

An Introduction to IDL

Instructor:

Joe Munchak

Tuesdays 3:00-4:30 PM

ATS 101

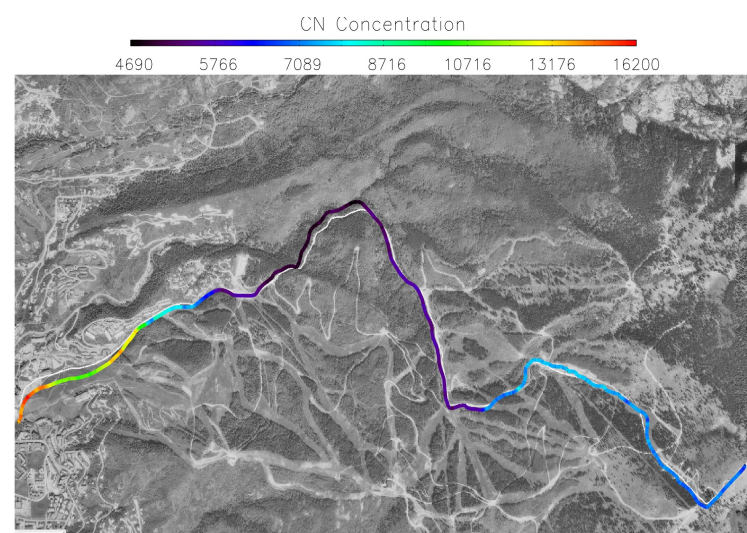
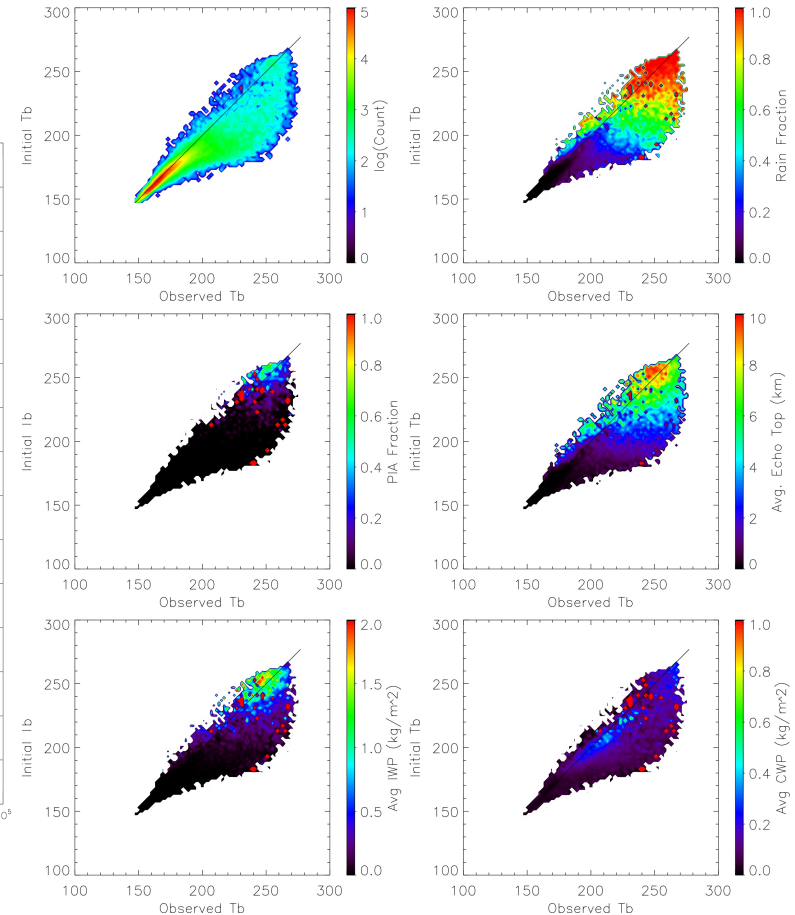
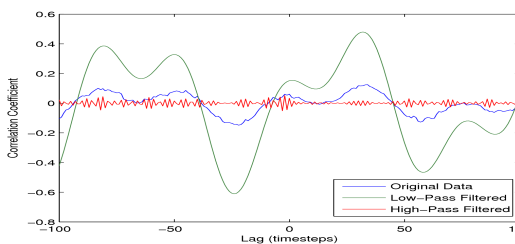
