
Subject: [Q]: ID analog to FORTRAN "sign" function
Posted by [Rostyslav Pavlichenko](#) on Sat, 07 Oct 2000 05:34:21 GMT
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I need help, I am a new to the IDL.

Does the IDL have something close to Fortran SIGN (DSIGN... so on...) functions

IN FORTRAN:
Elemental Intrinsic Function (Generic):
Returns the absolute value of the first argument times the sign of the second argument.

Syntax:

=====

result = SIGN (a, b)

a (Input) Must be of type integer or real.

b Must have the same type and kind parameters as a.

Results:

=====

The result type is the same as a.

The value of the result is

| a | if b >= zero

and -| a | if b < zero.

--

Best regards, and thank you in advance

=====

Dr Rostyslav Pavlichenko

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=====

Subject: Re: [Q]: ID analog to FORTRAN "sign" function
Posted by [Mark Hadfield](#) on Mon, 09 Oct 2000 21:45:57 GMT
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"Alex Schuster" <alex@pet.mpin-koeln.mpg.de> wrote in message
news:39E1C067.16F7488E@pet.mpin-koeln.mpg.de...
> Rostyslav Pavlichenko wrote:
>
>> Does the IDL have something close to Fortran SIGN (DSIGN... so on...)
>> functions
>> ...
>> result = SIGN (a, b)
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>> Results:
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>> The result type is the same as a.
>> The value of the result is
>> | a | if b >= zero
>> and -| a | if b < zero.
>> ...
> No, but you can easily write it:
>
> function sign, a, b
> if (b ge 0) then \$
> return, abs(a) \$
> else \$
> return, -abs(a)
> end

The following is more compact and works when b is an array

```
return, abs(a) * (fix(b ge 0) - fix(b lt 0))
```

Mark Hadfield
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PO Box 14-901, Wellington, New Zealand

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Subject: Re: [Q]: ID analog to FORTRAN "sign" function
Posted by [Phillip David](#) on Thu, 12 Oct 2000 07:00:00 GMT
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Dick Jackson wrote:

>
> Do I dare offer one more? Subscript lookups seem faster than arithmetic
> operations, making this one faster, more compact and no less cryptic! :-)
>
> Return, Abs(a) * ([-1, 1])[b GE 0]

to which I reply:

If this one really works, then why not go even one step further?

Return, ([-Abs(a), Abs(a))][b GE 0]

or

Return, ([a, -a])[(a*b) LT 0]

I haven't timed either of these to find out if they're truly better (as I don't have IDL on my newsgroup computer), but they MIGHT work better...

Phillip

Subject: Re: [Q]: ID analog to FORTRAN "sign" function
Posted by [Dick Jackson](#) on Thu, 12 Oct 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote in message
news:971127957.784431@clam-ext...
> "Alex Schuster" <alex@pet.mpin-koeln.mpg.de> wrote in message
> news:39E1C067.16F7488E@pet.mpin-koeln.mpg.de...
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>   return, abs(a) * (fix(b ge 0) - fix(b lt 0))

```

Do I dare offer one more? Subscript lookups seem faster than arithmetic operations, making this one faster, more compact and no less cryptic! :-)

```
Return, Abs(a) * ([ -1, 1 ])[b GE 0]
```

A bit faster still, if you know the expected type of a and b, to avoid an extra type conversion:

```
Return, Abs(a) * ([ -1.0, 1.0 ])[b GE 0]
```

or

```
Return, Abs(a) * ([ -1.0D, 1.0D ])[b GE 0]
```

Cheers,

--

-Dick

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Subject: Re: [Q]: ID analog to FORTRAN "sign" function
Posted by [Mark Hadfield](#) on Thu, 12 Oct 2000 20:50:59 GMT

"Dick Jackson" <dick@d-jackson.com> wrote in message
news:8MkF5.12\$953.172@read1...

> Do I dare offer one more? Subscript lookups seem faster than arithmetic
> operations, making this one faster, more compact and no less cryptic! :-)
>
> Return, Abs(a) * ([-1, 1])[b GE 0]

Good one!

> A bit faster still, if you know the expected type of a and b, to avoid an
> extra type conversion:
>
> Return, Abs(a) * ([-1.0, 1.0])[b GE 0]

I think that's a little *too* clever. I just tried multiplying a float array
with 10⁷ elements by 1 and then by 1.0. Time taken = 0.52 seconds in both
cases.

Mark Hadfield
m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>
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PO Box 14-901, Wellington, New Zealand

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Subject: Re: [Q]: ID analog to FORTRAN "sign" function
Posted by [Dick Jackson](#) on Fri, 13 Oct 2000 07:00:00 GMT
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> Dick Jackson wrote:
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>> Return, Abs(a) * ([-1, 1])[b GE 0]
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> If this one really works, then why not go even one step further?
>
> Return, ([-Abs(a), Abs(a))][b GE 0]

```
>  
> or  
>  
> Return, ([a, -a])[(a*b) LT 0]
```

Right, these would work fine for scalar a and b, with negligible time taken in any case. I was looking for the most efficient way when we need this to work on large arrays a and b.

About the 1 vs 1.0 debate, Mark Hadfield wrote:

```
> I think that's a little *too* clever. I just tried multiplying a float  
array  
> with 10^7 elements by 1 and then by 1.0. Time taken = 0.52 seconds in both  
> cases.
```

This is getting interesting. For reference, here are a couple of handy timer routines I use:

```
;---
```

```
PRO TStart ; Timer Start  
; Save current time for use by TReport  
COMMON Timer, t0  
t0 = SysTime(1)  
END
```

```
;---
```

```
PRO TReport ; Timer Report  
; Print elapsed time since last TStart  
COMMON Timer, t0  
Print, Format='(D10.3," seconds.")',SysTime(1)-t0  
END
```

```
;---
```

Here's some testing runs from my Win2000 PC:

```
IDL> a=randomu(seed,1000000)-0.5  
IDL> b=randomu(seed,1000000)-0.5  
IDL> tstart & for i=1,10 do c=Abs(a) * ([-1, 1])[b GE 0] & treport  
3.250 seconds.  
IDL> tstart & for i=1,10 do c1=Abs(a) * ([-1.0, 1.0])[b GE 0] & treport  
2.813 seconds.
```

I think the time saving here is not in the multiplying itself, but in the time building an integer array, then converting it to float. In this case it's 10^6 ones/minus-ones, perhaps in your case it was converting only a

single 1 to 1.0, then multiplying it.

Fascinating, isn't it? I'd be happy to hear further refinements!

Cheers,

--

-Dick

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