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Subject: Re: Compiling file with many functions: huge performance difference between IDL and IDLDE

Posted by [justspam03](#) on Thu, 18 Mar 2004 09:13:32 GMT

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Hi,

your example is just generic for the kind of problem you want to solve, I assume. Otherwise why not use a hash? A very simple implementation (unsorted arrays) on a Pentium IV, 2.6 GHz, IDL 6.0 yields

Setting 12000 random values (key: string, value: integer):

mean 0.15 ms per entry (total ~2 seconds)

Random access of 12000 values from this set:

mean 0.3 ms per access, (total ~3.5 s)

Is the access via `call_function` much faster?

Cheers

Oliver

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