

Intro to Raster GIS



CELL

A 10x10 grid of squares. The bottom-left corner square is filled with a blue diagonal hatching pattern. The top-right corner square is also filled with a solid blue color. All other squares in the grid are empty white space.

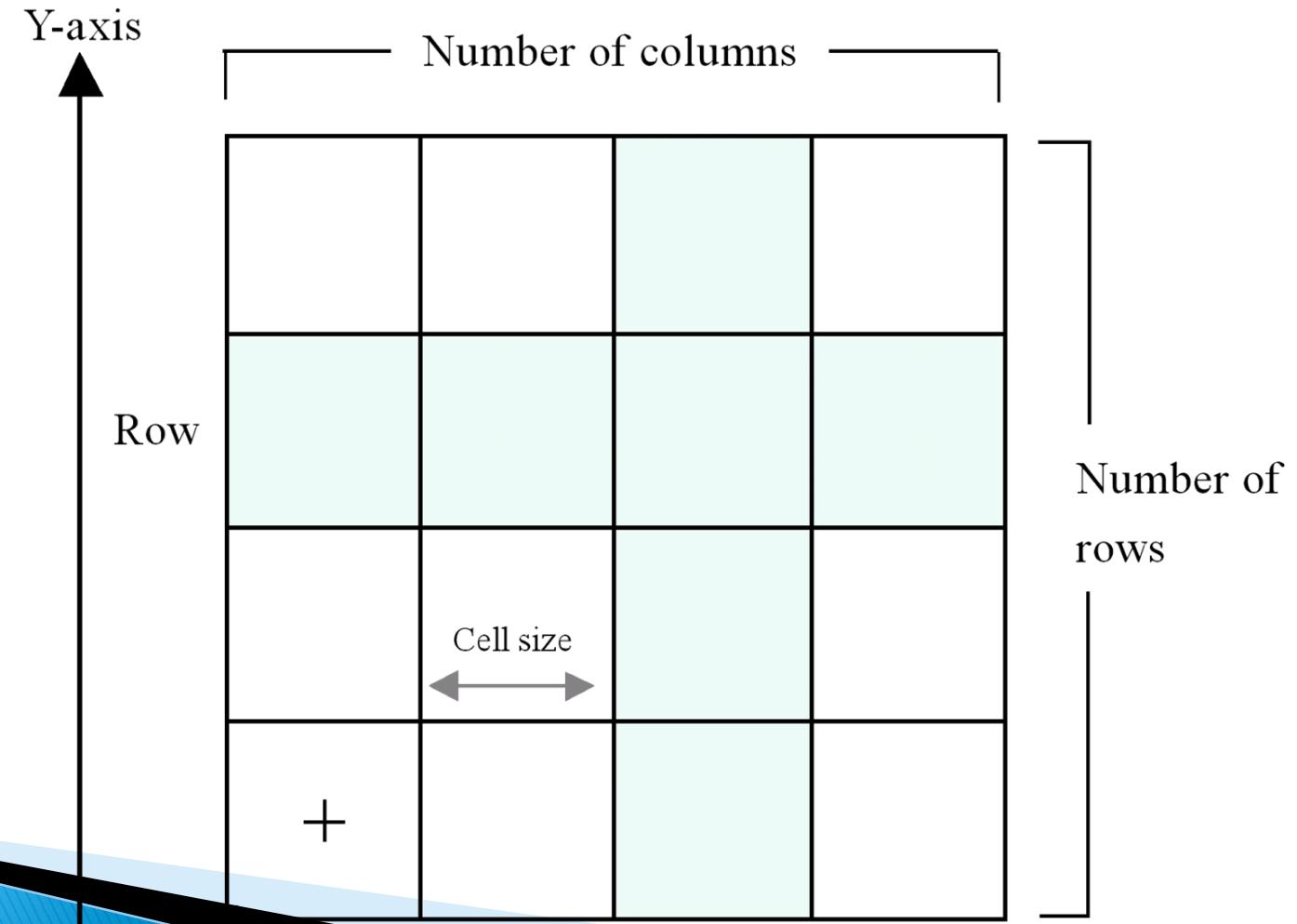
COLUMN

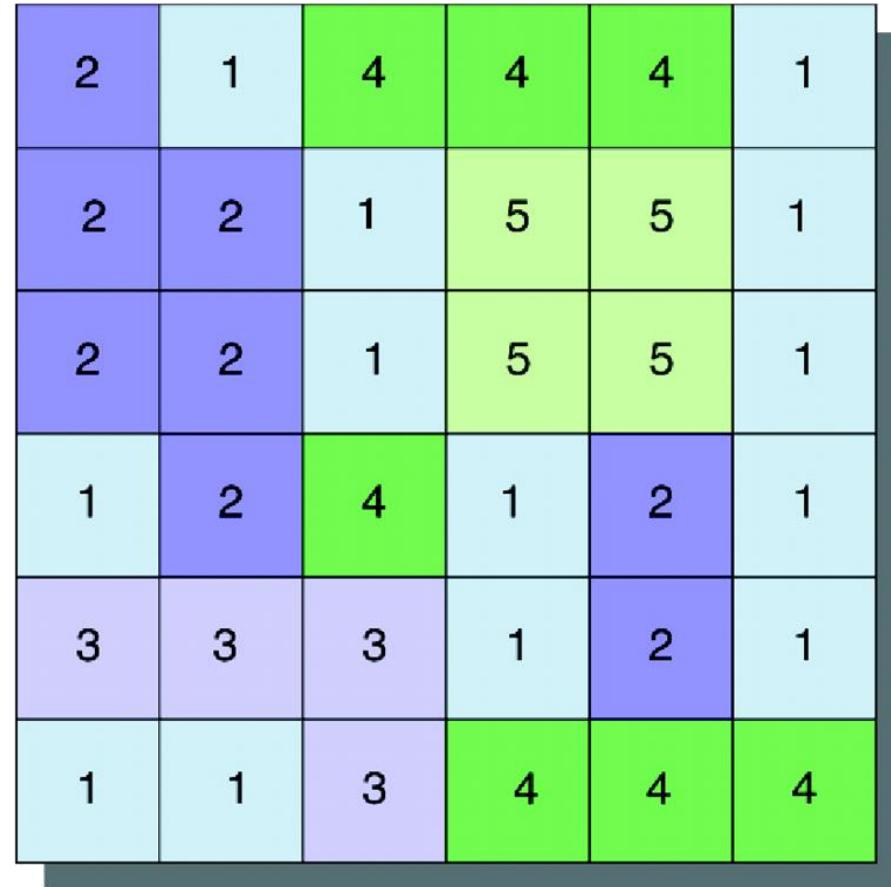
A 10x10 grid of cells. The cells are colored as follows: Row 1: White, Red, White, White, White, White, White, White, White, White. Row 2: Blue, Blue, Red, Blue, Blue, Blue, Blue, Blue, Blue, Blue. Rows 3 through 10: All white cells.

- ROW

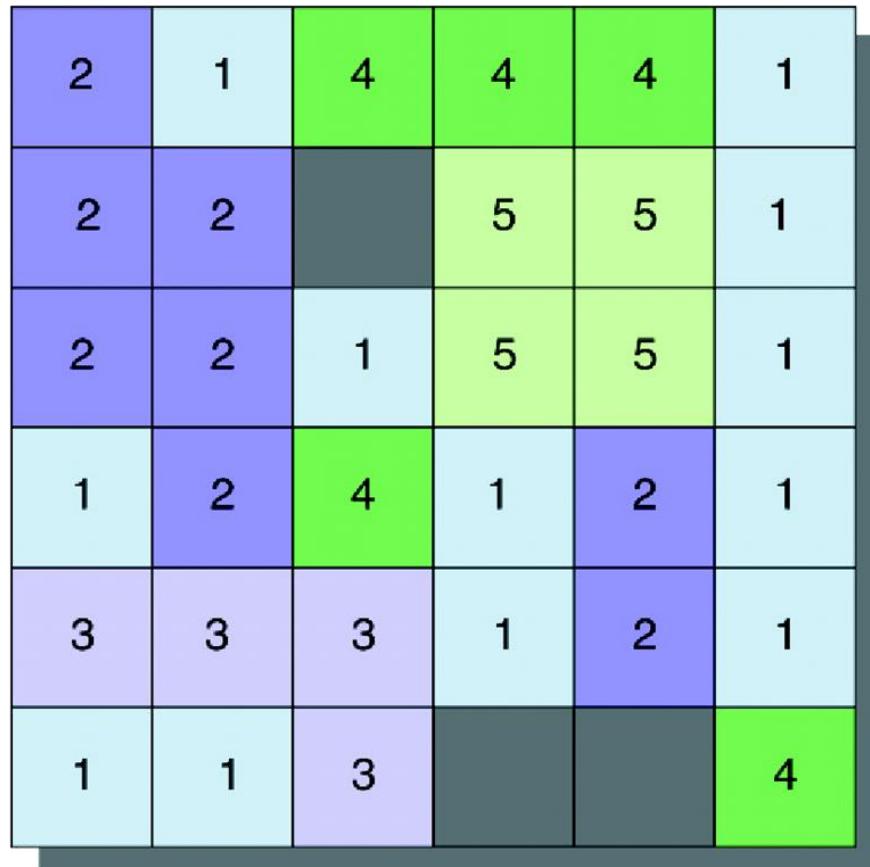
CELL with VALUE

Coordinate Space and the Raster Dataset



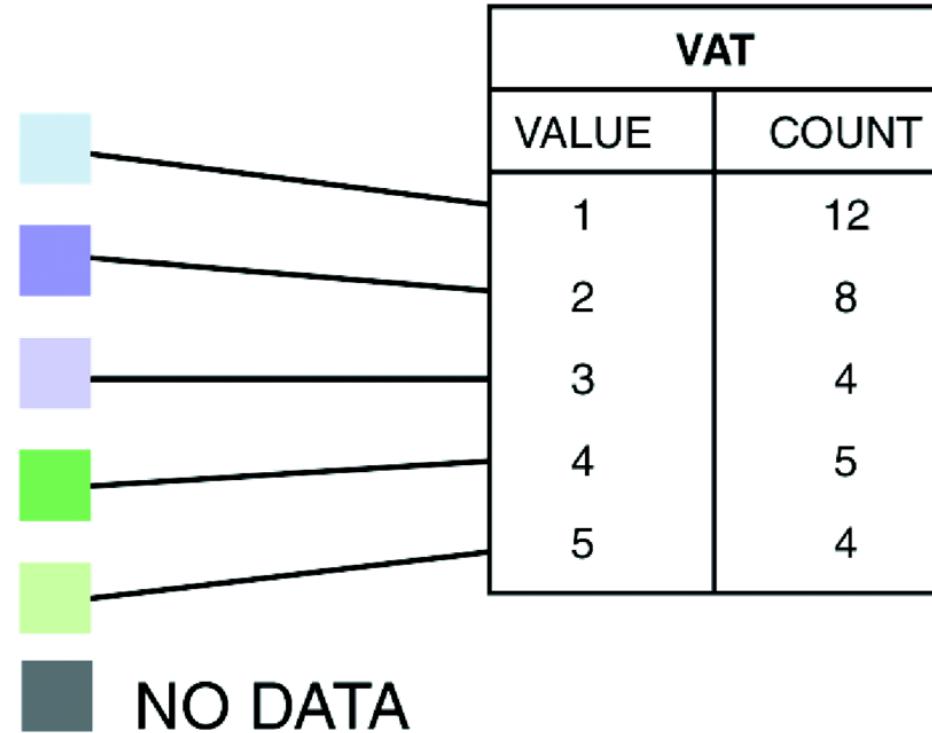
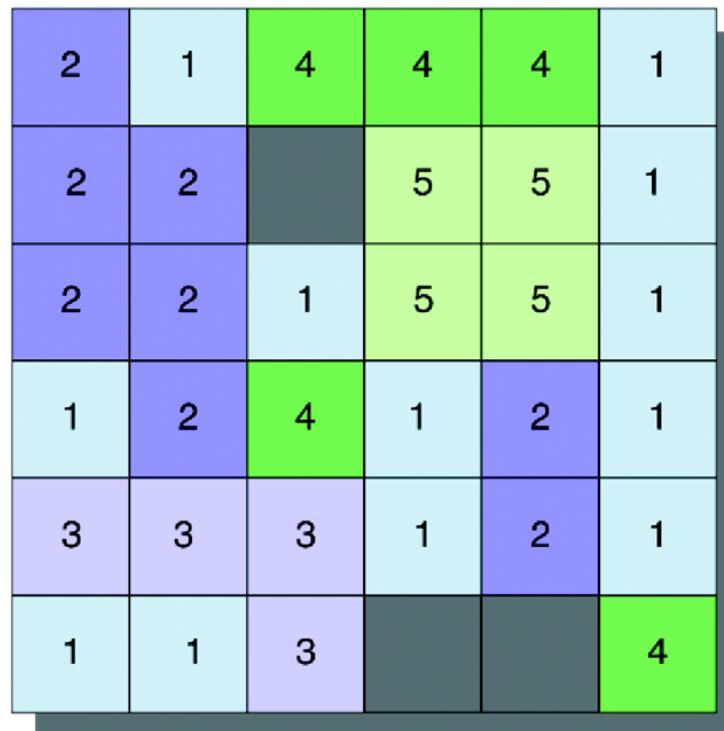


