
Subject: Re: 2d min

Posted by [Gray](#) on Thu, 13 Jan 2011 12:26:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jan 13, 2:18 am, chris <rog...@googlemail.com> wrote:

> On 12 Jan., 23:21, Gray <grayliketheco...@gmail.com> wrote:

>

>> Hi all,

>

>> I have a 3d array, NxNxM. What I would like is to find the minimum of

>> each NxN slice, and note the index of the minimum in the slice. I can

>> find my minimum by doing min(min(array,ind1,dim=1),dim=1,ind2), but

>> I'm not sure how to turn those two index arrays into the indices that

>> I need. Help...?

>

>> Thanks!

>

>> --Gray

>

> Hi,

> maybe I missed something, but why don't you use something like this:

>

> IDL> a=randomn(seed,10,10,5)

> IDL> min=min(a,dimension=3,ind)

> IDL> help,min,ind

> MIN FLOAT = Array[10, 10]

> IND LONG64 = Array[10, 10]

> IDL> ind2=array_indices(size(a,/dimensions),ind,/dimensions)

> IDL> help,ind2

> IND2 LONG64 = Array[3, 100]

>

> Is array_indices really to slow with the dimension keyword?

>

> Cheers

>

> CR

This gets me a NxN array of minima... I want a vector of minima of length M (so the minimum in each plane).
