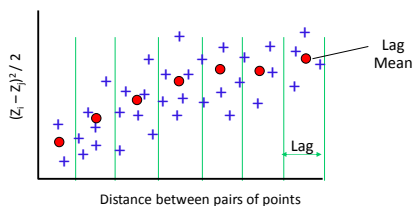


Spatial Interpolation & Geostatistics



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Tobler's Law

- “All places are related, but nearby places are related more than distant places”
 - Corollary: fields vary smoothly, slowly and show strong “spatial autocorrelation” – attribute(s) and location are strongly correlated $z_i = f(x_i, y_i)$

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Spatial Interpolation

- Determination of unknown values or attributes on the basis of values nearby

- Used for data that define continuous fields
 - E.g. temperature, rainfall, elevation, concentrations
 - Contouring, raster resampling are applications already discussed

Spatial Interpolation = Spatial Prediction

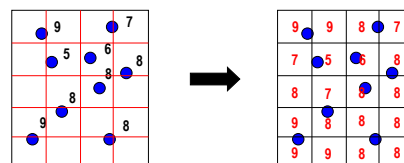
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Spatial Interpolation

- E.g. Interpolate between variably spaced data to create uniform grid of values



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Interpolation Methods

- All address the meaning of “near” in Tobler’s law differently
 - How does space make a difference?
 - Statistical mean not best predictor if Tobler’s law is true

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Interpolation methods

- Inverse Distance Weighting (IDW)
 - Assumes influence of adjacent points decreases with distance

$$z_0 = \frac{\sum_{i=1}^n w_i z_i}{\sum_{i=1}^n w_i}$$

Where: z_0 = value of estimation point

z_i = value of neighboring point

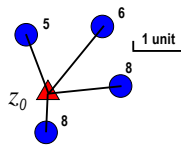
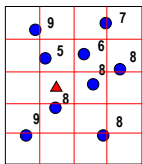
w_i = weighting factor; e.g. = $1/(\text{distance from neighbor})^2$

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Inverse Distance Weighting



On basis of four nearest neighbors:

$$z_0 = (8/(1)^2 + 8/(2)^2 + 6/(2.5)^2 + 5/(2)^2)/(1.66)$$

$$z_0 = (8.0 + 2.0 + 0.96 + 1.25)/(1.66) = 7.36$$

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I.D.W.

- Unknown value is the average of the observed values, weighted by inverse of distance, squared
 - Distance to point doubles, weight decreases by factor of 4
- Can alter IDW by:
 - Alter number of closest points
 - Choose points by distance/search radius
 - Weight be directional sectors
 - Alter distance weighting; e.g. cube instead of square

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I.D.W. Characteristics

- Is an *exact method* of interpolation – will return a *measured value* when applied to measured point.
 - Will not generate smoothness or account for trends, unlike methods that are “*inexact*”
- Weights never negative → interpolated values can never be less than smallest z or greater than largest z . “Peaks” and “pits” will never be represented.

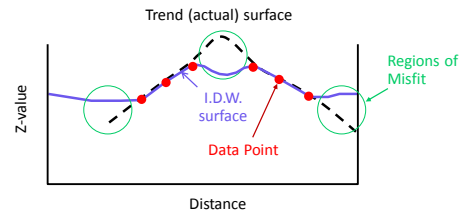
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I.D.W. Characteristics

- No peaks or pits possible; interpolated values must lie within range of known values



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Interpolation Methods

- IDW is inappropriate for values that don't decrease as a function of distance (e.g. topography)
- Other deterministic techniques:
 - Spline
 - Trend

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Exact Methods - Spline

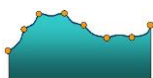
- Fit *minimum curvature* surface through observation points; interpolate value from surface
- Good for gently varying surfaces
 - E.g. topography, water table heights
- Not good for fitting large changes over short distances
- Surface is allowed to exceed highest and be less than lowest measured values

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Exact Methods: IDW vs. Spline



IDW:

(images from ArcGIS 9.2 Help files)

- No predicted highs or lows above max. or min. values
- No smoothing; surface can be rough



Spline:

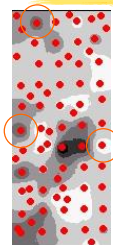
- Minimum curvature result good for producing smooth surfaces
- Can't predict large changes over short distances

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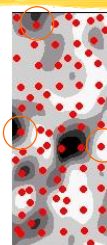
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Comparisons-IDW vs. Spline



IDW, 6 nearest, contoured for 6 classes



Spline, contoured for same 6 classes

- Note smoothing of Spline – less “spikey”
- IDW contours less continuous, fewer inferred maxima and minima

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Inexact (Approximate) Methods

- Trend surface – curve fitting by least squares regression
- Kriging – weight by distance, consider trends in data

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Approximate Methods - Trend

- Fits a polynomial to input points using least squares regression.
- Resulting surfaces minimize variance w.r.t. input values, i.e. sum of difference between actual and estimated values for all inputs is minimized.
- Surface rarely goes through actual points
- Surface may be based on all data (“Global” fit) or small neighborhoods of data (“Local” fits).

