Subject: Re: Bug in IDL CONVOL procedure Posted by chase on Fri, 14 Jul 1995 07:00:00 GMT

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>>> > "Ulrik" == Ulrik Kjems <kjems> writes: In article <3u5rn6\$kuf@news.uni-c.dk> Ulrik Kjems <kjems> writes:

Ulrik> There seems to be a (several) bugs in the CONVOL library routine.

IDL> a=[0,1,1,1,0]

IDL> b=[1,1,1]

IDL> print,convol(a,b)

Ulrik> 0 2 3 2 0

Ulrik> I believe, that the result should be

Ulrik> 1 2 3 2 1

Ulrik> according to the reference manual p. 1-55.

This is not a bug. It behaves exactly as the indicated in my manual. Whenever the kernel extends beyond the array boundaries a 0 is the result. Your manual must be different than my mine (Version 3.5, November 1993 Edition) where convol is defined on page 1-53. As of version 3.6 (?) convol can take two other keywords that effect its behavior. From the release notes in file notes/rel_note.doc:

4/28/94

Enhancements to CONVOL and CONTOUR:

Added to the CONVOL function the keywords: EDGE_WRAP and EDGE_TRUNCATE, which control how points on the edge are handled. The convolution formula, for the CENTER = 0 case, is and was:

R(i) = Sum over j=0,nk-1 of A(i-j) * K(j),

where A is the array, K is the convolution kernal, and nk is the number of points in the kernal. The default, as before, is to set R(i)=0 for the nk-1 points on the edge, i=0, ..., nk-2. If EDGE_WRAP is set, the array subscripts wrap around:

R(i) = Sum over j=0,nk-1 of A((i-j) mod na) * K(j),

where na is the number of elements in A. If EDGE_TRUNCATE is set, the array elements along the edge are repeated:

R(i) = Sum over j=0,nk-1 of A((i-j) > 0 < (na-1)) * K(j).

The multi-dimensional and centered cases are handled similarly.

You could use /edge_truncate to get your desired result. However, if your array is not zero padded, you might get results with /edge_truncate that are different than what you desire. The problem is how to define the convolution output at a particular array position when the kernel overlaid at that position does not lie completely within the array boundaries.

Chris

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