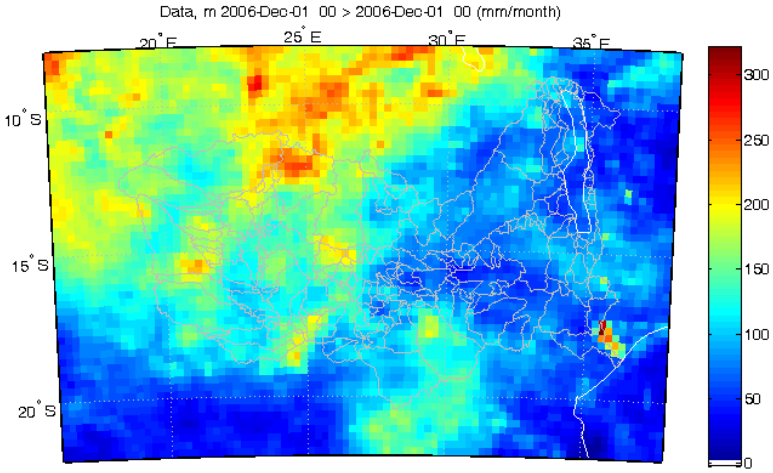
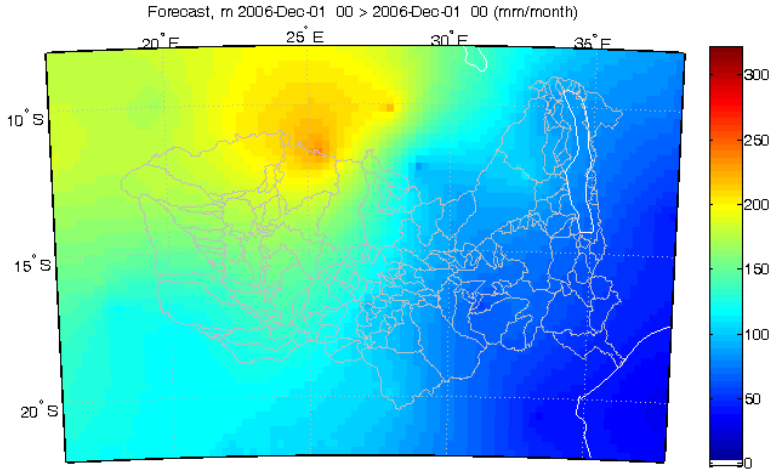
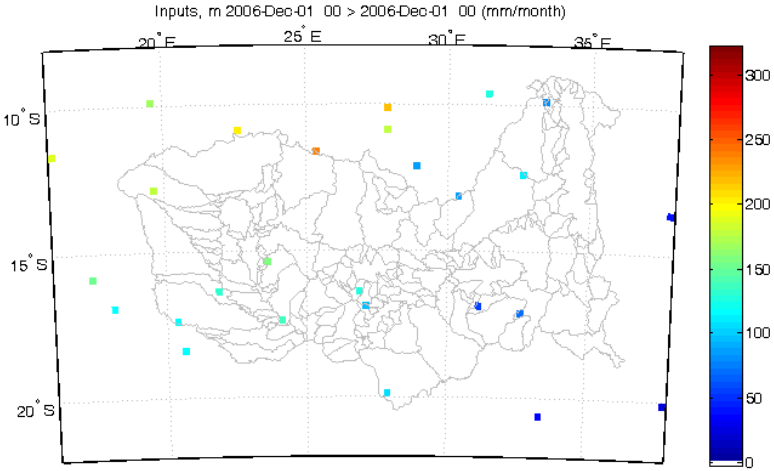




