Subject: interpolate with missing values
Posted by natha on Fri, 15 Jul 2011 19:08:44 GMT

Hi IDLers,

I would like to have a 2D interpolation routine to do the same as
INTERPOLATE but taking in account missing values.
What I am doing right now is setting the missing values to !NAN and
then I use INTERPOLATE. When the routine wants to interpolate a point
surrounded by 4 points, it uses bilinear interpolation and if one of
them is !NAN then it returns !NAN.

In this same example (1 point = !NAN) I would like to compute the
interpolation using some kind of triangulation using the 3 finite and
valid points.
I don't really know if this way to proceed is correct and what I
should do to interpolate, for example, a point surrounded by 2 missing
values and 2 valid points.

Does all of this make sense to you ? Did you ever try to do something
similar ?

Suggestions, examples or comments are really appreciated. Thank you in
advance,
nata