
Subject: Re: IDL calculating elements in arrays plus there offsets

Posted by [Juggernaut](#) on Mon, 08 Mar 2010 16:56:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mar 8, 11:52 am, jeanh

<jghasb...@DELETETHIS.environmentalmodelers.ANDTHIS.com> wrote:

>> Sorry for impreciseness. I don't seem to be on the ball at all today.
>> Yeah that makes sense, and to answer your questions it is multiple
>> images I am loading into two seperate float arrays thats 122 images
>> for each array, so a grand total of 244 images are being loaded. The
>> idea being to compare the mass amount of images with each other and
>> moving the array around both in the x and y direction until the
>> closest match is found.

>

>> I hope that clears it up for you, as I say I am not really on the ball
>> today.

>

>> Thanks

>> Will

>

> Hi Will,

>

> ok, I get a better idea... do you want to move all your images at the
> same time and do the comparison, or one by one? (i.e., do you want to
> have a shift of let's say 1;5 for the 1st image, and 85,20 for the 2nd
> image, or do you want to move all your images by 2;5?)

>

> Anyways, "shift" is your friend here. Be careful on the edge of the
> images... you might want to remove the edges, as values are wrapped around.

>

> Now, depending on the content of your images, you can do things
> differently... like identifying a region of interest (function region),
> then identify the point of gravity and shift your images accordingly...
> but again, it all depends on the content of the images!

>

> Jean

Sounds like image registration is what you're really looking for...but I could be wrong. There are a number of image registration algorithms out there that work a bit more sophisticatedly to make things a bit easier for you. Look up IDL Fourier Image Registration...a quick algorithm for image registration. Using areas of interest instead of the whole image will generally speed things up and give you the required shifts using the Fourier method unless there are huge shifts in the x and y directions. Hopefully I'm not too far off base for you.

[http://www.utsa.edu/lrsg/Teaching/EES5053-06/project/Cynthia .pdf](http://www.utsa.edu/lrsg/Teaching/EES5053-06/project/Cynthia.pdf)
