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

Posted by [btt](#) on Tue, 22 Nov 2005 14:00:40 GMT

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PYJ wrote:

- > Data-----
- > lots of points: X, Y, Z
- > lots of spheres: XC, YC, ZC (positions of center), R(radius)
- > -----
- >
- > I want to know the number of galaxies inside each sphere without a
- > loop.(If it is possible)
- > The faster, the better!
- >
- > Help me, experts~~!!!
- >

Hi,

I'm not sure if this is a similar problem, but it might be worth looking at this thread...

<http://tinyurl.com/92g73>

Cheers,  
Ben

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