Subject: 6 dimensional integral with INT_3D?
Posted by Sid[2] on Mon, 05 May 2008 13:38:09 GMT
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Hello,

I am wondering if it is possible to use INT_3D to perform a six-dimensional integral. The function I am looking at is of the form exp(f(x,y,z,t,x1,y1)). The limits are constants, not functions.

Any help will be greatly appreciated.

Thanks,

Sid

Subject: Re: 6 dimensional integral with INT_3D?
Posted by Sid[2] on Wed, 07 May 2008 11:17:00 GMT
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Thanks, Kenneth.

I have tried Mathematica and maple - Mathematica cannot do this integral, not even a 4-d version of it! Maple takes very long and quits...

I take it there REALLY is no way to extend the capability of INT_3D to make it do a 6D integral?

Sorry to be such a bother!

Best,

Sid

On May 6, 5:26 pm, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:
> In article
> < ea371cab-4336-4613-a0ac-5bd000939...@k10g2000prm.googlegroup s.com >,
>
>
>
> Sid <siddharth.iu...@gmail.com> wrote:
>> Dear Ken,
>
>> Thanks for the reply.
>
>> Do you know if routines from "Numerical Recipes" are available in IDL?

>
>> Thanks,
>
>> Sid
>
>> On May 5, 7:14 am, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:
>>> Multidimensional integrals are not easy. Perhaps IDL is not the tool
>>> for the job. Have you considered Mathematica?
>
>>> Ken Bowman
>
> Some are, look in the index for "NR_".
>
> Ken Bowman
