
Subject: IDL 4.0.1 beta performance on Alpha
Posted by [Don Dossa](#) on Thu, 01 Aug 1996 07:00:00 GMT
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There was a recent thread reporting performance results of the time_test function on an AlphaStation 250 4/266 system whose results I found somewhat surprising. I have since run that test on my 250 4/266 system and have the following results, which are about twice as fast as reported by an earlier poster:

```
IDL> time_test
 1  0.335000 Empty For loop, 1 million times
 2  0.516000 Call empty procedure (1 param) 100,000 times
 3  0.297000 Add 100,000 integer scalars and store
 4  0.336000 25,000 scalar loops each of 5 ops, 2 =, 1 if)
 5  0.375000 Mult 512 by 512 byte by constant and store, 10 times
 6  0.0539999 Shift 512 by 512 byte and store, 10 times
 7  0.180000
Add constant to 512 x 512 byte array and store, 10 times
 8  0.211000 Add two 512 by 512 byte images and store, 10 times
 9  0.297000
Mult 512 by 512 floating by constant and store, 10 times
10  0.250000
Add constant to 512 x 512 floating and store, 10 times
11  0.594000
Add two 512 by 512 floating images and store, 10 times
12  0.148000 Invert a 100 by 100 random matrix
13  0.383000 Transpose 256 x 256 byte, FOR loops
14  0.0470001 Transpose 256 x 256 byte, row and column ops
15  0.0150000 Transpose 256 x 256 byte, transpose function
16  0.828000 Log of 100,000 numbers, FOR loop
17  0.0470001 Log of 100,000 numbers, vector ops
18  0.875000 Add two 100000 element floating vectors, FOR loop
19  0.0150000 Add two 100000 element floating vectors, vector op
20  0.0780001 65536 point real to complex FFT
21  0.0389999 Smooth 512 by 512 byte array, 5x5 boxcar
22  0.0700001 Smooth 512 by 512 floating array, 5x5 boxcar
23  0.0860001 Write and read 10 512 by 512 byte arrays
6.07600=Total Time,    0.15441542=Geometric mean,    23 tests.
```

File Attachments

1) [idl_time_test.txt](#), downloaded 68 times
