Subject: Re: find max in 3D array -- slow
Posted by Steve[5] on Mon, 12 Apr 2010 11:15:55 GMT
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In a similar problem we found it much faster to read the data a slice at
a time and do a running minima. The IDL minima routine seems to take
values one-by-one across the dimension you specify and so page faults a
lot in this situation.