
Subject: Re: IDL new graphics memory leak?

Posted by [Markus Schmassmann](#) on Tue, 04 Oct 2016 13:36:43 GMT

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On 10/04/2016 02:39 PM, Helder wrote:

> On Tuesday, October 4, 2016 at 1:57:12 PM UTC+2, belk...@web.de wrote:

>> I have some enourmous problem with the amount of memory (virtual)
>> IDL is using. I believe they are resulting from my extensive use of plots
>> and images using the plot/image functions from IDL. If I omit them from
>> my code my memory usage is on a normal level (1-8gb). If I want to
>> include plots and images then my usage of memory will grow till it
>> overloads the cluster I am working on (200-400 gb). Right after saving
>> them I destroyed the objects via obj_destroy. This didn't solved my
>> problem so I used heap_free. Still no improvment. Is there anything I am
>> missing here? I am using IDL 8.3 on linux 64 bit.
>> rough sketch of my program structure:

```
>>  
>> read file (big image)  
>>  
>> For  
>>   For  
>>     data analysis  
>>     Img=image(...)  
>>     img.save,....  
>>     destroy img  
>>     plot=plot()...  
>>     ...  
>>   endfor  
>> endfor  
>> end
```

> Did you try img.close instead of obj_destroy? Did this give the same result?

> Also, if I do a lot of images, I would change the loop to something like this:

```
>  
> Img=image(...) ;can also be empty or use dist(100) or whatever...  
> plt = plot(...)  
> For  
>   For  
>     data analysis  
>     Img->setData, ...  
>     img.save,....  
>     plt->setData...  
>     ...  
>   endfor  
> endfor  
> destroy img  
> end
```

>
> This should also speed things up, but probably your bottleneck is not

> the the call to image(), but the "data analysis" before that.
> Notice that you can call setData also pass x and y (as arrays).
hopefully Helder's comments are sufficient to reduce your memory
problems, if not,

help, /heap_variables
help, /shared_memory
help, /memory

might give you some hint on where the problem is.

Markus
