
Subject: Re: Large Arrays in IDL

Posted by [David Ritscher](#) on Sat, 20 Jan 1996 08:00:00 GMT

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I have worked with large arrays in memory (150 MByte) in UNIX (HP-UX) and found that the key point is not amount of physical RAM, but rather amount of swap space. In addition,

I found that with HP-UX 9.05 I also needed to change a kernel parameter to let the machine

know to use the swap space for my application.

I needed to change a kernel parameter:

maxdsiz: Max Data Segment Size (bytes)

from a smaller default value to a value appropriate to the size of my swap space. I

set it to about 300 Mbytes. (note that I have a swap space that is enough larger than this value that

other processes and the unix kernel can continue to survive after I've grabbed all this amount

of the swap space). I can't remember what the parameter is for a SUN, but I remember doing something similar there.

One must be a bit cautious with this, and remember that, once memory has been allocated in IDL

or PV-Wave under UNIX, the program will never give it back to the operating system, even if the

variables are deleted. Also, there can be problems with spawning, due to the spawned process

inheriting the process space of the parent (see earlier postings on this theme). If more than

one person is working on the same machine, some care is needed to make sure the other person

can continue to work.

As mentioned in the other postings on this topic, ASSOC() is one approach to this problem, leaving the data on the disk. Unfortunately, indexing individual array elements using ASSOC

is very inefficient. Other programs have dealt with the problem, and handle the paper work

that allow the programmer to work with a variable as though it were all in memory, and then

deal with swapping things in and out transparently. Particularly nice are those that have a

concept of a data pipeline, where there is a source and various operations on that source;

the data is only accessed when the output of those calculations for a particle range of data is

needed. Has anyone developed anything along these lines that could be compatible with IDL/PVWave?

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