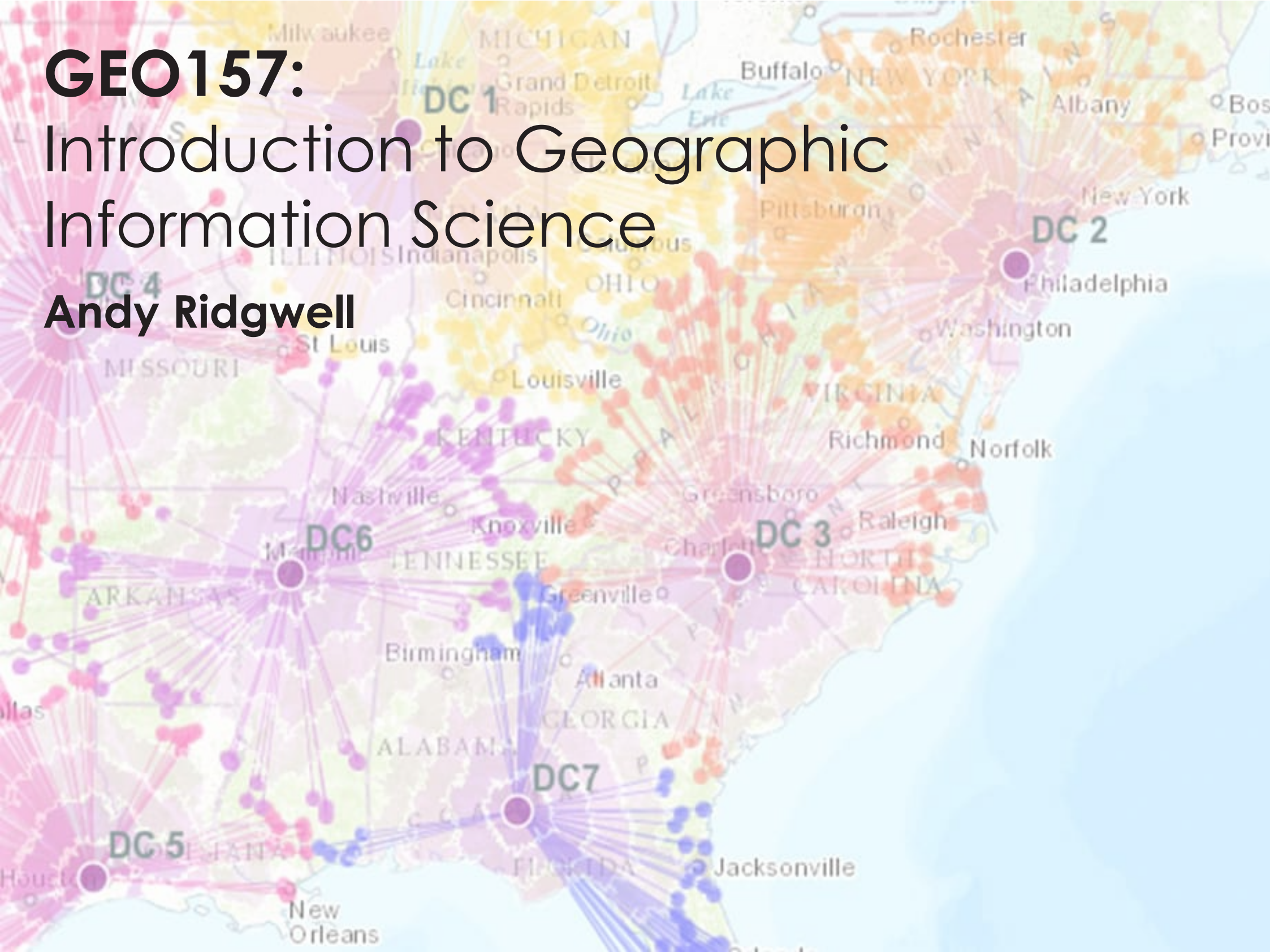


# GEO157:

## Introduction to Geographic Information Science

Andy Ridgwell





# GEO157

	Monday am (1)	Monday am (2)	Monday	Friday am	Friday
WEEK	<b>Lecture A</b> 09:10-10:30 Sproul 2225	<b>Lecture B</b> 10:40-12:00 Sproul 2225	<b>Office Hours:</b> 12-2 pm	<b>LAB</b> 09:10-12:00 Sproul 2225	<b>Exrta lab hours:</b> 12-2 pm
(#1) 2nd / 6th April	<b>Course introduction</b> Course introduction and logistics. Laptop software installation.			<b>fake 'fieldwork' fun</b> Paper-based and web-based GIS-like problems.	
(#2) 9th / 13th April	<b>Lecture 1, Discussion</b> Chapter 1: What is GIS?	<b>Lecture 2</b> Chapter 2: Spatial data		<b>Lab 1</b> Digitizing	
	<b>Problem Set 0 due</b>	<b>Problem Set 1 (Ch. 1)</b>			
(#3) 16th / 20th April	<b>Worked problems</b>	<b>Lecture 3</b> Chapter 3: Spatial data modelling		<b>Lab 2</b> GPS, Georeferencing, and Geocoding	
	<b>Problem Set 1 due</b>	<b>Problem Set 2 (Ch. 2+3)</b>		<b>Lab 1 due</b>	
(#4) 23rd / 27th April	<b>Worked problems</b>	<b>Lecture 4</b> Chapter 4: Database management		<b>Lab 3</b> Interpolating weather	
	<b>Problem Set 2 due</b>			<b>Lab 2 due</b>	
(#5) 30th / 4th May	<b>Worked problems</b>	<b>Lecture 5</b> Chapter 5: Data input and editing		<b>Lab 4</b> Vector analysis using earthquake data	
	<b>Oral presentations set</b>	<b>Problem Set 3 (Ch. 4+5)</b>		<b>Lab 3 due</b>	

3 short exercises to ease you into GIS thinking.

May be completed today in class, or after class, or over the weekend ... as long as handed in on Monday.

