

CS60111: GEOGRAPHICAL INFORMATION SYSTEM

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Mon (11:00 – 11:55)

Tue (08:00 – 09:55)

Course Page

<http://www.facweb.iitkgp.ac.in/~skg/GIS22/>

Books and References

- Spatial Databases: A Tour, by Shashi Shekhar, Sanjay Chawla, Prentice Hall
- Principles of geographical information systems, by P. A. Burrough, Oxford Press
- ACM SIGSPATIAL International Conference on Advances in Geographic Information Systems
- Open Geospatial Consortium (OGC): <http://www.opengeospatial.org/>
- ACM Transactions on Spatial Algorithms and Systems
- [DBMS] Database System Concepts, by Avi Silberschatz, Henry F. Korth, S. Sudarshan

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GIS – Geographic Information System

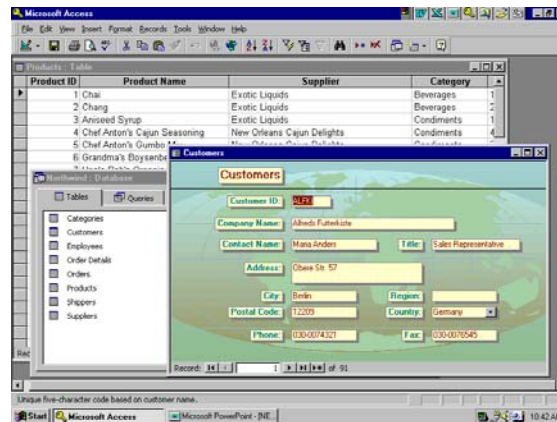
- *Spatial Database*
- *Spatial Data Analysis*
- *Spatial Data Science*

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Information System?

In the digital environment we use software to create complex information systems.

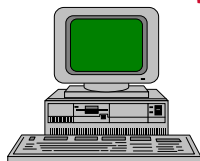
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GIS?

Information System



+

Geographic Position

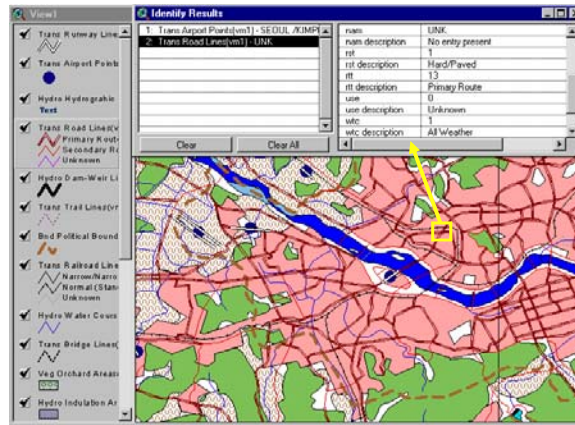


A means of storing, retrieving, sorting, and comparing spatial data to support some analytic process.

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GIS?

GEOGRAPHIC Information System



GIS links graphical features (**entities**) to tabular data (**attributes**)

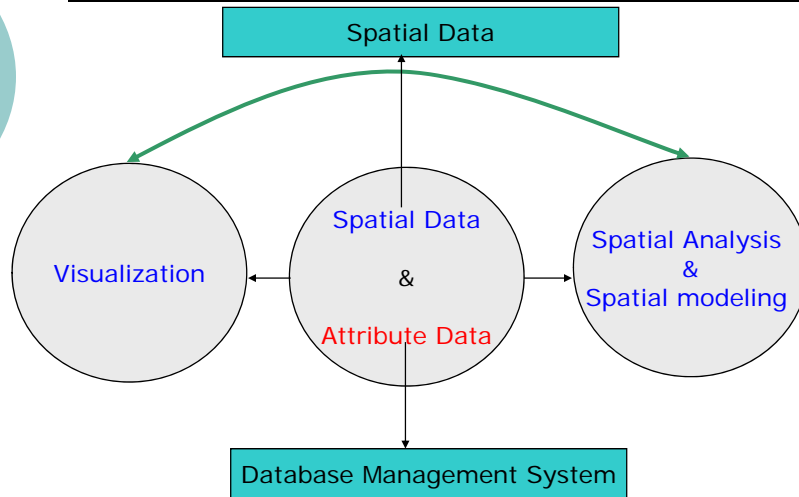
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GIS Definition

- A GIS is a system (hardware + database engine) that is designed to efficiently, assemble, store, update, analyze, manipulate, and display **geographically referenced information** (data identified by their locations).
- A GIS also includes the **people** operating the system and the **data** that go into the system.

