

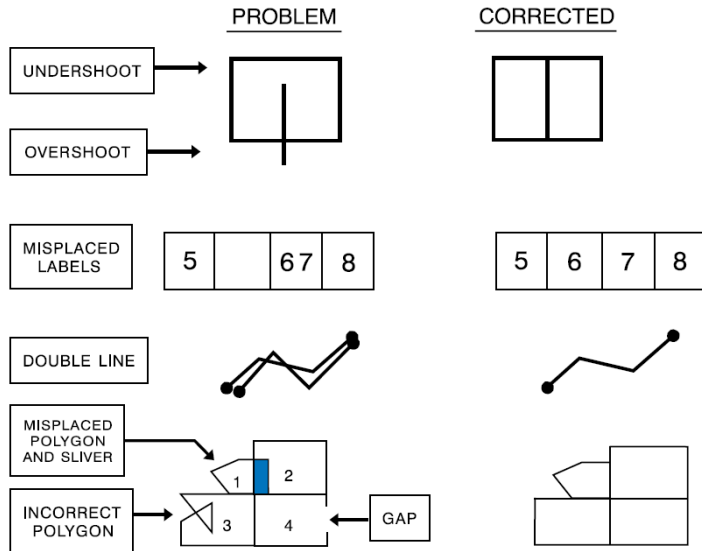


# 공간정보 자료 처리 (공간 질의)

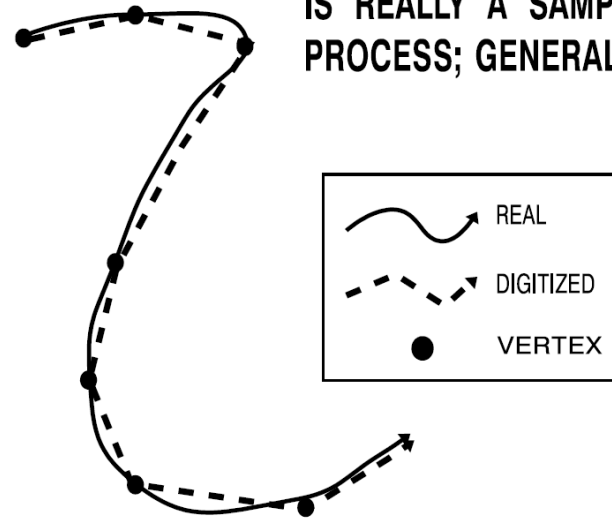
Spatial Query

# 공간 질의

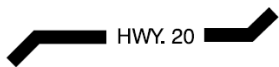
## EDITING DIGITIZED DATA



**DIGITIZING A CURVE  
IS REALLY A SAMPLING  
PROCESS; GENERALIZATION**



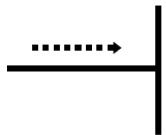
## **AUTO DIGITIZING PROBLEMS**



LINE BREAKS

**SOIL**

ANNOTATION  
OR FEATURES? 주석



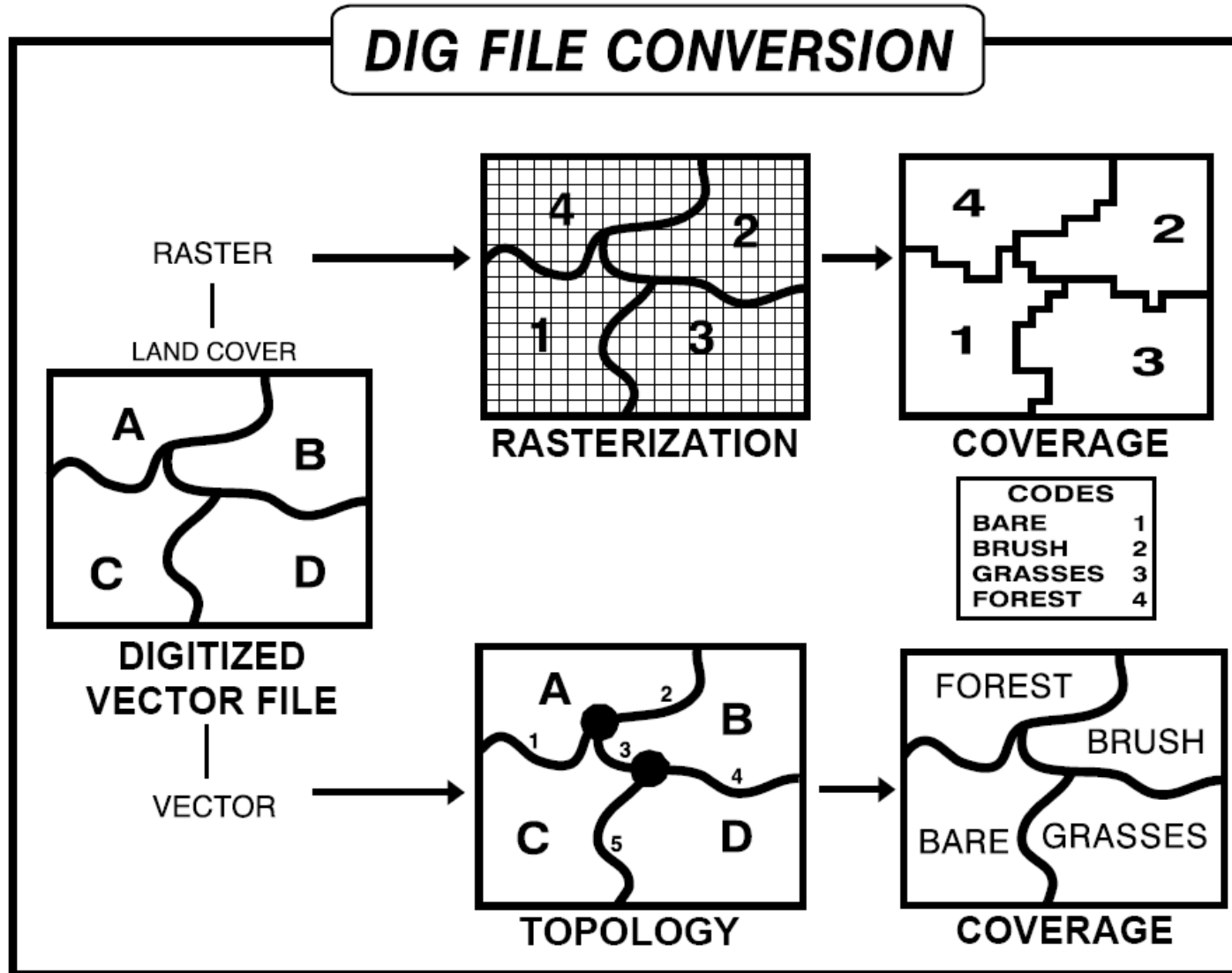
WHICH DIRECTION?



