Subject: Re: Problems with ERODE and DILATE functions
Posted by James[2] on Tue, 16 Nov 2010 21:44:54 GMT
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On Nov 16, 8:02 am, Oriol Güell Riera <oriolguellri...@gmail.com>
wrote:
> On 16 nov, 16:56, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> Oriol Güell Riera writes:
>>> The problem is that it works fine for small stacks of images but not
>>> for large ones, the pc crashes.
>
>> Yes, and I presume you think it should work for large
>> stacks of images. That's the assumption I think I would
>> focus the investigation on. You assume large stacks
>> are similar to small stacks in all ways except size.
>> Are they? Does your program evolve over time to do
>> something you don't expect it to? Larger stacks
>> mean longer running times. These are just two of
>> the hundred or so theories I could come up with if
>> I had five minutes. You are going to have to play
>> detective this morning. Don't you watch CSI? It's
>> going to be FUN! :-)
>
>> Cheers,
>
>> David
>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:http://www.dfanning.com/
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
> It seems I will have to do become Sherlock Holmes, because when I use
> erode and dilate for the large stack it works fine, the problem is
> that it detects more particles because erode and dilate separate the
> pixels. Due to this, I erase erode and dilate, so I think that the
> only modification in the program is that the pixels are not going to
> get modified, but the rest of the program is exactly the same. The
> thing that makes me go mad is that the program works with erode and
> dilate and it doesn't work when I remove them. It is strange, it
> should work without modifying the image.
> I'll keep investigating.
> Thank you again David,
> Oriol

Can you post the code for the program you're working on? As David says, it sounds like there is some unintended behavior in the program that you're not accounting for.

One thing to consider: DILATE and ERODE are converting your data to Byte type unless you are using both the /GREY and /PRESERVE_TYPE keywords. Perhaps your input data is in a larger type, and when you remove the DILATE/ERODE calls, the data is too large for later stages of processing.
