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Subject: interpolation problem

Posted by [russ\[1\]](#) on Mon, 21 Apr 2008 11:09:54 GMT

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Hi

I am trying to interpolate a quite sparse irregular set of data points onto a regular world grid at 0.25 degrees resolution. I have tried using griddata in its simplest form (inverse distance) but I am getting results that I don't believe. I seem to have areas around my data points that have been interpolated, but regions quite a distance from the nearest point seem to be some washed out version of the whole array (the data is something like temperature, where I expect Siberia to be very cold, but there are few weather stations there and the result for Siberia looks more like the world average even though the nearest statyions are very cold).

Any ideas?

Thanks

Russ

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