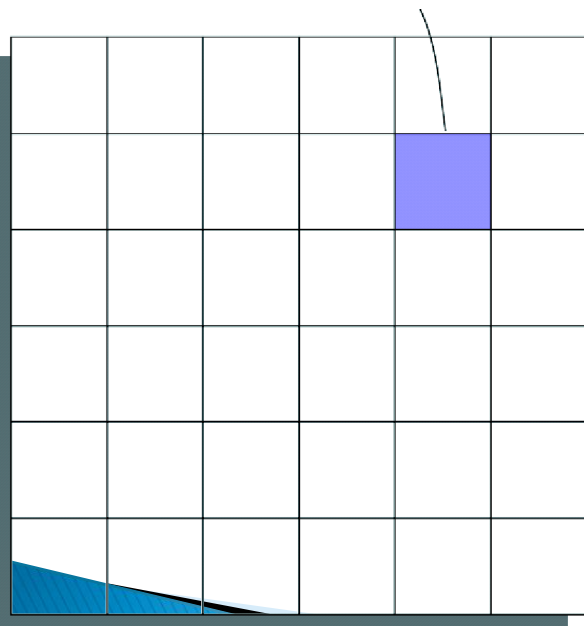
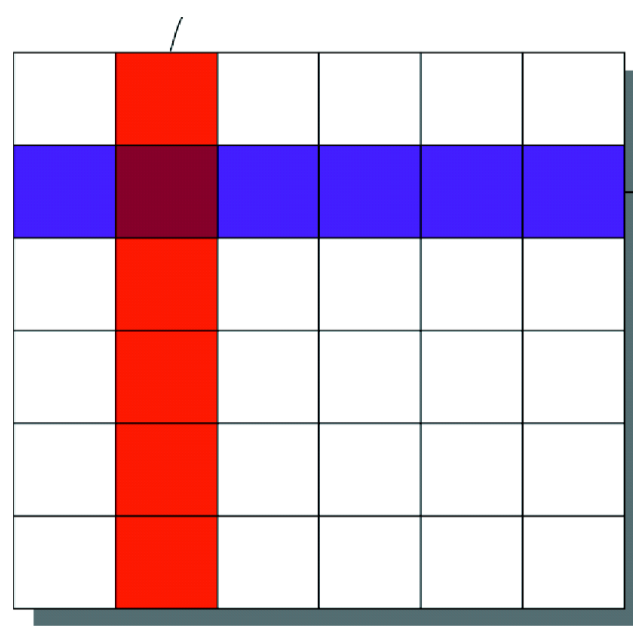


# Intro to Raster GIS

**CELL**

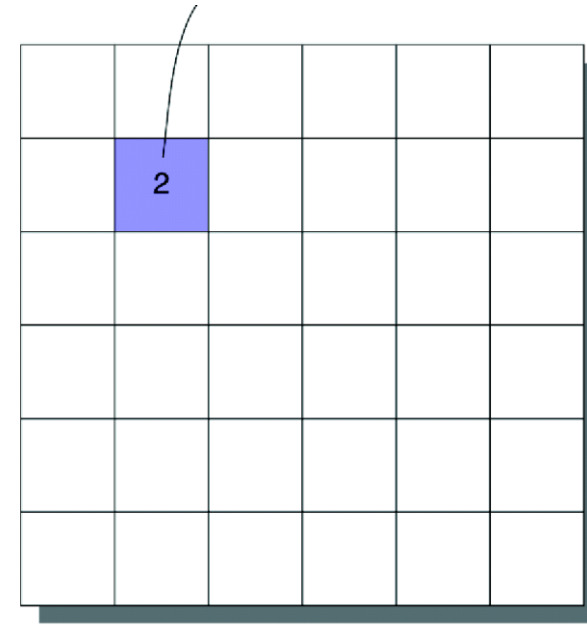


**COLUMN**

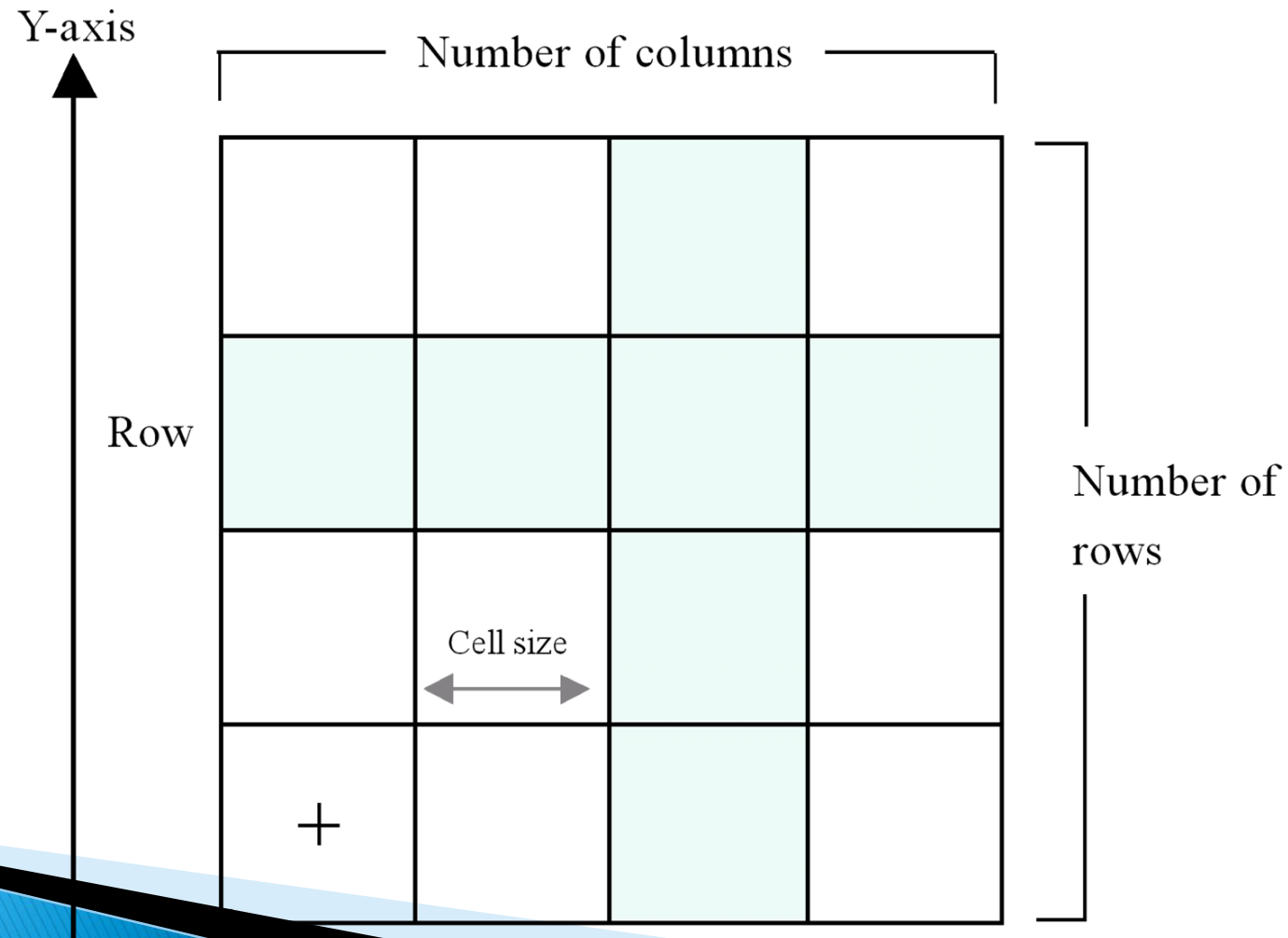


**ROW**

**CELL with VALUE**



# Coordinate Space and the Raster Dataset



2	1	4	4	4	1
2	2	1	5	5	1
2	2	1	5	5	1
1	2	4	1	2	1
3	3	3	1	2	1
1	1	3	4	4	4

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



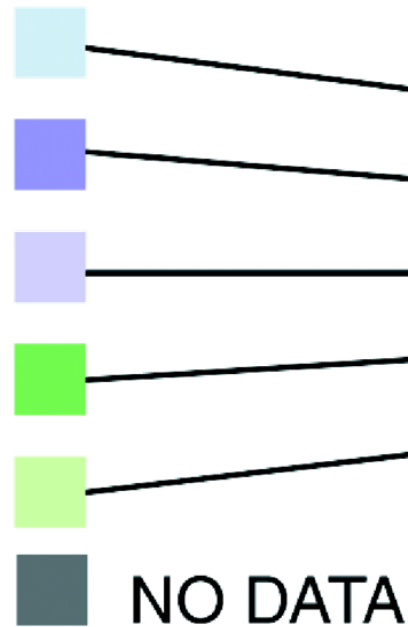
2	1	4	4	4	1
2	2	NO DATA	5	5	1
2	2	1	5	5	1
1	2	4	1	2	1
3	3	3	1	2	1
1	1	3	NO DATA	NO DATA	4

