
Subject: Re: IDL benchmarks - weird!!

Posted by [R.G. Stockwell](#) on Tue, 18 May 2004 17:08:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Pasi Hakala" <pahakala@phnet.fi> wrote in message
news:sjnc.1805\$aP.879@reader1.news.jippii.net...

> Hi!

>

> I've run through 'TIME_TEST2' on various platforms and

> I must say I'm a bit surprised/disappointed by the results.

> It seems to me that IDL runs much faster in windows-

> environment than it runs under unix (linux or MacOS X).

> Is this to do with compilers used to compile IDL for

> different platforms (say gnu on unix vs. commercial on

> windows)?

First of all the usual disclaimers, there are a ton of variables that go
into a test like this, other demands on CPU, cache, memory, video, loading dlls, dlms, etc.

Having said that, I have seen a win2000 machine run faster
than a linux machine with the same code.

There has been some discussion of this before,

google the group for the thread titled

" Re: AMD CPU - (pentium way faster) "

and

"Re: Sorry Re: which OS is faster for idl? "

Cheers,

bob

Subject: Re: IDL benchmarks - weird!!

Posted by [JD Smith](#) on Tue, 18 May 2004 18:19:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Tue, 18 May 2004 11:08:15 -0600, R.G. Stockwell wrote:

>

> "Pasi Hakala" <pahakala@phnet.fi> wrote in message

news:sjnc.1805\$aP.879@reader1.news.jippii.net...

>> Hi!

>>

>> I've run through 'TIME_TEST2' on various platforms and

>> I must say I'm a bit surprised/disappointed by the results.

>> It seems to me that IDL runs much faster in windows-
>> environment than it runs under unix (linux or MacOS X).
>> Is this to do with compilers used to compile IDL for
>> different platforms (say gnu on unix vs. commercial on
>> windows)?
>
>
> First of all the usual disclaimers, there are a ton of variables that go
> into a test like this, other demands on CPU, cache, memory, video, loading dlls, dlms, etc.
>
> Having said that, I have seen a win2000 machine run faster
> than a linux machine with the same code.

There is a real need to update my old IDLSpecII benchmarks, which I see have not made the cut in the new incarnation of my old institution's web pages (linkers nota bene). Unfortunately, I no longer have the time to maintain it. However, I'd be happy to hand off what I have and offer advice to any eager new benchmark masters. I've put an old and not-completely-functional version of the page up at:

<http://turtle.as.arizona.edu/idlspec/>

Ideally, we'd have a modern benchmark which includes separate CPU, I/O, 2D graphics, and 3D graphics performance tests, uses large enough data sizes to get beyond I/O and processor cache sizes, and covers the full range of supported hardware and OS options. Which, by the way, is much smaller now than during the circa 1998 original IDLSpec survey; it's actually nostalgic to look at the list of machines/os's that entered back then: AIX:ibmr2 IRIX:mipseb MacOS:PowerMac OSF:alpha Win32:x86 hp-ux:hp_pa linux:alpha linux:x86 sunos:sparc sunos:x86 vms:alpha.

I had collected a small interest group last year, who could probably be tapped again for input. If anyone is interested in taking the reins, please email me.

JD
