
Subject: Re: IDL performance and FFTs (was: call external speed)

Posted by [menakkis](#) on Thu, 17 Sep 1998 07:00:00 GMT

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I hope that you folks don't mind me straying from IDL here, but there seems to be a fair amount of interest in getting FFTs to go as fast as possible. I saw something on the web the other day that might be of interest to IDL/WinNT users who have multiprocessor PCs...

Intel gives away a "maths kernel library" that includes 1D and 2D FFT routines. They claim that this stuff is nicely optimized for PPros / PIIIs. They also state that the 2D FFT is multithreaded and will take advantage of a multiprocessor environment if you want it to, and - the tantalising part - that this will work even if your program (that calls their lib) is single-threaded. This means that you should be able to hook the Intel lib onto IDL, with a little "glue", and get some multiprocessor action going at last. (IDL is single-threaded.) The maths kernel also has some BLAS routines, a few of which are also multithreaded.

Check out: <http://developer.intel.com/design/perftool/INDEX.HTM>

Peter Mason

-----= Posted via Deja News, The Leader in Internet Discussion =-----

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