Subject: Floating Underflow/Overflow
Posted by bente on Mon, 15 Oct 2001 13:13:32 GMT
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Hi,

i get Floating Overflow/Underflow error messages during my
calculations, but the result seems to be correct, can these warnings
be ignored then?
Iï¿½m calculating a Fermi Distribution (I want a sphere with smooth
edges and this seemed to be the easiest way) I think, that the results
get to low for larger radiuses so IDL makes this error message. Is it
possible to tell IDL to round to zero then or what do i have to do?

with regards
Kay

Subject: Re: Floating Underflow/Overflow
Posted by John-David T. Smith on Thu, 18 Oct 2001 14:39:40 GMT
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Kay wrote:
>
> Hi, again.
>
> Wow didnï¿½t expected to get so much response ;-)
>
>> On the other hand, the performance of IDL falls down rather badly when
>> dealing with conditional tests on large arrays, especially when FOR
>> loops cannot be avoided. Even using WHERE() usually makes a pretty
>> large performance hit.
>
> The peformance is the large problem I have, my PC isnï¿½t so fast
> (350MHz with only 128MB Ram. And i have to work through a 256x256x128
> floating Point array with 3 FOR-Loops (i need the complete Indizes to
> get the Radius from a specific point to the current Voxel (donï¿½t no
> some faster way to get this)
>
> Itï¿½s not so that this lasts hours then, but i gets annoying if you
> want to change a value a bit and then wait several minutes for the
> result

You can almost certainly speed this up by eliminating the FOR loops (OK,
Craig, eliminating the *inner* FOR loops). The traditional recipe for
going about this is as follows:

1. Post your problem clearly, with a small, distilled code example if

possible.

2a. Claim that you've put lots of thought into it, and there is no vectorized solution possible.

and/or

2b. Claim that the vector solution is slower than the FOR loop solution.

and/or

2c. Claim that the newsgroup just isn't what it used to be, so you don't really expect a solution.

3. Sit back and watch the flies descend.

JD

Subject: Re: Floating Underflow/Overflow
Posted by bente on Mon, 22 Oct 2001 08:28:55 GMT
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Nice Way :-)
