Subject: Re: Got the FFTW3 DLM Working in Windows... Posted by h\_chapman on Sat, 20 Dec 2003 05:34:50 GMT

View Forum Message <> Reply to Message

"Brian" <bri>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.