
Subject: Q: IDL benchmarks

Posted by [Bringfried Stecklum](#) on Wed, 21 Feb 1996 08:00:00 GMT

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Is there a collection of benchmark test results which shows how IDL behaves on different platforms? There is no reference to this issue in the FAQ.

Thanks for any advice.

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+-----+
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+-----+
```

Subject: Re: Q: IDL benchmarks

Posted by [Andy Hsia](#) on Sun, 25 Feb 1996 08:00:00 GMT

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Our DEC Alpha 3000/600 with 48Mb RAM achieved the following:

- 1 0.552992 Empty For loop, 1 million times
- 2 0.848720 Call empty procedure (1 param) 100,000 times
- 3 0.412848 Add 100,000 integer scalars and store
- 4 0.476864 25,000 scalar loops each of 5 ops, 2 =, 1 if)
- 5 0.511424 Mult 512 by 512 byte by constant and store, 10 times
- 6 0.0644159 Shift 512 by 512 byte and store, 10 times
- 7 0.198128 Add constant to 512 x 512 byte array and store, 10 times
- 8 0.226032 Add two 512 by 512 byte images and store, 10 times
- 9 0.537776 Mult 512 by 512 floating by constant and store, 10 times
- 10 0.165920 Add constant to 512 x 512 floating and store, 10 times
- 11 0.393904 Add two 512 by 512 floating images and store, 10 times
- 12 0.237168 Invert a 100 by 100 random matrix
- 13 0.594960 Transpose 256 x 256 byte, FOR loops
- 14 0.0663681 Transpose 256 x 256 byte, row and column ops
- 15 0.00975990 Transpose 256 x 256 byte, transpose function
- 16 1.58853 Log of 100,000 numbers, FOR loop
- 17 0.0722239 Log of 100,000 numbers, vector ops
- 18 1.33242 Add two 100000 element floating vectors, FOR loop
- 19 0.0117120 Add two 100000 element floating vectors, vector op
- 20 0.173728 65536 point real to complex FFT
- 21 0.213744 Smooth 512 by 512 byte array, 5x5 boxcar
- 22 0.119072 Smooth 512 by 512 floating array, 5x5 boxcar

23 1.80675 Write and read 10 512 by 512 byte arrays
10.6155 Total Time
0.24125159 Geometric mean, 23 tests.

Subject: Re: Q: IDL benchmarks
Posted by [Mirko Vukovic](#) on Mon, 26 Feb 1996 08:00:00 GMT
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Andy Hsia wrote:

>
> Our DEC Alpha 3000/600 with 48Mb RAM achieved the following:
> snip
> 0.119072 Smooth 512 by 512 floating array, 5x5 boxcar
> 23 1.80675 Write and read 10 512 by 512 byte arrays
> 10.6155 Total Time
> 0.24125159 Geometric mean, 23 tests.

What is really funny is that my P-120 (16 Meg RAM) at home gives 9.55 for total time, .305 for the geometric mean. Do these numbers make sense?

--

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Subject: Re: Q: IDL benchmarks
Posted by [Robert Moss](#) on Mon, 26 Feb 1996 08:00:00 GMT
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I just wanted to mention that before everyone runs out and buys PVWave on an SGI they should look carefully at these numbers: they are for much fewer iterations than the corresponding tests in IDL, so direct comparison to most of the other recent postings without some scaling is not valid.

Robert M. Moss, Ph.D.
Texaco Inc.
mossrm@texaco.com

Watson R J wrote:
>

