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Subject: Re: handling of different(many) processes  
Posted by [korpela](#) on Thu, 17 Dec 1998 08:00:00 GMT  
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In article <MPG.10e1bed32ce7c9569896af@news.frii.com>,  
David Fanning <davidf@dfanning.com> wrote:  
> R.Bauer (R.Bauer@fz-juelich.de) writes:  
>  
>> I like to have a mechanism which allows me to put some routines into a  
>> idl background process while an other process is running.  
>  
> Ain't a gonna happen! Sorry. :-(

Not so fast.... We just had a thread here a couple weeks ago discussing  
this very thing. It certainly is possible to do all of these things  
under UNIX. It takes some use of call external and/or linkimage. At the  
end of this message, I'll provide the necessary routines for some  
multiprocessing support. They will work on many, if not most, UNIX systems.  
(I'm using them under SunOS). I wouldn't know how to do this  
on a Windows system. (And frankly I don't want to)

>> while saving to a sav file returning to the user.

This is easy using the routines below...  
PROC\_FORK is a function that creates a process. PROC\_FORK  
returns 0 to the new process and returns the new process  
identifier to the old process. An if statement is used to  
determine which process you are in.

The following line will execute SAVE,/ALL in the background.

```
IDL> if PROC_FORK() eq 0 then begin & SAVE,/ALL & PROC_EXIT & endif
```

The PROC\_EXIT line is necessary to tell the child process to exit  
after the save is complete, otherwise it will try to get command line  
input.

>> reading 30 MB into a structure  
>> calculating something

These are more difficult as changes to memory aren't automatically  
shared between the processes. (I.E. if the background process changes  
a variable, the change won't show up in the foreground.) To do calculations  
in the background you need shared memory, which can be supplied by my  
VARRAY package. Unfortunately, VARRAY doesn't yet support structures.

Here's an example of a procedure that processes things in the child process  
and the parent process simultaneously.

```

function test
; create a 1024x1024 shared memory float array
a=VARRAY(float(0),1024,1024,/writable)
; process the [*,0:511] elements in the background
; process the [*,512:1023] elements in the foreground
if PROC_FORK() eq 0 then begin
; Child process
a[*,0:511]=randomn(seed,1024,512)
PROC_EXIT
endif else begin
; Parent process
a[*,512:1023]=randomu(seed,1024,512)
PROC_WAIT
endelse
return,a
end

```

The call to PROC\_WAIT is necessary to make sure that the returned array doesn't get used until the processing is complete. PROC\_WAIT stops a process until all of its child processes have finished. That can make it difficult to use more than two processes at a time.

It is possible to write a PROC\_WAIT that waits for a specific child process to finish, but that's more complicated than what I've provided here.

Anyway, here are the functions that I wrote. I may eventually add a package of multitasking functions for IDL to my web site.

Eric

-----

```

function proc_fork
; PROC_FORK.PRO Copyright 1998, Eric Korpela, All rights reserved
; Forks a new IDL child process, returns its PID to the old process
; Returns 0 the the new process
common libc,name
if not(keyword_set(name)) then name=findfile("/lib/libc.so.*.*")
pid=call_external(name[0],"_fork")
return,pid
end

```

```

pro proc_wait
; PROC_WAIT.PRO Copyright 1998, Eric Korpela, All rights reserved
; Waits for all child processes to finish

```

```
common libc,name
if not(keyword_set(name)) then name=findfile("/lib/libc.so.*.*")
dummy=call_external(name[0],"_wait")
end
```

```
pro proc_kill,pid
; PROC_KILL.PRO Copyright 1998, Eric Korpela, All rights reserved
; kills a process.
spawn,"/bin/kill "+string(pid)
end
```

```
pro proc_exit
; PROC_EXIT.PRO Copyright 1998, Eric Korpela, All rights reserved
; exits the current process
common libc,name
if not(keyword_set(name)) then name=findfile("/lib/libc.so.*.*")
pid=call_external(name[0],"_getpid")
proc_kill,pid
end
```

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Eric Korpela | An object at rest can never be  
korpela@ssl.berkeley.edu | stopped.  
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