
Subject: Re: Handling large arrays in IDL
Posted by [David Fanning](#) on Sun, 09 Mar 2008 05:08:25 GMT
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Wasit.Weather@gmail.com writes:

> Can you give me any tips or example on how to handle large arrays in
> IDL. The size of the arrays that I am working with are around (200000
> x 200000). The program ends up in "Can not allocate the memory to
> create the array".
> If creating many smaller arrays by tiling is the only option, how can
> I work it out?
> The RAM size of the server is also very large, 8 GB. I would be
> grateful to have some suggestions from you.

Are you going to give us any hints? Maybe just
the operating system and whether it is 64-bit or
32-bit. That would give us something to chew on,
anyway. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Handling large arrays in IDL
Posted by [Wasit.Weather](#) on Sun, 09 Mar 2008 16:16:55 GMT
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On Mar 9, 12:08 am, David Fanning <n...@dfanning.com> wrote:

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> David Fanning, Ph.D.
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Hi David

Thanks for your help. My computer is 32-bit Windows Xp. Once I was told that Tile procedure would make it. However, I dont know how to tile a big array. Recently, I found that some other users are also having this problem. You can see it ITTVIS IDL forum. So I wonder if there is any example code to do that.

A question not related with this topic is that, Can I receive responses on my posting automatically from this group?

Subject: Re: Handling large arrays in IDL

Posted by [David Fanning](#) on Sun, 09 Mar 2008 16:41:27 GMT

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> there is any example code to do that.

Well, then, no, you are probably not going to be able to make an array that is at minimum (assuming a byte array) 1.3 GB in size. Here are some reasons why:

http://www.dfanning.com/fileio_tips/lgfiles.html

Tiling is a technique ITTVIS, in its wisdom, reserves only for ENVI. (Which I think is only another \$8000 or so.)

But, as far as I can tell, tiling is just writing a file to disk, and then using the Associate Variable method of accessing some smaller portion of the data, processing that, and then storing it back to disk. (You could open the file with OPENU, for example, or you could just have two files, both opened as associated variables, one to read from and

the other to write to.)

- > A question not related with this topic is that, Can I receive responses
- > on my posting automatically from this group?

No, I don't think so. I think you have to check the newsgroup every five minutes like the rest of us. :-)

Cheers,

David

--

David Fanning, Ph.D.

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