Subject: memory allocation
Posted by Essa Yacoub on Mon, 26 Jul 1999 07:00:00 GMT
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I continue to get this error message,
(pv-wave)

Unable to allocate memory: to make array.
Not enough space

This is maybe a fragmented memory problem ? Because there should
be enough memory freed. How can I free up memory without fragmenting it
?
Or How do i free more system memory to use during a single session ?
(malloc/ free ? What is call_external?) Does delvar help ?

--
Essa Yacoub
University of Minnesota
Minneapolis, Minnesota
Email: yacoub@cmrr.umn.edu

Subject: Re: memory allocation
Posted by Craig Markwardt on Wed, 28 Jul 1999 07:00:00 GMT
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Essa Yacoub <yacoub@cmrr.umn.edu> writes:
>
> Thanks all... The limit/unlimit command seems to be active
> but I cannot change the memoryuse size, and datasize is unlimited.
> the error seems to occur when I reach the memoryuse limit. The
> sysadmin could also not change the size under root. He thought
> he might need to reinstall some kernels.

Hmm... You obviously want to increase the memoryuse limit, since that
controls the amount of physical memory available to you at one time
(as opposed to total swap space for the process).

You may have to increase the "hard" limit. Under the tcsh you do this
with "limit -h memoryuse XXX". Unfortunately, root has to do that, so
I don't know how that resource privelige can be passed to you, Joe
User.

Craig

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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Subject: Re: memory allocation
Posted by David Ritscher on Wed, 28 Jul 1999 07:00:00 GMT
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Essa Yacoub (yacoub@cmrr.umn.edu) writes:
> The suggestion of
> TEMPORARY would be very useful, however, does anyone
> know if there is an equivalent pv-wave function, as it seems
> this is only for IDL ?
Unfortunately, this improvement has not been incorporated into
PV-Wave.

David Ritscher

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Subject: Re: Memory Allocation
Posted by justspam03 on Sun, 15 Feb 2004 13:40:44 GMT
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Hi Neil,

Which IDL version do you use? It seems that memory handling
has improved quite a bit going from version 5.6 to 6.0.
Under 5.5/5.6 we observerd the following:

version a)
1) allocate large chunk of memory
(1200 objects, ca. 100MByte total)
2) allocate another chunk of memory
and resort data from 1) into this space
3) destroy objects allocated in step 1)
as they're not needed any longer
4) perform calculations on data located

in memory (from step 2)

version b)
exactly as a), but do not destroy objects
in step 3

Surprisingly version a) ran *much* faster (we're
talking about a factor of ~5) than version b)
Any idea why?
Seems this is not the case in 6.0 any longer.
Object destruction is quite a bit faster, too.
Kind regards,
Oliver
