Subject: IDL 4.0.1 beta performance on Alpha Posted by Don Dossa on Thu, 01 Aug 1996 07:00:00 GMT

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There was a recent thread reporting performance results of the time_test function on an AlphaStation 250 4/266 system whose results I found somewhat surprising. I have since run that test on my 250 4/266 system and have the following results, which are about twice as fast as reported by an earlier poster:

IDL> time_test

- 1 0.335000 Empty For loop, 1 million times
- 2 0.516000 Call empty procedure (1 param) 100,000 times
- 3 0.297000 Add 100,000 integer scalars and store
- 4 0.336000 25,000 scalar loops each of 5 ops, 2 =, 1 if)
- 5 0.375000 Mult 512 by 512 byte by constant and store, 10 times
- 6 0.0539999 Shift 512 by 512 byte and store, 10 times
- 7 0.180000

Add constant to 512 x 512 byte array and store, 10 times

- 8 0.211000 Add two 512 by 512 byte images and store, 10 times
- 9 0.297000

Mult 512 by 512 floating by constant and store, 10 times

10 0.250000

Add constant to 512 x 512 floating and store, 10 times

11 0.594000

Add two 512 by 512 floating images and store, 10 times

- 12 0.148000 Invert a 100 by 100 random matrix
- 13 0.383000 Transpose 256 x 256 byte, FOR loops
- 14 0.0470001 Transpose 256 x 256 byte, row and column ops
- 15 0.0150000 Transpose 256 x 256 byte, transpose function
- 16 0.828000 Log of 100,000 numbers, FOR loop
- 17 0.0470001 Log of 100,000 numbers, vector ops
- 18 0.875000 Add two 100000 element floating vectors, FOR loop
- 19 0.0150000 Add two 100000 element floating vectors, vector op
- 20 0.0780001 65536 point real to complex FFT
- 21 0.0389999 Smooth 512 by 512 byte array, 5x5 boxcar
- 22 0.0700001 Smooth 512 by 512 floating array, 5x5 boxcar
- 23 0.0860001 Write and read 10 512 by 512 byte arrays
- 6.07600=Total Time, 0.15441542=Geometric mean, 23 tests.

File Attachments

1) idl_time_test.txt, downloaded 69 times