

# Open Source Geospatial Analysis in Python: GDAL/OGR Basics



# GDAL/OGR

Originally developed by Frank Warmerdam



## Geospatial Data Abstraction Library (GDAL)

- A set of tools for working with raster data, mainly for **translation, projecting and some processing**. The extent of spatial analysis tools is limited, but the building blocks are there.
- GDAL **Utilities** include Projecting, Mosaicing, Polyongize/rasterize, Proximity, among others.

These tools were designed for the command line interface. Since then a number of API's have been developed for **Python**, Perl, Ruby, Java, C++, and others. Working with the API is not the native environment , so some functionality is not available or harder to use.

## OpenGIS Simple Features Library (OGR)

- A set of tools for **reading and writing** vector formats.
- Large amount of **vector geometry tools**, such as: buffer, intersect, union, convexHull, project, simplify, among others.

# GDAL/OGR Command Line Examples

```
gdalinfo --help
```

```
gdalinfo myFile.tif
```

```
gdalwarp -t_srs 'EPSG:4326' input.tif output.tif
```

```
ogrinfo --help
```

```
ogrinfo -so myFile.shp myFile
```

```
ogr2ogr -f 'Mapinfo File' output.tab input.shp
```

# Software that uses GDAL/OGR

Several software programs use the GDAL/OGR libraries to allow them to read and write multiple GIS formats. Such programs include:

[ArcGIS](#) – Uses GDAL for reading/writing raster formats.

[Biosphere3D](#) – Open source landscape scenery globe.

[FWTools](#) – A cross-platform open source GIS software bundle compiled by Frank Warmerdam.

[gdaltokmz](#) – A Python module translating from GDAL-supported raster graphics formats to the [Google Earth](#) KMZ format.

[Google Earth](#) – A virtual globe and world imaging program.

[GRASS GIS](#)

[gvSIG](#)

[JMap](#)

[MapServer](#)

[World Wind Java](#) – NASA's open source virtual globe and world imaging technology.

[OSSIM](#) – Libraries and applications used to process imagery, maps, terrain, and vector data.

[OpenEV](#) – Geospatial toolkit and a frontend to that toolkit; to display [georeferenced](#) images and [elevation](#) data.

[Orfeo toolbox](#) – A satellite image processing library.

[Quantum GIS](#)

[R](#) – An open source statistical software with extensions for spatial data analysis.

[SAGA GIS](#) – A cross-platform open source GIS software.

[TopoQuest](#) – Internet topographic map viewer.

[Rolta Geomatica software](#)

# Where to get started:

- [http://wiki.osgeo.org/wiki/OSGeo\\_Python\\_Library](http://wiki.osgeo.org/wiki/OSGeo_Python_Library) - The OSGeo wiki for Python. Doesn't contain a lot of updated resources.
- <http://trac.osgeo.org/gdal/wiki/GdalOgrInPython> - The GDAL/OGR wiki for Python. Useful links and installation information.
- [http://www.gdal.org/gdal\\_tutorial.html](http://www.gdal.org/gdal_tutorial.html) - GDAL API tutorial. Has good documentation for a limited number of tasks in C, C++ and Python
- <http://www.gis.usu.edu/~chrsg/python/> - Chris Gerard of the RS/GIS Lab at Utah State University has taught a few classes on Open Source RS/GIS and provided these resources to the public. This is a great place to get started with GDAL/OGR. Two of her lectures are on the Z drive in the readings.
- <http://pcjericks.github.io/py-gdalogr-cookbook/> - Recently a GDAL/OGR Cookbook has been put together. This is the best resource at the moment, in my opinion.
- <http://gdal.org/python/> - This is very useful reference resource once you grasp the basics.
- <http://trac.osgeo.org/gdal/wiki/PythonGotchas> - Discusses many common pitfalls and known issues.

