

Spatial interpolation and kriging

EDS 222

Tamma Carleton

Fall 2021

Announcements/check-in

- Final projects guidelines

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- **Change in office hours** for week of 11/15 to Thursday 11/18 1:30pm-2:30pm

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- **No class** 11/11; **remote class** 11/23, **no class** 11/25
- Final project presentations: 12/2 9:30-10:45am (Bren Hall 1414); 12/7 8-10:30am (Bren Hall 1424)
 - You will *randomly* be assigned a slot (slots announced 11/24)

Today

Refresher: types of spatial data

Points, vector, raster/field, dynamic raster/field

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A common challenge: spatial interpolation

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Kriging: a powerful form of interpolation

Variogram, kriging

Types of spatial data

Spatial data

Spatial Data can generally split into:

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Examples : Elevation. Temperature. Wind direction.

Spatial data

Q: Is there a *best* data type to represent objects or fields?

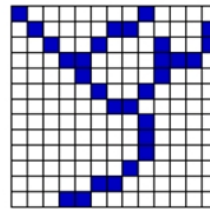
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A: Usually, but it depends.



Vector

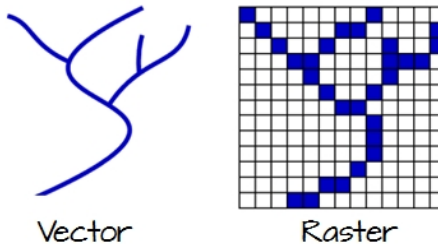


Raster

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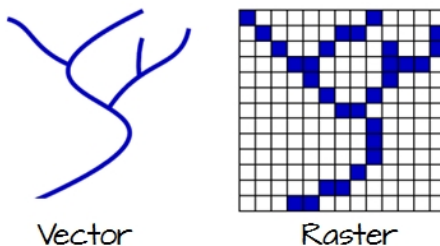


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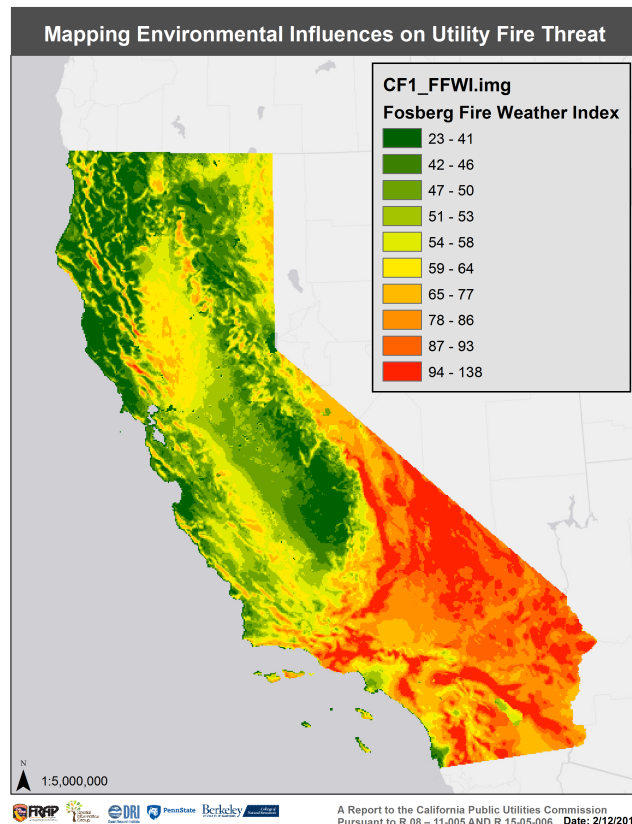


- Usually it will be easier to represent **objects** with **vector data** and **fields** with **raster** data, but ultimately this depends on what analysis you want to run
- Luckily, `R` makes it easy to switch back and forth (but we need to be careful and intentional when transforming!)

