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Subject: Re: Convolution, IDL & Numerical Recipes  
Posted by [R.G. Stockwell](#) on Tue, 05 Nov 2002 13:34:42 GMT  
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Hector Aceves wrote:

> "R.G. Stockwell" <[sorry@noemail.now](mailto:sorry@noemail.now)> wrote in message  
news:<3DC28954.7060605@noemail.now>...

>  
>> Perhaps you want to use the following keywords:  
>> Check out the help file to see the effects the keywords  
>> have on how the arrays line up to be convolved.  
>> (Note: you must explicitly set center=0, or else it defaults  
>> to 1)

>>  
>> z=convol(a,k,center=0,edge\_wrap=1)  
>>  
>> a 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0  
>> k 1 0 0 0 0 0 0 0 0 0

>>  
>> z 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0

>>  
>>  
>> Cheers,  
>> bob stockwell

>  
>  
> Dear Bob...

>  
> It works well with the kernel [1,0,...]  
> But when I tried the actual examples of Numerical Recipes it did not  
> give me the same results:

>  
> a=[0,0,0,0,0,1,1,1,1,1,0,0,0,0,0]  
> k=[0,0,1,1,1,1,0,0,0]  
>  
> z=convol(a,k,center=0,edge\_wrap=1)  
> IDL> print,z  
>    0    0    0    0    0    0    0    1    2  
>    3    4    4    3    2    1    0

> IDL>  
>  
> With Numerical Recipes gives..  
>  
>    0 1 1 1 1 1 0 1 2 3 3 3 2 1 0 0  
>  
> which seems ok!

If by "ok" you mean "completely wrong" then I agree with you. :)

Correllating two "boxcars" gives you a "triangle".  
Perhaps you typed in the wrong "k" in your numrec code?

```
a=[0,0,0,0,0,1,1,1,1,1,0,0,0,0,0,0]  
k=[1,1,1,0,0,0,0,0,1]
```

```
z=convol(a,k,center=1,edge_wrap=0,edge_trunc=1)
```

```
0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0  
1 1 1 0 0 0 0 0 1
```

```
0 1 1 1 1 1 0 1 2 3 3 3 2 1 0 0
```

Also, keep in mind, as J.D. mentioned, that IDL convol is  
a correlation with center=0, and a convolution with center = 1  
(among other things).

You'd probably be better off to write your own 10 line piece of  
code to perform the exact operation you want.  
Actually, I might even do that, but I have a lot of other work to do,  
so it's gonna be a while.

I'd use an fft to do it, and if you want no edge wrap, just zeropad.

Cheers,  
bob

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