Subject: Re: memory allocation on Macs
Posted by pgrigis on Thu, 01 May 2008 21:00:26 GMT
View Forum Message <> Reply to Message

Yes, I found this on one of apple's webpages:

Unlike earlier versions of Mac OS, Mac OS X includes a fully-integrated virtual memory system that you cannot turn off. It is always on, providing up to 4 gigabytes of addressable space per 32-bit process and approximately 18 exabytes of addressable space for 64-bit processes.

So if this is true, 32 bit processes cannot access more than 4GB of memory....

Ciao,
Paolo

Rick Towler wrote:
> pgrigis wrote:
>> Hi folks,
>>
>> we have pretty much exhausted the topic of memory
>> allocation on Windows and Linux, but I don't remember
>> any discussion abut this on Mac OS.
>>
>> So, I am using IDL 6.3 on Mac OS X 10.4.11.
>>
>> I tried allocating as many 1GB array as possible,
>> and it failed after 3 successful allocations.
>> Now, the "Activity Monitor" indicates that at this point
>> I have 3.6 GB of memory used and 3.4 GB free.
>> So I am wondering why cant'I allocate a couple more
>> of 1GB arrays?
>
> I'm not a macatista, but a quick google search reveals that as of 10.3,
> the per process memory limit in OS X is 4GB. That squares with what
> you're seeing. Someone more in the know might be able to tell you
> if/how this can be tuned. For instance using "setrlimit".
>
> -Rick