
Subject: Re: Fastest Nearest Neighbor Calculation

Posted by peter.albert@gmx.de on Sun, 29 Jan 2006 19:47:35 GMT

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Hi M,

you'll find two possibly useful links in an older discussion on this group at

<http://tinyurl.com/8dw8u>

There is first David's Tip on

http://www.dfanning.com/code_tips/slowloops.html which is about finding the n-th closest star to each of the others. Combine this with a check for your threshold and you are there. Probably :-)

Then JD gave a link to <http://www.cs.umd.edu/~mount/ANN/> which he said is a C++ library for exact and approximate nearest neighbor computation. I haven't had a look, but if you are not bound to use only IDL, it might be worth looking.

Cheers,

Peter