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Trend Surfaces

Equations are either:

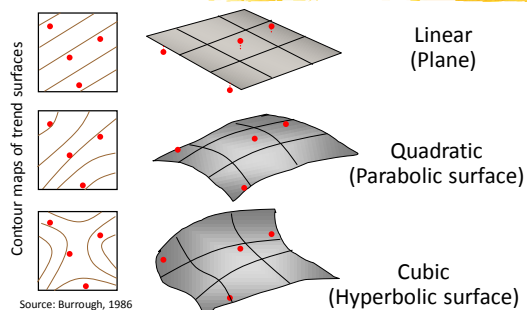
- Linear – 1st Order: *fit a plane*
 - $Z = a + bX + cY$
 - Quadratic – 2nd Order: *fit a plane with one bend- parabolic*
 - $Z = (\text{1st Order}) + dX^2 + eXY + fY^2$
 - Cubic – 3rd Order: *fit a plane with 2 bends-hyperbolic*
 - $Z = (\text{2nd Order}) + gX^3 + hX^2Y + iXY^2 + Y^3$
- Where:
 a, b, c, d, etc. = constants derived from solution of simultaneous equations
 X, Y = geographic coordinates

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Trend Surfaces – “Global Fitting”



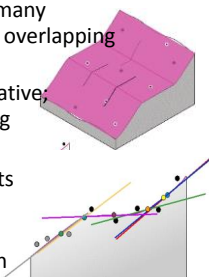
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Trend Surfaces – Local fitting

- ❖ Local Polynomial interpolation fits many polynomials, each within specified, overlapping “neighborhoods”.
- ❖ Neighborhood surface fitting is iterative; final solution is based on minimizing RMS error
- ❖ Final surface is composed of best fits to all neighborhoods
- ❖ Can be accomplished with tool in ESRI Geostatistical Analyst extension

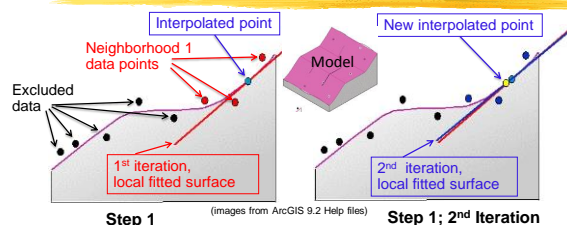


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Trend Surfaces – Local fitting



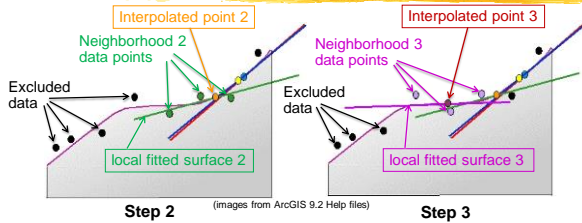
- ❖ 2-D profile view of a model surface
 - Neighborhood 1 points (red) are being fit to a plane by iteration (2 steps are shown) and an interpolated point is being created

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Trend Surfaces – Local fitting 2



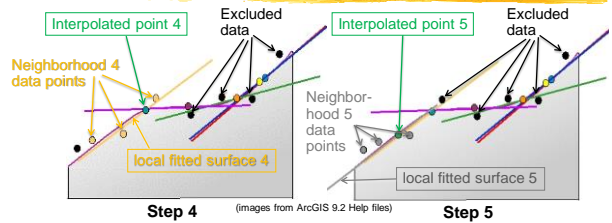
- ❖ Model surface generated by many local fits
 - Note that several neighborhoods share some of the same data points: neighborhoods overlap

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Trend Surfaces – Local fitting 3



- ❖ Five different polynomials generate five local fits; in this example all are 1st Order.

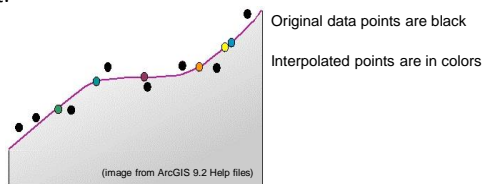
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Trend Surfaces – Local fitting 4

□ Result:



- ❖ Note that model surface (purple) passes through interpolated points, not measured data points.

