
Subject: Re: Simple? problem

Posted by [Jaco van Gorkom](#) on Thu, 11 Apr 2002 09:55:38 GMT

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"Ivan Valtchanov" <ivanv@discovery.saclay.cea.fr> wrote in message
news:20020410101353.334cb503.ivanv@discovery.saclay.cea.fr..

> To describe what is my objective: this is an adaptive kernel
> smoothing, where the width of the kernel is locally variable.
> I would like to apply it to scattered points and not (for the
> moment) to images.
>
> Hope this helps?

Ok, I see now why the code is like that. Nothing really smart comes to mind, apart from vectorizing the inner loop as in my previous post. Of course, if the number of scattered points is generally smaller than the number of rows/points in the image then a loop over the points, adding their gaussian contribution to the whole image, might be more efficient.

Cheers,
jaco
