QGIS Application - Bug report #3167
calculation of ruggedness

2010-10-30 10:43 AM - Trevor Wiens

Status:	Closed			
Priority:	Low			
Assignee:	nobody -			
Category:	Rasters			
Affected QGIS version:			**Regression?:**	No
Operating System:	All		**Easy fix?:**	No
Pull Request or Patch supplied:			**Resolution:**	wontfix
Crashes QGIS or corrupts data:			**Copied to github as #:**	13227

Description

In browsing the code for ruggedness I found something odd.

The formula is missing division by n prior to the execution of sqrt if it is supposed to be standard deviation from the centre pixel.

Since there is no documentation on the formula that was intended, I don't know if this is intentional or a bug.

History

#1 - 2010-10-31 10:43 AM - Marco Hugentobler

- Resolution set to wontfix

- Status changed from Open to Closed

Ruggedness index is calculated according to Riley et al. 1999 (see corrected formula in

http://www.fw.msu.edu/~rileysh2/Terrain%20Ruggedness%20Index.pdf). There is no division by the number of pixels, only the root of the squares is taken.