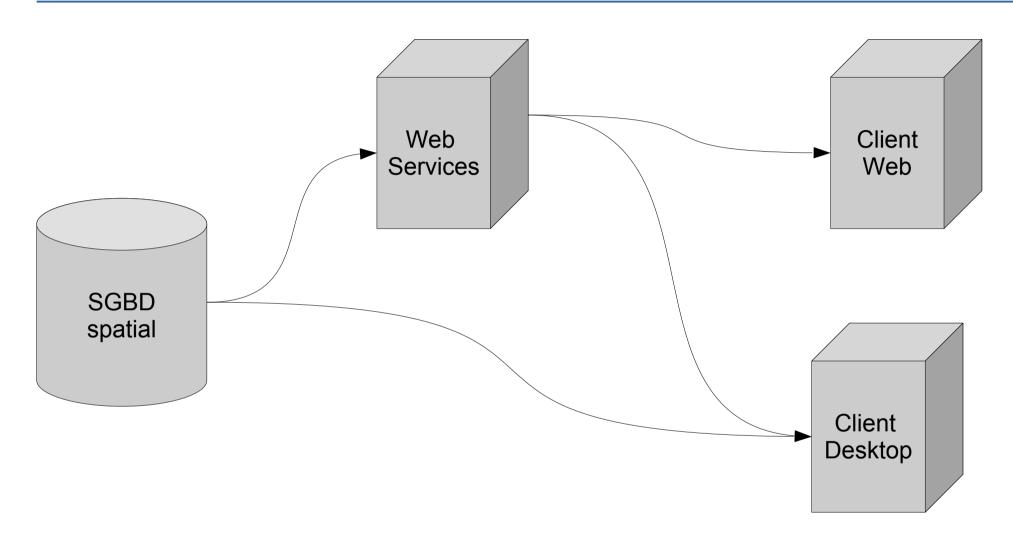
# PostGIS & QGIS

Be-OpenGIS 2014 - Bruxelles

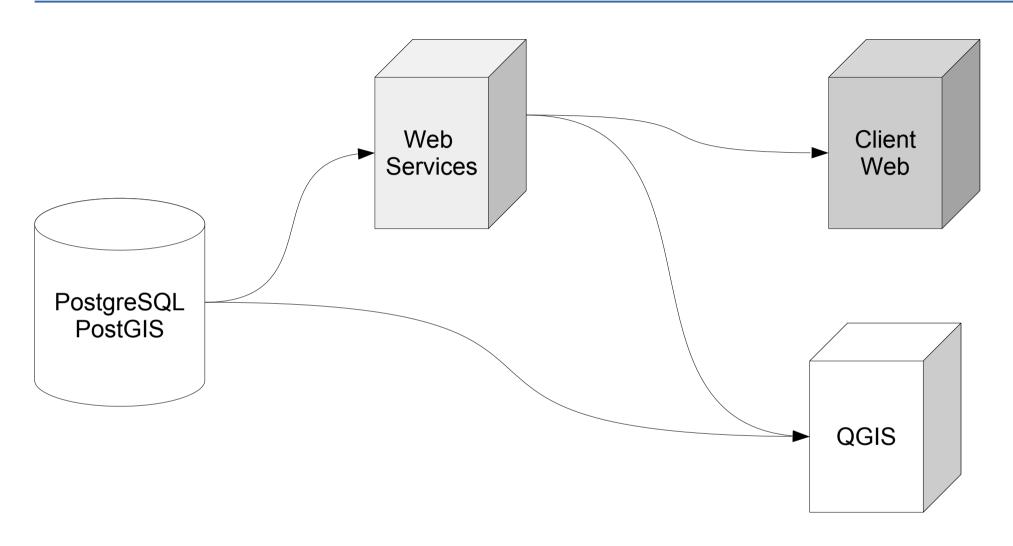
Olivier Courtin - Oslandia

# **Architecture SIG 'classique'**



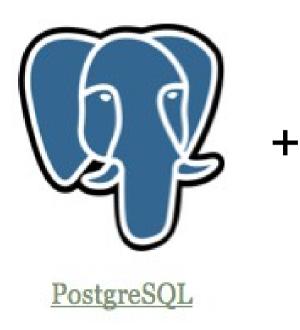


# **Architecture SIG 'classique'**





## **Présentation PostGIS**





**PostGIS** 



# **Autres SGBD spatiaux**

Oracle Spatial (et Locator)

IBM DB2

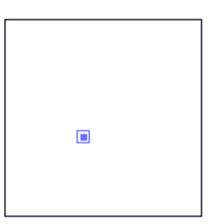
Microsoft SQLServer 2008

SpatiaLite



# **Géométries: Point**

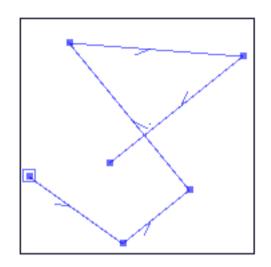
POINT (10 10)





