Subject: Re: How to speed up KRIG2D by 30x
Posted by timothyja123 on Mon, 14 Oct 2013 23:47:51 GMT

On Sunday, October 13, 2013 2:28:39 AM UTC+11, David Fanning wrote:
> Fast Kriging may have saved the day in a map warping problem I've been
>
> working on. This is really, really great! Thanks for being all over
>
> this, and thanks to Michele for solving the original problem.

Thanks to the power of Open Source.