Subject: Re: temporary() pitfall
Posted by Jaco van Gorkom on Thu, 21 Dec 2000 17:26:21 GMT
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Paul van Delst wrote:
>
> Jaco van Gorkom wrote:
>>
>>> The memory that you save with TEMPORARY() comes at the cost of losing
>>> the original array contents. If you are worried about losing the
>>> result of a long computation because of hitting a memory limit, then I
>>> would SAVE the array to disk first. (I find that programs that use a
>>> lot of TEMPORARY calls are also difficult to debug.)
>>>
>> SAVEing to disk is of course the best option,
>
> Hmm, why not re-design the code to work in a smaller memory footprint? (E.g. using smarter, memory
> efficient algorithms for doing linear algebra based on the type of matrix; sparse, banded, dense,
> etc.) The up front cost will be high (wrt time at least), but at least you'll know the code has a
> better chance of working when your dataset/data flow increases 100-fold.
>

I agree. I hope to get the code geared up before Christmas. I encountered the memory problems while using IDL interactively, trying to take full advantage of IDL's near-zero up front cost. Maybe I should code a little widget to keep track of memory usage all the time, which starts beeping and flashing when I approach the limit. Anything to make interactive life easier in a world full of object graphics and other enhancements.

Jaco