Spatial interpolation (2/2): kriging

GEO1015 Digital terrain modelling

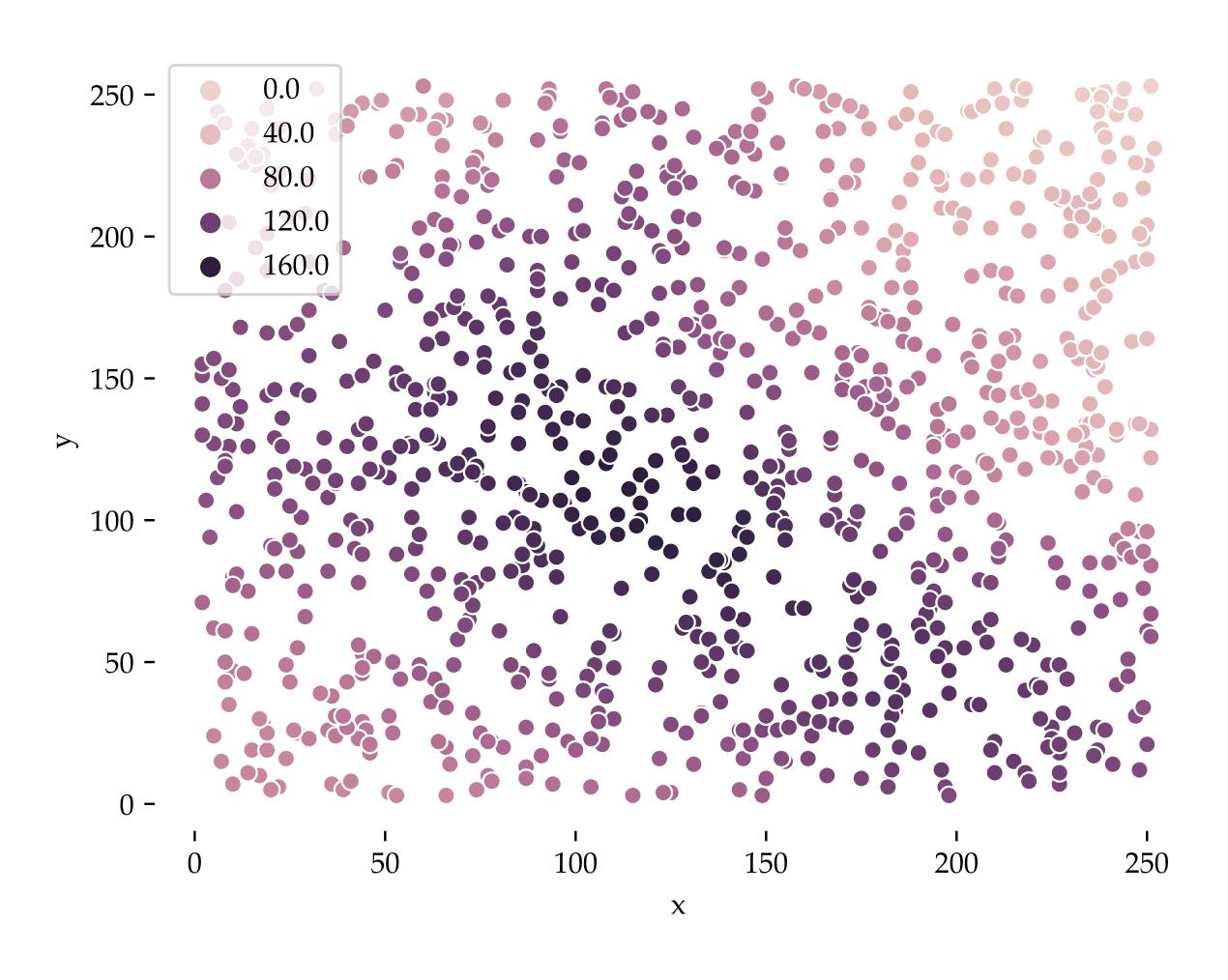
https://3d.bk.tudelft.nl/courses/geo1015



