Subject: Strange array division problem
Posted by David Klassen on Mon, 04 May 2009 21:42:37 GMT
View Forum Message <> Reply to Message

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?