- 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



2	1	4	4	4	1
2	2	NO DATA	5	5	1
2	2	1	5	5	1
1	2	4	1	2	1
3	3	3	1	2	1
1	1	3	NO DATA	NO DATA	4

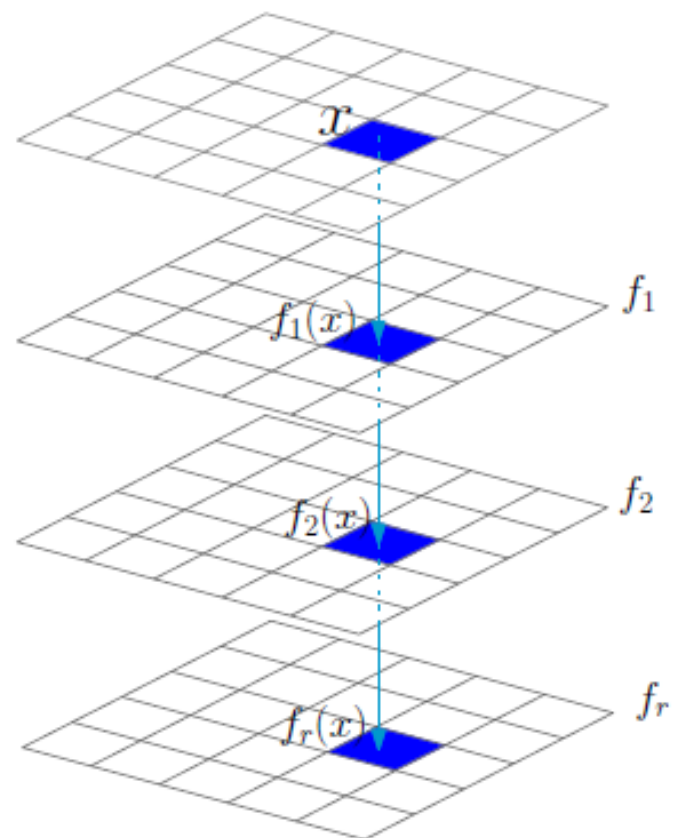


VAT	
VALUE	COUNT
1	12
2	8
3	4
4	5
5	4

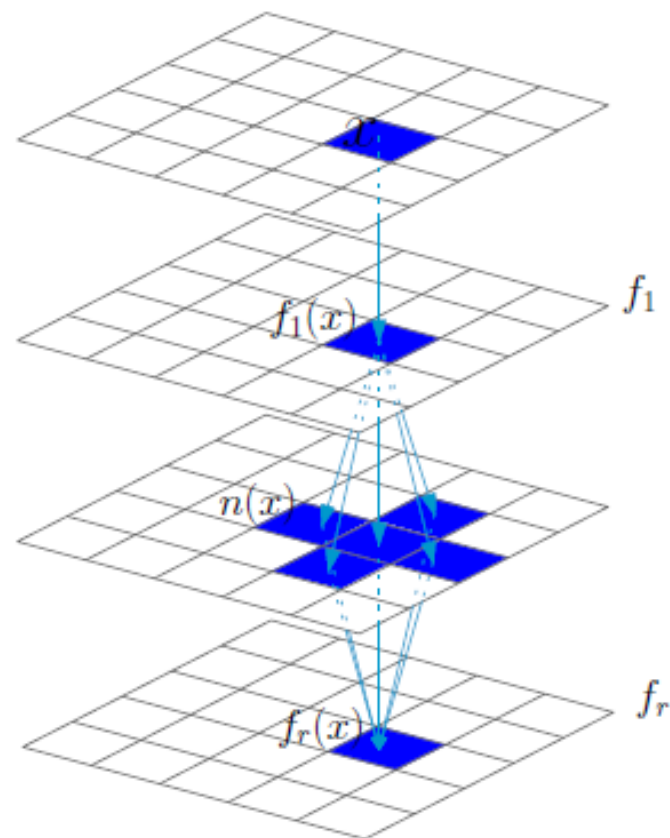
# Map Algebra

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

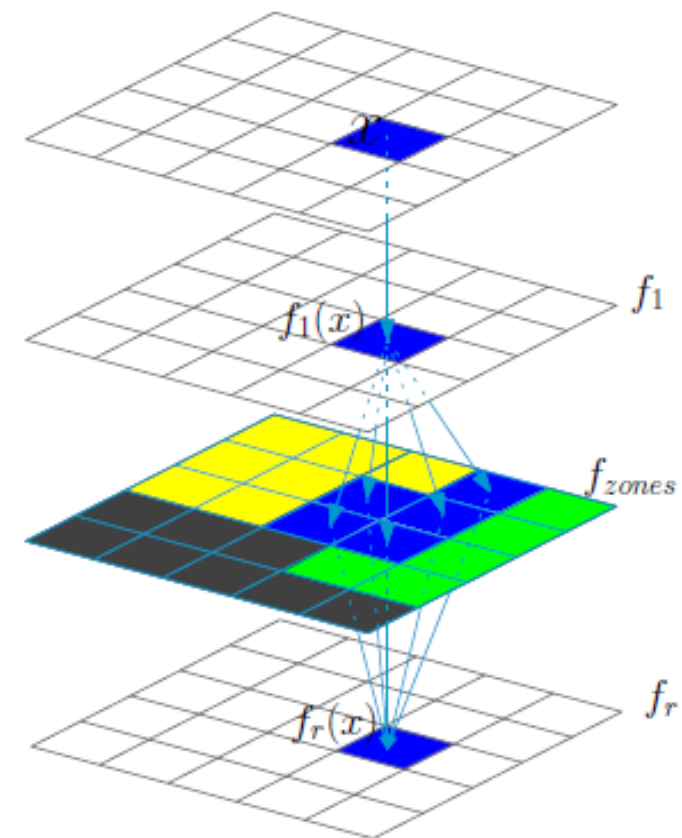




Local operation



Focal operation



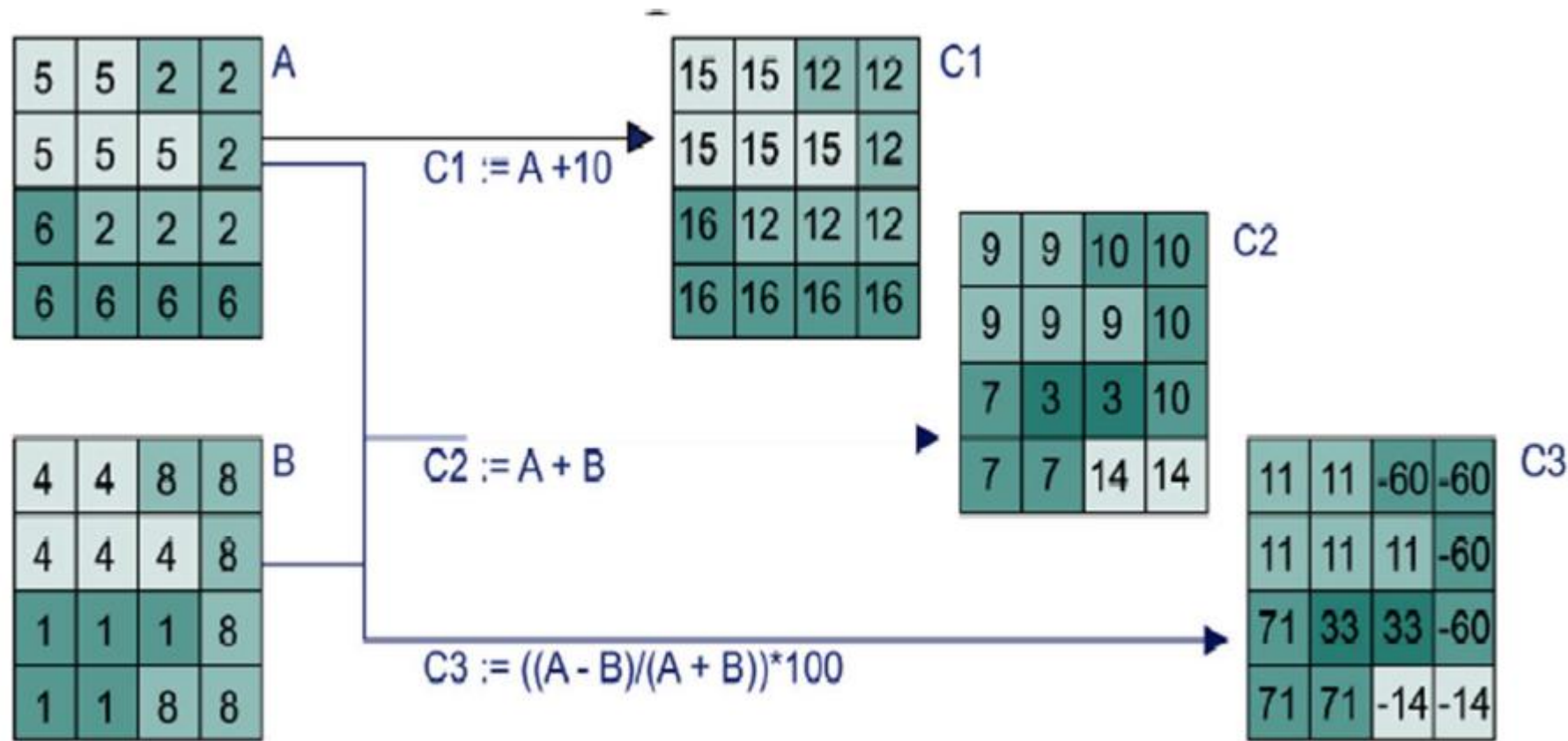
Zonal operation

# Local Functions

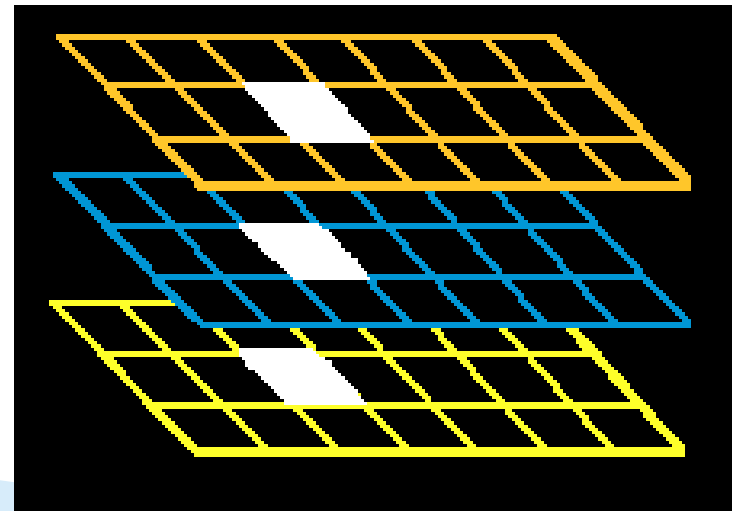




- ▶ Sometimes called layer functions
- ▶ Work on every single cell in a raster layer
- ▶ Cells are processed without reference to surrounding cells
- ▶ Operations can be arithmetic, trigonometric, exponential, logical or logarithmic functions
- ▶ As we are dealing with numbers, we can use a plethora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



