

# Geographic Data Science - Lecture IX

## Points

Dani Arribas-Bel

# Today

- The *point* of points
- Point patterns
- Visualization of point patterns
- Identifying clusters of points

The *point* of points

# Points like polygons

Points *can* represent “fixed” entities

In this case, points are qualitatively similar to polygons/lines

The goal here is, taking location fixed, to model other aspects of the data

# Points like polygons

Examples:

- Cities (in most cases)
- Buildings
- Polygons represented as their centroid
- ...

# When points are not polygons

Point data are not only a different geometry than polygons or lines...

... Points can also represent a fundamentally different way to approach spatial analysis

Points unlike polygons

A few examples...

Crime Types

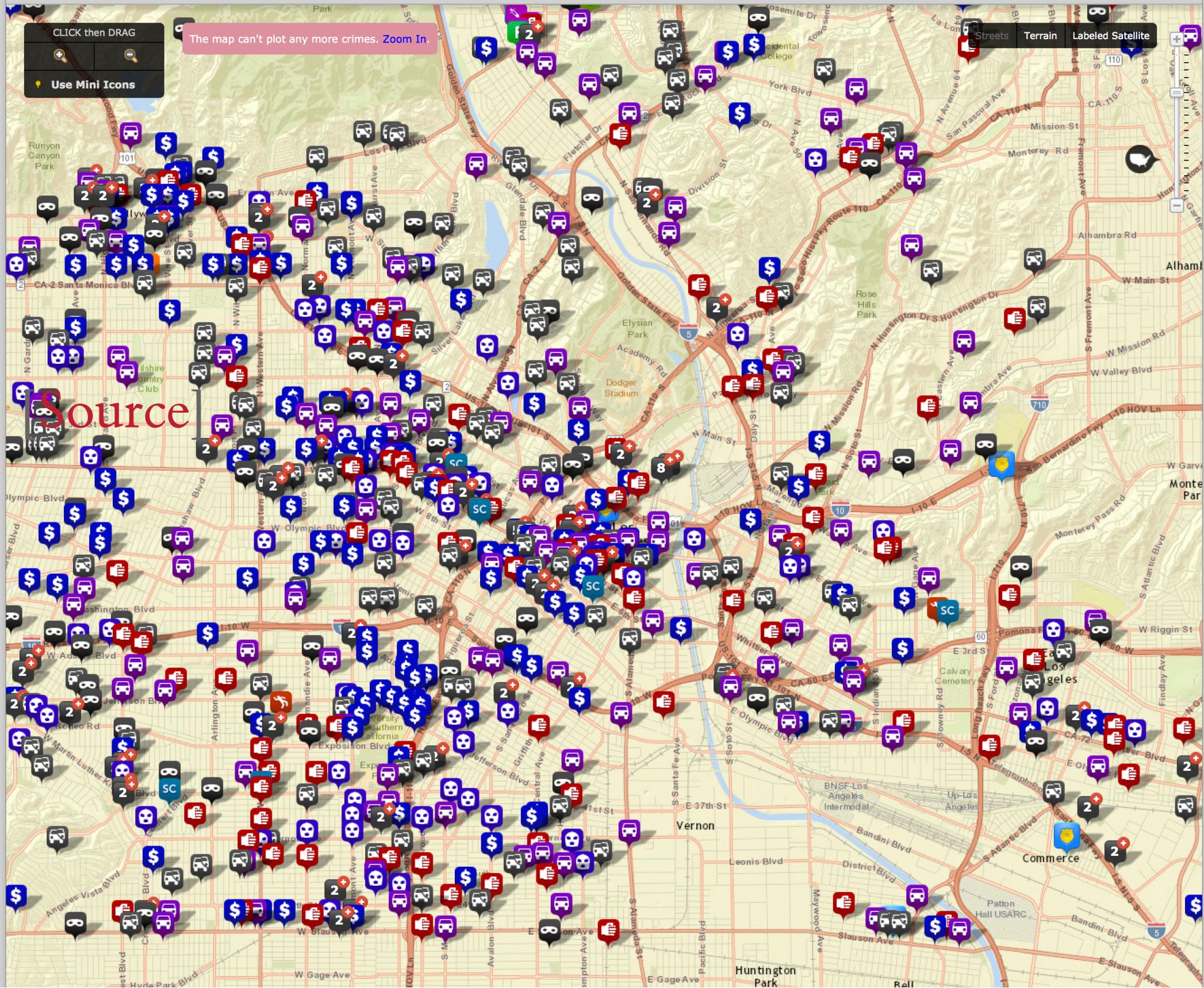
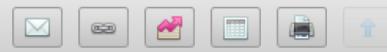
Dates

