

Πολυτεχνείο Κρήτης

Γεωγραφικά Συστήματα Πληροφοριών

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Python & GIS

Τι θα διδαχθείτε στο εργαστήριο Python & GIS:

- Γιατί να μάθω Python ;
- Συνοπτική εισαγωγή στη Python
- GIS Python Βιβλιοθήκες
- Επεξεργασία γεωχωρικών δεδομένων με Python

Περιγραφή εργαστηρίου Python & GIS

Το εργαστήριο αυτό δημιουργήθηκε για να σας εισάγει στη γλώσσα Python με προσανατολισμό τις GIS εφαρμογές, τα χωρικά προβλήματα και τις γεω-επιστήμες γενικότερα.

Γιατί να μάθω Python ;

- Είναι η πιο δημοφιλής γλώσσα προγραμματισμού στις μέρες μας
- Είναι εύκολη στην εκμάθηση της
- Είναι ανοικτού κώδικα
- Έχει μεγάλη και ενεργή κοινότητα
- Υπάρχει μεγάλη πληθώρα βιβλιοθηκών και τεχνολογιών βασισμένες στην Python
- Καλύπτει μεγάλο εύρος εφαρμογών
- Χρησιμοποιείται ιδιαίτερα στις γεω-επιστήμες
- Αποτελεί ιδανική εναλλακτική για εφαρμογή στον επιστημονικό προγραμματισμό

In [3]:

```
import this
```

The Zen of Python, by Tim Peters

```
Beautiful is better than ugly.
Explicit is better than implicit.
Simple is better than complex.
Complex is better than complicated.
Flat is better than nested.
Sparse is better than dense.
Readability counts.
Special cases aren't special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.
Now is better than never.
Although never is often better than *right* now.
If the implementation is hard to explain, it's a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let's do more of those!
```

Τα βασικά της Python

Αριθμητικές πράξεις, Μεταβλητές και Συναρτήσεις

Η Python, μπορεί να χρησιμοποιηθεί σαν απλή αριθμητική μηχανή (calculator):

In [4]:

```
1 + 1
```

Out[4]:

```
2
```

In [5]:

```
4 * 4
```

Out[5]:

```
16
```

Συναρτήσεις

Για πιο προχωρημένες μαθηματικές πράξεις μπορείτε να χρησιμοποιήσετε συναρτήσεις (functions). Οι συναρτήσεις είναι τμήματα κώδικα που εκτελούν μια συγκεκριμένη ενέργεια (πχ εμφάνιση του output στην οθόνη). Για τη χρήση των ενασωμένων μαθηματικών συναρτήσεων πρέπει να εισάγεται στην αρχή του προγράμματος την βιβλιοθήκη "math" με την εντολή "import".

In [6]:

```
import math
```

```
math.sin(3)
```

Out[6]:

```
0.1411200080598672
```

In [7]:

```
math.sqrt(4)
```

Out[7]:

```
2.0
```

In [8]:

```
math.pi
```

Out[8]:

```
3.141592653589793
```

Η συνάρτηση print()

Για να εμφανίσετε αποτελέσματα του προγράμματός σας στην οθόνη χρησιμοποιείστε την συνάρτηση print().

In []:

```
print("My name is George")
```

In []:

```
print('The square root of 5 is', math.sqrt(5))
```

Μεταβλητές

Οι μεταβλητές (variable), είναι ένα συμβολικό όνομα μιας περιοχής της μνήμης στην οποία μπορούμε να αποθηκεύσουμε και να ανακτήσουμε δεδομένα μέσω του συμβολικού αυτού ονόματος.

In [1]:

```
elevation = 10
```

```
print(elevation)
```

Out[1]:

```
10
```

Τύποι δεδομένων

Data type name	Data type	Example
int	Whole integer values	4
float	Decimal values	3.1415
str	Character strings	'Hot'
bool	True/false values	True

Ο τύπος δεδομένων μπορεί να βρεθεί χρησιμοποιώντας τη συνάρτηση `type()`

In [1]:

```
x = 5.2
```

```
type(x)
```

Out[1]:

```
float
```

Είσοδος χρήστη

Με την συνάρτηση `input()` , είναι δυνατή η είσοδος του χρήστη:

In [4]:

```
name = input('What is your name ? ')
print('Nice to meet you', name)
```

```
What is your name ? John
```

```
Nice to meet you John
```

