Subject: Re: Assignment Time for a 3d Variable
Posted by Antonio Santiago on Wed, 23 Nov 2005 17:51:20 GMT
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On Wed, 2005-11-23 at 08:52 -0800, David Streutker wrote:
> David Fanning wrote:
>> The speed differences have to do with how you access different
>> parts of the array in memory. If the parts you want are contiguous,
>> then you can get them faster than you can if they are far apart in
>> memory. (Think how much faster it is to pick up the poker
>> chips when they are stacked than when they are scattered all
>> around the table.)
>>
>> To make these kinds of assignments as fast as possible, use
>> the TRANSPOSE function to organize the data into the fastest
>> possible position:
>>
>> IDL> Help, data
>> DATA BYTE = Array[3, 227, 149]
>> IDL> data = Transpose(Temporary(data), [2,3,1])
>> IDL> Help, data
>> DATA BYTE = Array[227, 149, 3]
>
> How does one know which is the fastest possible position? Should the
> largest dimension be first? Nuno's example seems to imply that the
> first dimension is not the fastest accessed.
>
> -Dave
>

Also I note that it depends on the language IDL is implemented. By
default all ANSI C compilers use row major mode.
See the other post for the link to an example :)

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