Subject: Re: Faster approach for total(data,dimension) possible?
Posted by wlandsman on Wed, 24 Jun 2009 11:33:51 GMT

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> I also found a smaller speedup with the following code, which is based
> on the theory that mathematical operations are always quickest on byte
> data.
>
> mask = total(data GT 0,/preserve_type,3) GT 0
>
I should add that you shouldn't use the BYTE method if you have more
than 255 images in your cube.   In any case, I found it wasn't as
fast as using TOTAL(/INTEGER).   --Wayne