```

> Running PV-WAVE CL Version 5.00 (sgi IRIX mipseb) on an SG Indy
> with 100MHz R4400 and 144Mb time_test gives this ...
>
>   1   0.156311 Empty For loop, 10,000 times
>   2   0.467805 Call empty procedure (1 param) 10000 times
>   3   0.142651 Add 10,000 integer scalars and store
>   4   0.241405 5000 scalar arithmetic loops
>   5   0.0721331 Mult 512 by 512 byte by constant and store
>   6   0.0324579 Shift 512 by 512 byte and store
>   7   0.0448910 Add a constant to a 512 by 512 byte array and store
>   8   0.0431681 Add two 512 by 512 byte images and store
>   9   0.318135 Mult 512 by 512 floating by constant and store
>  10   0.0612410 Shift 512 by 512 floating and store
>  11   0.0830290 Add a constant to a 512 by 512 floating array and store
>  12   0.326699 Add two 512 by 512 floating images and store
>  13   0.0674850 Invert a 50 by 50 random matrix
>  14   1.18785 Transpose 256 x 256 byte, FOR loops
>  15   0.133863 Transpose 256 x 256 byte, row and column ops
>  16   0.0236490 Transpose 256 x 256 byte, transpose
>  17   0.0209789 Log of 10000 numbers, vector ops
>  18   0.321045 Log of 10000 numbers, FOR loop
>  19   0.00391400 Add two 10000 element floating vectors, vector op
>  20   0.267292 Add two 10000 element floating vectors, FOR loop
>  21   0.0432030 8192 point real to complex FFT
>  22   0.372203 Smooth 512 by 512 byte array, 5x5 boxcar
>  23   0.256296 Smooth 512 by 512 floating array, 5x5 boxcar
>  24   0.186448 Write and read 10 512 by 512 byte arrays
>  4.87416 Total Time
>  0.10921606 Geometric mean,    24 tests.
>

```

> posted out of interest ...

> --

```

> -----
> Robert J Watson.           "When in a hole... stop digging ..."
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> Wivenhoe Park,            Internet: watsr@essex.ac.uk
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> -----

```

This is not necessarily the opinion of Texaco Inc.

Subject: Re: Q: IDL benchmarks
 Posted by [watsr](#) on Mon, 26 Feb 1996 08:00:00 GMT

Running PV-WAVE CL Version 5.00 (sgi IRIX mipseb) on an SG Indy
with 100MHz R4400 and 144Mb time_test gives this ...

```
1  0.156311 Empty For loop, 10,000 times
2  0.467805 Call empty procedure (1 param) 10000 times
3  0.142651 Add 10,000 integer scalars and store
4  0.241405 5000 scalar arithmetic loops
5  0.0721331 Mult 512 by 512 byte by constant and store
6  0.0324579 Shift 512 by 512 byte and store
7  0.0448910 Add a constant to a 512 by 512 byte array and store
8  0.0431681 Add two 512 by 512 byte images and store
9  0.318135 Mult 512 by 512 floating by constant and store
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```

posted out of interest ...

--

Robert J Watson. "When in a hole... stop digging ..."
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Subject: Re: Q: IDL benchmarks
Posted by [Mark Baldwin](#) on Tue, 27 Feb 1996 08:00:00 GMT
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The following is from a Pentium 133 w/ SCSI disk, 32 Mb RAM, running IDL 4.01, PCI

bus. Could anyone post the result for a Pentium Pro 200?

NOTE: This is NOT the same time_test from PV_WAVE! E.G. test #1 for IDL is run 1 million times, while PV_WAVE runs it 10,000 times.

