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From Python to Numpy

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Problem Vectorization

Introduction

Coding Example: Find shortest path in a maze

Coding Example: Find shortest path in a maze (Breadth-First approach)

Coding Example: Find shortest path in a maze (Bellman-Ford approach)

Coding Example: Fluid Dynamics

Coding Example: Blue Noise Sampling

Coding Example: Blue Noise Sampling using DART method

Coding Example: Blue Noise Sampling using DART method

In this lesson, we will try to do the blue noise sampling using the DART method discussed in the previous lesson. We will look at both solutions, i.e., Pythonic and NumPy approach and see which one is more efficient.

We'll cover the following

Python Implementation

NumPy Implementation

Let's consider the unit surface and a minimum radius r to be enforced between each point.

Knowing that the densest packing of circles in the plane is the hexagonal lattice of the bee's honeycomb, we know this density is $d = \frac{1}{6}\pi\sqrt{3}$ (in fact I learned it while writing this course). Considering circles with radius r , we can pack at most $\frac{d}{\pi r^2} = \frac{\sqrt{3}}{6r^2} = \frac{1}{2r^2\sqrt{3}}$.

We know the theoretical upper limit for the number of discs we can pack onto the surface, but we'll likely not reach this upper limit because of random placements.

Furthermore, because a lot of points will be rejected after a few have been accepted, we need to set a limit on the number of successive failed trials before we stop the whole process.

Python Implementation

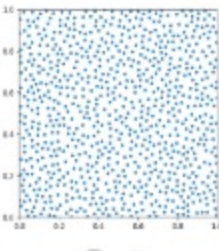
```
1 # -----
2 # From Numpy to Python
3 # Copyright (2017) Nicolas P. Rougier - BSD license
4 # More information at https://github.com/rougier/numpy-book
5 # -----
6 import math
7 import random
8 import matplotlib.pyplot as plt
9
10
11 def DART_sampling_python(width=1.0, height=1.0, radius=0.025, k=100):
12     def squared_distance(p0, p1):
13         dx, dy = p0[0]-p1[0], p0[1]-p1[1]
14         return dx*dx+dy*dy
15
16     points = []
17     i = 0
18     last_success = 0
19     while True:
20         x = random.uniform(0, width)
21         y = random.uniform(0, height)
22         accept = True
23         for p in points:
24             if squared_distance(p, (x, y)) < radius*radius:
25                 accept = False
26                 break
27         if accept is True:
28             points.append((x, y))
```

RUN

SAVE

RESET

X



NumPy Implementation

Now we will do the vectorization of the DART method. The idea is to pre-compute enough uniform random samples as well as paired distances and to test for their sequential inclusion.

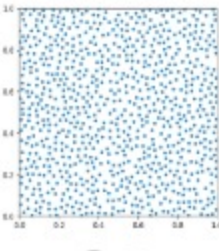
```
1 # -----
2 # From Numpy to Python
3 # Copyright (2017) Nicolas P. Rougier - BSD license
4 # More information at https://github.com/rougier/numpy-book
5 # -----
6 import numpy as np
7 import matplotlib.pyplot as plt
8 from scipy.spatial.distance import cdist
9
10
11 def DART_sampling_numpy(width=1.0, height=1.0, radius=0.025, k=100):
12
13     # Theoretical limit
14     n = int((width+radius)*(height+radius) / (2*(radius/2)*(radius/2)*np.sqrt(3))) + 1
15     # 5 times the theoretical limit
16     n = 5*n
17
18     # Compute n random points
19     P = np.zeros((n, 2))
20     P[:, 0] = np.random.uniform(0, width, n)
21     P[:, 1] = np.random.uniform(0, height, n)
22
23     # Computes respective distances at once
24     D = cdist(P, P)
25
26     # Cancel null distances on the diagonal
27     D[range(n), range(n)] = 1e10
28
```

RUN

SAVE

RESET

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In the next lesson, we will use another Bridson method to do the sampling!

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Coding Example: Blue Noise Sampling

Coding Example: Blue Noise Sampling...

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