Subject: Re: Doing Nothing Takes Longer Than Doing... Nothing?
Posted by Ken Knapp on Wed, 11 Feb 2004 13:51:38 GMT
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Not sure if this is much help, but it was fun to compile and run. Here's
the output from:
IDL Version 6.0, Microsoft Windows (Win32 x86 m32). (c) 2003, Research
Systems, Inc.

Average1 = 3.3160019e-006 s
Average2 = 3.1799984e-006 s

IDL Code Profiler reports:

Module	Type	Count	Only(s)	Avg.(s)	Time(s)	Avg.(s)
TESTROUTINE1	(U)	250000	0.417654	0.000002	0.417654	0.000002
TESTROUTINE2	(U)	250000	0.416161	0.000002	0.416161	0.000002

Tim Robishaw wrote:
> pathology: no matter which modules I race and no matter which order I
> race them in (e.g., TESTROUTINE1 vs. TESTROUTINE2 or TESTROUTINE2 vs.
> TESTROUTINE1 or *even* TESTROUTINE1 vs. TESTROUTINE1) I find that the
> module inside the first loop is always FASTER. I threw in a 3rd
> routine that does NOTHING as well... same deal. I have a feeling this
> may have something to do with the fundamentals of computer science, or
> magic. Any help here would be appreciated! Best -Tim.
Looks like they're the same to me.

Have fun with your puzzle.
-Ken

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