- ▶ 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

 $\times$ 

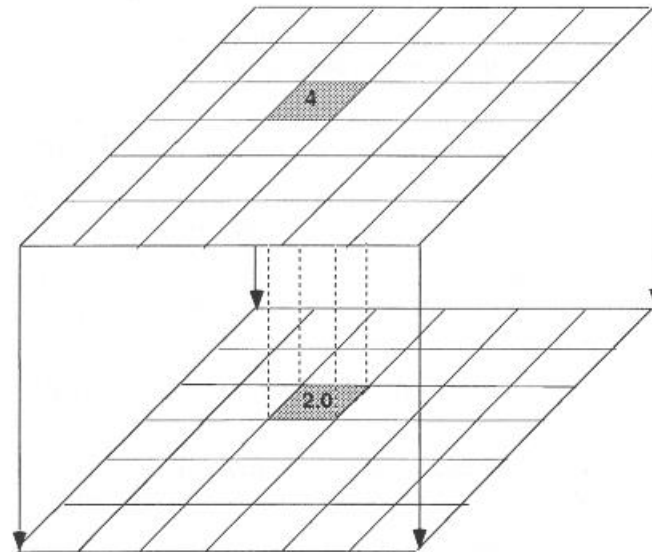
6	0	3	3
6	9	0	12
12		6	9
3	3		6

 $=$ 

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

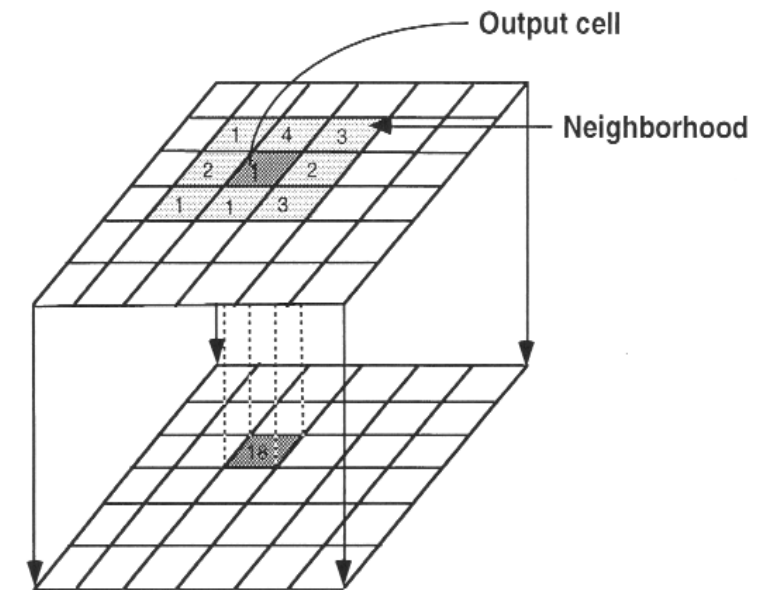


$$\begin{array}{|c|c|c|} \hline 9 & 9 & 7 \\ \hline 9 & 8 & 5 \\ \hline 6 & 3 & 0 \\ \hline \end{array} + \begin{array}{|c|c|c|} \hline 0 & 0 & 2 \\ \hline 0 & 0 & 1 \\ \hline 0 & 0 & 0 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline 9 & 9 & 9 \\ \hline 9 & 8 & 6 \\ \hline 6 & 3 & 0 \\ \hline \end{array}$$

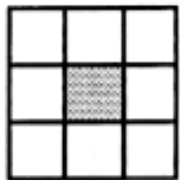
$$\begin{array}{|c|c|c|} \hline 9 & 9 & 7 \\ \hline 9 & 8 & 5 \\ \hline 6 & 3 & 0 \\ \hline \end{array} / \begin{array}{|c|c|c|} \hline 0 & 0 & 2 \\ \hline 0 & 0 & 1 \\ \hline 0 & 0 & 0 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline N & N & 3.5 \\ \hline N & N & 5 \\ \hline N & N & N \\ \hline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

# Focal Functions

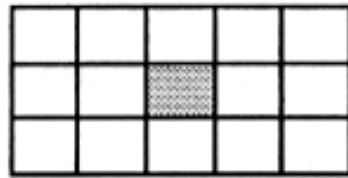
- ▶ Compute an output value for each cell as a function of the cells that are within its neighborhood
- ▶ Widely used in image processing with different names
  - Convolution, filtering, kernel or moving window
- ▶ Focal operations are spatial in nature



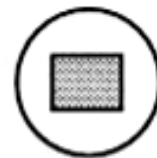
- ▶ The simplest and most common neighborhood is a 3 by 3 rectangle window
- ▶ Other possible neighborhoods
  - a rectangle, a circle, an annulus (a donut) or a wedge



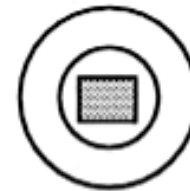
**DEFAULT**  
(RECTANGLE, 3, 3)



**RECTANGLE**  
<width>, <height>



**CIRCLE**  
<radius>

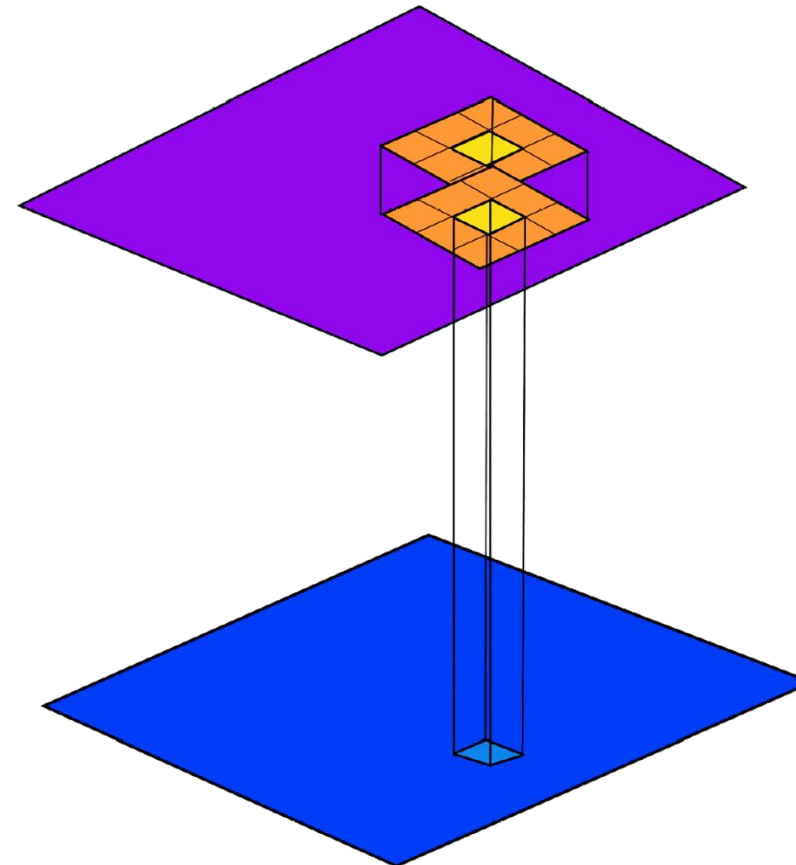


**ANNULUS**  
<inner\_radius>,  
<outer\_radius>



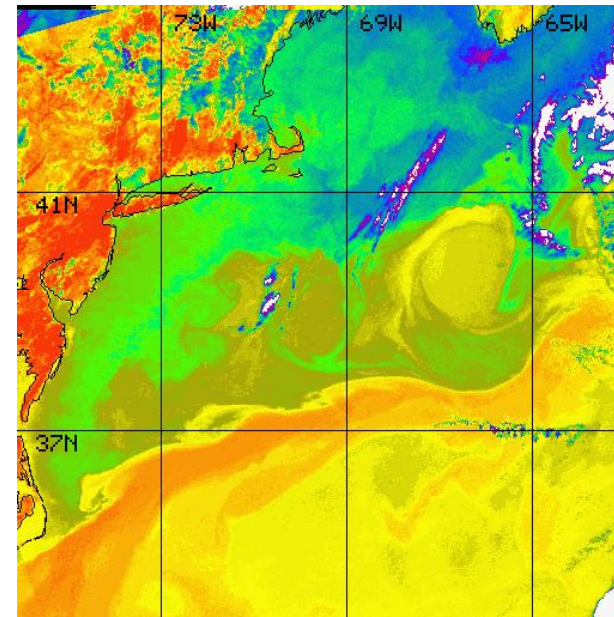
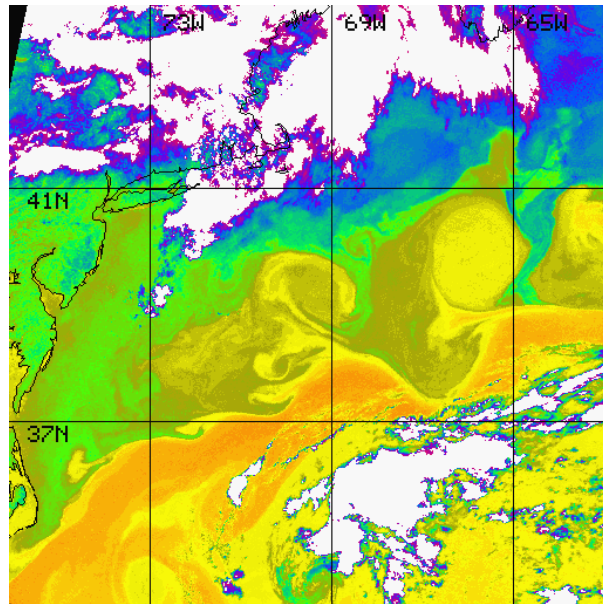
**WEDGE**  
<radius>,  
<start\_angle>,  
<end\_angle>

- ▶ 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)
  - .....



