Subject: Re: interpolation question
Posted by peter.albert@gmx.de on Thu, 20 Apr 2006 15:47:39 GMT

Hi Chen,

if your input array is 2D, things are a bit more tricky. By brue force,
you have to calculate all differencences between all grod points and
all "nearest neighbour" points, which, given sufficiently large arrays,
is either very slow or very memory consuing, or both. But luckily,
astronomers seem to have a need for this, therefore it's all done,
after a discussion in this group, David has provided two routines and
the way how to get there at

http://www.dfanning.com/code_tips/slowloops.html

Regards,

   Peter