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

Posted by snfinder@naver.com on Tue, 22 Nov 2005 11:33:03 GMT

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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~~!!!
