
Subject: Re: array convol optimizationv slow now
Posted by [David Fanning](#) on Mon, 13 Jul 2009 22:57:17 GMT
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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.")
