Subject: Re: yet another 2d matching question Posted by Gray on Sat, 31 Jul 2010 11:48:12 GMT

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On Jul 31, 7:47 am, Gray <grayliketheco...@gmail.com> wrote:

- > On Jul 30, 6:23 pm, JD Smith <jdtsmith.nos...@yahoo.com> wrote:
- >> Paulo spotted the issue. What determines whether a given point in the
- >> search list "is not matched to a closer point"? Your 1-to-1 match
- >> will be sensitive to the input ordering of the target list. The
- >> intention of match\_radius is to specify the maximum separation beneath
- >> which all matches are "equally good". For example, the statistical
- >> uncertainty in the position itself. Multiple matches would then imply
- >> either is an equally good match. If you still wanted to do this (for
- >> example if you are conducting a match for which sub-match\_distance
- >> separations are still meaningful), it will have to be a pre- or post-
- >> processing step, since all matches are performed in parallel (which is
- >> what gives MATCH\_2D its speed).
- > >> JD

>

- >
- > Hmm... if all matches are equally good within the match\_distance, then
- > how does match\_2d prioritize matches when there is more than one
- > source in list b within the match radius of list a? This could happen
- > when, for example, the positional accuracy of the sources in each list
- > is low, but there is a possible shift (translation+rotation+etc.)
- > between the members of the two lists which necessitates a larger match
- > radius.

I mean the positional accuracy is HIGH. The UNCERTAINTY in the positions is LOW.