## NAME

profil − execution time user profile

## SYNOPSIS

**profil (buff, bufsiz, offset, scale)**
**char *buff;**
**int bufsiz, offset, scale;**

## DESCRIPTION

*Buff* points to an area of core whose length (in bytes) is given by *bufsiz*. After this call, the user's program counter (pc) is examined each clock tick (60th second); *offset* is subtracted from it, and the result multiplied by *scale*. If the resulting number corresponds to a word inside *buff*, that word is incremented.

The scale is interpreted as an unsigned, fixed-point fraction with binary point at the left: 0177777(8) gives a 1-1 mapping of pc's to words in *buff*; 077777(8) maps each pair of instruction words together. 02(8) maps all instructions onto the beginning of *buff* (producing a non-interrupting core clock).

Profiling is turned off by giving a *scale* of 0 or 1. It is rendered ineffective by giving a *bufsiz* of 0. Profiling is turned off when an *exec* is executed, but remains on in child and parent both after a *fork*. Profiling may be turned off if an update in *buff* would cause a memory fault.

## SEE ALSO

prof(1), monitor(3C)

## ASSEMBLER

(profil = 44.)
**sys profil; buff; bufsiz; offset; scale**