- Zone with value 1
- Zone with value 2
- Zone with value 3
- Zone with value 4
- Zone with value 5

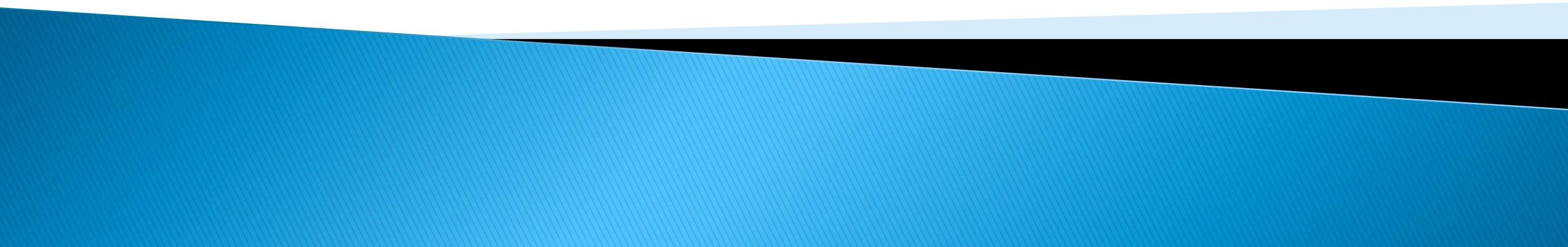


- Zone with value 1
- Zone with value 2
- Zone with value 3
- Zone with value 4
- Zone with value 5
- NO DATA

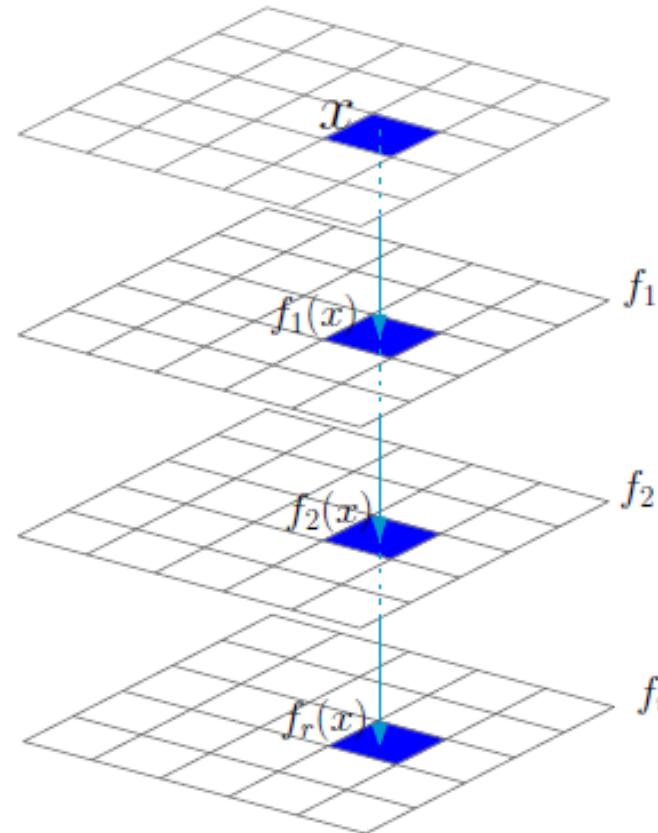
Raster Attribute Table



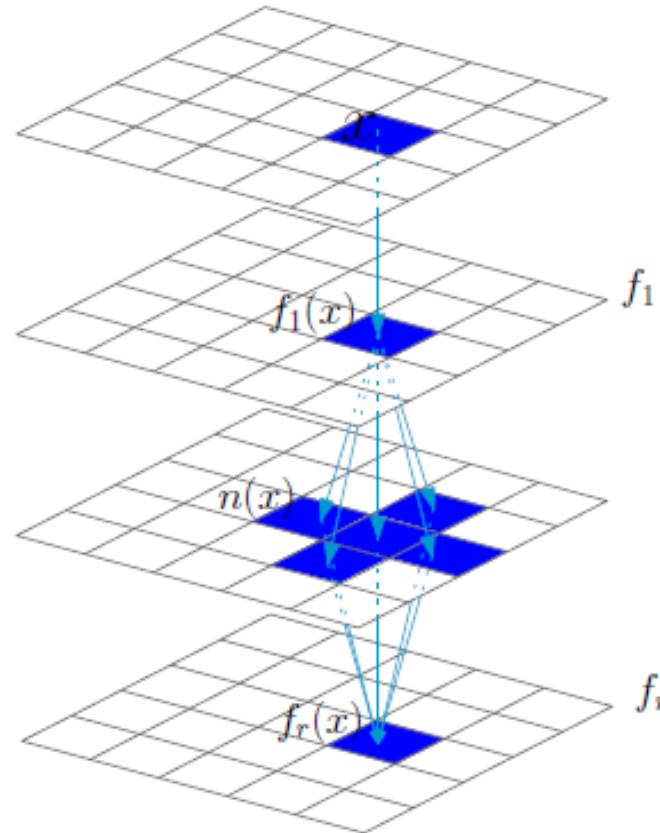
Map Algebra



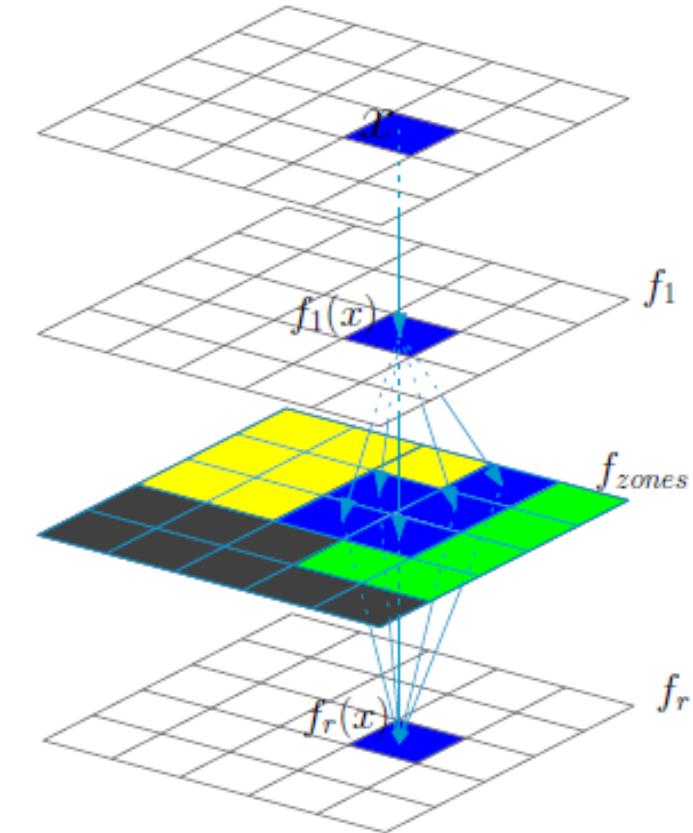
- ▶ Mathematical combinations of layers
- ▶ Several types of functions:
 - Local
 - Focal
 - Zonal
 - Global
- ▶ Functions can be applied to one or more layers



Local operation

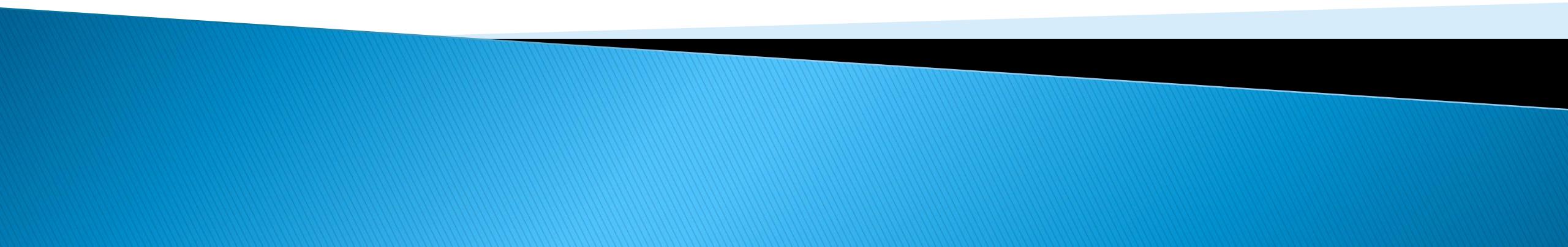


Focal operation



Zonal operation

Local Functions





- ▶ Sometimes called layer functions
- ▶ Work on every single cell in a raster layer
- ▶ Cells are processed without reference to surrounding cells
- ▶ Operations can be arithmetic, trigonometric, exponential, logical or logarithmic functions
- ▶ As we are dealing with numbers, we can use a plethora of mathematical computations.

