Subject: IDL_IDLBridge hangs
Posted by Russell[1] on Wed, 21 Sep 2011 20:16:57 GMT

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Hi, I've got an MCMC code I'm developing, and I want to parallelize on
my single machine. Most everything seems to be running properly, but
I was experiencing some strange behavior:

I have roughly 20,000 objects for which I want to run the MCMC. For a
single object, I expect the MCMC to run for roughly 1 minute. From
looking at various codes I've found online, it seems that everyone
puts a "wait" statement after they check the status of their bridges.
I suppose this is because it takes more time to poll the bridges than
it does to wait. But, the issue is that occasionally, the event
handler seems "stuck" on my wait command. Since I'm in the debugging
phase, I have it print out the results of each trial and I can see
that 10s of minutes will elapse between trials (even though i know it
shouldn't take much more than 2 minutes --- on the high side). If I
hit control-C to kill it and just do .continue at the command line,
everything fires up properly and IDL prints out the results from the
idle bridges (in this case all the bridges were idle since the time
per bridge is roughly 1 minute).

Can anyone give me insight to this?

-Russell