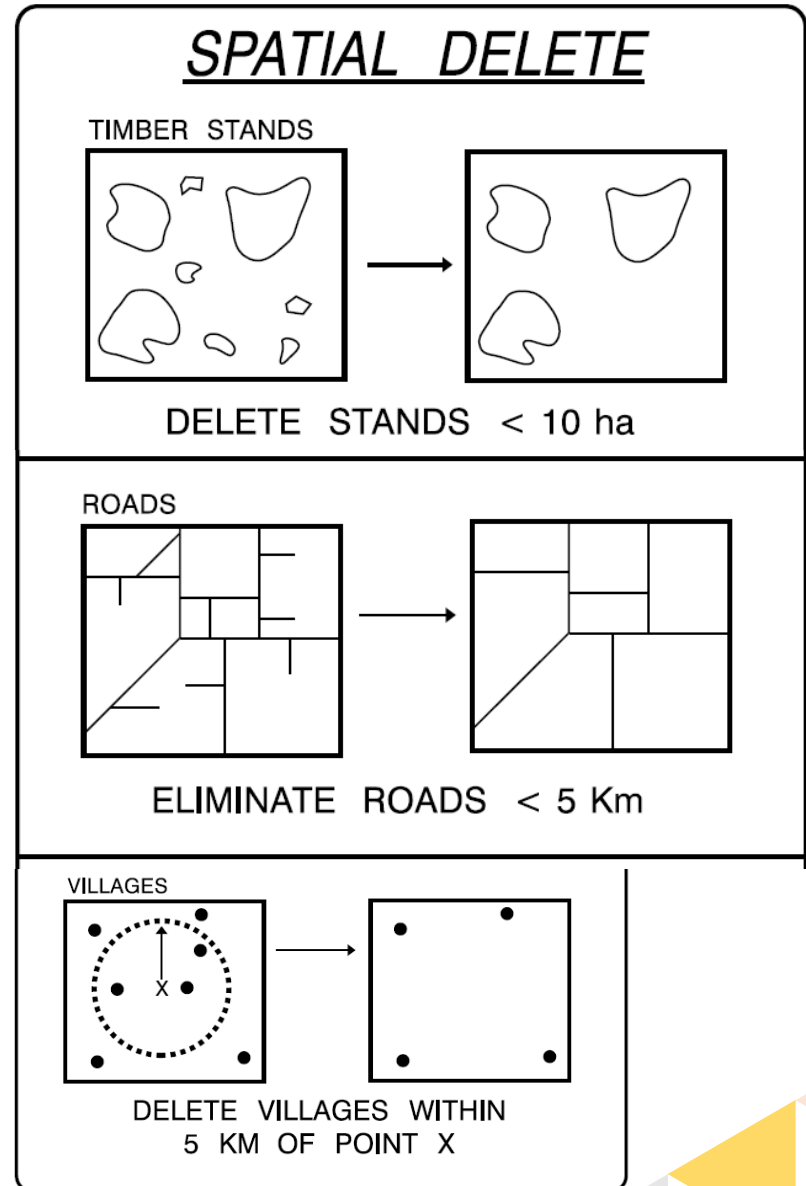
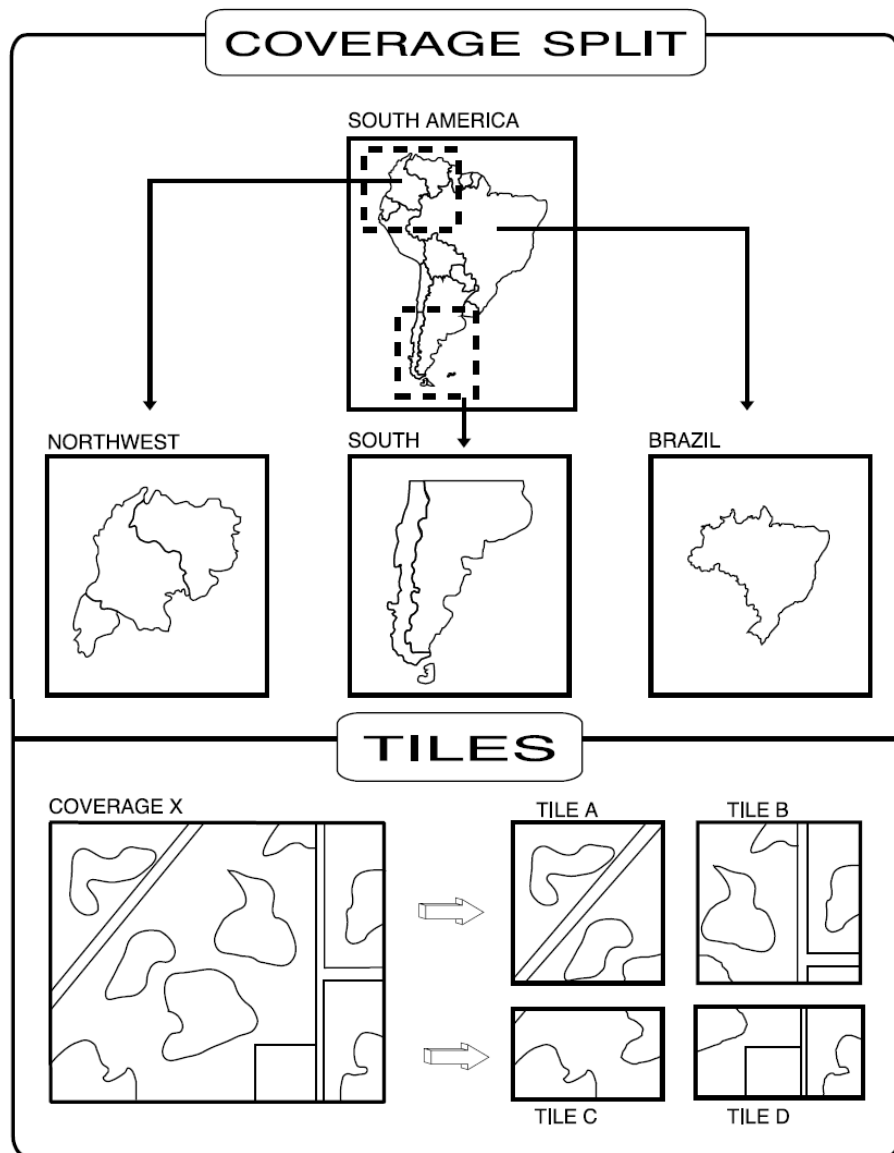
INDISTINCT BORDERS

