
Subject: Drizzling Algorithms

Posted by [David Fanning](#) on Fri, 26 Sep 2003 12:53:21 GMT

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Folks,

After waking up at 2:30 AM this morning, still lamenting a couple of forehands I'd like to hit over again in the match last night, I decided I'd just do a bit of work. :-(

I've had a couple of things in my Pure Gold pile that I haven't had the time to get to for awhile. Both new articles are taken from extremely interesting IDL newsgroup discussions from a year or so ago.

The first one is concerned with the different values for SIGMA and CHI_SQUARE in various IDL curve fitting routines, and the necessity of weighting your fit if you want to make sense of these values. I thought this was an excellent discussion and one that should be more widely read:

http://www.dfanning.com/math_tips/sigma.html

The second article is another dazzling one anchored by JD about "drizzling" algorithms. No, we are not talking about chocolate sprinkles on ice-cream sundaes. Drizzling algorithms are used in the reconstruction or warping of images from undersampled or dithered data. (I don't know, you'll have to read the article!) It's another can't miss hit for you Histogram fans.

http://www.dfanning.com/code_tips/drizzling.html

I'm going back to bed now and see if I can't put last night's pain out of my mind.

Cheers,

David

P.S. The good news is that I *did* hit a down-the-line backhand that stunned both of us! :-)

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