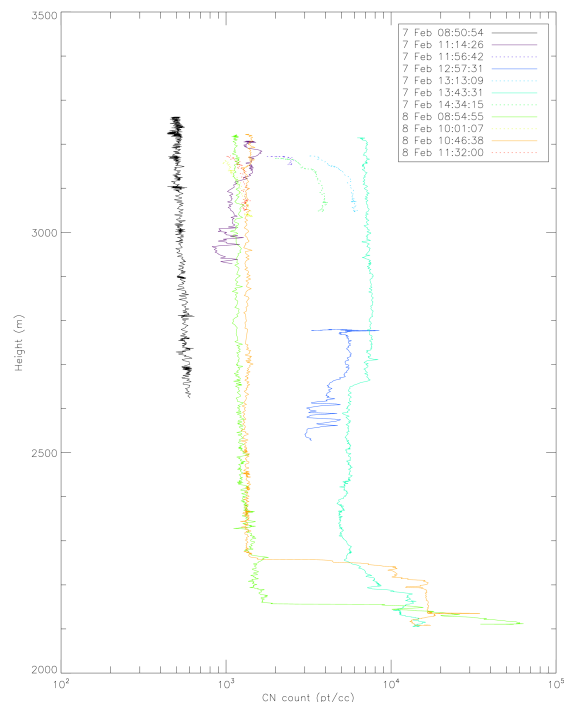
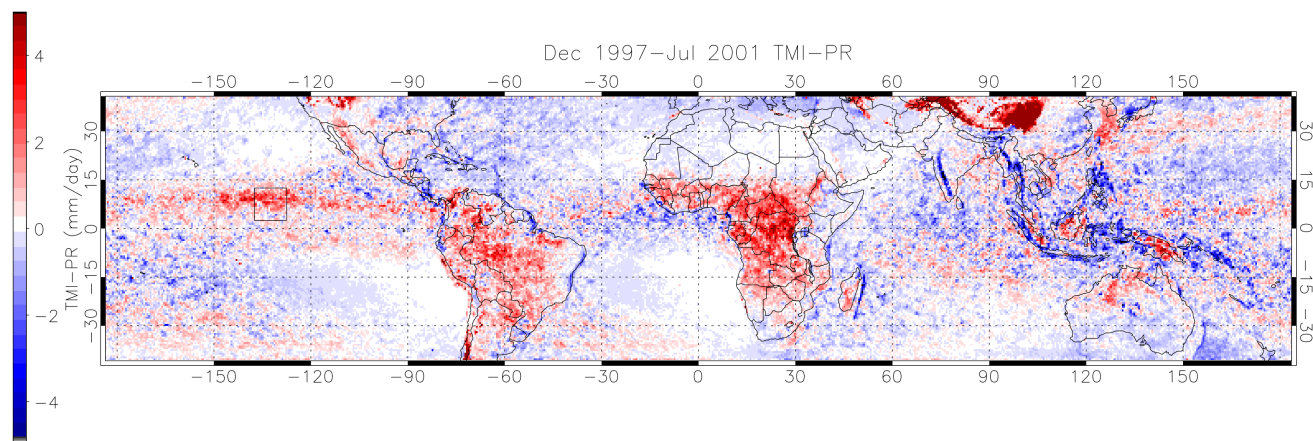
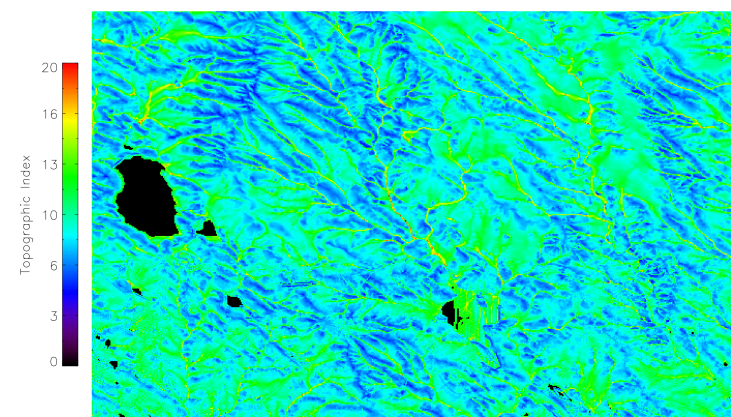
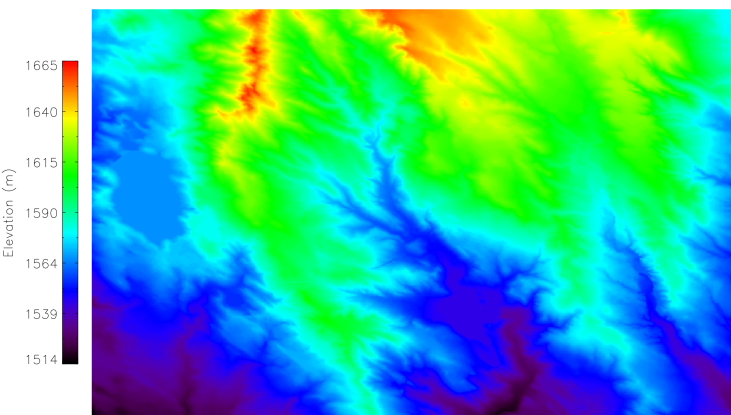
What we'll cover today