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Key Components of GIS



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Spatial Data Modeling

- RASTER →

A 3D perspective view of a grid-based surface. The grid cells are colored in shades of green and blue, representing different land cover or elevation values.
- VECTOR →

A 3D perspective view of a map with labeled regions: "Grassland", "Lake", "Forest", and "Marsh". The boundaries between these regions are defined by lines, and the areas are filled with different colors (brown for grassland, blue for lake, green for forest, and light green for marsh).
- Real World →

A 3D perspective view of a terrain model. The surface is covered with a dense grid of small green cubes, representing a digital elevation model or a 3D visualization of a real-world landscape.

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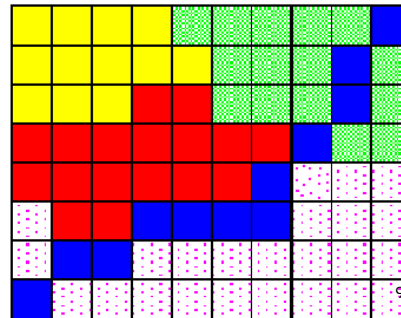
Representing Spatial Elements Raster

Stores images as rows and columns of numbers with a Digital Value/Number (DN) for each cell.

Units are usually represented as square grid cells that are uniform in size.

Data is classified as “*continuous*” (such as in an image), or “*thematic*” (where each cell denotes a feature type).

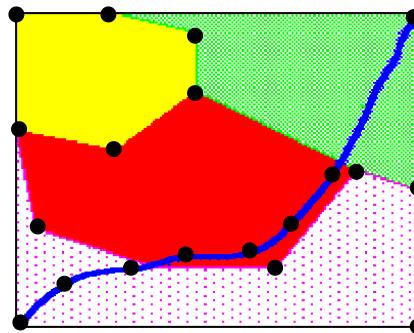
Numerous data formats (TIFF, GIF, ERDAS.img etc)



Representing Spatial Elements Vector

Allows user to specify specific spatial locations and assumes that geographic space is continuous, not broken up into discrete grid squares

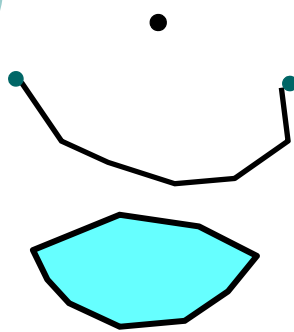
We store features as sets of X,Y coordinate pairs.



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Entity Representations

We typically represent objects in space as three distinct spatial elements:



Points - simplest element

Lines (arcs) - set of connected points

Polygons - set of connected lines

We use these three spatial elements to represent real world features and attach locational information to them.

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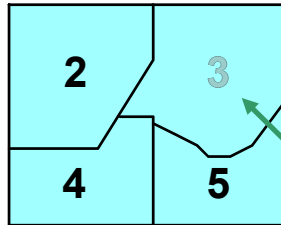
Attributes

- In the raster data model, the cell value (Digital Number) is the attribute. Examples: brightness, land-cover code, SST, etc.
- For vector data, attribute records are linked to point, line & polygon features. Can store *multiple* attributes per feature. Vector features are linked to attributes by a *unique feature number*.

