
Subject: Re: Astronomys` Sixth Neighbour Needs Help
Posted by [David Fanning](#) on Mon, 28 Jul 2003 13:45:35 GMT
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JD Smith writes:

> As Pavel points out, if
> you can do a substantial amount of work in each loop iteration -- more
> than the large constant overhead imposed by that cycle -- "for" loops
> can give perfectly good performance (despite the quasi-fanatical
> facetious rantings to the contrary you may find on certain respected
> IDL resource sites).

Every time I go away for a few days I am amazed at what goes on in this newsgroup. And my wife wonders why the first thing I do when I return home is rush to see what's happened on the IDL newsgroup (even before I give her a kiss)! (Sigh...)

While poor Bruno is sifting through the runes, trying to ferret out the amazing abilities of IDL from the tea leaves scattered in front of him, I should just point out that some of the basics are available for his perusal and illumination. (Mostly written by JD, or course, serving this year as Exalted Grand Illuminator of the Secrets and Treasures by unanimous vote of the IDL Expert Programmers Association members at the annual big hoobah.)

I refer, of course, to the Dimensional Juggling Tutorial: Working array manipulation magic with REBIG and REFORM:

http://www.dfanning.com/tips/rebin_magic.html

The Array Concatenation Tutorial: Achieving harmonious spiritual balance with nested brackets:

http://www.dfanning.com/tips/array_concatenation.html

And (if your brain hasn't exploded yet) the infamous Histogram: The breathless horror and disgust:

http://www.dfanning.com/tips/histogram_tutorial.html

And perhaps most germane to this topic, these three don't-miss articles:

Are FOR Loops the Embodiment of Pure Evil?

<http://www.dfanning.com/tips/forloops.html>

Wow! Are FOR loops really as bad as JD says they are?

<http://www.dfanning.com/tips/forloops2.html>

Whoa! Does it take, like, a *ton* of memory to subscript arrays?

http://www.dfanning.com/misc_tips.submemory.html

I have a feeling this thread may end up there, too.
Anytime you speed IDL up from 24 days to 24 seconds
you really ought to write the steps down so you can
remember it. :-)

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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