- What is IDL and what it should (and should not) be used for
- How to run IDL from your computer
- Basic syntax (variable types, loops, program control)
- Program structure (procedure and subroutines)
- IDL-specific efficient coding practices
- Common array operations
- String manipulation
- Running other programs from IDL

Advantages of IDL

- Optimized for array operations
 - Independent operations on elements of an array will use as many CPUs as you have available...if you write the code correctly!
 - Arrays can be dynamically created and resized
- Enormous library of built-in functionality (so you don't have to re-invent the wheel)
 - Read multiple data formats (e.g., ASCII, binary, HDF)
 - Advanced mathematics and statistics
 - Plotting and visualization
- Much more difficult to seg fault
 - But it can be done

Visualization is limited by your imagination...



Running IDL

- Make sure that you have it...either on your own machine or a server you can access.
- Two modes available...command-line or IDL Development Environment
 - Mac or Windows...use IDL Development environment (type `idlde` in `xterm`)
 - Unix/Linux...both options available (although DE is somewhat clunky)
 - DE offers some debugging tools and support for organizing large projects



/home/jmunchak/class/at680/readDEM.pro (5)

```
pro readDEM

DEMheader = 'NED_74673144/ned_74673144.hdr'
DEMfile = 'NED_74673144/ned_74673144.flt'

openr, lun, DEMheader, /get_lun
dummy = 'string'
readf, lun, dummy, nx, format='(A14,I10)'
readf, lun, dummy, ny, format='(A14,I10)'
readf, lun, dummy, x0, format='(A14,F)'
readf, lun, dummy, y0, format='(A14,F)'
readf, lun, dummy, ds, format='(A14,F)'
free_lun, lun

dem = fltarr(nx,ny)
```