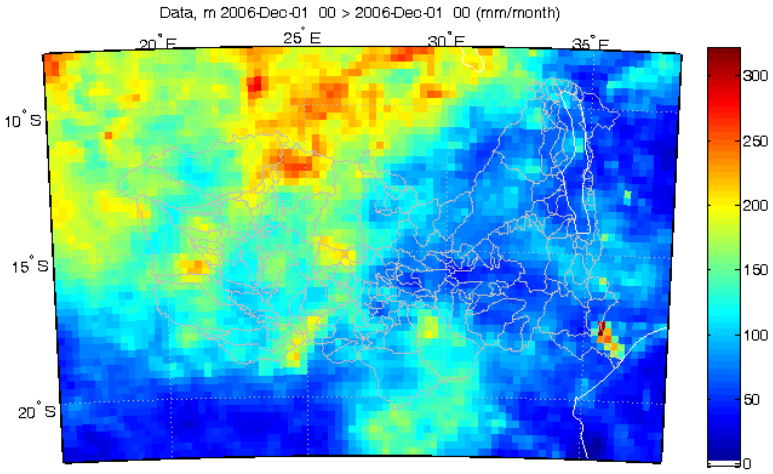


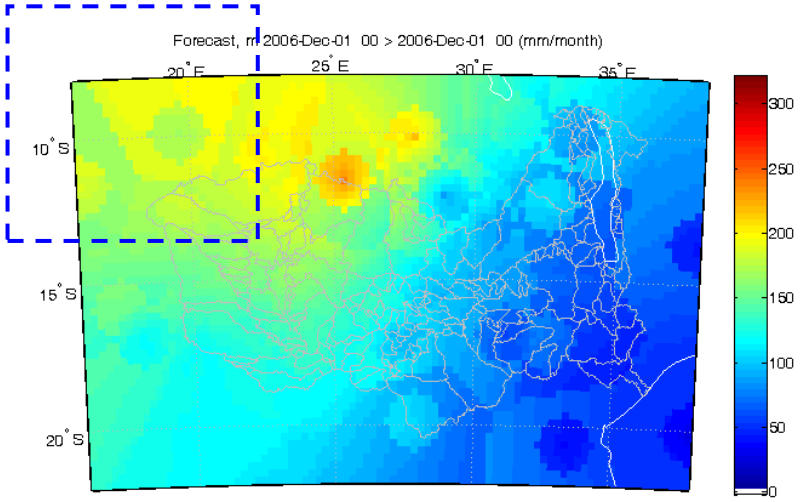
Options (radius: 10 [deg]; min: 15; max: 50; force).

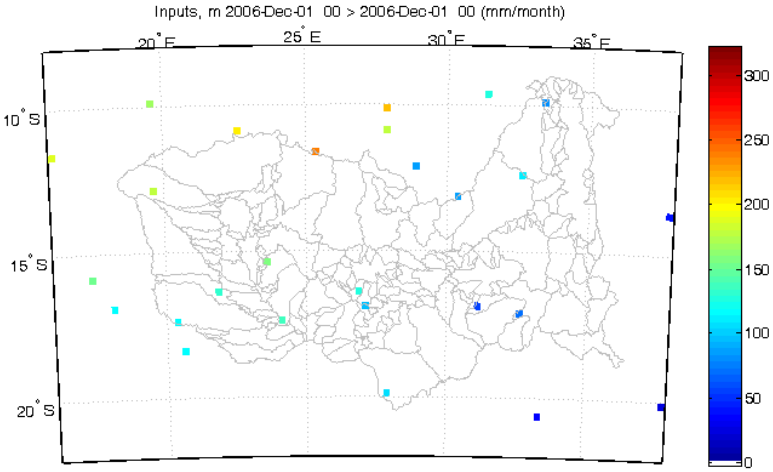
OK computation using 27 points.

The variogram was computed for the complete dataset (upper left).

No doubt here. To my eyes the estimation is fair.





