I'm not sure that implementing image registration in IDL is a sensible
thing to do. I used the Powell minimisation routine once for a 2d
registration but it wasn't fast enough and I ended up porting the code
to C.
Why not use one of the many existing pieces of code? There are many
free registration packages out there including AIR which is Woods' own
implementaiton of his algorithm (http://bishopw.loni.ucla.edu/AIR/).
You could probably use spawn or call_external to link this with IDL.
We have used the ITK library and integrated it with IDL - Grace Chen
posted a brief description of how to do this on the group a while ago.

Anne

On Mar 29, 7:44 am, "Bita" <rahm...@sbox.tugraz.at> wrote:
> Hi,
> I am looking for examples of the implementation for 3D registration by
> Roger Woods.
> My problem: how should I start the iteration and how can I calculate
> the next iteration step.
>
> Thanks
> Bita