
Subject: Re: IDL 6.3 for Mac OS X on Intel Now Available
Posted by [JD Smith](#) on Thu, 13 Jul 2006 19:09:23 GMT
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On Thu, 13 Jul 2006 21:00:44 +0200, Ficz12LDY Lajos wrote:

```
> Hi,
>
> a little FL promotion :-)
>
>
> On Thu, 13 Jul 2006, JD Smith wrote:
>
>> it's *FAST*. Here's the breakdown for some portable OSX systems,
>> following along the tests at:
>>
>> http://idl.tamu.edu/mac_bench.php
>>
>> System          TT3 (AVG)  TT3 (GEOM)  JD_TEST
>> =====
>> =====
>> PB (G4 1.67GHz,  2GB, PPC IDL native)    3.20    .13    1.86
>> MBP(CoreDuo 2GHz, 1GB, PPC IDL via Rosetta) 3.45    .13    3.02
>> MBP(CoreDuo 2GHz, 1GB, i386 IDL native)   1.69    .06    0.32
>
> FL (64 bit linux) on a dual 1.8GHz Opteron 0.57    .02    0.13
>
> not bad :-)
>
> for FL, TT3 includes assoc test (0.02 s), and running JD_TEST as
>
> a=randomu(sd,100L*100000L)
> t=systime(1) & a=sqrt(a)/(a>0.5) & print,systime(1)-t
>
> (!CPU.TPOOL_MIN_ELTS is 0 by default in FL, because FL uses different
> limits for different operations (eg 100000 for addition, 25000 for sin))
>
> and another good news: the new Intel Core 2 processors will have more
> SSE/SSE2 execution units, so FL will be even faster.
```

Impressive. How much of FL's performance gain comes from compiler optimizations? I am suspect of speedups in operations limited by looping, since FL and GDL don't yet implement widgets or other even processing which slows IDL's loops down. However, just taking the square root of a bunch of numbers.... that's a different question.

What are the plans for FL? Any hope of combining the two efforts (FL/GDL) into one open source project?

JD
