Subject: Re: "Max()" filter?
Posted by Dick Jackson on Fri, 08 Mar 2002 17:19:36 GMT
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"trouble" <the_cacc@hotmail.com> wrote in message
news:5f9f0a23.0203070323.4c32551b@posting.google.com...
> You could code this up quicker than it took to write the message...

trouble,

Certainly a brute-force method with loops that go over every array element and do a Max operator over the appropriate nxn (or less) kernel is easy, but I think that it is somewhat inefficient for the 1024x1024 datasets I have in mind where the kernel might be around 30x30. In trying it, it runs in about 14 seconds.

Perhaps I should have added the word "efficient" somewhere, where I would like performance on the same order as the Smooth function, which takes 0.151 seconds. I believe Smooth saves huge amounts of time by overlapping calculations. I don't see how an efficient local max filter like this would be trivial to write in IDL, that's why I was asking.

The builtin grayscale dilate I mentioned before works conveniently, but I discover now that it's not really that fast, over 10 seconds in my little test.

However, I'd really like to have it work (efficiently) with floating-point values. Trying that now, I get results in over 18 seconds. Not bad, but not great, so if you have something up your sleeve, please post away.

Regards,
--
-Dick

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