

PostGIS on Rails

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WHAT IS POSTGIS

- Geo-spatial extension to PostgreSQL
- Fast and easy location aware applications
- Scalable for app with complex location-aware business logic
- Scalable for large query volumes

IN A NUTSHELL

- Geometry column type
 - Point, Linestring, Polygon, etc
- Spatial database index type (GiST)
- Hundreds of functions to operate on geometries in SQL
 - ... using spatial indices

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- Yes, you should (it is that easy!)
- Lets build a small app to prove it
- No live coding (okay, it is not THAT easy!)

MYSMALLRAILSAPP

- Find all bars within the map viewport
 - NW and SE corners
- One million bars!
- Lets build it two ways
 - Using PostGIS
 - Old-fashioned way: using numeric to store location

GEMFILE

- `gem 'pg'`
- `gem 'postgis_adapter', git: 'git://github.com/nofxx/postgis_adapter.git'`
- There are multiple alternative for `postgis_adapter`. Some are more maintained than other.

DATABASE.YML

```
• development:  
  adapter: postgresql  
  template: template_postgis
```

CREATE TABLE

```
• create_table :bars do |t|
  t.column :lat, :float
  t.column :lon, :float
  t.column :coordinates,
            :geometry, :srid => 4326
end
```

CREATE INDICES

- `add_index :bars, :lat`
`add_index :bars, :lon`
`add_index :bars, [:lat, :lon]`
`add_index :bars, :coordinates,`
`:spatial => true`

MODEL

- Nothing special here
- ```
class Bar < ActiveRecord::Base
 attr_accessible :lat,
 :lon, :coordinates
 #
 ...
end
```

# SEED THE TEST DATA

- ```
1000000.times do
  lat = rand(-90.0 .. 90.0)
  lon = rand(-180.0 .. 180.0)
  coord = Point.from_lon_lat(lon, lat)
  Bar.create! (:lat => lat,
    :lon => lon,
    :coordinates => coord)
end
```
- Point is GeoRuby::SimpleFeatures::Point

SEARCH

- Old-fashioned way
- ```
def self.by_bbox(sw_lat, sw_lon,
 ne_lat, ne_lon)
 self
 .where(:lat => sw_lat..ne_lat)
 .where(:lon => sw_lon..ne_lon)
end
```

# SEARCH

- PostGIS way
  - ```
bbox_coords = [[[sw_lon, ne_lat],  
[ne_lon, ne_lat],  
[ne_lon, sw_lat],  
[sw_lon, sw_lat],  
[sw_lon, ne_lat]]]  
  
bbox = Polygon.from_coordinates(bbox_coords)  
self.where('ST_Intersects(coordinates, :bbox)',  
          :bbox => bbox)
```
 - `Polygon` is `GeoRuby::SimpleFeatures::Polygon`

DB QUERIES

- ```
SELECT "bars".* FROM "barss" WHERE
("bars"."lat" BETWEEN 35.487511 AND 40.33817)
AND ("bars"."lon" BETWEEN -124.244385 AND
-117.784424)
```
- ```
SELECT "bars".* FROM "bars" WHERE
(ST_Intersects(coordinates,
'0103000020E61000000100000005000000082A8FB00A40
F5FC0813E9127492B4440A48CB80034725DC0813E91274
92B4440A48CB80034725DC05AB8ACC266BE414082A8FB0
0A40F5FC05AB8ACC266BE414082A8FB00A40F5FC0813E9
127492B4440'))
```

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- old-fashioned:
- cost=1008.80..2445.58; time=6.150..8.720

