Subject: Re: Multithreading
Posted by Rick Towler on Tue, 19 Mar 2002 20:35:05 GMT

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"Karl Schultz" <kschultz@devnull.researchsystems.com> wrote in message
news:a77j60ijh1@news.rsinc.com...

> Rick, nothing in Object Graphics is threaded, except IDLgrVolume, which
was
> actually threaded before the other threading was added in 5.5. Volume
> rendering is just one of those things that has a major and obvious payback
> for a threaded implementation.

Yeah, I knew that. That is why I tried to stress that my "benchmarks" were
poor tests of IDL's multithreading. I was just wondering if I would see any
difference in my applications which use many of the functions and procedures
that are multi-thread aware. I think that this was the intent of the
original post.

Since Nigel set me straight on reading some data, I do have some high-res
bathymetric data (4.4E6 vertices) which I need to triangulate and run thru
trigrid. Since neither triangulate nor trigrid are written in IDL they
don't benefit from any of the multithreaded routines. I did notice that min
certainly performs as advertised.

I think that the threaded routines are a good starting point. I suspect
that with each version more routines will be added and more code will
benefit. Until then spend the money on a faster single CPU, more memory,
and your IDL maintenance!

-Rick