Address

Agencies

+800 crimes

between 11/11/2015 - 11/17/2015

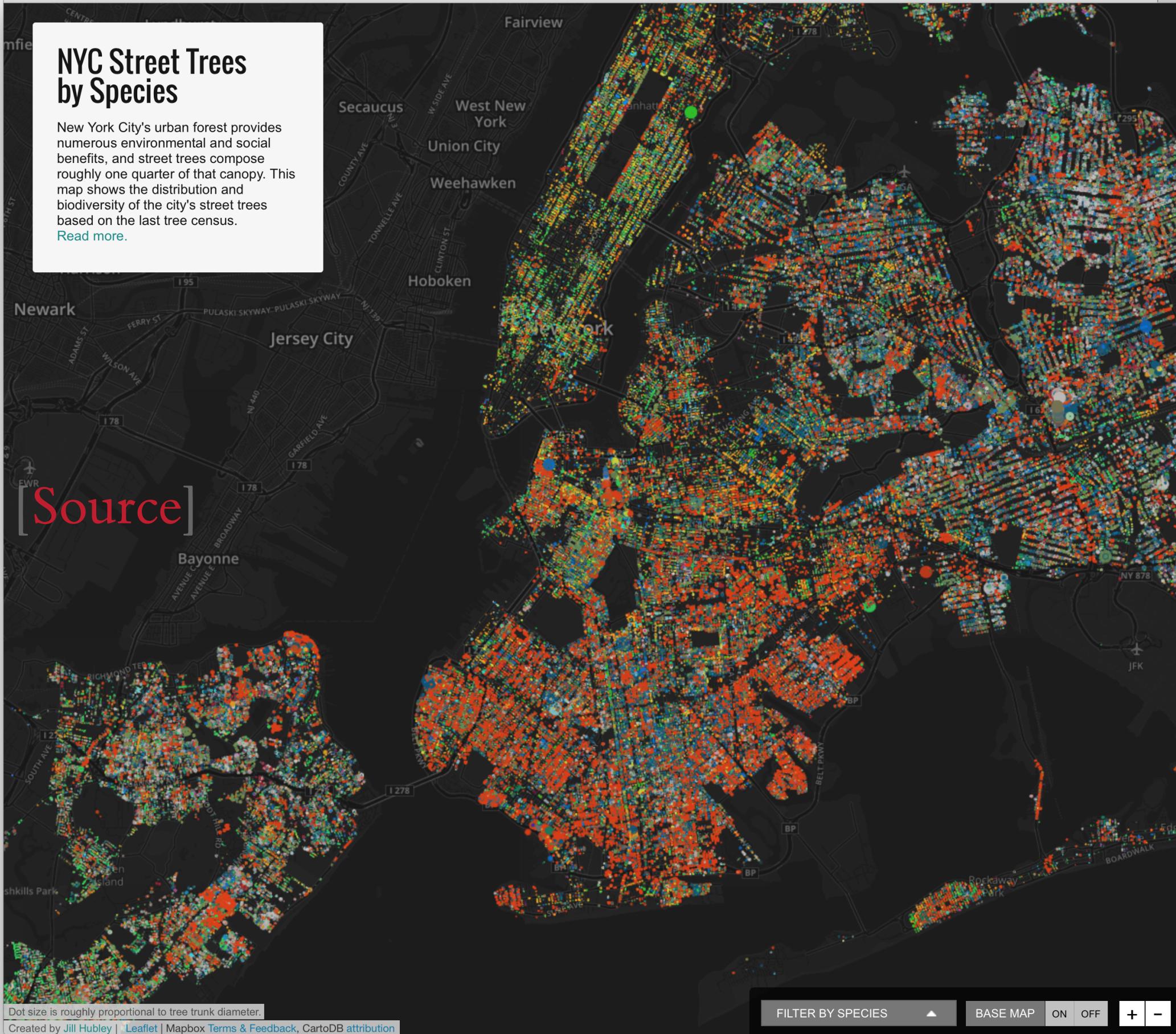


# NYC Street Trees by Species

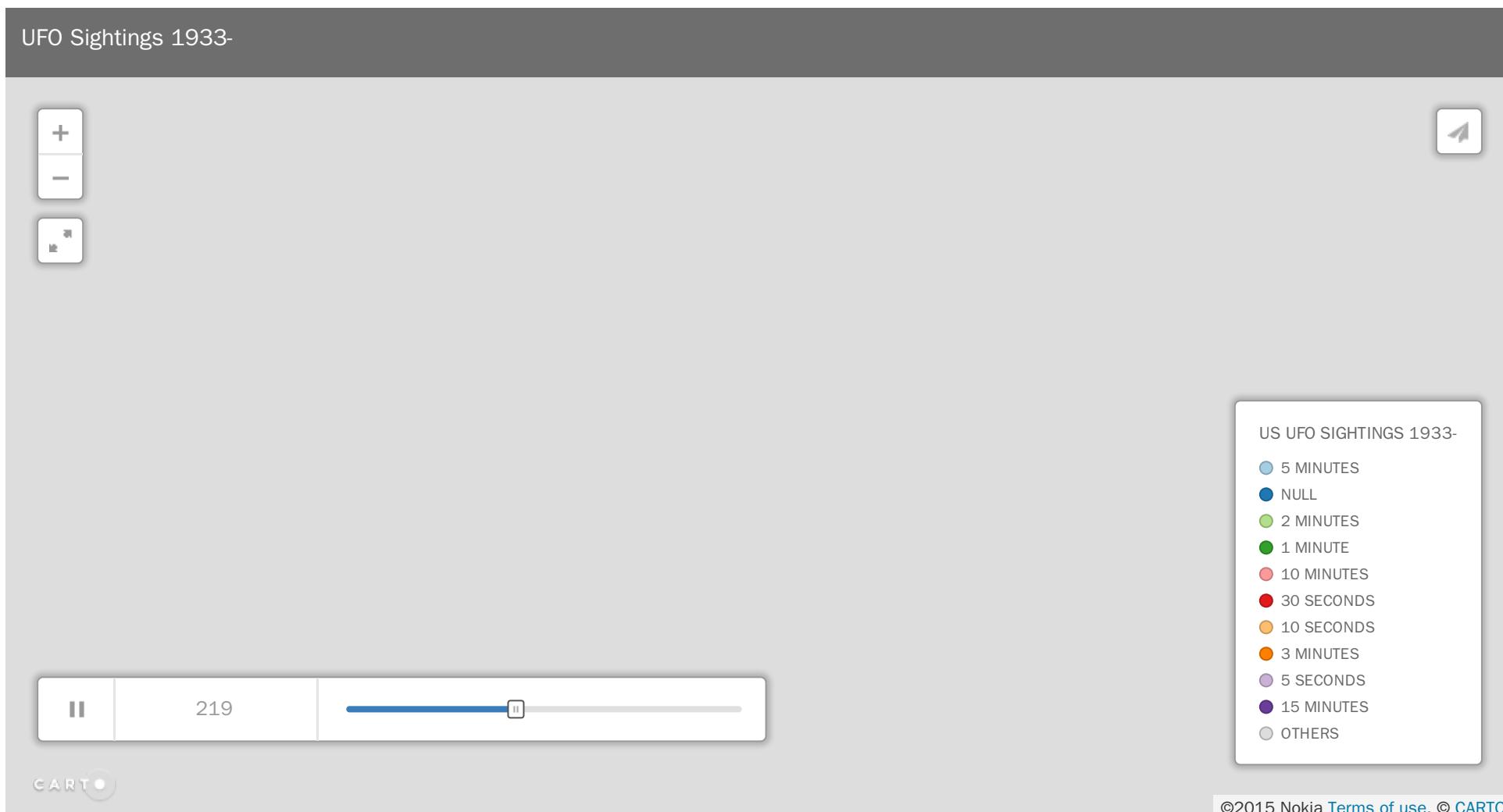
New York City's urban forest provides numerous environmental and social benefits, and street trees compose roughly one quarter of that canopy. This map shows the distribution and biodiversity of the city's street trees based on the last tree census.

[Read more.](#)

[Source]



# UFO Sightings (1933-)



Map created by  [lpearso](#)

# Geo-tagged tweets



# Point patterns

# Point patterns

Distribution of points over a portion of space

Assumption is a point can happen anywhere on that space, but only happens in specific locations

- Unmarked: locations only
- Marked: values attached to each point

## Point Pattern Analysis

Describe, characterize, and explain point patterns,  
focusing on their generating process

- Visual exploration
- Clustering properties and clusters
- Statistical modeling of the underlying processes

# Visualization of PPs

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Two routes (today):

