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Subject: Fast Implementation

Posted by [Isa Usman](#) on Fri, 05 Jul 2002 15:56:43 GMT

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Hi,

I have the bit of code below which calculates the number of points in all four quadrants of a 2d space. Unfortunately my arrays are very large and it takes quite a while to run. Is there a way of making the code faster.

Thanks in advance!

Isa

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;Data samples

for j=0L,n1-1 do begin

  x0=X(j)

  y0=Y(j)

  index=where(X gt x0 and Y gt y0,count1)

  index=where(X lt x0 and Y gt y0,count2)

  index=where(X lt x0 and Y lt y0,count3)

  index=where(X gt x0 and Y lt y0,count4)

  na=count1

  nb=count2

  nc=count3

  nd=count4

  points(j,0:3)=float([na,nb,nc,nd])/n2

endfor

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Today's subliminal thought is:

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