
Subject: Re: 64-bit IDL and multi-threading
Posted by [rtowler](#) on Fri, 19 Oct 2007 15:26:17 GMT
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On Oct 19, 2:33 pm, wrote:

> I'm considering trying to set up a 64-bit system to get past the 1 GB
> limit of windows, and wondering at the same time how far it's worth
> going with a multi-processor system. I know some of the longer
> processing codes I have could be split into parallel tasks, but I've
> never tried that - I don't know even if it's possible in IDL beyond
> the built-in multi-threaded routines. I'd be glad of any advice...

Not to nitpick, but the limit in 32bit winXP/Vista is 4GB less the
MMIO region from ~3-4GB. In practical terms it's around 3-3.2GB. But
that's not your question :)

If you're buying a new machine, you'd actually be hard pressed *not*
to buy what most consider a multi-processor system. Multicore is
where it's at these days. (Intel will stop selling single core chips
early next year.) Will you benefit much in IDL? Hard to say.
Theoretically you could use the IDLtoIDL bridge and start multiple
instances of IDL and run those parallel tasks. How much of a
performance gain you'll realize would depend on a number of factors
but since you basically get that second core for free there's no
reason not to.

So go crazy and get that dual or quad core system.

-Rick
