Subject: Re: CONVOL with 2D array and 1D kernel Posted by David Fanning on Fri, 09 Mar 2007 17:52:04 GMT

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Eric Hudson writes:

- > This level of detail was why I was hoping for reference to some
- > readable source. In any case, whether centered or not, the behavior
- > of instantly setting all values in one row to zero once a 'magic'
- > number of columns is reached is the problem I'd really like to
- > understand. It seems like a bug but if this is expected behavior then
- > I'd like to know because it means I really don't understand what the
- > function is doing.

Well, when I want to understand something like "convolution" (and I very seldom ever do!), I always pull out my trusty copy of Gonzales and Woods' Digital Image Processing. It's the only book on these topics I've ever been able to understand. :-)

- > It was my understanding that this is what /edge_truncate does -- just
- > duplicates the edge values once you get to the edge. I do not expand
- > the array myself.

I think you are right. I was just fishing around for a possible source of this weirdness. But, unfortunately, I have no more ideas. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")