
Subject: Re: How to speed up kernel density smoothing for many data points

Posted by [jacobsvensmark](#) on Thu, 10 Oct 2013 13:29:29 GMT

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On Thursday, October 10, 2013 3:03:15 PM UTC+2, Moritz Fischer wrote:

> ...and taking a look at K:
>
> check out the COMPLEMENT keyword to WHERE!
>
> Note that RES[aa] = 0. is redundant (it gets initialized with zeros)!
>
> --m
>
>
>
>
>
> Am 10.10.2013 14:22, schrieb :
>
>> Okay so I have a long array of N 2D points:

Hey,

Thanks, I removed the RES[aa] = 0, good point. That will give some speed. And thanks for your help with the matrix_euclidean_distance program - I tested it out, and for N=1000 it runs instantly, but for N=10000, its very slow and becomes unresponsive, and for N=100000 it just spits out "% Array has too many elements". Makes sense because I guess your program effectively makes a NxN matrix from the N points...