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Linking Spatial Entity with Attributes

1 (Universe polygon)

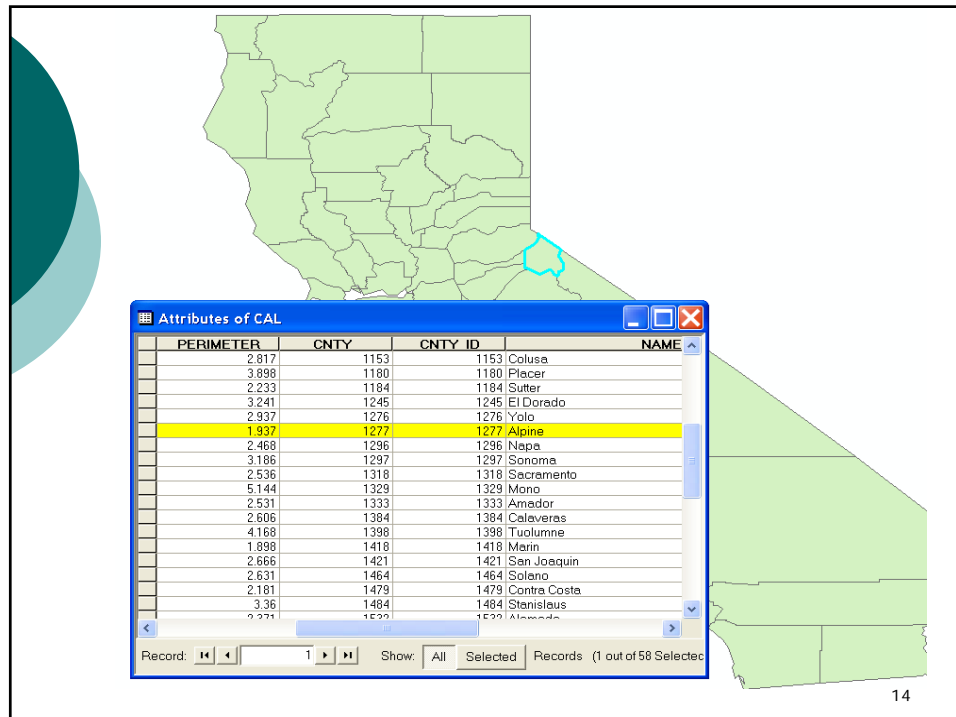


Spatial data
(ARC functions)

Attribute data
(INFO or TABLES functions)

COV#	ZONE	ZIP
1		0
2	C-19	22060
3	A-4	22061
4	C-22	22060
5	A-5	22057

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Raster vs. Vector

Raster Advantages

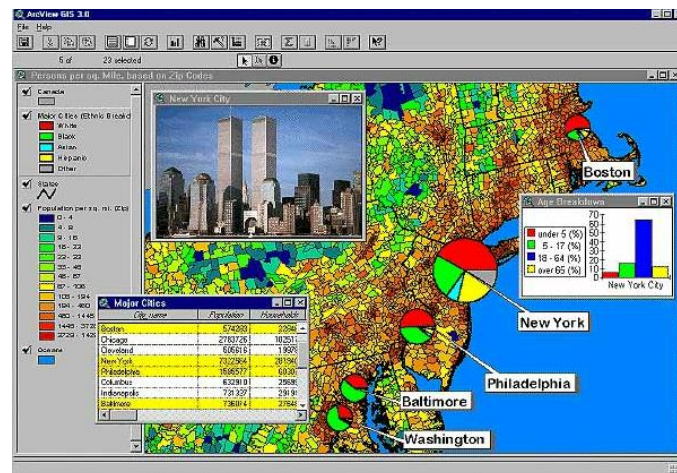
- The most common data format
- Easy to perform mathematical and overlay operations
- Satellite information is easily incorporated
- Better represents “continuous” - type data

Vector Advantages

- Accurate positional information that is best for storing discrete thematic features (e.g., roads, shorelines, sea-bed features).
- Compact data storage requirements
- Can associate unlimited numbers of attributes with specific features