Spatial interpolation

Spatial interpolation

In environmental data science, we are **often interested in modeling fields**



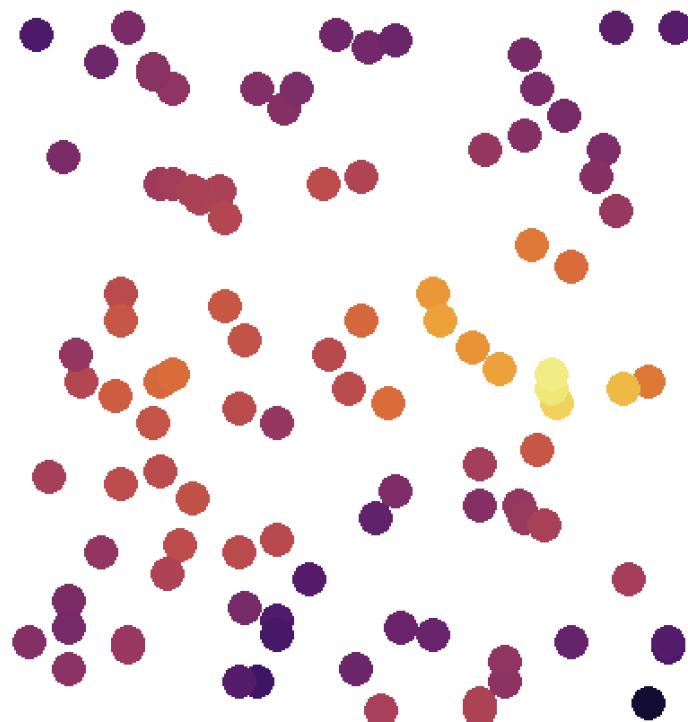
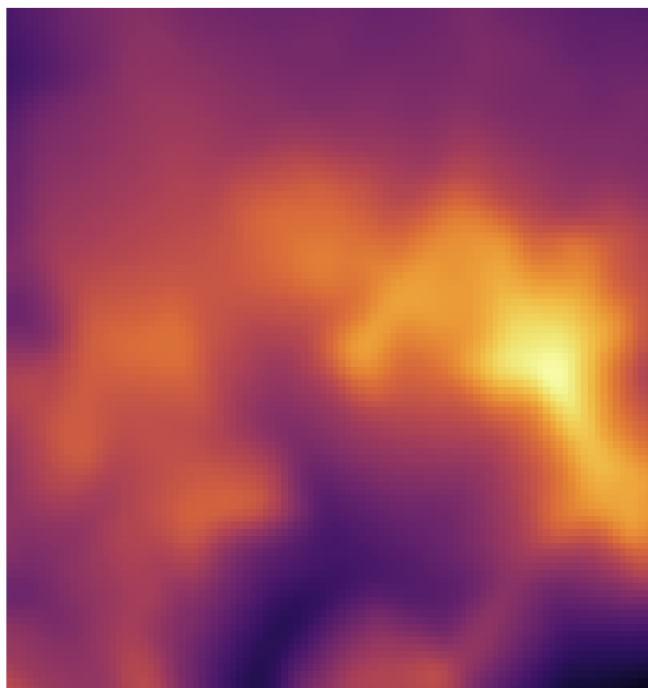
Spatial interpolation

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Spatial interpolation

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That means we only have data from a *sample*, not a census of the *population*



Spatial interpolation

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Definition:

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For example:

- Predicting "gold grades" across South Africa using a few borehole samples (the problem of Daniel *Krige*!)
- Predicting depth to groundwater across California using monitoring wells
- Predicting air pollution across China using monitoring stations

Spatial interpolation in math

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Spatial interpolation aims to predict $Z(x_0)$ using a linear combination of the values in the sampled locations:

$$\hat{Z}(x_0) = \sum_{i=1}^m \lambda_i Z(x_i)$$

where λ_i are weights applied to each sampled location.

