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

Posted by snfinder@naver.com on Tue, 22 Nov 2005 08:16:35 GMT

Dear all,

First of all, my data is three-dimensional set.
I have to use a loop because I have a lot of positions of centers of
spheres that I should examine.
I want to find the # of points inside each sphere.
Now, I use a where function in order to find points inside the cube,
then I compute distances of all. Next, I use where function again to
examine # of distances less than radius of sphere.
I think it is fairly slow when large data is considered.

Is there any faster way?
The fastest way to find the number of points in sphere(radius r)

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data:
positions of points: X, Y, Z
centers of spheres: XC, YC, ZC
radius of spheres: r

Help me~

Park