
Subject: Got the FFTW3 DLM Working in Windows...

Posted by [Brian](#) on Thu, 18 Dec 2003 12:44:31 GMT

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Ok, I got the DLM that Henry Chapman posted working in IDL5.4 in Windows2000.

Henry, for arrays around 512x512 or less, do you also find the built-in IDL fft to be just as fast or faster? Are there any tricks for getting increased execution time on smaller arrays?

I will post the modified DLM once I confirm that everything is in order.

regards,

brian

Subject: Re: Got the FFTW3 DLM Working in Windows...

Posted by [h_chapman](#) on Sat, 20 Dec 2003 05:34:50 GMT

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"Brian" <brian.huether@NOdlrSPAM.de> wrote in message news:<d406d2dd3de6a46ab90f929ff3a6ab37@news.teranews.com>...

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> Windows2000.

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>

> regards,

>

> brian

Brian, great stuff! On Mac OS X I see moderate improvement for 512x512. The improvement drops with the array size and eventually the built in becomes faster. I guess all the dlm shinanigans give some overhead.

512x512 float: fftw 0.039 s, fft 0.105 s

64x64 float: fftw 0.0013 s, fft 0.0003 s

Henry.
