Subject: Re: Median filter the hard way Posted by JD Smith on Fri, 17 Oct 2003 22:22:15 GMT

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On Fri, 17 Oct 2003 14:34:30 -0700, Dick Jackson wrote:

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> Hi Peter,
>
> "Peter Payzant" <pce@accesswave.ca.nospam> wrote in message
> news:WvGjb.92982$PD3.4887868@nnrp1.uunet.ca...
>> Hello, all-
>>
>> This is my first posting to the group.
>
  Welcome aboard!
>> He is applying a median filter to a 2-dimensional image. [but...] If
>> there less than 7 good values in the 3 x 3 array, he discards the
>> original pixel.
 ["loopy" :-) code snipped]
>> Obviously, the nested loops are the source of the problem. Is there
>> other way to accomplish this, in a more IDL-esque way?
>
> As Mike mentions, the Median filter is part of it, but your "7 or
> better" requirement makes it a bit more interesting.
>
 Here's an array, a:
> IDL> a=Float(Byte(RandomU(seed,7,7)*10)) IDL> a[2:4,2:4]=!values.F_nan
> IDL> print,a,Format='(7F4.1)'
> 8.0 1.0 7.0 2.0 2.0 5.0 4.0
> 5.0 7.0 8.0 8.0 3.0 3.0 4.0
> 3.0 6.0 NaN NaN NaN 9.0 0.0
> 5.0 0.0 NaN NaN NaN 4.0 9.0
> 6.0 5.0 NaN NaN NaN 0.0 0.0
> 9.0 5.0 3.0 4.0 5.0 3.0 4.0
 7.0 5.0 9.0 7.0 4.0 5.0 3.0
>
> Median will give a result with even one actual number in the 3x3
> neighborhood:
>
> IDL> print, Median(a,3), Format='(7F4.1)'
> 8.0 1.0 7.0 2.0 2.0 5.0 4.0
> 5.0 7.0 7.0 7.0 3.0 4.0 4.0
> 3.0 5.0 7.0 8.0 4.0 4.0 0.0
```

```
> 5.0 5.0 5.0 NaN 4.0 4.0 9.0
> 6.0 5.0 4.0 4.0 4.0 4.0 0.0
> 9.0 6.0 5.0 5.0 4.0 4.0 4.0
 7.0 5.0 9.0 7.0 4.0 5.0 3.0
> Let's use the Finite function to figure which other ones to knock out to
> NaN:
>
> IDL> print, Finite(a)
    1 1 0 0 0 1 1
    1 1 0 0 0 1
   1 1 0 0 0 1
   1 1 1 1 1 1 1
>
    1 1
> The Convol function can be used to count up neighborhoods. If you need
> better counting around the edge, you could pad the array before calling
> Convol.
> IDL> print, Convol(Finite(a), Replicate(1B, 3, 3))
   0 0 0 0 0 0
   0 8 7 6 7 8 0
   0 7 5 3 5 7 0
   0 6 3 0 3 6 0
   0 7 5 3 5 7 0
   0 8 7 6 7 8 0
   0 0 0 0 0 0
>
```

Looks good, Dick. CONVOL's a bit heavy-handed for just counting: I'd use smooth instead:

IDL> print, smooth (finite(a)*9,3,/EDGE_TRUNCATE)

9	9	9	9	9	9	9
9	8	7	6	7	8	9
9	7	5	3	5	7	9
9	6	3	0	3	6	9
9	7	5	3	5	7	9
9	8	7	6	7	8	9
9	9	9	9	9	9	9

Notice it treats edges better (as far as this problem is concerned), and should definitely be faster.

JD