Subject: Can i avoid the loop,help me speed up,thanks Posted by Rongchang Chen on Mon, 04 Aug 2008 13:29:03 GMT View Forum Message <> Reply to Message

I wrote a procedure to create sinograms from projections in tomography, the main part of procedure please see below. For large size and number projections, it's very very slow. Can i avoid the loop(one is OK) to speed up, or another way to create sinograms? Thank you very much!!

n_sinogra:number of sinogram
n_projection:number of projection
files_projection:a string vector contain Directory and name of
projection
files_sino:a string vector contain Directory and name of sinogram

```
for jj = 0,n_sinogram-1 do begin
    print,'now creating',jj+1,'th sinogram'
    sino = fltarr(sizepro[0],n_projection)

for ii=0, n_projection-1 do begin
    image = float(read_image(files_projection[ii]))
    some processing of image
    sino(*,ii) = image(*,jj)
    endfor

write_tiff,files_sino(jj),sino,/short,/float
endfor
```

Subject: Re: Can i avoid the loop,help me speed up,thanks Posted by Jean H. on Mon, 11 Aug 2008 17:20:00 GMT View Forum Message <> Reply to Message

> I use PROFILER to check and show the I/O take most of time,use Chris

- > suggestion,I read all the projections(in 3D array) in advance and it
- > speed up a lot, but use 3D array I can just read 100 projections, if
- > more it complainii 1/2 % Array has too many elements. ii 2/2 ??? how to avoid
- > this.

You don't have enough memory available. Use "memtest.pro" from ITTVIS to figure out the largest array you can make. So you basically have 3 options, the last one being, obviously, the easiest:

- 1) buy more memory. If on windows, you can't get more than 2Gb of memory for IDL, unless you play with the /3gb option on windows AND that you enable IDL to get access to 3gb... I don't know if it is feasible on IDL 7.
- 2) switch to Linux. You will be able to a) access more memory and b) access more contiguous memory (bigger arrays, look on ITTVIS website for an explanation)
- 3) don't create one big array, but an array of pointer, each pointing to a single entity (or image). Like that, each entity use a small amount of memory and you will be able to store much more entities.
- > l�m thinking dose IDL has some type of file that I can write one row
- > each time without read the file first??
- > Thank you very much.

look at openW with the /append keyword.

Jean

Subject: Re: Can i avoid the loop,help me speed up,thanks Posted by Rongchang Chen on Tue, 12 Aug 2008 12:47:19 GMT View Forum Message <> Reply to Message

On Aug 11, 7:20 pm, Jean H < jghas...@DELTHIS.ucalgary.ANDTHIS.ca> wrote:

- >> I use PROFILER to check and show the I/O take most of time,use Chris
- >> suggestion, I read all the projections (in 3D array) in advance and it
- >> speed up a lot, but use 3D array I can just read 100 projections, if
- >> more it complain' % Array has too many elements.' ??? how to avoid
- >> this.
- >
- > You don't have enough memory available. Use "memtest.pro" from ITTVIS to
- > figure out the largest array you can make. So you basically have 3
- > options, the last one being, obviously, the easiest:
- > 1) buy more memory. If on windows, you can't get more than 2Gb of memory
- > for IDL, unless you play with the /3gb option on windows AND that you
- > enable IDL to get access to 3gb... I don't know if it is feasible on IDL 7.
- >
- > 2) switch to Linux. You will be able to a) access more memory and b)
- > access more contiguous memory (bigger arrays, look on ITTVIS website for
- > an explanation)
- >
- > 3) don't create one big array, but an array of pointer, each pointing to
- > a single entity (or image). Like that, each entity use a small amount of
- > memory and you will be able to store much more entities.

_	
>>	I'm thinking dose IDL has some type of file that I can write one row
>>	each time without read the file first??

>> Thank you very much.

> look at openW with the /append keyword.

> Jean

Now working, used pointer successful avoiding 100 projections limit.

Thank you very much for helpful discussion.

Rongchang