Subject: Re: Request for comparisons of IDL and Matlab
Posted by Steve Johnson on Wed, 23 Sep 1998 07:00:00 GMT
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Anthony Wilson wrote in message <6ub8fb$f4b$1@pr1.plk.af.mil>...
> As a Macintosh user, I am in the process of converting from Matlab to
IDL.
> In using both environments(Matlab 5.0, IDL 5.1), I have seen the
following
> based on what you asked for:
>
>
>>   - ability to run on OpenVMS Alpha, Windows NT, possibly Unix
>
> not sure about this for Matlab

matlab works on them and many others. not sure about idl. see
http://www.mathworks.com/products/matrix/

>>   - easy to develop GUIs
>
> Matlab's GUI creation is simple enough. It has a GUI tool that allows
the
> user to create the window, text boxes, graphic boxes, etc via drag and
drop.

personally, i hate guide (the matlab gui tool) and all other automagic
tools. i like coding things myself. (1) i don't trust them, (2) i
understand things a lot better when i do them myself, analogous to the
difference between memorizing an equation and being able to derive it.

>>   - a robust set of mathematical and image processing tools
>
> In looking at both software packages, I noticed that IDL has better
built
> support for doing image processing and mathematical tools as compared
to the
> base package of Matlab. In order to get comparable performance from
Matlab,
> you will have to purchase the Image Processing Toolbox($$).

$900 for pcs, 2k for unix.

>>   - good performance
>

> Both have comparable performance. I base this on some neural network code
> that I wrote for both packages.
>
> -anthony wilson

i've written code in both, and i much prefer matlab. however, that's speaking mainly from a programming point of view. imho, the idl language is an abortion. functions have arguments (normal) and keywords (not normal). the syntax is horrendous.

otoh, in my limited use of envi, which is written in idl, there seem to be some things that envi does (presumably in idl, but possibly in c, c++ or fortran) much better than matlab, namely dealing with images (speed, smooth graphics).

overall, i'd **DEFINITELY** pick matlab.