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Subject: Re: Bizarre slowness from sort()  
Posted by [thompson](#) on Tue, 23 Apr 2002 22:42:33 GMT  
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Jonathan Joseph <jj21@cornell.edu> writes:

> Hello,

> My colleague complained of an incredible slowness when trying to sort  
> an array of long integers (on the order of 400,000 of them). I said  
> "you're nuts. Must be a bug in your code" and proceeded to generate  
> a random array of 400,000 long integers and sort them very quickly.  
> "See, it works fine."

> So, he showed me his code, and it all looked perfectly normal, and  
> the sort took minutes! The data looked fine (no bizarre values)  
> so we created a save file, opened up a new IDL session tried to sort  
> the data and saw the same slowness!

> I've found that the problem occurs on SUN and Windows 2K running IDL  
> 5.5, but not on HP-UX running IDL 5.3. ...

Just to contribute to the platform comparisons:

```
IDL> print,!version  
{ alpha OSF unix 5.4.1 Jan 16 2001    64    64}  
IDL> i1=sysitime(1) & s=sort(sortme) & i2=sysitime(1) & print,i2-i1  
0.57970500
```

> ... Also, we have found  
> a workaround for the integer case. Adding a small (less than 1) random  
> offset to each element of the array before sorting will make it work  
> quickly and yield the correct result. ...

Interestingly enough, on my computer this increased the time it took to do the  
sort

```
IDL> i1=sysitime(1) & s=sort(sortme2) & i2=sysitime(1) & print,i2-i1  
2.1228211
```

One interesting thing to do is to actually plot the sort indices

```
IDL> plot,s,psym=3
```

On my computer one definitely gets a very organized pattern. Adding in the  
random number generator fuzzes this pattern out.

> ... But this will not work properly

> unless the array to be sorted is an integer type array, otherwise you  
> could be changing the sort order by adding the random offset. Just  
> converting the array to float or adding a constant offset to each  
> element does NOT fix the problem.

>

> This behavior seems very strange - possibly a bug in IDL. Anyone  
> have any thoughts on this? Can you reproduce this bug on your  
> system?

> The save file is located at  
> <http://baritone.astro.cornell.edu/~jj/idl2/>  
> and is called 'sort.bin' (about 1.4 megabytes)

> IDL> restore, 'sort.bin'  
> IDL> help, sortme

> SORTME        LONG     = Array[376467]

> IDL> a = sort(sortme)

> Works, but takes minutes to return.  
> If I add a random number between 0 and 0.1 to each element  
> and then sort, it works very rapidly (and produces the correct  
> result since it is not changing the sorting order)

> IDL> b = sort(sortme + randomu(seed, n\_elements(sortme)) \* 0.1)

> Works very fast as expected

> Anyone know what's going on?

> Thanks.

> -Jonathan

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