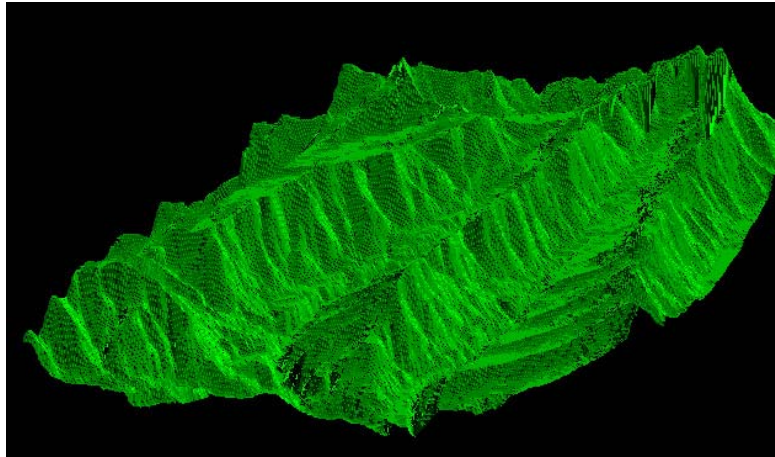
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Visualization



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Visualization



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Spatial Analysis/Modeling

Spatial Operation

- Buffering
- Overlay

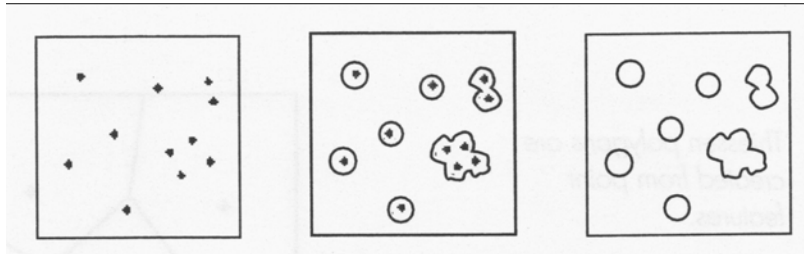
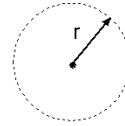
Spatial Statistics

Spatial Data Mining

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Proximity Analysis

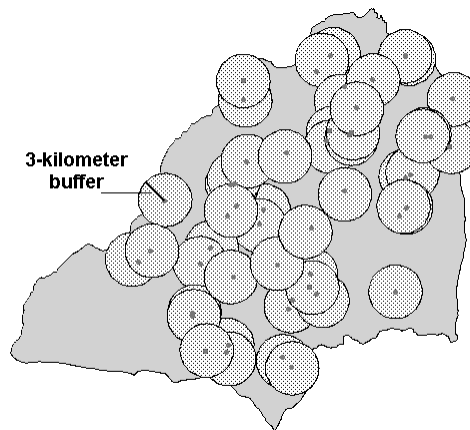
Buffer: Delineation of a zone around the feature of interest within a given distance. For a point feature, it is simply a circle with its radius equal to the buffer distance.



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Buffer Example

- Rural district in N.E. Thailand
- 51 study villages:
- Evaluate land use in the district relative to population change
- Need to determine types & quantities of land use surrounding each village:
 - generate 3-km buffers around village centroids
 - overlay buffers on land-cover classification generated from satellite imagery
 - use buffers to “cut out” land near each village and summarize land uses within “cut out” area

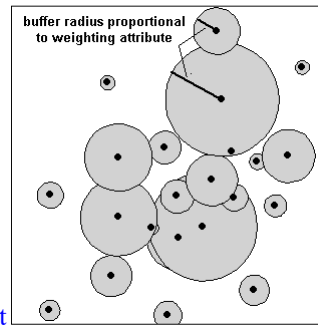


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Variable Distance Buffer

Buffer zone can be made variable according to certain attributes.

Suppose we have a point pollution source, such as a power plant. We certainly want to keep our residential area away a distance from it. However, this distance can be made variable according to the amount of pollution that a power plant produces. For small power plant, the distance can be short, while for large power plant that generate a lot of pollutant, we should keep a longer distance from it. As we is shown on the right.



