Subject: Re: the fastest way to find number of points in sphere(radius r)
Posted by Haje Korth on Tue, 22 Nov 2005 16:53:46 GMT
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Here the short answer: There is no way to avoid looping over your centers.
Xavier's method is the best you can do.

Haje

PS: To the experts: Please don't tell me that HISTOGRAM is the solution.
This functions usually does everything I cannot comprehend. :-)

"PYJ" <snfinder@naver.com> wrote in message
news:1132665267.676156.221240@g49g2000cwa.googlegroups.com.. .
> Thank you, Xavier Llobet~^^
>
> Actually, I expect a vectorizing method. (finding number of points
> about all centers at a time.)
>
> By the way,
> The points that I have are about 5*10^5.
> The number of centers is about 3*10^6.
> These are quite large.
>
> Anyway, I can't understand your way exactly.
> Can you explain it more ?
>
> So sph(2,*) is the array of distances.
> -> distances? Whose distances?
> ***I need a number of points. ***
> Do I use a where function about every centers again?
> I want to avoid loops if possible.
>
> Help, again. ^^
>
> ^_^
>