5	5	2	2
5	5	5	2
6	2	2	2
6	6	6	6

A

$C1 := A + 10$

15	15	12	12
15	15	15	12
16	12	12	12
16	16	16	16

C1

4	4	8	8
4	4	4	8
1	1	1	8
1	1	8	8

B

$C2 := A + B$

9	9	10	10
9	9	9	10
7	3	3	10
7	7	14	14

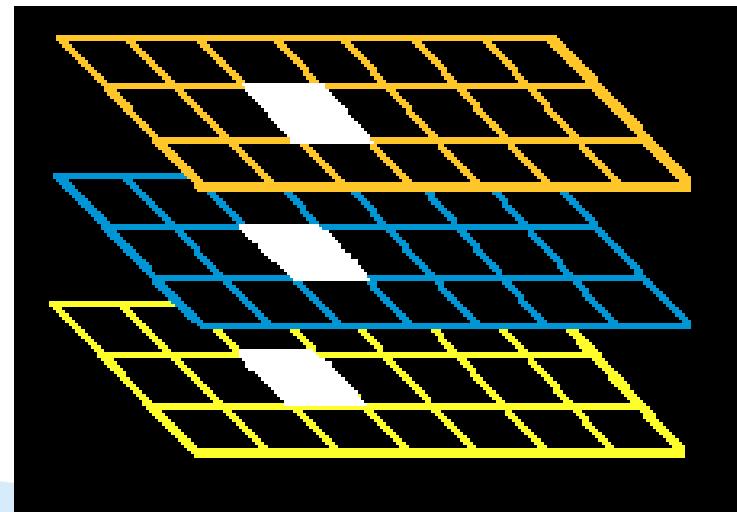
C2

$C3 := ((A - B)/(A + B)) * 100$

11	11	-60	-60
11	11	11	-60
71	33	33	-60
71	71	-14	-14

C3

- ▶ new layer is a function of two or more input layers
- ▶ output value for each cell is a function of the values of the corresponding cells in the input layers
- ▶ neighboring or distant cells have no effect





- Multiply cells by a constant value

2	0	1	1
2	3	0	4
4		2	3
1	1		2

$\times 3 =$

6	0	3	3
6	9	0	12
12		6	9
3	3		6

Use a multiplier grid

2	0	1	1
2	3	0	4
4		2	3
1	1		2

\times

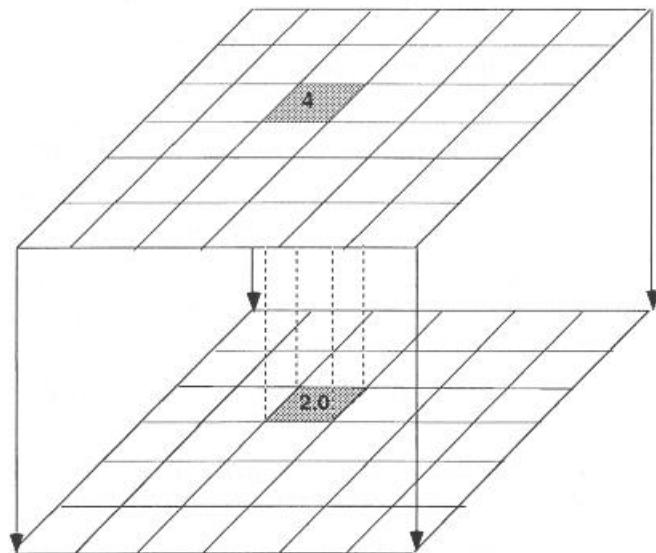
6	0	3	3
6	9	0	12
12		6	9
3	3		6

$=$

12	0	3	3
12	27	0	48
48		12	27
3	3		12

We can use a range of arithmetic functions

- Compute a new raster layer.
- The value for each cell on the output layer is a function of one or more cell values at the *same location* on the input layer(s).



- Arithmetic operations
 - +, -, *, /, Abs, ...
- Relational operators
 - >, <, ...
- Statistic operations
 - Min, Max, Mean, Majority, ...
- Trigonometric operations
 - Sine, Cosine, Tan, Arcsine, Arccosine, ...
- Exponential and logarithmic operations
 - Sqr, sqrt, exp, exp2, ...

Local Operation--Examples



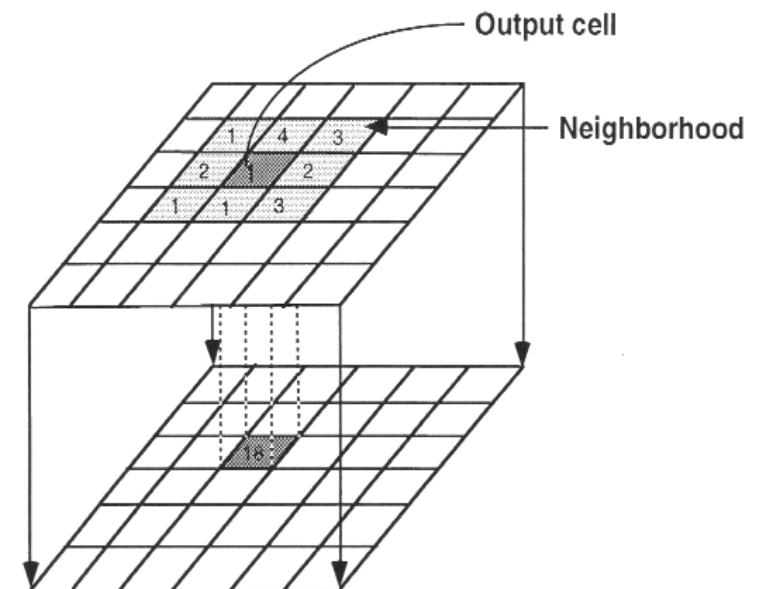
$$\begin{array}{|c|c|c|} \hline 9 & 9 & 7 \\ \hline 9 & 8 & 5 \\ \hline 6 & 3 & 0 \\ \hline \end{array} + \begin{array}{|c|c|c|} \hline 0 & 0 & 2 \\ \hline 0 & 0 & 1 \\ \hline 0 & 0 & 0 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline 9 & 9 & 9 \\ \hline 9 & 8 & 6 \\ \hline 6 & 3 & 0 \\ \hline \end{array}$$

$$\begin{array}{|c|c|c|} \hline 9 & 9 & 7 \\ \hline 9 & 8 & 5 \\ \hline 6 & 3 & 0 \\ \hline \end{array} / \begin{array}{|c|c|c|} \hline 0 & 0 & 2 \\ \hline 0 & 0 & 1 \\ \hline 0 & 0 & 0 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline N & N & 3.5 \\ \hline N & N & 5 \\ \hline N & N & N \\ \hline \end{array}$$

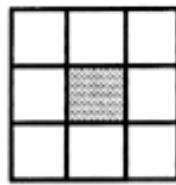
Focal Functions



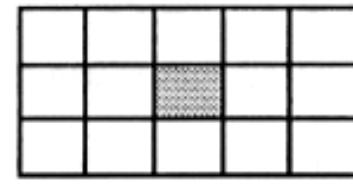
- ▶ Compute an output value for each cell as a function of the cells that are within its neighborhood
- ▶ Widely used in image processing with different names
 - Convolution, filtering, kernel or moving window
- ▶ Focal operations are spatial in nature



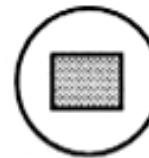
- ▶ The simplest and most common neighborhood is a 3 by 3 rectangle window
- ▶ Other possible neighborhoods
 - a rectangle, a circle, an annulus (a donut) or a wedge



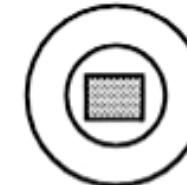
DEFAULT
(RECTANGLE, 3, 3)



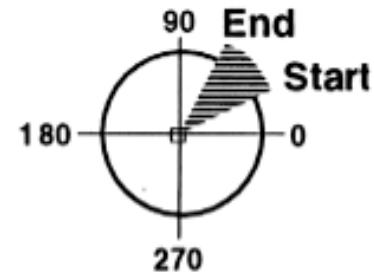
RECTANGLE
<width>, <height>



CIRCLE
<radius>



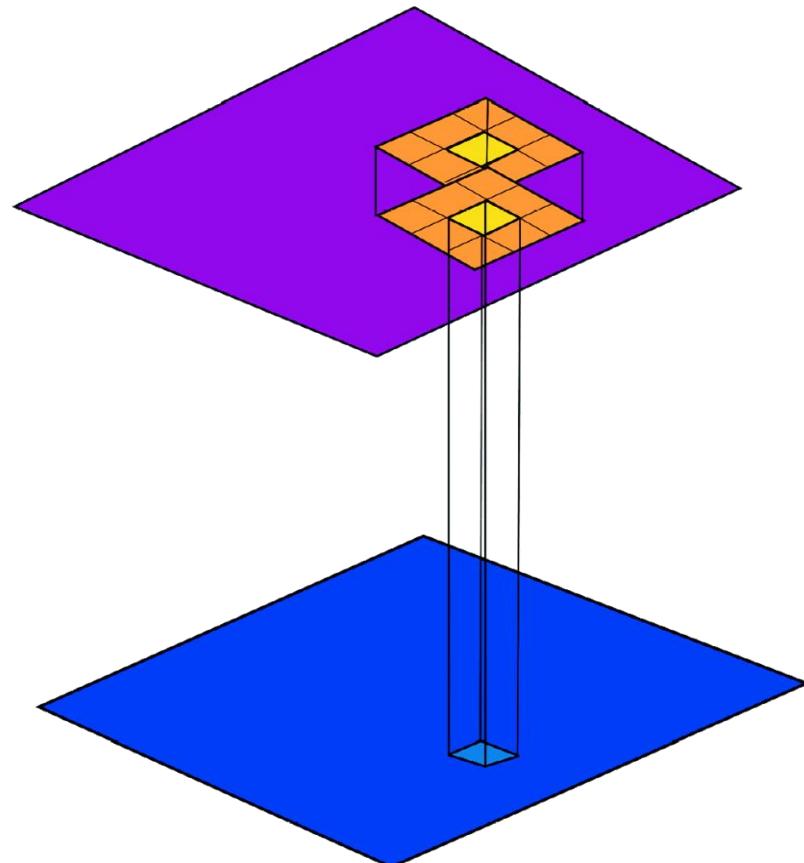
ANNULUS
<inner_radius>, <outer_radius>



WEDGE
<radius>, <start_angle>, <end_angle>

Neighborhood Operations (focal)

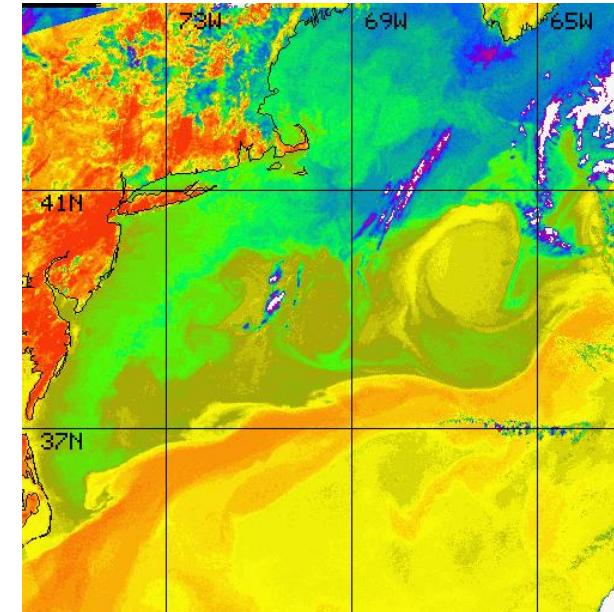
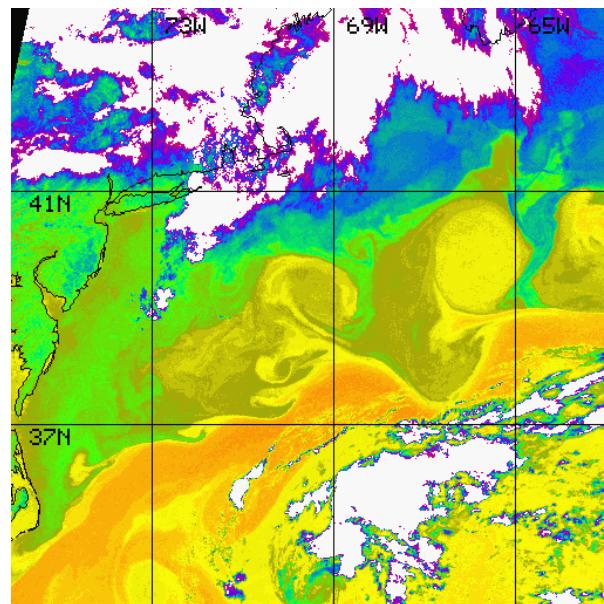
- ▶ output cell value is a function of a group of neighboring cells in the input raster
- ▶ operations could be
 - average (focalmean)
 - sum (focalsum)
 - variance (focalvar)
 -