IDL> time_test

```
1  0.431000 Empty For loop, 1 million times
2  0.601000 Call empty procedure (1 param) 100,000 times
3  0.461000 Add 100,000 integer scalars and store
4  0.490000 25,000 scalar loops each of 5 ops, 2 =, 1 if)
5  0.501000 Mult 512 by 512 byte by constant and store, 10 times
6  0.240000 Shift 512 by 512 byte and store, 10 times
7  0.381000 Add constant to 512 x 512 byte array and store, 10 times
8  0.431000 Add two 512 by 512 byte images and store, 10 times
9  0.691000 Mult 512 by 512 floating by constant and store, 10 times
10 0.711000 Add constant to 512 x 512 floating and store, 10 times
11 0.891000 Add two 512 by 512 floating images and store, 10 times
12 0.210000 Invert a 100 by 100 random matrix
13 0.641000 Transpose 256 x 256 byte, FOR loops
14 0.100000 Transpose 256 x 256 byte, row and column ops
15 0.020000 Transpose 256 x 256 byte, transpose function
16 1.80200 Log of 100,000 numbers, FOR loop
17 0.321000 Log of 100,000 numbers, vector ops
18 1.15100 Add two 100000 element floating vectors, FOR loop
19 0.0500001 Add two 100000 element floating vectors, vector op
20 0.320000 65536 point real to complex FFT
21 0.260000 Smooth 512 by 512 byte array, 5x5 boxcar
22 0.160000 Smooth 512 by 512 floating array, 5x5 boxcar
23 0.430000 Write and read 10 512 by 512 byte arrays
11.2940=Total Time,    0.34653037=Geometric mean,    23 tests.
```

Mark Baldwin
Northwest Research Associates
Bellevue, WA USA

Subject: Re: Q: IDL benchmarks

Posted by [Robert Cannon](#) on Wed, 28 Feb 1996 08:00:00 GMT

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```
>> 10.6155 Total Time
>> 0.24125159 Geometric mean,    23 tests.
>
> What is really funny is that my P-120 (16 Meg RAM) at home gives 9.55
> for total time, .305 for the geometric mean. Do these numbers make
> sense?
> --
```

I get the same results between an alpha and a P-120, but for the numerical stuff I run most of the time the alpha is three times faster - If you look at the "vector ops" tests in the two cases you get about the same factor of three:

As far as I can see, the alpha is very good at vectorisable problems, and no better than a P-120 for anything else.

Robert

Subject: Re: Q: IDL benchmarks
Posted by [mahan](#) on Thu, 29 Feb 1996 08:00:00 GMT
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To add to the benchmarks, here are the Results that I get on my notebook.

Toshiba 405CS: 75Mhz Pentium w/ 40MB RAM running win95 & IDL 4.0.1

For time_test I get:

13.9400=Total Time, 0.47373837=Geometric mean, 23 tests.

and for time_test2 I get (all times shown):

```
IDL> time_test2
  1  1.10000
Empty For loop, 2000000 times
  2  0.930000
Call empty procedure (1 param) 100,000 times
  3  0.830000
Add 100,000 integer scalars and store
  4  0.660000
25,000 scalar loops each of 5 ops, 2 =, 1 if)
  5  0.650000
Mult 512 by 512 byte by constant and store, 10 times
  6  2.42000
Shift 512 by 512 byte and store, 100 times
  7  1.92000
Add constant to 512 x 512 byte array and store, 50 times
  8  1.21000
Add two 512 by 512 byte images and store, 30 times
  9  2.30000
Mult 512 by 512 floating by constant and store, 30 times
 10  2.20000
Add constant to 512 x 512 floating and store, 30 times
 11  2.69000
```

Add two 512 by 512 floating images and store, 30 times
12 0.330000
Generate 225000 random numbers
13 0.820000
Invert a 150 by 150 random matrix
14 0.220000
LU Decomposition of a 150 by 150 random matrix
15 0.770000
Transpose 256 x 256 byte, FOR loops
16 0.170000
Transpose 256 x 256 byte, row and column ops
17 0.0500000
Transpose 256 x 256 byte, transpose function
18 2.15000
Log of 100,000 numbers, FOR loop
19 0.490000
Log of 100,000 numbers, vector ops
20 2.75000
131072 point forward plus inverse FFT
21 3.13000
Smooth 512 by 512 byte array, 5x5 boxcar, 10 times
22 0.380000
Smooth 512 by 512 floating array, 5x5 boxcar, 2 times
23 0.710000
Write and read 512 by 512 byte array x 20
28.8800=Total Time,
0.85407678=Geometric mean, 23
tests.

Stephen L. Mahan
mahan@aurora.phys.utk.edu
