
Subject: Re: fast search

Posted by [Paolo Grigis](#) on Tue, 17 Oct 2006 12:53:11 GMT

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This link may be useful to you:

http://www.dfanning.com/code_tips/pts_in_sphere.html

Ciao,
Paolo

m.goullant@gmail.com wrote:

```
> Hi there,  
>  
> I have the following problem:  
>  
> ;data structure of an irregular point cloud  
> x = points.x  
> y = points.y  
> z = points.z  
>  
> search radio  
> radio = 8  
>  
> FOR i=0L,N_ELEMENTS(z)-1 DO BEGIN  
>  
>     square = WHERE(x LE x[i] + radio AND x GE x[i] - radio AND y LE  
> y[i] + radio AND y GE y[i] - radio)  
>     ;(...)  
>  
> ENDFOR  
>  
> I realize that WHERE will do the job, but at very low efficiency.  
> WHERE  
> makes no assumptions about the list being ordered. It seems to me it  
> has  
> to check every element of the array, requiring N steps for an N-element  
> array  
>  
> There is a faster way to do this?  
>  
> thanks,  
> Marie  
>
```
