
Subject: Speedy way to get compare array elements. . .
Posted by [Sean Raffuse](#) on Wed, 13 Nov 2002 23:06:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Exalted newsgroup,

What is the fastest way to compare two adjacent values in an array?

Something like:

```
whoa_huge_jump = where(A[i+1]-A[i] GT 500)
```

Since this is IDL, I'm assuming I don't have to make a loop.

Thanks,

Sean

Subject: Re: Speedy way to get compare array elements. . .
Posted by [marc schellens\[1\]](#) on Mon, 25 Nov 2002 11:36:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sean Raffuse wrote:

- > Exalted newsgroup,
- >
- > What is the fastest way to compare two adjacent values in an array?
- >
- > Something like:
- >
- >

```
whoa_huge_jump = where(A[i+1]-A[i] GT 500)
```
- >
- > Since this is IDL, I'm assuming I don't have to make a loop.
- >
- > Thanks,
- >
- > Sean

You might do it that way with
`i=lindgen(n_elements(A)-1)`
or have a look at the `shift` function which might be faster.
Even the `convol` function with a kernel of `[-1,1]` might be used here I think.
Hope that helps,
marc

Subject: Re: Speedy way to get compare array elements. . .
Posted by [Jaco van Gorkom](#) on Thu, 28 Nov 2002 16:13:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

"trouble" <the_cacc@hotmail.com> wrote in message
news:5f9f0a23.0211280658.71bff9f4@posting.google.com...
> Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote in message
news:<on4raklqpk.fsf@cow.physics.wisc.edu>...
>> ...The cool thing about the trick is that IDL *automatically* truncates
>> the vector A so that it matches the length of A[1:*].
>
> Ah, but is there any way to not make it do that? Say you have 2
> vectors of different lengths:
>
> x = findgen(50)
> y = findgen(100)
>
> and you want to form z = x * y, but have z the same length as y
> putting zeros where x has no value. The (sorry) way I am doing it is
>
> z = y * 0
> z[0:49] = x * y
>
> which clearly is too much programmer work since I have to get the
> lengths... Any ideas?

Well, inserting an array into a subrange of another array can also be
done by specifying just the start index. So your

z[0:49] = x * y

is equivalent to

z[0] = x * y

In fact, the second option executes quite a bit faster.

cheers,
Jaco
