Subject: Re: Concatenating arrays - speed issues?
Posted by Michael Galloy on Wed, 08 Jun 2011 11:55:46 GMT
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Rob <rjp23@le.ac.uk> wrote:
> On Jun 7, 5:42 pm, Craig Markwardt <craig.markwa...@gmail.com> wrote:
>> What you are doing is the "IDL way" in the sense that it's a natural
>> use of the concatenation feature of the language.
>>
>> But as you noticed, the performance degrades for lots of append
>> operations.
>>
>> The next best way is to grow the array in chunks, and then fill in the
>> chunks with available data. This forces you to keep track of the
>> number of used elements in the array, separate from the array size.
>> Once you fill the available chunk, only then do you add another
>> chunk.
>>
>> This doesn't really get rid of the problem you noticed, but it does
>> reduce the problem significantly. So, if each chunk has 1000
>> elements, then the performance degradation is 1000x less. Then you
>> can start to get fancy by growing the array with variable sized
>> chunks.
>>
>> Craig
>
>
> That might actually be quite a nice solution, it just means keeping
> track with a few more counters.
>
> I'll have a play and see how it goes :-)
>
> Cheers

My classes do the accounting for this technique for you.

Mike
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www.michaelgalloy.com
Research Mathematician
Tech-X Corporation