Subject: Re: very fast spline interp function for heavy oversampling?
Posted by R.G. Stockwell on Wed, 21 Jun 2000 07:00:00 GMT
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Thanks Craig and Martin!

I've implemented the spl_interp method and WOW, it is a factor of 36 faster
than the SPLINE function call (for my program anyway).

So why doesn't the canned IDL routine spline.pro, just call these functions?

re: the "don't have time to do this" in my original message. I will be
crunching
a lot of data tonight for a client, and one function call is a spline like
this.
I did not want to add in my own untested coded immediately prior to this
important crunching. This solution (spl_interp) is great, it helps a whole
lot! I may
even be able to get to sleep tonight!

Cheers,
bob

Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote in message
news:onem5r10ay.fsf@cow.physics.wisc.edu...
>
> "R.G. Stockwell" <stockwell@co-ra.comremove> writes:
> snip
>> Are there any user routines out there that can do this interpolation
>> efficiently?
>
> I second Martin's suggestion. I went from SPLINE to SPL_INTERP, and
> never looked back. SPL_INTERP is much faster, and appears to be less
> prone to artifacts.
>
> Craig
>
> --
> ----------
> Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
> Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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