# Géométries: LineString

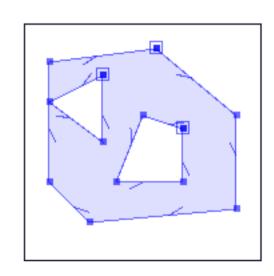
```
LINESTRING
(
0 5, 5 1, 9 4, 2 14, 14 13, 4 4
)
```





# Géométries: Polygon

```
POLYGON
(
(9 13,13 9,13 3,4 2,1 4,1 12, 9 13),
(5 11,5 6,1 9,5 11),
(10 7, 10 4, 6 4, 8 8, 10 7)
)
```



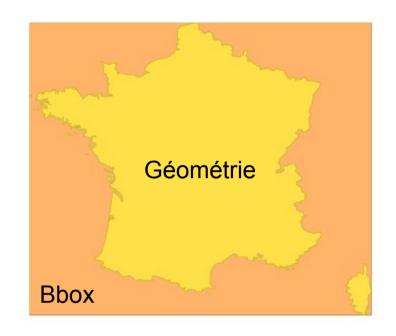
- 1) Le premier ring (obligatoire) correspond au ring externe
- 2) Les coordonnées des rings sont fermantes
- 3) Les rings suivants (optionels) correspondent à des 'trous'



# Index spatiaux: Principe et création

Améliorer performances sur filtrage

Approxime les géométries: Bbox

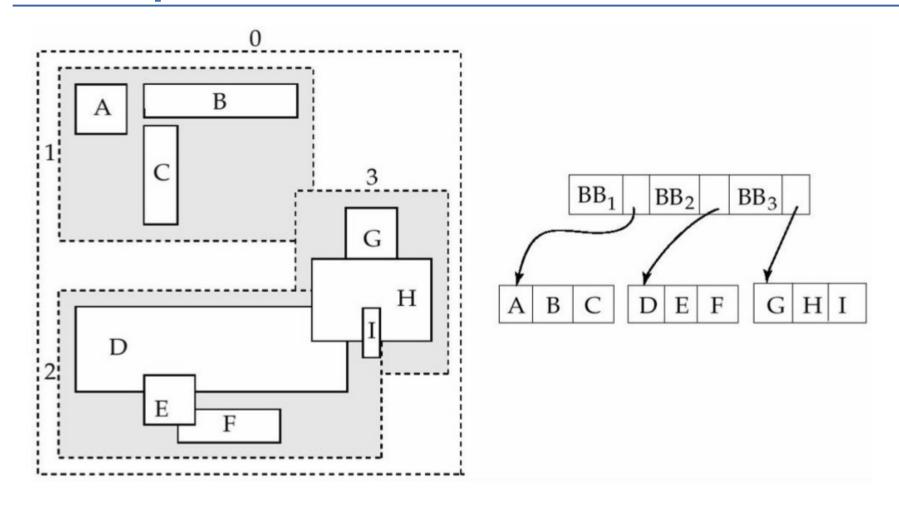


#### Création d'un index spatial:

```
CREATE INDEX ON table_name
USING GIST(geom_column_name);
```



# **Index spatiaux: R-Tree**

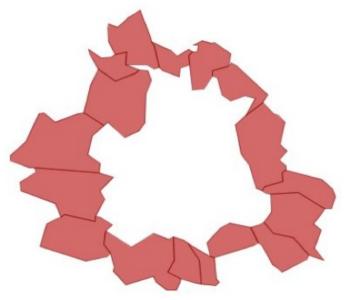


Regroupement des Bbox dans des régions de l'index

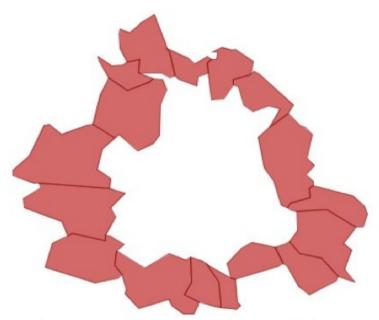


## **Index spatiaux**

```
SELECT c1.nom FROM communes c1, communes c2
WHERE c2.nom = 'Toulouse'
AND ST_Touches(c1.geom, c2.geom);
```



