
Subject: Re: tracking clusters through multiple timesteps
Posted by [David Fanning](#) on Mon, 20 Feb 2012 18:39:03 GMT
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Ian_Ashpole writes:

- > For now i would like to work on an idealised case with no splitting or
- > merging - but where the cloud will move quite a way from its start to
- > finish location. I should specify that i am very much an IDL novice
- > but it seems logical to pass the index given to a cluster of pixels
- > (above a threshold of, say, 250, to filter out noise resulting from
- > the initial flagging stage) at t to an overlapping cluster at t+1.

Yes, I can't tell you how to proceed because too many variables come into play here, but to start with, I'd take a single cloud in the first image and create a "movie" of that cloud moving through space. If the cloud overlaps with *any* pixels in the second image, then I would say those overlapping pixels belong to the "cloud" in the second image. (Maybe if it overlaps more than one cloud, you take the one that has more pixels? Both? Don't know, you will have to decide.) Keep overlapping the last cloud discovered with the next time image. Does the cloud "move" and "change shape" in a reasonable way?

If it does, maybe you are on to something. If it doesn't, well, the fish aren't going anywhere. ;-)

Now, you could do the second cloud, and add this to your movie sequence, etc. Start with a handful of the biggest clouds to see if this works. If they were different colors, you could see the clouds evolving in time as you played your movie.

I'm looking at clouds blowing around outside my window right now. I seriously doubt whether this is going to work very well. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
