
Subject: divide by zero problems

Posted by [Mark Rehbein](#) on Tue, 11 May 1999 07:00:00 GMT

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Hi,

I'm having problems with floating point divide by zero's. The application I'm using IDL for is image composition and masking. Basically, my images have cloud pixels that I have changed to a zero value. I also have a mask of the image that has values 1 for good pixel and 0 for bad pixels (cloud). I then add all my images together to get a "sum image" and add all my masks together to get a "sum mask".

Now to composite or average the images I do the following:

`composite=sum image/ sum mask.`

sometimes my images are very cloudy and as such my "sum mask" has zero's in it and likewise for my "sum image". So I get divide by zero's and NaN's in my resultant composite image. In fact I get whole image of NaN's in my composite even though my sum image and sum mask have decent values in them.

I'm using IDL 5.2 on UNIX box running solaris 2.6. Can anyone help?

please email me

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Thanks in advance

Mark
