Subject: Re: Negative Variance?
Posted by anniebryant@gmail.com on Fri, 20 Mar 2009 01:47:47 GMT
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On Mar 19, 4:35 pm, "Jean H." < ighas...@DELTHIS.ucalgary.ANDTHIS.ca>
wrote:
> anniebry...@gmail.com wrote:
>> On Mar 19, 4:08 pm, Paolo <pgri...@gmail.com> wrote:
>>> anniebry...@gmail.com wrote:
>>>> I am using the VARIANCE comand in IDL and am getting negative values.
>>>> The description in the HELP menu for IDL doesn't provide much
>>> information, but from what I know, I thought variance was either an
>>> absolute value or a deviation from a squared number, neither of which
>>> could yield a negative value.
>>>> I am looking at the variance for 2 different bands in an AVIRIS
>>>> image. I use the same .pro, just change the band I am looking at.
>>> The results for Band 1 (lets call it) make sense: all positive
>>> values. For Band 2, I get a lot of negatives.?! How is this
>>> possible.
>>> These are the values for Band 1:
>>>> integer mean
                      std dev
                                 minimum
                                             maximum n elements
                                          9367.0 (160686) =
          2633.3
                    2059.3
                               0.0000
>>>>
>>>> 160686
>>>> These are the values for Band2:
>>>> integer mean
                      std dev
                                 minimum
                                             maximum n elements
          1167.5
                    18269.
                               -32768.
                                          32767. (160686) =
>>>>
>>> 160686
>>> I don't see any variance here. The only negative number is the
>>> minimum.
>>> Ciao.
>>> Paolo
>> Those are the values of the vector AFTER the variance was computed, it
>> should read Variance Band1 and Variance Band2.
 How can you get multiple variances for a band?
> Jean
I created a moving kernel inside which to calculate the variance. So
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I created a moving kernel inside which to calculate the variance. So the question is. What is the variance within a 17pixel x 17pixel moving window. That is what I am calculating the variance for.