Subject: Re: the fastest way to find number of points in sphere(radius r)
Posted by snfinder@naver.com on Tue, 22 Nov 2005 13:14:27 GMT
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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. ^^

^_^