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 amound 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
