
Subject: a serving of value_locate with a side of histogram
Posted by [Jeremy Bailin](#) on Mon, 22 Jun 2009 04:06:34 GMT
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On Jun 21, 3:46 pm, Michael Galloy <mgal...@gmail.com> wrote:

> David Fanning wrote:

>> Jeremy Bailin writes:

>

>>> Yeah, value_locate is very handy for problems like this! I
>>> particularly like using it as a precursor to histogram - i.e. if you
>>> want to do something fancy using reverse_indices but don't have
>>> uniformly-spaced bins, first use value_locate to get integer indices
>>> and then use histogram to do the heavy lifting.

>

>> All right, I'll bite. Let's see an example of this.

>> Maybe you can write an article and become the JD Smith

>> of Value_Locate. :-)

>

> No article, but I think this is what Jeremy is talking about:

>

> IDL> ; get some random data

> IDL> d = randomu(12345678L, 20)

> IDL> print, d

> 0.765989 0.0234537 0.589727 0.535102 0.982231

> 0.693016 0.328147

> 0.295642 0.849918 0.592262 0.558133 0.534926

> 0.541119 0.594831

> 0.410172 0.928598 0.161021 0.928724 0.952072

> 0.522173

>

> IDL> ; specify cutoffs

> IDL> cutoffs = [0.3, 0.4, 0.8]

>

> IDL> ; compute index of "bin" to put each value into

> IDL> bins = value_locate(cutoffs, d) + 1L

> IDL> print, ind

> 2 0 2 2 3

> 2 1 0

> 3 2 2 2 2

> 2 2 3

> 0 3 3 2

>

> IDL> ; compute histogram of bins

> IDL> h = histogram(bins, reverse_indices=r)

> IDL> print, h

> 3 1 11 5

>

> IDL> ; values less than 0.3

```

> IDL> print, d[r[r[0]:r[1] - 1]]
>    0.0234537    0.295642    0.161021
>
> IDL> ; values between 0.3 and 0.4
> IDL> print, d[r[r[1]:r[2] - 1]]
>    0.328147
>
> IDL> ; values between 0.4 and 0.8
> IDL> print, d[r[r[2]:r[3] - 1]]
>    0.765989    0.589727    0.535102    0.693016    0.592262
> 0.558133    0.534926
>    0.541119    0.594831    0.410172    0.522173
>
> IDL> ; values greater than 0.8
> IDL> print, d[r[r[3]:r[4] - 1]]
>    0.982231    0.849918    0.928598    0.928724    0.952072
>
> Mike
> --www.michaelgalloy.com
> Associate Research Scientist
> Tech-X Corporation

```

Yes, that's exactly the sort of thing. Here's another good example:

Let's say you have 100,000 3D data points with each coordinate lying between 0 and 1, and you want to divide up the space into a grid 10,000 x 10,000 x 10,000 and determine which grid cells contain more than one point. It sounds like a good job for HIST_ND:

```

h = hist_nd([x],[y],[z], min=0., max=1., nbins=10000)
print, array_indices(h, where(h gt 1))

```

The only problem is that it would require an array of one trillion elements that takes up 4TB of memory!

But in reality, at least 99.99% of those cells must be empty. First, let's get a list of which cells contain any points:

```

xbin = floor(x / 1e-4)
ybin = floor(y / 1e-4)
zbin = floor(z / 1e-4)
bin = x + 10000ULL*(y + 10000ULL*z)
sortedbin = bin[sort(bin)]
uniquebins = sortedbin[uniq(sortedbin)]

```

Now we can use uniquebins as a mapping function. The values of "bin" can range from 0 to 999999999999, but each one of those appears in "uniquebins", which has at most 100000 elements. So we replace each

element in bin with *its location within uniquebins*:

```
mappedbin = value_locate(uniquebins, bin)
```

All elements of mappedbin are integers between 0 and 10000, which makes a perfectly reasonable histogram:

```
h = histogram(mappedbin, min=0)
```

The grid locations with multiple points are then:

```
multipleindex = where(h gt 1, nmulti)
if nmulti gt 0 then begin
  xmulti = multipleindex mod 10000ull
  ymulti = (multipleindex mod 100000000ull) / 10000ull
  zmulti = multipleindex / 100000000ull
endif
```

...and, of course, if you want to do anything with the data points that fall in those bins, you can do everything you'd normally do using `reverse_indices`.

This is exactly the technique I used in `WITHINSPHRAD_VEC3D` from this discussion:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/8be6763806211e75/e38f27055c7fa6e0?lnk=gst&q=withinsphrad_vec3d#e38f27055c7fa6e0

I'll try to put together a bigger `value_locate` article later this week. :-)=

-Jeremy.