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Why Trend, Spline or IDW Surfaces?

- No strong reason to assume that z correlated with x , y in these simple ways
- Fitted surface doesn't pass through all points in Trend
- Data aren't used to help select model
- → Exploratory, *deterministic* techniques, but theoretically weak

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Deterministic vs. Geostatistical Models

- Deterministic: purely a function of distance
 - No associated uncertainties are used or derived
 - E.g. IDW, Trend, Spline
- Geostatistical: based on statistical properties
 - Uncertainties incorporated and provided as a result
 - Kriging

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Approximate Methods - Kriging

- Kriging
 - Another inverse distance method
 - Considers distance, cluster and spatial covariance (autocorrelation) – look for patterns in data
 - Fit function to selected points; look at correlation, covariance and/or other statistical parameters to arrive at weights – interactive process
 - Good for data that are spatially or directionally correlated (e.g. element concentrations)

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Kriging

- Look for patterns over distances, then apply weights accordingly.
- Steps:
 - 1) Make a description of the spatial variation of the data - *variogram*
 - 2) Summarize variation by a function
 - 3) Use this model to determine interpolation weights

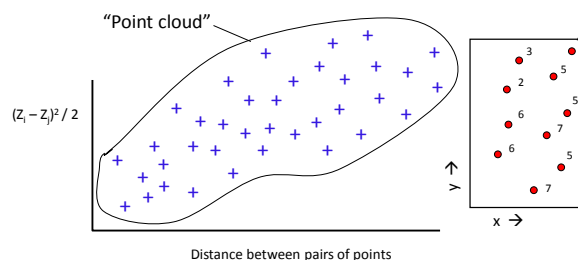
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Kriging – Step 1

- Describe spatial variation with *Semivariogram*



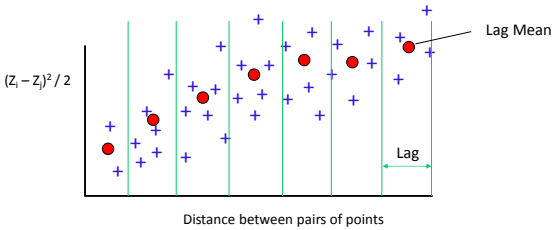
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Kriging – Step 1

- Divide range into series of “lags” (“buckets”, “bins”)
- Find mean values of lags



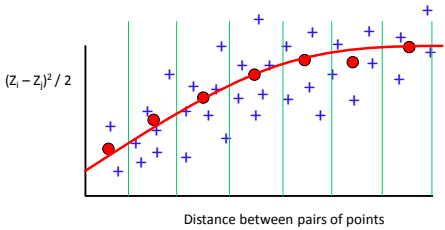
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Kriging – Step 2

- Summarize spatial variation with a function
 - Several choices possible; curve fitting defines different types of Kriging (circular, spherical, exponential, gaussian, etc.)



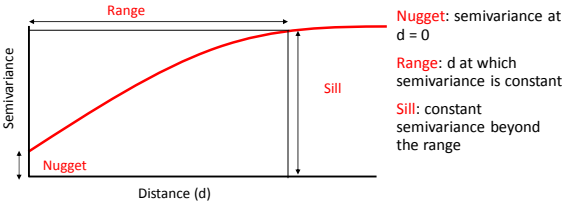
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Kriging – Step 2

- Key features of fitted variogram:



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Kriging – Step 2

- Key features of fitted variogram:
 - Nugget – Measure of uncertainty of z values; precision of measurements
 - Range – No structure to data beyond the range; no correlation between distance and z beyond this value
 - Sill – Measure of the approximate total variance of z

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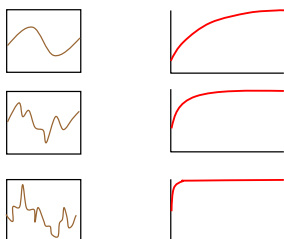
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Kriging – Step 2

- Model surface profiles and their variograms:

As local variation in surface increases, range decreases, nugget increases



Source: O'Sullivan and Unwin, 2003

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Kriging – Step 3

- Determine Interpolated weights

- Use fitted curve to arrive at weights – not explained here; see O'Sullivan and Unwin, 2003 for explanation
- In general, nearby values are given greater weight (like IDW), but direction can be important (e.g. "shielding" can be considered)

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Review:

Deterministic vs. Geostatistical Models

- Deterministic:** interpolation purely a function of distance
 - No associated uncertainties are used or derived
 - E.g. IDW, Trend, Spline
- Geostatistical:** interpolation is statistically based
 - Uncertainties incorporated and provided as a result
 - Kriging**

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Kriging – Part II

- Goal:** predict values where no data have been collected
 - Relies on first establishing:
 - DEPENDENCY** – z is, in fact, correlated with distance
 - STATIONARITY** – z values are stochastic (except for spatial dependency they are randomly distributed) and have no other dependence – use "detrending" or transformation tools if not Gaussian
 - DISTRIBUTION** – works best if data are Gaussian. If not they have to first be made close to Gaussian.