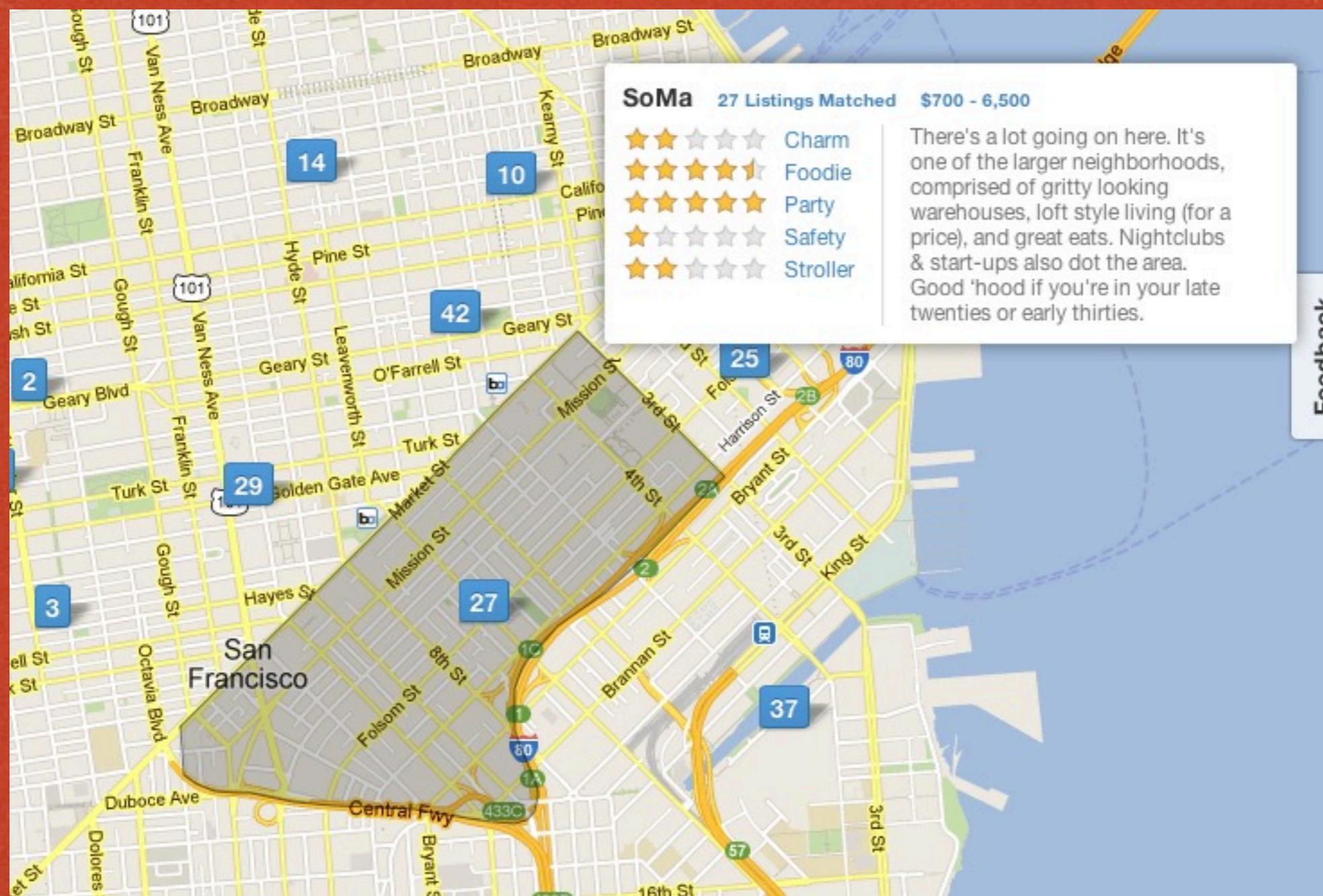
SO HOW FAST IS IT?

- explain analyze ...
- old-fashioned:
 - cost=1008.80..2445.58; time=6.150..8.720
- PostGIS:
 - cost=16.15..1756.92; time=0.361..3.140

WHAT ELSE CAN PostGIS DO

- Geometry overlap/intersection/touching detection and calculation
- Distance calculation and ordering
- 2D and 3D
- Geometry editing (stretch, expand, simplify)
- Encoding in industry formats (e.g. GeoJSON)

POSTGIS IN ACTION



HOW CAN I TRY PostGIS OUT?

- Postgres.app - <http://postgresapp.com>
- Heroku Postgres - <https://devcenter.heroku.com/articles/is-postgis-available>

QUESTIONS?

- Now is the time!