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Subject: Re: Matching 2 lists

Posted by [Jeremy Bailin](#) on Sat, 21 Aug 2010 19:48:52 GMT

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On Aug 21, 11:11 am, David Baker <de...@le.ac.uk> wrote:

> Hi there,  
> I'm wondering if someone can help me. I'm trying to match  
> two lists of stars together. Where I differ from the standard 1-1  
> match that match\_2d.pro does so well is that I would like to be able  
> to compute a 1-many match. I.e find any star in list B that is a  
> possible match to a single star in list A not just the closest.  
>  
> Many thanks for any help that someone can provide  
>  
> David

This is going to be in the next JBIU release, whenever I have half a second to run idldoc on it and tar it all up... it's based heavily on match\_2d, obviously!

-Jeremy.

```
;+
; NAME:
;   MATCHALL_2D
;
; PURPOSE:
;   Determines which of a set of 2D coordinates are a given distance
from
;   each of a vector of points. Based on JD's MATCH_2D and my
WITHINSPHRAD_VEC3D
;   (in fact, it's basically WITHINSPHRAD_VEC3D tuned back down to a
;   Euclidean surface).
;
; CATEGORY:
;   Astro
;
; CALLING SEQUENCE:
;   Result = MATCHALL_2D(X1, Y1, X2, Y2, Distance, Nwithin)
;
; INPUTS:
;   X1:   Vector of X coordinates.
;
;   Y1:   Vector of Y coordinates.
;
;   X2:   Vector of X coordinates.
;
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; Y2: Vector of Y coordinates.
;
; Distance: Maximum distance.
;
; OUTPUTS:
; The function returns the list of indices of X2, Y2 that lie
within
; Sphrad of each point X1,Y1. The format of the returned array is
; similar to the REVERSE_INDICES array from HISTOGRAM: the indices
; into X2,Y2 that are close enough to element i of X1,Y1 are
; contained in Result[Result[i]:Result[i+1]-1] (note, however, that
; these indices are not guaranteed to be sorted). If there are no
matches,
; then Result[i] eq Result[i+1].
;
; OPTIONAL OUTPUTS:
; Nwithin: A vector containing the number of matches for each of
X1,Y1.
;
; EXAMPLE:
; Note that the routine is similar to finding
; WHERE( (X2-X1[i])^2 + (Y2-Y1[i])^2 LE Distance^2, Nwithin)
; for each element of X1 and Y1, but is much more efficient.
;
; Shows which random points are within 0.1 of various coordinates:
; FIXME
;
; seed=43
; nrandcoords = 5000I
; xrand = 2. * RANDOMU(seed, nrandcoords) - 1.
; yrand = 2. * RANDOMU(seed, nrandcoords) - 1.
; xcoords = [0.25, 0.5, 0.75]
; ycoords = [0.75, 0.5, 0.25]
; ncoords = N_ELEMENTS(xcoords)
; matches = MATCHALL_2D(xcoords, ycoords, xrand, yrand, 0.1,
nmatches)
; PLOT, /ISO, PSYM=3, xrand, yrand
; OPLOT, PSYM=1, COLOR=FSC_COLOR('blue'), xcoords, ycoords
; OPLOT, PSYM=3, COLOR=FSC_COLOR('red'), xrand[matches[ncoords
+1:*]], $
; yrand[matches[ncoords+1:]]
;
; MODIFICATION HISTORY:
; Written by: Jeremy Bailin
; 10 June 2008 Public release in JBIU as WITHINSPHRAD
; 24 April 2009 Vectorized as WITHINSPHRAD_VEC
; 25 April 2009 Polished to improve memory use
; 9 May 2009 Radical efficiency re-write as WITHINSPHRAD_VEC3D

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borrowing
;          heavily from JD Smith's MATCH_2D
; 13 May 2009  Removed * from LHS index in final remapping for
speed
; 6 May 2010   Changed to MATCHALL_2D and just using Euclidean 2D
coordinates
;          (add a bunch of stuff back in from MATCH_2D and
take out a bunch
;          of angle stuff)
; 25 May 2010  Bug fix to allow X2 and Y2 to have any dimension.
;-
function matchall_2d, x1, y1, x2, y2, distance, nwithin

if n_elements(x2) ne n_elements(y2) then $
    message, 'X2 and Y2 must have the same number of elements.'
if n_elements(x1) ne n_elements(y1) then $
    message, 'X1 and Y1 must have the same number of elements.'
if n_elements(distance) ne 1 then $
    message, 'Distance must contain one element.'

n1 = n_elements(x1)
n2 = n_elements(x2)

gridlen = 2.*distance
mx=[max(x2,min=mnx2),max(y2,min=mny2)]
mn=[mnx2,mny2]
mn-=1.5*gridlen
mx+=1.5*gridlen

h = hist_nd([reform(x2,1,n_elements(x2)),reform(y2,1,n_elements( y2))],
$
    gridlen,reverse_indices=ri,min=mn,max=mx)
d = size(h,/dimen)

; bin locations of 1 in the 2 grid
xoff = 0. > (x1-mn[0])/gridlen[0] < (d[0]-1.)
yoff = 0. > (y1-mn[1])/(n_elements(gridlen) gt 1?gridlen[1]:gridlen) <
(d[1]-1.)
xbin = floor(xoff) & ybin=floor(yoff)
bin = xbin + d[0]*ybin ; 1D index

; search 4 bins for closets match - check which quadrant
xoff = 1 - 2*((xoff-xbin) lt 0.5)
yoff = 1 - 2*((yoff-ybin) lt 0.5)

rad2 = distance^2

; loop through all neighbouring cells in correct order

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for xi=0,1 do begin
  for yi=0,1 do begin
    b = 0l > (bin + xi*xoff + yi*yoff*d[0]) < (d[0]*d[1]-1)

    ; dual histogram method, loop by count in search bins (see JD's
code)
    h2 = histogram(h[b], omin=om, reverse_indices=ri2)

    ; loop through repeat counts
    for k=long(om eq 0), n_elements(h2)-1 do if h2[k] gt 0 then begin
      these_bins = ri2[ri2[k]:ri2[k+1]-1]

      if k+om eq 1 then begin ; single point
        these_points = ri[ri[b[these_bins]]]
      endif else begin
        targ=[h2[k],k+om]
        these_points = ri[ri[rebin(b[these_bins],targ,/sample)]+ $
          rebin(lindgen(1,k+om),targ,/sample)]
        these_bins = rebin(temporary(these_bins),targ,/sample)
      endelse

      ; figure out which ones are really within
      within = where( (x2[these_points]-x1[these_bins])^2 +
(y2[these_points] - $
  y1[these_bins])^2 le rad2, nwithin)

      if nwithin gt 0 then begin
        ; have there been any pairs yet?
        if n_elements(plausible) eq 0 then begin
          plausible = [[these_bins[within]], [these_points[within]]]
        endif else begin
          ; concatenation is inefficient, but we do it at most 4 x N1
times
          plausible = [plausible, [[these_bins[within]],
[these_points[within]]]]
        endelse
      endif
    endif
  endfor
endfor

if n_elements(plausible) eq 0 then begin
  nwithin=replicate(0l,n1)
  return, replicate(-1,n1+1)
endif else begin
  ; use histogram to generate a reverse_indices array that contains
  ; the relevant entries, and then map into the appropriate elements

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; in 2
  nwithin = histogram(plausible[:,0], min=0, max=n1-1,
reverse_indices=npri)
  npri[n1+1] = plausible[npri[n1+1:],1]
  return, npri
endelse

end
```

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