

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

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

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 applied:	No	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 15912
Description		
<p>Coming from #6691, the heatmap plugin is very slow. Running it on a layer with over 700,000 points crashed after 12 hours.</p> <p>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.</p>		

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".