
Subject: coherence.pro re-re-post (ignore previous re-post)
Posted by [Dick Jackson](#) on Thu, 13 May 1999 07:00:00 GMT
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(now attaching it *after* changing the Windows settings... sorry, folks!)

Hi again,

eddie haskell wrote:

```
>  
> Dick,  
> [...]  
> As an aside, I had a difficult time extracting the code you attached to  
> your post. It could easily be my news reader but if others are using  
> similar readers and you have other options for attachments, ...
```

Thanks for letting me know (*blush!*). If this attachment works better, then my lesson for the day is that in Windows File Types Options panel (accessible in Windows Explorer/View/Options...) the IDL source file should have Content Type (MIME): text/plain. Thanks to Dave Foster (who knows how to attach a file!) for the good example.

Cheers,

--

-Dick

Dick Jackson Fanning Software Consulting, Canadian Office
djackson@dfanning.com Calgary, Alberta Voice/Fax: (403) 242-7398
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
FUNCTION coherence, array, width

```
:: Returns 'coherence' matrix from 2D input array.  
:: Each element in the result is the Std. Dev. of the  
:: 'width' x 'width'-pixel neighborhood from the original image.
```

```
:: Dick Jackson, Fanning Software Consulting  
:: djackson@dfanning.com
```

```
size = Size(array, /Dimensions)  
IF N_Elements(size) NE 2 THEN $  
  Message, 'Input array must be 2-dimensional.'  
nx = size[0]  
ny = size[1]  
IF nx LT 3 OR ny LT 3 THEN $  
  Message, 'Input array must have at least 3 rows and 3 columns.'
```

```
IF N_Elements(width) EQ 0 THEN width = 3
```

```
; Make Sum-of-X array (sx) where each element contains the sum of
; values from the neighborhood of the original array.
```

```
kernel = Replicate(1, width, width) ; kernel for convolution to simply
; sum all values with equal weight
sx = Convolve(Float(array), kernel)
```

```
; Make Sum-of-X-squared array (sx2) where each element contains the sum of
; *squared* values from the neighborhood of the original array.
```

```
sx2 = Convolve(array ^ 2.0, kernel)
```

```
; Calculate, for each pixel, the standard deviation of the set of
; the neighborhood values:
; SD = Sqrt((Sum(X^2) - (Sum(X)^2 / n)) / (n-1))
```

```
n = width ^ 2.0
```

```
Return, Sqrt((sx2 - (sx^2 / n)) / (n-1))
```

```
END ;; coherence
```

File Attachments

1) [coherence.pro](#), downloaded 116 times

Subject: Re: coherence.pro re-re-post (ignore previous re-post)

Posted by [eddie haskell](#) on Tue, 18 May 1999 07:00:00 GMT

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Dick Jackson wrote:

> (now attaching it *after* changing the Windows settings...

Third time's a charm! ;-)

Cheers,
eddie

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\      A G Edward Haskell
\      Center for Coastal Physical Oceanography
\      Old Dominion University, Norfolk VA 23529
\      Voice 757.683.4816 Fax 757.683.5550
\      e-mail haskell*ccpo.odu.edu
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```