Sans index: temps = 150 ms

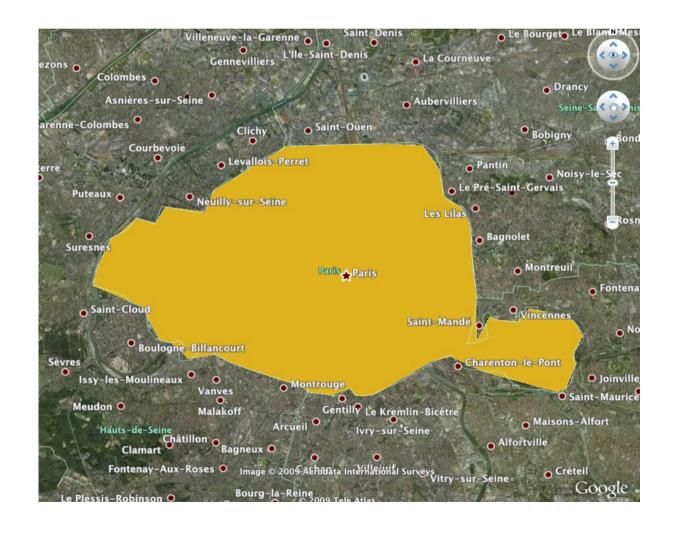


Avec index: temps = 30 ms



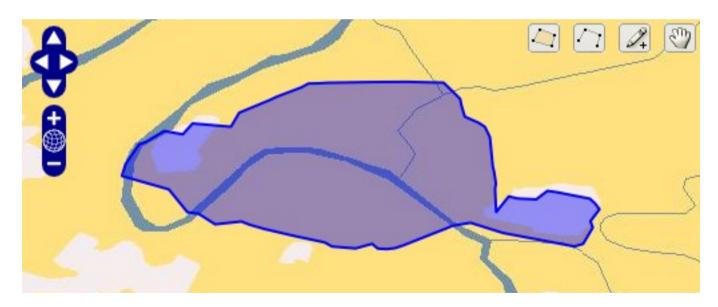
## **Export KML**

```
SELECT ST_AskML(geom, 5)
FROM dept
WHERE code_dept='75';
```





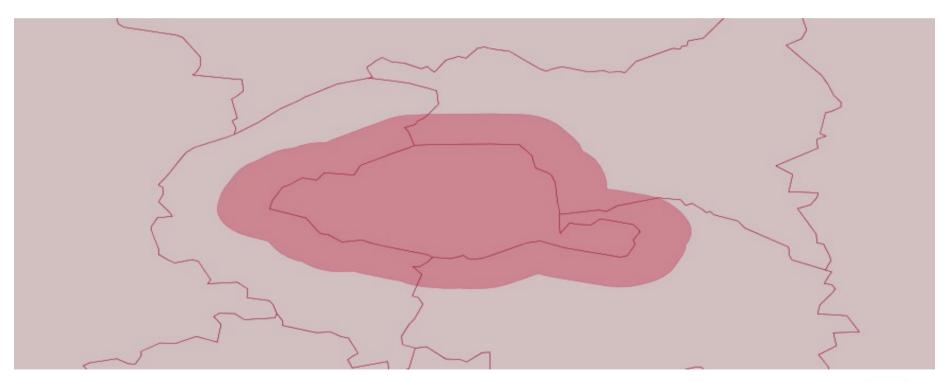
## **Export GeoJSON**





# ST\_Buffer

```
SELECT ST_Buffer(geom, 2500)
FROM dept
WHERE code_dept='75';
```





# Aggrégation de géométries



Les communes de France

SELECT ST\_Union(geom)
FROM commune
GROUP BY code\_dept;



Les communes de France fusionnées par département



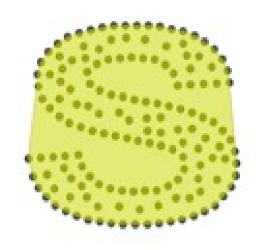
## **Intersection Spatiale**

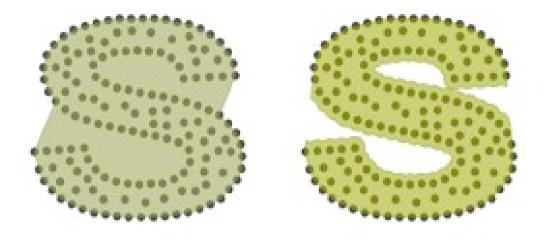
```
WITH paris AS
   (SELECT the_geom
    FROM communes
   WHERE nom='Paris')

SELECT nom FROM communes c, paris p
WHERE c.geom && p.geom
AND ST_Intersects(c.geom, p.geom);
```