# OGR Vector Formats

Format Name	Code	Creation	Georeferencing	Compiled by default
<a href="#">Aeronav FAA files</a>	AeronavFAA	No	Yes	Yes
<a href="#">ESRI ArcObjects</a>	ArcObjects	No	Yes	No, needs ESRI ArcObjects
<a href="#">Arc/Info Binary Coverage</a>	AVCBin	No	Yes	Yes
<a href="#">Arc/Info .E00 (ASCII) Coverage</a>	AVCE00	No	Yes	Yes
<a href="#">Arc/Info Generate</a>	ARCGEN	No	No	Yes
<a href="#">Atlas BNA</a>	BNA	Yes	No	Yes
<a href="#">AutoCAD DWG</a>	DWG	No	No	No
<a href="#">AutoCAD DXF</a>	DXF	Yes	No	Yes
<a href="#">Comma Separated Value (.csv)</a>	CSV	Yes	No	Yes
<a href="#">CouchDB / GeoCouch</a>	CouchDB	Yes	Yes	No, needs libcurl
<a href="#">DODS/OPeNDA P</a>	DODS	No	Yes	No, needs libdap
<a href="#">EDIGEO</a>	EDIGEO	No	Yes	Yes
<a href="#">ElasticSearch</a>	ElasticSearch	Yes (write-only)	-	No, needs libcurl
<a href="#">ESRI FileGDB</a>	FileGDB	Yes	Yes	No, needs FileGDB API library
<a href="#">ESRI Personal GeoDatabase</a>	PGeo	No	Yes	No, needs ODBC library
<a href="#">ESRI ArcSDE</a>	SDE	No	Yes	No, needs ESRI SDE
<a href="#">ESRI Shapefile</a>	ESRI Shapefile	Yes	Yes	Yes
<a href="#">FMEObjects Gateway</a>	FMEObjects Gateway	No	Yes	No, needs FME

Format Name	Code	Creation	Georeferencing	Compiled by default
<a href="#">Géoconcept Export</a>	Geoconcept	Yes	Yes	Yes
<a href="#">Geomedia .mdb</a>	Geomedia	No	No	No, needs ODBC library
<a href="#">GeoRSS</a>	GeoRSS	Yes	Yes	Yes (read support needs libexpat)
<a href="#">Google Fusion Tables</a>	GFT	Yes	Yes	No, needs libcurl
<a href="#">GML</a>	GML	Yes	Yes	Yes (read support needs Xerces or libexpat)
<a href="#">GMT</a>	GMT	Yes	Yes	Yes
<a href="#">GPSBabel</a>	GPSBabel	Yes	Yes	Yes (needs GPSBabel and GPX driver)
<a href="#">GPX</a>	GPX	Yes	Yes	Yes (read support needs libexpat)
<a href="#">GRASS</a>	GRASS	No	Yes	No, needs libgrass
<a href="#">GPSTrackMaker (.gtm, .gtz)</a>	GPSTrackMaker	Yes	Yes	Yes
<a href="#">Hydrographic Transfer Format</a>	HTF	No	Yes	Yes
<a href="#">Idrisi Vector (.VCT)</a>	Idrisi	No	Yes	Yes
<a href="#">Informix DataBlade</a>	IDB	Yes	Yes	No, needs Informix DataBlade
<a href="#">INTERLIS</a>	"Interlis 1" and "Interlis 2"	Yes	Yes	No, needs Xerces (INTERLIS model reading needs ili2c.jar)
<a href="#">INGRES</a>	INGRES	Yes	No	No, needs INGRESS
<a href="#">KML</a>	KML	Yes	Yes	Yes (read support needs libexpat)

The list goes on.....

# OGR Classes

GDAL/OGR are object oriented libraries. You have to work with multiple objects to complete a task, just like with arcpy.

Example:

```
1 #open the feature class with ogr
2 ds = ogr.Open(sName)
3 #get layer object
4 lyr = ds.GetLayer()
5 #get feature object, index the row you want
6 feat = lyr[0]
7 #get geometry object
8 geom = feat.GetGeometryRef()
9 #get array, this is like getPart(), 0 for single part feature classes
10 array = geom.GetGeometryRef(0)
11 #get points, indexed
12 array.GetPoint(0)
```

This accesses the hierarchy of vector geometry encoding.

# OGR Geometry Types

## Well known binary (wkb) geometry types

<i>wkbUnknown</i>	unknown type, non-standard
<i>wkbPoint</i>	0-dimensional geometric object, standard WKB
<i>wkbLineString</i>	1-dimensional geometric object with linear interpolation between Points, standard WKB
<i>wkbPolygon</i>	planar 2-dimensional geometric object defined by 1 exterior boundary and 0 or more interior boundaries, standard WKB
<i>wkbMultiPoint</i>	GeometryCollection of Points, standard WKB
<i>wkbMultiLineString</i>	GeometryCollection of LineStrings, standard WKB
<i>wkbMultiPolygon</i>	GeometryCollection of Polygons, standard WKB
<i>wkbGeometryCollection</i>	geometric object that is a collection of 1 or more geometric objects, standard WKB
<i>wkbNone</i>	non-standard, for pure attribute records
<i>wkbLinearRing</i>	non-standard, just for createGeometry()
<i>wkbPoint25D</i>	2.5D extension as per 99-402
<i>wkbLineString25D</i>	2.5D extension as per 99-402
<i>wkbPolygon25D</i>	2.5D extension as per 99-402
<i>wkbMultiPoint25D</i>	2.5D extension as per 99-402
<i>wkbMultiLineString25D</i>	2.5D extension as per 99-402
<i>wkbMultiPolygon25D</i>	2.5D extension as per 99-402
<i>wkbGeometryCollection25D</i>	2.5D extension as per 99-402



