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Subject: Re: IDLy approach to splatting points on a grid?  
Posted by [Jonathan Dursi](#) on Thu, 23 Nov 2006 12:04:09 GMT  
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Following up on my own post; very gauche, I know, my apologies.

Another approach which has crossed my fevered mind is to do this as a sparse array multiplication, which has some very attractive properties -- but again, I don't see how to construct the sparse array without looping over the particles (or the grid cells). Either way, it's not calculating the final result which is causing me heartache (loopache?) it's the building of the particle-cell 'interaction list' / 'sparse array non-zeros' / or however you prefer to think of it.

- Jonathan

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