
Subject: Re: Speeding up data crunching using IDL_IDLBridge with asynchronous execution

Posted by [Chip Helms](#) on Tue, 09 Jul 2013 21:47:44 GMT

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Thanks, I hadn't seen that link. I'll have to take a closer look tomorrow. I got my actual project working using a while loop to wait for the child processes to finish. I have to say, I'm impressed by the lack of overhead. Using the four child processes resulted in the runtime for each iteration dropping from ~57s to ~15 seconds (my guess is it's because I only create the bridge objects once and then reuse them for each iteration...so the overhead is primarily passing data back and forth).

Thanks again for the link. By the sound of it, I imagine it's a bit more elegant than what I've labeled as a babysitter loop.
