
Subject: Re: Memory Allocation

Posted by [justspam03](#) on Sun, 15 Feb 2004 13:40:44 GMT

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Hi Neil,

Which IDL version do you use? It seems that memory handling has improved quite a bit going from version 5.6 to 6.0.

Under 5.5/5.6 we observed the following:

version a)

- 1) allocate large chunk of memory
(1200 objects, ca. 100MByte total)
- 2) allocate another chunk of memory
and resort data from 1) into this space
- 3) destroy objects allocated in step 1)
as they're not needed any longer
- 4) perform calculations on data located
in memory (from step 2)

version b)

exactly as a), but do not destroy objects
in step 3

Surprisingly version a) ran *much* faster (we're talking about a factor of ~5) than version b)

Any idea why?

Seems this is not the case in 6.0 any longer.

Object destruction is quite a bit faster, too.

Kind regards,

Oliver