- *Aggregate*  $\leftrightarrow$  “Histogram”
- *Smooth*  $\leftrightarrow$  KDE

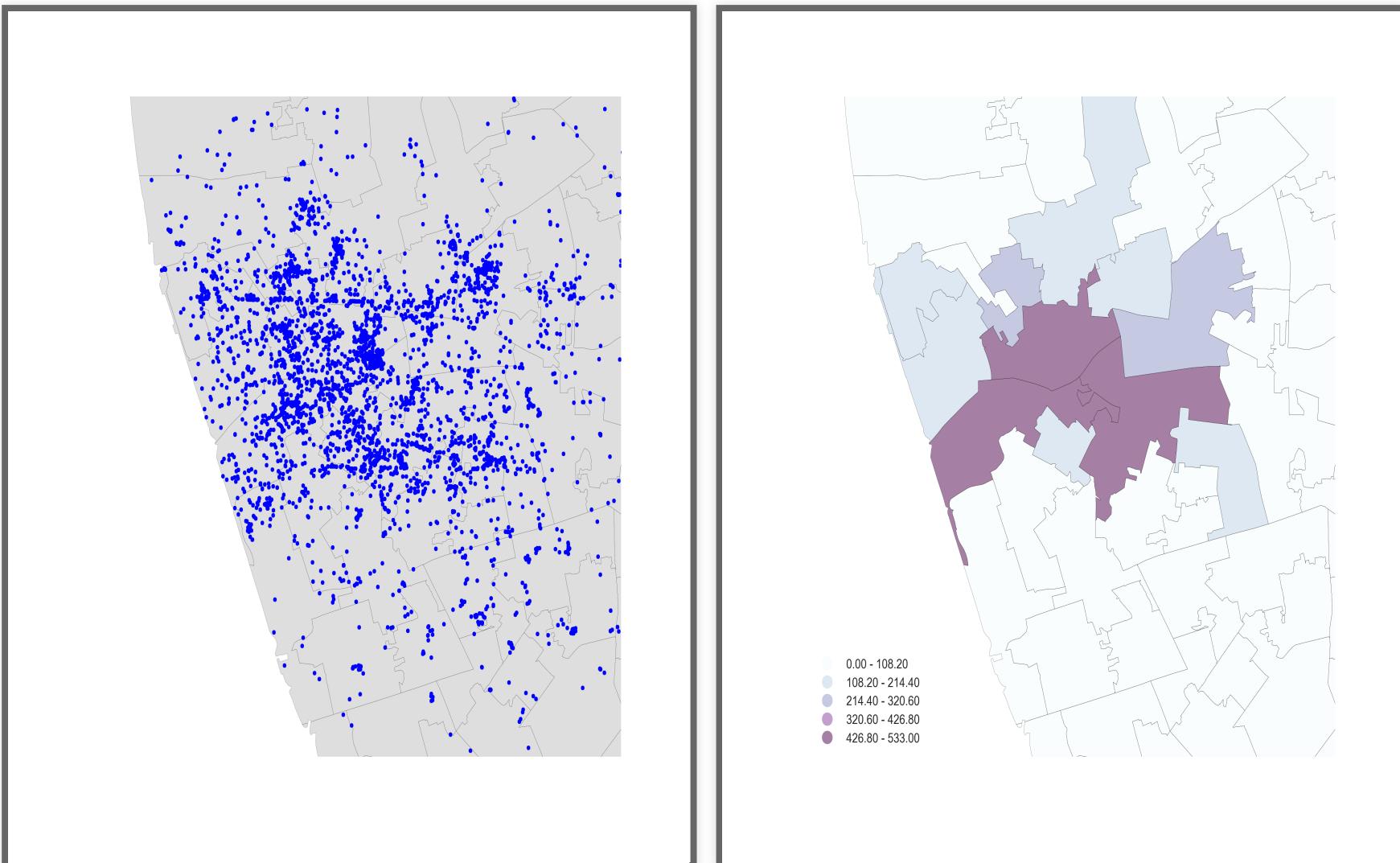
# Aggregation

## *Points meet polygons*

Use polygon boundaries and count points per area

[Insert your skills for choropleth mapping here!!!]

But, the polygons need to “*make sense*” (their delineation needs to relate to the point generating process)



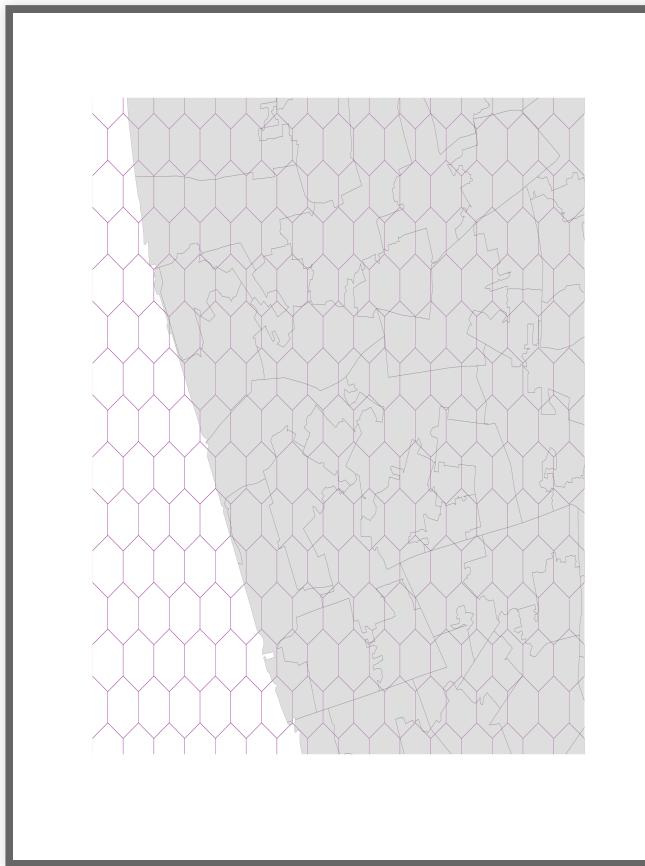
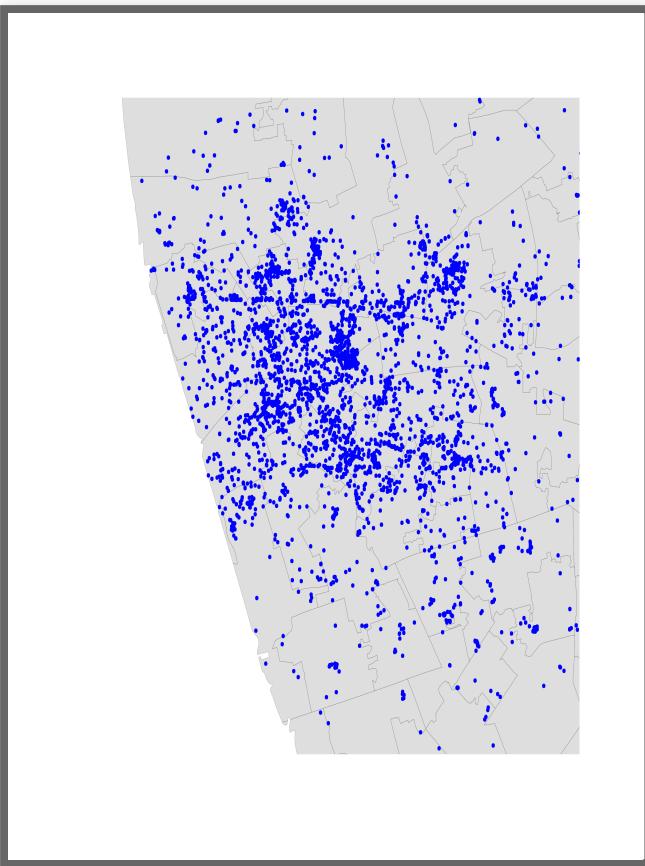
# Hex-binning

If no polygon boundary seems like a good candidate for aggregation...