**BONUS % (3) will be awarded.**

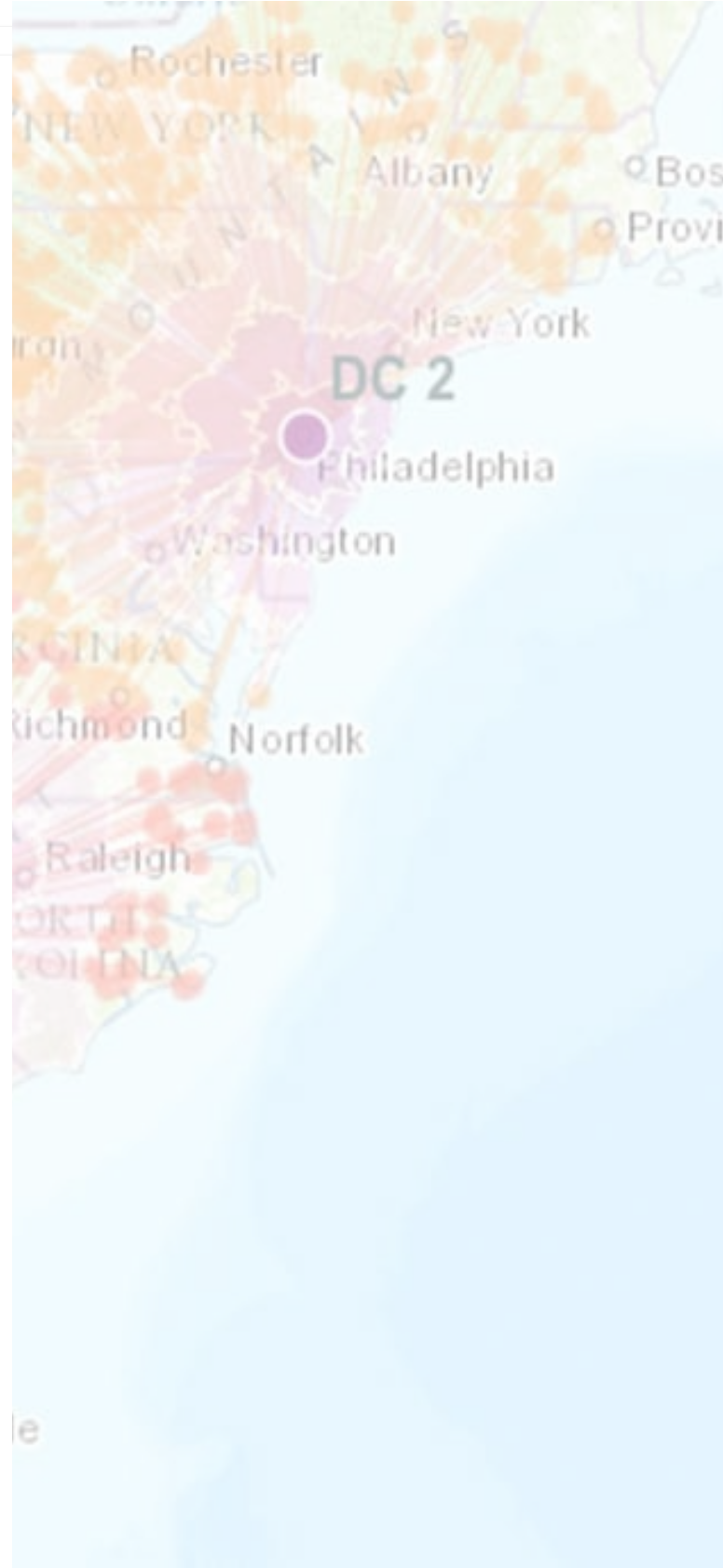




**Building by Campus Use**

- Academic
- Administration
- Student Services
- Athletics/Recreation
- Housing
- Institutional Operations
- Performance/Lecture/Libraries
- Research/Research/Academic Support
- Public Services
- Other
- Parking Permit Dispensers
- Emergency Callboxes
- Construction Zones
- Information Kiosk
- Bus Stop
- Parking
- Visitor Parking
- Accessible Parking
- Paths/Walkways

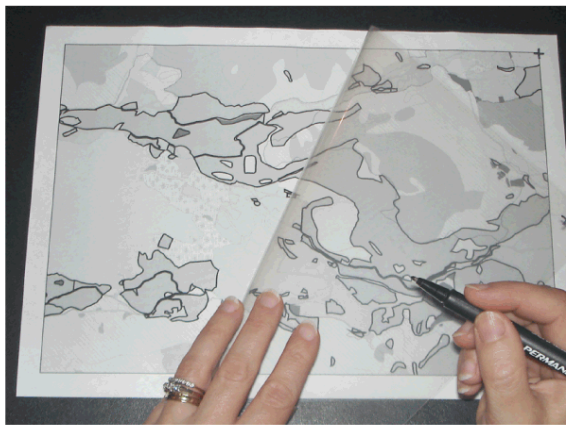
Alphabetical Legend		Building Name		Grid	
Bookstore (Campus Store)	D, E5	Costo Hall	D6	Hinderaker Hall (Administration)	C6
Botanic Gardens	G, H7-9	Cottage	D7	Housing Administration	C, D4
Aberdeen-Innerness Residence Hall	E4	East J & Q (Insectary)	E7	HUB (Highlander Union Building)	D6
Administration (Hinderaker Hall)	C6	Entomology	E7	Humanities	D6
Agricultural Operations	B8	Entomology Museum	E7	Humanities 400/University Theatre	D7
Alumni & Visitors Center	C5	Environmental Health and Safety	E8	Humanities & Social Sciences Building	D6
Anderson Hall (SBA, NSM) 1 & 2	E7-8	Falkirk Apts	C3-4	Humanities 1500	D6
Arts Building	C5-6	Falcon Hall	F7	Human Resources	F7
Arts 113-Studio Theatre	C, D5	Fleet Services Dept.	F3	International Village Housing	B6
Arts 166-Performance Lab	C5	Geology Building	E6	Keen Hall	E6
Athletics & Dance Bldg (PE Bldg)	E7-8	Glen Mor 1	G4	KUCR Radio	E, F4
Barnockbush Village	C4-5	CHASS Interdisciplinary North and South	D, E5-6	Library, Orbach	E7