Removing Clouds Using a Local Operation

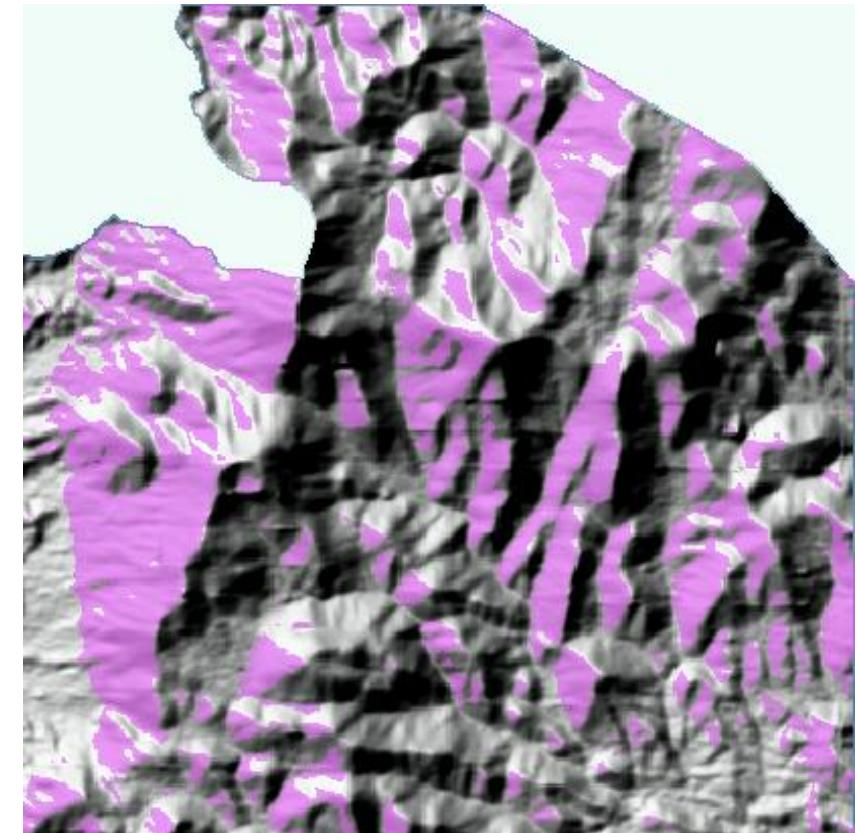


- ▶ Two consecutive ocean surface temperature raster layers for the same area (measured at a slightly different time).

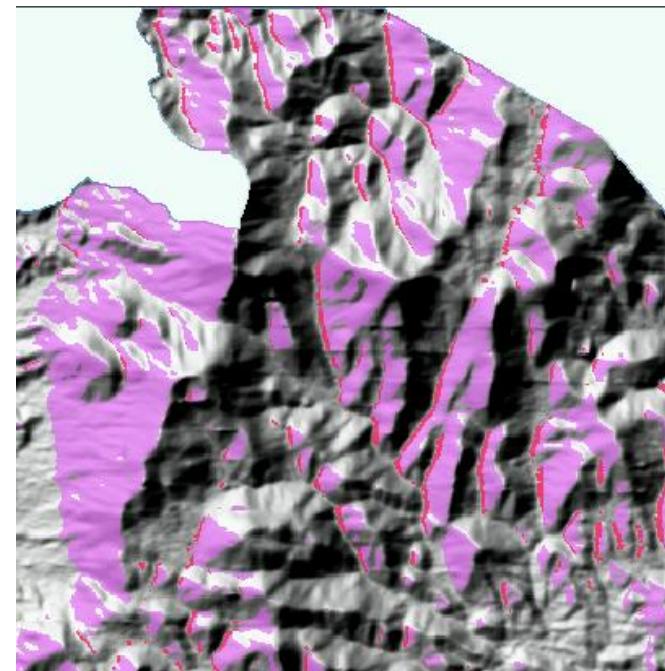
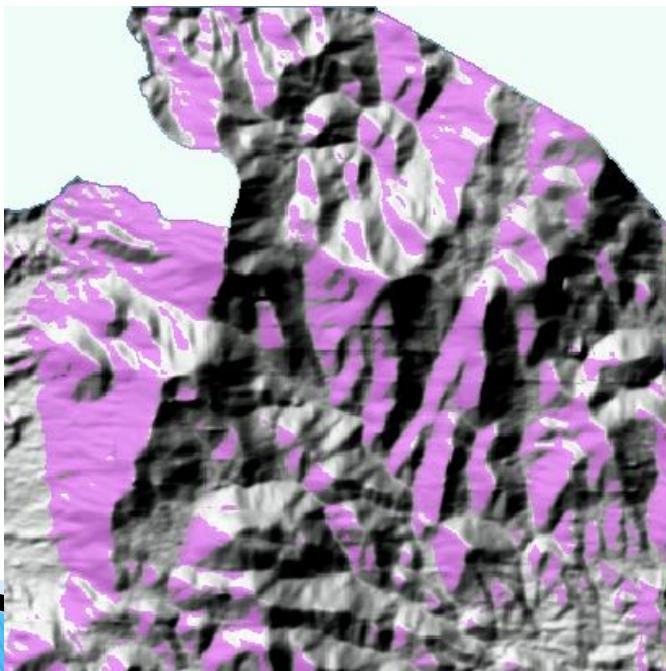


Images are from: <http://rs.gso.uri.edu/amy/avhrr.html>

- ▶ Wind speed
 - Higher elevation higher speed
 - Elevation ($>= 1000m$)
- ▶ Aspect
 - facing prevailing wind direction
- ▶ Wind exposure
 - Not blocked by nearby hills in the prevailing wind direction
- ▶ Data
 - Prevailing wind direction
 - 225° to 315°
 - DEM
- ▶ Wedge neighborhood
 - 0 degree is East, counterclockwise ($135-225$)



- ▶ Find max elevation in the prevailing wind direction
 - FocalMax with a wedge neighborhood
- ▶ Find cells not blocked by hills in the neighborhood
 - DEM > FocalMax



- ▶ Focal functions process cell data depending on the values of neighboring cells
- ▶ We define a ‘kernel’ to use as the neighborhood
 - for example, 2x2, 3x3, 4x4 cells
- ▶ Sometimes in spatial analysis we use shapes to define the focal neighborhood
- ▶ Around edges a reduced kernel size is used
- ▶ Types of focal functions might be:
 - focal sum, focal mean, focal max, focal min, focal range

- ▶ Focal Sum (sums the value of a neighborhood)

2	0	1	1
2	3	0	4
4	2	2	3
1	1	3	2

=

7	8	9	6
13	16	16	11
13	18	20	14
8	13	13	10



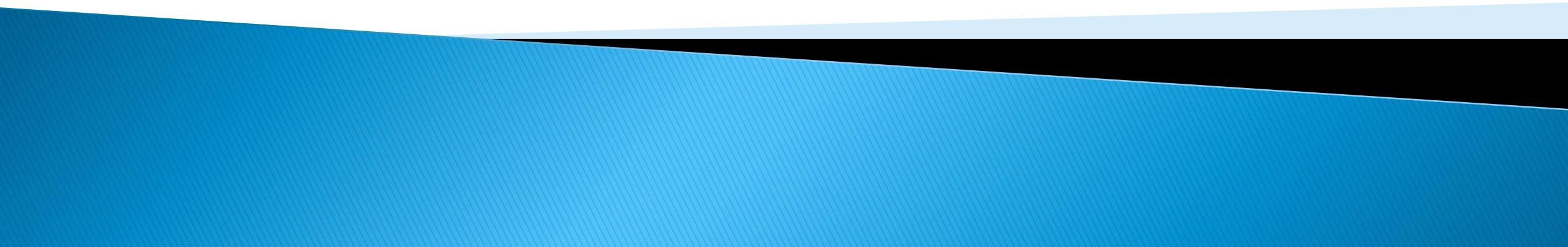
- ▶ Focal Mean (computes the moving average of a neighborhood)

2	0	1	1
2	3	0	4
4	2	2	3
1	1	3	2

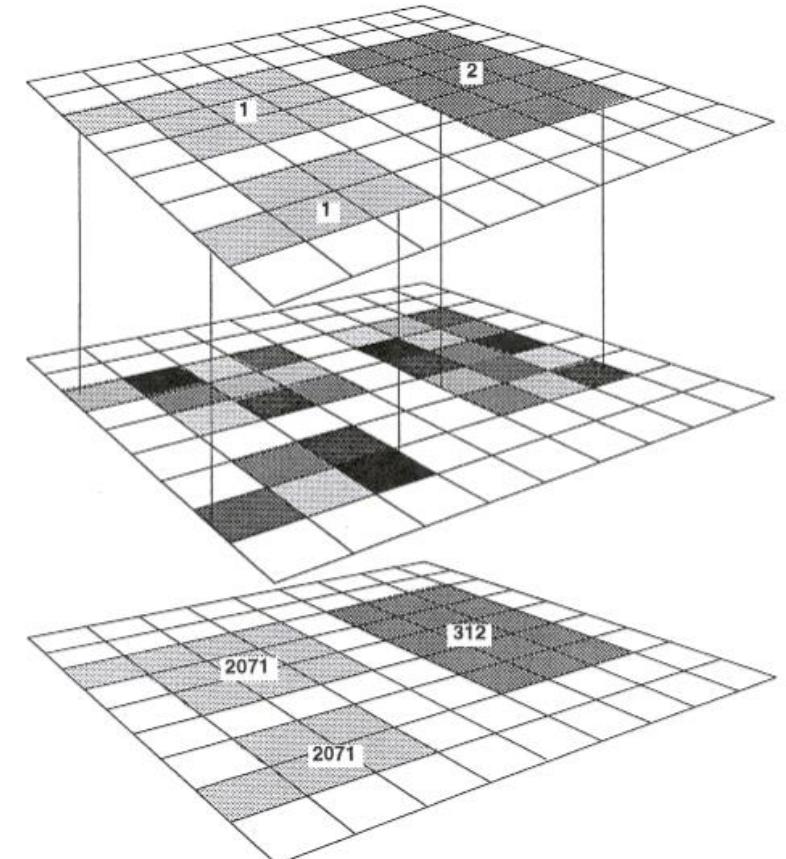
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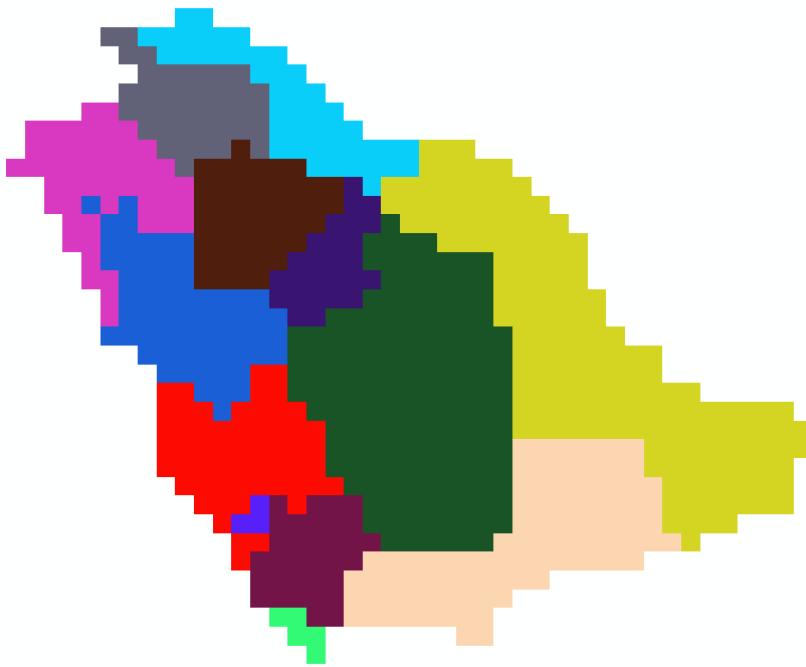
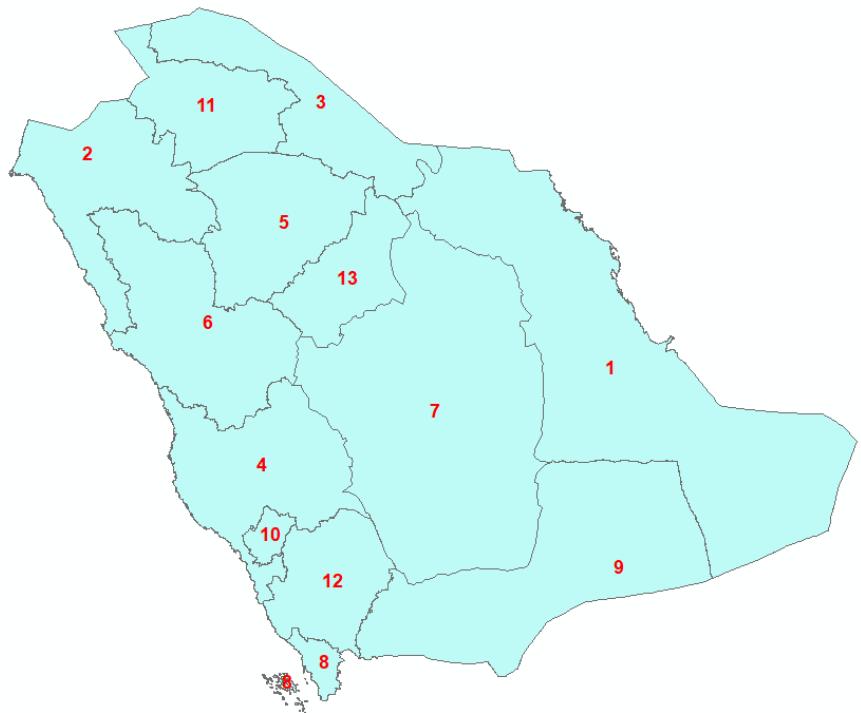
1.8	1.3	1.5	1.5
2.2	2.0	1.8	1.8
2.2	2.0	2.2	2.3
2.0	2.2	2.2	2.5

