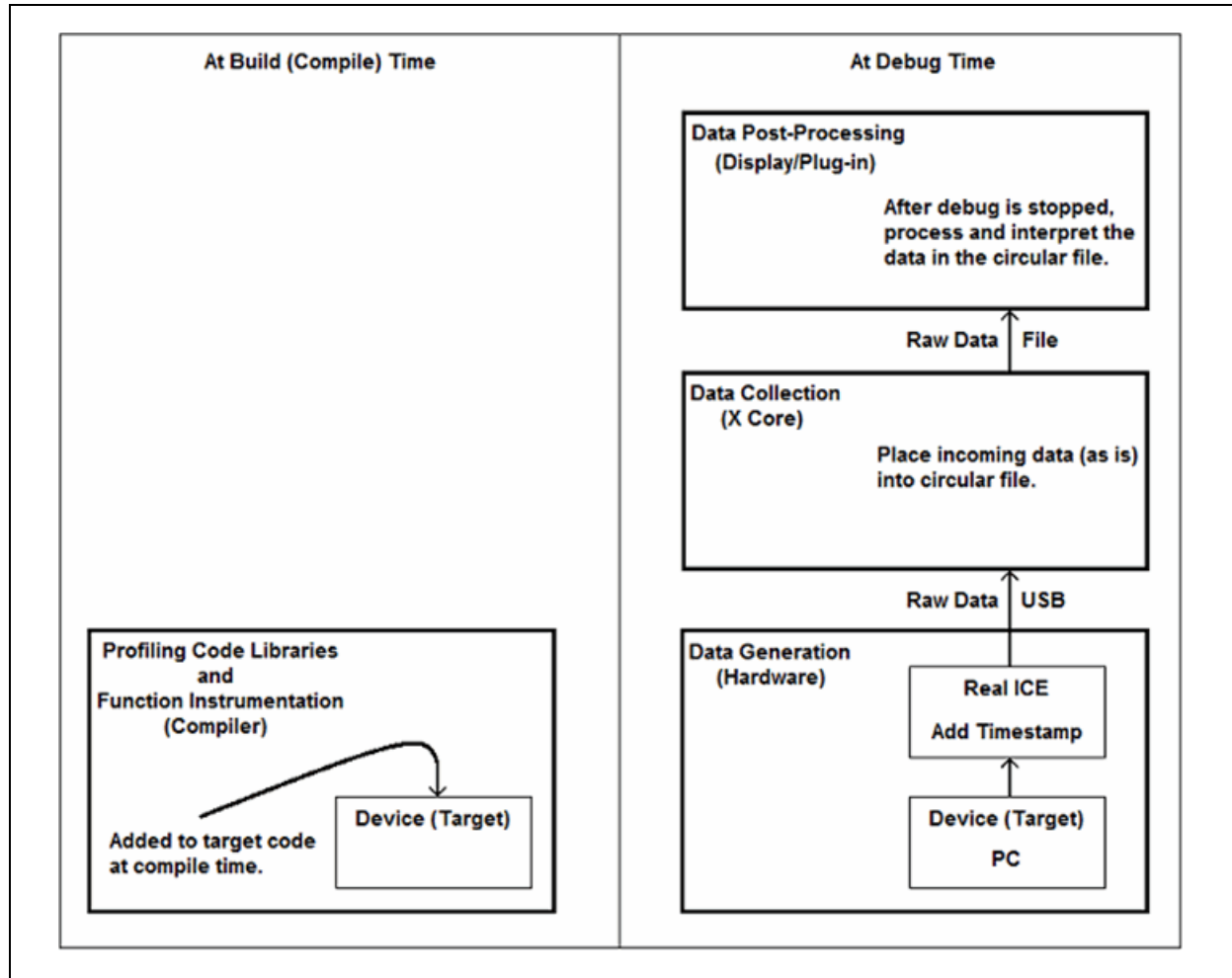
If the Code Profiling plugin is installed and its display is open when a debug session is paused or stopped, the data is interpreted and displayed in tabular form on a function-by-function line basis. Two main measures are given per function in that table: Average Excluded Time and Average Included Time. Average Included Time is the total time to execute a function and includes the time taken by any other functions it may call. Average Excluded Time is the total time to execute code only within that function and excludes the times of any functions it may call. Both of those times include code profiling instrumentation execution time.

When the debug session is continued, the log file is cleared and the data starts over again. Therefore incoming data cannot be concatenated.

The following sections describe how to calculate the time added by code profiling instrumentation. This will be done by creating a baseline function from which the code profiling instrumentation overhead time can be observed and then used to refine the recorded durations of the other functions in the target code.