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ESRI Geostatistical Analyst Products

- Map types:
 - Prediction – contours of interpolated values
 - Prediction Standard Errors – show error distribution, as quantified by minimized RMS error (see below)
 - Probability – show where values exceed a specified threshold
 - Quantile – show where thresholds overestimate or underestimated predictions

Figure from ESRI "Intro. to Modeling Spatial Processes Using Geostatistical Analyst"

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ESRI Geostatistical Analyst Products

- Maps: (e.g. max. ozone concentration, 1999)

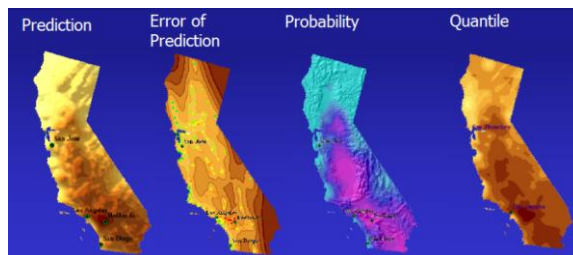


Figure from ESRI "Intro. to Modeling Spatial Processes Using Geostatistical Analyst"

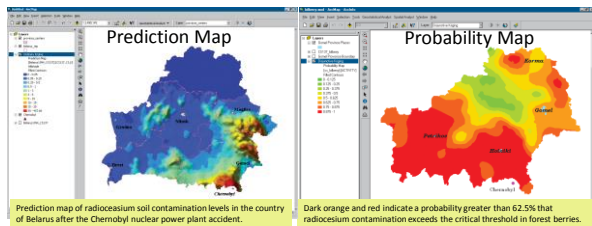
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Some Kriging Products

- Prediction map – interpolated values
- Probability map- showing where critical values exceeded



Figures from ESRI "Using Geostatistical Analyst"

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Kriging – Part II

- Goal:** predict values where no data have been collected
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 - DISTRIBUTION** – works best if data are Gaussian. If not they have to first be made close to Gaussian.

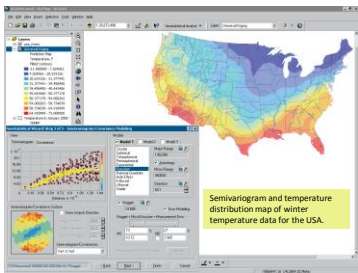
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1. SPATIAL DEPENDENCY

- Test with semivariogram & cross-validation plots



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Figure from ESRI "Using Geostatistical Analyst"
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Spatial Dependence:
Semivariogram



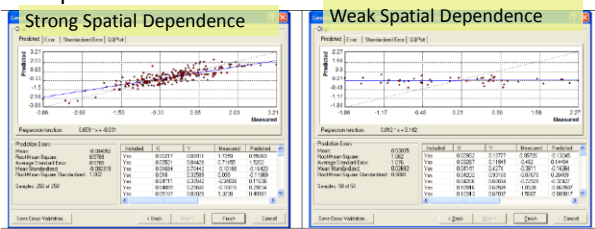
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Spatial Dependence:
Cross-Validation Diagnostic

- Use a subset of the data to test measured vs. predicted values



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Kriging – Part II

- **Goal:** predict values where no data have been collected
- Relies on first establishing:
 - **DEPENDENCY** – z is, in fact, correlated with distance
 - **STATIONARITY** – z values are stochastic (except for spatial dependency they are randomly distributed) and have no other dependence – use “detrending” or transformation tools if not Gaussian
 - **DISTRIBUTION** – works best if data are Gaussian. If not they have to first be made close to Gaussian.

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2. STATIONARITY - Randomness

- Data variance and mean is the same at all localities (or within a neighborhood of nearest points); data variance is constant in the neighborhood of investigation
- Correlation (covariance) depends only on the vector that separates localities, not exact locations, number of measurement or direction



Figures from ESRI "Intro. to Modeling Spatial Processes Using Geostatistical Analyst"

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California Ozone Demo.