# 공간 질의

## DIG FILE CONVERSION

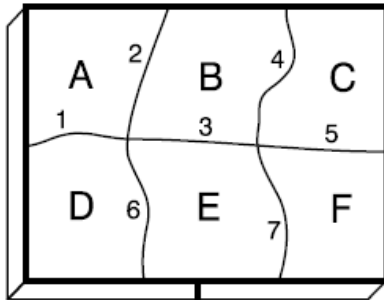


# 공간 질의



# 공간 질의

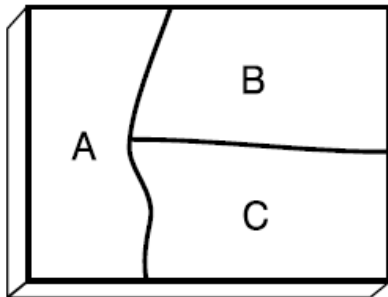
## DISSOLVE



DISSOLVE CHAIN 1  
DISSOLVE CHAIN 4  
DISSOLVE CHAIN 7

- OR -

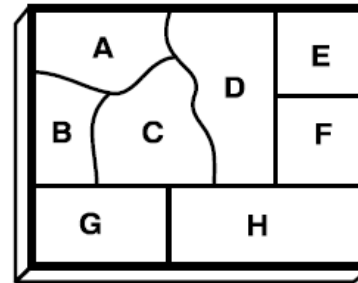
MERGE POLYS A & D  
MERGE POLYS B & C  
MERGE POLYS E & F



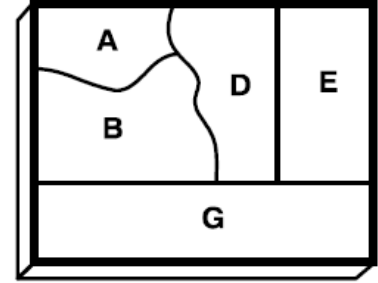
## DISSOLVE POLITICAL REDISTRICTING

구역

### OLD DISTRICTS



### NEW DISTRICTS



절차

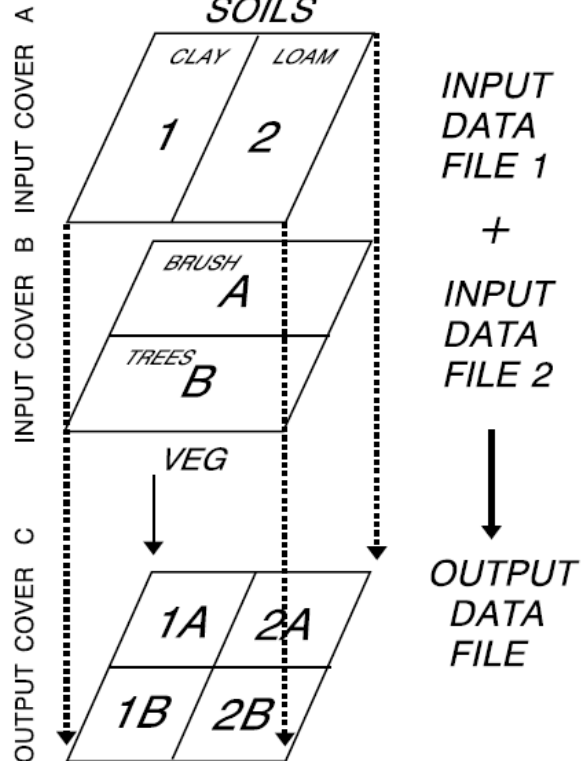
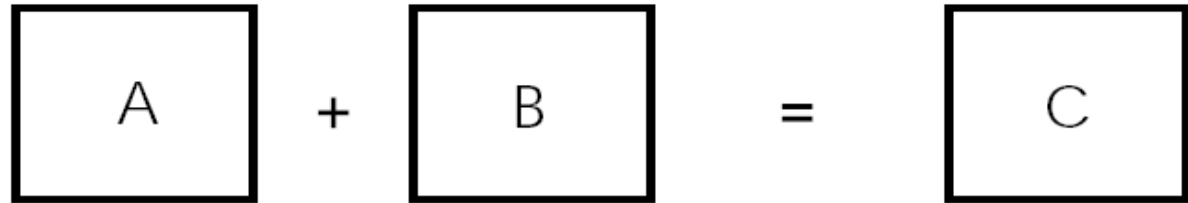
### PROCEDURE:

RENAME C = B  
DISSOLVE CHAIN B-C  
RENAME F = E  
DISSOLVE CHAIN E-F  
RENAME H = G  
DISSOLVE CHAIN G-H

# 공간 질의

## OVERLAY

중첩



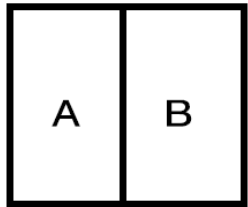
POLYGON	NAME	SIZE (Ha)
1	CLAY	2
2	LOAM	2

POLYGON	NAME	SIZE (Ha)
A	BRUSH	2
B	TREES	2

POLYGON	SOIL	VEG	SIZE (Ha)
1A	CLAY	BRUSH	1
1B	CLAY	TREES	1
2A	LOAM	BRUSH	1
2B	LOAM	TREES	1

# 공간 질의

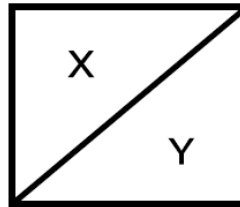
## OVERLAY APPLICATION



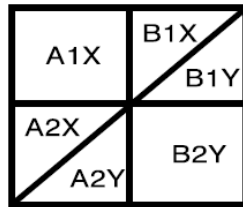
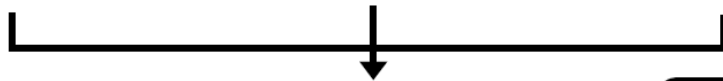
SOIL TYPE