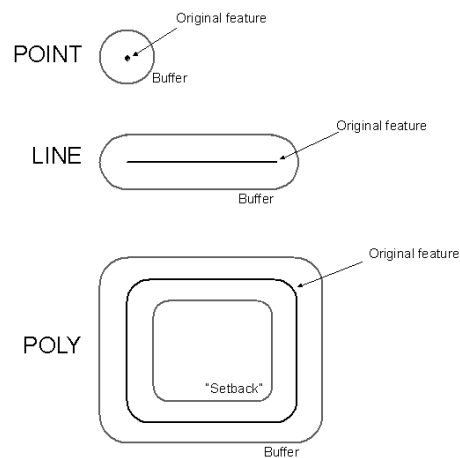
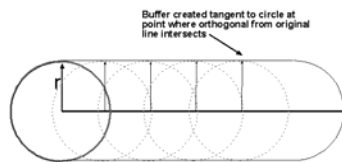
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Buffers for lines and Polygons

Move circle of specified radius along line (or lines forming polygon)

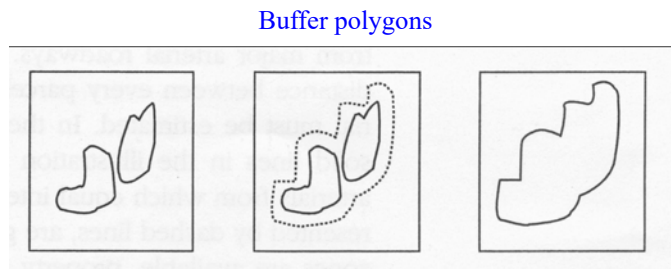
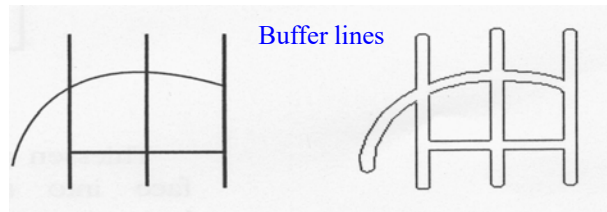
Draw orthogonal from line to edge of circle

Buffer line is tangent to circle where the orthogonal intersects it.



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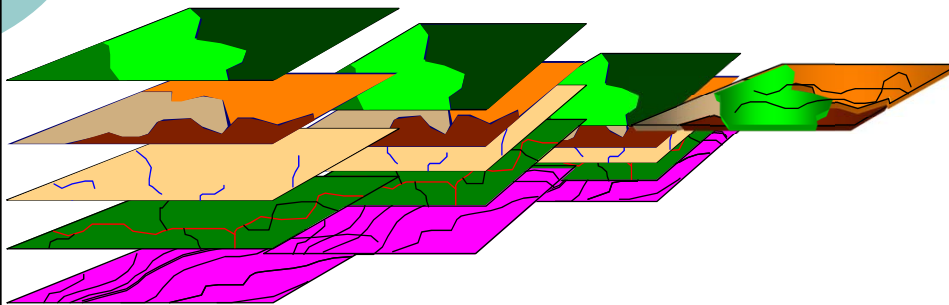
Lines and Polygons Buffer Example



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Spatial Analysis

- Overlay function creates new “layers” to solve spatial problems



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Spatial Operation with Multiple Vector Layers

- **Overlay** analyses
 - Operate on spatial entities from two or more maps to determine spatial overlap, combination, containment, intersection...etc.
 - one of the most “fundamental” of GIS operations
 - formalized in 1960s by landscape architects who used acetate map overlays
 - now a basic part of the GIS toolbox
- Vector overlays-
 - combine point, line, and polygon features
 - computationally complex
- Raster overlays-
 - cell-by-cell comparison, combination, or operation
 - computationally less demanding

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Spatial Operation with Multiple Vector Layers