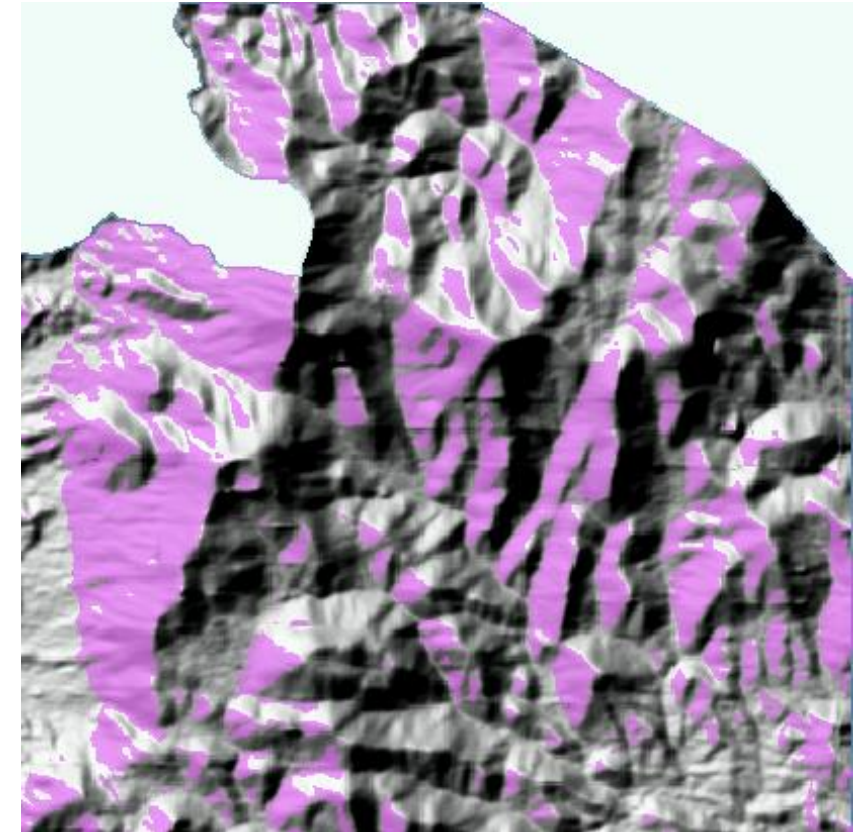
# Removing Clouds Using a Local Operation

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

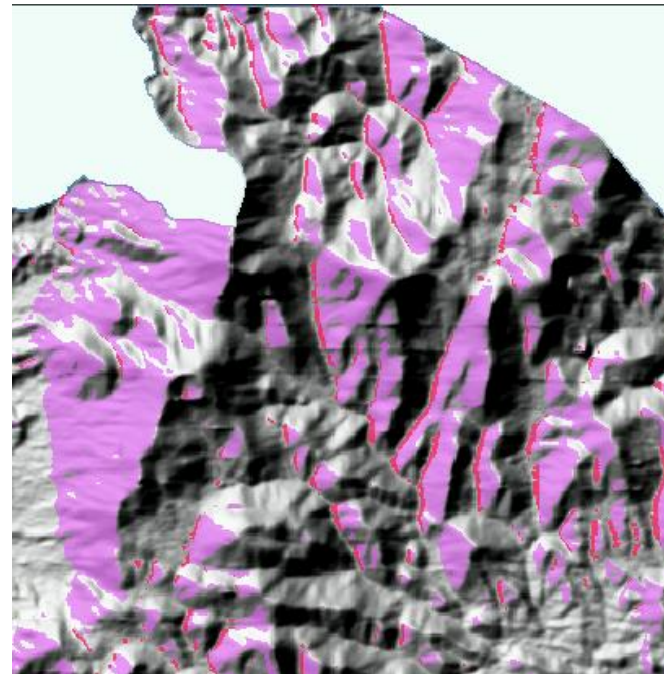
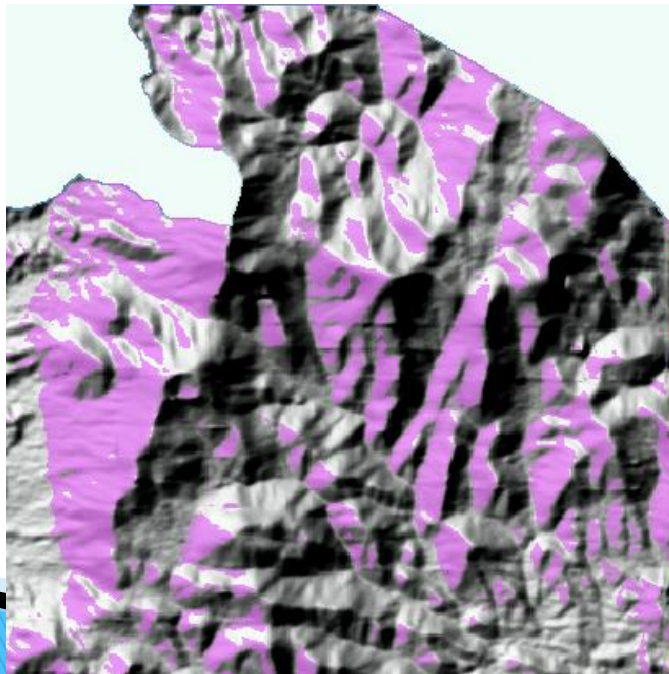


Images are from: <http://rs.gso.uri.edu/amy/avhrr.html>

- ▶ Wind speed
  - Higher elevation higher speed
  - Elevation ( $\geq 1000\text{m}$ )
- ▶ Aspect
  - facing prevailing wind direction
- ▶ Wind exposure
  - Not blocked by nearby hills in the prevailing wind direction
- ▶ Data
  - Prevailing wind direction
    - $225^\circ$  to  $315^\circ$
  - 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)

