
Subject: time test MacOC

Posted by [pford](#) on Sun, 15 Mar 1998 08:00:00 GMT

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These are the time test results for a PPC upgraded with a PowerLogix board, G# processor 308 MHz, 1 Mbyte backside cache 1:1, 44MHz system bus, MacOS 8.1 with many extensions. I could probably tweak the speed somewhat by using only one display card and a better display card and SCSI 3 card and drives. I am using inexpensive SCSI 1 drives.

IDL> TIME_TEST

TIME_TEST is obsolete.

Use the newer, more accurate, TIME_TEST2, contained in this file.

|TIME_TEST performance for IDL 5.0.3:

```
| OS_FAMILY=MacOS, OS=MacOS, ARCH=PowerMac
1 0.150000 Empty For loop, 1 million times
2 0.183333 Call empty procedure (1 param) 100,000 times
3 0.100000 Add 100,000 integer scalars and store
4 0.100000 25,000 scalar loops each of 5 ops, 2 =, 1 if)
5 0.0833334 Mult 512 by 512 byte by constant and store, 10 times
6 0.0500000 Shift 512 by 512 byte and store, 10 times
7 0.0666666 Add constant to 512 x 512 byte array and store, 10 times
8 0.0833333 Add two 512 by 512 byte images and store, 10 times
9 0.433333 Mult 512 by 512 floating by constant and store, 10 times
10 0.400000 Add constant to 512 x 512 floating and store, 10 times
11 0.533333 Add two 512 by 512 floating images and store, 10 times
12 0.0833333 Invert a 100 by 100 random matrix
13 0.116667 Transpose 256 x 256 byte, FOR loops
14 0.0166667 Transpose 256 x 256 byte, row and column ops
15 0.0166667 Transpose 256 x 256 byte, transpose function
16 0.283333 Log of 100,000 numbers, FOR loop
17 0.0666666 Log of 100,000 numbers, vector ops
18 0.250000 Add two 100000 element floating vectors, FOR loop
19 0.0166667 Add two 100000 element floating vectors, vector op
20 0.116667 65536 point real to complex FFT
21 0.0666667 Smooth 512 by 512 byte array, 5x5 boxcar
22 0.0500001 Smooth 512 by 512 floating array, 5x5 boxcar
23 0.166667 Write and read 10 512 by 512 byte arrays
3.43333=Total Time, 0.099091732=Geometric mean, 23 tests.
```

IDL> TIME_TEST2

|TIME_TEST2 performance for IDL 5.0.3:

```
| OS_FAMILY=MacOS, OS=MacOS, ARCH=PowerMac
| Sat Mar 14 18:07:58 1998
1 0.333333 Empty For loop, 2000000 times
2 0.200000 Call empty procedure (1 param) 100,000 times
3 0.116667 Add 100,000 integer scalars and store
4 0.133333 25,000 scalar loops each of 5 ops, 2 =, 1 if)
```

```

5 0.0666667 Mult 512 by 512 byte by constant and store, 10 times
6 0.4666667 Shift 512 by 512 byte and store, 100 times
7 0.2833333 Add constant to 512 x 512 byte array and store, 50 times
8 0.2333333 Add two 512 by 512 byte images and store, 30 times
9 1.166667 Mult 512 by 512 floating by constant and store, 30 times
10 1.216667 Add constant to 512 x 512 floating and store, 40 times
11 2.133333 Add two 512 by 512 floating images and store, 30 times
12 0.08333333 Generate 225000 random numbers
13 0.1666667 Invert a 150 by 150 random matrix
14 0.08333334 LU Decomposition of a 150 by 150 random matrix
15 0.1166667 Transpose 256 x 256 byte, FOR loops
16 0.1166667 Transpose 256 x 256 byte, row and column ops x 10
17 0.06666667 Transpose 256 x 256 byte, TRANSPOSE function x 10
18 0.2500000 Log of 100,000 numbers, FOR loop
19 0.05000000 Log of 100,000 numbers, vector ops
20 0.6500000 131072 point forward plus inverse FFT
21 0.3166667 Smooth 512 by 512 byte array, 5x5 boxcar, 10 times
22 0.08333334 Smooth 512 by 512 floating array, 5x5 boxcar, 2 times
23 6.200000 Write and read 512 by 512 byte array x 20
14.5333=Total Time, 0.24510466=Geometric mean, 23 tests.

```

IDL> TIME_TEST3

|TIME_TEST3 performance for IDL 5.0.3:

| OS_FAMILY=MacOS, OS=MacOS, ARCH=PowerMac

| Sat Mar 14 18:08:30 1998

```

1 0.3333333 Empty For loop, 2000000 times
2 0.1833333 Call empty procedure (1 param) 100000 times
3 0.2166667 Add 200000 integer scalars and store
4 0.2166667 50000 scalar loops each of 5 ops, 2 =, 1 if)
5 0.1833333 Mult 512 by 512 byte by constant and store, 30 times
6 1.700000 Shift 512 by 512 byte and store, 300 times
7 0.5833333 Add constant to 512x512 byte array, 100 times
8 0.6333333 Add two 512 by 512 byte arrays and store, 80 times
9 1.150000 Mult 512 by 512 floating by constant, 30 times
10 2.550000 Shift 512 x 512 array, 60 times
11 2.050000 Add two 512 by 512 floating images, 40 times
12 0.3166667 Generate 1000000 random numbers
13 0.3333333 Invert a 192^2 random matrix
14 0.06666667 LU Decomposition of a 192^2 random matrix
15 0.2666667 Transpose 384^2 byte, FOR loops
16 0.2666667 Transpose 384^2 byte, row and column ops x 10
17 1.033333 Transpose 384^2 byte, TRANSPOSE function x 100
18 0.2500000 Log of 100000 numbers, FOR loop
19 0.3833333 Log of 100000 numbers, vector ops 10 times
20 0.5000000 131072 point forward plus inverse FFT
21 0.3000000 Smooth 512 by 512 byte array, 5x5 boxcar, 10 times
22 0.2500000 Smooth 512 by 512 floating array, 5x5 boxcar, 5 times
23 12.2667 Write and read 512 by 512 byte array x 40
26.0333=Total Time, 0.47938677=Geometric mean, 23 tests.

```

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