## Subject: Re: Smoothing Spline -- any existing efficient routines? Posted by d.poreh on Thu, 12 Aug 2010 13:53:46 GMT

View Forum Message <> Reply to Message

On Aug 12, 6:25 am, "Neil B." <neil.h.bh...@gmail.com> wrote:

> Hi,

>

- > I am trying to find the continuum of various stellar spectra. The
- > noise of these spectra are fairly non-intrusive and there aren't many
- > outliers (spikes due to calibration errors etc.).

>

> The arrays I am working with contain about 40000+ elements.

>

- > I want to essentially turn the spectra into some linear function, so I
- > can remove any curvature in the observed data.

>

- > I know of the procedure Spline\_smooth (http://astro.uni-tuebingen.de/
- > software/idl/astrolib/math/spline\_smooth.html). However, this
- > function as the restriction tag in its header suggests, is extremely
- > slow.... It takes about 40 minutes to process a 1000 element sub-
- > array. The speed issues in this program are due to the fact that it
- > does not use Cholesky Decomposition. Further more, when I try the
- > routine on the 40000 element array I receive an error message that
- > informs me that there are too many elements in the array...

>

> Does anyone know of an efficient version of this routine.

> >

Or is there a better way for determining the continuum of a spectrum?

>

> Thanks very much in advance.

You can use SAVGOL filter for smoothing. It is a built in function and quiet fast.

From help:

The SAVGOL function returns the coefficients of a Savitzky-Golay smoothing filter, which can then be applied using the CONVOL function. The Savitzky-Golay smoothing filter, also known as least squares or DISPO (digital smoothing polynomial), can be used to smooth a noisy signal.

Cheers

Dave

Subject: Re: Smoothing Spline -- any existing efficient routines? Posted by Neil B. on Mon, 16 Aug 2010 17:48:36 GMT

View Forum Message <> Reply to Message

On Aug 12, 9:53 am, Dave Poreh <d.po...@gmail.com> wrote:

```
On Aug 12, 6:25 am, "Neil B." <neil.h.bh...@gmail.com> wrote:
>
>
>> Hi,
>> I am trying to find the continuum of various stellar spectra. The
>> noise of these spectra are fairly non-intrusive and there aren't many
>> outliers (spikes due to calibration errors etc.).
>
   The arrays I am working with contain about 40000+ elements.
>>
>> I want to essentially turn the spectra into some linear function, so I
  can remove any curvature in the observed data.
>> I know of the procedure Spline_smooth (http://astro.uni-tuebingen.de/
>> software/idl/astrolib/math/spline_smooth.html). However, this
>> function as the restriction tag in its header suggests, is extremely
>> slow.... It takes about 40 minutes to process a 1000 element sub-
>> array. The speed issues in this program are due to the fact that it
>> does not use Cholesky Decomposition. Further more, when I try the
>> routine on the 40000 element array I receive an error message that
>> informs me that there are too many elements in the array...
>> Does anyone know of an efficient version of this routine.
>
```

This worked fairly well and ran very quickly. The only issue I found is that it follows the absorptions a little too much. Perhaps this just means I need to find the best parameters...

Thank you very much. This was a very fast routine!

- >> Or is there a better way for determining the continuum of a spectrum?
- >> Thanks very much in advance.
- > You can use SAVGOL filter for smoothing. It is a built in function and > quiet fast.
- > From help:
- > The SAVGOL function returns the coefficients of a Savitzky-Golay
- > smoothing filter, which can then be applied using the CONVOL function.
- > The Savitzky-Golay smoothing filter, also known as least squares or
- > DISPO (digital smoothing polynomial), can be used to smooth a noisy
- > signal.
- > Cheers
- > Dave