
Subject: Re: array convol optimizationv slow now
Posted by [newerjazz](#) on Mon, 13 Jul 2009 23:10:15 GMT
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Thanks David,

each particle is a single molecule of protein; we need to visualize all the proteins to get meaningful interpretation.

i can look at 1/10 of the particles by reducing the field of view but it's still slow.

do you have any suggestions of getting the x,y locations on the image w/ an array operation instead of a for loop?

Thanks!

newerjazz

On Jul 13, 3:57 pm, David Fanning <n...@dfanning.com> wrote:

> newerjazz writes:

>> I have an array of [2,100,000,000] corresponding to x, y and
>> 100,000,000 particles. I need to render these particles as gaussian
>> spots at x, y locations

>

>> Currently, I run a for loop through each particle and render each
>> particle in this for loop; it takes forever.

>

> Not to mention it probably takes a display screen
> the size of a city block to render the mess in
> the kind of resolution that allows you to actually
> make something of it.

>

> Have you tried plotting a few hundred (maybe even
> a few thousand) random points to see if you can draw
> the same conclusions you were drawing by plotting all
> the points?

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
