Subject: interpolation problems in 2d and/or 3d space

Posted by Baikal on Thu, 05 Jun 2008 01:44:39 GMT

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Hi Folks,

One of funny and fundamental problems in interpolation business are as
follows;
In dealing with random walk problems such as oil spill particle
tracking, we encounter randomly distributed particles on 2-D and 3-D
space which are transpoted with ambient velocity defined by well-
gridded and/or random grid (such as moving finite element node) so
that I need to interpolate the velocities at current random points.

I like to have a smooth flow field for these randomly moving
particles. Does anybody have a smart idea for this type of
interpolation?

Cheers