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Subject: finding 3rd nearest neighbors in very large data  
Posted by [snfinder@naver.com](mailto:snfinder@naver.com) on Thu, 20 Oct 2005 07:56:10 GMT  
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Hi~!

I read the "My IDL Program Speed Improved by a Factor of 8100!!!"  
([http://www.dfanning.com/code\\_tips/slowloops.html](http://www.dfanning.com/code_tips/slowloops.html))

I am in the almost same situation.

Although I read that seriously, but I couldn't coding properly for my situation.

My data is 3D data. Therefore each point has x,y and z coordinates.

The number of points is about 9 million. --;

So I had trouble to make array for allocate data.

I wanted to use function nearest\_neighbors, but I couldn't find how can expand triangulate function from 2D to 3D.

Somebody help me~! Please~!

I eagerly look forward to any comments!

bye~^^

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