Randall Skelton <rhskelto@atm.ox.ac.uk> writes:

> Hi all,
>
> Does anyone know how IDL 5.5a breaks up into smaller processes under
> Linux? When I run top on my machine I see:
>
> -- -------------------
> 2:37pm up 12 days, 4:41, 10 users, load average: 0.16, 0.12, 0.09
> 85 processes: 84 sleeping, 1 running, 0 zombie, 0 stopped
> CPU0 states: 0.0% user, 2.2% system, 0.0% nice, 97.2% idle
> CPU1 states: 0.0% user, 0.0% system, 0.0% nice, 100.0% idle
> Mem: 3089264K av, 2238680K used, 850584K free,   196K shrd, 200332K buff
> Swap: 6289320K av,   49024K used, 6240296K free   939340K cached
>
>   PID USER PRI NI SIZE RSS   SHARE STAT %CPU %MEM TIME COMMAND
>   579 rhs 8 0 828M 828M 3912 S   0.0 27.4 74:11 idl
>   583 rhs 9 0 828M 828M 3912 S   0.0 27.4 0:00 idl
>   584 rhs 9 0 828M 828M 3912 S   0.0 27.4 15:46 idl
>   585 rhs 9 0 828M 828M 3912 S   0.0 27.4 0:00 idl
> -- -------------------

Hi Randall--

Let me guess. Are you running three or four widget programs? If the
answer is yes, I will submit that idl "fork()s" itself for each widget
that appears or perhaps creates a new thread, which is the same as a
new process under Linux. This is a common approach for X-windows
applications.

The second point is that all of these processes share the same memory,
so they aren't using 4 x the memory of a single one.

Hope that helps, [and is right!]

Craig

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Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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