

## QGIS Application - Bug report #3167

### calculation of ruggedness

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

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	Rasters	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> wontfix
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 13227
<b>Description</b>		
<p>In browsing the code for ruggedness I found something odd.</p> <p>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.</p> <p>Since there is no documentation on the formula that was intended, I don't know if this is intentional or a bug.</p>		

#### 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.