Subject: Re: Parallel Processing
Posted by Lajos Foldy on Thu, 05 Jul 2012 15:13:02 GMT
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On Thursday, July 5, 2012 4:52:23 PM UTC+2, Stefan wrote:
> Hi
>
> Now that I have successfully implemented multi-threading another problem occured:
>
> To invoke multiple processes I start in a loop with
>
> bridges[i]->EXECUTE, 'program,par1,par2', /NOWAIT
>
> where 'bridges' is an object-array which holds the different child processes.
> Upon the execution of the last process I do
>
> bridges[i]->EXECUTE, 'program,par3,par4'
>
> And after that I destroy my bridges in a loop.
>
> Now I have a problem if the last process finishes before one of the previous processes since upon its completion it will directly move to the part where all bridges are destroyed and kills my program...
>
> Is there an easy way to tell IDL to wait for all my processes to finish and then destroy the bridges?
>
> thanks
> Stefan

Use IDL_IDLBridge::Status to determine whether the job is finished. Pseudocode:

```
ndone=0
running=replicate(1, njobs)
while ndone lt njobs begin
   for j=0,njobs-1 do begin
      if running[j] then begin
        query status of the j-th job with IDL_IDLBridge::Status
        if finished
          destroy bridge
          running[j]=0
          ndone++
        endif
      endif
   endfor
   wait, 1
endwhile
```

regards,
Lajos