Subject: Re: Combinatorial

Posted by andrade bahia on Mon, 30 Aug 2004 14:58:26 GMT

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Dear Bowman,

I Would like to thank the orientation.

But if the combination will be of more attributes, or either, 4x4,

5x5?? How I could make?

Thanks in advance for your help.

Adilson Andrade

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Kenneth Bowman <k-bowman@null.tamu.edu> wrote in message
news:<k-bowman-20D54B.08512927082004@news.tamu.edu>...
In article <e8ecd642.0408270539.19ddd96a@posting.google.com>.
      andrade bahia@yahoo.com.br (Adilson) wrote:
>
>> Dear all.
>> Would like to know as I make to effect combinations in the IDL I have
>> a problem where I want to execute a fixed combination of elements
>> contained in a vector. EX: A=[0,1,2,3,4,5] --> six elements I want
>> to make combinations 3x3 of the elements contained in. The formed
>> vector is of 6!/3!*(6-3)! = 20 elements. Example of the vector to be
>> formed->[0,1,2],[0,1,3]... [3,4,5]. In the total of 20 combinations.
>> Which the best form to execute this operation? If you to be able to
>> help me would be grateful.
>> I subscribe myself with the highest consideration.
>> Thanks in advance for your help.
>> Adilson
>
      Not elegant, but I think this does what you want.
>
> IDL > n = 6
> IDL> comb = lonarr(3)
> IDL> for i = 0, n-1 do for j = i+1, n-1 do for k = j+1, n-1 do comb = j+1, n-1 do com
> [[comb], [i,j,k]]
> IDL> comb = comb[*,1:*]
> IDL> print, comb
                         0
                                                                    2
>
                         0
                                               1
                                                                     3
>
                                               1
                         0
                                                                     4
>
                                               1
                                                                     5
                         0
                         0
                                               2
                                                                     3
>
                                               2
                         0
                                                                     4
>
```

2

5

0

```
3
                      4
        0
>
               3
                      5
        0
>
                      5
        0
              4
>
                      3
               2
       1
>
               2
        1
>
                      5
4
               2
        1
>
       1
>
               3
                      5
        1
>
                      5
              4
        1
>
                      4
       2
              3
>
        2
              3
                      5
>
        2
                      5
              4
>
                      5
        3
               4
>
> Ken Bowman
```