
Subject: Re: the fastest way to find number of points in sphere(radius r)

Posted by [Xavier Lobet](#) on Tue, 22 Nov 2005 19:16:31 GMT

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In article <1132683502.085584.295570@g14g2000cwa.googlegroups.com>, "Ed Hyer" <ejhyer@gmail.com> wrote:

> Those are some pretty big numbers for this problem. I'm not sure even
> HISTOGRAM can get around that.

HISTOGRAM should be able to handle 3E5 elements: called once per sphere center.

> If this is homework, forget about it,
> but if it's your dissertation, I think you'll likely end up calling
> these C routines: <http://www.cs.umd.edu/~mount/ANN/>

If it's dissertation-grade work, a month of CPU is not much. The work can be divided in as many pieces as desired (results for each center are completely independent), and if you can use 6 PC's, from 17:00 to 09:00 plus week-end you are done in less than a week. And this is a calculation that you need to do only once, as there are no parameters to vary.

_X.

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Only one "o" in my address.