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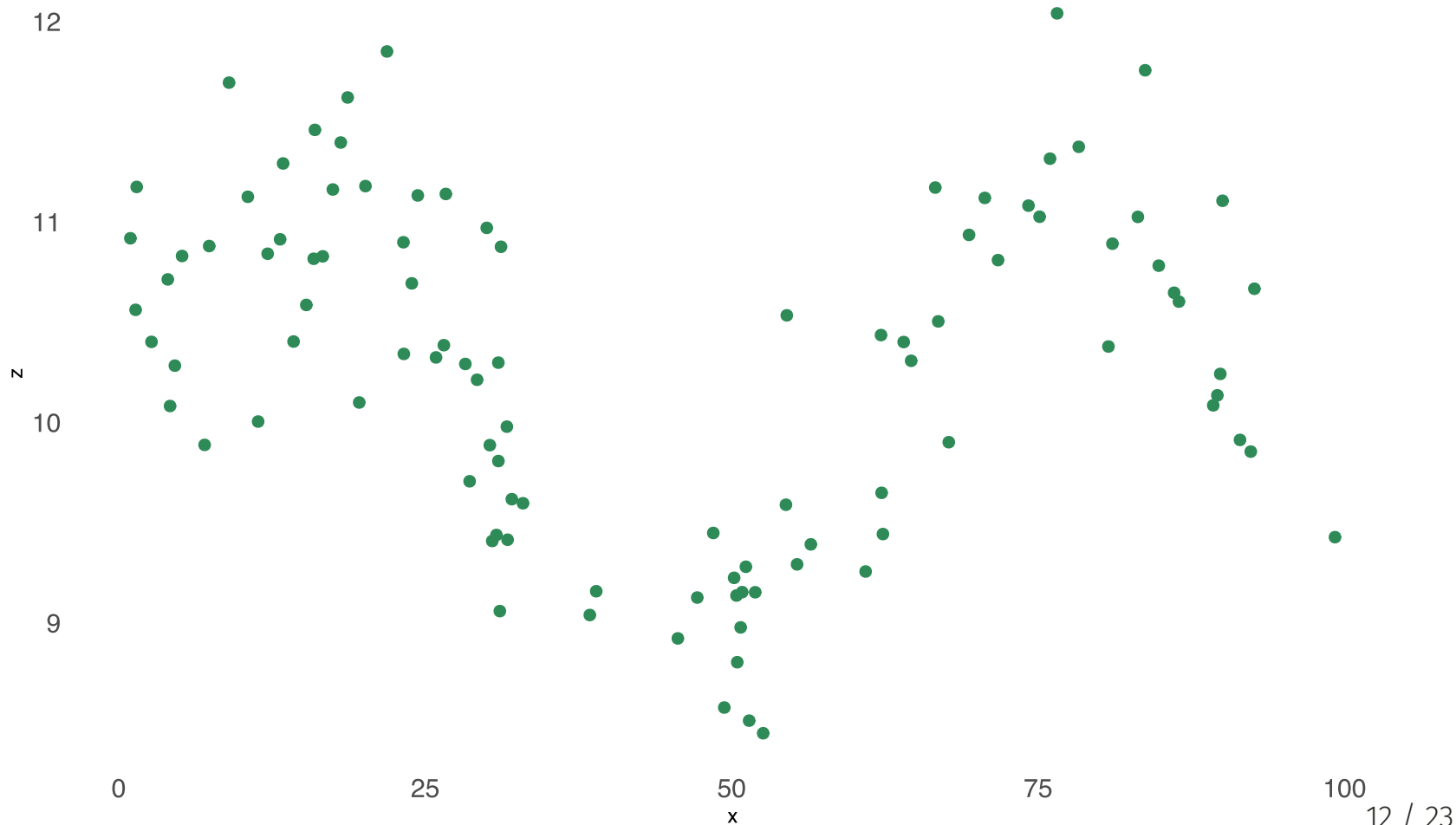
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- All spatial interpolation methods assume or derive a set of λ 's to compute \hat{Z} 's