CROP TYPE



FARM PRACTICE



YIELD POTENTIAL

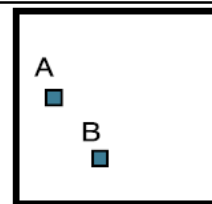
예상 수확량

## OVERLAY

IDENTIFICATION OF FEATURES  
WITHIN POLYGONS

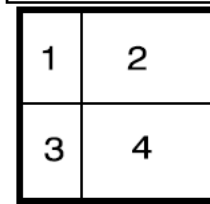
### POINTS

HISTORICAL SITES



OVERLAY  
+

PARK DISTRICTS



=

POINT A = DISTRICT 1  
POINT B = DISTRICT 4

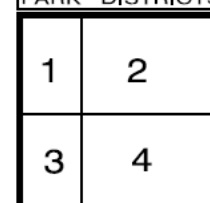
### LINES

RIVERS



OVERLAY  
+

PARK DISTRICTS



=

RIVER X = DISTRICTS 1,3  
RIVER Y = DISTRICTS 3,4

# 공간 질의

## MAP ALGEBRA MULTIPLICATION

OVERLAY  
USING  
MULTIPLY

일치

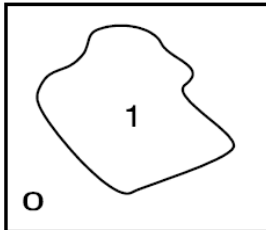
COINCIDENCE

DISTRICTS

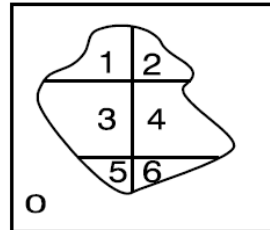
1	2
3	4
5	6

X

CROP LAND



=



## MAP ALGEBRA OVERLAY USING MAXIMUM

INPUT COVERAGE A

1	2	3
3	3	4
4	0	1
7	2	4
8	4	6
9		

RAINFALL: 1980

INPUT COVERAGE B

1	2	3
4	2	2
4	5	5
7	4	1
8	1	1
9		

RAINFALL: 1981

+

=

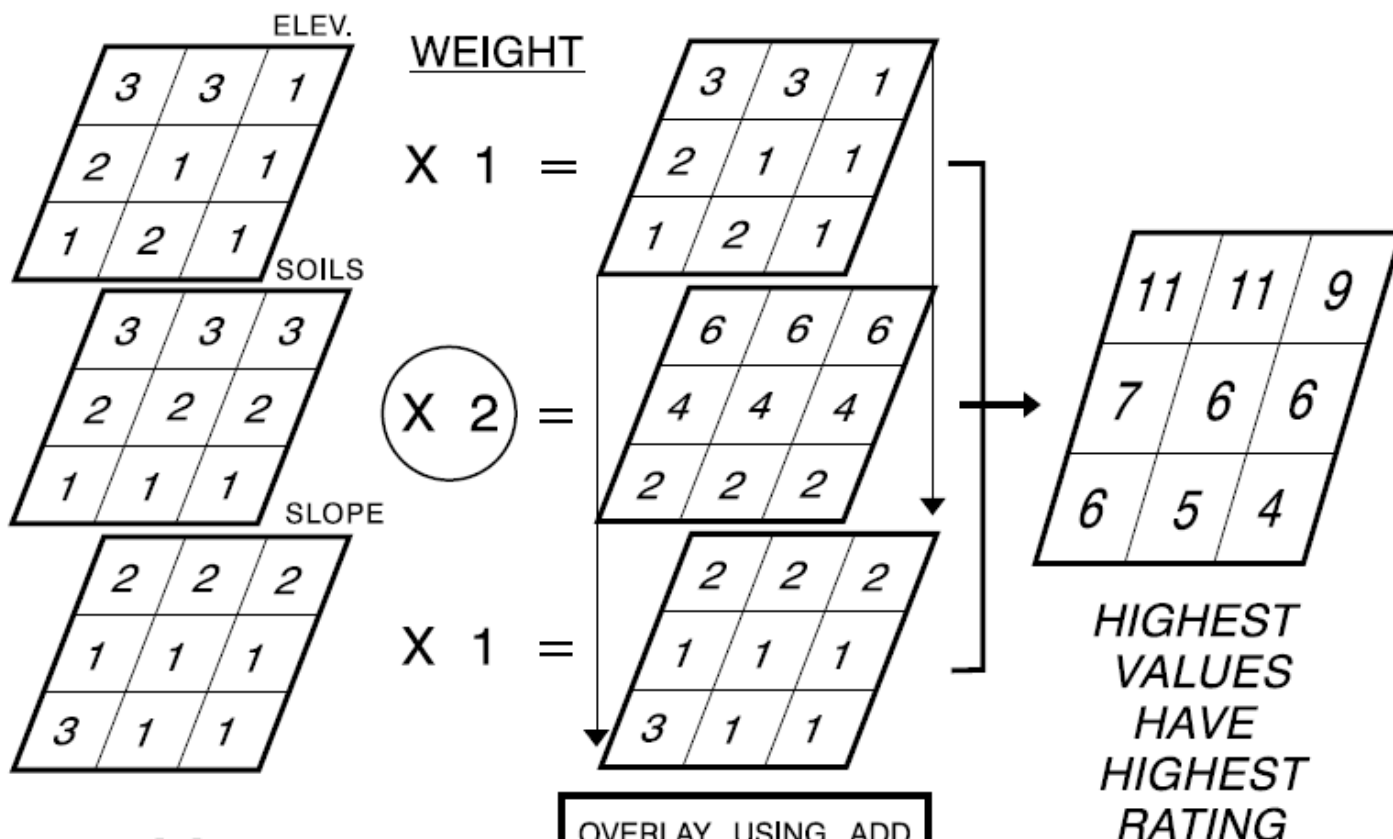
OUTPUT COVERAGE C

4	3	4
5	5	5
4	4	6

MAXIMUM RAINFALL  
1980-1981



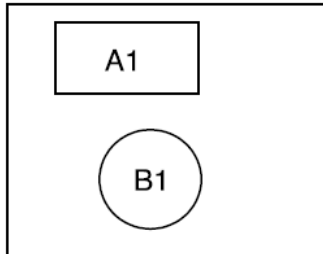
## OVERLAY USING WEIGHTS



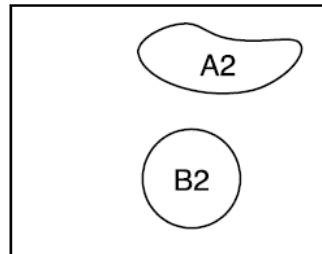
# 공간 질의

## VECTOR OVERLAY

INPUT COVER 1

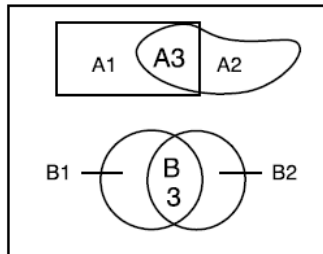


INPUT COVER 2



+

OUTPUT COVER



## DATABASE RESULTS

INPUT COVER 1

ID	AREA
A1	10
B1	8

+

INPUT COVER 2

ID	AREA
A2	8
B2	8

OUTPUT COVER

ID	AREA
A1	6
A2	4
A3	4
B1	5
B2	5
B3	4

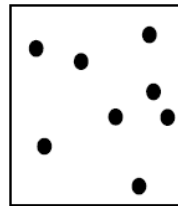
# 공간 질의

## *CLIP and MASK*

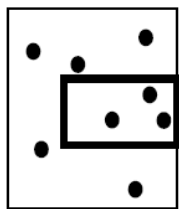
### CLIP

A	B	C
D	E	F
G	H	I

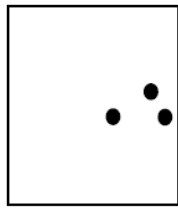
