Subject: Re: how to sort data based on other sorted data
Posted by JMB on Thu, 10 Jan 2008 18:47:45 GMT
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> The idea is to merge your array of coordinates in a single vector that
> can be sorted. The merging has to be done in a way that x,y,z info
> doesn't mix.

You can test the following method that seems to work for integers or
unsigned integers.
[-32768,+32768] or [0,+65535]
It doesn't work with floating points!:

```
;*************************************************

; a xyz matrix is generated for testing:
Rows=50000
xyz=dblarr(3,Rows)

xyz[0,*]=fix((randomu(S,Rows)-0.5)*2.^16)
xyz[1,*]=fix((randomu(S,Rows)-0.5)*2.^16)
xyz[2,*]=fix((randomu(S,Rows)-0.5)*2.^16)

; the method! quite short ;-)

c=xyz[2,*]*2.^32+xyz[1,*]*2.^16+xyz[0,*]
indices=sort(c)

end
;*************************************************
```

You can benchmark with multisort!

Cheers,

Jerome