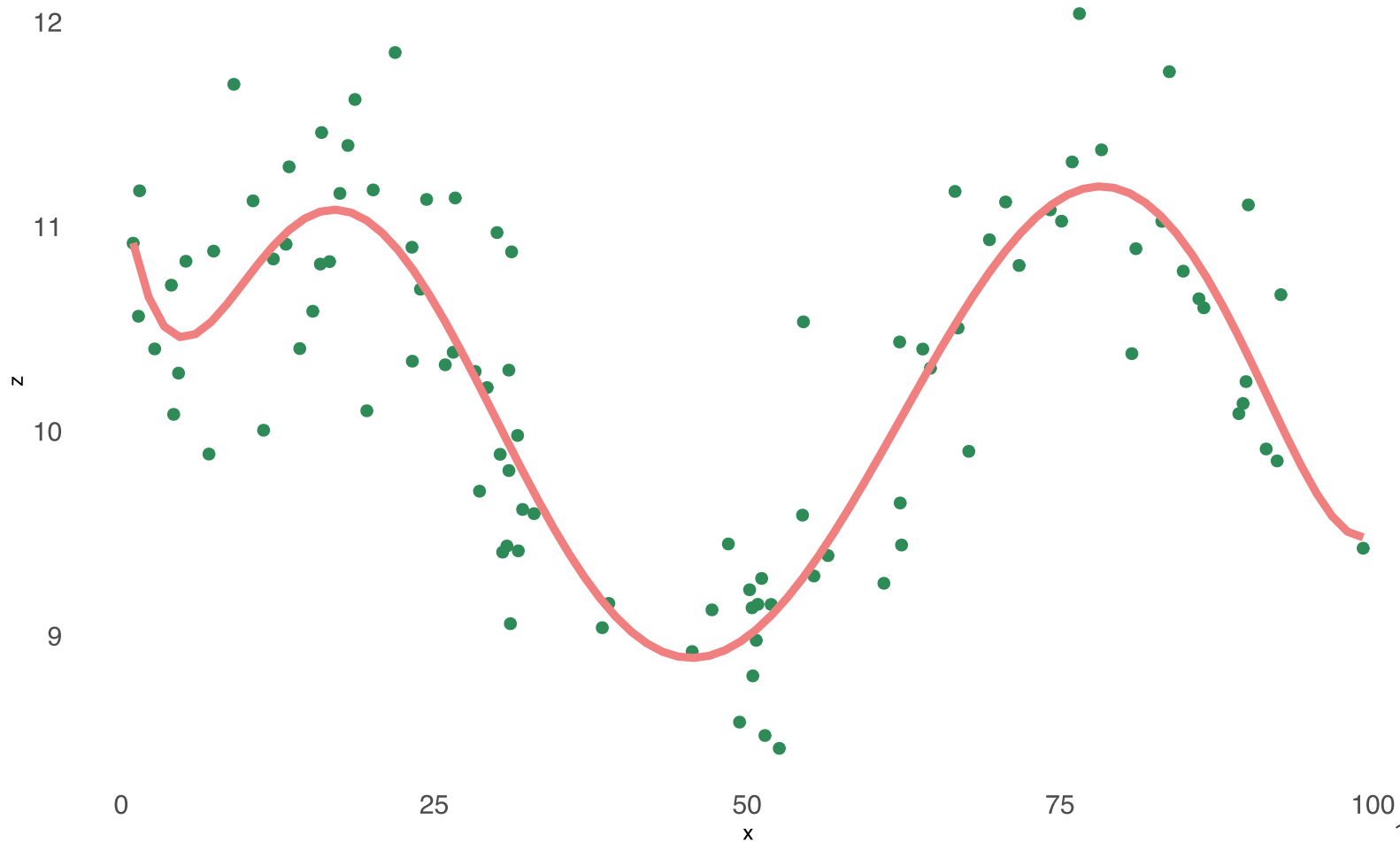
Interpolation in one dimension

Consider one-dimensional space where values y depend on location x



Interpolation in one dimension

Consider one-dimensional space where values z depend on location x



Interpolation in two dimensions

