
Subject: Re: maximum LUN

Posted by [R.Bauer](#) on Tue, 25 Nov 2008 08:34:09 GMT

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Jeremy Bailin schrieb:

> On Nov 24, 1:30 pm, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

>> greg.a...@gmail.com schrieb:

>>

>>

>>

>>>> What reason could there possibly be for having hundreds

>>>> of files open simultaneously? The only thing that comes

>>>> immediately to mind for me is a poor programming concept. :-)

>>> I kind of expected that reply... :) I think I do have a valid

>>> application, though. I have an archive of a few thousand satellite

>>> images, each of which has 6 bands, stored in separate files. I've made

>>> an object which can handle the six bands and return a subset image for

>>> a selected region processed as I want it. It also returns the image's

>>> coverage of the region, so that I can fill in any gaps with data from

>>> other images. This I do by opening further image objects. So far, I

>>> can use four of these to make an on-the-fly mosaic before I run out of

>>> LUNs - and it works well up to that point. The program allows zooming

>>> and panning, so I need repeat access to similar regions of the same

>>> files. I think it would be too slow to close and reopen them every

>>> time, so the objects hold the files open. The archive is several

>>> terabytes, changing, and not in my control - so preprocessing is out.

>>> With 128 LUNs instead of 28 I could mosaic about 20 image subsets,

>>> which will be enough for the moment. Still, if the number 128 was just

>>> an arbitrary choice long ago, I'd like to ask early for a bigger one!

>>> cheers,

>>> Greg

>> close and open costs nothing. The code between both lines can be

>> efficient or not.

>>

>> cheers

>> Reimar

>

> Not exactly "nothing", but about 0.2 ms for me:

>

> IDL> s1=sysptime(/sec) & openr,1,'foo' & close,1 & s2=sysptime(/sec) &

> print, s2-s1

> 0.00021815300

> IDL> s3=sysptime(/sec) & s4=sysptime(/sec) & print, s4-s3

> 6.9141388e-06

>

> -Jeremy.

Now we can discuss about your computers clock ;)

cheers
Reimar
