

Vector Operations Part 1I

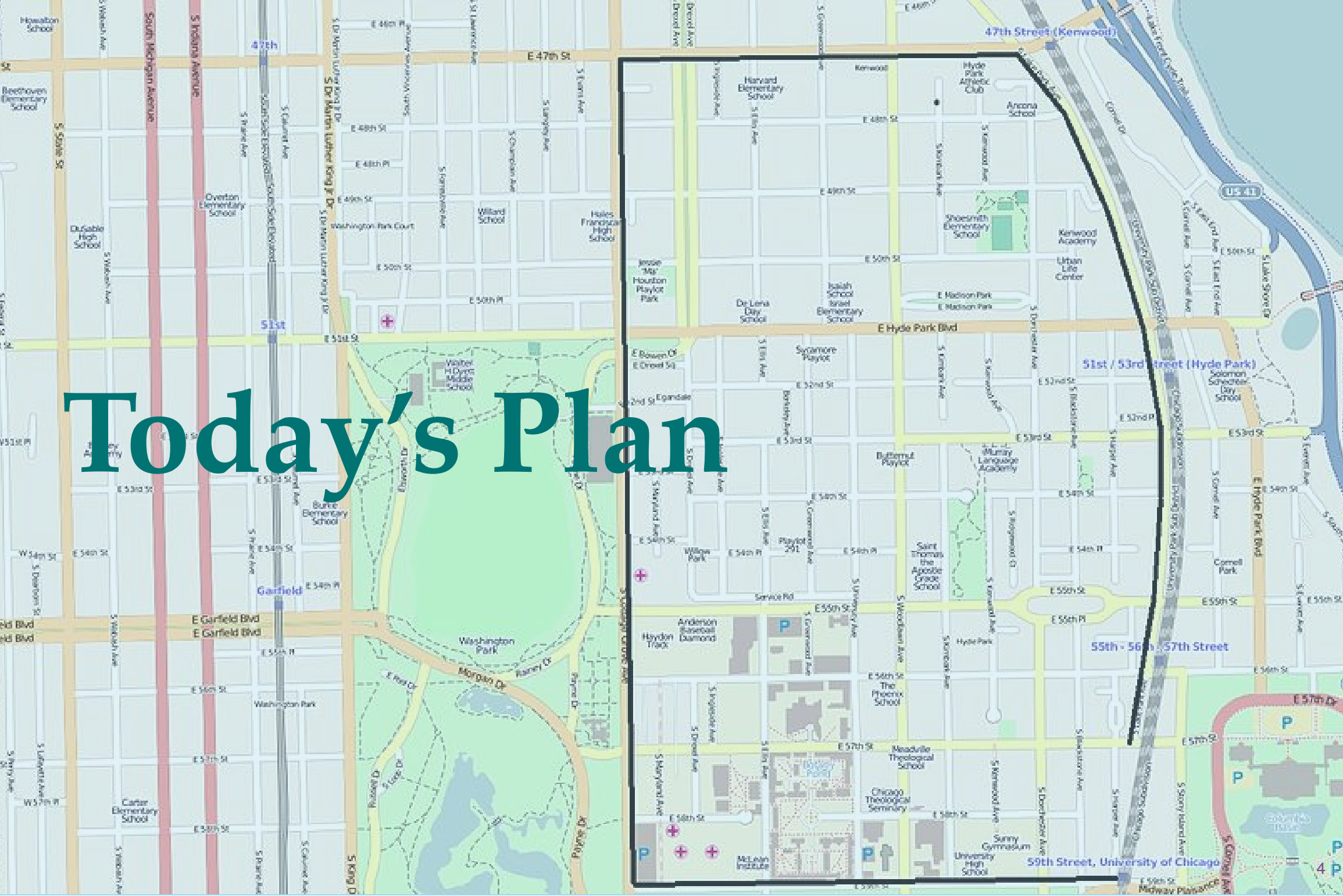
HES 505 Fall 2022: Session 9

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Your final project

- At least 5 datasets total (1 tabular, 1 vector, 1 raster, and 2 of your choosing)
- Choose 1 statistical approach to address your research question
- Visualizations - minimum of 3. 1 location map; the others should help address your question
- Submission formats
- A note about your discussion

