Subject: interpolation for resizing Posted by bryan.s.hong on Tue, 02 Dec 2008 22:29:39 GMT View Forum Message <> Reply to Message

I have a 100 X 100 spatial image to be resized to 1000\*1000.

The data of this image is surface temperature and includes some part of ocean.

Because I want to exclude data of ocean area during interpolation, I'm trying to resize it using "interpolate".

But I cannot understand the IDL help pages for the 'interpolate'.

Could anyone help me with a simple command line for this job? Thanks.

- Bryan

Subject: Re: interpolation for resizing Posted by Jean H. on Fri, 05 Dec 2008 16:04:50 GMT

View Forum Message <> Reply to Message

- > I guess you didn't read my question properly (although I maybe didn't
- > have to ask it in this thread to avoid this, but I didn't want to make
- > a new thread because of David's post several days ago). I'm not trying
- > to resize anything. I just want the -999 or NaN (I make them with!
- > Values.F\_NAN option btw.) values to have a value in the b array that
- > is calculated by interpolation (for instance: the IDW of the
- > surroundig pixels in a 3x3 window).

>

- > So sorry for the mixup and thanks if you guys still feel like finding
- > a solution for this.

Hi,

ah, now you give more information... a 3\*3 window, and IDW... well, the "do it yourself" solution is the easiest... You can put that in a function or else.

pro test\_interpol

```
nx=10

ny=10

data = findgen(nx,ny)

data[2,2] = !VALUES.F_NAN

data[6,6] = !VALUES.F_NAN

;print,data

badldx = where(finite(data) eq 0, countBad)
```

print, 'Bad index: ', badldx

```
;badNeighbors = rebin(badldx, 8 ,countBad)
 badNeighbors = transpose(rebin(badIdx, countBad,8))
 :Get the index of the cells in the Moore neighborhood of each bad
;pixel (you deal with the pixels on the border...)
 badNeighbors[0,*] -= 1
 badNeighbors[1,*] += 1
 badNeighbors[2,*] -= nx
 badNeighbors[3,*] -= nx-1
 badNeighbors[4,*] -= nx+1
 badNeighbors[5,*] += nx
 badNeighbors[6,*] += nx-1
 badNeighbors[7,*] += nx+1
 print, 'Neighbors of bad index: ',badNeighbors
 goodValue = (data[badNeighbors[0,*]] + data[badNeighbors[1,*]] +$
data[badNeighbors[2,*]] + data[badNeighbors[3,*]]+$
data[badNeighbors[4,*]] + data[badNeighbors[5,*]] +$
data[badNeighbors[6,*]] +data[badNeighbors[7,*]])/8
;Adjuste the equation yourself.
 print, 'Interpolated values: ', goodValue
 data[badldx] = goodValue
 print, 'The new data: ', data
end
Jean
```

Subject: Re: interpolation for resizing Posted by ben.bighair on Sun, 07 Dec 2008 16:57:20 GMT View Forum Message <> Reply to Message

On Dec 5, 11:04 am, "Jean H." <jghas...@DELTHIS.ucalgary.ANDTHIS.ca> wrote:

>> I guess you didn't read my question properly (although I maybe didn't >> have to ask it in this thread to avoid this, but I didn't want to make >> a new thread because of David's post several days ago). I'm not trying >> to resize anything. I just want the -999 or NaN (I make them with! >> Values.F\_NAN option btw.) values to have a value in the b array that >> is calculated by interpolation (for instance: the IDW of the >> surroundig pixels in a 3x3 window). >

>> So sorry for the mixup and thanks if you guys still feel like finding

```
>> a solution for this.
>
> Hi,
> ah, now you give more information... a 3*3 window, and IDW... well, the
> "do it yourself" solution is the easiest... You can put that in a
> function or else.
Hi,
```

I am not sure if I am following this new twist (isn't IDW a type of root beer?) I should point out that IDL's built in GRIDDATA routine will accept polygonal breaks in interpolation (such as a polygon describing the break between land and water). I have found that it works well even if it is a pain to develop the polygons. That might be just what you are looking for. It is worth getting over the hump to learn the ins-and-outs of GRIDDATA if you will be doing this kind of thing often.

Cheers, Ben