# GDAL Raster Formats

Raster data format name	Code
<a href="#">Arc/Info ASCII Grid [1]</a>	AAIGrid
ADRG/ARC Digitalized Raster Graphics (.gen/.thf) <a href="#">[2]</a>	ADRG
Magellan BLX Topo (.blx, .xlb) <a href="#">[3]</a>	BLX
<a href="#">Microsoft Windows Device Independent Bitmap (.bmp) [4]</a>	BMP
VTP <a href="#">Binary Terrain</a> Format (.bt) <a href="#">[5]</a>	BT
Military Elevation Data (.dt0, .dt1, .dt2) <a href="#">[6]</a>	DTED
<a href="#">ESRI</a> .hdr Labelled <a href="#">[7]</a>	EHdr
<a href="#">NASA</a> ELAS <a href="#">[8]</a>	ELAS
<a href="#">ENVI</a> .hdr Labelled Raster <a href="#">[9]</a>	ENVI
ERMapper (.ers) <a href="#">[10]</a>	ERS
GeoTiff	GTiff
<a href="#">NOAA</a> .gtx vertical datum shift	GTX
HF2/HFZ heightfield raster <a href="#">[11]</a>	HF2
<a href="#">Erdas Imagine</a> (.img) <a href="#">[12]</a>	HFA
Image Display and Analysis (WinDisp) <a href="#">[13]</a>	IDA
<a href="#">ILWIS</a> Raster Map (.mpr,.mpl) <a href="#">[14]</a>	ILWIS
<a href="#">Intergraph</a> Raster <a href="#">[15]</a>	INGR
USGS Astrogeology <a href="#">isis</a> cube (Version 2) <a href="#">[16]</a>	ISIS2
KMLSUPEROVERLAY	KMLSUPEROVERLAY
In Memory Raster <a href="#">[17]</a>	MEM
Vexcel MFF <a href="#">[18]</a>	MFF
Vexcel MFF2 <a href="#">[19]</a>	MFF2 (HKV)
<a href="#">NITF</a> <a href="#">[20]</a>	NITF
NTv2 Datum Grid Shift	NTv2
PCI Geomatics Database File <a href="#">[21]</a>	PCIDSK
Raster Matrix Format (*.rsw, .mtw) <a href="#">[22]</a>	RMF
<a href="#">Idrisi</a> Raster <a href="#">[23]</a>	RST
<a href="#">SAGA GIS</a> Binary format <a href="#">[24]</a>	SAGA
SGI Image Format <a href="#">[25]</a>	SGI
<a href="#">SRTM</a> HGT Format <a href="#">[26]</a>	SRTMHGT
USGS ASCII DEM / CDED (.dem) <a href="#">[27]</a>	USGSDem
GDAL Virtual (.vrt) <a href="#">[28]</a>	VRT
ASCII Gridded XYZ <a href="#">[29]</a>	XYZ

# GDAL Classes

GDAL allows for multiple bands. Excellent interface with numpy is provided.

Example:

```
14 #open the raster file with gdal  
15 g = gdal.Open(15)  
16 #get the projection object  
17 prj = g.GetProjection()  
18 #get properties from the gdal object  
19 cols = g.RasterXSize  
20 rows = g.RasterYSize  
21 #get the band object from the gdal object  
22 bnd = g.GetRasterBand(1)  
23 #use the band object to create a numpy array  
24 npArray = bnd.ReadAsArray()
```

Should look familiar, working with arcpy raster objects is similar

# GDAL Data Types (GDT)

GDT Data Type and Reference #

GDT\_Unknown = 0,

GDT\_Byte = 1,

GDT\_UInt16 = 2,

GDT\_Int16 = 3,

GDT\_UInt32 = 4,

GDT\_Int32 = 5,

GDT\_Float32 = 6,

GDT\_Float64 = 7,

GDT\_CInt16 = 8,

GDT\_CInt32 = 9,

GDT\_CFloat32 = 10,

GDT\_CFloat64 = 11,

GDT\_TypeCount = 12