DISTRICTS



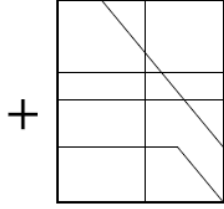
DRILL SITES



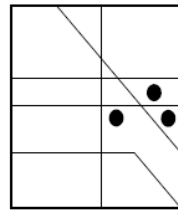
CLIP DRILL SITES



E-F SITES



ROADS



ROADS AND  
E-F DRILL  
SITES

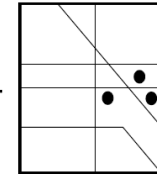
### MASK

A	B	C
D	E	F
G	H	I

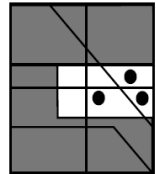
DISTRICTS



MASK



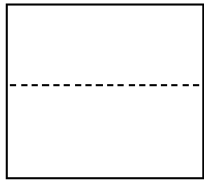
ROADS AND  
E-F DRILL  
SITES



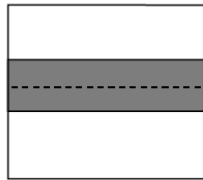
E-F ROADS  
AND  
DRILL SITES

# 공간 질의

## BUFFER APPLICATION LANDUSE AROUND RAILROAD



RAILROAD

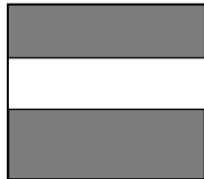


CREATE  
10-KM BUFFER



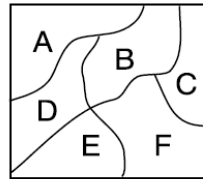
RECODE  
BUFFER = 0  
OUTSIDE = 8

OVERLAY



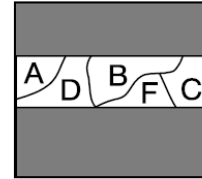
RAILROAD  
BUFFER

+



LANDUSE

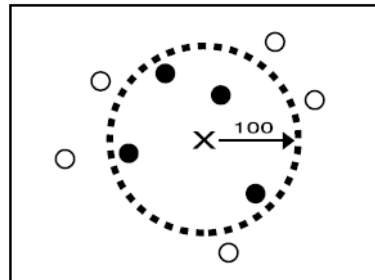
=



10-KM LANDUSE  
ZONE

SPATIAL QUERY:  
SHOW ALL  
CITIES WITHIN  
100 KM OF X

CITIES

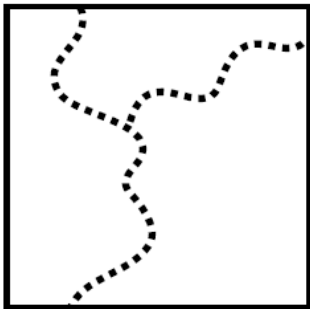


DISTANCE SELECTION

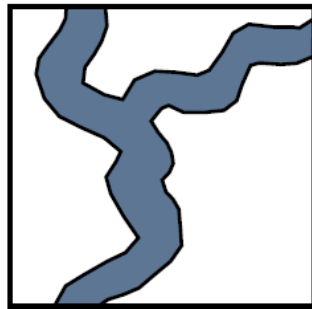
NAME	POP	CLASS
DUBOP	12.5	A
TRIMAN	9.0	A
TIBOO	10.1	B
POST	11.4	C
MANT	7.1	A
RATAP	5.0	C
FEENAN	7.0	C
JOSE	11.7	B

## HAZARD APPLICATION FLOODING RISKS

RIVERS

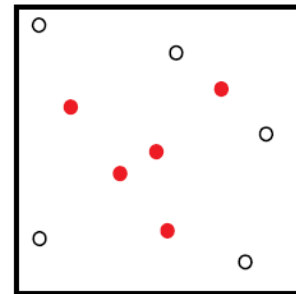
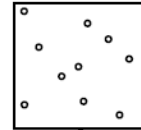


FLOOD ZONES

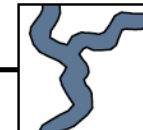


### OVERLAY

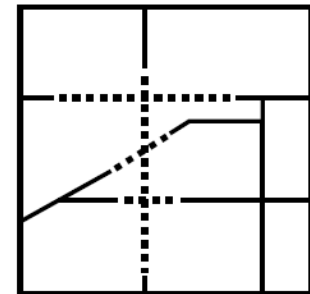
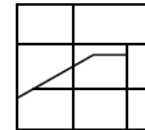
VILLAGES



FLOOD-PRONE  
VILLAGES •



ROADS

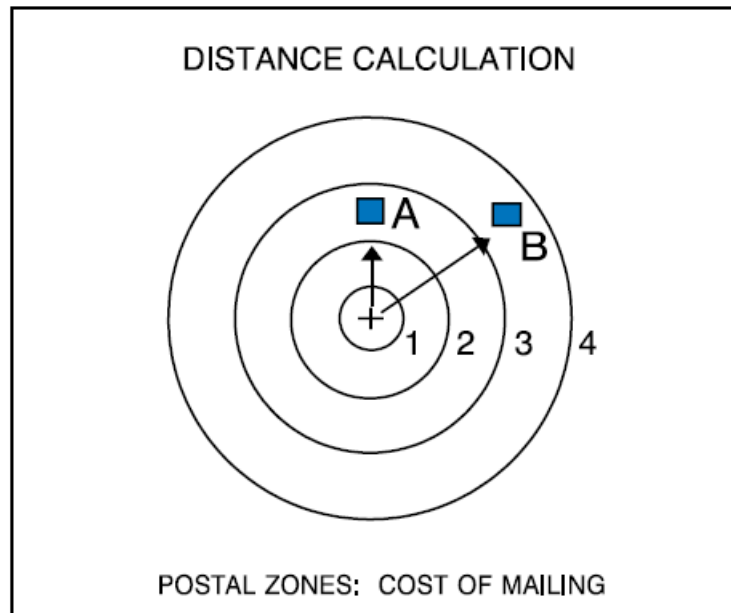


FLOOD-PRONE  
ROADS .....

