Subject: Re: Fast 1-D Interpolation
Posted by dph on Fri, 01 Jul 1994 13:21:40 GMT
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nicholas@dsuap1> Does anyone have a fast (read as no 'For' loops)
nicholas@dsuap1> interpolation routine? I tried using INTERPOL
nicholas@dsuap1> but found it very slow compared to using
nicholas@dsuap1> call_external and a fortran routine. Thanks for
nicholas@dsuap1> any input. Andy

IDL's userlib interpol is slow because it starts from scratch for
every point it looks up in the arrays to be interpolated - so it
spends all it's time searching the x,y arrays to interpolate on. A
sort of the input array and starting each search from where the previous
point left off works much faster. So, sort the vector of desired x's,
save the map, then un-sort the output vector to match the input.

I have a version of interpol (which I didn't write), but the
parameters and keywords are not compatible with the userlib interpol.

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