
Subject: Bug in Trigrd ?

Posted by [hahn](#) on Fri, 25 Mar 1994 02:55:02 GMT

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I found some erroneous data being generated on the boundary by trigrd when interpolating x,y,z triplets into a matrix.

The problem depends on the system you run IDL on:

When you run the following program on a rs6000 or a pc you get incorrect results while running on a sun you get correct results. The problem occurs with version 3.1 and 3.5.1 of IDL (I don't have access to older version).

I assume that triangulate/trigrd is used very much I wonder if there is a bug in IDL or in my program:

```
pro ttrig
x = findgen(30) ; generate some artifical data to show problem
y = x
Z = x # y + 200 ; matrix to plot as reference.
```

```
surface, z, zrange=[ 0, 1000 ]
```

```
; Now pick 30 values randomly choosen to feed into trigrd
```

```
seed = 12345
i = 30 * randomu ( seed, 30 )
j = 30 * randomu ( seed, 30 )
a = x(i)
b = y(j)
c = a * b + 200
```

```
triangulate, a, b, tr
```

```
zmat = trigrd ( a, b, c, tr )
```

```
; zmat should be very close the the original matrix Z above
; or am I missing something ???
```

```
window, 1 ; open another window for a-b comparison
```

```
surface, zmat, zrange=[ 0, 1000 ] ; qed
```

```
end
```

Subject: Re: Bug in Trigrd ?

Posted by [manizade](#) on Mon, 28 Mar 1994 15:48:33 GMT

I have noticed another sort of unattractive behavior in trigrd. Given an input set of points, I asked it to perform a linear interpolation. The interpolation produced values that were outside of the range of the input data. The magnitude of the discrepancy increased as the number of points in the output grid was increased.

I posted the details months ago, and got a resoundingly silent response. I don't use trigrd because I don't trust what it is doing. I am considering writing my own routine to do trigrd's job.

I would be thankful if anyone has details on the method that trigrd is trying to implement. Sources of information on the general topic of gridding/interpolation of random data would also be of interest.

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