Barn Group/University Club	D6	Chemical Sciences	F6-7	Library, Rivera	F6
Batchelor Hall	E6	Child Development Center	E, F3	Life Science Building	E6
Bell Tower	E6	College Building North	E8	Life Sciences 1500	E7
Biological Sciences	E6-7	College Building South	E8	Psychology Building	E7
Biomedical Teaching Complex	F6	Computing & Communications	F, G7	Purchasing Dept.	F3
		Corporation Yard	F3-4	Rivera Library	E6-7
				School of Medicine Education Bldg	E7
				School of Medicine Research Bldg	F6
				Schools First Credit Union	A4
				Science Laboratories 1	E5
				Spieth Hall	E6
				Sprout Hall	D6
				Stonhaven Apts	C2-3
				Student Recreation Center	D, E4
				Student Services	F3
				Student Services	F3
				UCR Baseball Complex	C2-3
				UCR Extension Center	A, B 5-6
				University Laboratory Building	E7
				University Lecture Hall	D, E5
				University Office Building	F7
				University Theatre	D7
				Psychology Building	A, B4-5
				University Village Theater	A, B5
				USDA Salinity Laboratory	G6
				Watkins Hall	D6
				Watkins 1000	D6
				Webber Hall	E6
				Winston Chung Hall (EBU2)	E5
				Arts 113 Studio Theatre (P1)	C, D5
				Arts 166 Performance Lab (P1)	C5
				Humanities 1500 (P1)	D6
				Life Science 1500 (P6)	E6
				Orbach Library (P10)	F6
				Physics 2000 (P10)	F6
				Rivera Library (P6)	E6-7
				University Lecture Hall (P24)	D, E5
				University Theatre/Humanities 400 (P6)	D7
				University Village Theater (Parking structure)	A, B5
				Watkins 1000 (P1)	D6





