Subject: Re: IDL and Macs. Speed is not only about squared roots
Posted by Edd Edmondson on Fri, 14 Jul 2006 13:20:14 GMT
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jgc <javier_corripio@yahoo.fr> wrote:
> Dear all,

> I tried the tests decribed in topic
> http://groups.google.com/group/comp.lang.idl-pvwave/browse_t
hread/thread/da3a8dd9a11276d3/87f9e46339684e43#87f9e46339684 e43
> in a rather unfair fashion (IDL 6.0 on windows PC 1.4 GHZ against IDL
> 6.3 Mac OS X 2.16 GHz Intel duo) and results were, as expected:
> 0.02 against 0.88 to the advantage of the Mac (for
> a=randomu(sd,100L*10000l) as the pc didn't have enough memory.

> However there is more in life than squared roots, so I was dissapointed
> to see that a complex program, involving large array manipulation,
> input and output, and loops reduced to a minimum, took almost double
> the time in the Mac than in the windows PC. This is a energy balance
> model for snow ablation over a glacier in the Alps
> (http://www.arolla.ethz.ch/snowdem.html).

You mention input and output. What exactly do you mean?

If you're chucking lots of data to and from the disk I'd expect a
laptop to be slower than a desktop regardless of cpu speed, as the
disks are slower in laptops generally (and Mac Minis too).

The fairest test is going to be running the same program on an Intel
OS X machine, and the same machine booted into Windows.

I suspect then you'll see very little difference.

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Edd