
Subject: Re: Slow object graphics when plotting multiple lines

Posted by [steven.abel](#) on Mon, 04 Apr 2016 14:20:48 GMT

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On Monday, 4 April 2016 13:19:23 UTC+1, alx wrote:

> Le lundi 4 avril 2016 13:39:41 UTC+2, steve...@metoffice.gov.uk a écrit :

>> On Monday, 4 April 2016 12:12:21 UTC+1, alx wrote:

>>> Le lundi 4 avril 2016 12:49:33 UTC+2, steve...@metoffice.gov.uk a écrit :

>>>> On Monday, 4 April 2016 09:56:34 UTC+1, greg...@googlemail.com wrote:

>>>> > On Friday, April 1, 2016 at 2:51:49 PM UTC+2, steve...@metoffice.gov.uk wrote:

>>>> >> I am new to object graphics and struggling to speed up a simple plot that contains multiple lines.

>>>> >>

>>>> >> Here is an example that plots 200 lines - the object graphics version is very slow compared to the direct graphics version.

>>>> >>

>>>> >> ;create some dummy data

>>>> >> x = replicate(0.,11,200)

>>>> >> y = x

>>>> >> FOR i=0,199 DO x[* ,i] = FINDGEN(11)

>>>> >> FOR i=0,199 DO y[* ,i] = RANDOMN(seed,11)

>>>> >>

>>>> >> ;plot in direct graphics

>>>> >> plot,[0,10],[-5,5],/nodata,yrange=[-5,5],ystyle=1

>>>> >> FOR i=0,199 DO oplot,x[* ,i],y[* ,i]

>>>> >>

>>>> >> ;plot in object graphics

>>>> >> w = window()

>>>> >> w.REFRESH, /DISABLE

>>>> >> p = plot([0,10],[-5,5],/nodata,yrange=[-5,5],/current)

>>>> >> FOR i=0,199 DO !NULL=plot(x[* ,i],y[* ,i],/overplot)

>>>> >> w.REFRESH

>>>> >>

>>>> >>

>>>> >> Is there any way to speed this up in object graphics?

>>>> >>

>>>> >> Thanks

>>>> >>

>>>> >> Steve

>>>> >

>>>> > You probably mean 'function graphics' - 'object graphics' is a different system. I think the extra time is the price you pay for being able to resize, zoom, rotate etc with your results.

>>>> >

>>>> > I've been using a home-baked system for anti-aliasing direct graphics since before FG. It comes out intermediate between DG and FG:

>>>> >

>>>> > pro test1

>>>> > ;create some dummy data

```

>>> > x = replicate(0.,11,200)
>>> > y = x
>>> > FOR i=0,199 DO x[*,i] = FINDGEN(11)
>>> > FOR i=0,199 DO y[*,i] = RANDOMN(seed,11)
>>> >
>>> > ;plot in direct graphics
>>> > tic
>>> > plot,[0,10],[-5,5],/nodata,yrange=[-5,5],ystyle=1
>>> > FOR i=0,199 DO oplot,x[*,i],y[*,i]
>>> > toc
>>> >
>>> > ;plot in object graphics
>>> > tic
>>> > w = window()
>>> > w.REFRESH, /DISABLE
>>> > p = plot([0,10],[-5,5],/nodata,yrange=[-5,5],/current)
>>> > FOR i=0,199 DO !NULL=plot(x[*,i],y[*,i],/overplot)
>>> > w.REFRESH
>>> > toc
>>> >
>>> > ;plot in gmwindow
>>> > tic
>>> > gmw=obj_new("gmwindow")
>>> > gmw->plot,[0,10],[-5,5],/nodata,yrange=[-5,5],ystyle=1
>>> > FOR i=0,199 DO gmw->oplot,x[*,i],y[*,i],/no_draw
>>> > gmw->draw
>>> > toc
>>> >
>>> > end
>>> >
>>> > IDL> test1
>>> > % Time elapsed: 0.094000101 seconds.
>>> > % Time elapsed: 3.6379998 seconds.
>>> > % Time elapsed: 0.68700004 seconds.
>>> >
>>> > Output of all three are here: http://hrscview.fu-berlin.de/mex4/software/idl/gmwindow/direct\_vs\_function\_vs\_gmwindow.png
>>> >
>>> > And the gmwindow code, here: http://hrscview.fu-berlin.de/mex4/software/idl/gmwindow/
>>> >
>>> > cheers,
>>> > Greg
>>>
>>> > Thanks Greg
>>>
>>> > Yes I did mean function graphics!
>>>
>>> > The actual plot I am doing has six figures in the same window (each panel contains about

