Subject: Re: the fastest way to find number of points in sphere(radius r)
Posted by Xavier Llobet on Tue, 22 Nov 2005 16:01:26 GMT

By the way, I have just timed my procedure (standard PC, Linux, 756MB)
IDL5.5, and it takes 0.74 s per center with 5E5 points, so for 3E6
centers it would take about a month (without histogramming).

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_xavier
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Only one "o" in my e-mail address
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A: Because it messes up the order in which people normally read text.
Q: Why is top-posting such a bad thing?
A: Top-posting.
Q: What is the most annoying thing on usenet and in e-mail?