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Subject: Re: Positions in 3-d

Posted by [panblosky](#) on Mon, 02 May 2005 16:05:11 GMT

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Thanks for your help Ken. It didn't occur to me to use histogram...

But now I have another question: using histogram (and reverse\_indices) tells me in which bin the x (or y or z) coordinate would be (and how many x-points are in the bin), but how do I know where the point (x,y,z) lies? I mean, if my cube goes from 0 to 1, and I have 4 bins (it could be more) in each dimension (so I would have 64 sub-cubes in 3-D), how can I tell, in a fast way, in which sub-cube does the point (x,y,z) lies and how many points are in that sub-cube?

Maybe there is an easy answer, but I haven't been able to do it...

Thanks,

Pablo

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