
Subject: Re: IDL and Macs. Speed is not only about squared roots
Posted by [Maarten\[1\]](#) on Fri, 14 Jul 2006 14:18:18 GMT
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jgc wrote:

- >> Given the fact that you didn't use the real native thing, I think
- >> you're jumping to conclusions.
- >
- > WHO is jumping to conclusions??
- >
- > You fail to read properly my email.

I doubt it, I just re-read it. Here is the important bit from your message:

- > One summer simulation took 22 minutes on IDL 6.0 in the windows PC 1.4
- > GHz and 42 minutes on the Mac Intel 2.16 GHz with IDL 6.2.

- > From the ITTVIS/RSI/IDL production or marketing department, the message was:

- > "I am pleased to announce the release of IDL 6.3 for Mac OS X on Intel.
- > This new IDL release runs as a native application on all Mac Intel
- > supported machines and offers significant performance benefits. [. . .]"

Yes, any IDL version for Mac OS X /before/ IDL 6.3 is a PowerPC only application, and your message clearly states that you used version 6.2 on Mac Intel. This is a version that runs under Rosetta (an emulated PowerPC). This extra overhead causes a slowdown. Mind you, for emulation it is impressively fast.

- > I will re-explain myself:
- >
- > PC windows is slower than Mac in simple operations and even in
- > repetitive more complex operations

And this is no surprise, and was in fact known for IDL version 6.2, especially on a Mac Intel machine.

- > On a long complex program the same PCW outperforms Macs. Therefore is
- > obvious that macs are wasting time on other grounds. Where? that was
- > my question.

In Rosetta. IDL 6.2 for Mac OS X is not compiled for an Intel processor.

- > what conclusions am I jumping to, I would like to know.

That 6.2 should run as fast as a Windows/Linux version on Intel processors. It isn't expected to do that. 6.3 for Mac OS X/Intel should change that. Test on that version, and report again.

The other remark remains: use a profiler to figure out where your bottlenckes live.

Maarten
