
Subject: Re: Programming style
Posted by [pford](#) on Sat, 16 May 1998 07:00:00 GMT
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In article <355CAD61.6BF75748@astrosun.tn.cornell.edu>, "J.D. Smith" <jdsmith@astrosun.tn.cornell.edu> wrote:

> Patrick V. Ford wrote:

>>

>> I have a general style/algorithm question.

>>

>> I want to plot in a 3-D array an ellipsoid within an in ellipsoid where the
>> voxels between the boundaries are non-zero and else where zero.

>>

>> The general function is $(x/a)^2 + (y/b)^2 + (z/c)^2 = 1.0$

>>

>> I have already done this using for loops and conditional statements but it
>> occurred to me that there may be some IDL matrix-boolean logic combination
>> that could accomplish this in a faster and more 'elegant' fashion.

>>

>> I am now open for suggestions?

>>

>> Thanks in advance.

>>

>> Patrick Ford, MD

>> Department of Radiology

>> Baylor College of Medicine

>> pford@bcm.tmc.edu

>

> How about:

>

> recast as:

>

> Eq. 1: $z^2 + (x/e11)^2 + (y/e21)^2 z^2 = c1^2$ (outer ellipse)

> Eq. 2: $z^2 + (x/e12)^2 + (y/e22)^2 z^2 = c2^2$ (inner ellipse)

>

> let your array be nx by ny by nz.

>

> Then:

>

> $z = \text{findgen}(nx * ny * nz)$

> $x2 = ((z \text{ mod } (nx * ny)) \text{ mod } nx - nx/2)^2$

> $y2 = ((z \text{ mod } (nx * ny)) / nx - ny/2)^2$

> $z2 = ((\text{temporary}(z) / (nx * ny)) - nz/2)^2$

> $\text{array} = \text{bytarr}(nx, ny, nz)$

> $\text{array}[\text{where}(z2 + x2/e11^2 + y2/e21^2 \text{ le } c1^2 \text{ AND } z2 + x2/e12^2 + y2/e22^2 \text{ ge } c2^2)] = 1b$

>

> Note the two ellipses are centered on the midpoint of the array and are
> concentric. This can be modified by changing the subtracted value in
> each of x2,y2,z2. Definitely faster than loops. Elegance is in the eye
> of the beholder, though.
>
> NB: The x,y, and z index vectors must be floats, since for 3-d
> data,indices get large pretty quick. E.g. 100x100x100 would choke with
> longs (since $100^3 = 10^6 = 2^{19.17}$). This introduces some "fuzziness"
> at the boundaries due to roundoff. You can throw in a floor() statement
> to eliminate this if you really want.
>
> JD
>
> --
> J.D. Smith |*| WORK: (607) 255-5842
> Cornell University Dept. of Astronomy |*| (607) 255-4083
> 206 Space Sciences Bldg. |*| FAX: (607) 255-5875
> Ithaca, NY 14853 |*|

Interesting. I am going to have to think about this since it is not immediately obvious to me. The maximum size of the cube I am working with is 64X64X64 (x8 since it is a cyclical dynamic object) with the actual object a lot smaller. I am actually using a hemi ellipsoid to grossly represent the heart muscle of the left ventricle of the heart in a radionuclide myocardial perfusion image. Fuzziness for this 'model' is actually an advantage.

--
Patrick Ford
pford@bcm.tmc.edu
