
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.")
