
Subject: Re: How would you measure the range of density on a graph using IDL?
Posted by [David Fanning](#) on Fri, 24 Aug 2012 12:49:18 GMT

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jltayles@gmail.com writes:

- > I am working on a project to identify local dwarf galaxies.
- > I was wondering as to how I would go about getting the
- > computer to measure the variation (range) of density
- > from a graph? Any help would be appreciated!

From a graph!? I'd use a flat-bed scanner. If you had data, I'd use a 2D histogram (Hist_2D).

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: How would you measure the range of density on a graph using IDL?
Posted by [Craig Markwardt](#) on Fri, 24 Aug 2012 22:49:16 GMT

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On Friday, August 24, 2012 5:57:48 AM UTC-4, jlt...@gmail.com wrote:

- > I am working on a project to identify local dwarf galaxies. I was wondering as to how I would go about getting the computer to measure the variation (range) of density from a graph? Any help would be appreciated!

>

"Density from a graph" could have so many meanings. Usually a "graph" is something we print on paper, which is why David made his comment about a scanner. Perhaps you meant something else...

Subject: Re: How would you measure the range of density on a graph using IDL?
Posted by [Russell Ryan](#) on Sat, 25 Aug 2012 06:20:07 GMT

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On Friday, August 24, 2012 5:57:48 AM UTC-4, jlt...@gmail.com wrote:

> I am working on a project to identify local dwarf galaxies. I was wondering as to how I would go about getting the computer to measure the variation (range) of density from a graph? Any help would be appreciated!

>

> Cheers.

I highly doubt you'll get any good advice on what algorithm you should use for this. I'll bet good money that there are at least half-a-dozen papers in the literature on detecting local dwarf galaxies. You should find those to get an idea of the algorithm, then ask for help about implementing said algorithm.

Russell
