Subject: Re: Chunk Array Decimation
Posted by Keflavich on Mon, 17 Nov 2008 21:40:45 GMT
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Hi IDL group,
I've been using one of the drizzle algorithms posted at David Fanning's site: http://www.dfanning.com/code_tips/drizzling.html (and discussed on this group ~6 years ago) to combine timestream data into maps. It works like a charm, but I need to take it to the next level: cosmic ray removal.
Does anyone know how to implement this algorithm using a median stack of each pixel instead of simply adding / averaging? I'll admit I've been using this code rather blindly - my understanding of the use of all the various indexes is very much incomplete - but it still looks like this line:
vec6[vinds]=vec6[vinds]+total(data[ri1[vec_inds]],2)
means that you can only add to a running total; replacing 'total' in the above statement with 'median' would not work. So, any ideas?

Thanks,
Adam