SEEK - Bug #1730

ENM IID - Regridding (Resampling) of layer grid information

10/22/2004 10:00 AM - Dan Higgins

Status:	Resolved	**Start date:**	10/22/2004
Priority:	Normal	**Due date:**	
Assignee:	Dan Higgins	**% Done:**	0%
Category:	beam	**Estimated time:**	0.00 hour
Target version:	Unspecified	**Spent time:**	0.00 hour
Bugzilla-Id:	1730		

Description

It is assumed that all the input layer data have been converted to a standard ascii grid format; i.e. equally spaced (in lat/long spaced) with ascii space delimited values (integers or fp?). This incluce some grid values marked as having 'missing data'.
Example Header:
ncols 720
nrows 360
xllcorner -180.0
yllcorner -90
cellsize 0.5
NODATA_value -9999

All environment layers input to GARP must have the same resolution. We thus need an actor which will regrid the raster to specified grid spacing (so that grids match for all layers)

Responsible Party: Jianting?

Related issues:

Blocked by SEEK - Bug #1724: ENM II - Prepare Spatial Layers for GARP layer i...	**In Progress**	**10/22/2004**

History

#1 - 10/22/2004 12:23 PM - Dan Higgins

Note on terminology:
In grass, there is a raster operation called 'r.resampling'. When the resolution of a raster changes from lower to higher resolution, the high resolution cells are assigned the same values as the cell within which they are located. In going from high to lower resolution, the lower resolution cell is assigned the value of the higher resolution cell nearest to its center. Thus 'resampling' always assigns existing grid values to new grid positions. This process is primarily meant to be used for categorical grid data. If the grid represents continuous data, then one of several other raster algorithns which interpolate values to the new locations is usually used. (Dan Higgins)

#2 - 08/17/2005 12:00 PM - Dan Higgins

carried out at in GridRescaler actor

#3 - 03/27/2013 02:18 PM - Redmine Admin

Original Bugzilla ID was 1730