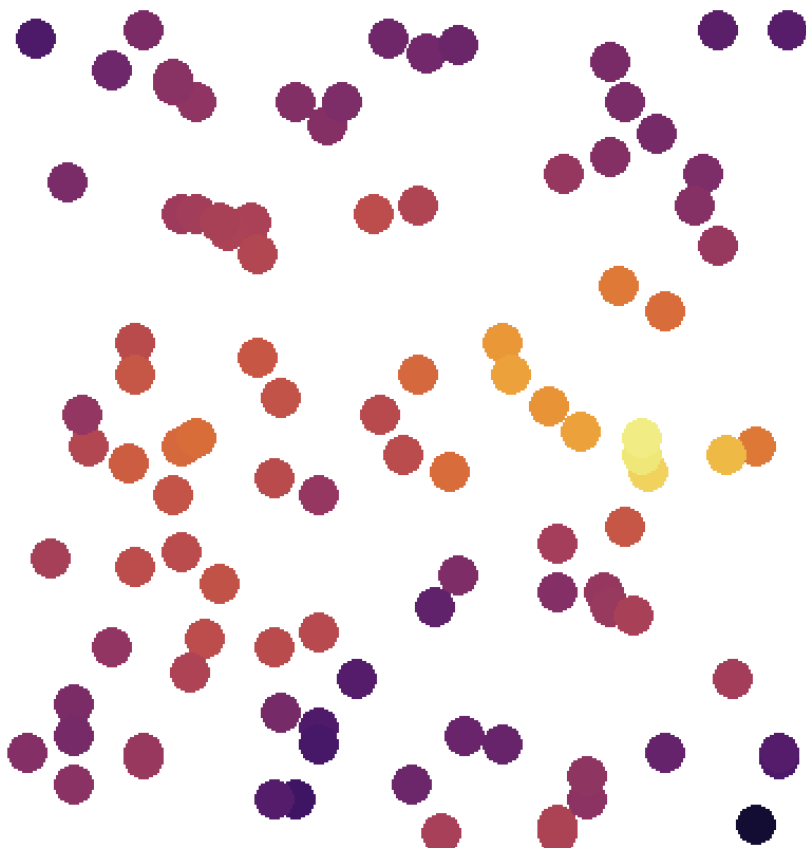
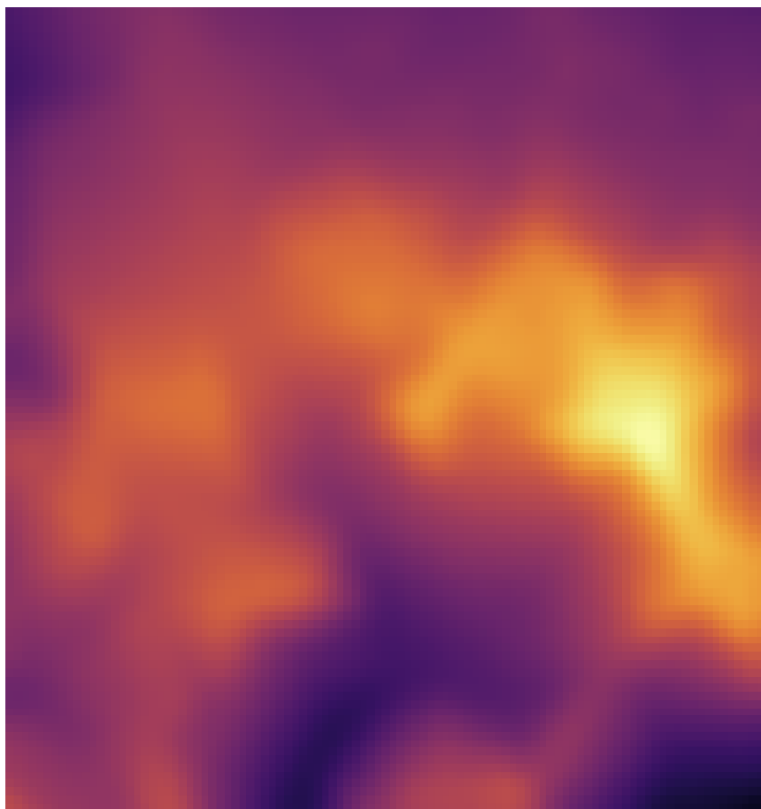
Often we have data for an outcome z observed in 2-D space: $z(x, y)$

[Draw it!]

Interpolation in two dimensions

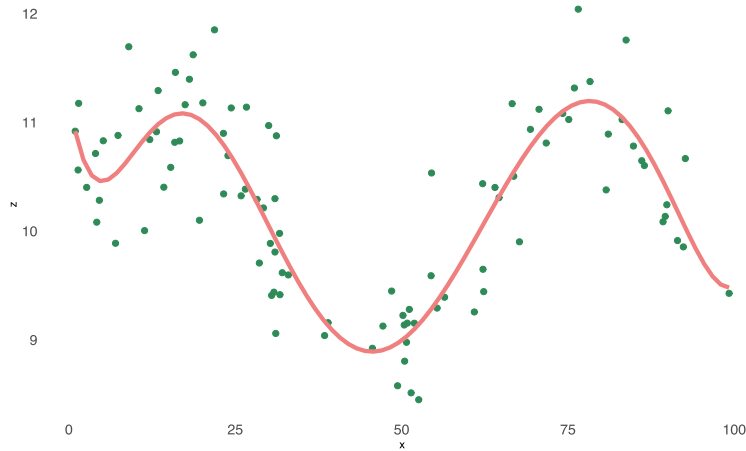
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Interpolation methods

