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At Saab we have a desktop simulator, ARES, for flight dynamical simulations. Among other models it uses an engine model with static data that is interpolated linearly.

With time, and increasing demands for accuracy, the data set has become too large to handle smoothly.

The problem is to find a good methodology for reduction without distorting the data too much.

As the true engine data is secret, we provide example data from an engine research project at Chalmers instead.