Subject: Re: 3D registration
Posted by Anne Martel on Thu, 29 Mar 2007 17:57:22 GMT
View Forum Message <> Reply to Message

I'm not sure that implementing image registration in IDL is a sensible thing to do. I used the Powell minimisation routine once for a 2d registration but it wasn't fast enough and I ended up porting the code to C.
Why not use one of the many existing pieces of code? There are many free registration packages out there including AIR which is Woods' own implementaiton of his algorithm (http://bishopw.loni.ucla.edu/AIR/).
You could probably use spawn or call_external to link this with IDL.
We have used the ITK library and integrated it with IDL - Grace Chen posted a brief description of how to do this on the group a while ago.

Anne

On Mar 29, 7:44 am, "Bita" <rahm...@sbox.tugraz.at> wrote:
> Hi,
> I am looking for examples of the implementation for 3D registration by
> Roger Woods.
> My problem: how should I start the iteration and how can I calculate
> the next iteration step.
>
> Thanks
> Bita

Subject: Re: 3D registration
Posted by Robbie on Thu, 29 Mar 2007 20:48:51 GMT
View Forum Message <> Reply to Message

There is a fusion package available on the ANZSNM website

http://www.anzsnm.org.au/servlet/NM?page=46&name=IDL_Use r_Group

This is a 3D image registration package which includes several different cost functions and minimization methods.

Robbie