Polynomial regression



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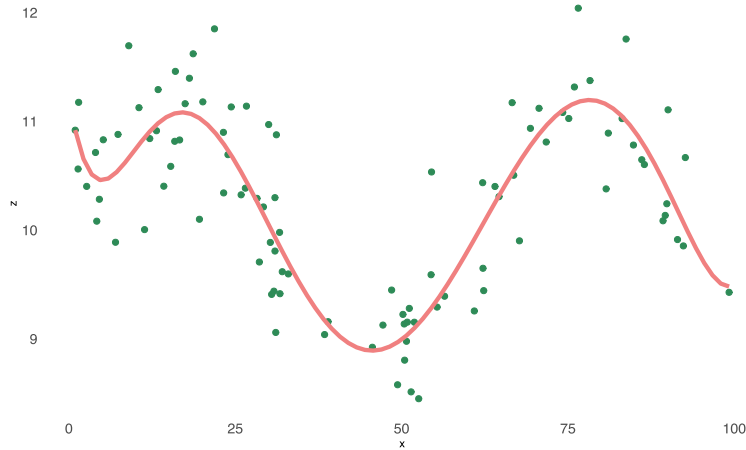
$$\hat{Z}(x_0) = \hat{\beta}_0 + \hat{\beta}_1 x_0 + \hat{\beta}_2 x_0^2 + \dots + \hat{\beta}^p x_0^p$$

- In two-dimensional space with (x_0, y_0) the unknown value:

$$\hat{Z}(x_0, y_0) = \hat{\beta}_0 + \hat{\beta}_1 x_0 + \hat{\beta}_2 y_0 + \hat{\beta}_3 x_0 y_0$$

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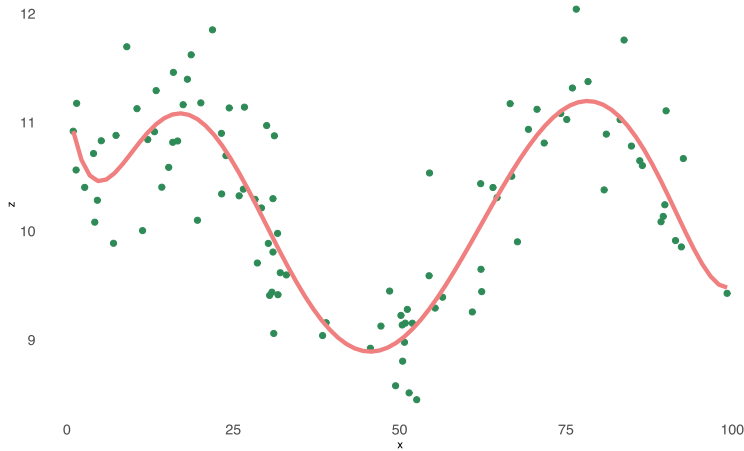
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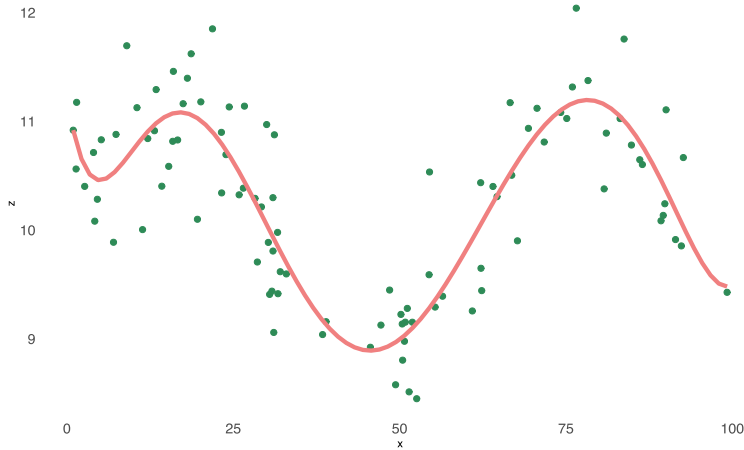
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Exact: Predicts a value identical to the measured value.

Inexact: Does *not* predict a value identical to the measured value.

