Subject: Re: Using where() on slices of data cubes Posted by JDS on Fri, 23 Oct 2009 20:27:23 GMT

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On Oct 21, 6:20 pm, David Fanning <n...@dfanning.com> wrote:
> JD Smith writes:
>> On Oct 20, 4:32 pm, David Fanning <n...@dfanning.com> wrote:
>>> JD Smith writes:
>>> you should easily be able to generalize the above arguments to access
>>>> these elements
>>> I think in this case the word "easily" might be
>>> too subtly sarcastic to be easily appreciated by
>>> the vast majority of this newsgroup. :-)
>> (Almost) no sarcasm was intended.
>> Suppose you have this:
   w=where(cube[1,5:*,10:1024] It 0)
>> The "slice" is no longer as large as the cube in the yz dimensions,
>> and is offset by [5,10] too. So
   y_full_cube = slice_column + 5
    z_full_cube = slice_row + 10
>> and since the slice is smaller than the cube by 5 columns, to convert
>> our WHERE index vector w into col,row in the slice, we use
    slice\_column = w mod (sz[1]-5)
    slice_row = w/(sz[1]-5)
>> Putting it all together we have:
>
   ind = 1 + sz[0] * (5 + w mod (sz[1]-5) + (10 + w/(sz[1]-5)) * sz[1])
>>
  Ah, OK. Even Coyote seems to be catching on now. ;-)
 I'm curious if you have a method to test these indices?
>
 Those of us unused to typing (I would say *most* of us,
> but I don't want to offend anyone) would find it a challenge,
  probably, to type a line of code like this and get it right.
>
> How did you test this code to know it was correct?
```

My standard test uses a small bindgen array with an analogous offset. Small so you can actually just check by printing it out. But I'll admit I didn't even test in this case. Obviously for higher dimensions this gets less useful.

```
IDL> a=bindgen(3,4,5)
IDL> print,a
 0 1 2
 3 4 5
 6 7 8
 9 10 11
 12 13 14
 15 16 17
 18 19 20
 21 22 23
 24 25 26
 27 28 29
 30 31 32
 33 34 35
 36 37 38
 39 40 41
 42 43 44
 45 46 47
 48 49 50
 51 52 53
 54 55 56
 57 58 59
IDL> slice=a[1,1:*,2:3]
IDL> print, slice
 28
 31
 34
 40
 43
 46
IDL> w=where(slice gt 0)
IDL > sz = [3,4,5]
IDL> print,1 + sz[0] * (1+ w mod (sz[1]-1) + (2+ w/(sz[1]-1)) * sz[1])
     28
              31
                      34
                              40
                                       43
46
```