Subject: Re: Running a code multiple times automatically
Posted by rojofija on Wed, 20 Jan 2016 09:32:41 GMT
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On Tuesday, 19 January 2016 14:09:11 UTC, Mike Galloy wrote:
> On 1/19/16 1:43 am, nd451frd wrote:
>> Thank you very much for the detailed solution. For the moment I have
>> not been able to implemented, the cmake at the office is too old so
>> it was not possible to me to compile your C libraries there. I think
>> helpdesk will updated soon.
>>
>> I tried to do it in my laptop but once I run the cmake following your
>> instructions, it seems to be running and a message appears on the
>> terminal, something like: "The C compiler is GNU 4.x.x" but after
>> that nothing happen.
>>
>> I was wondering if I am missing something.
>>
>
> No need to use cmake. There are some routines in my library that need
> that, but the multiprocessing directory has no compiled C code. Just put
> it in your !path.
>
> Mike
> --
> Michael Galloy
> www.michaelgalloy.com
> Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)

Dear Mike,

I implemented your suggestions and it works very well.

I thought it was going to be necessary to use the C code because I got an error in the first tried I did, but after going deeper into the details it was because the IDL in my laptop is so old that does not include the mg_pool.

It works perfectly well in my desktop at the office with IDL 8.4

Thank you very much for your suggestions it is very useful. I have to read a lot now about this multiprocessing strategy which is very interesting.

Following the idea of the multiprocessing, I was wondering if there is a way to delay each of the pools by a small fraction of time or may be start each of then in a sequential mode, for example,

```
for q=0, (nCPUs-1) do begin
  pool[q]->map, 'namecode', str1, str2
endfor
```

I tried to implement this last part, but it does not work.

All the best and thanks.