# 'Old-school' (low-tech) spatial analysis

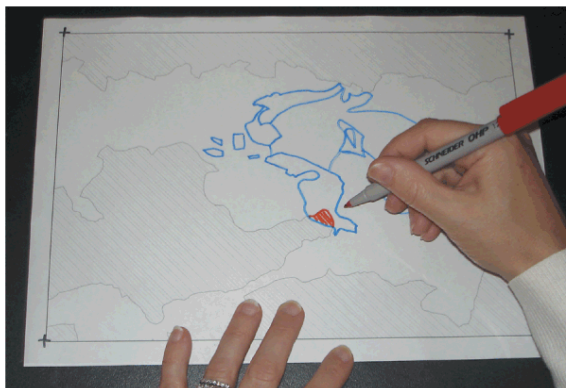
- Pen & paper approach.
- Use paper maps to create overlays.
- Problems?



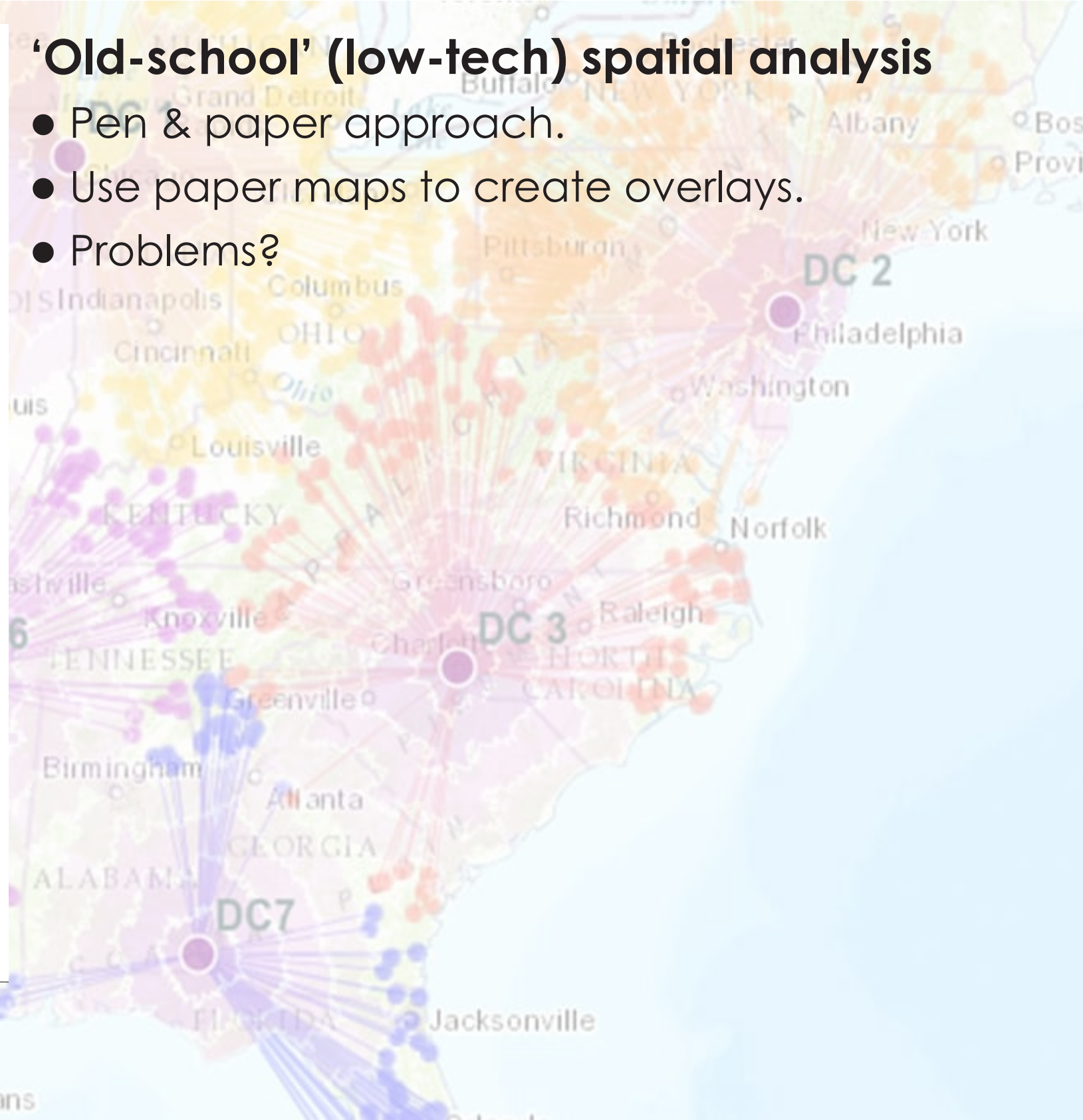
(a) Step one



(b) Step two



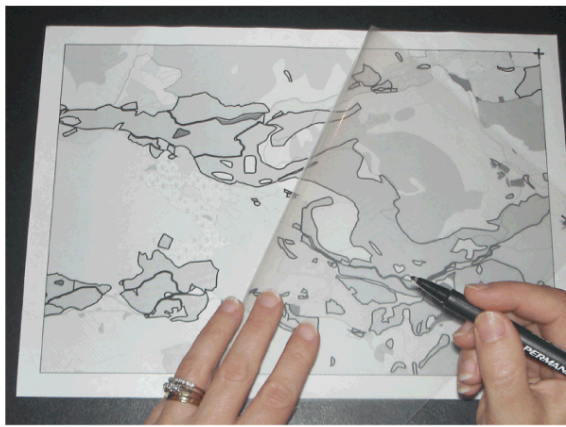
(c) Step three





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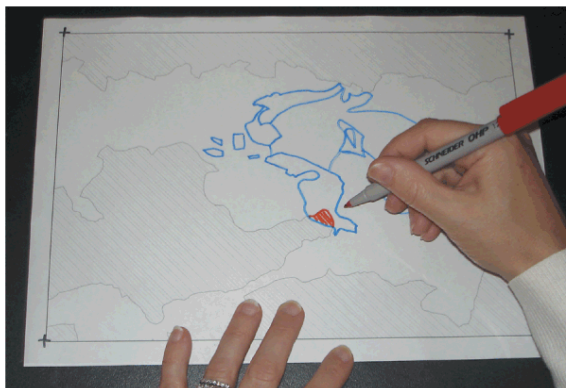
- Pen & paper approach.
- Use paper maps to create overlays.
- Problems?
  - ◆ slow (e.g. compared to loading electronic data)
  - ◆ less precise (only as accurate as the sketch / tracing)
  - ◆ fixed co-ordinate system
  - ◆ 'layers' (data-sets) can be added, but not removed or hidden (a problem when dealing with a large number of different sorts of data)
  - ◆ can be difficult to revise (e.g. if road layout changes)
  - ◆ likely to be 'poor' (?) presentation
  - ◆ quantitative analysis difficult, e.g. or length of uneven shapes and curves



