
Subject: array convol optimizationv slow now
Posted by [newerjazz](#) on Mon, 13 Jul 2009 22:40:04 GMT
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Hi All,

I have an array of [2,100,000,000] corresponding to x, y and 100,000,000 particles. I need to render these particles as gaussian spots at x, y locations

Currently, I run a for loop through each particle and render each particle in this for loop; it takes forever.

I am thinking to create an array of zeroes. at each location where there's particles, I increment the value by 1. Then use convol to draw gaussian spot.

Any suggestion to implement this!

Thanks a lot!

newerjazz

Subject: Re: array convol optimizationv slow now
Posted by [Jeremy Bailin](#) on Tue, 14 Jul 2009 21:15:09 GMT
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On Jul 13, 6:40 pm, newerjazz <shang...@gmail.com> wrote:

> Hi All,
>
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> 100,000,000 particles. I need to render these particles as gaussian
> spots at x, y locations
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> Currently, I run a for loop through each particle and render each
> particle in this for loop; it takes forever.
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> I am thinking to create an array of zeroes. at each location where
> there's particles, I increment the value by 1. Then use convol to draw
> gaussian spot.
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> Any suggestion to implement this!
>
> Thanks a lot!
>
> newerjazz

You might want to try POINT_CONVOLVE:

http://web.astroconst.org/jbiu/jbiu-doc/math/point_convolve.html

Check out the various keywords... depending on your resolution, number of dimensions, and number of points, different combinations will give you the best optimization.

-Jeremy.

Subject: Re: array

Posted by [Chris\[6\]](#) on Thu, 16 Jul 2009 19:20:45 GMT

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On Jul 16, 6:27 am, woods <coupecl...@yahoo.de> wrote:

> i want to create an array with the same dimensions as my georeferenced
> image. my georeferenced image is 5600x6500.
> can somebody help me?
>
> thank you in advance

to make that array (of floats), use
array = fltarr(5600, 6500)

In general, use
size = size(ref_array)
array = fltarr(sz[1], sz[2])

see also dblarr, intarr, etc by typing
?dblarr
at the IDL prompt
chris