# ST\_ConvexHull et ST\_ConcaveHull





ST\_ConvexHull

ST\_ConcaveHull



# Plus Proches Voisins (KNN)

```
SELECT nom, gid FROM geonames

ORDER BY

geom <-> 'SRID=4326;POINT(-90 40)'::geometry

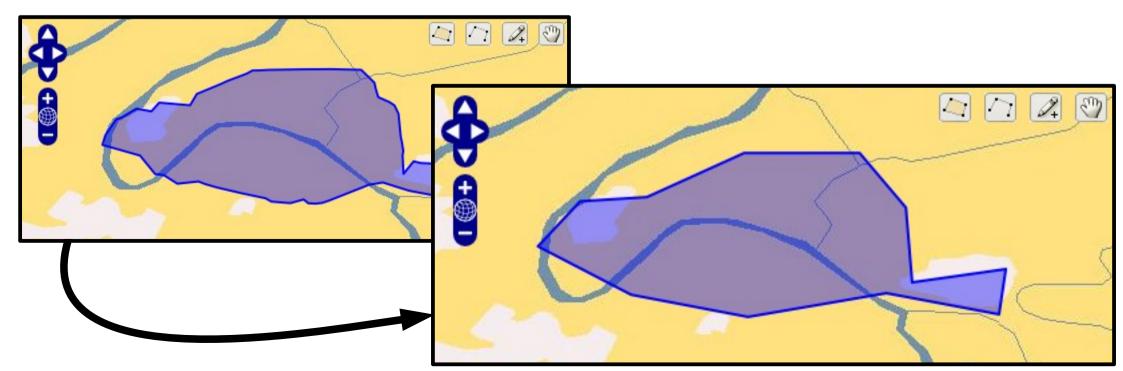
LIMIT 10;
```

Operateur de distance: <-> or <#> (center ou bbox)

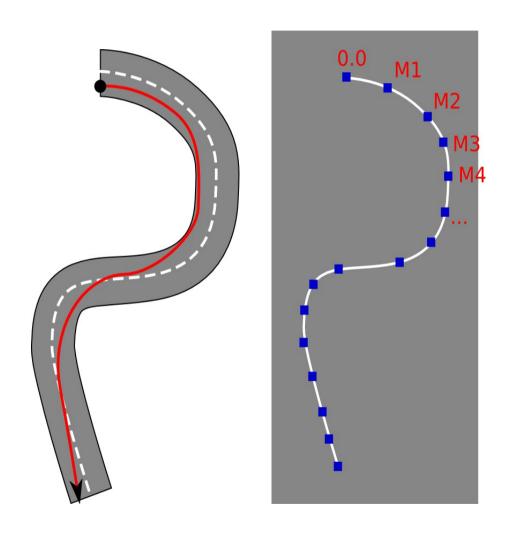


# **Généralisation via ST\_Simplify**

#### Algorithme Douglas-Peuker



# Référencement Linéaire (LRS)

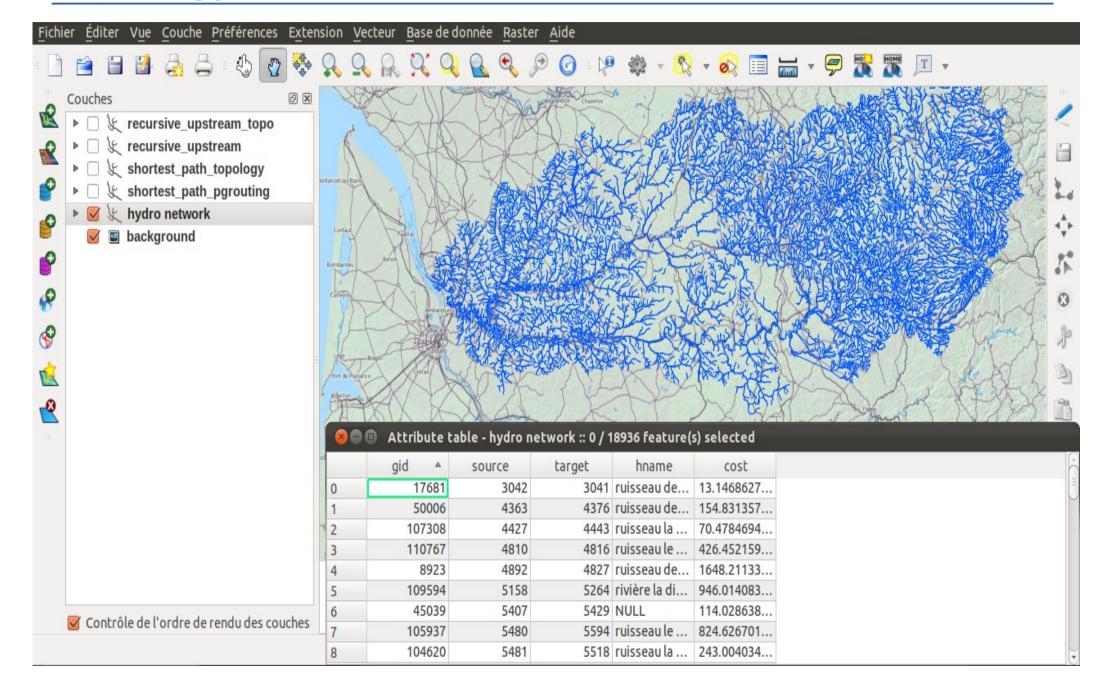


ST\_Line\_Interpolate\_Point(linestring, location)