Zonal Functions

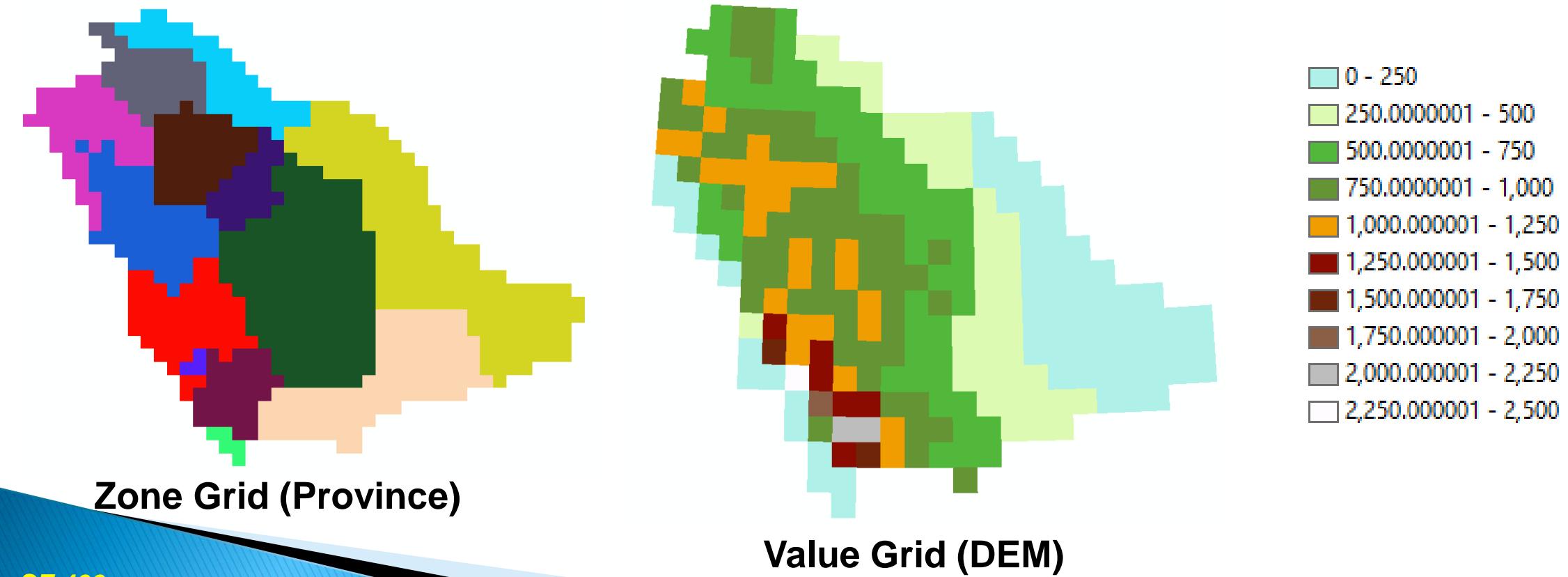


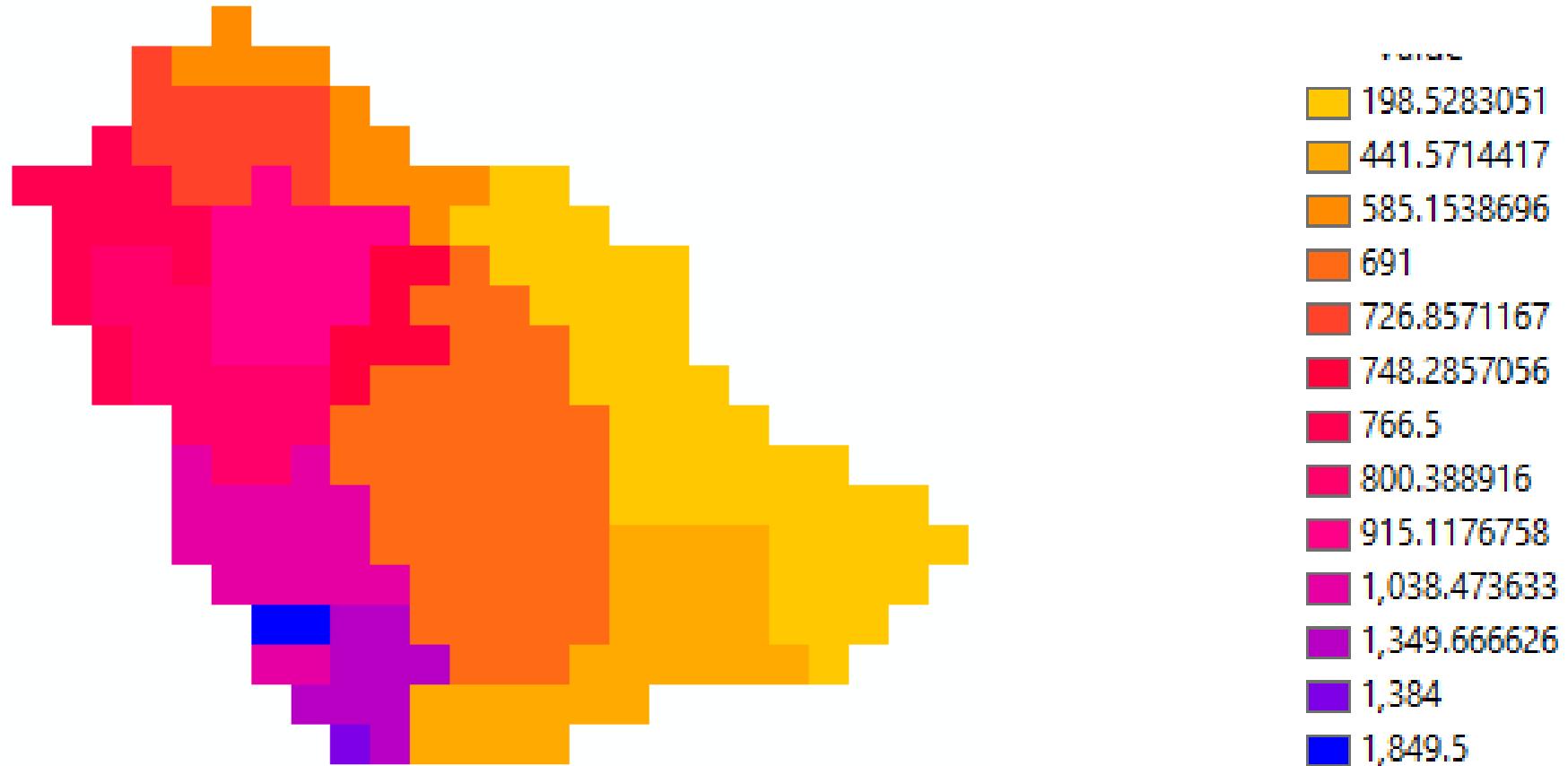
- ▶ Compute a new value for each cell as a function of the cell values within a zone containing the cell
- ▶ Zone layer
 - defines zones
- ▶ Value layer
 - contains input cell values





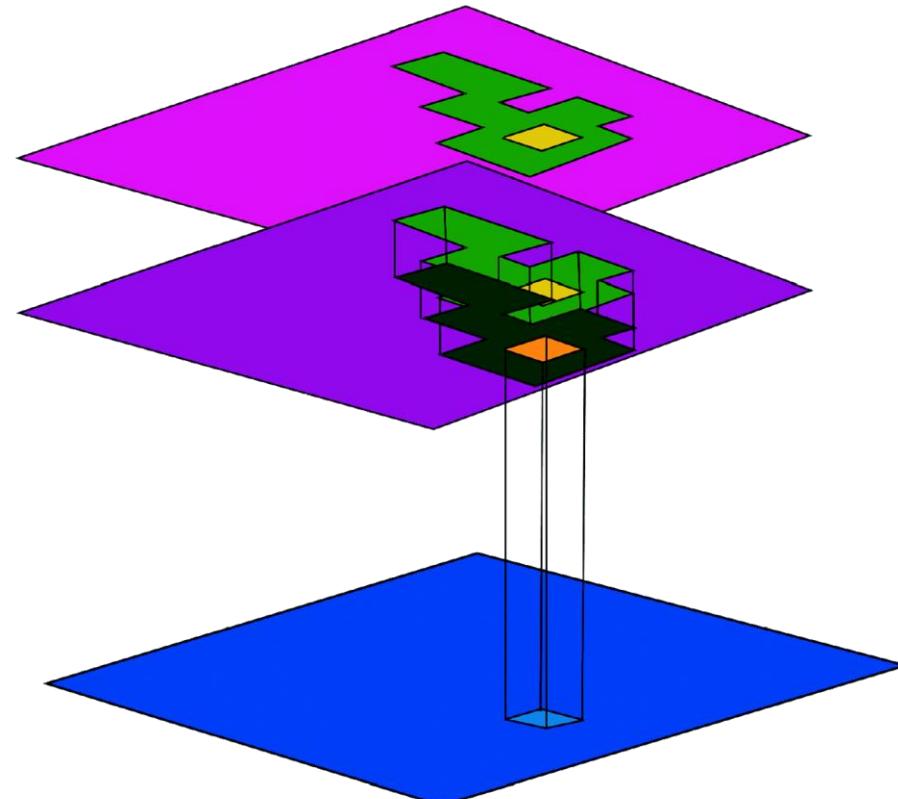
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13





- ▶ Calculate statistics for each cell by using all the cell values within a zone
- ▶ Zonal statistical operations:
 - [ZonalMean](#), [ZonalMedian](#), [ZonalSum](#), [ZonalMinimum](#), [ZonalMaximum](#),
[ZonalRange](#), [ZonalMajority](#), [ZonalVariety](#),

- ▶ Process and analyze cells on the basis of ‘zones’
- ▶ Zones define cells that share a common characteristic
- ▶ Cells in the same zone don’t have to be contiguous



