
Subject: Re: fast search

Posted by m.goullant@gmail.com on Thu, 19 Oct 2006 11:01:18 GMT

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Hi Paolo,

thanks for the article, i'll read cautiously!

regards,

Marie

Paolo Grigis wrote:

> 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
>>