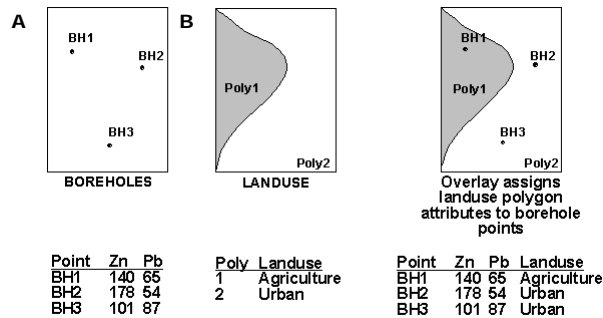
- Basic idea:
 - spatially combine/compare two data layers to:
 - (a) generate new output data layer, or
 - (b) assign attributes of one data layer to another
 - most cases: one of the data layers will contain polygon entities
- Point-in-polygon overlay →
 - increasing conceptual and computational complexity

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Point-in-polygon vector overlay

- Overlay point layer (A) with polygon layer (B)
 - in which B polygons are A points spatially located?
 - » assign polygon attributes from B to points in A

Example: comparing soil mineral content at sample borehole locations (points) with landuse (polys)...

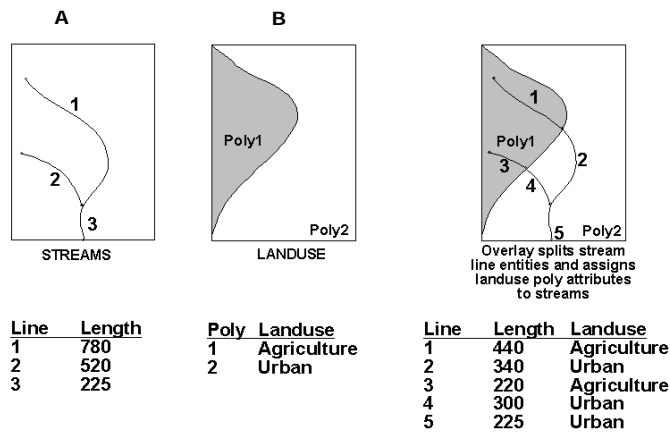


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Line-in-polygon vector overlay

- Overlay line layer (A) with polygon layer (B)
 - in which B polygons are A lines spatially located?
 - » assign polygon attributes from B to lines in A

Example: assign landuse attributes (polys) to streams (lines)...



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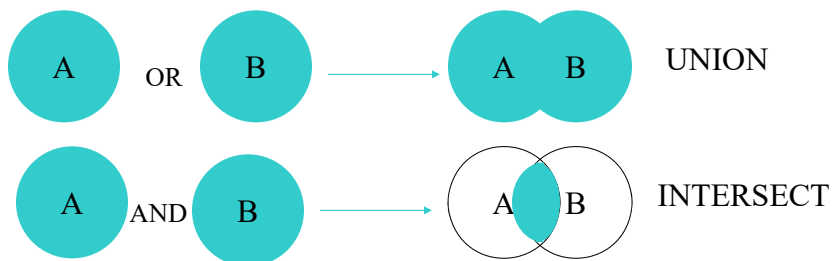
Polygon-Polygon vector overlay

- Overlay polygon layer (A) with polygon layer (B)
 - result: what are the spatial polygon combinations of A and B?
 - » generate new data layer with combined polygons
 - attributes from both polygon layers are included in output
- How are polygons combined?
(i.e. what geometric rules are used for combination?)
 - UNION (Boolean OR)
 - INTERSECTION (Boolean AND)
 - IDENTITY
- Polygon overlay will generally result in a significant increase in the number of spatial entities in the output
 - can result in output that is too complex too interpret

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Boolean Operations

Some of the fundamental overlay analysis for vector data are UNION, and INTERSECT corresponding to Boolean operations of OR, AND



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Polygon-polygon vector overlay (cont'd.)

