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Subject: Re: Help with program speed (Recursive Merging Function)

Posted by [Jean H.](#) on Tue, 08 Jul 2008 20:32:21 GMT

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Hi,

one thing you could do is to keep track of who is neighbor of whom. Build an array with one entry per "block", identify the neighbors (likely the Moore neighborhood, for the first step). Then, when you want to process block N, just look in the table who are the neighbors. Do your computation and if you merge 2 block, add the neighbors of block2 to the neighbors of block1, remove block2 from the list of neighbors of block1 and, eventually (not required), delete the entry corresponding to block2.

By doing this, you will NOT compare every block with every other blocks!

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In the meanwhile, if you want to keep using your loops, move the calls to

```
p2 = n_elements(blk2)
LBP_C2 = LBP_OVER_C(blk2)
hist2 = HIST_2D(LBP_C2.LBP, LBP_C2.C, max1=255, max2=bins-1)
```

in the "if..." section. There is no need to compute that if your blocks are not neighbors!

Jean

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