
Subject: Re: How to find second minimum elements in an array in IDL?

Posted by [pgrigis](#) on Fri, 16 Jan 2009 15:48:26 GMT

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cmanc...@gmail.com wrote:

> On Jan 15, 5:39 pm, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

>> On Jan 15, 10:36 am, cmanc...@gmail.com wrote:

>>

>>

>>

>>> I was curious, so I checked out your routine Mike. It looks good but

>>> one problem - a for loop! I'm pretty sure you can replace:

>>

>>> nCandidates = 0L

>>> for bin = 0L, nBins - 1L do begin

>>> nCandidates += h[bin]

>>> if (nCandidates ge n) then break

>>> endfor

>>

>>> with:

>>

>>> max(total(h, /cumulative) < n, bin)

>>

>>> which should work because max will return the first maximum value. Of

>>> course, I was too lazy to see if the max(total()) method is actually

>>> faster (since it involves a couple different computations), but oh

>>> well, sometimes laziness wins :)

>>

>> It turns out that it probably doesn't matter much.

>>

>> It's not FOR loops per se that are bad, but the execution of many

>> statements. For perfectly uniformly distributed data, the FOR loop

>> above will only loop once -- more times the less uniformly distributed

>> the data, bounded by the number of bins (i.e. number of data

>> elements / number of elements required).

>>

>> Averages were computed for 500 runs of finding the smallest k=100

>> elements of an n=1000000 element dataset.

>>

>> For uniform data:

>>

>> mg_n_smallest(randomu(seed, n), k)

>>

>> vectorized: 0.035663 seconds

>> loops: 0.036040 seconds

>> loops are 1.1% faster

>>

>> For perverse data:

```
>>
>>  mg_n_smallest([randomu(seed, k - 1), randomu(seed, n - k + 1) + n /
>>  k], 100)
>>
>>  vectorized: 0.279783 seconds
>>  loops: 0.281627 seconds
>>  vectorized is 0.7% faster
>>
>>  Mike
>>  --www.michaelgalloy.com
>>  Tech-X Corporation
>>  Associate Research Scientist
>
>  I didn't really expect much of a difference. I think this is just a
>  personal preference of mine - it looks so much nice when it all fits
>  on one line!
```

But we don't want to encourage people writing
all of their programs in one line, don't we?

Ciao,
Paolo
