Subject: Re: efficient kernel or masking algorithm? UPDATE Posted by Craig Markwardt on Sun, 25 Feb 2001 20:39:02 GMT

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"Martin Downing" <martin.downing@ntlworld.com> writes:

>

- > I was wandering through new Craig's IDL archive site (which is brilliant by
- > the way) and came across this question asking for an efficient way of
- > calculating the loacal standard deviation in an array. It seemed to me that
- > the thread had not reached a full solution so perhaps some of you might be
- > interested in this method which is very fast. It is based on the crafty
- > formula for variance:
- > variance = (sum of the squares)/n + (square of the sums)/n\*n

>

> [ apologies if this is going over old ground !]

Hi Martin--

This looks like a great way to do things. Now if we could only translate those bloomin' British English spellings! NEIGHBOURHOOD indeed. :-)

As a side note, I believe that your message would have actually shown up as a reply to Richard's or JD's messages in the archive, if you had placed the Message-ID of their article in the References header of yours. I've tried it here. We'll see if it works.

Craig	
•	craigmnet@cow.physics.wisc.edu Remove "net" for better response