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Subject: Re: New Image Processing Routines

Posted by [Marshall Perrin](#) on Tue, 25 Apr 2006 06:48:59 GMT

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OK, while we're talking about this, I've got another gripe, I mean, constructive comment about `asinhsc1`. This time, it's about reproducibility of scaling. I just spent an hour tracking down some strange behavior with some plots, which I ultimately traced to how `Scale_Vector` works.

The scenario is this. I have a couple of images which I want to display with the same scaling, and then I also want to display a color bar.

I want to ensure that all the images have precisely the same scaling, so I say

```
minval = min(image1) < min(image2) < min(image3)
```

```
maxval = min(image1) > min(image2) > min(image3)
```

and then I can call

```
tvimage,asinhsc1(image1,min=minval,max=maxval)
```

```
tvimage,asinhsc1(image2,min=minval,max=maxval)
```

```
tvimage,asinhsc1(image3,min=minval,max=maxval)
```

However, this did *\*NOT\** do what I expected. Pixels in the images which should have had the exact same output greyscale ended up having slightly different values.

I'll cut to the chase. The problem is that some images have maxes and mins different from the overall max and min, so the first `Scale_Image` call in `asinhsc1` maps them into, say 0.03-0.98 instead of the full range 0.0-1.0. Then the *\*second\** call to `Scale_Vector` doesn't have explicit min and max set, so it maps `asinh(0.03)` to 0 and `asinh(0.98)` to 1. Thus the color map is slightly different for each image. Whoops!

The fix is relatively simple - figure out where `asinh` sends 0 and 1, and then set those as the range for the second `Scale_Vector`:

```
extrema = asinhsc1_asinh([0.0,1.0]*nonlinearity)
```

```
output = Scale_Vector(ASinhSc1_ASinh(Temporary(output)*nonlinearity), $  
    minOut, maxOut, MinValue=extrema[0], MaxValue=extrema[1], /NAN, Double=1)
```

I think at this point we're starting to converge on a final version.

I've also got a hacked-up version of your `colorbar.pro` for making `asinh` scaled colorbars, but I want to polish it a bit more before releasing it into the wild. :-)

- Marshall

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