Subject: Re: Strange array division problem
Posted by cgguido on Mon, 04 May 2009 23:35:06 GMT
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On May 4, 4:42 pm, David Klassen <klas...@rowan.edu> wrote:
> I'm trying to create an array by reading in 2-d data and putting into
> planes in a 3-d array, however, some of the data is redundant---the 2-
> d data would go into the same plane. In these cases, I want to
> average them so I figure I can just add the data to the current plane
> value, keeping track of how many data arrays go into each plane, then
> just divide the final 3-d array by these counts. But I'm stuck on how
> exactly to implement that.
>
> My 3-d array X columns, Y rows, Z planes and the 2-d array is Z
> columns by Y rows (so I'm "rotating" the data and "sliding" each one
> into a column of the 3-d array---I hope that makes sense). I then
> have a vector, xcounts, that is X elements long and as data go into
> the columns, I increment xcounts[X].
>
> So, when I'm done populating the 3-d array I need to divide each row
> in each plane by the vector xcounts. Is there an easy way to do this
> that doesn't involve me looping through all the points?

how about:

a3d /= rebin(xcounts,z,y,x)