
Subject: Re: vectorization challenge! (help!)
Posted by [Brian Larsen](#) on Thu, 19 Jul 2007 13:33:35 GMT
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Odd, I tried to answer this yesterday and it got lost in the bits I guess.

I have one suggestion that I often use that might kick start your thinking on this.

instead of doing this in the loop
 if randomu(seed,1) < cutoff then begin
try making a mask outside of the loop
 mask = randomu(seed, npeeps) < cutoff
this returns a byte array (so its small) of 1's and 0's then at worst
you only have to loop over the 1's or at best can use where to just
perform an operation on the 1's.

I find that this kind of thing is often the secret to fixing this kind of code.

Cheers,

Brian

Brian Larsen
Boston University
Center for Space Physics