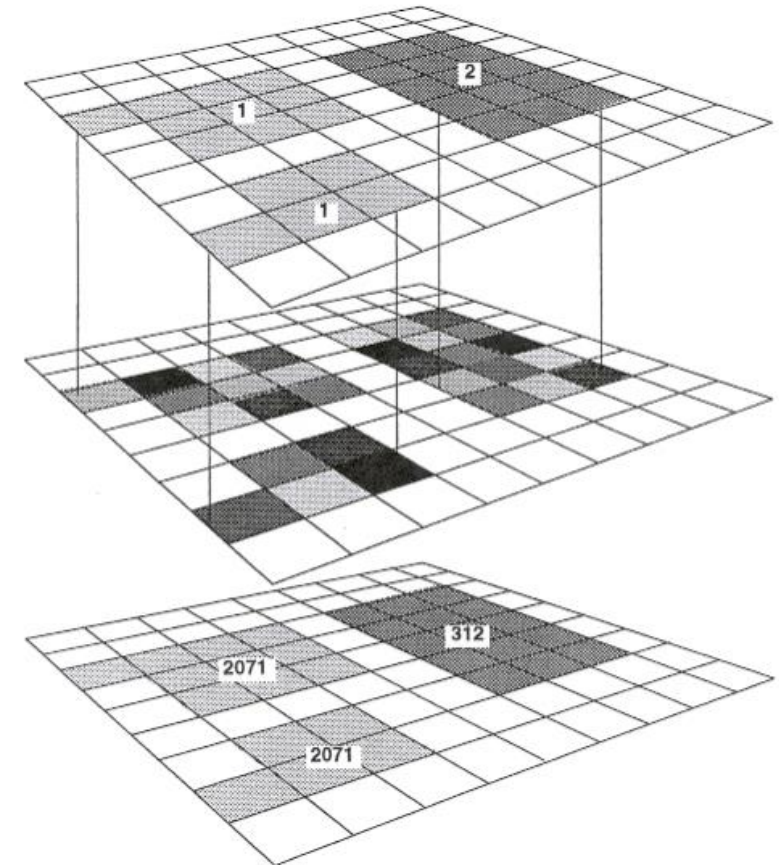
2	0	1	1
2	3	0	4
4	2	2	3
1	1	3	2

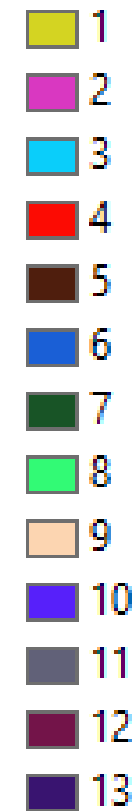
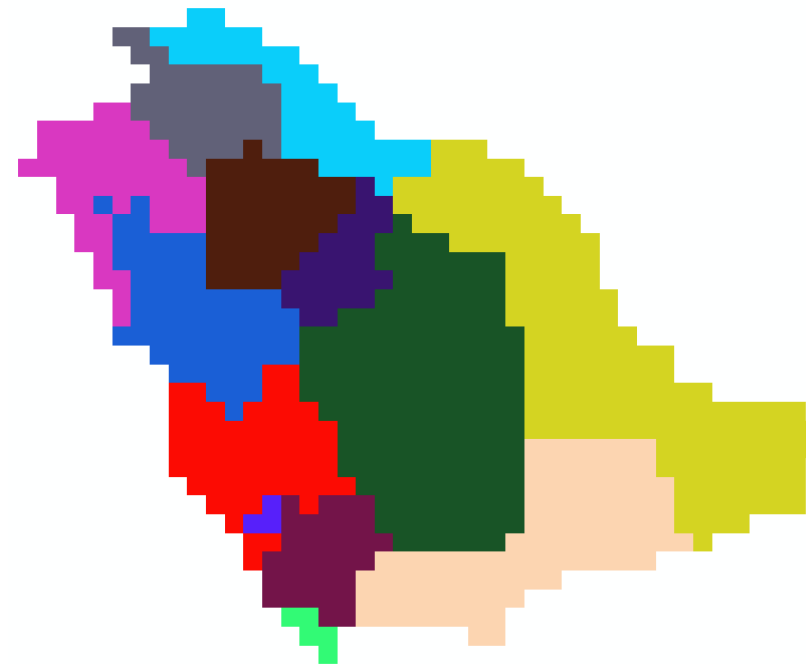
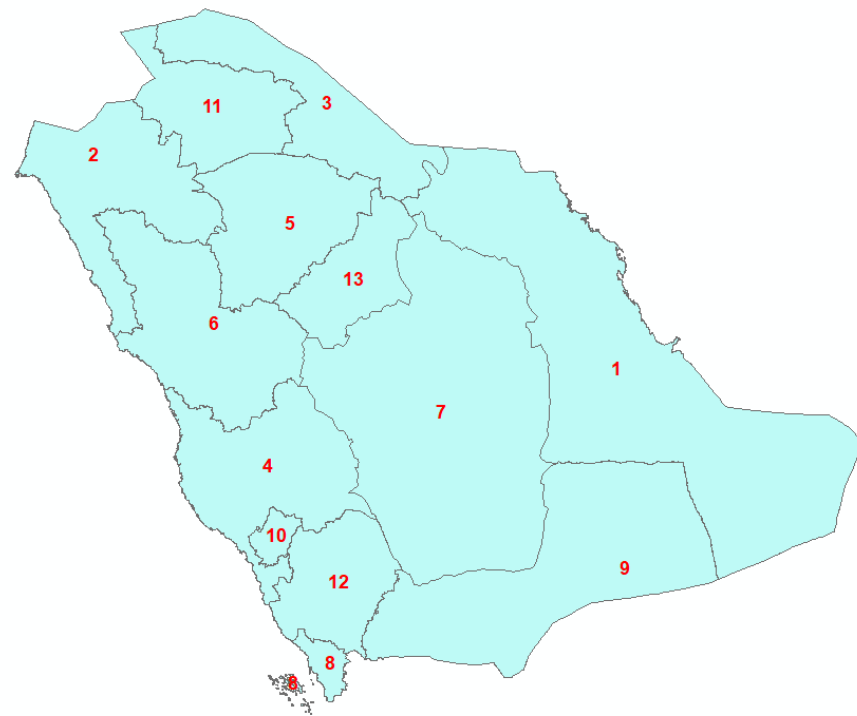
 = 

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





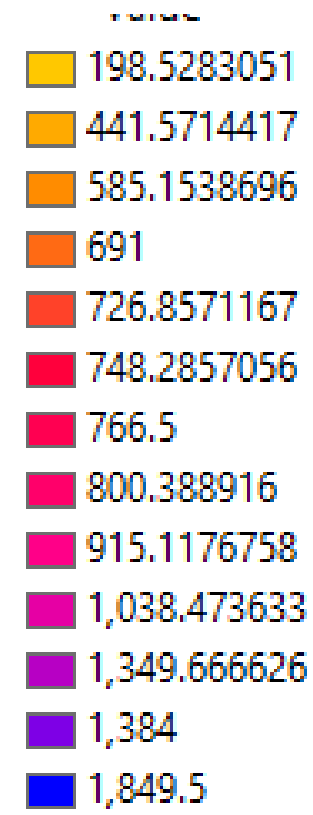
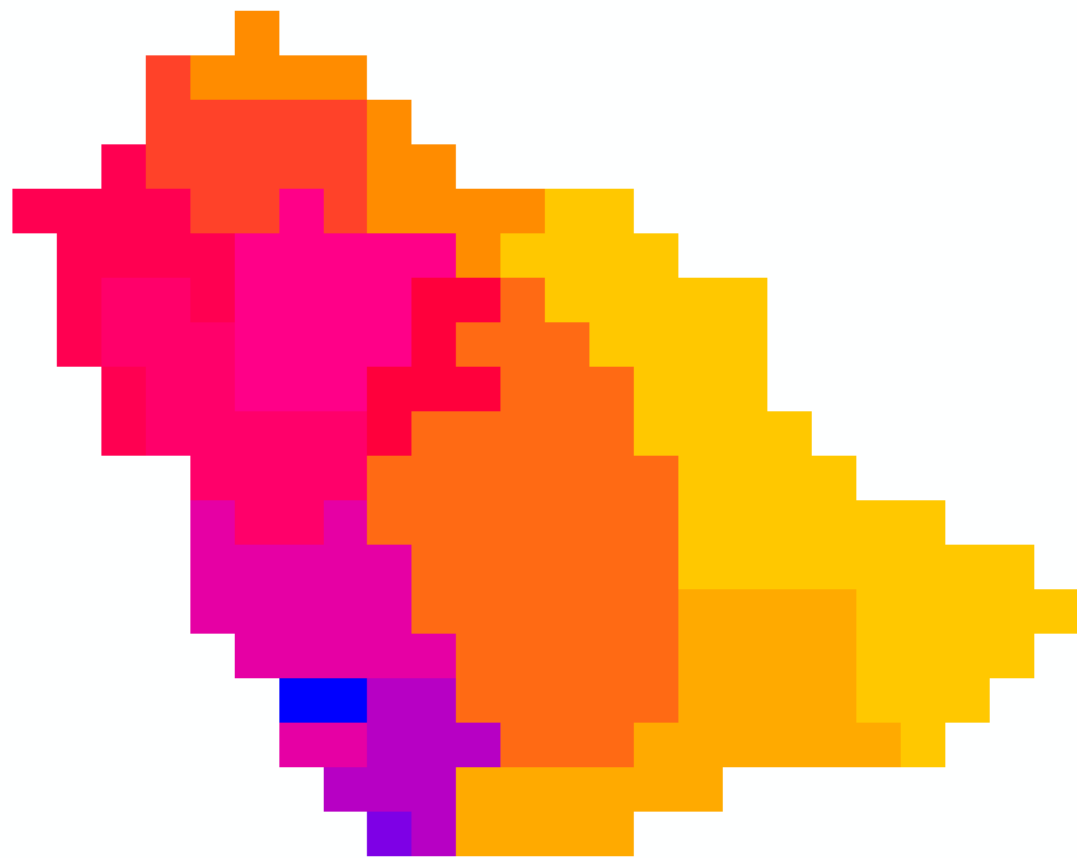


**Zone Grid (Province)**



**Value Grid (DEM)**

- 0 - 250
- 250.0000001 - 500
- 500.0000001 - 750
- 750.0000001 - 1,000
- 1,000.000001 - 1,250
- 1,250.000001 - 1,500
- 1,500.000001 - 1,750
- 1,750.000001 - 2,000
- 2,000.000001 - 2,250
- 2,250.000001 - 2,500



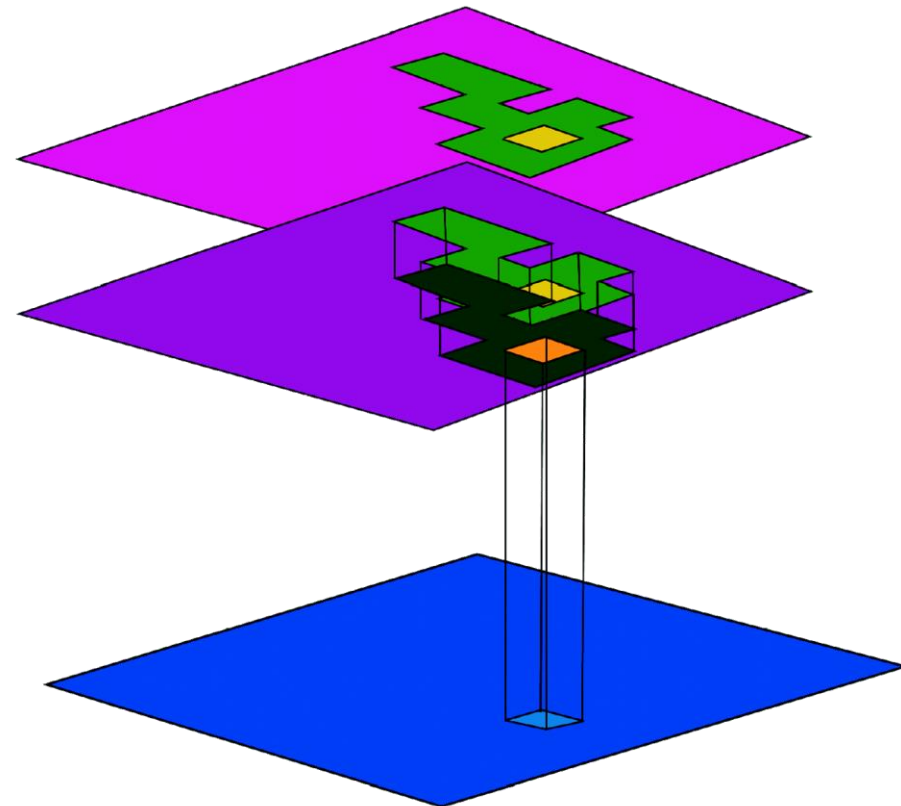
Mean



- ▶ 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



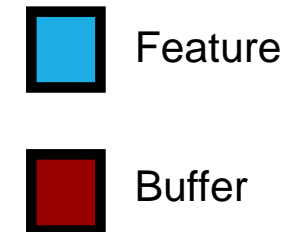
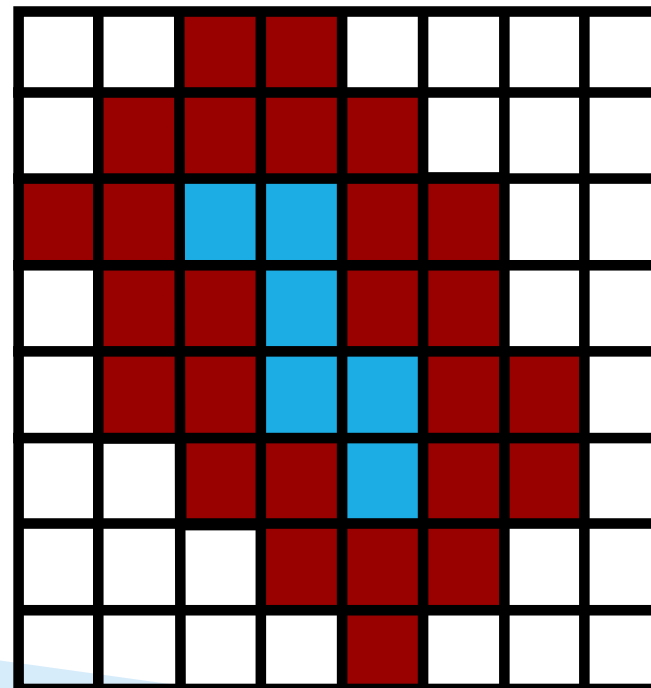
- ▶ A typical zonal function requires two grids
  - a zone grid which defines the size, shape and location of each zone
  - a value grid which is to be processed
- ▶ Typical zonal functions include zonal mean, zonal max, zonal sum, zonal variety
- ▶ also: sum of the values in different raster that fall 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				Value Grid							
2	2	1	1	1	2	3	4	5	5	8	8
2	3	3	1	5	6	7	8	5	7	7	8
	3	2		1	2	3	4		7	5	
1	1	2	2	5	5	5	5	8	8	5	5

