
Subject: Measuring sphericity of a set of voxels.
Posted by [cgguido](#) on Fri, 28 Aug 2009 04:32:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does anybody have ideas on how one could determine how close to spherically symmetric a set of voxel intensities are?

The way I see it there are two separate questions:

1. how rotationally symmetric are the brightness values
2. how constant are the values as you get farther from the center

I am most interested in #1. But #2 is cool too!

Was thinking of getting the principal axes and checking how similar they are to each other for Q #1... but I suspect there might be a better way.

This is not strictly an IDL question, but I will be implementing your suggestions in IDL and would appreciate suggestions on the implementation too if you're feeling generous!

Many thanks,
Gianguido