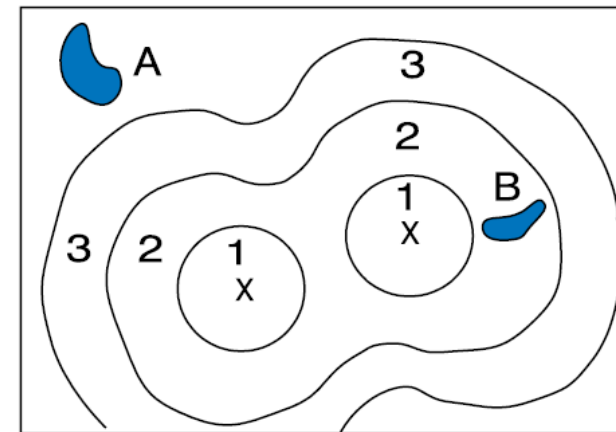
재해 응용

홍수 위험도 예측

## ***BUFFER DISTANCE***



우편, 택배 비용 산정

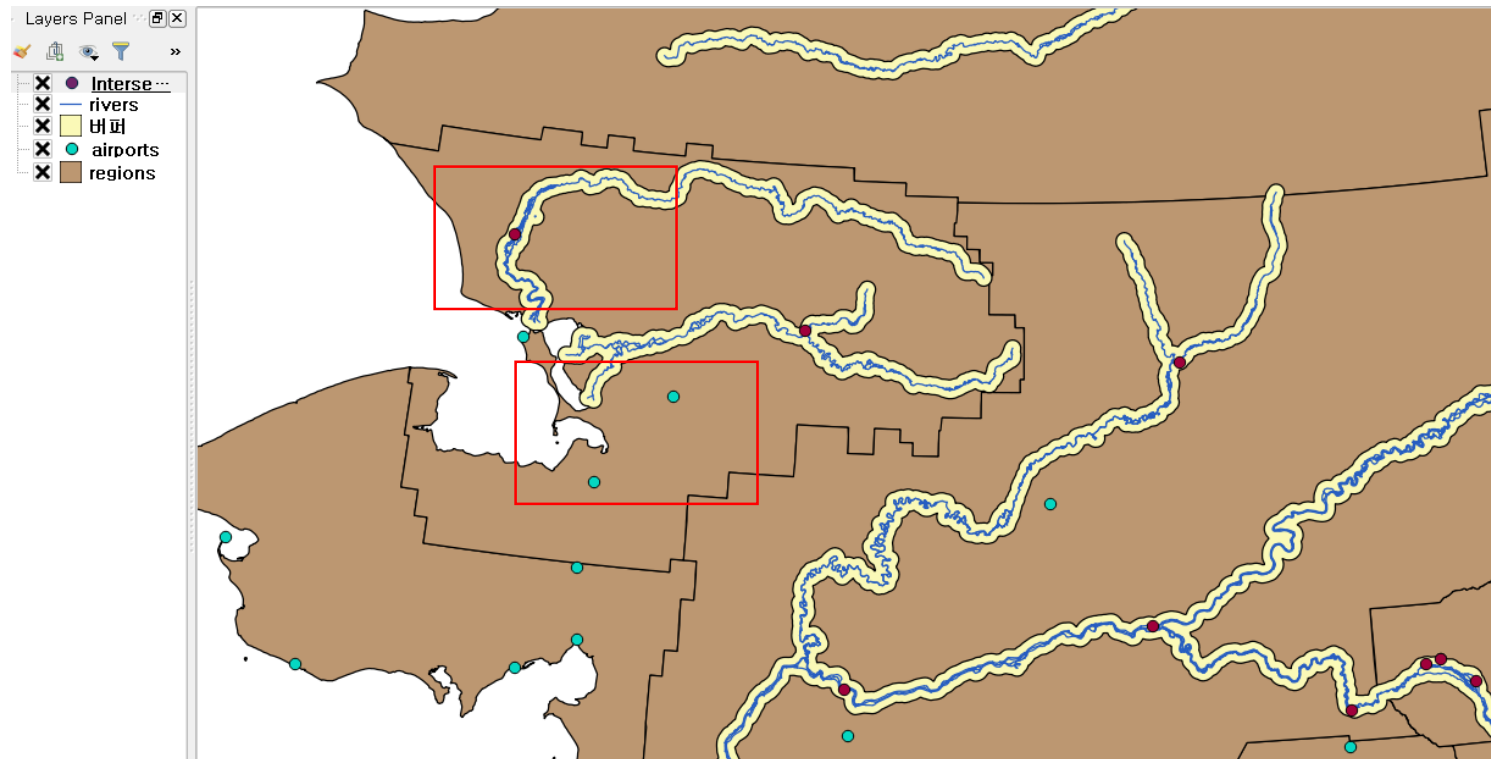


POLLUTION ZONES

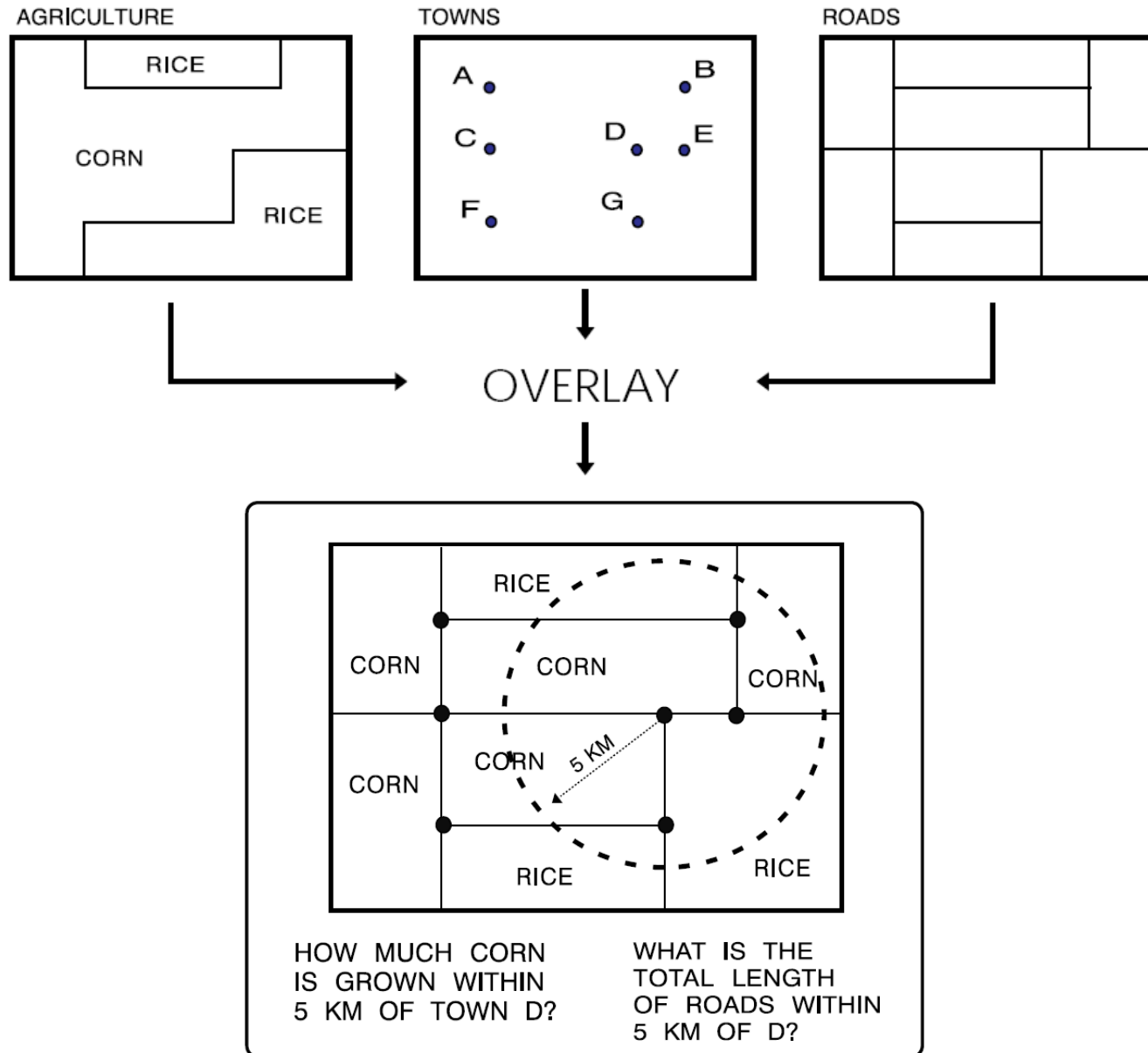
- WETLAND
- X POLLUTION SOURCE
- 1- 2- 3-KM ZONES

오염도

## Buffer Zones + Intersect



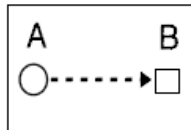
# 공간 질의



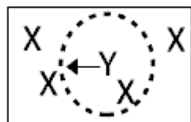


## PROXIMITY ANALYSIS EXAMPLES

- HOW FAR IS A FROM B?



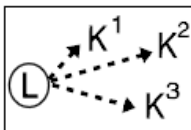
