# QGIS Application - Bug report #6756
# heatmap plugin is very slow

2012-11-24 07:29 PM - Aren Cambre

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|---|---|---|---|---|
| **Status:** | Closed | | | |
| **Priority:** | High | | | |
| **Assignee:** | | | | |
| **Category:** | C++ Plugins | | | |
| **Affected QGIS version:** | 1.8.0 | **Regression?:** | No | |
| **Operating System:** | Windows 7 x64 | **Easy fix?:** | No | |
| **Pull Request or Patch supplied:** | | **Resolution:** | | |
| **Crashes QGIS or corrupts data:** | Yes | **Copied to github as #:** | 15912 | |

## Description

Coming from #6691, the heatmap plugin is very slow. Running it on a layer with over 700,000 points crashed after 12 hours.

GRASS GIS recently improved its v.kernel for the exact same layer. That took 16 hours, and with recent improvements, it reduced the execution time to about 2.5% of the original time. Just mentioning this in case there are lessons that could be learned from GRASS.

## Associated revisions

**Revision b567a6d6 - 2013-03-07 01:15 AM - Nyall Dawson**

Refactor to avoid creating multiple QgsDistanceArea objects and recalculation of static or unused variables. Results in massive speed increase and fixes #6756, #6691 and #6692.

**Revision 9a81fa76 - 2013-03-17 09:03 AM - Nathan Woodrow**

Merge pull request #461 from nyalldawson/heatmap_fixes

Massive speedup to heatmap plugin (fix #6756, fix #6691 and fix #6692)

## History

**#1 - 2012-12-30 09:46 AM - Giovanni Manghi**

*- Priority changed from Normal to High*

**#2 - 2013-03-11 01:05 AM - Giovanni Manghi**

This will be fixed by this

https://github.com/qgis/Quantum-GIS/pull/461

**#3 - 2013-03-17 01:04 AM - Nathan Woodrow**

*- Status changed from Open to Closed*

Fixed in changeset commit:"9a81fa760993ef8cc5c5f0829f635cbaf2c4e63b".