
Subject: Re: Fast local contrast calculations?

Posted by [Moritz Fischer](#) on Thu, 24 Oct 2013 05:33:49 GMT

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

Hi Ken,

my suggestion is to 'align' the tile elements with reform:

```
IDL> t = randomn(1, 6,6)
```

```
IDL> print, t
```

```
IDL> print, max(max( reform( t, 2, 6/2, 2, 6/2 ), D=1),D=2)
```

You could even remove the second max, by using transpose and another reform, but I think transpose will cost you...

Let me know what you end up with!

mo

Am 23.10.2013 20:28, schrieb kagoldberg@lbl.gov:

- > I'm looking for a quick way to calculate local contrast across a
- > (2048,2048) image. The end result could be a 64x64 element array, for
- > example, and that would be fine.
- >
- > Speed-wise, calculating local averages with rebin() are lightning
- > fast. Even median(image,N) is pretty fast. But is there a similar
- > high-speed way to get minimum and maximum values within each 'tile'
- > without having to write a loop? It's as though I need a rebin_min()
- > and rebin_max() where the min and max values are preserved within the
- > sampled output array.
- >
- > I'd love to hear any suggestions. Thanks, Ken
- >