ST\_Line\_Locate\_Point(LineString, Point)



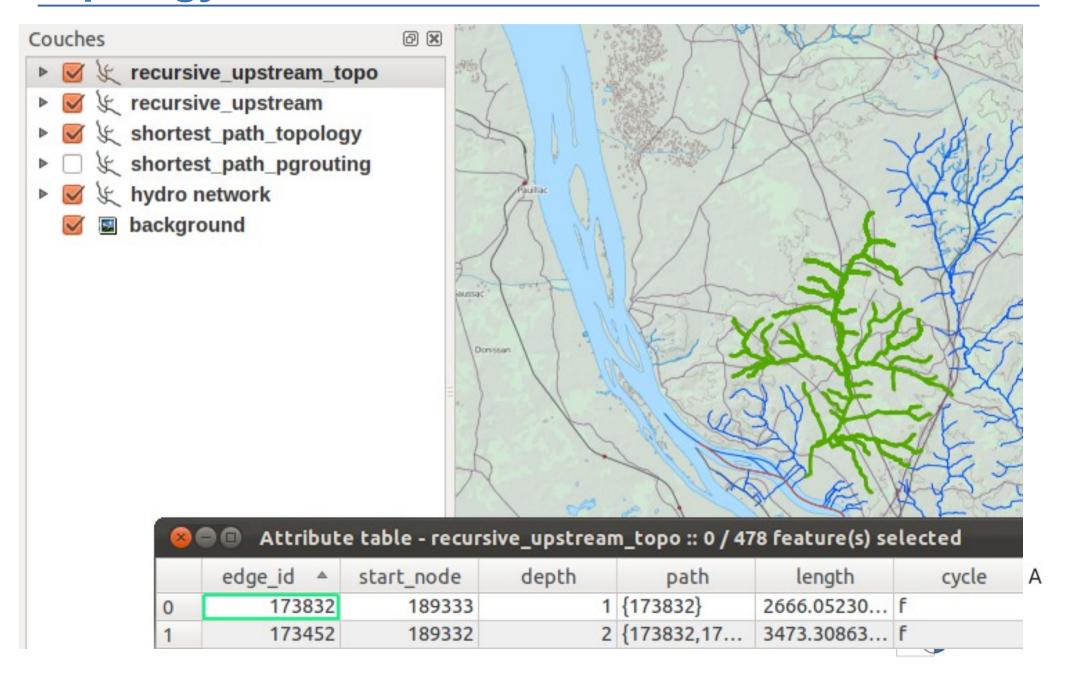
# **Topology**



## **Topology**

```
create table
        rec res2 as
with recursive
         search graph(edge id, start node, depth, path, length, cycle) as (
                 setect
                         g.edge id, g.start node, 1 as depth, ARRAY[g.edge id] as path
                          , st length(geom) as length, false as cycle
                 from
                         hydro.edge as g
                 where.
                         edge id = 173832
Recursive CTE
                 union all
                 select
                         a edge id
                          , q.start node
                          , sg.depth + 1 as depth
                          , path || g.edge id as path
                          , sq.length + st length(q.geom) as length
                          , g.edge id = ANY(path) as cycle
                 from
                         hydro, edge as a
                 join
                         search graph as sg
                                                       select
                 on
                         sq.start node = q.end node
                                                                Sq. *
                                                                , edge.geom as geom
                 where
                         not cycle
                                                       from
                                                                search graph as sq
                                                        join
                                                                hydro.edge as edge
                                                        on.
                                                                sq.edge id = edge.edge id
                                                       limit 1000;
```

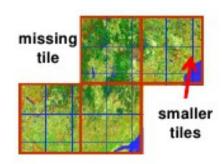
## **Topology**



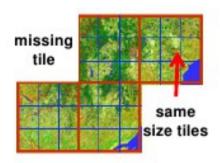
#### **PostGIS Raster**



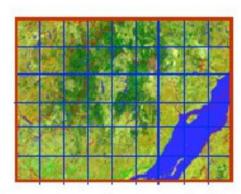
a) warehouse of untiled and unrelated images (4 images)



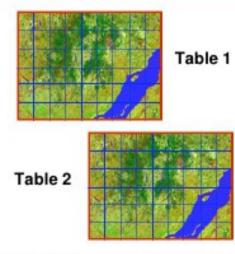
b)irregularly tiled raster coverage (36 tiles)



