Subject: Re: Algorithm for lat/lon searching
Posted by news.qwest.net on Fri, 18 Aug 2006 19:17:01 GMT
View Forum Message <> Reply to Message

"JD Smith" <jdsmith@as.arizona.edu> wrote in message
news:pan.2006.08.18.17.54.28.887505@as.arizona.edu...
> On Fri, 18 Aug 2006 10:50:56 -0400, Paul van Delst wrote:
..
> Here's a simple notion:
>
> Why not develop a "whole earth grid" in whatever binning and projection is
> useful (an equal area projection comes to mind), run all your land points
> (only) through HIST_ND, store the resulting REVERSE_INDICES, and then, for
> a given lat/lon, look up its position in the multi-dimensional reverse
> index vector, and read out the emissivity data points.

That is a good solution, and one that I have employed in the past.
I would just point out that it gives a square of data (or in general
rectangle
in lat and lon), so some points along the diagonal are farther away than
others.
If you want to get a constant radius disk, you will have to calculate
distances
(perhaps something like what I suggested in my other post).

Having said that I doubt that it would make much of a difference, and I
would
go with the square grid approach.

Cheers,
bob