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