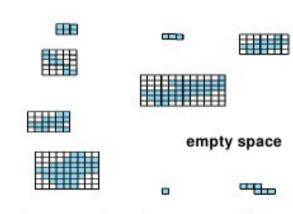
c) regularly tiled raster coverage (36 tiles)



d)rectangular regularly tiled raster coverage (54 tiles)



e) tiled images (2 tables of 54 tiles)



 f) rasterized geometries coverage (9 lines in the table)

#### **PostGIS Raster**

#### Extract ground elevation values for lidar points...

- SELECT pointID, ST\_Value(rast, geom) elevation FROM lidar, srtm WHERE ST\_Intersects(geom, rast)

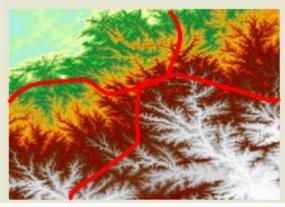
# Intersect a road network to extract elevation values for each road segment

SELECT roadID,

(ST\_Intersection(geom, rast)).geom road,

(ST\_Intersection(geom, rast)).val elevation

FROM roadNetwork, srtm WHERE ST\_Intersects(geom, rast)



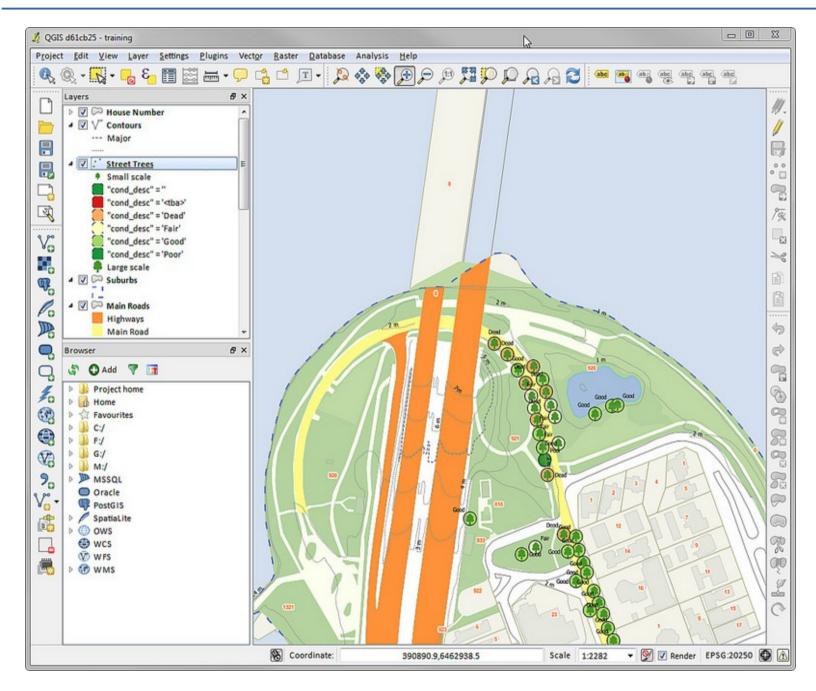


#### **PostGIS 3D**

http://vimeo.com/74869530



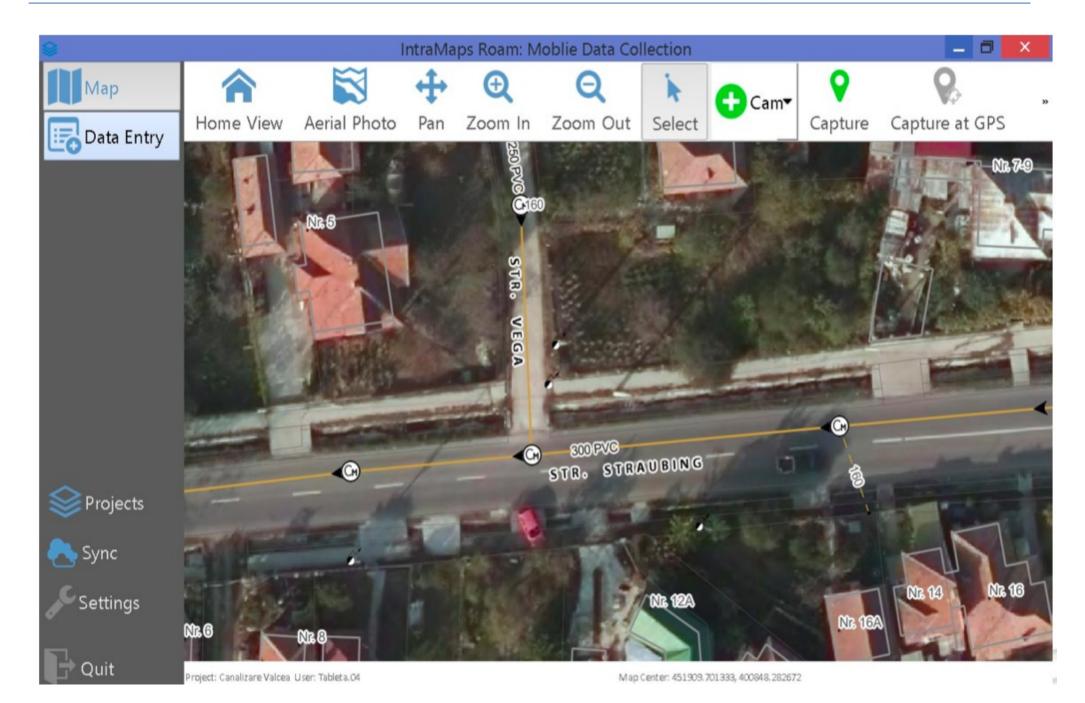
## **Présentation QGIS**



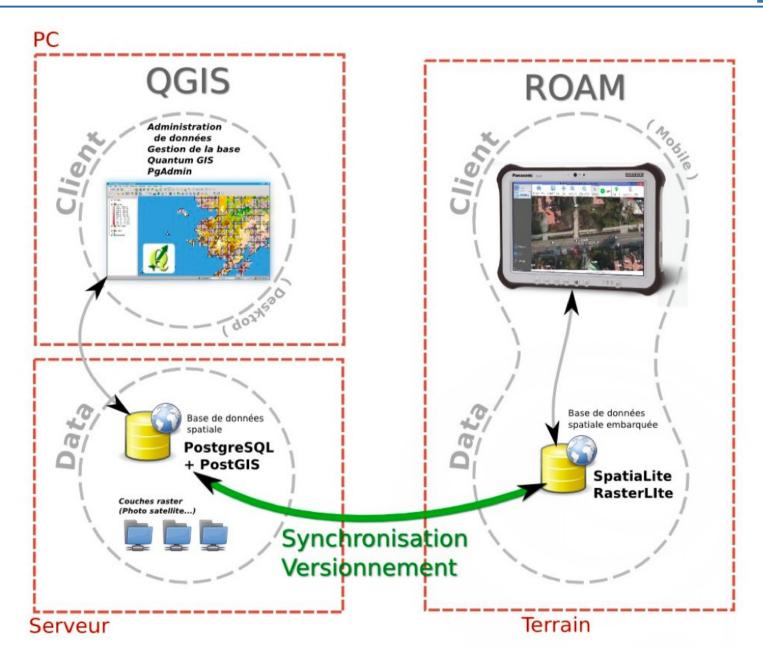




# QGIS IHM minimaliste métier embarquée

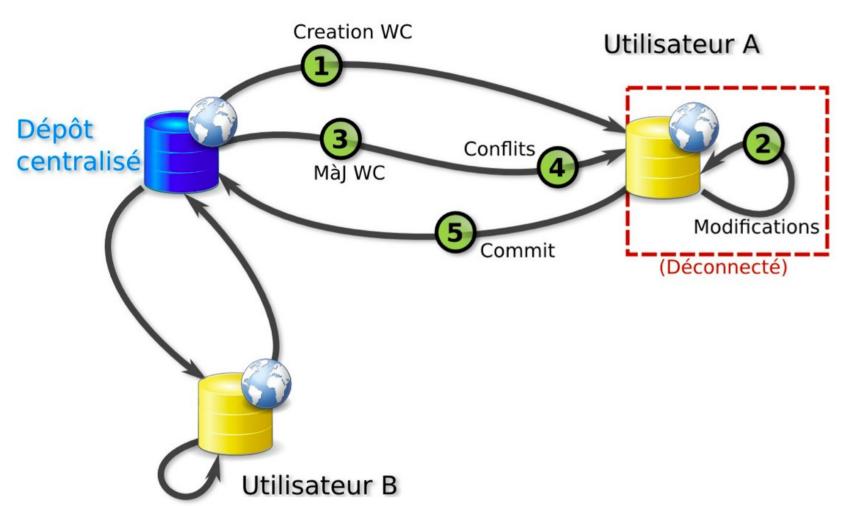