Today's Plan



Objectives

By the end of today, you should be able to:

- Complete a workflow for identifying and remedying invalid geometries
- Describe the various unary, binary, and n-ary transformers
- Use predicates and `dplyr::filter` to subset spatial data

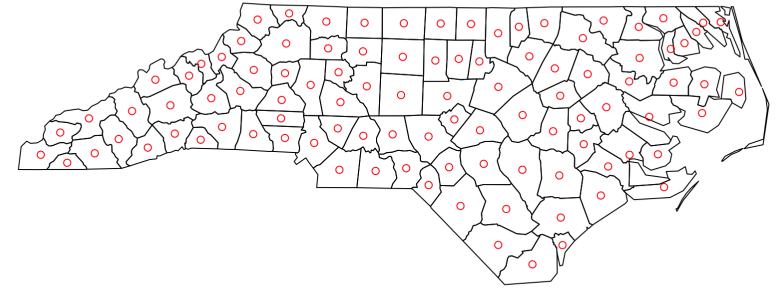
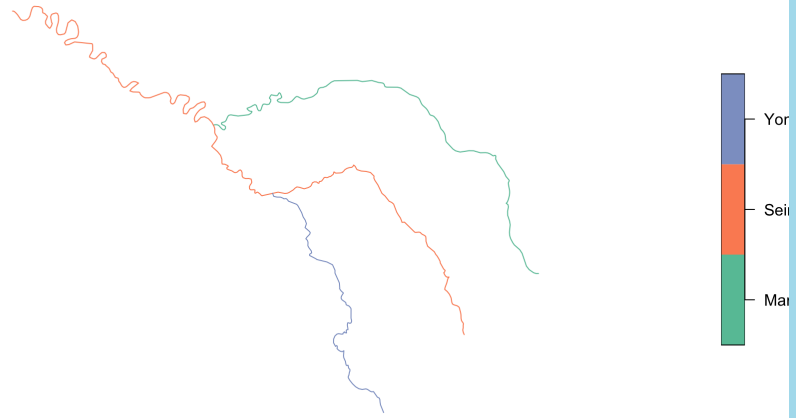
Revisiting **predicates** and **measures**

- **Predicates:** evaluate a logical statement asserting that a property is **TRUE**
- **Measures:** return a numeric value with units based on the units of the CRS
- Unary, binary, and n-ary distinguish how many geometries each function accepts and returns

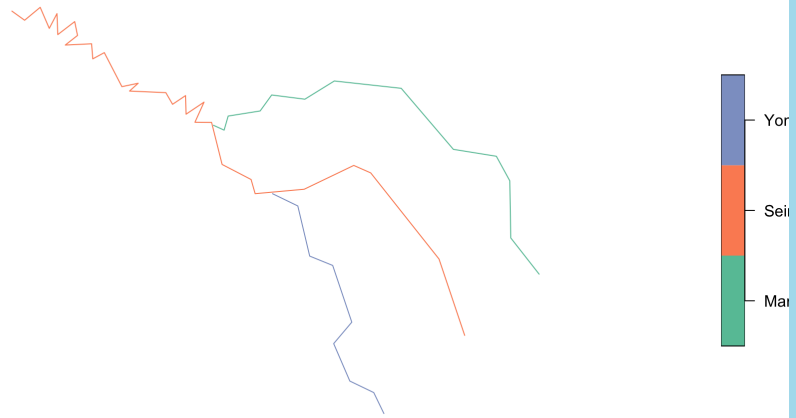
Transformations

- **Transformations:** create new geometries based on input geometries

Original Data



Simplified



Unary Transformations

| transformer | returns a geometry ... |
|-------------------------------|---|
| <code>centroid</code> | of type POINT with the geometry's centroid |
| <code>buffer</code> | that is this larger (or smaller) than the input geometry, depending on the buffer size |
| <code>jitter</code> | that was moved in space a certain amount, using a bivariate uniform distribution |
| <code>wrap_dateline</code> | cut into pieces that do no longer cover the dateline |
| <code>boundary</code> | with the boundary of the input geometry |
| <code>convex_hull</code> | that forms the convex hull of the input geometry |
| <code>line_merge</code> | after merging connecting LINESTRING elements of a MULTILINESTRING into longer LINESTRINGs . |
| <code>make_valid</code> | that is valid |
| <code>node</code> | with added nodes to linear geometries at intersections without a node; only works on individual linear geometries |
| <code>point_on_surface</code> | with a (arbitrary) point on a surface |
| <code>polygonize</code> | of type polygon, created from lines that form a closed ring |

