

# Turf.js

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NORKART

GIS i

Nettleseren

Q: Do you aim to rewrite GLS in JavaScript?

A: Working on it.

//  
There is an abundance of open source geoprocessing libs for various programming languages, most notably the Java-based JTS and it's derivatives."

JTS

JSTS

SHAPELY

GEOS

NetTopologySuite

// With the surge in JavaScript popularity and complicated Single Page Apps there is a need to avoid round-tripping to the server for doing geoprocessing tasks such as intersections, buffering etc."

НДЭ?

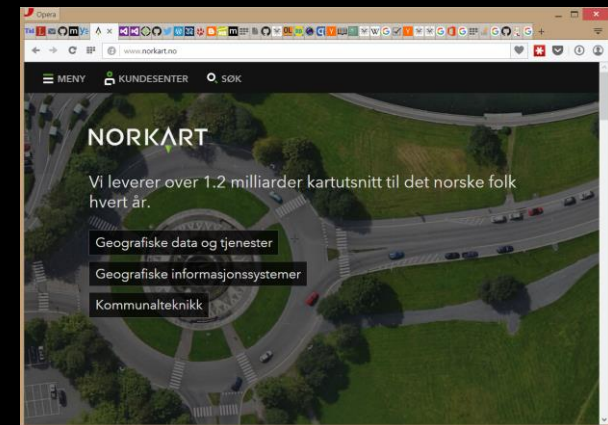
# Server

Java / C# /  
Python /  
C++ ....

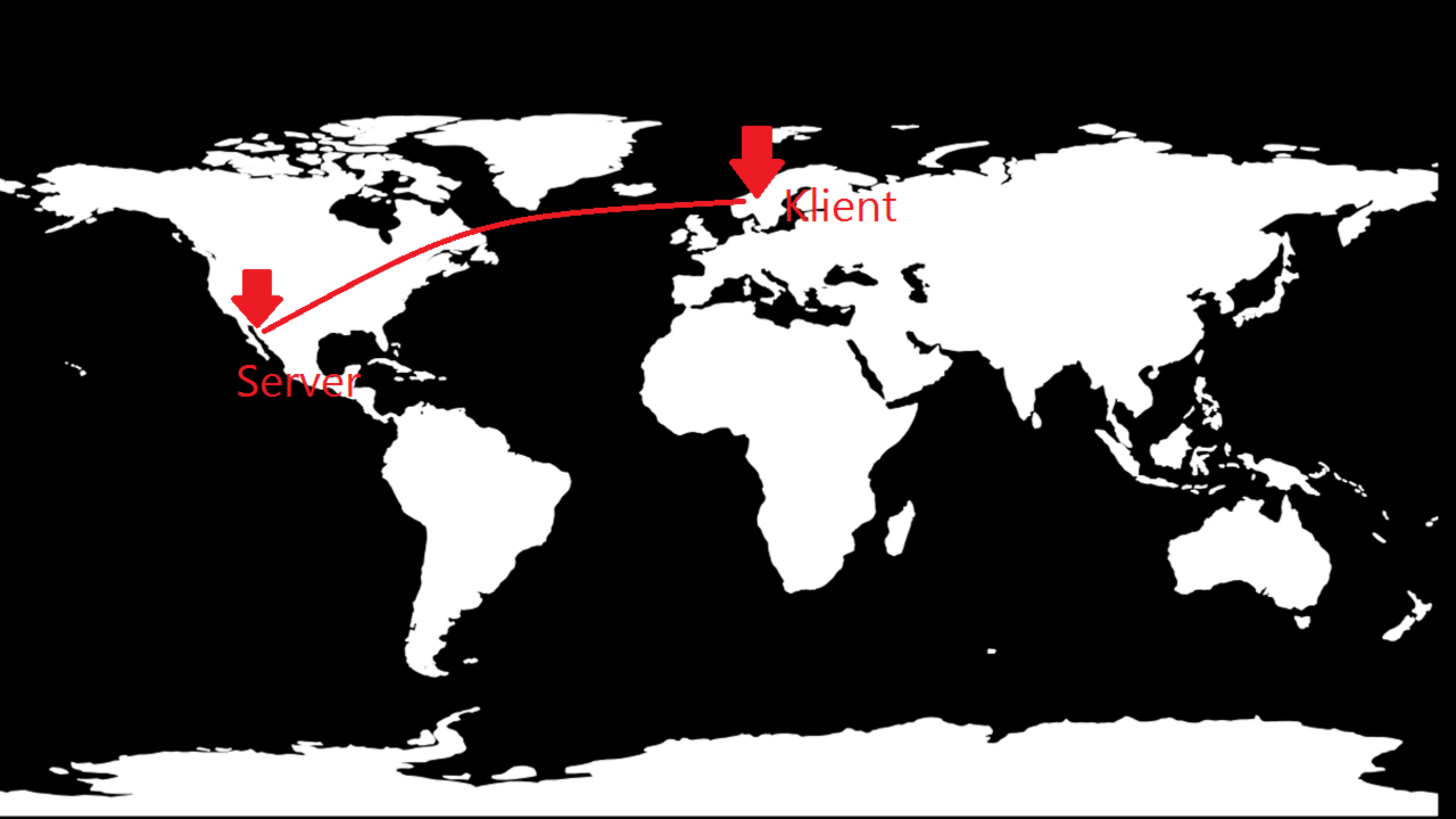


# Klient

JavaScript







Server

Klient

= > Client-side  
geoprocessing!