# **QGIS + PostGIS : Architecture Embarquée**





### QGIS + PostGIS: Gestion de versions et de conflits

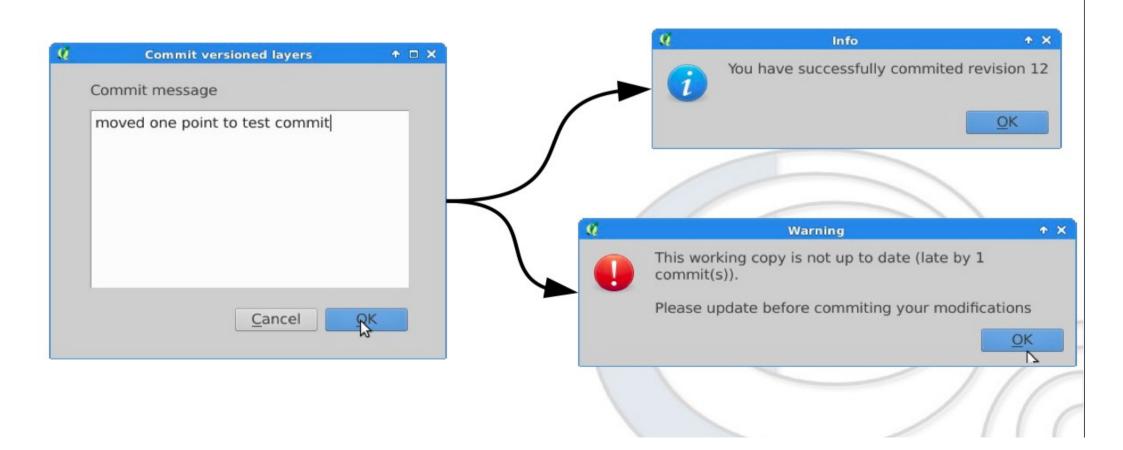




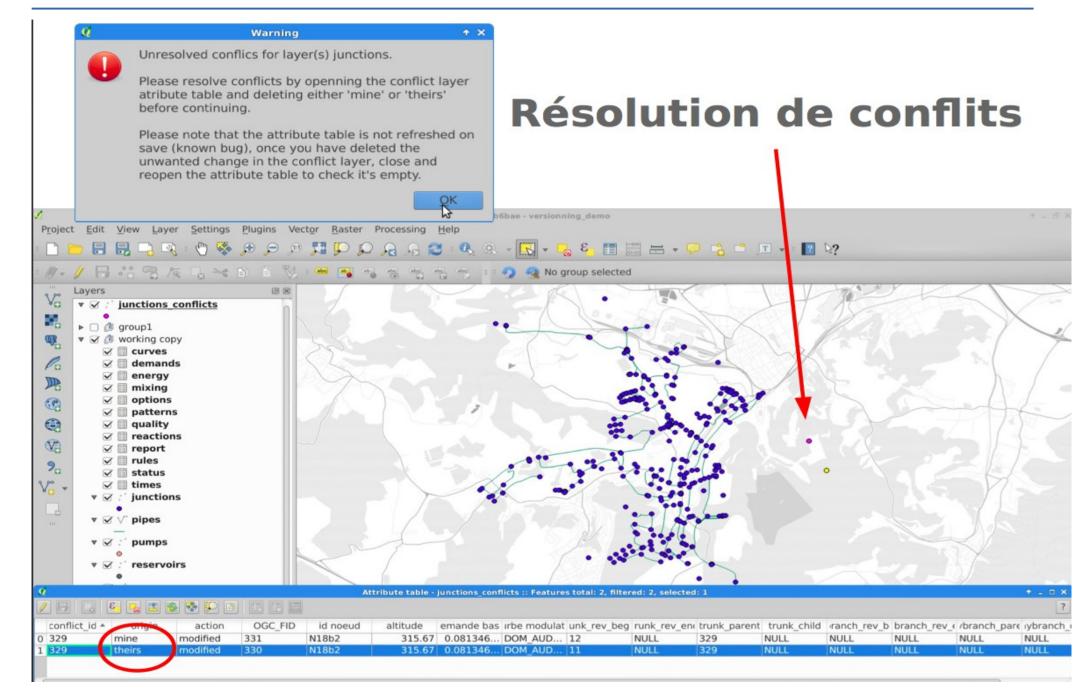
#### QGIS + PostGIS: Gestion de versions et de conflits

#### **Commit**

- sur WC à jour
- insertion des éléments dans les tables
- métadonnées de révision



#### QGIS + PostGIS: Gestion de versions et de conflits

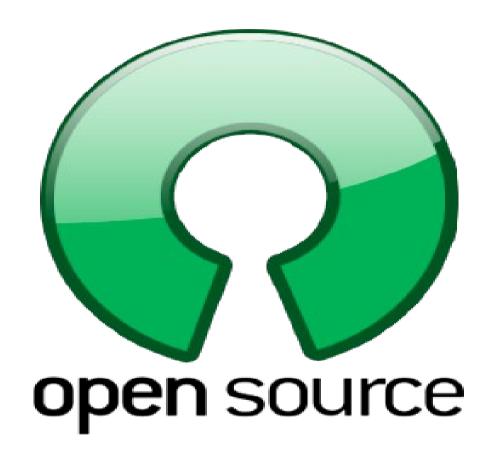


# QGIS avec plugin et librairie métier, EPANET

http://vimeo.com/87754967



# Pourquoi Utiliser de l'Open Source en SIG?







www.oslandia.com