(a) Step one



(b) Step two

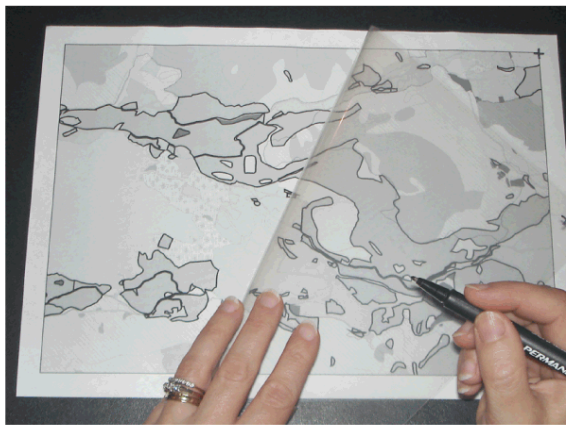


(c) Step three



# 'Old-school' (low-tech) spatial analysis

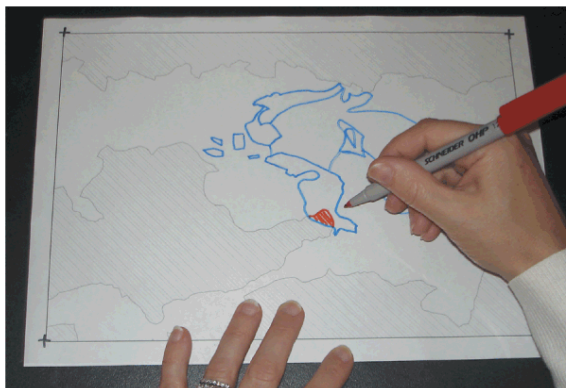
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  - ◆ likely to be 'poor' (?) presentation
  - ◆ quantitative analysis difficult, e.g. or length of uneven shapes and curves
- Advantages?



