## Subject: Re: Help with program speed (Recursive Merging Function)
Posted by Jean H. on Tue, 08 Jul 2008 20:32:21 GMT

Hi,

one thing you could do is to keep track of who is neighbor of whom.
Build an array with one entry per "block", identify the neighbors
(likely the Moore neighborhood, for the first step). Then, when you want
to process block N, just look in the table who are the neighbors. Do
your computation and if you merge 2 block, add the neighbors of block2
to the neighbors of block1, remove block2 from the list of neighbors of
block1 and, eventually (not required), delete the entry corresponding to
block2.

By doing this, you will NOT compare every block with every other blocks!

*************

In the meanwhile, if you want to keep using your loops, move the calls to

p2 = n_elements(blk2)
LBP_C2 = LBP_OVER_C(blk2)
hist2 = HIST_2D(LBP_C2.LBP, LBP_C2.C, max1=255, max2=bins-1)

in the "if..." section. There is no need to compute that if your blocks
are not neighbors!

Jean

## Subject: Re: Help with program speed (Recursive Merging Function)
Posted by crd319 on Wed, 09 Jul 2008 13:20:03 GMT

On Jul 8, 4:32 pm, Jean H <jghas...@DELTHIS.ucalgary.ANDTHIS.ca>
wrote:
> Hi,
>
> one thing you could do is to keep track of who is neighbor of whom.
> Build an array with one entry per "block", identify the neighbors
> (likely the Moore neighborhood, for the first step). Then, when you want
> to process block N, just look in the table who are the neighbors. Do
> your computation and if you merge 2 block, add the neighbors of block2
> to the neighbors of block1, remove block2 from the list of neighbors of
> block1 and, eventually (not required), delete the entry corresponding to
> block2.
>

Thanks for the suggestion.  By moving those three lines of code, I cut
my time down from 400 seconds to 5 seconds.  Much more manageable.
Ill probably look at the other way to cut down on time, but for now
this is manageable and I have a deadline for this.   Thanks for the
help.

Chris
> By doing this, you will NOT compare every block with every other blocks!
>
> *************
>
> In the meanwhile, if you want to keep using your loops, move the calls to
>
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> LBP_C2 = LBP_OVER_C(blk2)
> hist2 = HIST_2D(LBP_C2.LBP, LBP_C2.C, max1=255, max2=bins-1)
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> are not neighbors!
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> Jean

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