...draw a hexagonal (or squared) tessellation!!!

Hexagons...

- Are regular
- Exhaust the space (Unlike circles)
- Have many sides (minimize boundary problems)



# But...

(Arbitrary) aggregation may induce MAUP (see Lecture 4)

+

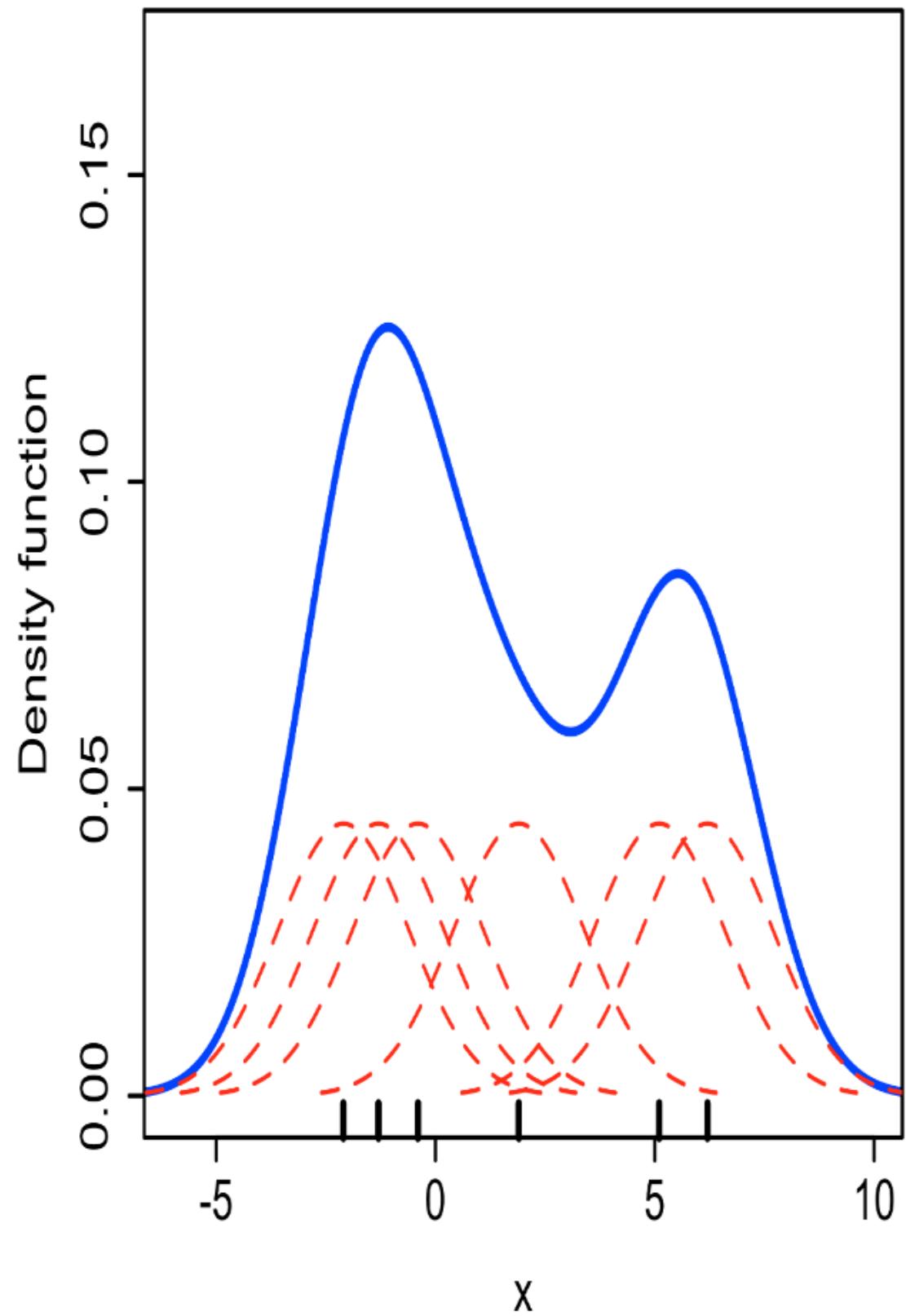
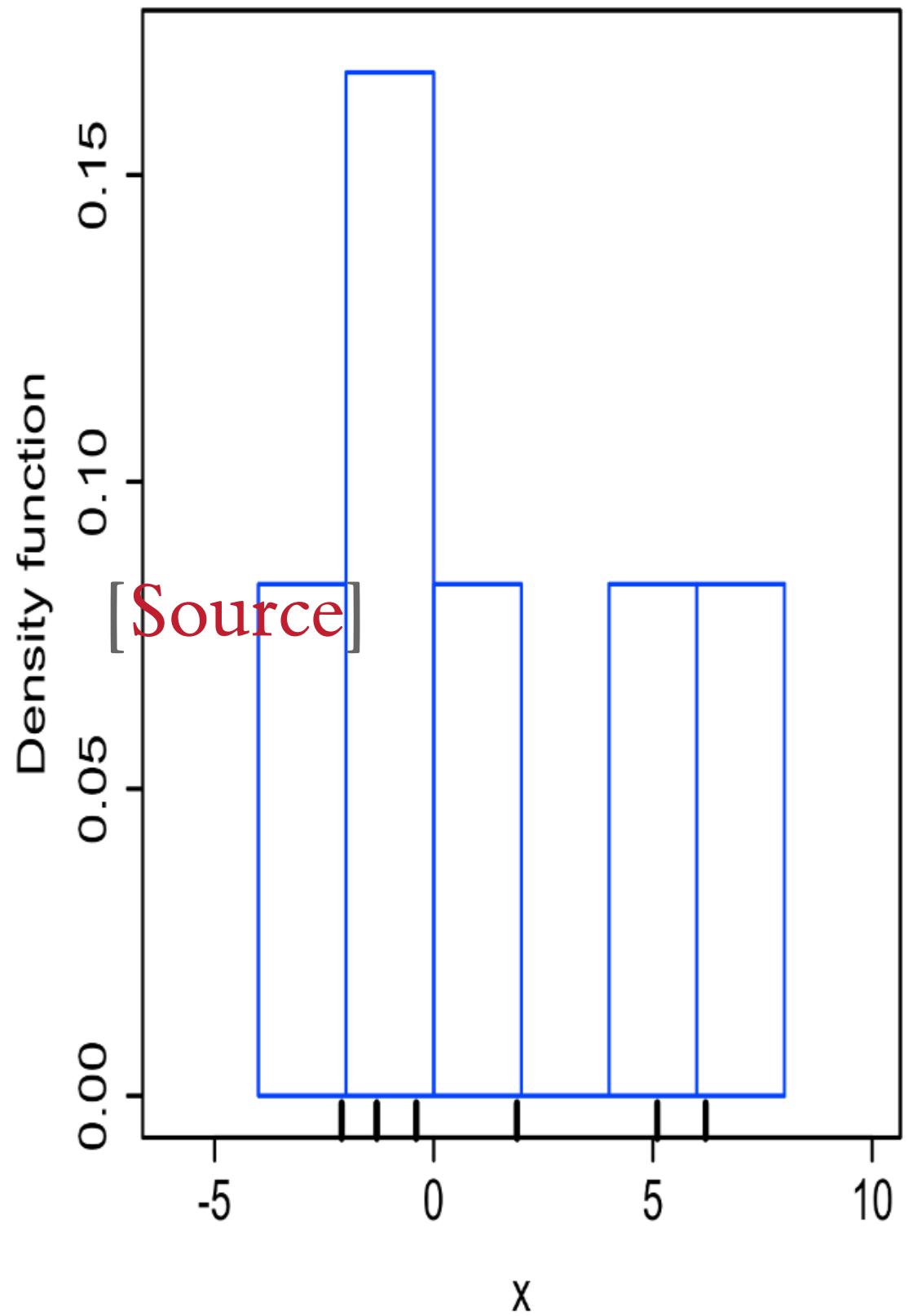
Points usually represent events that affect only part of the population and hence are best considered as rates (see Lecture 4)