- ▶ A typical zonal function requires two grids
 - a zone grid which defines the size, shape and location of each zone
 - a value grid which is to be processed
- ▶ Typical zonal functions include zonal mean, zonal max, zonal sum, zonal variety
- ▶ also: sum of the values in different raster that fall into the same zone (e.g., mean district elevation)
- ▶ results could be assigned to each cell in that zone, or written to a summary table

- ▶ Zonal maximum – identify the maximum in each zone

Zone Grid

2	2	1	1
2	3	3	1
	3	2	
1	1	2	2

Value Grid

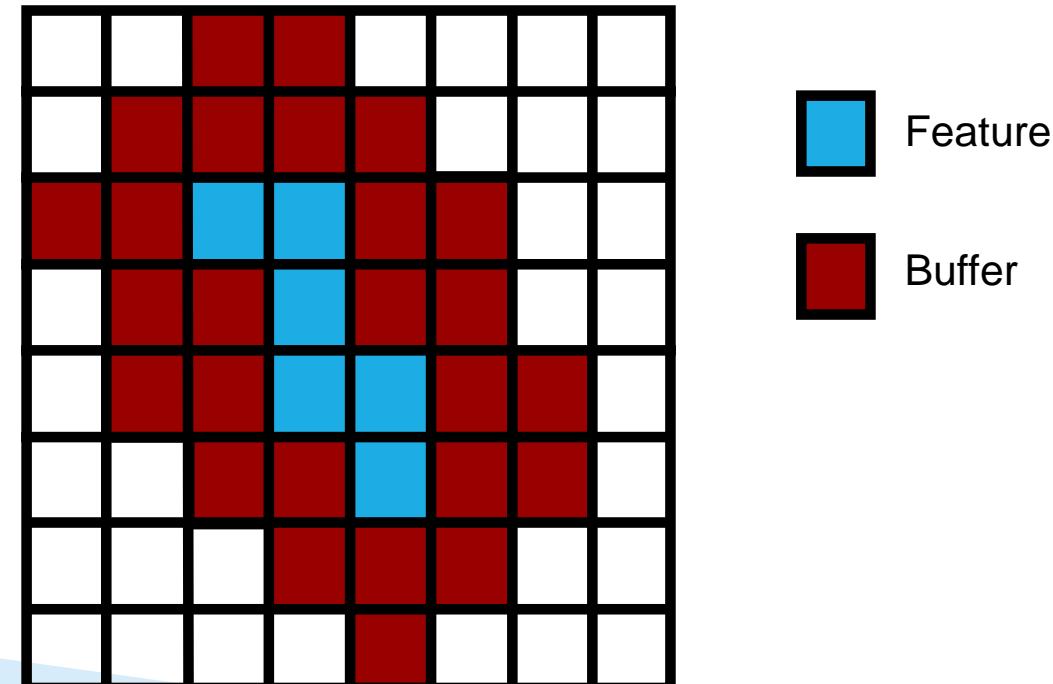
1	2	3	4
5	6	7	8
1	2	3	4
5	5	5	5

=

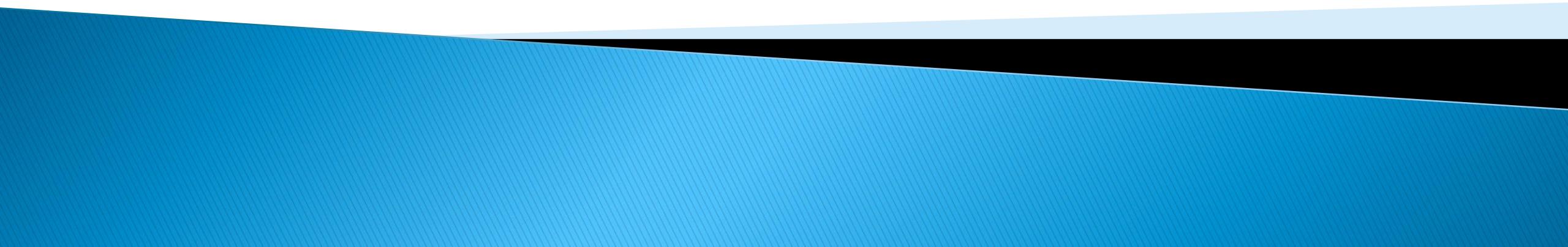
5	5	8	8
5	7	7	8
	7	5	
8	8	5	5

- ▶ Useful when we have some regions to classify with
 - for example, different forest types

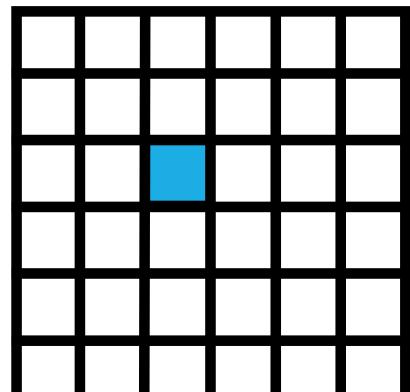
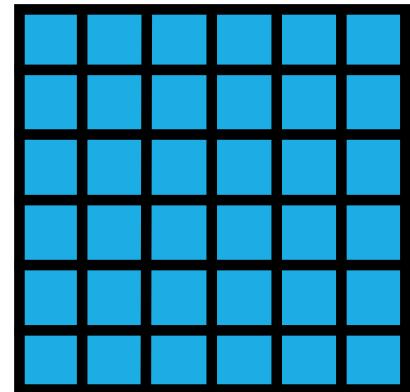
- Can be thought of as spreading a feature by a given distance



Global Functions



- ▶ The output value of each cell is a function of the entire grid
- ▶ Typical global functions are distance measures, flow directions, or weighting measures.
- ▶ Useful when we want to work out how cells ‘relate’ to each other



- ▶ Distance measures

- Euclidean distance computes distance based on cell size

$$\begin{array}{|c|c|c|c|} \hline & & 1 & 1 \\ \hline & & & 1 \\ \hline & 2 & & \\ \hline & & & \\ \hline \end{array} = \begin{array}{|c|c|c|c|} \hline 2 & 1 & 0 & 0 \\ \hline 1.4 & 1 & 1 & 0 \\ \hline 1 & 0 & 1 & 1 \\ \hline 1.4 & 1 & 1.4 & 2 \\ \hline \end{array}$$

- ▶ Use a ‘cost’ grid to weight functions

Cost Grid

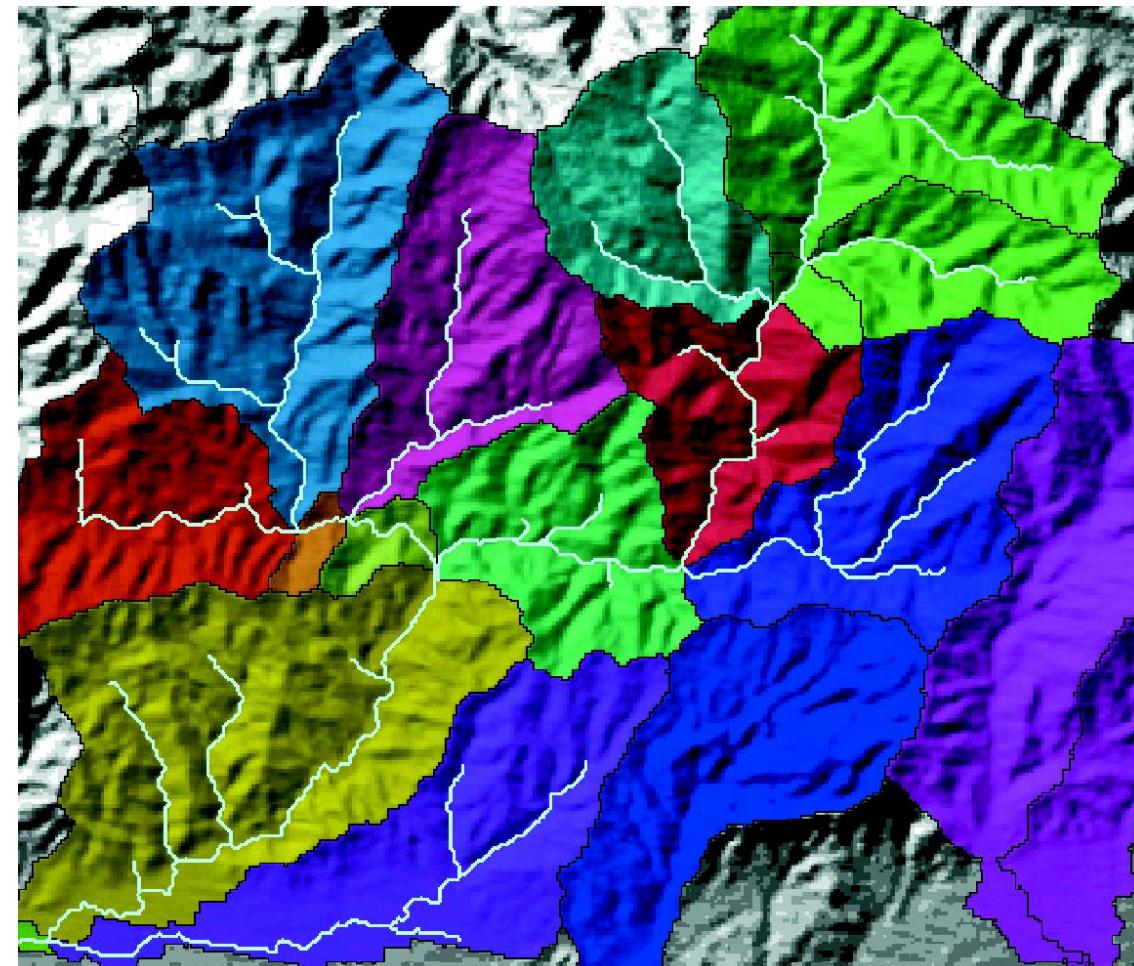
$$\begin{array}{|c|c|c|c|} \hline & & 1 & 1 \\ \hline & & & 1 \\ \hline & 2 & & \\ \hline & & & \\ \hline \end{array} = \begin{array}{|c|c|c|c|} \hline 1 & 1 & 1 & 1 \\ \hline 1 & 1 & 1 & 1 \\ \hline 3 & 3 & 3 & 3 \\ \hline 3 & 3 & 3 & 3 \\ \hline \end{array} = \begin{array}{|c|c|c|c|} \hline 2 & 1 & 0 & 0 \\ \hline 1.4 & 1 & 1 & 0 \\ \hline 3 & 0 & 3 & 3 \\ \hline 4.2 & 3 & 4.2 & 6 \\ \hline \end{array}$$

- ▶ `outgrid = zonalsum(zonegrid, valuegrid)`
- ▶ `outgrid = focalsum(ingrid1, rectangle, 3, 3)`
- ▶ `outgrid = (ingrid1 div ingest2) * ingest3`
- ▶ Map algebra can also be used for multivariate and regression analysis

- ▶ Surface Analysis
- ▶ Hydrologic Analysis
- ▶ Geometric Transformation
- ▶ Generalization

