
Subject: Avoiding FOR loops (version googleplex.infinity)

Posted by [Gaurav](#) on Mon, 07 Apr 2008 12:42:57 GMT

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Dear all,

I know IDL provides us with neat tricks to avoid the processor monster called FOR loop but I always tend to become incapable using the magic tricks viz WHERE when I need them the most. Will someone please show me the way here.

What I have is a 2D Byte array. For each element I need to find the number of elements in a surrounding 5 X 5 window that is equal to the element under scrutiny. It is easy to achieve this using FOR loops and EXTRAC & WHERE functions, but it obviously becomes very slow for large arrays.

How do I avoid the FOR loop in this case using wildcards and the ":" operator?

Like always, I hope I do not get to gnaw at my fingernails for long.

Cheers
Gaurav