Code Profiling Plugin for MPLAB® X IDE

FIGURE A-1: CODE PROFILING GENERATION AND COLLECTION



A.3 BASELINE FUNCTION CREATION AND USAGE

A baseline function is one that contains only the code profiling instrumentation with little or no function entry and exit overhead (such as items like link, unlink, and return instructions).

The baseline function is defined simply as follows:

```
void baseline ()
{
    return;
}
```

This function should be called outside of the principal while loop that normally constitutes the central code in the target's main() function. For example:

```
void main (void)
{
    // possible start-up or initialization code here...

    baseline();
Set breakpoint
here -----> while (1)
                {
                // your main loop here...
                }

                } // end main
```

When the target is run, it will execute the baseline function and then stop after its execution. The Code Profiling plugin display should show the baseline function with its average Excluded and Included times, which for this case should be equal. This value can be subtracted from either the Average Excluded Time or the Average Included Time of the other target functions to obtain a more accurate time for their execution (see [Section A.4 “Caveats”](#) for additional complications in adjusting the Average Included Time in this manner).

The breakpoint should then be removed, the Code Profiling display and data cleared (right click on the display), and the debug session restarted to collect data for the target functions.

A.4 CAVEATS

There are two main caveats to using the baseline function time as described above.

First, if clock switching is used, the above strategy will not work, as the baseline and/or other target functions may be operating at different clock frequencies. There will be no consistent ruler from which to base execution times.

Second, nested function calls contain multiple calls to the instrumentation code. As such, the baseline value can be subtracted from a function's Average Excluded Time value to arrive at a more refined value for the Average Excluded Time. However when used on the Average Included Time, the baseline value for any calls that a function makes must also be included in the adjustment. For example:

```
Function_A()
    calls Function_B() which
        calls Function_C() which
            calls Function_D()
```

Code Profiling Plugin for MPLAB® X IDE

In this instance, the baseline value would have to be subtracted four times from Function_A's Average Included Time.

In either case (Excluded or Included time), if a function makes multiple calls to other functions, those calls may be bracketed by conditional statements, and as such not all calls within a function may be made. The code profiling has no way of determining this condition when generating the average Excluded and Included times.

A.5 CONCLUSION

Using a baseline function scheme allows the possibility of refining the function timing values provided by the Code Profiling plugin given the specific clock speed, device (part), and compiler that you have employed.

A.6 EXAMPLE CALCULATION

The following calculations are based on a dsPIC33EP part running at 40 MHz (20MIPS). The subroutine being adjusted does not call any other functions. The compiled example code for the function is as follows:

```
function_C  LNK #0x0
            CALL __function_level_profiling_long
            NOP
            MOV  gVarX, W4
            :      <-- Contains 22 more instructions (no calls)
            MOV  WS, 0x106c
            ULNK
            GOTO __function_level_profiling_zero
            NOP
```

The Code Profiling display shows 0.031 milliseconds (mS), or 31 microSeconds (uS), for both the baseline function average Excluded and Included times. The number of samples taken were 1664 for this example.

Since the clock is running at 40 MHz (25 nanoSeconds (nS) per cycle), and each instruction is two cycles (hence the 20MIPS), each instruction takes 50 nS to execute.

The Average Included Time for function_C, from the Code Profiling display is listed as 0.032 mS (32 uS). Since there are no calls within function_C, we can simply subtract the baseline time from the function time, 32-31, resulting in 1 uS for function_C. (The Code Profiling display has a resolution of down to 1 uS).

To verify that this is close to what would be the actual value (again, given the resolution of the time-stamp and the Code Profiling calculations), the function_C time (without profiling) would be:

```
function_C  LNK #0x0                                50
            MOV  gVarX, W4                            50
            :      <-- 22 more instructions (so 22 x 50nS)  1100
            MOV  WS, 0x106c                            50
            ULNK                                        50
            RETURN                                      50
            ----
                                                    1350 nS
                                                    or 1.35 uS
```

Rounding gives 1uS, the same as the 32-31 above.

Usually the larger a function, the closer will be the timing averages and hence the adjusted values to the actual timing (if the function does not have conditional calls).

Index

C

Chart Properties	21
Code Profiling Graph	
Data Point Range	17
Legend	18
Pan	16
Print image	20
Save image to PNG	20
Set Appearance	21
Zoom In and Out	16, 20
Code Profiling Menu	
Clear View and Data	19
Go To Function Source	19
Reload Data	19
Code Profiling Window	
Calls	12
Column Setup	19
Count	15
Excluded	13
Filter Data	19
Included	14
Output Statistics	19
Show Graph	19

F

Function Level Profiling (FLP)	5
Summary Data	15
Time Stamp	12

P

PC Profiling	10, 15
PC Sampling	10, 15
Project Properties	19

T

Trace and Profiling	8, 9, 10
---------------------------	----------

Code Profiling Plugin for MPLAB® X IDE

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