

---

Subject: Re: ASSOC vs SHMMAP vs POINT\_LUNs vs READ\_BINARY?

Posted by [mankoff](#) on Mon, 07 Dec 2009 17:58:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Dec 7, 7:54 am, Dave Higgins <[higgins.da...@gmail.com](mailto:higgins.da...@gmail.com)> wrote:

> I have a large multidimensional array. I want to sort it, without  
> doubling the memory requirement by making a same-size array and  
> copying data over, sections at a time.  
>  
> I hear about:  
> - ASSOC? But the raw data is not in large consecutive chunks. Does  
> this preclude its use?  
> - SHMMAP? Seems very low-level and risky without experience.  
> - READU and lots of POINT\_LUNs? Would this execute slowly?  
> - READ\_BINARY with the TEMPLATE keyword? I should like to hard-code  
> the template rather than use the BINARY\_TEMPLATE GUI. I suppose this  
> is possible?  
>  
> I am guessing that READ\_BINARY with TEMPLATE is the best option, to  
> read in the data in a sorted manner straight away, assuming I can  
> write my own template so no user interaction is required. Is this  
> right? Thanks in advance.  
> Dave

ASSOC can work as long as your chunks are regular. If your chunks are small you can read multiple. For example, what is written as float twice could be read as a FLTARR(2).

I think SHMMAP would require some other process (IDL or other language) to read. I don't see any reason to use this.

Not sure about the others.

-k.

---