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Subject: Re: IDL User Group Meeting Huge Success  
Posted by [Mort Canty](#) on Fri, 17 Oct 2008 08:17:04 GMT  
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It's morning here in Germany, David, so I get to be the first to thank you for a great summary.

Best

Mort

David Fanning schrieb:

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> meeting in Boulder. What a HUGE success! Kudo's to Harold Cline,  
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> great crew at ITTVIS for putting on a most productive day.  
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> Cheers,  
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> David  
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Subject: Re: IDL User Group Meeting Huge Success  
Posted by [vino](#) on Fri, 17 Oct 2008 12:10:24 GMT

Hello David,  
Thanks for a great narrative...Now i dont think i missed this event at all...  
Regards,  
Vino

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Subject: Re: IDL User Group Meeting Huge Success  
Posted by [fburton](#) on Fri, 17 Oct 2008 12:17:22 GMT

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In article <gd9hgt\$ds2f\$1@zam602.zam.kfa-juelich.de>, mort canty <m.canty@fz-juelich.de> wrote:  
> It's morning here in Germany, David, so I get to be the first to thank  
> you for a great summary.

Seconded! Thanks, David. I'm not a newsgroup regular though I do use IDL on a regular basis. I found your writeup fascinating.

Francis

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Subject: Re: IDL User Group Meeting Huge Success  
Posted by [jeffnetles4870](#) on Fri, 17 Oct 2008 15:02:11 GMT

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On Oct 17, 1:42 am, David Fanning <n...@dfanning.com> wrote:  
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> genuinely interested in those things that irritate the hell  
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> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Glad it was such a success! Wish I could've been there. Also very glad to hear some promising news about iTools. Sounds like some neat stuff is being done with IDL and I'm glad to hear Eduardo's Revolution IDL getting some spotlight time. Way overdue in my opinion - a LOT of potential avenues to explore there I think.

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Subject: Re: IDL User Group Meeting Huge Success  
Posted by [ed.schmahl](#) on Fri, 17 Oct 2008 16:36:12 GMT  
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Great summary of the IDL user's group, David!

In his usual self-deprecating way, David neglected to mention his own talk about direct object graphics. In about 15 minutes, he managed to demonstrate all the basic parts of an IDL object, and how to create an object on the command line. To one like myself who uses objects all the time, but only has a hazy understanding of how they are created, this was quite a revelation. Now I can go back to reading Dave's "IDL Programing Techniques", and start making my own objects.

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Subject: IDL User Group Meeting Huge Success: Correction  
Posted by [David Fanning](#) on Fri, 17 Oct 2008 20:55:45 GMT  
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Folks,

I wrote in my User Group Meeting review yesterday:

> Peter Messmer continues to up the performance  
> of GPULib, using graphical processors to increase computationally  
> expensive operations from 20-100%.

Unfortunately, I got this wrong. The numbers are not 20-100 \*percent\*, but 20-100 \*times\* as fast!! Someone who knows more about this than I do, had this to say:

The GPULib performance improvements described by Peter Messmer from Tech-X Corp are on the order of 20 to 100 \*times\* (versus

percent). If you take this a step further and write custom kernels using the NVIDIA CUDA library directly, you can achieve results many times even this remarkable number. GPU processing has the potential to open up an entire universe of problem sets that researchers would not have even considered up until now because the computations would have otherwise required supercomputing time.

I understand Mort Canty tried this on a PCA analysis on just a regular run-of-the-mill graphics card and found a 17 \*times\* improvement in performance. When you are working with large satellite images, as I am, this gets your heart beating a little faster. The 100% numbers Peter was talking about came, as I understand it, on high-end graphics processors that cost in the neighborhood of \$1500. Not very much to pay for near-supercomputer processing power.

Sorry for the confusion.

Cheers,

David

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