
Subject: Re: Locating SMOOTH in IDL library
Posted by [Sergey Anfinogentov](#) on Wed, 03 Dec 2014 09:38:00 GMT
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They don't use direct convolution
They do something like this code

```
temp = total(x, /CUMULATIVE)  
result = shift(temp,n)- temp
```

The example is 1d, but it is possible to do the same thing in 2d and 3d
