## Subject: Re: Short array memory allocation Posted by parigis on Thu, 10 Jul 2008 20:55:25 GMT

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buy a 7500 rpm speed harddisk for your laptop?

laptop harddisks are slower than workstation ones, so it may just be that you are hitting the limit of the hardware...

Ciao, Paolo

ray.laymon...@gmail.com wrote:

- > Hi Everyone,
- >
- > I searched the posted messages but couldn't find the answer I am
- > looking for. Sorry if I repeat the same question.

>

- > I am dealing with some data in "grib" format. I perform a simple
- > operation on each file (open/extract single pixel). The array size of
- > each file is small (450\*250), and I don't store any of the variables
- > at each loop (overwrite so no memory allocation is needed). However,
- > there are lots of files (~600,000).

>

- > I have a 2.5 Ghz dual-core 4GB memory laptop. When I run my script it,
- > the task manager tells me IDL uses ~ 12% CPU & ~32MB memory (total PC
- > CPU usage is ~ 16% and total PC memory usage is ~ 450MB)...And the
- > whole script takes ~1,5 hours.

>

- > I know, there are lots of small files, and naturally it takes time but
- > is there a way I can speed up the processing time?
- > Thanks,

>

> Ray

Subject: Re: Short array memory allocation
Posted by Kenneth P. Bowman on Thu, 10 Jul 2008 20:56:24 GMT
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## In article

<0b404667-7c2f-41d9-a507-ede3ba1df3fc@56g2000hsm.googlegroups.com>,
ray.laymon064@gmail.com wrote:

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> Ray

Try opening and closing the files without doing any work. It will probably take about the same amount of time. That is, most of it is probably system overhead.

Ken Bowman

Subject: Re: Short array memory allocation Posted by ray.laymon064 on Fri, 11 Jul 2008 13:01:26 GMT View Forum Message <> Reply to Message

That was the answer I was afraid to get.. I tried opening and closing the files only and it took the ~same time...

Still, is there any IDL setting that I can change and make my IDL use more sources? In a way IDL to open/read the file faster.

Ray,

p.s. I have 7200 rpm SATA disk, and unfortunately I can't modify...