# Kernel Density Estimation

# Kernel Density Estimation

*Estimate the (**continuous**) observed **distribution** of a variable*

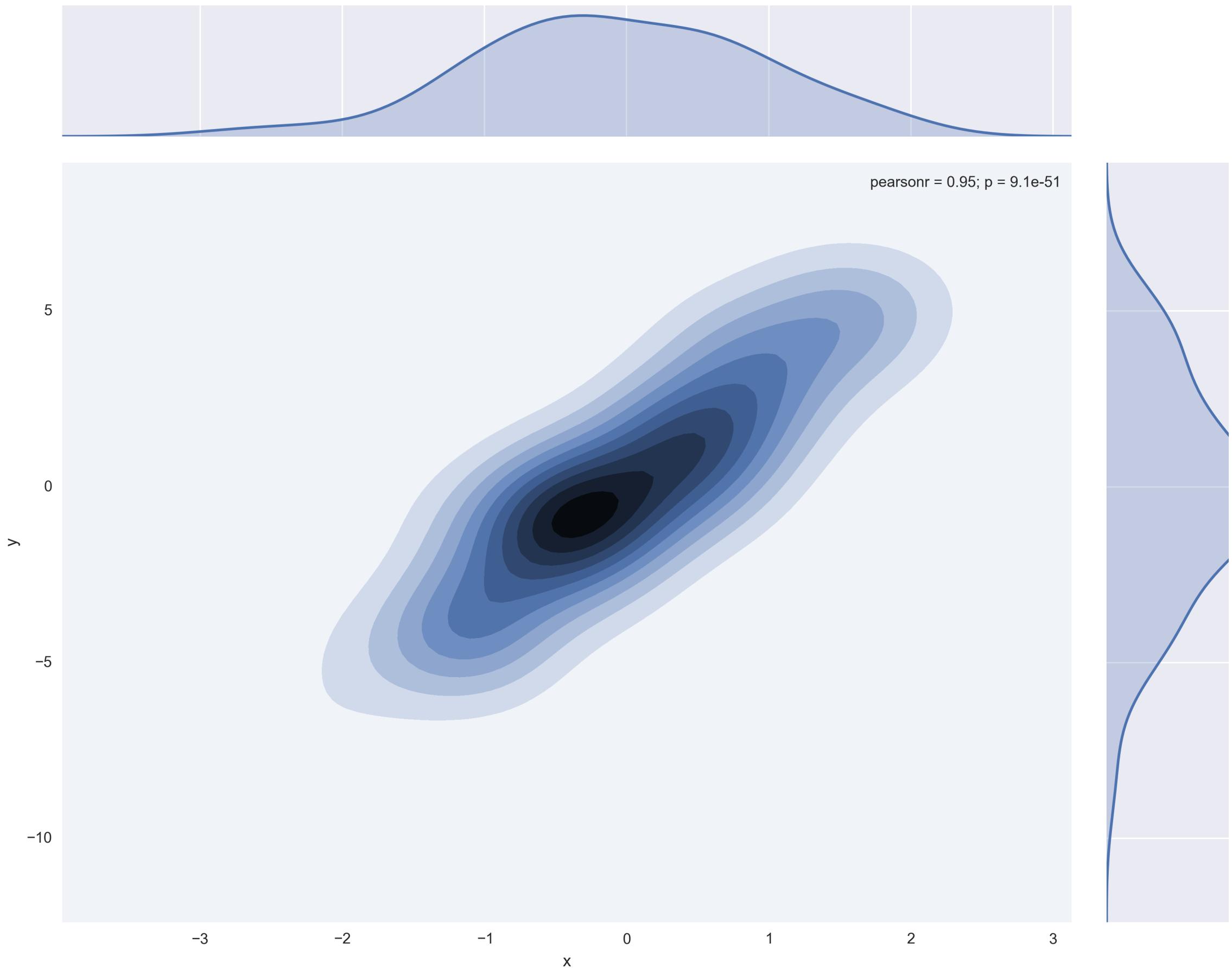
- Probability of finding an observation at a given point
- “Continuous histogram”
- Solves (much of) the MAUP problem, but not the underlying population issue