Groups Build Order



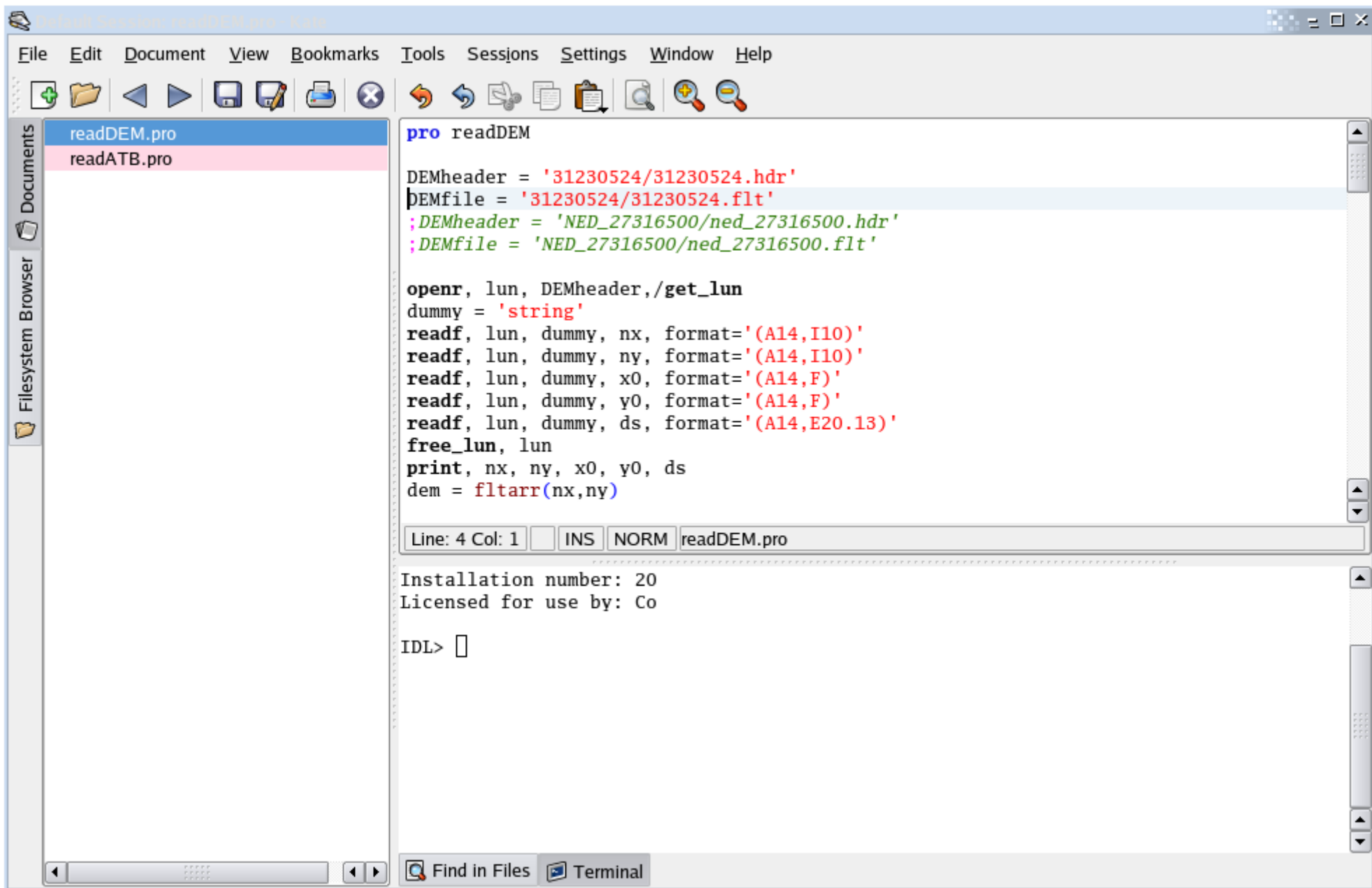
```
IDL> .COMPILE '/home/jmunchak/class/at680/readDEM.pro'
% Compiled module: READDEM.
IDL> readDEM
      1514.80      1665.39
% Compiled module: LOADCT.
% Compiled module: FILEPATH.
% Compiled module: PATH_SEP.
IDL> .STEP
% Can't continue from this point.
```

Name	Type	Value
------	------	-------

Locals Params Commons System



IDL>



How to Get Help

- Type '?' at the prompt
- Websites:
 - <http://www.dfanning.com/>
 - <http://astro.berkeley.edu/~jbloom/IDL/>
 - <http://groups.google.com/group/comp.lang.idl-pwwave/topics?pli=1>
 - http://idlastro.gsfc.nasa.gov/idl_html_help/Functional_List_of_IDL_Routines.html
- Books:
 - David Fanning, IDL Programming Techniques, 2nd Edition.
 - Liam E. Gumley, Practical IDL Programming

Interactive vs. compiled mode

- Not to be confused with interface
- Interactive: Type statements one at a time
 - Good for quick calculations and data display
- Compiled: Write programs in a text editor, compile and run all at once
 - Allows for loops and other program control
 - You can always put a **stop** statement in a program to enter interactive mode

IDL executive (dot) commands

.compile(.com) *filename*: compiles a program

.go(.g) *programname*: runs compile program

.run(.r) *filename*: compiles and runs a program

.rnew(.rn) *filename*: clears memory, compiles, and runs a program

.continue: resumes a stopped program

For more, see references. Note that these commands can only be executed from the IDL prompt, not within a program!

