
Subject: Re: efficient comparing 1D and 3D arrays
Posted by [Jelle](#) on Wed, 11 Jun 2008 23:05:17 GMT
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Hi Chris,

Thanks for your reply. You were spot on with summarizing my ramblings

So.. Thinking about this a bit more.. I was wondering about the memory issues too, as, as you pointed out; allocating memory takes time. And my images are not super large, but still I am working with an 14*1500*1200 values data array. So possible it might be useful to just do it over a subset of the image, in sections. Or do it for the area that is being looked at, with a trigger when the area being looked at passes a certain size, that I start working in image tiles.

ok, I at least know I am not overlooking an obvious think here. Vectorizing my routines has never been my forte, so I thought I'd check before switching the routine on on a real image, and having to wait for days!

Jelle.