Polynomial regression interpolation

This is just **multiple linear regression** using spatial information as the independent variable

```
mod = lm(z~poly(x,8))  
predictions = augment(mod)$fitted
```

Interpolation methods

Nearest Neighbors (NN)

Interpolation methods

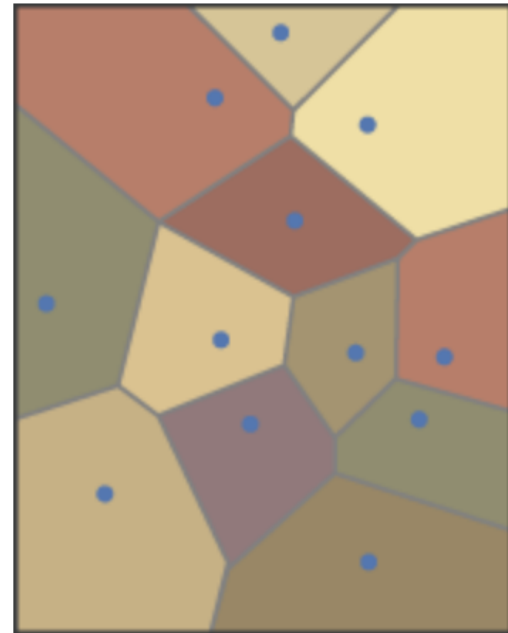
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Interpolation methods

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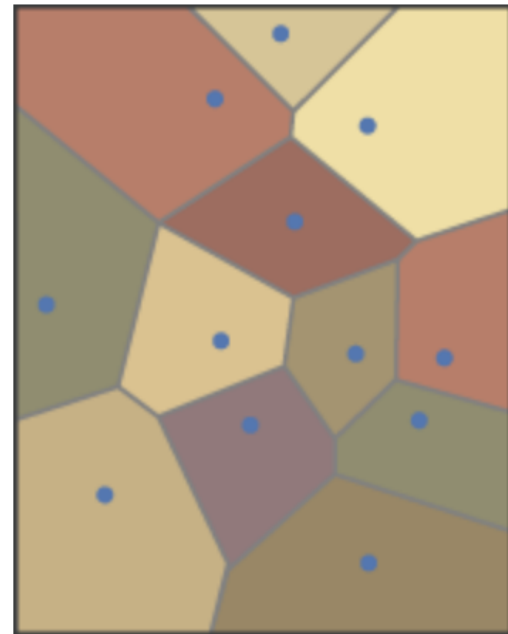
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Interpolation methods

Nearest Neighbors (NN)

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- Creates what are called "Theissen Polygons", which allocate space to the nearest sampled point

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- Helpful tutorial [here](#)

Interpolation methods

Inverse distance weighting

Basic idea: weights are a decreasing function of distance from x_0 to x_i

$$\hat{Z}(x_0) = \sum_{i=1}^m \frac{Z(x_i) \text{Dist}(x_i, x_0)^{-p}}{\sum_{i=1}^m \text{Dist}(x_i, x_0)^{-p}}$$

Equivalently:

$$\lambda_i^{IDW} = \frac{1/\text{Dist}(x_i, x_0)^p}{\sum_{i=1}^m 1/\text{Dist}(x_i, x_0)^p}$$

where p is the "power parameter" determining how fast the weight declines as the distance between the points grows larger

Interpolation methods

Inverse distance weighting

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- **Cons:** Difficult/computationally intensive (you need to compute distances for *all* pairs of points in the region!), all sampled observations influence $\hat{Z}(x_0)$, have to choose p somehow

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```
library(phylin)
idw(values, coords, grid, method = "Shepard", p = 2, R = 2, N = 15,
     distFUN = geo.dist, ... )
```

- Note the `method` argument: "Shepard" follows the math on the previous slide
- Note the `p` argument: Need to specify power parameter

Interpolation methods

There are many more!

- Piecewise linear interpolation / Delany triangulation
- Local polynomial regression
- Radial basis function (RBF)
- Kriging (of many forms)
- Many new machine-learning based methods
- Learn more in [Li and Heap \(2014\)](#)

Enter: Kriging

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Why?

- It is *flexible* (i.e., less researcher decisions, more data-driven)
- Under certain assumptions it is the "best linear unbiased estimate" (sound like OLS yet??)
- You can recover an estimate *and* a standard error (i.e., it is *stochastic*)

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We will study **kriging** and its implementation in `R` in the next lecture and lab

Slides created via the R package **xaringan**.