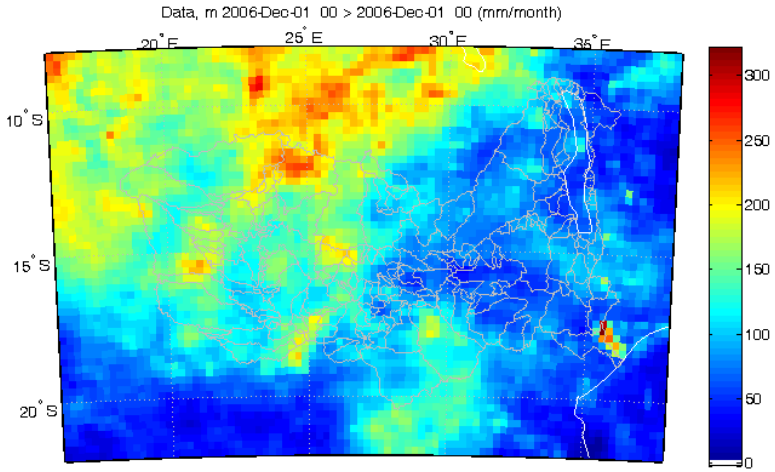


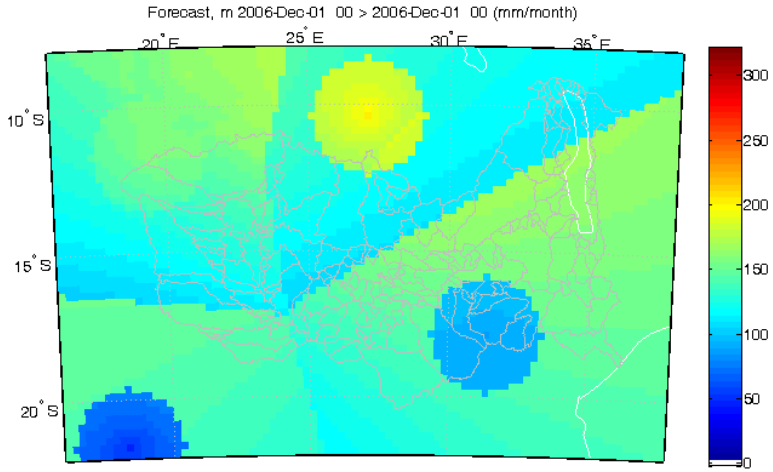
Options (radius: 1 [deg]; min: 26; max: 26; force).

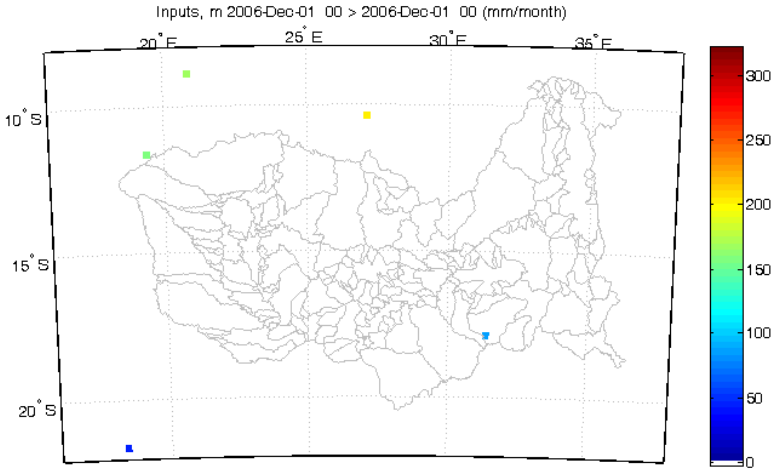
OK computation using 27 points.

While reducing the radius in order to improve my results I noticed this kind of forecast is produced.

As 26 out of 27 points are necessarily used, I was expecting to get smoother surfaces. Also, the areas within the circles seem ok, but I'm getting some kind of mirror effect in the areas outside of the circles. It is as if the nearest point is not being used immediately outside the radius and is picked up afterwards. This is better seen in the squared area.







Options (radius: 2 [deg]; min: 4; max: 4; force).

OK computation using 5 points.

This is an experience I made in order to better understand what kind of mistake I'm making.

As there are fewer points the apparent mirror effect if evidenced.