Other useful commands:

exit: exits IDL

Ctrl-C: stops the current program running in IDL

Elements of IDL syntax

- Essentially, almost all languages do the same basic things:
 - Store data as variables or arrays
 - Perform calculations on those variables
 - Repeat those calculations (loops)
 - Make logical decisions (if...)
- IDL is no different, however, the syntax is unique (just like every other language)
- IDL is not case-sensitive (except when dealing with file names)
- Comments begin with a semicolon (;)

Variable Types in IDL

Type	Bits	Minimum	Maximum	Precision	Suffix	Conversion	Create
Byte	8	0	255	1	b	byte()	bytarr(), bindgen()
Integer	16	-32768	32767	1		fix()	intarr(), indgen()
Unsigned Integer	16	0	65535	1	u	uint()	uintarr(), uindgen()
Long	32	-2^{31}	$2^{31}-1$	1	l	long()	lonarr(), lindgen()
Unsigned Long	32	0	$2^{32}-1$	1	ul	ulong()	ulonarr(), ulindgen()
64-bit Long	64	-2^{63}	$2^{63}-1$	1	ll	long64()	lon64arr(), l64indgen()
64-bit Unsigned Long	64	0	$2^{64}-1$	1	ull	ulong64()	ulon64arr(), ul64indgen()
Float	32	-10^{38}	10^{38}	7 sig. digits	.	float()	fltarr(), findgen()
Double	64	-10^{308}	10^{308}	14 sig. digits	d	double()	dblarr(), dindgen()
Complex	64	$(-10^{38}, -10^{38})$	$(10^{38}, 10^{38})$	7 sig. digits	\$	complex(r,i)	complexarr(), cindgen()
Double Complex	128	$(-10^{308}, -10^{308})$	$(10^{308}, 10^{308})$	14 sig. digits	\$	dcomplex(r,i)	dcomplexarr(), dcindgen()
String	8*length				'	string()	strarr(), sindgen()

Variable names:

- Must begin with a letter (but can contain numbers and '_')
- Can be up to 128 characters in length
- Can't be a reserved keyword or built-in command (syntax highlighting is your friend, or type ?<name>)

Example code: [variable_types.pro](#), [convert_variables.pro](#)

System Variables

- Always begin with '!'
- Store preferences, information about your system, and useful constants:

```
IDL> print, !PI, format='(F)'  
3.1415927
```

```
IDL> print, !DPI, format='(F)'  
3.1415926535897931
```

```
IDL> print, !DTOR, format='(F)'  
0.0174533
```

- We'll learn more as needed

IDL Commands: PRINT and HELP

The **PRINT** command prints the contents (values) of a variable.

Example:

```
IDL> x = intarr(5)
```

```
IDL> print, x
```

```
0      0      0      0      0
```

The **HELP** command describes a variable.

Example:

```
IDL> help, x
```

```
X          INT      = Array[5]
```

Example code: [hello_world.pro](#)

Example: Variable Creation and Conversion

```
IDL> ats_buildings =  
    ['Main','ACRC','Chemistry','CIRA','CMMAP','Annex']  
IDL> help, ats_buildings  
ATS_BUILDINGS  STRING  = Array[6]  
IDL> i = 32768  
IDL> help, i  
I              LONG      =      32768  
IDL> j = 32767  
IDL> help, j  
J              INT       =      32767  
IDL> k = fix(i)  
IDL> print, k  
-32768
```

Program Control: *if* statement

IF *expression* **THEN** *statement* [**ELSE** *statement*]

or

IF *expression* **THEN BEGIN**
 statements
ENDIF [**ELSE BEGIN**
 statements
ENDELSE]

Example code: test_if.pro

Logical Expressions

- For integer data types, odd values are evaluated as TRUE and even values FALSE
- For floating point data types, non-zero values are TRUE and zero values are FALSE

Logical Operators/order of operations:

1. **eq, ne, lt, gt, le, ge**
2. **and**
3. **or**

Program Control: *Case* and *Switch*

Useful for executing different statements based on the value of one variable

```
CASE variable OF  
  value1: statement  
  value2: statement  
  value3: BEGIN  
    statements  
  END
```

...

```
ENDCASE
```

SWITCH: same as **CASE**, but executes all statements below the true expression

Example code: [test_case.pro](#)

Program Control: The *FOR* loop

```
FOR i=i0,imax[,increment] DO statement  
FOR i=i0,imax[,increment] DO BEGIN  
  statements  
  [BREAK]  
  [CONTINUE]  
ENDFOR
```

- Increments can be negative (but not zero)
- Index need not be named *i*
- Be sure that index variable is a long (or long64) if max iteration exceeds 32767 (**FOR** *i=0|,imax...*)
- One-line **FOR** loops can often be replaced by an array operation
- **BREAK** ends the loop
- **CONTINUE** skips to the next iteration

Example code: [test_for.pro](#)

Program Control: WHILE and REPEAT loops

REPEAT *statement* **UNTIL** *expression*

REPEAT BEGIN

statements

ENDREP UNTIL *expression*

WHILE *expression* **DO** *statement*

WHILE *expression* **DO BEGIN**

statements

ENDWHILE

Be careful for infinite loops!

