## Subject: Re: A new puzzle for histogram

Posted by Jean H. on Fri, 15 Sep 2006 22:38:24 GMT

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Hi,

If I corectly understand your problem, you might want to look at the rebin function:

```
a = indgen(4) ;could be your angleb = transpose(indgen(4)) ;could be your range
```

print, rebin(a,4,4) \* rebin(b,4,4)

hope that helps...

Jean

## gknoke wrote:

- > So, I've got this piece of code which is horribly horribly inefficient.
- > I know the solution lies in a clever application of the histogram
- > function, but being Friday afternoon my brain isn't seeing it. Anyone
- > else have any insight on how I might approach it?
- >
- > This particular routine is mapping a piece of data from polar to
- > cartesian coordinates. Currently the code generates sin/cos angle
- > tables and calculates the x,y coordinates in meters for each
- > range/angle, and then converts that to an x,y coordinate in terms of
- > pixels from the center. I realize the calculation of the x,y
- > coordinates can be replaced with a simple vector operation, but I can't
- > see how to turn the separate resulting arrays for x and y into a single
- > array I can use the histogram function to match to the mapped grid.
- > ;Setup the output grid
- > map = fltarr(xysize, xysize)
- > count = intarr(xysize, xysize)
- >

>

- > cos\_table = cos(angles)
- > sin\_table = sin(angles)
- >
- > for j\_theta = 0, n\_elements(angles)-1 do begin
- > for i range = 0, n range-1 do begin
- Calculate x and y in meters

```
x = r_pts(i_range)*cos_table(j_theta)
>
      y = r_pts(i_range)*sin_table(j_theta)
>
>
      ;Find corresponding pixel on mapped grid
>
      ix = round((x-x0)/cellsize)+xysize/2
>
      jy = round((y-y0)/cellsize)+xysize/2
>
>
      ;If the pixel coord is inside the image put the data point there
>
      if(ix ge 0 and ix le xysize-1) then begin
>
        if(jy ge 0 and jy le xysize-1) then begin
>
          map(ix,jy)=map(ix,jy) + data(i_range,j_theta)
>
          count(ix,jy)=count(ix,jy)+1
>
        endif
>
      endif
>
    endfor
  endfor; End of nearest neighbor loops
  Thanks,
> --Greg
```