
Subject: Re: Interpolation on a sphere

Posted by [cooper](#) on Sun, 09 Oct 1994 12:53:48 GMT

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> In article <373pgv\$gv@danberg.llnl.gov>, dan@danberg.llnl.gov (Dan Bergmann) writes:

> |>

> |> Using [simple interpolation], a data value at longitude=0 latitude=89

> |> will have very little influence on the interpolated value at

> |> longitude=180 latitude=89,

> |> but in reality, these points are right next to each other.

How about copying data near longitudes 0 and 360 (or 180 E and

180 W, of course) to "ghost" zones `_above_ 360` and `_below_ 0`?

That is, map longitude = 0-2 (or whatever) onto longitude 360-362,

and 358-360 onto (-2)-0. Then interpolate as usual; then strip

off the ghost zones before using the result.

It isn't a pretty solution, but I thought it might work...

Glenn Cooper