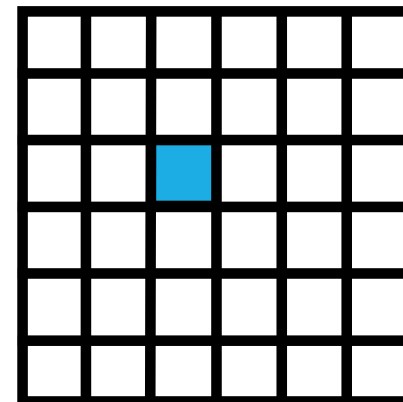
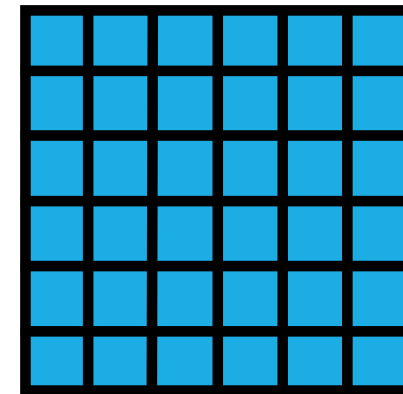
- ▶ Useful when we have some regions to classify with
  - for example, different forest types

- ▶ 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

		1	1
			1
	2		

=

2	1	0	0
1.4	1	1	0
1	0	1	1
1.4	1	1.4	2

## ▶ Use a 'cost' grid to weight functions

**Cost Grid**

		1	1
			1
	2		

=

1	1	1	1
1	1	1	1
3	3	3	3
3	3	3	3

=

2	1	0	0
1.4	1	1	0
3	0	3	3
4.2	3	4.2	6



- ▶  $\text{outgrid} = \text{zonalsum}(\text{zonegrid}, \text{valuegrid})$
- ▶  $\text{outgrid} = \text{focalsum}(\text{ingrid1}, \text{rectangle}, 3, 3)$
- ▶  $\text{outgrid} = (\text{ingrid1} \text{ div } \text{ingrid2}) * \text{ingrid3}$
- ▶ Map algebra can also be used for multivariate and regression analysis

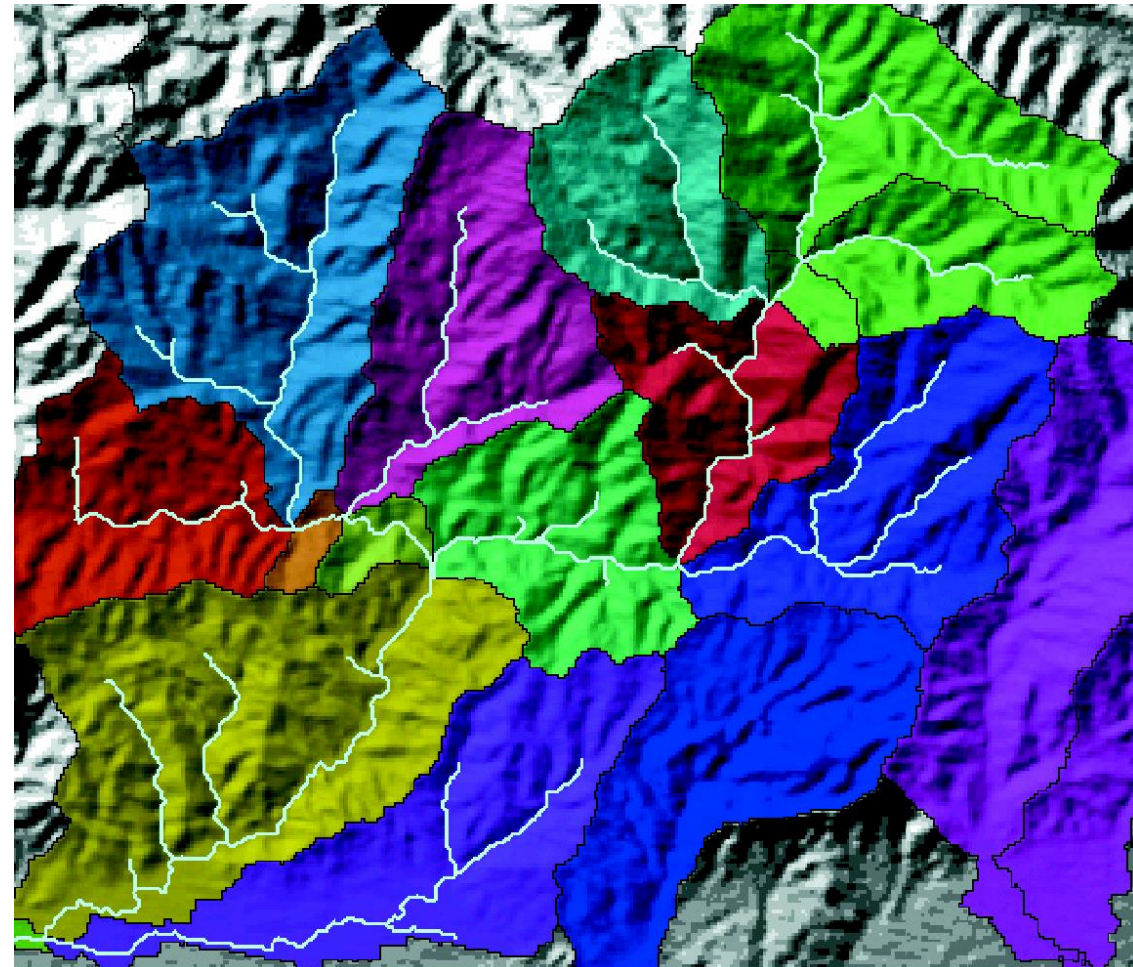




- ▶ Surface Analysis
- ▶ Hydrologic Analysis
- ▶ Geometric Transformation
- ▶ Generalization

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

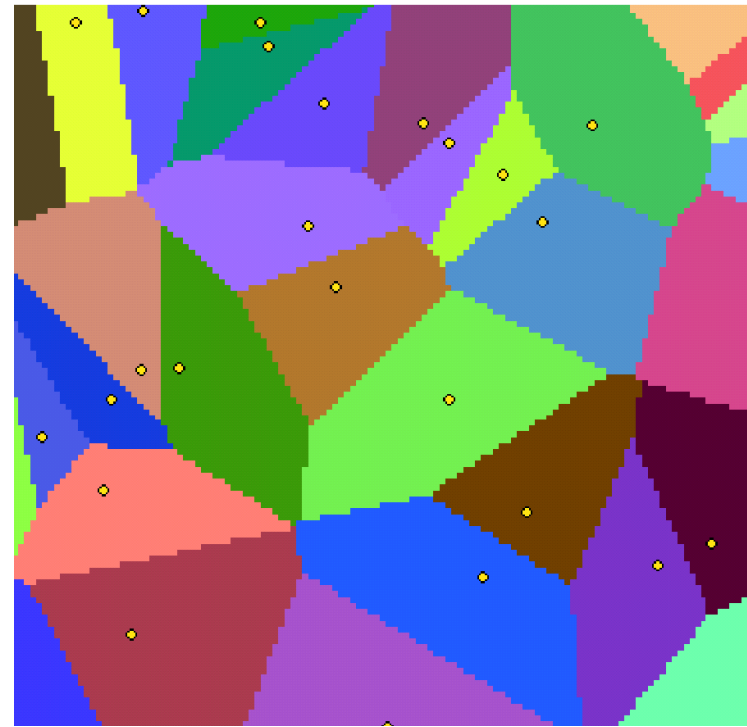
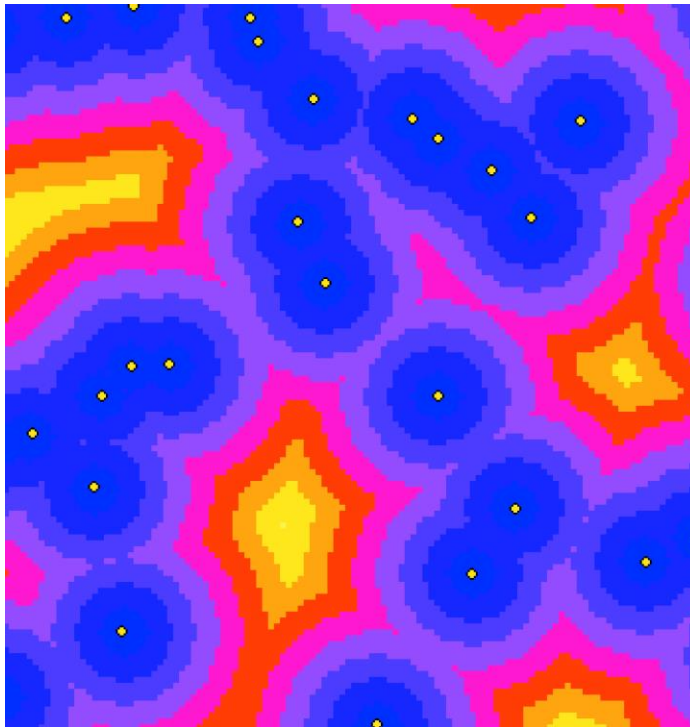
- ▶ Stream network
- ▶ Watershed
- ▶ Discharge