```

200 lines) and it takes several minutes to render this using function graphics on my Linux machine. Looks like for this plot at least I will have to revert to direct graphics.

```
>>>
>>> Cheers
>>>
>>> Steve
>>
>> The function PLOT(/OVERPLOT) does not work like the old OPLOT procedure: for each
added new curve, the full environment of the already plotted graphics is recomputed and
displayed (axis boundaries, etc...).
>> In your case, you might (should) instead use the POLYLINE or POLYGON functions whose
speed is amazing.
>> alx.
>>
>> Thanks for pointing me to polyline - that speeds up my test case by about a factor of 4 (still a
lot slower than direct graphics)
>>
>>
>> PRO test
>>
>> IRESOLVE
>>
>> ;create some dummy data
>> x = replicate(0.,11,200)
>> y = x
>> FOR i=0,199 DO x[*,i] = FINDGEN(11)
>> FOR i=0,199 DO y[*,i] = RANDOMN(seed,11)
>>
>>
>> ;plot in direct graphics
>> st=SYSTIME(/SECONDS)
>> plot,[0,10],[-5,5],/nodata,yrange=[-5,5],ystyle=1
>> FOR i=0,199 DO oplot,x[*,i],y[*,i]
>> PRINT,SYSTIME(/SECONDS)-st
>>
>> ;plot in function graphics 1
>> st=SYSTIME(/SECONDS)
>> w = window()
>> w.REFRESH, /DISABLE
>> p = plot([0,10],[-5,5],/nodata,yrange=[-5,5],/current)
>> FOR i=0,199 DO !NULL=plot(x[*,i],y[*,i],/overplot)
>> w.REFRESH
>> PRINT,SYSTIME(/SECONDS)-st
>>
>> ;plot in function graphics 2
>> st=SYSTIME(/SECONDS)
>> w = window()
>> w.REFRESH, /DISABLE
```

```

>> p = plot([0,10],[-5,5],/nodata,yrange=[-5,5],/current)
>> FOR i=0,199 DO !NULL=polyline(x[*,i],y[*,i],/data)
>> w.REFRESH
>> PRINT,SYSTIME(/SECONDS)-st
>>
>> END
>>
>> Time taken for these 3 plots
>>
>> IDL> print,!version
>> { x86_64 linux unix linux 8.2 Apr 10 2012      64      64}
>> IDL> test
>> % Compiled module: $MAIN$.
>> 0.0013258457
>> 18.797473
>> 4.7191000
>
> You might call POLYLINE only once by using the CONNECTIVITY keyword (i.e. by building a
single *poly*line from your 200 initial lines). This should make everything even faster.
> alx.

```

Thanks for pointing me to that - took me a little while for me to understand the IDL documentation!

Using the connectivity keyword as below spedded it up significantly, with the test plot taking only 0.38 seconds on my machine. A big improvement on my initial implementation in function graphics!

```

xx=REFORM(x,n_elements(x))
yy=REFORM(y,n_elements(y))
conn = LONARR(n_elements(xx)+200)
FOR i = 0, 2400-1, 12 DO conn[i]=11
FOR i = 1, 2400-1, 12 DO conn[i:i+10]=LINDGEN(11)+i-FLOOR(i/12.)-1
;plot in function graphics 3
w = window()
w.REFRESH, /DISABLE
p = plot([0,10],[-5,5],/nodata,yrange=[-5,5],/current)
!NULL=polyline(xx,yy,connectivity=conn,/data,target=p)
w.REFRESH

```

Cheers

Ste
