Subject: gridded interpolation

Posted by g.nacarts on Tue, 03 Jun 2014 09:52:09 GMT

View Forum Message <> Reply to Message

Hello

I used the INTERPOLATE()function to perform interpolation to my data. Now, I want to change it and I was trying to find out any function that performs cubic spline interpolation or any other kind of interpolation because I want to compare my results using two or either three interpolation techniques.

My code is like this:

DxNEW = INTERPOLATE(Dx, x, y/GRID)

If anyone knows any other interpolation technique available in IDL I would be very grateful.

Regards Gina

Subject: Re: gridded interpolation

Posted by Fabzi on Tue, 03 Jun 2014 10:31:50 GMT

View Forum Message <> Reply to Message

Hi,

you should have a look at griddata:

http://www.exelisvis.de/docs/GRIDDATA.html

cheers

Subject: Re: gridded interpolation

Posted by lecacheux.alain on Tue, 03 Jun 2014 11:12:28 GMT

View Forum Message <> Reply to Message

On Tuesday, June 3, 2014 11:52:09 AM UTC+2, g.na...@gmail.com wrote:

- > Hello
- >
- >

> I used the INTERPOLATE()function to perform interpolation to my data. Now, I want to change it and I was trying to find out any function that performs cubic spline interpolation or any other kind of interpolation because I want to compare my results using two or either three interpolation techniques.

You can do cubic interpolation by still using the INTERPOLATE function and CUBIC keyword. alx.

Subject: Re: gridded interpolation

Posted by g.nacarts on Tue, 03 Jun 2014 13:23:00 GMT

View Forum Message <> Reply to Message

Thank you very much.

Subject: Re: gridded interpolation

Posted by g.nacarts on Tue, 03 Jun 2014 13:37:47 GMT

View Forum Message <> Reply to Message

What about the SPL\_INTERP function. Does anyone use it before?

Subject: Re: gridded interpolation

Posted by Craig Markwardt on Fri, 06 Jun 2014 03:42:53 GMT

View Forum Message <> Reply to Message

On Tuesday, June 3, 2014 9:37:47 AM UTC-4, g.na...@gmail.com wrote:

> What about the SPL\_INTERP function. Does anyone use it before?

SPL\_INTERP is great for 1D data. It's what I normally use for smooth interpolation. You have to use SPL\_INIT first to initialize some variables.