Subject: Help - generate bell shaped function
Posted by g.nacarts on Fri, 13 Feb 2015 15:42:49 GMT
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Hi

I was wondering if there is any way to create my own bell shape function. I want a function which have a bell shaped but it's pick is not at zero (y=0). I need it to start from zero and stay zero for few points e.g.20 and then starts going up (e.g. pick y=5) and then coming down to zero and stay zero for few points again. Does anyone can help with this?

Subject: Re: Help - generate bell shaped function
Posted by chris_torrence@NOSPAM on Fri, 13 Feb 2015 15:47:35 GMT
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On Friday, February 13, 2015 at 8:42:50 AM UTC-7, g.na...@gmail.com wrote:
> Hi
>
> I was wondering if there is any way to create my own bell shape function. I want a function which have a bell shaped but it's pick is not at zero (y=0). I need it to start from zero and stay zero for few points e.g.20 and then starts going up (e.g. pick y=5) and then coming down to zero and stay zero for few points again. Does anyone can help with this?

exp(-(y-5)^2) ?

Subject: Re: Help - generate bell shaped function
Posted by g.nacarts on Fri, 13 Feb 2015 16:10:56 GMT
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the peak of that function it's at 1 (i.e. y=1). I need it to be higher like 5 or 6

Subject: Re: Help - generate bell shaped function
Posted by Matthew Argall on Fri, 13 Feb 2015 16:16:39 GMT
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On Friday, February 13, 2015 at 11:10:58 AM UTC-5, g.na...@gmail.com wrote:
> the peak of that function it's at 1 (i.e. y=1). I need it to be higher like 5 or 6

http://en.wikipedia.org/wiki/Gaussian_function

Play with the values of a, b, and c to see how the function behaves.

Subject: Re: Help - generate bell shaped function
Posted by chris_torrence@NOSPAM on Fri, 13 Feb 2015 17:10:19 GMT
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On Friday, February 13, 2015 at 9:10:58 AM UTC-7, g.na...@gmail.com wrote:
> the peak of that function it's at 1 (i.e. y=1). I need it to be higher like 5 or 6

Ah, "peak", not "pick"... Try multiplying by 5?
-C

Subject: Re: Help - generate bell shaped function
Posted by g.nacarts on Sat, 14 Feb 2015 13:19:22 GMT
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On Friday, 13 February 2015 19:10:20 UTC+2, Chris Torrence wrote:
> On Friday, February 13, 2015 at 9:10:58 AM UTC-7, g.na...@gmail.com wrote:
>> the peak of that function it's at 1 (i.e. y=1). I need it to be higher like 5 or 6
>
> Ah, "peak", not "pick"... Try multiplying by 5?
> -C

yeah, it works like this. There is any way to make make it zero only in the one side and very close to zero (but not zero) in the other? or it's too difficult? :)

Subject: Re: Help - generate bell shaped function
Posted by chris_torrence@NOSPAM on Sun, 15 Feb 2015 16:29:12 GMT
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On Saturday, February 14, 2015 at 6:19:23 AM UTC-7, g.na...@gmail.com wrote:
> On Friday, 13 February 2015 19:10:20 UTC+2, Chris Torrence wrote:
>> On Friday, February 13, 2015 at 9:10:58 AM UTC-7, g.na...@gmail.com wrote:
>>> the peak of that function it's at 1 (i.e. y=1). I need it to be higher like 5 or 6
>>
>> Ah, "peak", not "pick"... Try multiplying by 5?
>> -C
>
> yeah, it works like this. There is any way to make make it zero only in the one side and very close to zero (but not zero) in the other? or it's too difficult? :)

Hi, yes, there is an easy way to do this. However, I suggest that you read the IDL online help, and play around with your equation. It's better to learn how to do these things yourself, instead of relying on the newsgroup. "Give a man a fish..."
Cheers,
Chris