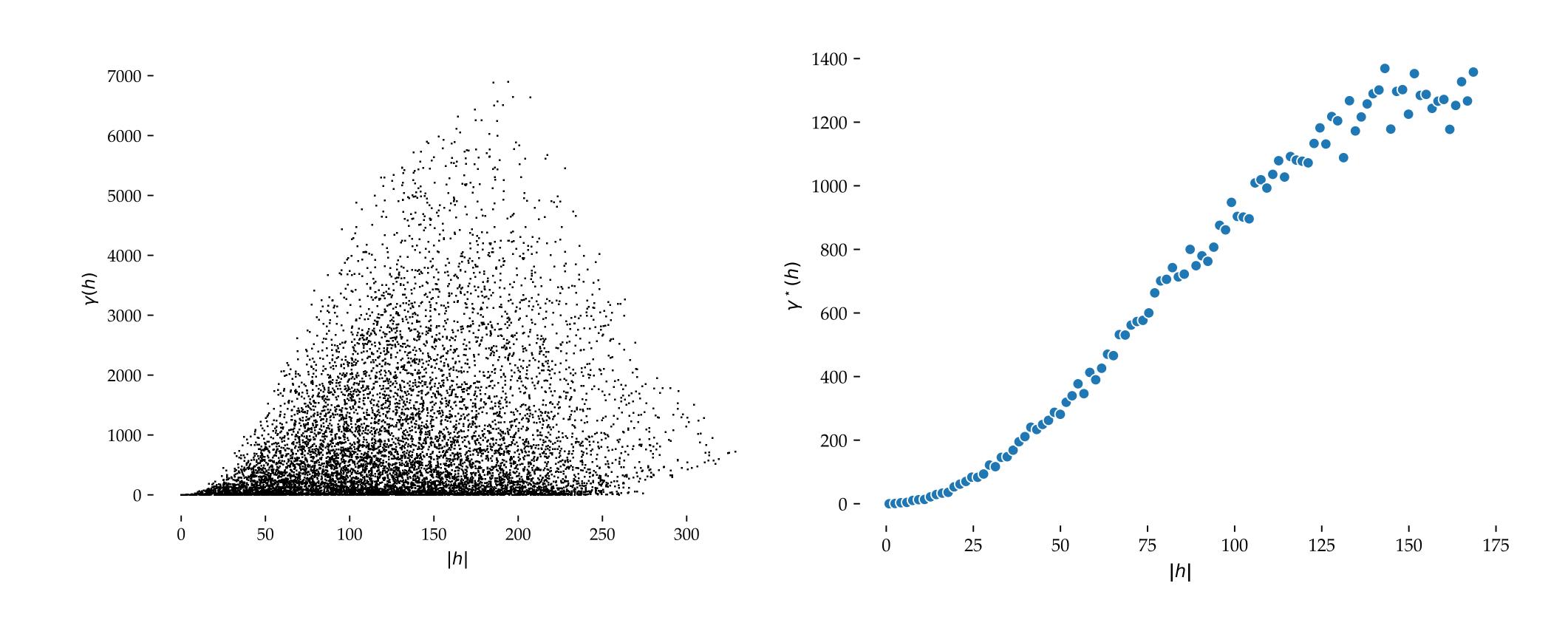
In short

- Weighted average interpolation method...
- where the weights are based on the spatial correlation between the points...
- which is given by a custom geostatistical model for each dataset...
- which can be created using a variogram.

