Subject: Re: The best way to keep data in RAM / object-oriented programming
Posted by Juggernaut on Fri, 04 Dec 2009 19:00:09 GMT
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On Dec 3, 10:44 am, nata <bernat.puigdomen...@gmail.com> wrote:
> Hi gurus,
>
> My application needs a lot of RAM so I have to improve a solution in
> order to to use less resources.
> Normally, when I've an object I use declarations like this:
>
> pro myobject__define
>   struct = { myobject, $
>   data: ptr_new() }
> end
>
> Now for example if my object has to save an array like FLTARR
> (400,400,24,97) I will use the data pointer to store this array. The
> problem is that if I do this I take a lot of computer resources. With
> this example:
> help, /mem
> aa=fltarr(400,400,24,97)
> myobject->SetProperty, DATA=aa
> aa=0l
> help, /mem
>
> IDI returns:
> heap memory used: 658906, max: 805215874, gets: 1195,
> frees: 387
> heap memory used: 1490578946, max: 1490579037, gets: 1207,
> frees: 398
>
> So, only for this example I'm using 1.4 Gb aprox. I tried to used
> ASSOC procedure but I didn't succeed.... Some suggestions or comments
> about how to reduce the memory ? There is a method to store compressed
> data or something similar ?
>
> Thanks in advance,
> nata

When you say you tried to use ASSOC but didn't succeed does that mean
you used it and it didn't work out for you or you don't know how to
use it? I've used the ASSOC command to open massive arrays and store
them to disk. As long as you're willing to take a bit of a
performance hit it does the job.