Nearest Neighbours: nagdmc_load_kdtree

Purpose

nagdmc_load_kdtree loads a k-d tree from a binary file created by the function **nagdmc_kdtree_save**.

Declaration

```
#include <nagdmc.h>
void nagdmc_load_kdtree(const char fname[], long *iproot, int *info);
```

Parameters

1: **fname[]** – char   *Input*

On entry: the name of the binary file containing the k-d tree.

2: **iproot** – long *   *Output*

On exit: an integer cast of the root node in the k-d tree, for use in the functions described in 'See Also'.

3: **info** – int *   *Output*

On exit: **info** gives information on the success of the function call:

  0: the function successfully completed its task.

  70: the routine was unable to read **file**.

  99: the function failed to allocate enough memory.

  100: an internal error occurred during the execution of the function.

Notation

None.

Description

None.

References and Further Reading

None.

See Also

nagdmc_knnc.pdf calculates nearest neighbour classifications.
nagdmc_knnp.pdf calculates nearest neighbour approximations.
knnc_ex.c example calling program for a nearest neighbour classifier.
knnp_ex.c example calling program for a nearest neighbour predictor.