Unary Transformations (cont'd)

| transformer | returns a geometry ... |
|---------------------------------|--|
| <code>segmentize</code> | a (linear) geometry with nodes at a given density or minimal distance |
| <code>simplify</code> | simplified by removing vertices/nodes (lines or polygons) |
| <code>split</code> | that has been split with a splitting linestring |
| <code>transform</code> | transformed or convert to a new coordinate reference system (chapter @ref(cs)) |
| <code>triangulate</code> | with Delauney triangulated polygon(s) (figure @ref(fig:vor)) |
| <code>voronoi</code> | with the Voronoi tessellation of an input geometry (figure @ref(fig:vor)) |
| <code>zm</code> | with removed or added Z and/or M coordinates |
| <code>collection_extract</code> | with subgeometries from a GEOMETRYCOLLECTION of a particular type |
| <code>cast</code> | that is converted to another type |
| <code>+</code> | that is shifted over a given vector |
| <code>*</code> | that is multiplied by a scalar or matrix |

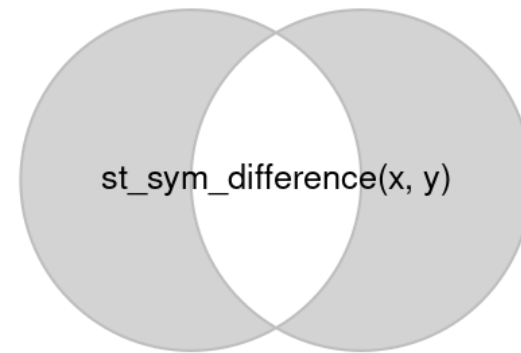
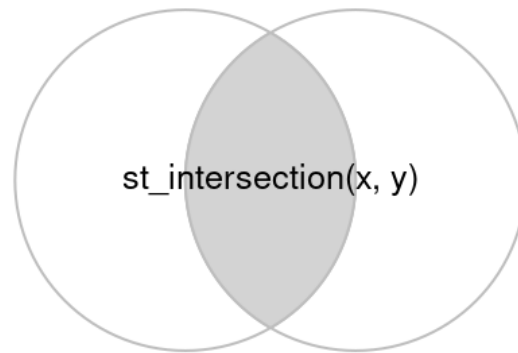
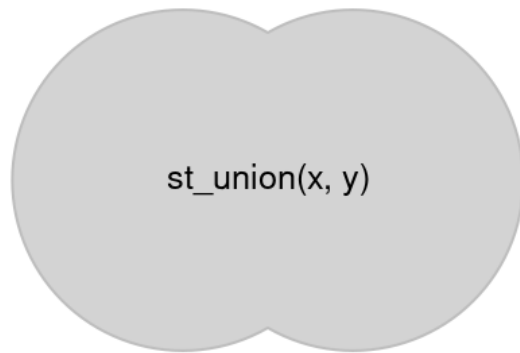
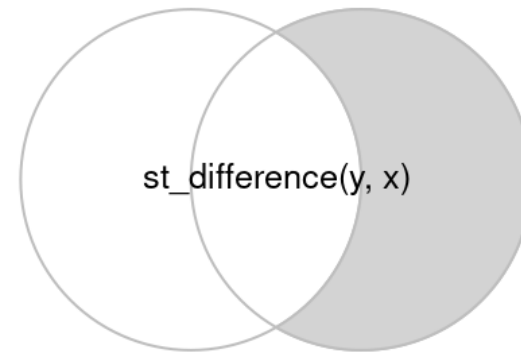
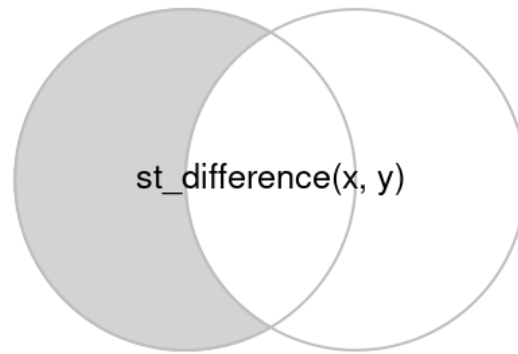
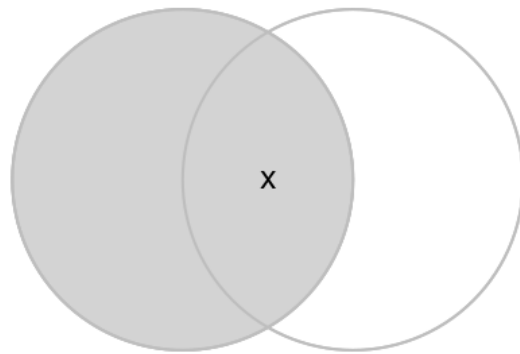
Common uses of Unary Transformers