# Hamilton 2014

[http://erinhamilton.me/portfolio/Erin\\_Hamilton\\_Masters\\_Thesis.pdf](http://erinhamilton.me/portfolio/Erin_Hamilton_Masters_Thesis.pdf)

"The most well-known and extensive of these client geoprocessing libraries is **JSTS** Topology Suite."

"Another JavaScript port library is **Shapely.js**"

"A few other JavaScript geoprocessing libraries deserving mention are **Njord.js**, a lightweight alternative to JSTS (Sveen 2014); **jQuery Geo**, a jQuery plugin that provides both mapping capabilities along with operations similar to those in JTS (Westphal 2014); and **Turf.js**, another geoprocessing library that relies on JSTS (Herlocker 2014)."

**BUT WAIT**



**THERE'S MORE!**

# Server



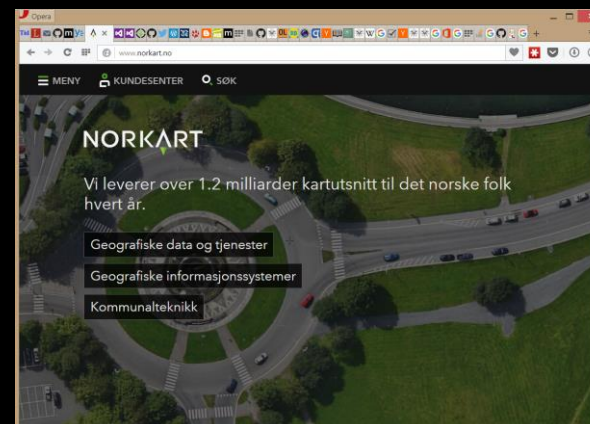
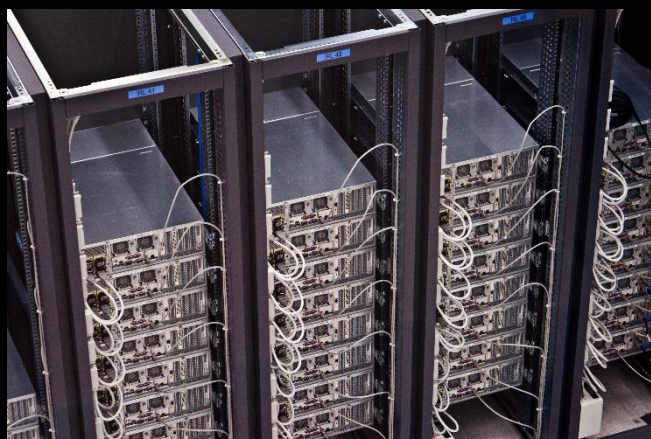
# JavaScript



# Klient™



# JavaScript





#geohipster

TURF.JS

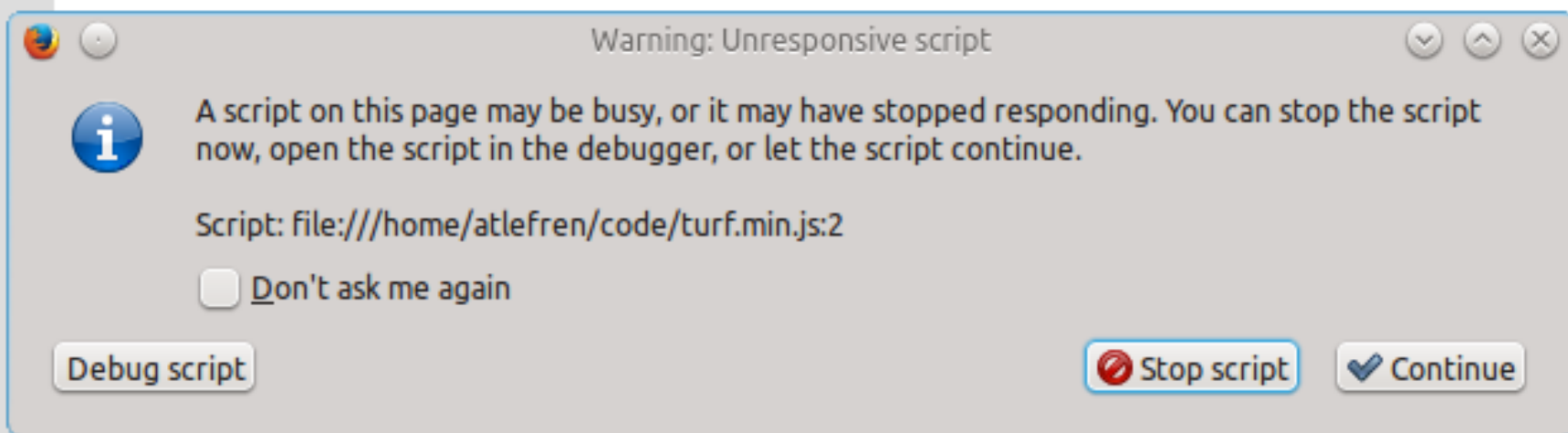
//  
"Advanced geospatial analysis for  
browsers and node"

# Simple

```
var pt = {  
  "type": "Feature",  
  "properties": {},  
  "geometry": {  
    "type": "Point",  
    "coordinates": [-90.548630, 14.616599]  
  }  
};  
var buffered = turf.buffer(pt, 500, meters);
```



Fast



# Modular

# Funksjoner

<http://turfjs.org/static/docs/>

 So What? 

 You and 82 others don't give a fuck.

# Spørsmål?

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