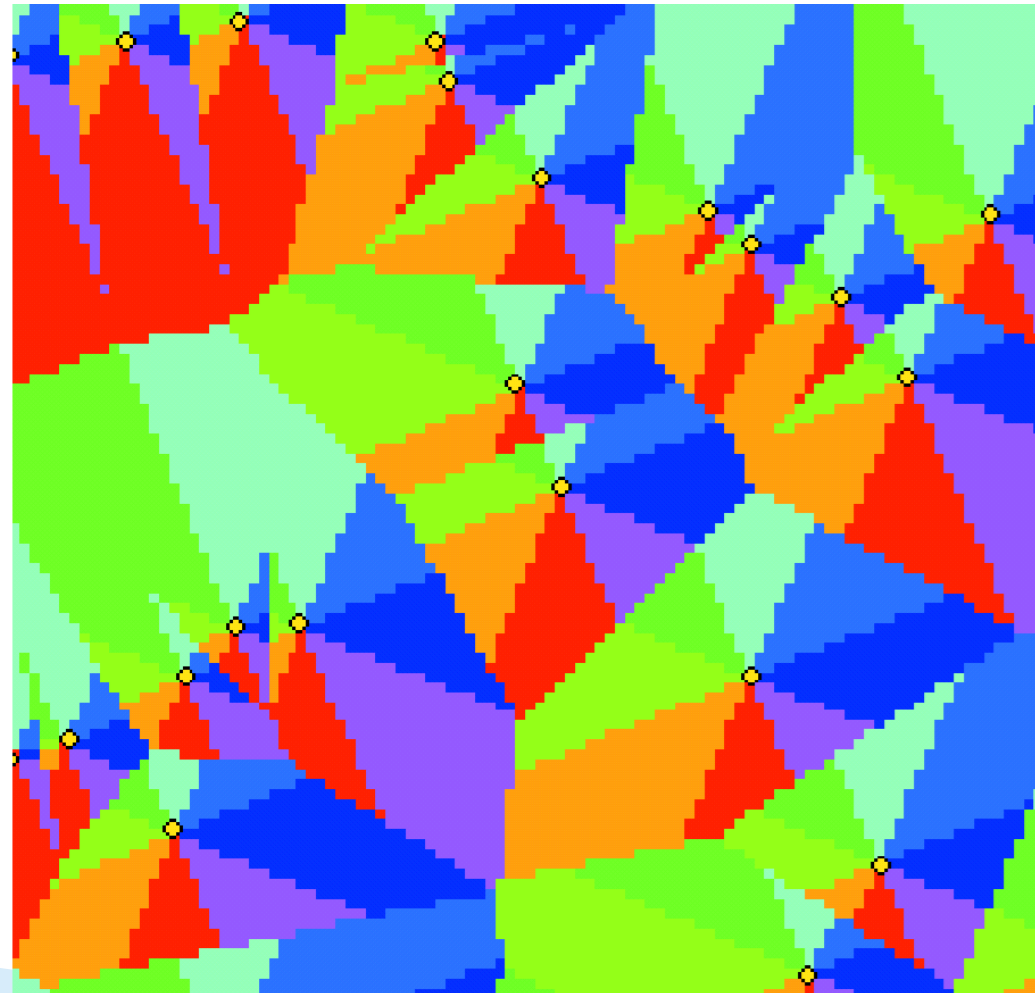
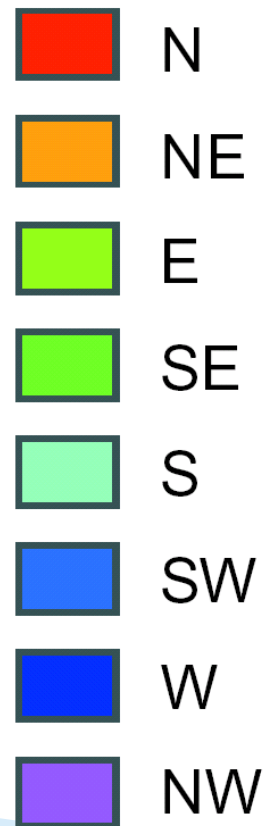


- ▶ Mapping distance
- ▶ Mapping density
- ▶ Interpolating to raster
- ▶ Surface analysis
- ▶ Neighborhood statistics
- Cell statistics
- Zonal statistics
- Reclassifying data
- Raster calculator

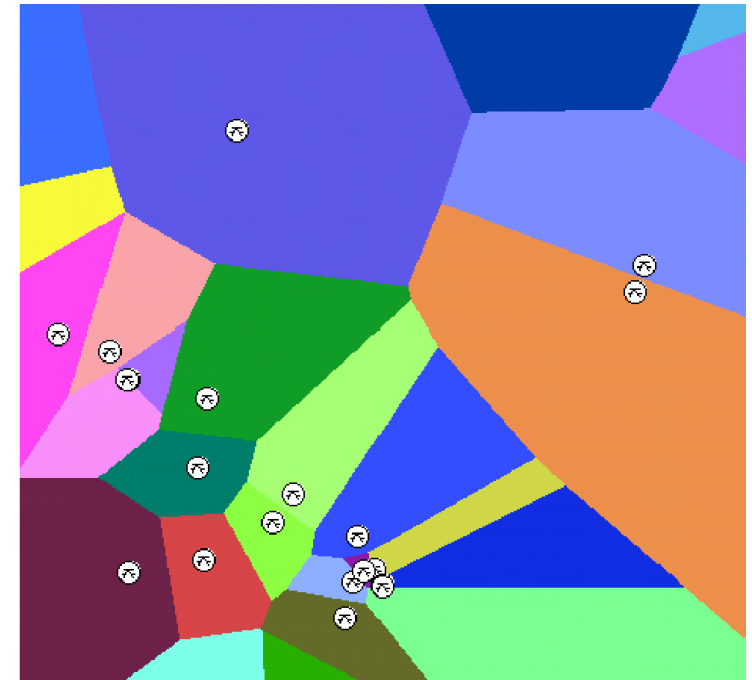
- ▶ Straight line distance (Thiessen/Voronoi)



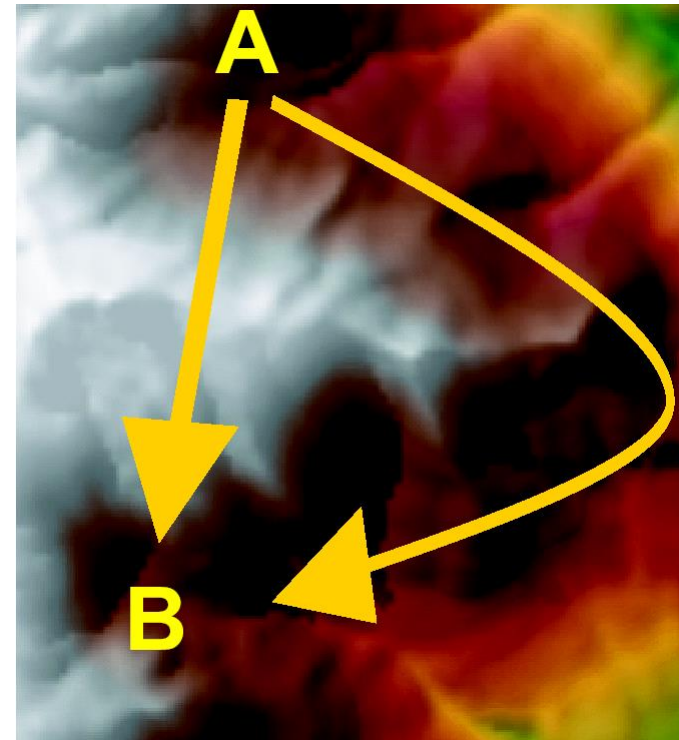
# What Direction?



- ▶ 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

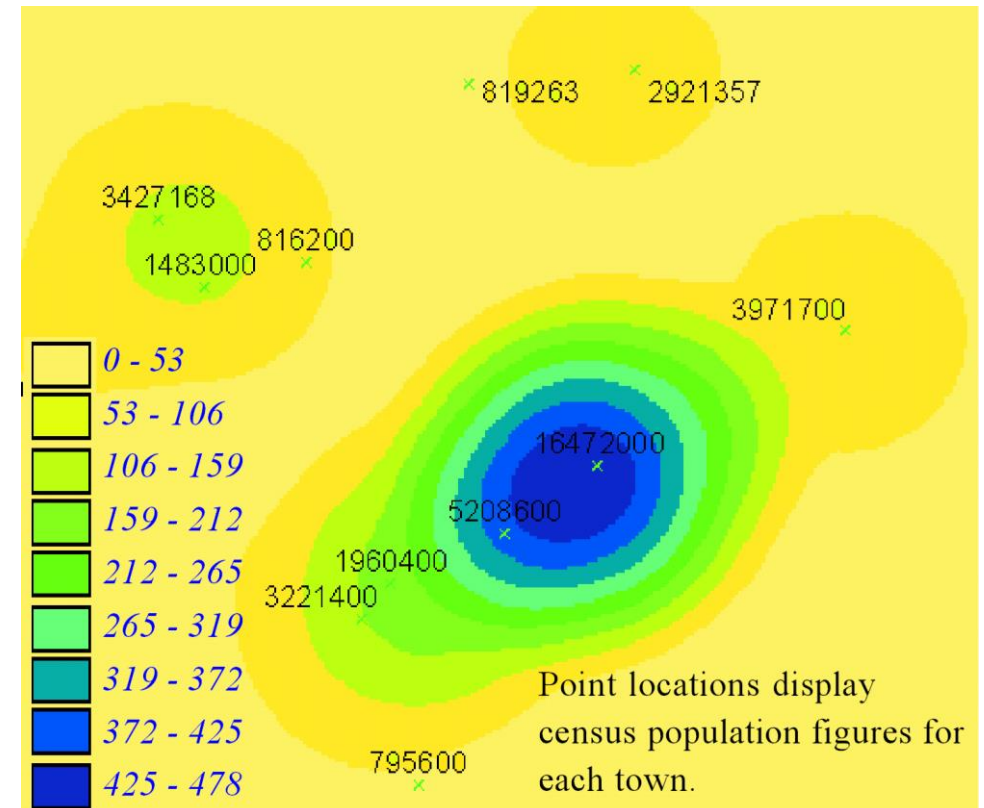


- ▶ Cost can be money, time, or preference
- ▶ Two input grids
  - One regular distance grid
  - One friction surface
- ▶ Reclassifying your datasets to a common scale
- ▶ Weighting datasets according to percent influence