Example: Loops and If

```
IDL> for i=0,20 do if(i mod 2 eq 1) then print, i
```

```
1  
3  
5  
7  
9  
11  
13  
15  
17  
19
```

Program Structure

IDL programs consist of **procedures** and **functions**.

Procedure definition:

```
PRO name, arg1, arg2, ...  
    statements  
END
```

To call a procedure:

```
name, arg1, arg2, ...
```

Function definition:

```
FUNCTION name, arg1, ...  
    statements  
    RETURN value  
END
```

To call a function:

```
result = name(arg1, ...)
```

Note: Nearly all variables are passed by reference, with a few notable exceptions.

Program Structure: Keywords

In addition to data variables, procedures and functions can take a special type of argument called a **keyword**. Keywords:

- May be listed in any order
- Are always optional (a default value will be assumed if they are not specified)
- Can be set to a single value, vector, or with a slash
- Example:

PLOT,x,y,linestyle=1,xrange=[0.5,3.0],/isotropic

Working with Arrays

- Any type of variable may be put in an array
- Arrays may have up to 8 dimensions
- Arithmetic operations that are independent for each array element may be performed using a compact syntax instead of loops (faster and cleaner code)
- Arrays are initialized to zero

Example: `rdata = fltarr(360,180)` creates a 360x180 zero-valued floating point array

Array subscripts

- Array elements are accessed with brackets [], to distinguish from function calls which use parentheses.
- The first element in each dimension is given an index of 0 (not 1)
- To access a range of elements, separate the indices by a colon:
 - Example: `print, x[3:6]`
- To access all elements in a given dimension, use an asterisk
 - Example: `print, x[0,*]`

More about arrays

- One of the advantages of IDL over fortran is the ability to dynamically resize arrays. To append an existing array with new data, use the following syntax:
 - Example: `x = [x,xnew]`
 - Note: This only works if the dimensions are compatible!
- Indexed arrays (starting from 0) can be created using the `indgen()`, `findgen()`, or similar commands (see Variable Types slide)
- 2-D array indices are `[column,row]` – this is important for matrix multiplication and plotting

Useful Array Commands

- **n_elements()** - number of array elements
- **size()** - array size and type info
- **reform()** - reduces number of dimensions without changing the total number of elements
- **reverse()** - reverses the order of one dimension
- **rotate()** - rotates a 1D or 2D array by multiples of 90 degrees
- **transpose()** - reflects array elements about a diagonal
- **sort()** - returns indices of array elements in ascending order

More useful array commands

- **min()**, **max()** - minimum and maximum values (and optionally, index)
- **mean()** - mean value of array
- **variance()** - variance of array values
- **stddev()** - standard deviation of array values
- **moment()** - mean, variance, skew, kurtosis
- **total()** - sum of array values
- **median()** - median array value
- **invert()** - inverts a square ($n \times n$) array
- **round()** - rounds elements to nearest integer
- **ceiling()** - smallest integer $>$ each element
- **floor()** - largest integer $<$ each element

Example – Array Commands

```
IDL> nums = randomn(systime(1),1000)
IDL> print, mean(nums)
% Compiled module: MEAN.
  -0.0539399
IDL> print, stddev(nums)
  0.992279
IDL> print, median(nums)
  -0.0352390
```

The where command

One of the most useful commands in all of IDL is the **where()** command. **where()** returns the indices of array elements that satisfy a logical expression.

Example: *a* = **where**(*x* gt 0)

Note: For multidimensional arrays, **where()** will still return single-dimensional indices. To convert these to the proper number of dimensions, use the **array_indices()** command.