UNION

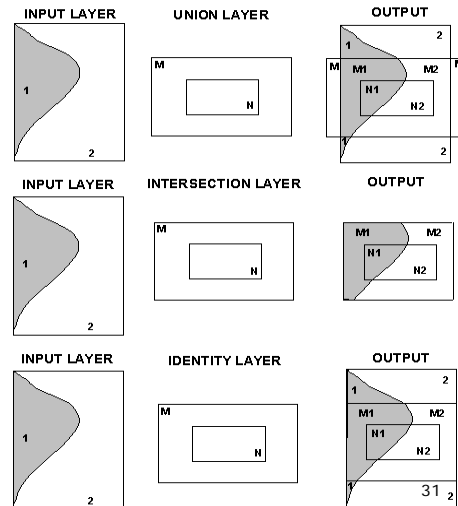
overlay polygons and keep areas from both layers

INTERSECTION

overlay polygons and keep only areas in the input layer that fall within the intersection layer

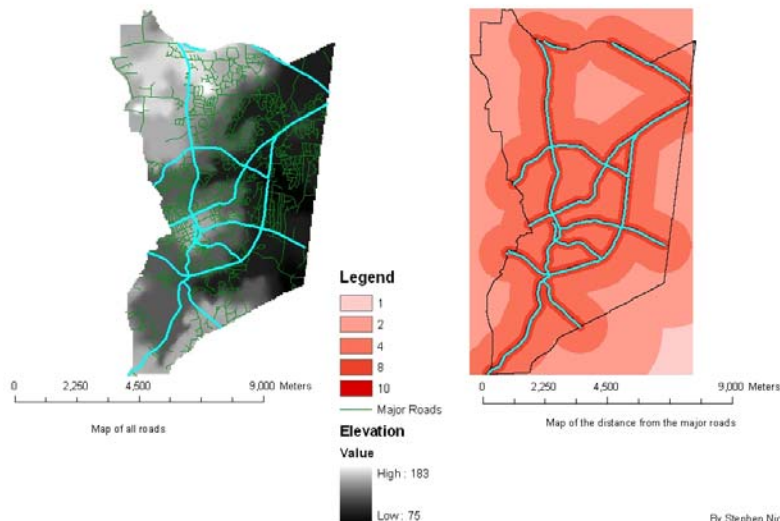
IDENTITY

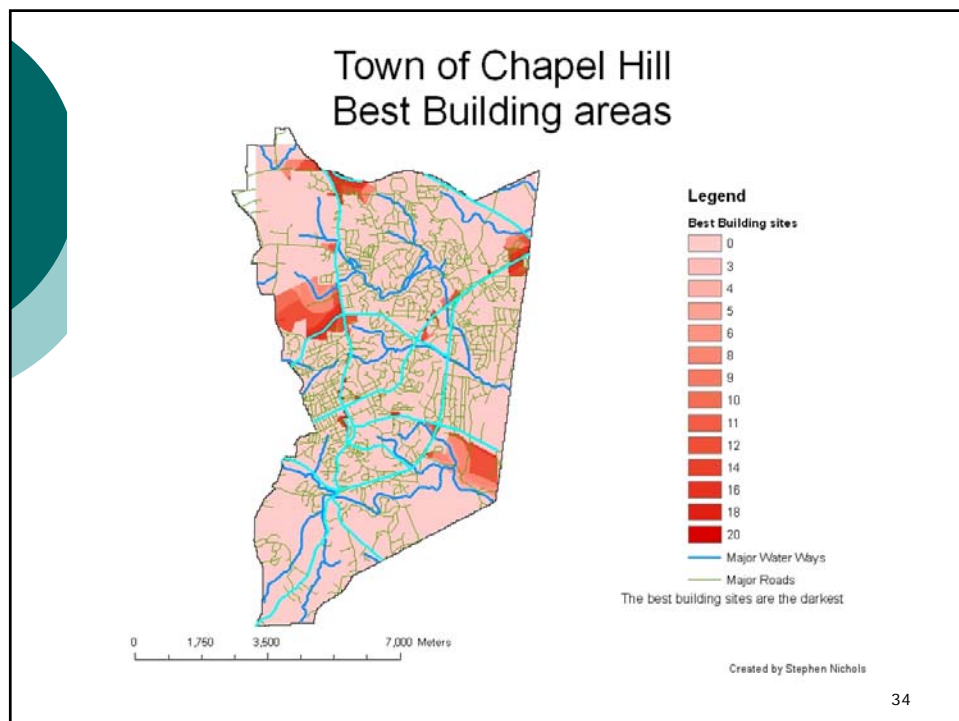
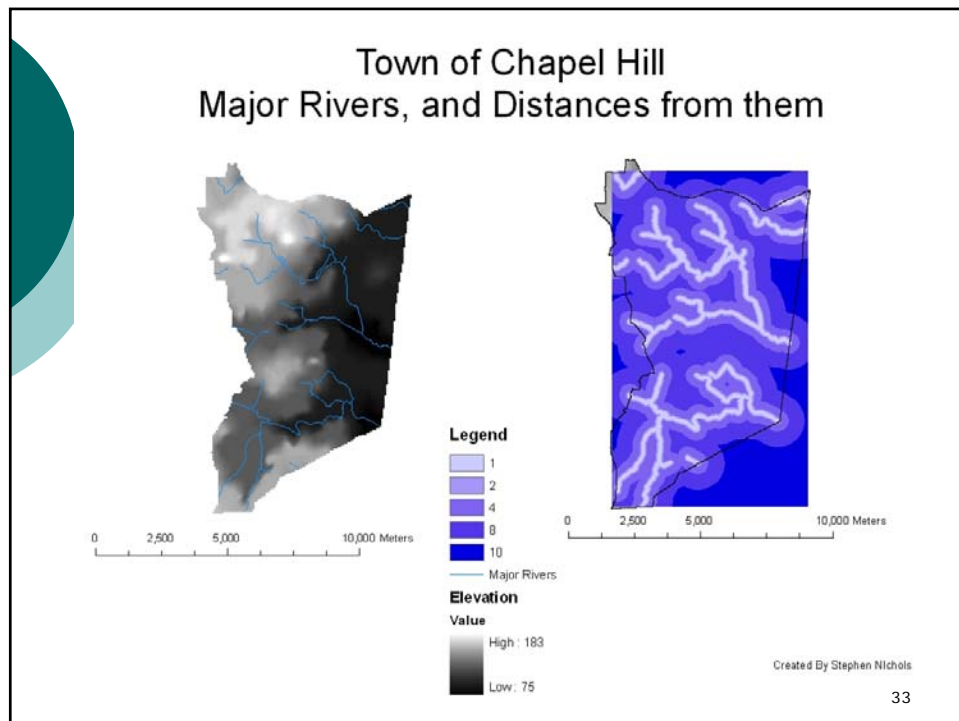
overlay polygons and keep areas from input layer