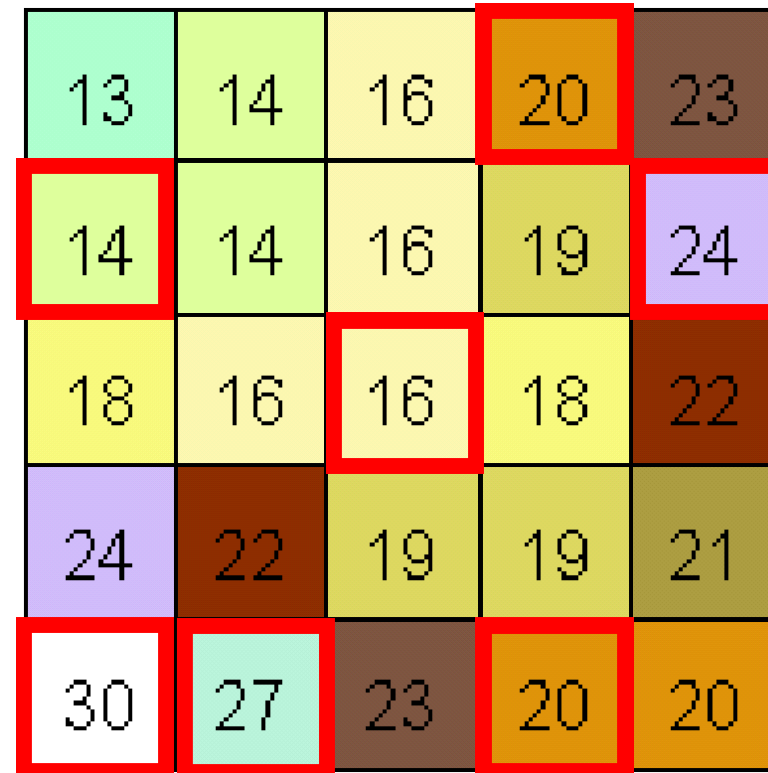
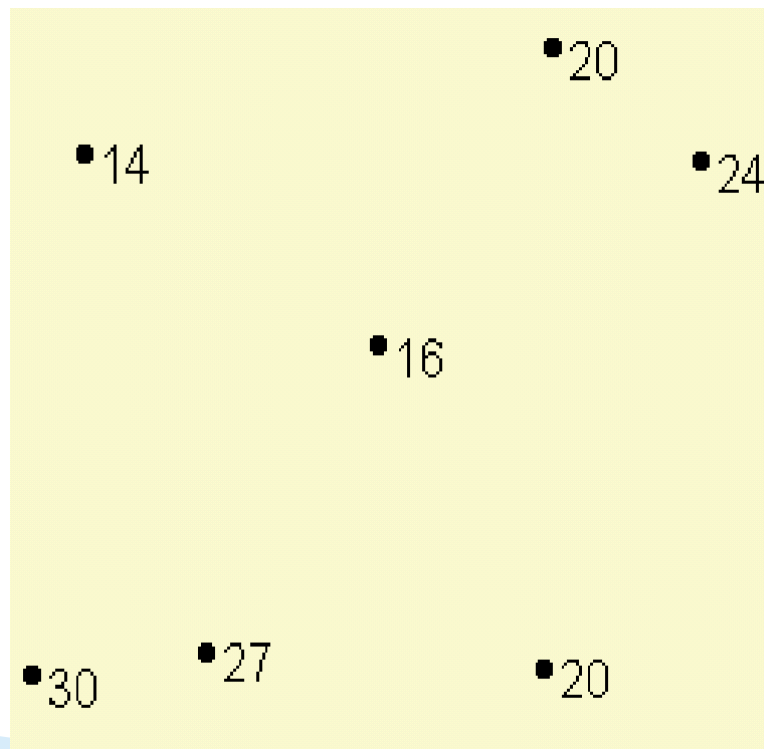




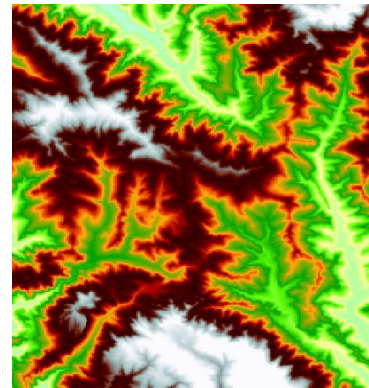
- ▶ In a simple density calculation, points or lines that fall within the search area are summed and then divided by the search area size to get each cell's density value.



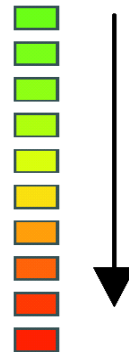
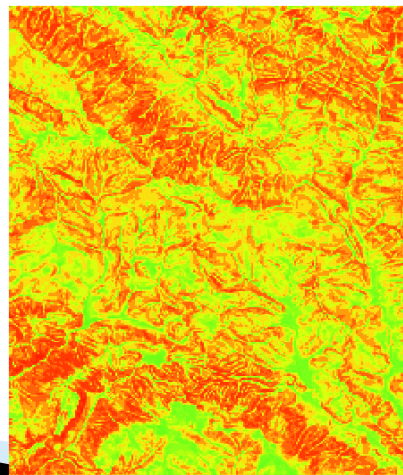
- ▶ e.g. precipitation



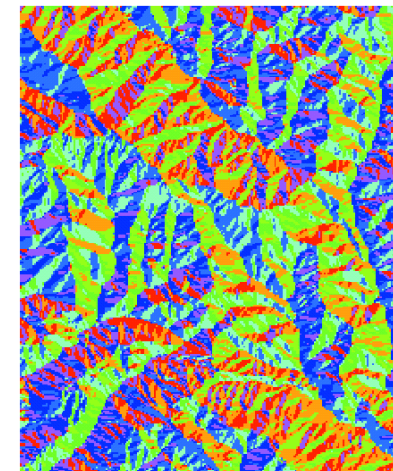
- ▶ Contours
- ▶ Slope, aspect
- ▶ Viewshed



High  
Low



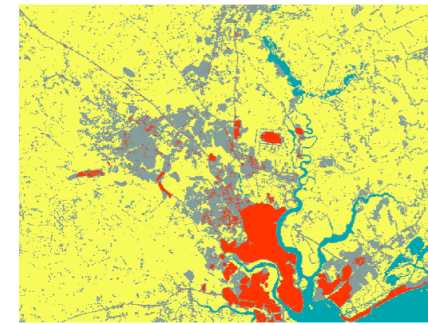
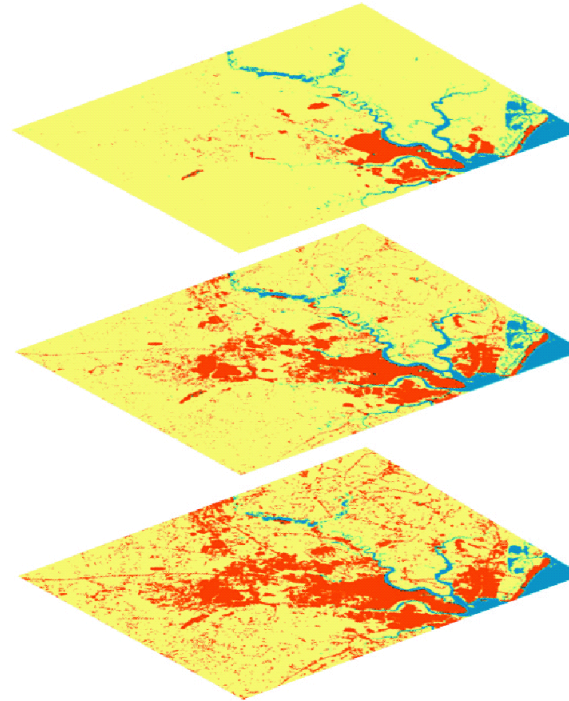
Steeper  
angle of  
slope



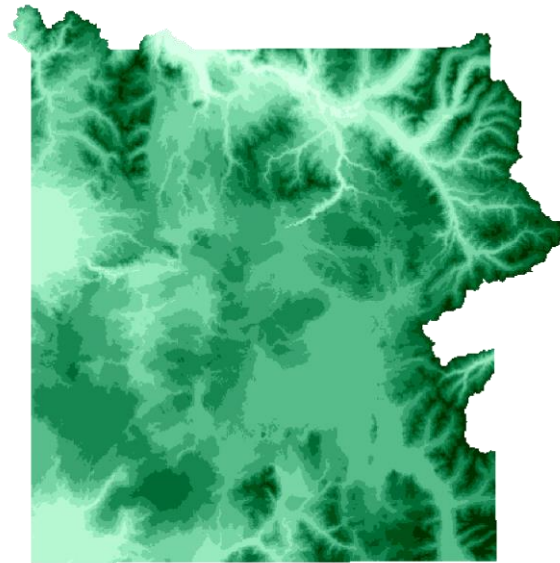
Flat  
N  
NE  
E  
SE  
S  
SW  
W  
NW

# Cell Statistics

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



# Zonal Statistics



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