Example: *indices_2d* = **array_indices**(*array*,
indices_1d)

Interactive Example: Where

```
IDL> a = where(nums lt -1 or nums gt 1)
```

```
IDL> print, n_elements(a)  
307
```

```
IDL> print, n_elements(a)/n_elements(nums)  
0
```

```
IDL> print, float(n_elements(a))/n_elements(nums)  
0.307000
```

```
IDL> a = where(nums lt -2 or nums gt 2)
```

```
IDL> print, float(n_elements(a))/n_elements(nums)  
0.0480000
```

Array Arithmetic

- Standard order of operations applies.
- If any variable in an expression is an array, the result will be an array
- If an expression contains arrays of different sizes, the results will have as many elements as the smallest array in the expression.
- If an expression contains arrays with different numbers of elements and dimensions, the result will have as many elements and as many dimensions as the smallest array
- If an expression contains arrays with the same number of elements but different dimensions, the result array will have as many dimensions as the leftmost array in the expression

Example: Array Arithmetic

```
IDL> a = findgen(3,3)
```

```
IDL> print, a
```

0.00000	1.00000	2.00000
3.00000	4.00000	5.00000
6.00000	7.00000	8.00000

```
IDL> b = 8.-findgen(3,3)
```

```
IDL> print, b
```

8.00000	7.00000	6.00000
5.00000	4.00000	3.00000
2.00000	1.00000	0.00000

```
IDL> print, a*b
```

0.00000	7.00000	12.0000
15.0000	16.0000	15.0000
12.0000	7.00000	0.00000

Example code: [array_arith.pro](#)

Matrix Multiplication

- IDL offers two matrix multiplication operators:
- $A_{(n,m)} \# B_{(m,n)} = C_{(n,n)}$
 - outer dimensions must agree
 - $C_{ij} = \text{total}(A[i,*]*B[:,j])$
- $A_{(n,m)} \## B_{(m,n)} = C_{(m,m)}$
 - inner dimensions must agree
 - $C_{ij} = \text{total}(A[:,i]*B[j,:])$
 - IDL indices are [column,row] by convention, so you may need to use the **transpose()** function to get the result you want

Example code: [array_matrix_multip.pro](#)

Interactive Example: Matrix Multiplication

```
IDL> a = [[2,3],[-0.5,4]]
IDL> a_i = invert(a)
IDL> print, a_i#a
    1.00000  2.98023e-08
    0.00000   1.00000
IDL> print, a_i##a
    1.00000  5.96046e-08
    0.00000   1.00000
IDL> a = findgen(2,3)
IDL> b = findgen(3,2)
IDL> print, a#b
    10.0000   13.0000
    28.0000   40.0000
IDL> print, a##b
    3.00000   4.00000   5.00000
    9.00000  14.0000   19.0000
    15.0000  24.0000  33.0000
```

String processing

- **string**(*variable*,[*format*='(*fmt*)']) - converts numeric variable to string following format code *fmt*
- **strmid**(*s*,*p*,*n*) – result is substring of string *s* beginning at position *p* of length *n*.
- **strpos**(*s*,*u*) – result is position of substring *u* within string *s*
- **strtrim**(*s*) – result removes leading and trailing blanks of string *s*
- **strcompress**(*s*) – result shortens all blank space to length 1
- **file_basename**(*s*) – removes directories from file path *s*
- **file_dirname**(*s*) – removes file name from file path *s*
- *u*=*s1*+*s2* concatenates *s1* and *s2* into string *u*

Example code: [string_conversions.pro](#)

The spawn command

- There are a number of ways to run other programs from IDL, but the most straightforward is the **spawn** command.
- Syntax: **spawn**, *command*[, *output*[, *error*]]
- *command* is a string
- *output* is an array of strings (one for each line sent to stdout)
- *error* is an array of strings (one for each line sent to stderr)
- If output or error are not specified, they are simply printed to the screen.
- IDL waits for a process to finish unless the command ends with '&' or the */nowait* keyword is specified (in Windows)

Example: Spawn and Strings

```
IDL> spawn, 'ls /cdata1/archive/TRMM_2A25_V6/0001/00010', filelist
```

```
IDL> print, n_elements(filelist)
```

```
16
```

```
IDL> print, filelist[0]
```

```
2A25.000101.12049.6.HDF
```

```
IDL> print, strmid(filelist,5,12)
```

```
000101.12049 000101.12050 000101.12051 000101.12052 000101.12053
```

```
000101.12054 000101.12055 000101.12056 000101.12057 000101.12058
```

```
000101.12059 000101.12060 000101.12061 000101.12062 000101.12063
```

```
000101.12064
```