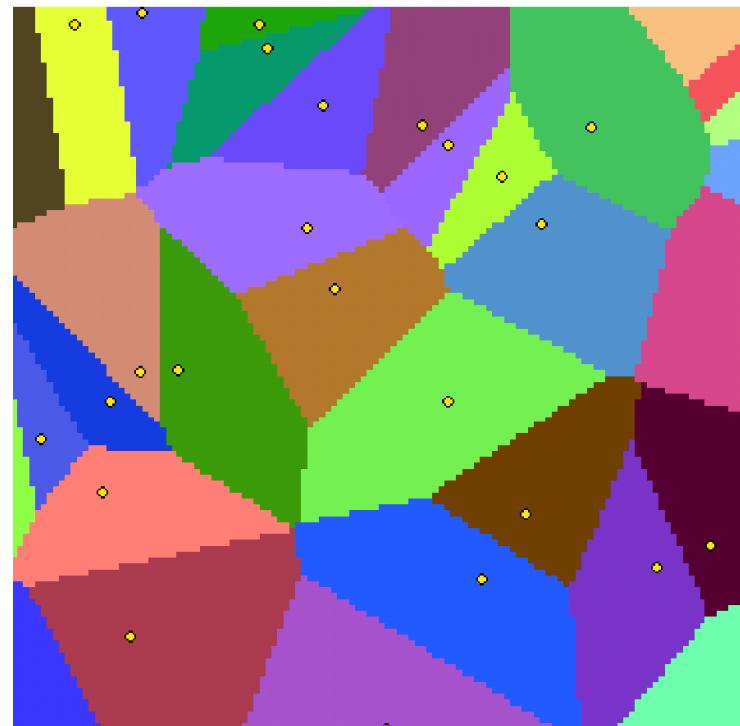
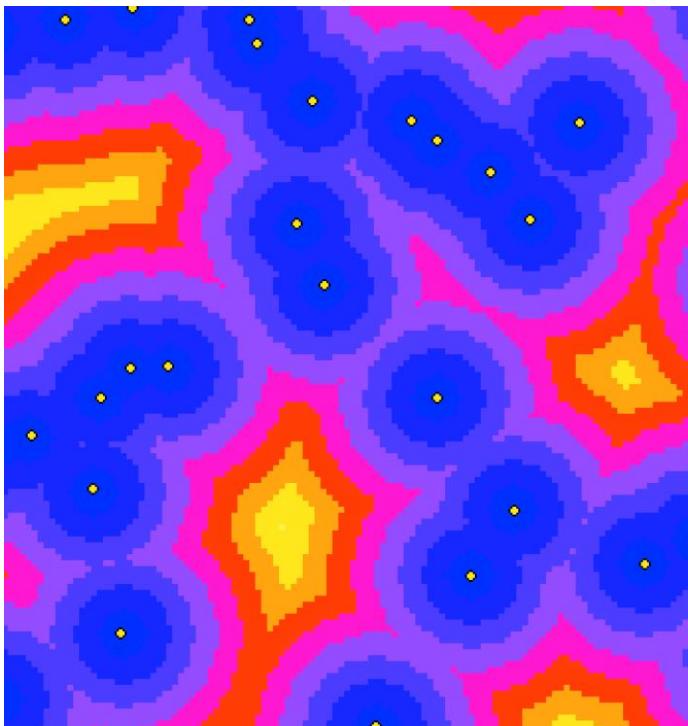
- ▶ Slope
- ▶ Aspect
- ▶ Hill shade
- ▶ View shed
- ▶ Curvature
- ▶ Contour

- ▶ Stream network
- ▶ Watershed
- ▶ Discharge



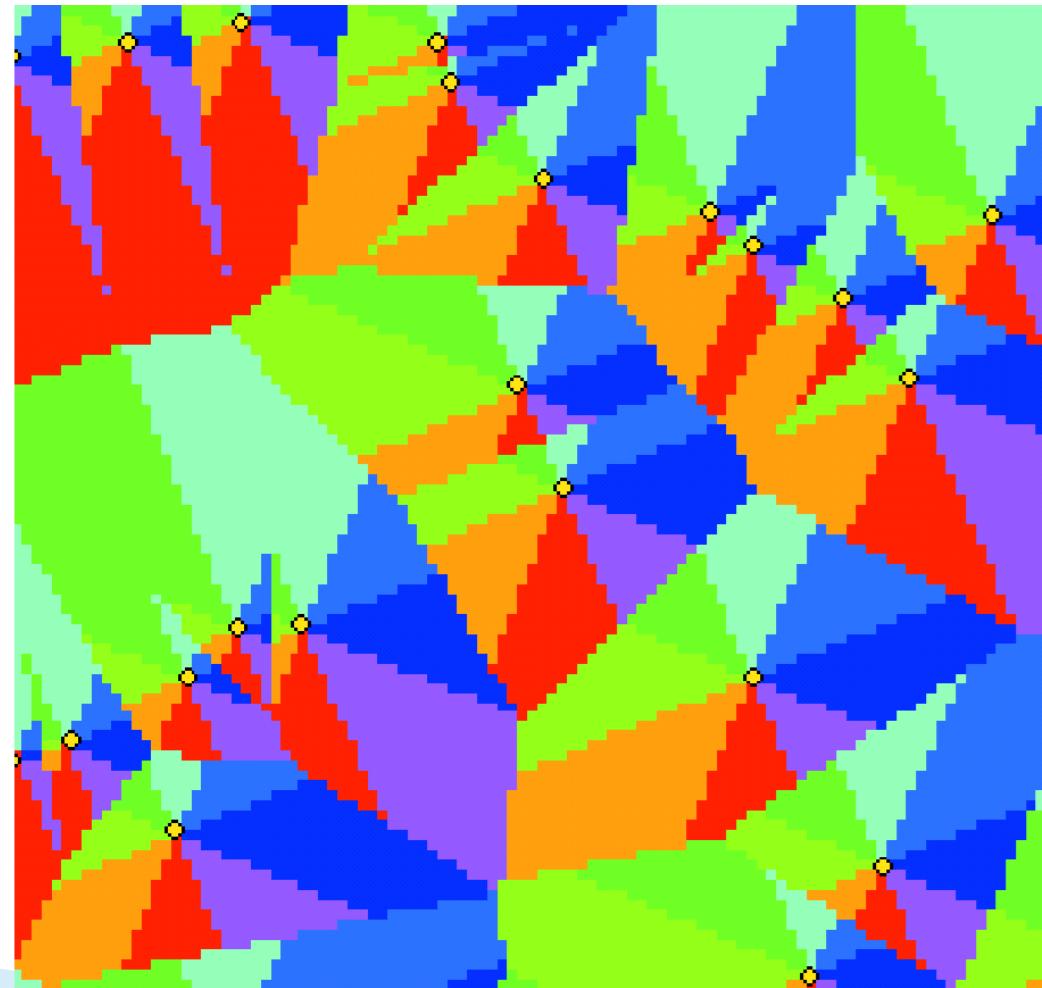
- ▶ Mapping distance
- ▶ Mapping density
- ▶ Interpolating to raster
- ▶ Surface analysis
- ▶ Neighborhood statistics
- Cell statistics
- Zonal statistics
- Reclassifying data
- Raster calculator

- ▶ Straight line distance (Thiessen/Voronoi)

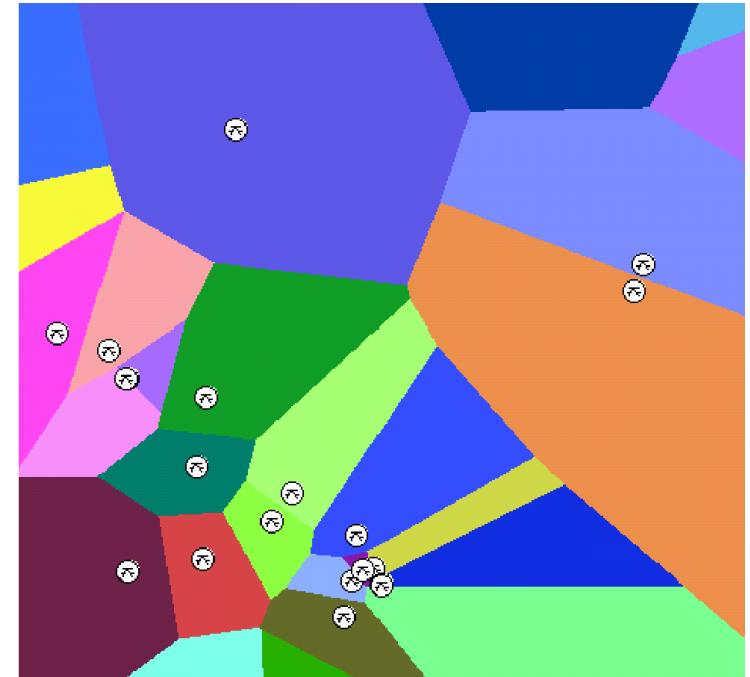


What Direction?

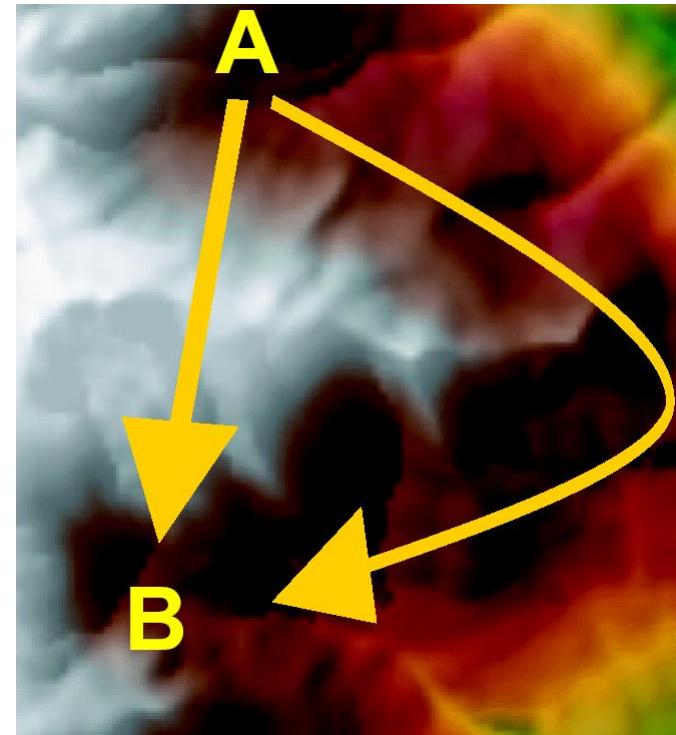
- █ N
- █ NE
- █ E
- █ SE
- █ S
- █ SW
- █ W
- █ NW



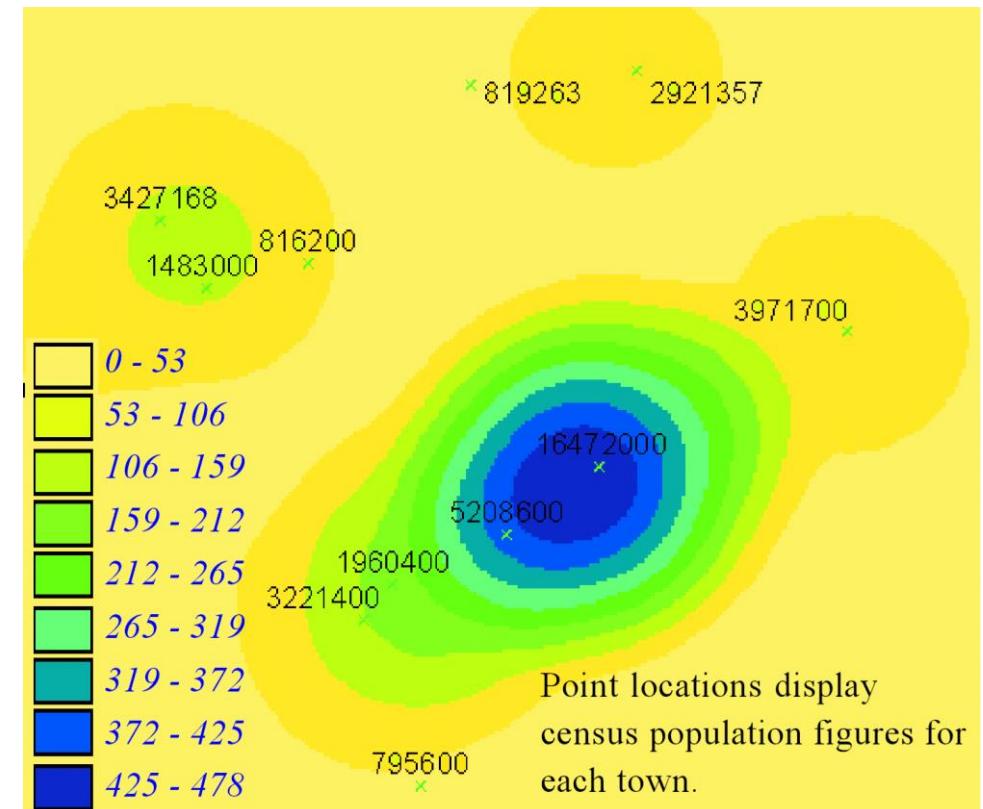
- ▶ Identifying the customers served by a series of stores
- ▶ Finding out which hospital is the closest
- ▶ Finding areas with a shortage of fire hydrants
- ▶ Locating areas that are not served by a chain of supermarkets



