

# Vector Operations Part 11

HES 505 Fall 2022: Session 9

Matt Williamson

# 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 <b>POINT</b> 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 <b>LINESTRING</b> elements of a <b>MULTILINESTRING</b> into longer <b>LINESTRINGs</b> .
<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 <b>Z</b> and/or <b>M</b> coordinates
<code>collection_extract</code>	with subgeometries from a <b>GEOMETRYCOLLECTION</b> 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

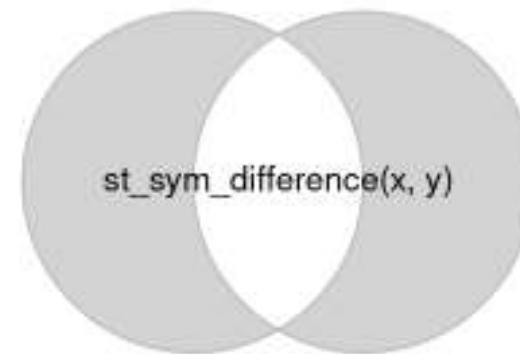
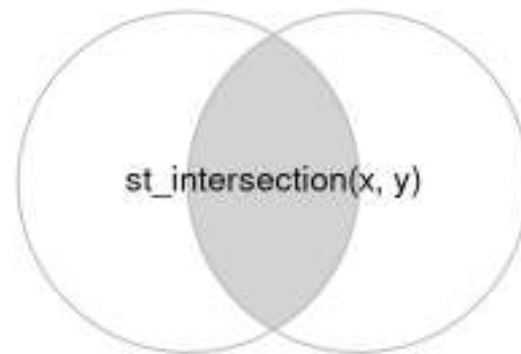
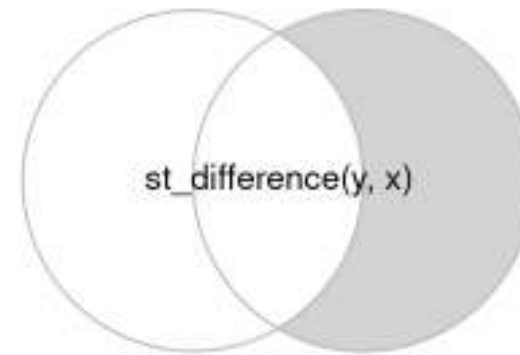
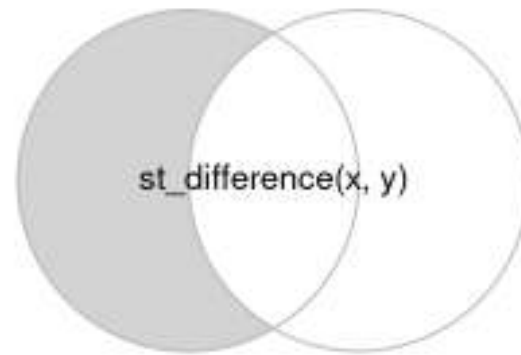
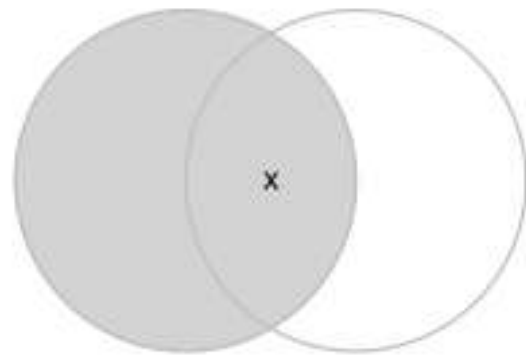
# Common uses of Unary Transformers

- 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>&amp;</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)`

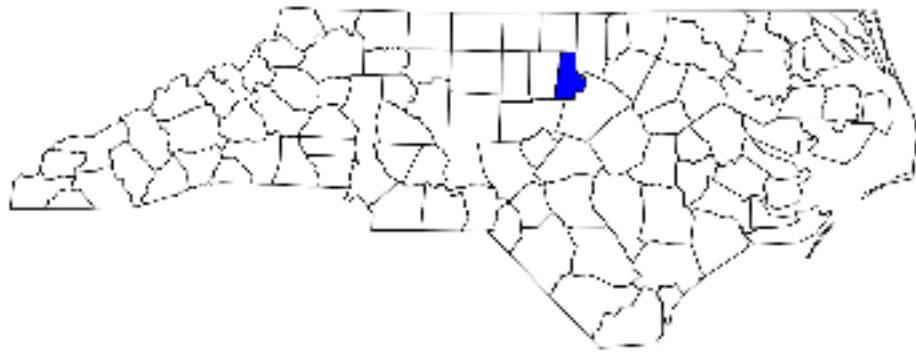
# Using `dplyr`

- `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="blue")

```



```

1 nc.select <- nc %>%
2   select(., c("BIR79", "SI79"))
3 plot(nc.select)

```