- HOW MANY X FEATURES ARE WITHIN 5 KM OF FEATURE Y?



- ARE THERE ANY VILLAGES WITHIN 5 KM OF THE PROPOSED SITE?

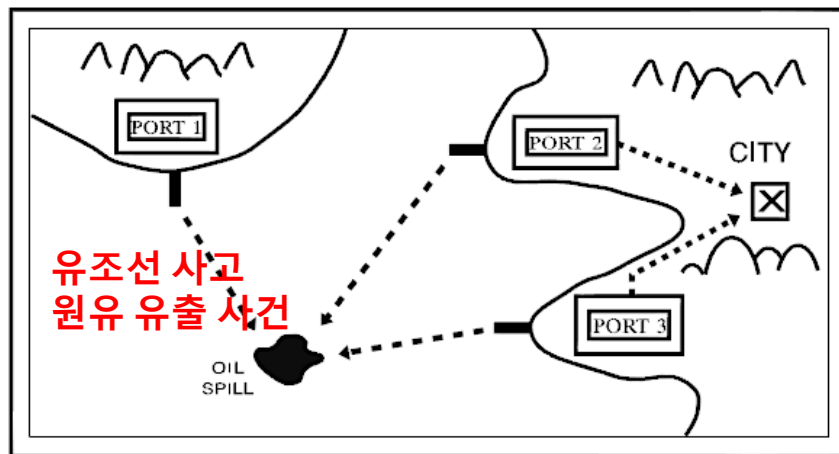


- WHAT IS THE NEAREST K FEATURE TO FEATURE L?



## 인접분석

### PROXIMITY ANALYSIS: NEAREST LANDFALL



- WHICH PORT IS CLOSEST TO THE SPILL?
- DISTANCE BETWEEN SPILL AND PORT?
- WHICH PORT IS CLOSEST TO THE CITY?
- WHICH PORT HAS THE BEST EQUIPMENT?
- WHAT IS THE RESPONSE TIME?

# 공간 질의

## SITE SUITABILITY APPLICATION PROCEDURES

적지분석

절차

CRITERIA 조건

