
Subject: Fast Implementation

Posted by [Isa Usman](#) on Fri, 05 Jul 2002 15:56:43 GMT

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

Hi,

I have the bit of code below which calculates the number of points in all four quadrants of a 2d space. Unfortunately my arrays are very large and it takes quite a while to run. Is there a way of making the code faster.

Thanks in advance!

Isa

@@@@@@@@@@@@

;Data samples

for j=0L,n1-1 do begin

 x0=X(j)

 y0=Y(j)

 index=where(X gt x0 and Y gt y0,count1)

 index=where(X lt x0 and Y gt y0,count2)

 index=where(X lt x0 and Y lt y0,count3)

 index=where(X gt x0 and Y lt y0,count4)

 na=count1

 nb=count2

 nc=count3

 nd=count4

 points(j,0:3)=float([na,nb,nc,nd])/n2

endfor

--

Today's subliminal thought is:
