
Subject: Re: Where to find 64bit IDL 6.3?

Posted by [Karl\[1\]](#) on Fri, 16 Oct 2009 17:34:46 GMT

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This topic has been covered here quite a bit.

First, with 24GB of memory, you should really be running a 64-bit OS to take advantage of it. Only "server" additions of 32-bit Windows running apps that use PAE/AWE tricks to address past 32 bits can use more than 4GB.

That being said, you should still be able to allocate 250,000,000 bytes with 32-bit IDL on a 32-bit OS MAYBE.

Here's why:

32-bit Windows (generally) maps the kernel stuff into the high 2GB of the 32-bit (4GB) address space, leaving user processes the low 2GB. Windows also uses up quite a bit of the lower 2GB of virtual address space to map shared DLL's and a number of other things. So, you can expect a user process to have access to 1-1.5 GB of virtual address space.

Your array allocation requires contiguous virtual memory, so you need to sort of get lucky to find a contiguous block of the size you are requesting. Virtual memory can get fragmented over time and while there may be a total amount of free virtual address space exceeding your requirement, there may not be a free contiguous area that large.

You can take some steps to improve your chances to find a big contiguous block:

- Does your IDL application allocate other large arrays? If so, try allocating the big one first, before doing anything else.
- Restart IDL between attempts in case your app has a leak that would fragment the address space.
- Sometimes Windows can load DLL's that are shared between processes into the middle of a large block of free contiguous virtual address space, fragmenting it. Common culprits a few years ago were those applets that come with graphics cards that give you bells and whistles added to your windows' title bar. Might try disabling those. There are tools out there that can help you see what DLL's are mapped into a process and where. That can give you a clue as to what else might be fragmenting your memory.
- See if you can use the "3GB" switch in your edition of Windows. This gives the kernel 1GB and the user 3GB of the virtual address space. Some people have had some luck with this.

But even after all that, there is no guarantee of success.

Going to a 64-bit OS/IDL solves the problem decisively by giving you a huge virtual address space, which is just as important as being able to use the RAM you are not using now.

I'm not sure why you'd bother to put 24GB in a machine with a 32-bit OS unless running a server or special apps.

-karl

On Oct 16, 8:21 am, Paolo <pgri...@gmail.com> wrote:

> On Oct 16, 5:45 am, Laurens <laur...@turboduif.nl> wrote:

>

>> Hi Folks,

>

>> I'm running in serious memory issues on 32bit windows version of IDL

>> 6.3. Just trying to allocate an array of UINTS with dimensions

>> 500x500x500 happens to be too much. I've already tried Memory Mapping

>> by using shmmap and shmvar functions to let those arrays be written to

>> harddisk, but without any luck, despite the system having 8 cpu's and

>> 24GB of memory...

>

> That's definitely a OS problem - in other OSes IDL 32 can

> allocate a 500 cubed dblarr without problems. The rule is:

> on IDL 32 bit the maximum size of an array is about 2^{31}

> bytes (2GB). The max number of elements is about $2^{31}/S$,

> where S is the size of one elements in byte (2 for INT, 4 for

> FLOAT etc.).

>

> Ciao,

> Paolo

>

>

>

>> Now I'd like to try out the 64bit version of IDL. Since version 6.3,

>> 64 bit should be present. The problem is that I can't find the

>> installer anywhere...Does someone still have it around or can someone

>> point me in the right direction here?

>

>> Thanks in advance!

>

>> Cheers, Laurens

>

>

>