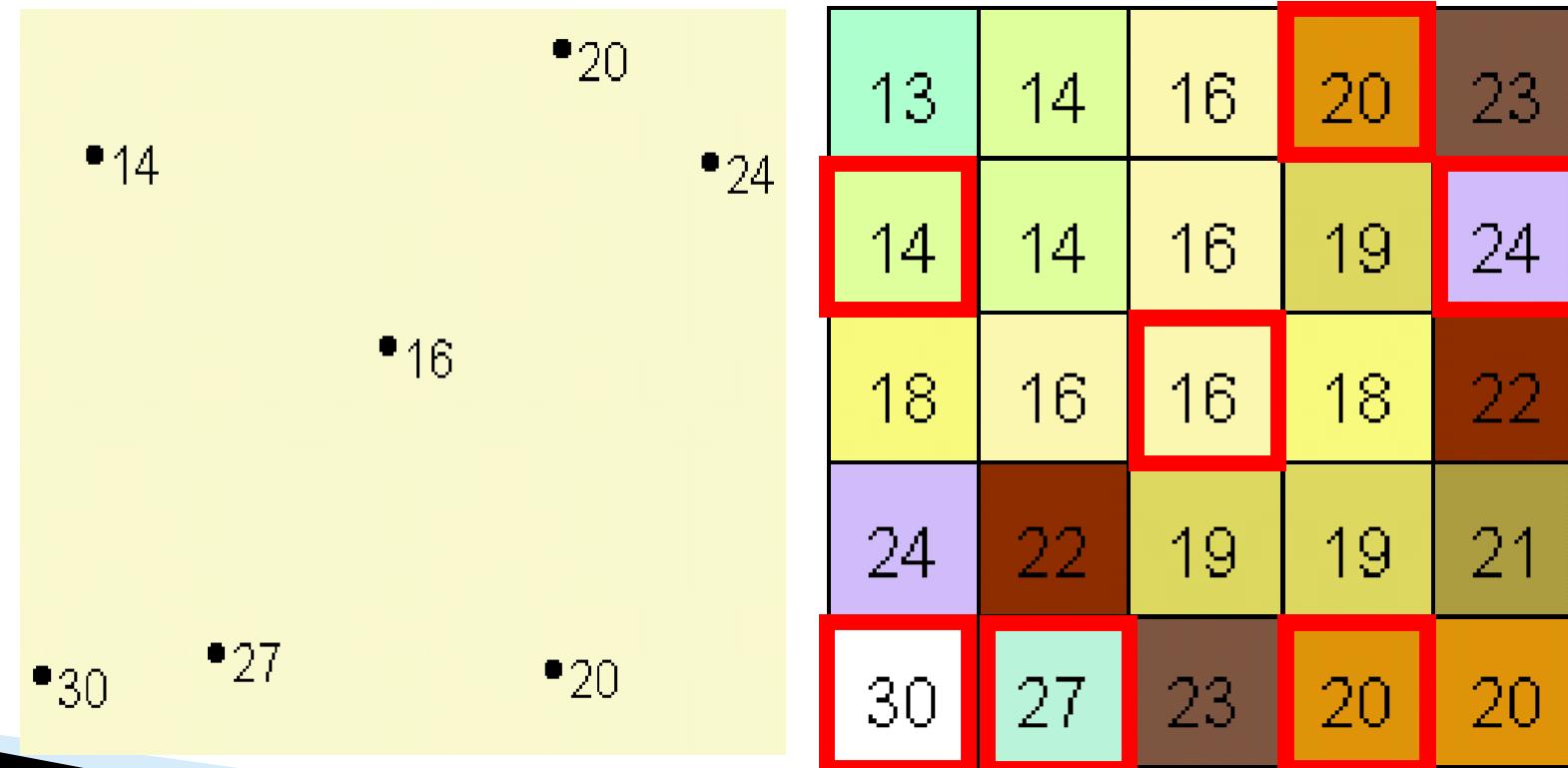
- ▶ Cost can be money, time, or preference
- ▶ Two input grids
 - One regular distance grid
 - One friction surface
- ▶ Reclassifying your datasets to a common scale
- ▶ Weighting datasets according to percent influence



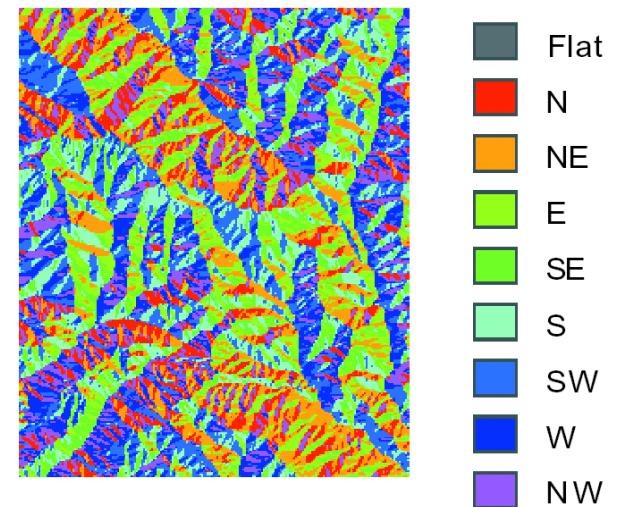
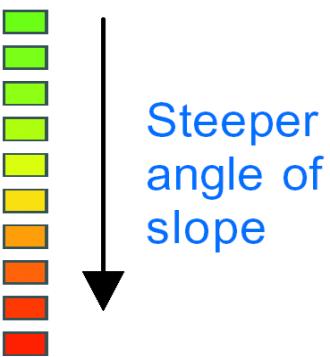
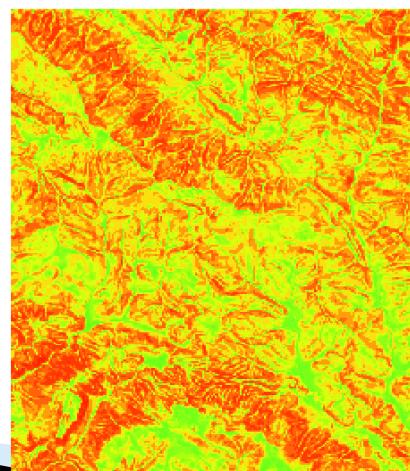
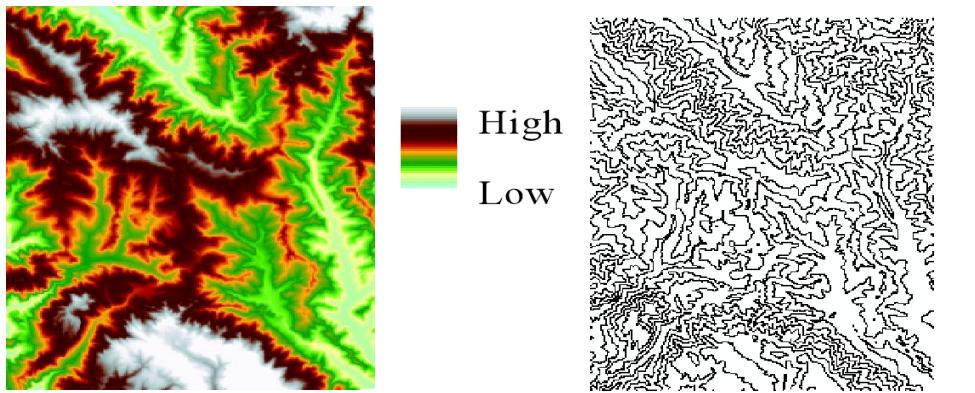
- In a simple density calculation, points or lines that fall within the search area are summed and then divided by the search area size to get each cell's density value.



- ▶ e.g. precipitation



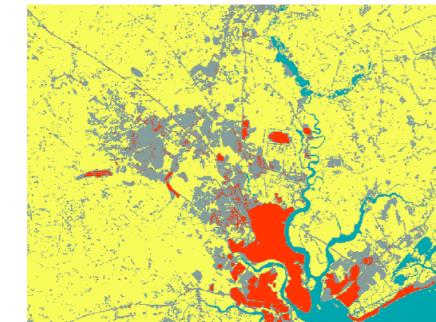
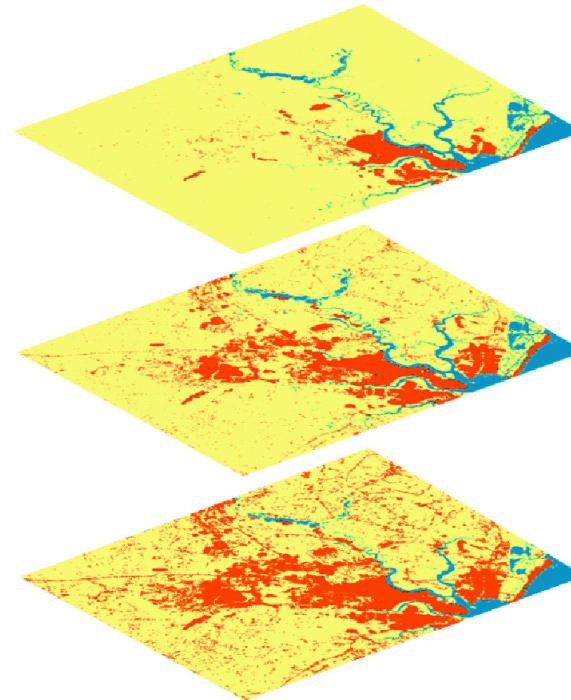
- ▶ Contours
- ▶ Slope, aspect
- ▶ Viewshed



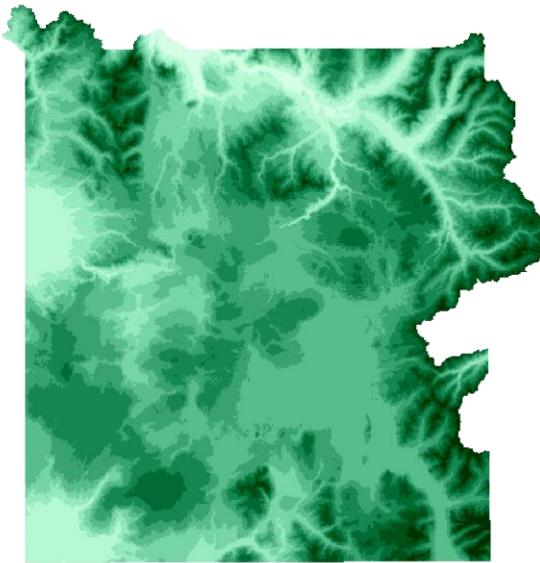
Flat
N
NE
E
SE
S
SW
W
NW

Cell Statistics

- ▶ Majority
- ▶ Maximum
- ▶ Mean
- ▶ Median
- ▶ Minimum
- ▶ Minority
- ▶ Range
- ▶ Standard deviation
- ▶ Sum
- ▶ Variety



Zonal Statistics



Attributes of Zones

VALUE	VARIETY
1547	13
1773	28
1999	41
2226	47
2452	50
2679	43
2905	26
3132	14
3358	3

