

## **DEFINITIONS**

### **Geographic Information System (GIS)**

a system designed to capture, store, manipulate, analyze, manage, and present all types of geographical data.

### **Open Geospatial Consortium (OGC)**

A standards body made up of 482 companies managing participating in a consensus process to develop publicly available interface standards.

### **Spatial Reference System (SRS)**

A coordinate-based system used to locate geographical entities, defining a specific map projection, and transformations between different spatial reference systems.

### **Spatial Reference Identifier (SRID)**

A unique value used to unambiguously identify projected, unprojected, and local spatial coordinate system definitions.

### **Map Projection**

Any method of representing the surface of a sphere or other three-dimensional body on a flat plane.

### **Web Mercator or Spherical Mercator**

A map projection popularized by Google Maps using the cylindrical mercator projection and a simplified, spherical representation of Earth.

### **Shapefile**

A popular geospatial vector data format for storing geometries and associated attributes. developed and regulated by Esri as a (mostly) open specification.

### **Well Known Text (WKT) and Extended WKT (EWKT)**

A text markup language for representing geometry, spatial reference systems. EWKT is a non-standard superset of WKT available in PostGIS adding support for 3d and 4d coordinates and embedded SRIDs.

### **Well Known Binary (WKB) and Extended WKB (EWKB)**

The binary equivalents of WKT and EWKT used by databases for storage and transfer. EWKB is a non-standard superset of WKB available in PostGIS adding support for 3d and 4d coordinates and embedded SRIDs.

## **GEOMETRY FORMAT CONVERSION**

### **Well-known text (WKT)**

ST\_GeomFromText(text) returns geometry

ST\_AsText(geometry) returns text

ST\_AsEWKT(geometry) returns text

### **Well-known binary (WKB)**

ST\_GeomFromWKB(bytea) returns geometry

ST\_AsBinary(geometry) returns bytea

ST\_AsEWKB(geometry) returns bytea

### **Geographic Mark-up Language (GML)**

ST\_GeomFromGML(text) returns geometry

ST\_AsGML(geometry) returns text

### **Keyhole Mark-up Language (KML)**

ST\_GeomFromKML(text) returns geometry

ST\_AsKML(geometry) returns text

### **GeoJSON**

ST\_AsGeoJSON(geometry) returns text

ST\_GeomFromGeoJSON(text geomjson);

### **Scalable Vector Graphics (SVG)**

ST\_AsSVG(geometry) returns text

## **COMMON PA SPATIAL REFERENCE IDS**

<b>SRID</b>	<b>Description</b>
4326	WGS84 Latitude and Longitude
900913	Web Mercator
2272	Pennsylvania State Plane (Feet)

## **DEFINITIONS (continued)**

### **GeoJSON**

A JavaScript Object Notation schema for representing vector geometries.

### **Keyhole Markup Language (KML)**

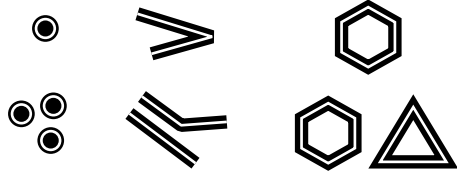
An XML notation for expressing geographic annotation and visualization

### **Scalable Vector Graphics (SVG)**

An XML-based vector image format for two-dimensional graphics that has support for interactivity and animation.

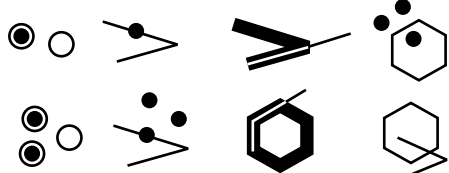


## ST\_Equals(geometry A, geometry B)



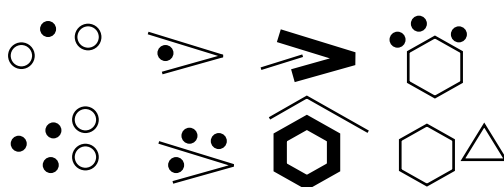
**ST\_Equals** returns TRUE if two geometries of the same type have identical x,y coordinate values, i.e. if the second shape is equal (identical) to the first shape.

## ST\_Intersects(geometry A, geometry B)



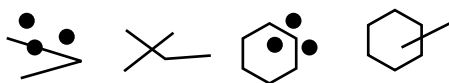
**ST\_Intersects** returns TRUE if the two shapes have any space in common, i.e., if their boundaries or interiors intersect.

## ST\_Disjoint(geometry A, geometry B)



**ST\_Disjoint** is the opposite of ST\_Intersects. It is often more efficient to test “not intersects” than to test “disjoint” because the intersects tests can be spatially indexed, while the disjoint test cannot.

## ST\_Crosses(geometry A, geometry B)



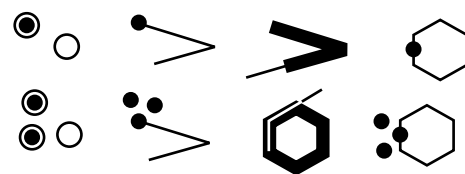
**ST\_Crosses** returns TRUE if the intersection results in a geometry whose dimension is one less than the maximum dimension of the two source geometries and the intersection set is interior to both.

## ST\_Overlaps(geometry A, geometry B)



**ST\_Overlaps** compares two geometries of the same dimension and returns TRUE if their intersection set results in a geometry different from both but of the same dimension.

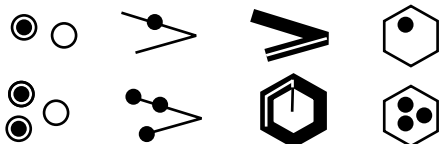
## ST\_Touches(geometry A, geometry B)



**ST\_Touches** tests whether two geometries touch at their boundaries, but do not intersect in their interiors

## ST\_Within(geometry A, geometry B)

## ST\_Contains(geometry A, geometry B)

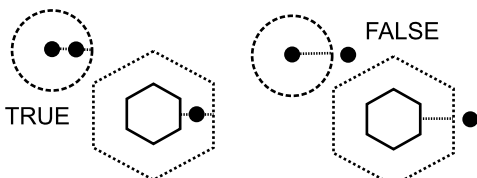


**ST\_Within** returns TRUE if the first geometry is completely within the second geometry. ST\_Within tests for the exact opposite result of ST\_Contains.

**ST\_Contains** returns TRUE if the second geometry is completely contained by the first geometry.

## ST\_Distance(geom A, geom B)

## ST\_DWithin(geom A, geom B, double dist)



**ST\_Distance** calculates the shortest distance between two geometries.

**ST\_DWithin** is an index-accelerated true/false test of whether two objects are within a distance of one another.