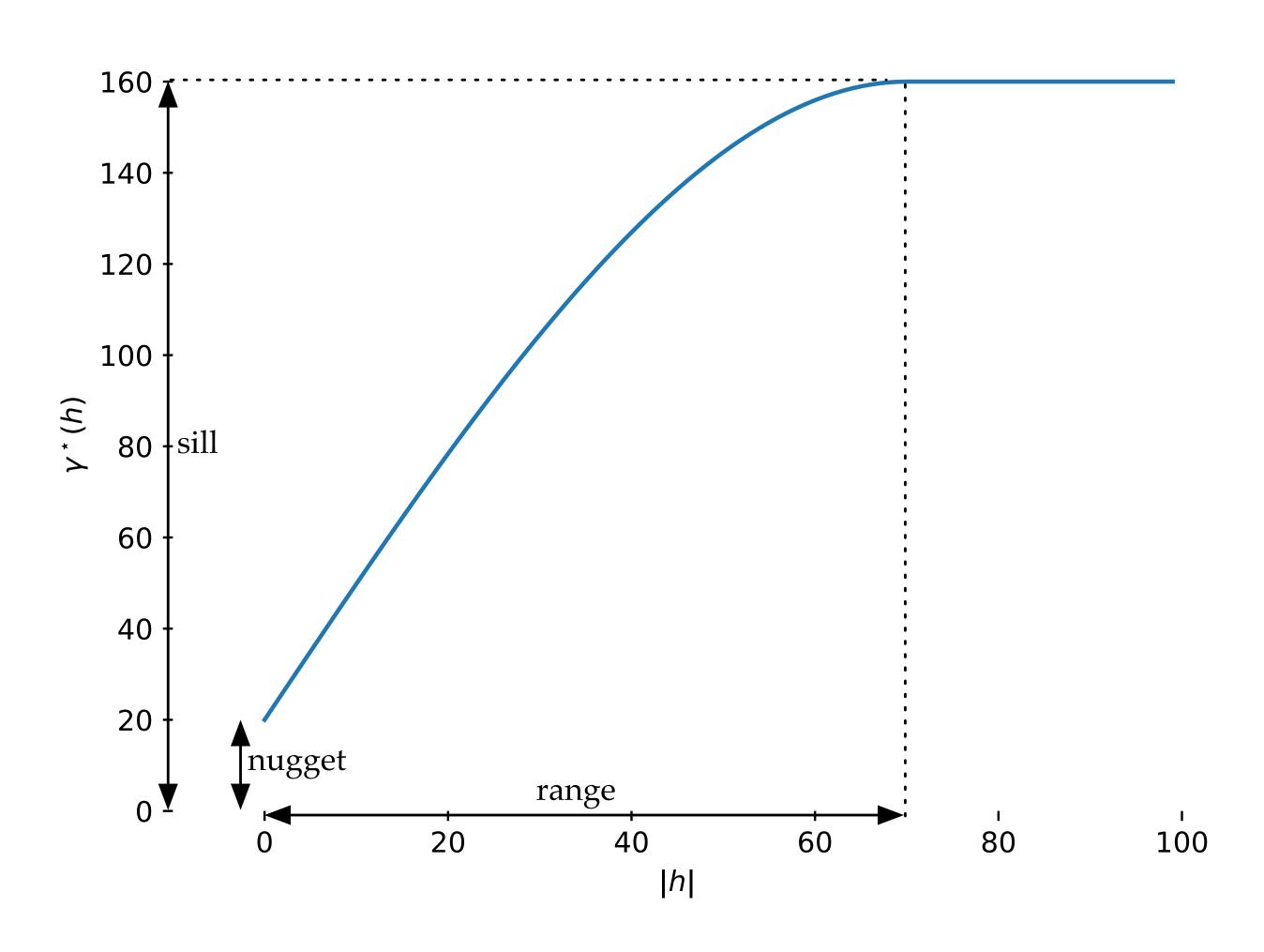
Start



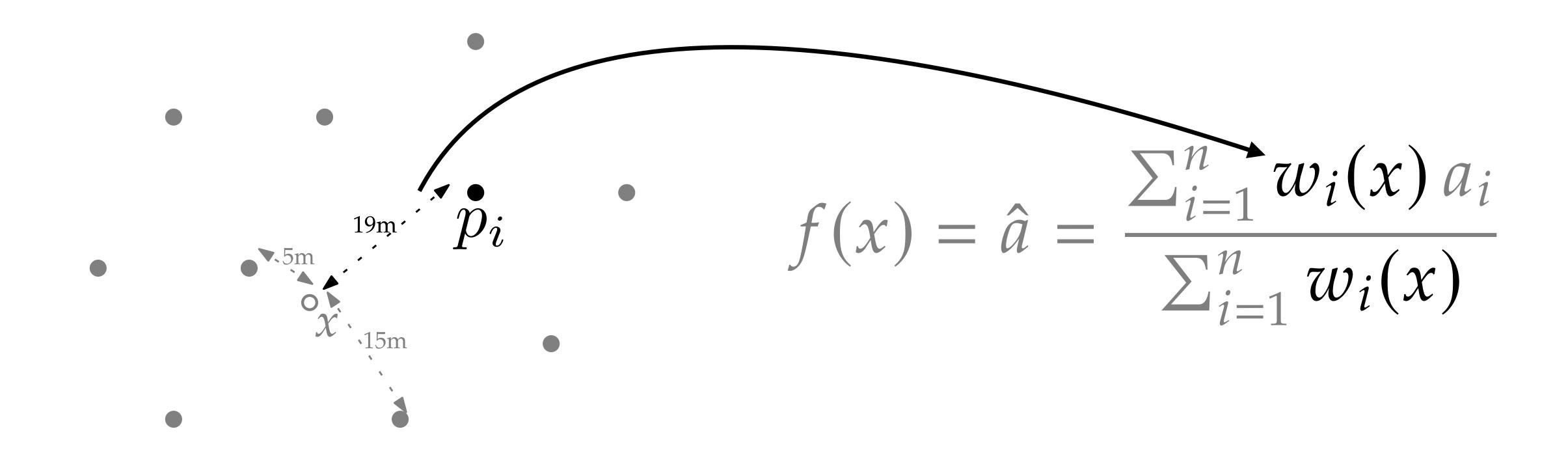
Variogram



Geostatistical model



Spatial correlation



Weighted average method

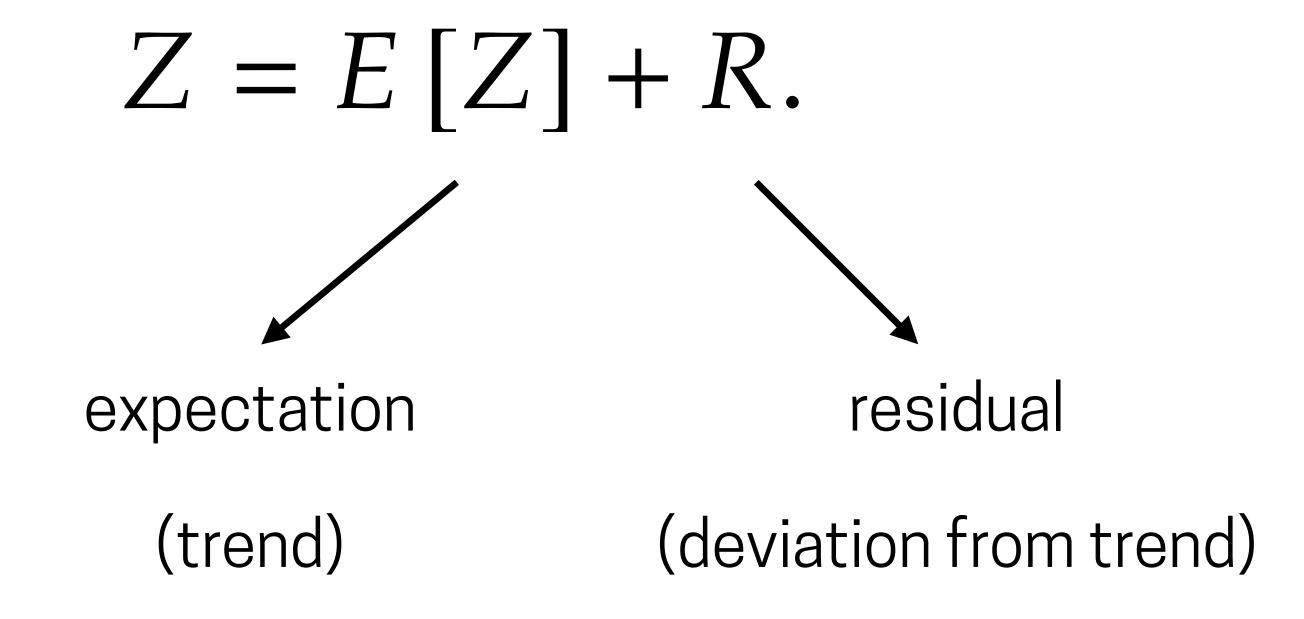
$$f(x) = \hat{a} = \frac{\sum_{i=1}^{n} w_i(x) a_i}{\sum_{i=1}^{n} w_i(x)}$$

Differences with other methods

- Model correlation based on specific characteristics of each dataset
- Mathematically minimises interpolation error
- Handles complex data with noise, irregular point spacing or regular patterns

Kriging basics

geostatistical model



Kriging basics

geostatistical model

$$Z = E\left[Z\right] + R.$$
 known value local mean simple kriging ordinary kriging

kriging in practice (pyinterpolate)

What is pyinterpolate?

- Python library for geostatistics
- IDW, simple kriging and ordinary kriging among others
- Various operations on variograms

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