Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by Jo Klein on Sun, 25 Jun 2006 17:52:12 GMT
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> We have a SGI (MIPS) machine with 64-bit redhat linux.
 > I installed 64_bit_linux_x86 version of IDL6.2. The SGI machine has

Hi Weihua,
This can't be right - x86 isn't MIPS. I assume you're running one of the
Altix systems. In that case, I'm afraid that as far as I know, there's
no native IDL for your architecture, and that's what affects your
performance. You may be running IDL in hardware emulation, which has a
severe penalty on performance.
Get the Intel IA-32 Execution Layer. I think SGI will be able to provide
you with a pre-packaged version of this, but you will always lose some
performance if you don't run natively. You have to make sure that IDL is
started using that emulation layer rather than the processor built-in
emulation, see the manual.
You may want to check out GDL, the open source IDL clone, if you don't
need widgets on that server.
Other things to check is how your graphics get to your screen - are you
running locally? Or are you running an X client over the network? This
can be really slow, especially if the network is in heavy use or has
configuration errors (half/full-duplex mismatch and the like). Try VNC
as an alternative to remote X.
Hope this helps

Jo

Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by Weihua FANG on Mon, 26 Jun 2006 13:15:23 GMT
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Hi, Jo,

SGI Prepack 3. was installed in my SGI machine.

Unfortunately, most of my IDL applications have fancy widget/graphic
objects for 3d visualization... Maybe I shall ask RSI for Linux_MIPS
IDL. :P

Thank you for your info on GDL. I will have a try and hope GDL can save
my code.

Weihua

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Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by rtowler on Mon, 26 Jun 2006 16:28:38 GMT
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Weihua FANG wrote:

> Unfortunately, most of my IDL applications have fancy widget/graphic
> objects for 3d visualization... Maybe I shall ask RSI for Linux_MIPS
> IDL. :P

Do yourself a favor and buy a cheap x86 desktop with a midrange or
high-end "gaming" video card to use as your visualization box. If you
are running an Altix they really aren't geared for this sort of thing.
The cost of the extra IDL license will be worth it.

Windows will offer the best performance and driver support. If you are
going to run linux then nVidia is your only real choice as ATI's linux
support has been lacking.

> Thank you for your info on GDL. I will have a try and hope GDL can save
> my code.

I don't follow the development closely but I don't think GDL has any
object graphics functionality.

-Rick

Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by JD Smith on Mon, 26 Jun 2006 16:41:54 GMT
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On Mon, 26 Jun 2006 09:28:38 -0700, rtowler wrote:

>
> Weihua FANG wrote:
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> support has been lacking.

I presume you mean for OpenGL stuff? For memory intensive operations, IDL
Linux often has the edge (better memory allocator). For smaller
problems which easily fit in memory, back when I compared time_test3 on
Linux/Windows on the same box, they split the difference in terms of
tests, with some favoring Windows, some Linux (though I think the overall
average favored Windows, with it's better than GCC compilers).

JD

Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by rtowler on Mon, 26 Jun 2006 17:39:10 GMT

JD Smith wrote:
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>
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>> Weihua FANG wrote:
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> tests, with some favoring Windows, some Linux (though I think the overall
> average favored Windows, with it's better than GCC compilers).

Of course :) Windows will offer the best OpenGL performance and
driver support. I know the OG performance gap is narrowing (at least
it has been, I haven't tested IDL OG on linux in a year or so) but
linux driver support from the graphics vendors still seems to be bit of
an afterthought.

-Rick