Subject: kernel convolution?
Posted by adisn123 on Fri, 28 Jul 2006 18:16:58 GMT
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Hello,

I tried FFT(discrete fast fourier transform) on my spcial image and used several different kinds of filtering application.

What I wanted FFT to do was that FFT removes both very low frequency and high frequencies.

I thought if I do this filtering with FFT, that I could get rid of stars in my images, but
actually it turned out to be it does not, but rather reduce the intensity.

In my understanding, it is because FFT does fourier transform pixel by pixel, thus if a star
lies on several pixels, say 5 x 5, FFT of this would give both medium high freuqency around the star
edge and very high frequency at the center of the star. Thus, removing low and high frequencies using filter would reduce the center intensity of the star, but still it would give me the residuals of the star.

So, I'm thinking some other method such as kernel convolution (CONV function in IDL).
I'm not sure how this works exatly. If some one know about this or other possible method that I can choose, please reply me.

Thanks.