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

Posted by [Mariolncandenza](#) on Tue, 22 Nov 2005 18:18:22 GMT

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

Good luck,

Edward Hyer.

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