Subject: Re: Need Some Advice on Seperating Out Some Data Posted by btt on Tue, 08 Aug 2006 20:57:28 GMT

View Forum Message <> Reply to Message

rdellsy@gmail.com wrote:

- > I considered that. Unfortunately, ambient conditions can vary the x and
- > y positions of the data by as much as a factor of ten. That is why I am
- > trying to figure out a method to compute it on the fly, since going
- > through the process for just five movies can take up to half an hour,
- > and dealing with fifty movies can be a full day's work.
- > Thanks,
- > Rob

>

- > adisn123@yahoo.com wrote:
- >> I used to have a similar problem. One of the simpliest thing that I did
- >> was using a simple
- \rightarrow linear equation such as y = ax + b.

>>

- >> Overplot the linear equation in your original plot in such a way that
- >> the linear line is placed
- >> just above the red poligon (the data points that you want to throw out)
- >> then

>>

- >> simply you can throw out whatever the y values are below the linear >> line.
- >>

>>

>>

>>

>> rdellsy@gmail.com wrote:

http://photos1.blogger.com/blogger/4016/2263/320/graphroi.pn g

>>>

- >>> The above is a plot of my data (minus the red polygon). I need to
- >>> seperate the data inside the red polygon (real data) from the data
- >>> outside the red polygon (noise, for lack of a better term) All of these
- >>> points are already containted in an array. I'm just trying to figure
- >>> out a way for the computer to automatically figure out what is noise
- >>> and what isn't based on that plot distribution. Each data set is
- >>> slightly different, but has the same overall distribution, and, for
- >>> properly dialed in data, there is always that characteristic seperation
- >>> between the good stuff and the bad stuff. Currently, we are manually
- >>> setting x-boundaries and y-boundaries on our data.

Hi,

Just an end-of-the-day wildcard, but I would bin the data into a 2d histogram (ala JD's HIST ND or the built-in HIST 2D). Then I would try

to find the "saddle" between the data and noise. You'll have to fiddle with the binsize a bit to balance "lumping" and "splitting" - maybe that can be done dynamically. I dunno. But it should be quick.

It is an interesting problem that we have face here with flow cytometry - but we work the region manually as you do. I'll be interested to see what your final solution is.

Cheers, Ben