
Subject: Re: Is there any way to check running speed?
Posted by [liamgumley](#) on Wed, 14 Feb 2007 19:29:52 GMT
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On Feb 14, 11:51 am, "DirtyHarry" <kim20...@gmail.com> wrote:
> Recently, I made a sequential code to handle MODIS imagery.
> Performance is OK, but it is very slow now. I need to modify it. As a
> first step, are there any functions, options, or pre-made source codes
> to check the speed of each running process? Please let me know.
> Thanks .

IDL> ? profiler

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: Is there any way to check running speed?
Posted by [kim20026](#) on Thu, 15 Feb 2007 00:55:14 GMT
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On Feb 15, 4:29 am, liamgum...@gmail.com wrote:
> On Feb 14, 11:51 am, "DirtyHarry" <kim20...@gmail.com> wrote:
>
>> Recently, I made a sequential code to handle MODIS imagery.
>> Performance is OK, but it is very slow now. I need to modify it. As a
>> first step, are there any functions, options, or pre-made source codes
>> to check the speed of each running process? Please let me know.
>> Thanks .
>
> IDL> ? profiler
>
> Cheers,
> Liam.
> Practical IDL Programming<http://www.gumley.com/>

Thank you for your invaluable information, Liam. However, in my understanding, it seems that this function doesn't present running time when I have to stop IDL in the middle of running process. What do you think? Do you know how to make IDL print the running time on the screen even stopped in the middle? Thanks.

Subject: Re: Is there any way to check running speed?
Posted by [David Fanning](#) on Thu, 15 Feb 2007 14:55:21 GMT

DirtyHarry writes:

> Thank you for your invaluable information, Liam. However, in my
> understanding, it seems that this function doesn't present running
> time when I have to stop IDL in the middle of running process. What do
> you think? Do you know how to make IDL print the running time on the
> screen even stopped in the middle?

I think I am missing something. If it is stopped
in the middle it is, uh, not running, verdad?
I've probably just been out of the country too long. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Is there any way to check running speed?
Posted by [kim20026](#) on Thu, 15 Feb 2007 16:11:48 GMT
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Hello, Dr. Fanning,

Sorry for my broken English... (T.T)

If I run a sourcecode whose total running time is 28 hours, sometimes
I want to stop IDL intentionally to check whether the program is
running properly. Even in this case, can I have the running time of
it? If you are still missing something, (Mmmm... Can you speak Korean?
Just kidding... Sorry T.T) please reply me one more time.

On Feb 15, 11:55 pm, David Fanning <d...@dfanning.com> wrote:

> DirtyHarry writes:
>> Thank you for your invaluable information, Liam. However, in my
>> understanding, it seems that this function doesn't present running
>> time when I have to stop IDL in the middle of running process. What do
>> you think? Do you know how to make IDL print the running time on the
>> screen even stopped in the middle?
>
> I think I am missing something. If it is stopped

> in the middle it is, uh, not running, verdad?
> I've probably just been out of the country too long. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

Subject: Re: Is there any way to check running speed?
Posted by news.qwest.net on Thu, 15 Feb 2007 16:32:07 GMT
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"DirtyHarry" <kim20026@gmail.com> wrote in message
news:1171555908.413006.152020@l53g2000cwa.googlegroups.com .
> Hello, Dr. Fanning,
>
> Sorry for my broken English... (T.T)
>
> If I run a sourcecode whose total running time is 28 hours, sometimes
> I want to stop IDL intentionally to check whether the program is
> running properly. Even in this case, can I have the running time of
> it? If you are still missing something, (Mmmm... Can you speak Korean?
> Just kidding... Sorry T.T) please reply me one more time.

You can put your own statements in to check the time elapsed between any lines in your code, whether it has stopped or not.

```
starttime = systime(1)

dostuff

stoptime = systime(1)

print,'elapsed time in seconds: ',stoptime - starttime
```

Cheers,
bob

Subject: Re: Is there any way to check running speed?

Posted by [Bob\[3\]](#) on Thu, 15 Feb 2007 18:52:06 GMT

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I think perhaps what the OP is looking for is a way to get the elapsed time of execution of the code minus any time spent while he stops the code to verify it is working properly.

Without knowing how the OP "stops" his code for these checks, it's not really possible to know if it's possible. If he has coded a pause/resume function then the time spent stopped in that function could be calculated (as suggested above), and then subtracted from the total execution time (calculated again as suggested above by bob).

Alternately I would suggest that the OP first makes sure that his code works correctly, and then worry about execution time, thus removing the need to stop mid run.

Regards,
Bob.

Subject: Re: Is there any way to check running speed?

Posted by [Paul Van Delst\[1\]](#) on Thu, 15 Feb 2007 21:04:50 GMT

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Bob Crawford wrote:

- > I think perhaps what the OP is looking for is a way to get the elapsed
- > time of execution of the code minus any time spent while he stops the
- > code to verify it is working properly.
- >
- > Without knowing how the OP "stops" his code for these checks, it's not
- > really possible to know if it's possible. If he has coded a pause/
- > resume function then the time spent stopped in that function could be
- > calculated (as suggested above), and then subtracted from the total
- > execution time (calculated again as suggested above by bob).
- >
- > Alternately I would suggest that the OP first makes sure that his code
- > works correctly, and then worry about execution time, thus removing
- > the need to stop mid run.

Alternatively, a wall clock would do the job pretty well in this sort of scenario since +/- 5 minutes is probably a high resolution measurement.

Unless, of course, he charges his time like a lawyer.... :o)

cheers,

paulv

--

Paul van Delst Ride lots.
CIMSS @ NOAA/NCEP/EMC

Eddy Merckx

Subject: Re: Is there any way to check running speed?
Posted by [kim20026](#) on Sat, 17 Feb 2007 02:18:51 GMT
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Thank you for your comments, everyone!!! These tips are very useful to modify my sourcecodes. Happy new year!!! (<- We have new years day (lunar calendar) this weekend in Korea!)

On Feb 16, 6:04 am, Paul van Delst <Paul.vanDe...@noaa.gov> wrote:

> Bob Crawford wrote:

>> I think perhaps what the OP is looking for is a way to get the elapsed
>> time of execution of the code minus any time spent while he stops the
>> code to verify it is working properly.

>

>> Without knowing how the OP "stops" his code for these checks, it's not
>> really possible to know if it's possible. If he has coded a pause/
>> resume function then the time spent stopped in that function could be
>> calculated (as suggested above), and then subtracted from the total
>> execution time (calculated again as suggested above by bob).

>

>> Alternately I would suggest that the OP first makes sure that his code
>> works correctly, and then worry about execution time, thus removing
>> the need to stop mid run.

>

> Alternatively, a wall clock would do the job pretty well in this sort of scenario since
> +/- 5 minutes is probably a high resolution measurement.

>

> Unless, of course, he charges his time like a lawyer.... :o)

>

> cheers,

>

> paulv

>

> --

> Paul van Delst Ride lots.
> CIMSS @ NOAA/NCEP/EMC

Eddy Merckx
