Subject: Re: Unpacking algorithm
Posted by MKatz843 on Mon, 17 May 2004 04:37:17 GMT
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You could also use where() to find the indices of the "zero" elements, or their complement, that is the indices of the non-zero elements.

```
v0=[0 \text{ x1 x2 x3 } 0 \text{ x4 x5 x1 } 0 \text{ x2 x3 x4 } 0 \text{ x5 x1 x2 } 0 \text{ x3 x4 x5}]

w2 = \text{where}(v0 \text{ NE } 0, \text{complement=w1}) ;--- \text{returns an array of indices}

v2 = v0(w2)

v1 = v0(w1)
```

There are also very handy keywords: count and ncomplement that return the number of indices of each kind that are found. Note that where() returns -1 when there are no matches. If you try to use v0(w1) and w1 is -1 you'll get an error. That's where the count variables come in. I usually do something like "if count GT 0 then (do something)" to avoid the error.

M. Katz

```
"Tmorri" <torrimorri@yahoo.com> wrote in message
news:<52e0072063f360e0705e8ac96f274e52@localhost.talkaboutprogramming.com>...
> one second thought,
>
 Does any one have an algorithm to unpack this vector
  v0=[0 x1 x2 x3 0 x4 x5 x1 0 x2 x3 x4 0 x5 x1 x2 0 x3 x4 x5]
 in the following way:
  v1=[0\ 0\ 0\ 0\ 0]
>
  v2=[x1 x2 x3 x4 x5 x1 x2 x3 x4 x5 x1 x2 x3 x4 x5]
>
> x1,x2,x3,x4,x5 are variables that can take any value, even zero, (0).
 I just want to get rid othe zeroes (every fourth element)shown in vector
> v0
>
> Thanks,
> Tmorri
```