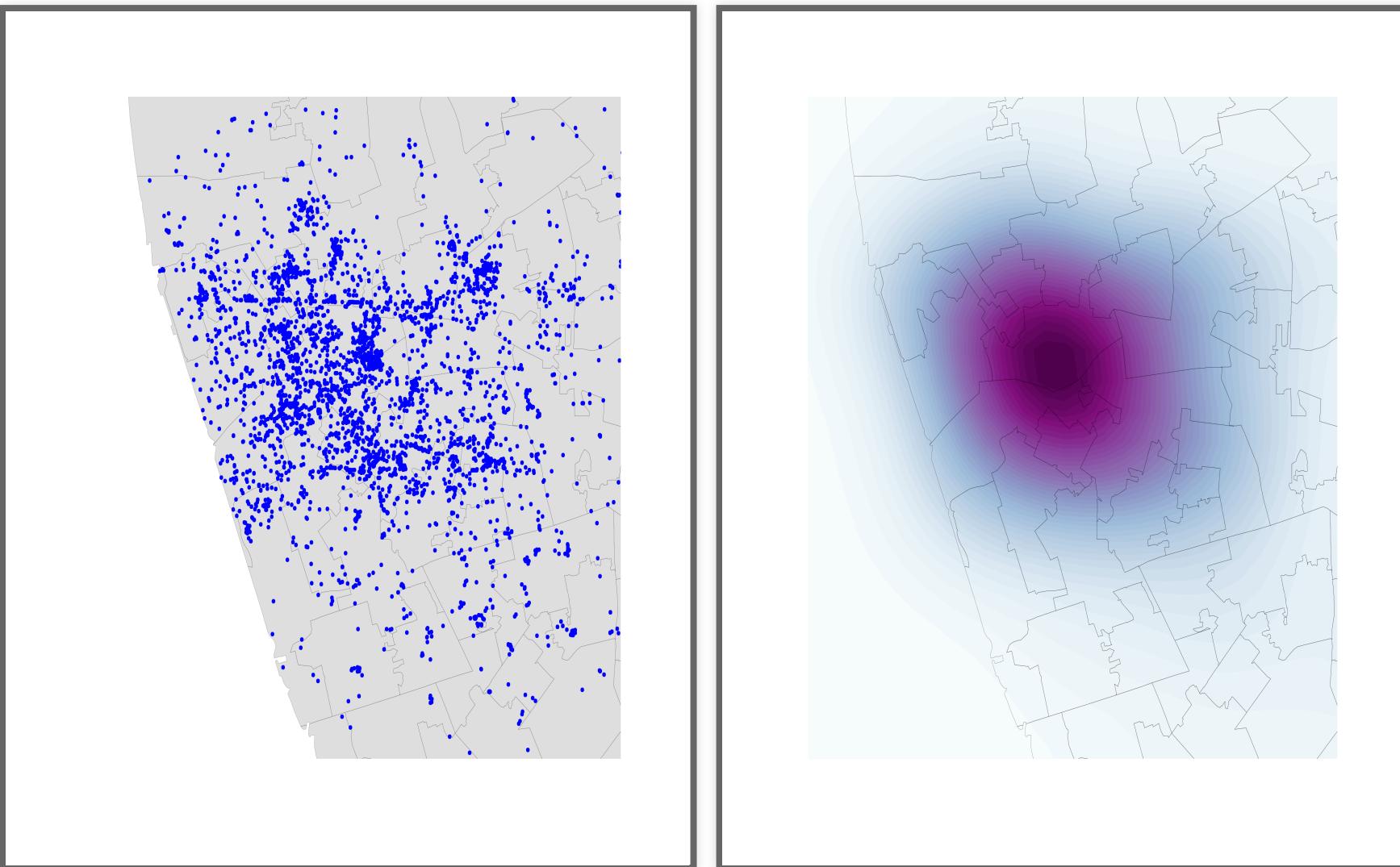


# Bivariate (spatial) KDE

*Probability of finding observations at a given point in space*

- Bivariate version: distribution of pairs of values
- In space: values are coordinates (XY), locations
- Continuous “version” of a choropleth





# Finding clusters of PPs

*Concentrations/agglomerations of points over space,  
significantly more so than in the rest of the space  
considered*

Huge literature spanning spatial analysis, statistics  
