Subject: Kernels et al
Posted by pravesh.subramanian on Wed, 31 Aug 2005 16:18:44 GMT
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Hello,

This is something from image processing.I know that a guassian 2d kernel is:

G(x, y)= 1/(2* pi * sqr(sd))(Exp(- (sqr(x) + sqr(y))/(2*sqr(sd))

where sd is std deviation

Is this right? How will the IDL Formulation look like? This is an example of gaussian blur, i guess.

Any idea how a hanning kernel looks like?

Thanks,
Pravesh