Subject: Re: Perimeter or Vertices from the return of search_2D??
Posted by David.Steele on Wed, 15 May 1996 07:00:00 GMT
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In article <Pine.sola.3.91.960514123444.7234C-100000@sparky.ic.sunysb.edu>,
sbarrkum@ic.sunysb.edu says...
>
>
> Has anyone developed some code that would find the perimeter or vertices
> of pixels returned by the search_2d routine. I have done a search on
> Peter Rileys web page using keywords such as "vertices" and "perimeter".
> Only get a procedure that apparently want a inputs of vertices and will
> then compute the perimeter etc. I have not been able to find a routine
> that can find either the vertices or perimeter given a a set of contigous
> pixels (as returned by search_2d).
>
> Any suggestions, algorithms known would be welcome
>
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A suggestion:
If the dimensions of the 2d region to be searched are WxL, try the following.

IDL> s2d_out=SEARCH2D(.....)
IDL> bin=BYTARR(W,L)
IDL> bin(s2d_out)=1
IDL> sbin=(SOBEL(bin) GT 1)
IDL> wedge=WHERE((sbin GT 0) AND (bin GT 0))

Then WEDGE should contain the 1-d subscripts of the pixels on the perimeter of
the region identified by SEARCH2D.

I've tried the above on a simple region with a piecewise linear perimeter, and
it did OK. I hope it helps.

Dave
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