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Subject: Re: Interesting Rant

Posted by [JD Smith](#) on Fri, 17 Nov 2006 19:44:56 GMT

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On Thu, 16 Nov 2006 09:35:42 -0800, greg michael wrote:

>

>> [quoted text muted]

>

> I'm sure this is still backwards - this is how I see it:

> - vector operations are needed for their power of expression

> - IDL exists for this reason, and incidentally, makes them fast

> - loops turn out to be slow because IDL is interpreted

> - this is of secondary importance, because they're rarely necessary in

I'd love to see an overhead budget for a single trip around the IDL interpreter loop. There are algorithms which no amount of cleverness can recast into vector operations. For these, you can either code as a DLM, or eat the horrible loop overhead. I've long argued for a "side loop" capability of the language that would greatly reduce the per-iteration overhead, at the cost of skipping processing of keyboard input, widget events, etc., etc. Another (likely better) option would be a more coherent interface to C code, i.e. make DLM writing more akin to assembly writing, having it auto-compile, etc.

JD

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