
Subject: Re: idl_idlbridge weirdness on unix systems
Posted by [Mark Piper](#) on Tue, 28 Feb 2012 21:34:49 GMT
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On 2/28/2012 10:49 AM, Yngvar Larsen wrote:

> I encountered a strange problem today while working with IDL child
> processes instantiated using the IDL_IDLBridge class. Specifically, I
> want to be able to use a lot of subprocesses on a 4 CPU x 12-kernel
> server, so I tried using 48 IDL_IDLBridge objects to test the system.
> But no cigar. IDL hangs apparently at random. I narrowed down the
> problem to the following.
>
> The simple code below just instantiates an array of objects, and then
> tries to destroy them one by one. What happens (for me) is that when
> it encounters index ii=16, the entire IDL process hangs.
>
> N = 17
> b = objarr(N)
> for ii=0, N-1 do b[ii]=obj_new('idl_idlbridge')
>
> for ii=0, N-1 do begin
> status = b[ii]->status() ; Just to make sure the object is idle
> (status = 0)
> print, ii, status
> obj_destroy, b[ii]
> endfor
>
> Now comes the weird part; the following almost identical code, where I
> just destroy the objects in the opposite order, works fine always!
>
> N = 17
> b = objarr(N)
> for ii=0, N-1 do b[ii]=obj_new('idl_idlbridge')
>
> for ii=N-1,0,-1 do begin
> status = b[ii]->status() ; Just to make sure the object is idle
> (status = 0)
> print, ii, status
> obj_destroy, b[ii]
> endfor
>
> I have tried this with identical results on the following systems:
> IDL 7.0.8, Linux 2.6.20 (old Fedora system)
> IDL 8.1, Linux 2.6.32 (new Red Hat system)
> IDL 8.1 Linux 2.6.32 (Ubuntu 10.04 LTS)
> IDL 7.1.1, Mac OS X 10.6.8
>
> However, I tested it on the following system with no problems:

> IDL 6.4, Windows XP
>
> Anyone else with similar experience?
>
> --
> Yngvar

Hi Yngvar,

There's currently an open CR on this (64611, for your reference); I'll add you to the report. Tech Support has also identified a possible workaround. Please contact them if you're interested.

mp
