

---

Subject: Re: Memory Leakage.....(I think)  
Posted by [Rick Towler](#) on Wed, 01 May 2002 16:11:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Have you tried removing the calls to the temporary function?

-Rick

"Andrew Fielding" <[a.fielding@icr.ac.uk](mailto:a.fielding@icr.ac.uk)> wrote in message  
news:[3d9ed221.0205010403.406fe470@posting.google.com](mailto:3d9ed221.0205010403.406fe470@posting.google.com)...

> Thanks for the comments regarding my problem. Someone suggested I post  
> the code to clarify the problem so here it is.  
> This is a loop within a sub-procedure that is called (256\*256) times  
> from the main procedure. The count variable controlling the loop  
> varies from a minimum of 0 up to 510 depending on the call. I am  
> fairly certain the problem is with the arithmetic within the loop as  
> removing it and replacing it with a simple statement results in the  
> main program processing in around 2 minutes! Any hints/suggestions  
> gratefully received.

>  
> Andrew  
>  
> ; Weighted Interpolation voxel density calculation  
>  
> fval=0.0  
> sum=0.0  
>  
> for i=0L,count-1 do begin  
> index=ishft(X1,-14) + row[ishft(Y1,-14)] + slice[ishft(Z1,-14)]  
> val=ctcube[index]  
> if (val gt config.air) then begin  
> d0= X1/SCALE - fix(X1/SCALE)  
> d1= Y1/SCALE - fix(Y1/SCALE)  
> d2= Z1/SCALE - fix(Z1/SCALE)  
> fval=(1.0-d0)\*(1.0-d1)\*(1.0-d2)\*float(val)  
> fval=temporary(fval) + d0\*(1.0-d1)\*(1.0-d2)\*float(ctcube[index+1])  
> fval=temporary(fval) +  
> (1.0-d0)\*d1\*(1.0-d2)\*float(ctcube[index+xdim])  
> fval=temporary(fval) + d0\*d1\*(1.0-d2)\*float(ctcube[index+1+xdim])  
> index=temporary(index) + xdim\*ydim  
> fval=temporary(fval) + (1.0-d0)\*(1.0-d1)\*d2\*float(ctcube[index])  
> fval=temporary(fval) + d0\*(1.0-d1)\*d2\*float(ctcube[index+1])  
> fval=temporary(fval) + (1.0-d0)\*d1\*d2\*float(ctcube[index+xdim])  
> fval=temporary(fval) + d0\*d1\*d2\*float(ctcube[index+1+xdim])  
>  
> val= fix(fval)  
> sum=temporary(sum) + convert\_ct2mu[val-(Hmin-1024)]

```
> endif  
>  
> X1=X1+dX  
> Y1=Y1+dY  
> Z1=Z1+dZ  
> endfor
```

---