Subject: Re: Conversion floating point to byte or integer
Posted by Maarten[1] on Thu, 11 Oct 2007 08:05:06 GMT
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On Oct 10, 11:32 pm, go cats <beardown...@gmail.com> wrote:
> Hello Gurus,
>
> I've been trying to write a code to correct imagery data. Original
> imagery data format is byte format.
> Steps for the processing includes reading the original data,
> subtracting dark current, and multiplying calibration coefficients and
> saving the results. The two values; dark current and calibration
> coefficients are given by arrays with floationg point format.
> The code seemes to work without any problem. But in the resulting
> image saved in binary format , numbers higher than 255 store only
> remants of what is subtracted from 256. The reason I want to convert
> to byte is to save some disk space. In the image saved as floating
> point format pixel values look ok.
> Could you give some advice what part of program I have to look at? and
> what causes this problem?

Why bother with dark-current correction and calibration, if you are
destructing the data afterwards by scaling to byte again? I'd suggest
to save as floating point in a format that supports internal
compression (hdf4/hdf5), and play with the compression settings. You'l
still end up with the minimal data set on disk, but you won't
introduce artefacts.

Maarten