

---

Subject: Re: Newbie to IDL needs help :)

Posted by [alchemymetalworks](#) on Fri, 10 May 2013 02:08:53 GMT

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

---

Thanks for the ideas/suggestions. Let me give you a little more detail to see if that helps clear up the confusion. I get in the habit of not really going in-depth on what I do, people's eyes tend to glaze over (but I love my job). I am pretty sure what I'm looking for can be done as I've seen it referenced in several research papers as well as on the ENVI forums, but everyone just refers to 'building the IDL code' for it, nobody 'dumbs it down' so that I can figure the code out...

I am looking to do what could be called a hybrid classification. I use ENVI to evaluate satellite images and classify the land cover that is found in the images (based on vegetation spectral signatures and other factors). However, there are several different algorithms that can be used for the classification, each with certain strengths/weaknesses, so each provides a different final map. One algorithm may be great at one class of land (say, evergreen forest) and suck at another class (say, soybeans) and another algorithm may capture soybeans but not be great at forest, so neither map is as accurate as you would like overall. Hybrid classification processes look at ways to combine the good classes from the different maps generated by different algorithms into another 'final' map that has improved overall accuracy in all the classes. So I'm looking for a way to code the process so that if I tell it which map and which class is 'best' from all my (4) different maps, it builds the final map from those inputs. The final criteria probably isn't worded very well (and may not even be an issue) but since we are talking thousands of pixels each classified independent of the other maps, it is feasible that a pixel could fall in the 'best' class on 2 different maps and I'd need a 'tie breaker'.

I will definatly look into the suggested mask code when I get to work tomorrow, but if this (long winded) explanation helps and/or brings up any other suggestions please let me know.

---