Subject: Re: Drizzling Algorithms
Posted by Wayne Landsman on Fri, 26 Sep 2003 15:26:48 GMT
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> The second article is another dazzling one anchored
> by JD about "drizzling" algorithms. No, we are not talking
> about chocolate sprinkles on ice-cream sundaes. Drizzling
> algorithms are used in the reconstruction or warping of
> images from undersampled or dithered data. (I don't know,
> you'll have to read the article!) It's another can't miss
> hit for you Histogram fans.
>
> http://www.dfanning.com/code_tips/drizzling.html
>

Well, we are all thankful for David's late night inspirations (or sleep difficulties), and I feel very curmudgeonly to have to bring up a caveat. But the above article might lead people to think that there are drizzle or other flux-conserving algorithms available in IDL, and I am not aware that there are any. David's article is really about array decimation, which would be just one step in writing a vectorized drizzle code (as described in
http://www-int.stsci.edu/~fruchter/dither/drizzle.html )
My own attempts at writing a vectorized drizzle code floundered on determining partial pixel weights.

I'm pretty sure now that drizzle code is best written in C and linked to IDL. Or perhaps I need to try out the V6.0 IDL-Java bridge with Tom McGlynn's software at http://skyview.gsfc.nasa.gov/polysamp/PolySamp.java

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