Subject: Re: The total function in IDL (RSI read please)
Posted by gurman on Sun, 08 Aug 1993 20:20:30 GMT
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thompson@serts.gsfc.nasa.gov (William Thompson) writes:

> However, on most computers, double precision arithmetic is slower
> (sometimes *much* slower) than doing the same operation in single precision,
> not to mention the extra overhead involved in converting back and forth between
> single and double precision.

Bill -
I don't know what happens on SPARCstations, but interestingly enough, on Alphas running OpenVMS, running the total loop you suggest in FORTRAN takes exactly twice as long in double precision as in single. At first sight, that might seem kind of strange, since the Alpha is supposedly a "64-bit machine," but it is able to do 32-bit operations, 2 per cycle. Thus, a large number of 32-bit operations take half as long as the same number of 64-bit operations. On the IBM Power/RISC chip, I understand that there can be 6 operations per cycle, so things probably still scale simply.
For what it's worth, the total time to add a million REAL*4 numbers on a DEC 3000/400 was 0.095 s, vs. 0.190 s for a million REAL*8's. In a year or two, when that becomes one of the slower machines IDL will be running on, I don't see any reason to default to FLOAT instead of DOUBLE for TOTAL operations in IDL, do you?

Joe Gurman
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