Συλλογές Δεδομένων

- List
- Tuple
- Set
- Dictionary

In [13]:

```
# A list
```

```
fruits = ["apple", "banana", "orange", "watermelon"]
```

```
print(fruits)
```

```
# Access items
```

```
print(fruits[2])
```

```
print(fruits[-1])
```

```
# Range of indexes
```

```
print(fruits[1:3])
```

```
print(fruits[1:])
```

```
print(fruits[:4])
```

```
fruits[1] = 'cherry'
```

```
print(fruits)
```

```
fruits.append('pear')
```

```
print(fruits)
```

```
['apple', 'banana', 'orange', 'watermelon']
```

```
orange
```

```
watermelon
```

```
['banana', 'orange']
```

```
['banana', 'orange', 'watermelon']
```

```
['apple', 'banana', 'orange', 'watermelon']
```

```
['apple', 'cherry', 'orange', 'watermelon']
```

```
['apple', 'cherry', 'orange', 'watermelon', 'pear']
```

In [2]:

```
# A tuple
```

```
fruits = ("apple", "banana", "orange", "watermelon")
```

```
print(fruits)
```

```
# Access items
```

```
print(fruits[2])
```

```
print(fruits[-1])
```

```
# Range of indexes
```

```
print(fruits[1:3])
```

```
print(fruits[1:])
```

```
print(fruits[:4])
```

```
# The following is supported by tuples
```

```
fruits[1] = 'cherry'
```

```
print(fruits)
```

```
('apple', 'banana', 'orange', 'watermelon')
```

```
orange
```

```
watermelon
```

```
('banana', 'orange')
```

```
('banana', 'orange', 'watermelon')
```

```
('apple', 'banana', 'orange', 'watermelon')
```

```
-----
TypeError                                 Traceback (most recent call last)
<ipython-input-2-73a23e8dcdd> in <module>
      14
      15 # The following is supported by tuples
--> 16 fruits[1] = 'cherry'
      17 print(fruits)
TypeError: 'tuple' object does not support item assignment
```

In [39]:

```
# A set
```

```
fruits = {"apple", "banana", "orange", "watermelon"}
```

```
for i in fruits:
```

```
    print(i)
```

```
apple
```

```
banana
```

```
orange
```

```
watermelon
```

In [34]:

```
# A dictionary
```

```
car = {
```

```
    "brand": "Toyota",
```

```
    "model": "yaris",
```

```
    "year": 2020
```

```
}
```

```
print(car)
```

```
x = car["model"]
```

```
print(x)
```

```
{'brand': 'Toyota', 'model': 'yaris', 'year': 2020}
```

```
yaris
```

if / if-else statement

In [43]:

```
x = 20
```

```
y = 10
```

```
if x > y:
```

```
    print("x is greater than y")
```

```
elif x < y:
```

```
    print("y is greater than x")
```

```
else:
```

```
    print("x is equal with y")
```

```
x is greater than y
```

While loops

In [45]:

```
while i
```

```
    i < 10:
```

```
    print(i)
```

```
    if i == 4:
```

```
        break
```

```
    i += 1
```

```
1
```

```
2
```

```
3
```

```
4
```

For loops

In [53]:

```
fruits = ["apple", "banana", "orange", "watermelon"]
```

```
for x in fruits:
```

```
    print(x)
```

```
apple
```

```
banana
```

```
orange
```

```
watermelon
```

Συναρτήσεις

In [56]:

```
def eq(a, x, b):
```

```
    y = a*x + b
```

```
    return y
```

```
solution = eq(3, 4, 2)
```

```
print(solution)
```

```
14
```

Κλάσεις - Αντικείμενα

In [1]:

```
# Class definition
```

```
class Dog():
```

```
    def __init__(self, name, color, age):
```

```
        self.name = name
```

```
        self.color = color
```

```
        self.age = age
```

```
    def speak(self):
```

```
        print("Hello my name is " + self.name + ", I have "
```

```
              + self.color + " color and I'm " + str(self.age) + " years old")
```

```
# Object definition
```

```
d1 = Dog("Jack", "black", 4)
```

```
print("My dog is " + str(d1.age) + " years old")
```

```
d1.speak()
```

```
d2 = Dog("Lucy", "white", 2)
```

```
print("It has " + d2.color + "color")
```

```
d2.speak()
```

```
My dog is 4 years old
```

```
Hello my name is Jack, I have black color and I'm 4 years old
```

```
It has whitecolor
```

```
Hello my name is Lucy, I have white color and I'm 2 years old
```

GIS Python βιβλιοθήκες

Data analysis & visualization:

- Pandas → Fundamental package for scientific computing with Python
- Pandas → High-performance, easy-to-use data structures and data analysis tools
- Scipy → A collection of numerical algorithms and domain-specific toolboxes, including signal processing, optimization and statistics
- Matplotlib → Basic plotting library for Python

GIS:

- GDAL / OGR → Fundamental package for processing vector and raster data formats (many modules below depend on this). Used for raster processing.
- Geopandas → Working with geospatial data in Python made easier, combines the capabilities of pandas and shapely.
- Shapely → Python package for manipulation and analysis of planar geometric objects (based on widely deployed GEOS).
- Pyproj → Performs cartographic transformations and geodetic computations (based on PROJ.4).
- Rasterio → Clean and fast and geospatial raster I/O for Python.

Στο εργαστήριο αυτό θα χρησιμοποιήσουμε τις βιβλιοθήκες Geopandas, Shapely και Pyproj.

- <https://geopandas.org/>
- <https://shapely.readthedocs.io/en/stable/manual.html>
- <https://pyproj4.github.io/pyproj/stable/>

Βασική γνώση απαραίτητη για τις ασκήσεις

Shapefile:

Shapefile είναι το format που θα χρησιμοποιήσουμε για να διανυσματικά δεδομένα. Για την σωστή χρήση του αρχείου shapefile, πρέπει να υπάρχουν στον ίδιο φάκελο τα παρακάτω υπο-αρχεία:

- .shp
- .dbf
- .shx
- .prj

Κωδικοί EPSG:

Οι EPSG κωδικοί αντιπροσωπεύουν συστήματα αναφοράς και χρησιμοποιούνται στα προγράμματα και τα πακέτα λογισμικού GIS για τον ορισμό / μετασχηματισμό / διαχείριση συστημάτων αναφοράς.

Γεωμετρικά αντικείμενα

- Point
- Line
- Polygon

Point

In [12]:

```
from shapely.geometry import Point, LineString, Polygon
```

```
# Create a point
```

```
point1 = Point(2.3, 4.2)
```

```
point2 = Point(7.26, -35.1)
```

```
point3 = Point(8.26, -3.456)
```

```
point3D = Point(10.26, -2.456, 0.57)
```

In [13]:

```
point1
```

Out[13]:

```
Point
```

In [14]:

```
# Calculate the distance between point1 and point2
```

```
point_dist = point1.distance(point2)
```

```
print("Distance between the points is {0.2f} meters".format(point_dist))
```

```
Distance between the points is 39.62 meters
```

LineString

In [15]:

```
# Create a LineString from our Point objects
```

```
line = LineString([point1, point2, point3])
```

```
# It is also possible to produce the same outcome using coordinate tuples
```

```
line2 = LineString([(2.3, 4.2), (7.3, -35.1), (8.26, -3.456)])
```

In [16]:

```
line
```

Out[16]:

```
LineString
```

In [17]:

```
# Get the length of the line
```

```
l_length = line.length
```

```
# Get the centroid of the line
```

```
l_centroid = line.centroid
```

```
# Print the outputs
```

```
print("Length of our line: {0.2f}".format(l_length))
```

```
print("Centroid of our line: ", l_centroid)
```

```
print("Type of the centroid:", type(l_centroid))
```

```
Length of our line: 71.28
```

```
Centroid of our line: POINT (6.123634431860776 -17.15029282052452)
```

```
Type of the centroid: <class 'shapely.geometry.point.Point'>
```

Polygon

In [18]:

```
# Create a Polygon from the coordinates
```

```
poly = Polygon([(2.3, 4.2), (7.3, -35.1), (8.26, -3.456)])
```

```
# It is also possible to produce the same outcome using a list of lists which contain
```

```
# We can do this using the point objects we created before and a list comprehension:
```

```
# --> here, we pass a list of lists as input when creating the Polygon (the list com
```

```
poly2 = Polygon([(p.x, p.y) for p in [point1, point2, point3]])
```

In [18]:

```
poly
```

Out[18]:

```
Polygon
```

In [19]:

```
print('poly:', poly)
```

```
print('poly2:', poly2)
```

```
poly: POLYGON ((2.3 4.2, 7.3 -35.1, 8.26 -3.456, 2.3 4.2))
```

```
poly2: POLYGON ((2.3 4.2, 7.3 -35.1, 8.26 -3.456, 2.3 4.2))
```

In [21]:

```
# Get the centroid of the Polygon
```

```
poly_centroid = poly.centroid
```

```
# Get the area of the Polygon
```

```
poly_area = poly.area
```

```
poly_bbox = poly.boundary
```