
Subject: Re: More Kriging Problems

Posted by [David Fanning](#) on Thu, 17 Oct 2013 13:24:36 GMT

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David Fanning writes:

> There are a couple of other differences (which may explain the time
> difference). cgKrig2D preserves the grid size of the original data set,
> while the original Krig2D code and the Krig2D_Fast code default to their
> regular 26x26 size grid. (Humm, if this is true, then if I make the grid
> 31x31 then cgKrig2D should be slower than Krig2D_Fast, and this in fact
> happens.)
>
> Elapsed Time: 5.616000 ; Original Krig2D code
> Elapsed Time: 2.137000 ; cgKrig2D
> Elapsed Time: 2.106000 ; Krig2D_Fast
>
> Also, now the original Krig2D routine produces a CRAZY surface! Not at
> all like the original surface. This wasn't happening last night, but you
> know how things get when it is late in the day and you have been working
> 12 hours straight trying to make sense of things. All kinds of
> strangeness sets in. Anyway, based on today's tests, I wouldn't use the
> original Krig2D routine.

Well, HERE is an interesting thing!

Just for the hell of it, I changed the number in my test program to 26,
to make a 26x26 array. I wanted to see if cgKrig2D and Krig2D_Fast would
be exactly the same speed in that case. In fact, they are, pretty much:

```
Elapsed Time: 2.482000 ; Original Krig2D code
Elapsed Time: 0.708000 ; cgKrig2D
Elapsed Time: 0.710000 ; Krig2D_Fast
```

But, the interesting thing here is that NOW the surface plot of the
original Krig2D plot is NORMAL!!!! Not crazy at all. Apparently, this
code only goes crazy if there is a mismatch between the input data size
and the output data size. Who woulda known! ;-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
