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Subject: Re: How to speed up KRIG2D by 30x  
Posted by [David Fanning](#) on Thu, 10 Oct 2013 18:27:51 GMT  
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Chris Torrence writes:

> Anyway, let me know how this code looks. If all goes well, this will make it into IDL 8.3, due out in a month or so.

Substituting this:

```
j = Lindgen((n-1) - i) + i
```

For this (which doesn't compile):

```
j=[i:n-1]
```

I find that the new version runs about 80 times faster than the old version. But, I also find that the results are different:

```
IDL> minmax, z1 ; Old version
MinMax:  -0.139365   4.87036
IDL> minmax, z2 ; New version
MinMax:   0.954356   5.97115
```

Any ideas on how to account for this? Displaying the two arrays as images side-by-side shows the differences.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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