GIS Application – *Region-of-Interest*

Town of Chapel Hill Major Roads and distance from the major roads



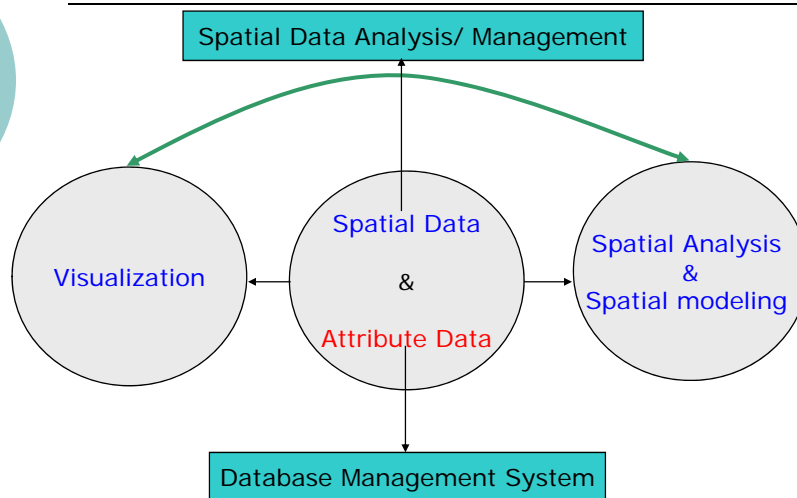


GIS software

- ESRI products: ArcGIS, Arc/Info ...
- MapInfo
- AutoDesk products: AutoCAD
-
- Clark University: IDRISI
- GRASS

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Summary



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