- Data in "Geostat_demo" folder

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ArcGIS Kriging Processing Steps

1. Add and display the data
2. Explore the data's statistical properties
3. Select a model to create a surface – make a prediction map!
4. Assess the result
5. Compare to other models

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Data Exploration

1. Examine the distribution – normal (Gaussian)?
Transformation to normal required?
 - *Histograms and QQPlots*
2. Identify trends, if any
 - *Trend Analysis*
3. Understand spatial autocorrelation and directional influences
 - *Semivariogram analysis*

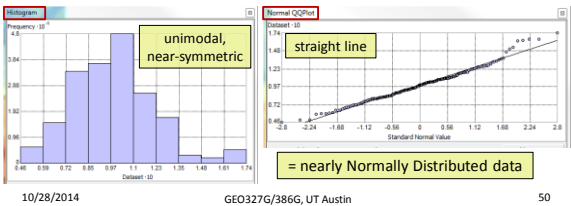
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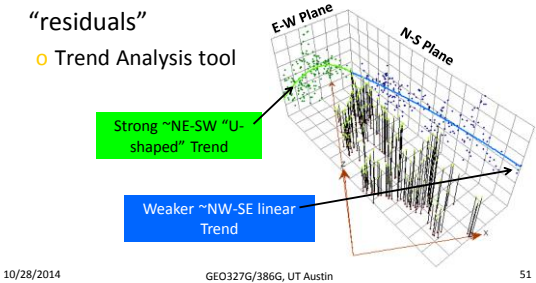
Data Exploration:
Examine the Distribution

- Normal (Gaussian) distribution?
Transformation to normal required?
 - Histogram tool, QQPlot tool (compare real and standard normal distributions)



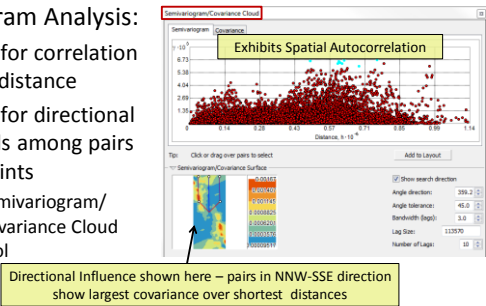
Data Exploration:
Identify Trends, If Any

- Underlying trends affect Kriging assumption of randomness – remove and work with “residuals”
 - Trend Analysis tool



Data Exploration:
Spatial Autocorrelation & Directional Influences

- Variogram Analysis:
 - Look for correlation with distance
 - Look for directional trends among pairs of points
 - Semivariogram/Covariance Cloud tool



ArcGISKriging Processing Steps

- Add and display the data
- Explore the data’s statistical properties
- Select a model to create a surface – make a prediction map!
- Assess the result
- Compare to other models

Mapping Ozone Concentration

1. Incorporate results of Data Exploration into Model selection

- This example:
 - remove underlying trends discovered during data exploration *that have a rational explanation*. (Analysis is then performed on residuals and trend surface is added back into final surface) = “*Detrending*”
 - Remove directional trends between pairs of points – in certain directions closer points are more alike than in other directions = “*anisotropy removal*”

Mapping Ozone Concentration – Interpolation & Cross Validation

2. Define search neighborhood for interpolation (c.f. I.D.W.)

- Use a search ellipse (or circle) to find nearest neighbors; specify radii of ellipse, min. & max. number of points per sectors

3. Examine Cross Validation plot

- Predicted vs. Measured for subset(s) of the data
 - “Mean error” should be close to zero
 - “RMS error” and “mean standardized error” should be small
 - “RMS standardized error” should be close to one.

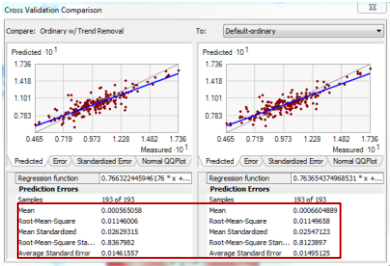
ArcGISKriging Processing Steps

1. Add and display the data
2. Explore the data’s statistical properties
3. Select a model to create a surface – make a prediction map!
4. Assess the result – Cross Validation Plots
5. Compare to other models

Comparing Model Results

□ Cross validation comparisons:

- “Mean error” should be close to zero
- “RMS error” and “mean standardized error” should be small
- “RMS standardized error” should be close to one.



Probability Mapping with Indicator Kriging

- Task: Make a map that show the probability of exceeding a critical threshold, e.g. 0.12 ppm ozone for an 8 hr. period
- Technique:
 - Transform data to a series of 0s and 1s according to whether they are above or below the threshold
 - Use a semivariogram on transformed data; interpret indicator prediction values as probabilities