and computer science. Today, we'll look at...

Density

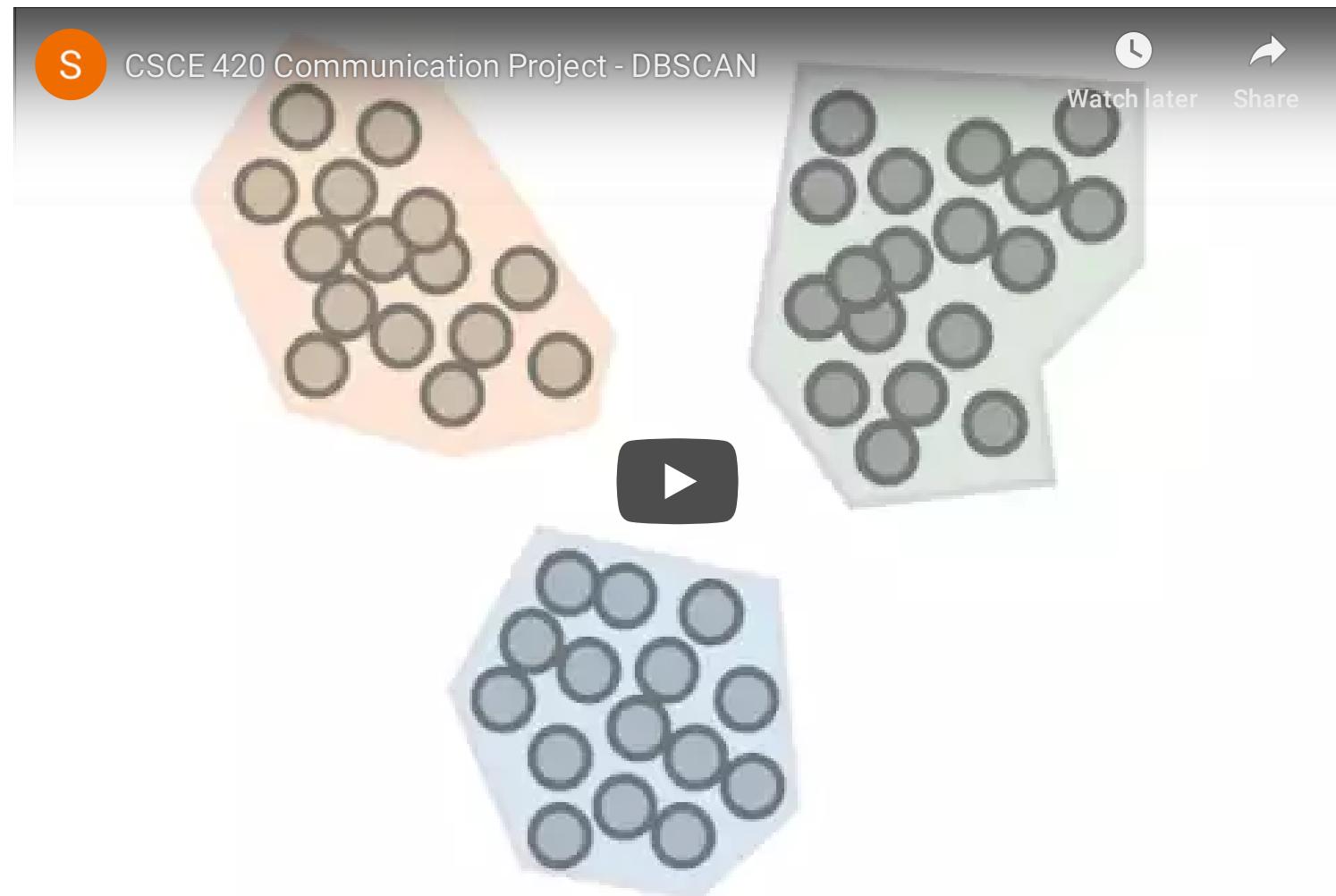
Based

Spatial

Clustering of

Applications with

Noise



# DBSCAN

(Additional) **Pros:**

- Not necessarily spatial
- Very fast to run so → scales relatively well → applicable to large datasets

(Additional) **Cons:**

- Not based on any probabilistic model (no inference)
- Hard to learn about the underlying process

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