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Subject: Re: array concatenation and optimization

Posted by [Stein Vidar Hagfors H\[1\]](#) on Fri, 28 Sep 2001 13:56:59 GMT

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"Mark Hadfield" <m.hadfield@niwa.cri.nz> writes:

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> From: "Craig Markwardt" <craigmnet@cow.physics.wisc.edu>
>> ...
>> My pet favorite is to read the file line by line, but grow the array
>> in chunks. I usually grow it by powers of two until a certain limit.
>> Example (not tested),
>
> I built essentially the same logic into my MGH_Vector class, see
>
> http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mgh_vector__define.pro
>
> The data are stored in a pointer array which is initialised with spare
> capacity. Elements can be added one at a time; every time the capacity of
> the array is reached it is extended (which means it is replaced by a larger
> one). After some trial & error I set the initial size to 1000 & the resizing
> algorithm to
>   new_size = round(1.5*old_size) > (new_size+1000)
>
> The advantage of doing this inside an object, of course, is that all the
> details can be hidden and forgotten about.
>
> Performance is acceptable: creating the object, adding 10^6 items (5-char
> strings), retrieving them all and then destroying the object takes 20 s
> (Pentium III 800). This compares with about 3 s to do the same operations
> with a plain string array, using the same logic to extend the array when
> necessary. Either way, the time varies more-or-less linearly with the number
> of items to be processed.
```

If you're taking the trouble of hiding it all inside an object, why not go further to use e.g. lists, dropping the need for replacing anything until possibly after as part of a "reconstitution" operation (would need the user program to signal when building is finished - or possibly trigger it automatically when a first read access is made ?)

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