
Subject: Re: Got the FFTW3 DLM Working in Windows...
Posted by [h_chapman](#) on Sat, 20 Dec 2003 05:34:50 GMT
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"Brian" <brian.huether@NOdlrSPAM.de> wrote in message
news:<d406d2dd3de6a46ab90f929ff3a6ab37@news.teranews.com>...
> Ok, I got the DLM that Henry Chapman posted working in IDL5.4 in
> Windows2000.
>
> Henry, for arrays around 512x512 or less, do you also find the built-in IDL
> fft to be just as fast or faster? Are there any tricks for getting increased
> execution time on smaller arrays?
>
> I will post the modified DLM once I confirm that everything is in order.
>
> regards,
>
> brian

Brian, great stuff! On Mac OS X I see moderate improvement for
512x512. The improvement drops with the array size and eventually the
built in becomes faster. I guess all the dlm shinanigans give some
overhead.

512x512 float: fftw 0.039 s, fft 0.105 s
64x64 float: fftw 0.0013 s, fft 0.0003 s

Henry.