- Creating valid geometries
- Reprojecting your data
- Combining or changing geometries

Binary Transformers

| function | returns | infix operator |
|-----------------------------|--|--------------------|
| <code>intersection</code> | the overlapping geometries for pair of geometries | <code>&</code> |
| <code>union</code> | the combination of the geometries; removes internal boundaries and duplicate points, nodes or line pieces | <code> </code> |
| <code>difference</code> | the geometries of the first after removing the overlap with the second geometry | <code>/</code> |
| <code>sym_difference</code> | the combinations of the geometries after removing where they intersect; the negation (opposite) of <code>intersection</code> | <code>%/%</code> |
| <code>crop</code> | crop an sf object to a specific rectangle | |

Binary Transformers



Common Uses of Binary Transformers

- Relating partially overlapping datasets to each other
- Reducing the extent of vector objects

N-ary Transformers

- Similar to Binary (except `st_crop`)
- `union` can be applied to a set of geometries to return its geometrical union
- `intersection` and `difference` take a single argument, but operate (sequentially) on all pairs, triples, quadruples, etc.

Subsetting Data

Subsetting Data

- Often want to restrict analyses to particular locations
- Can combine `predicates` with `[]` to subset based on geography
- Can also use `dplyr::filter` and `dplyr::select` to subset using attributes

Using **predicates**

- Can combine **predicates** with **[]** to subset based on topological relations
- **x[y, , op = st_intersects]**
- **st_filter(x = x, y = y, .predicate = st_intersects)**

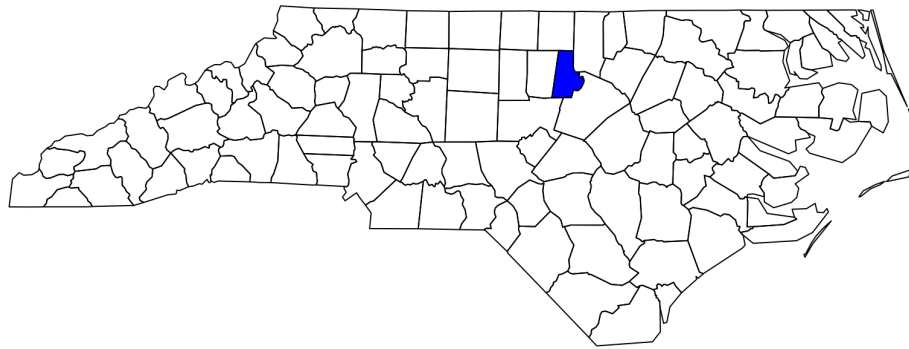
Using `dplyr`

- `filter` returns rows that match a criteria
- `select` returns columns

```

1 library(tidyverse)
2 durham.cty <- nc %>%
3   filter(., NAME == "Durham")
4 ## We can also use the bracket approach
5 durham.cty2 <- nc[nc$NAME == "Durham",]
6
7 plot(st_geometry(nc))
8 plot(st_geometry(durham.cty), add=TRUE, col=

```



```

1 nc.select <- nc %>%
2   select(., c("BIR79", "SID79"))
3 plot(nc.select)

```

