Subject: Re: TRIANGULATE. Finding contiguous cells efficiently?
Posted by Libertan on Mon, 26 Feb 2007 03:37:54 GMT

Wox, thanks for your time and effort. I wrote a lengthy reply which either didn't get posted or was sent to your email address. In case it has gone into the abyss, I did some timing experiments and your loop routine was 10% faster than my routine (similarish but less compactly written) for several thousand delaunay cells (run time ~170 seconds for 10^4 nodes). The ingenious vector routine you rote obviously can't handle that many cells. I should've mentioned this before.

thoughts:
1) The connectivity list might be fruitful after all.
2) Also I think that in these looped codes, the accumulated info in the loop can be used to increasingly reduce the remaining workload.

I'd like to keep this topic alive, so I'll post any significant progress. Anyone else feeling inspired?

Thanks again Wox