(a) Step one



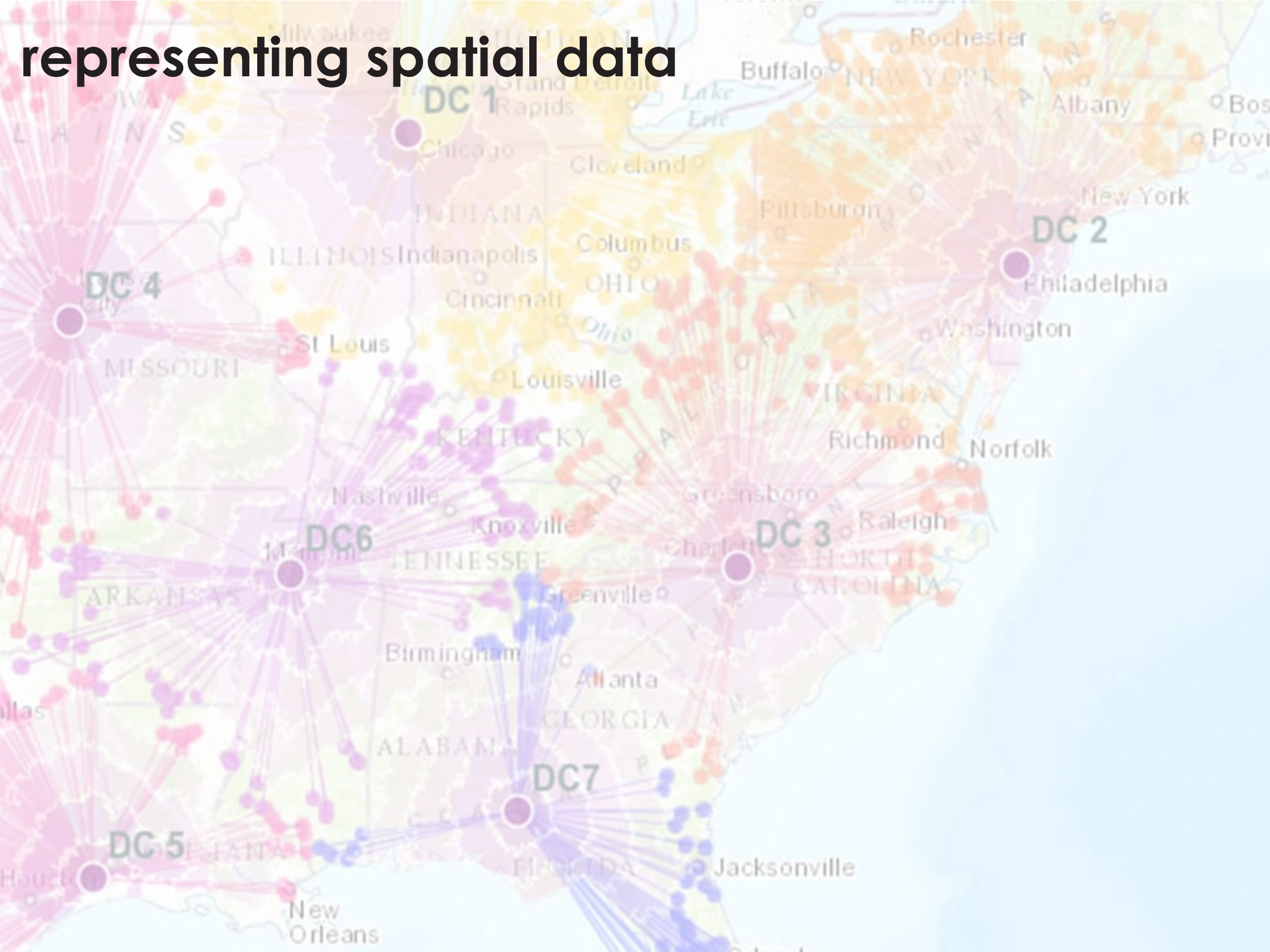
(b) Step two



(c) Step three



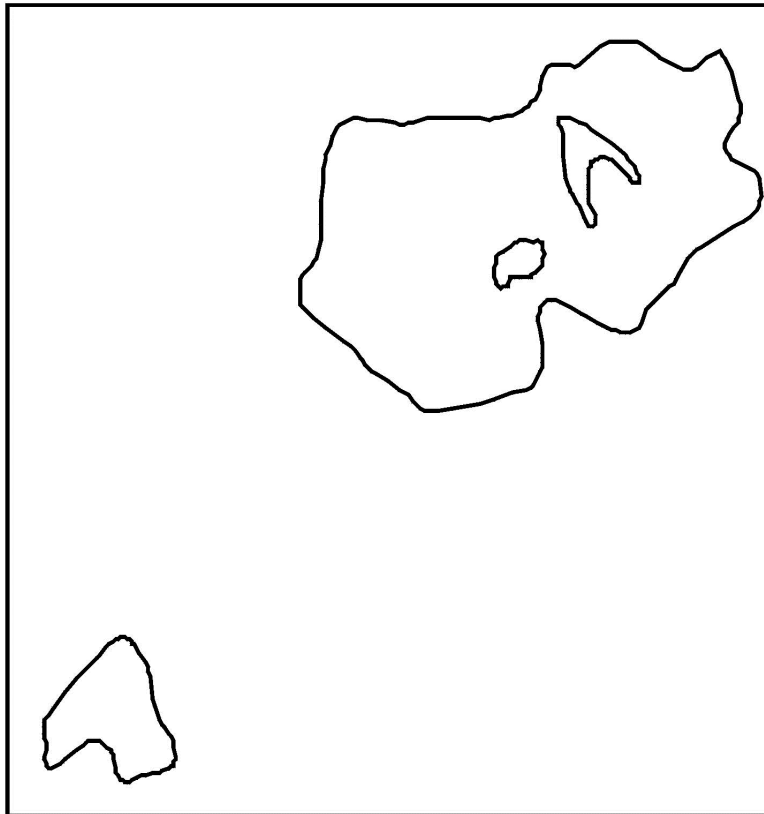
# representing spatial data





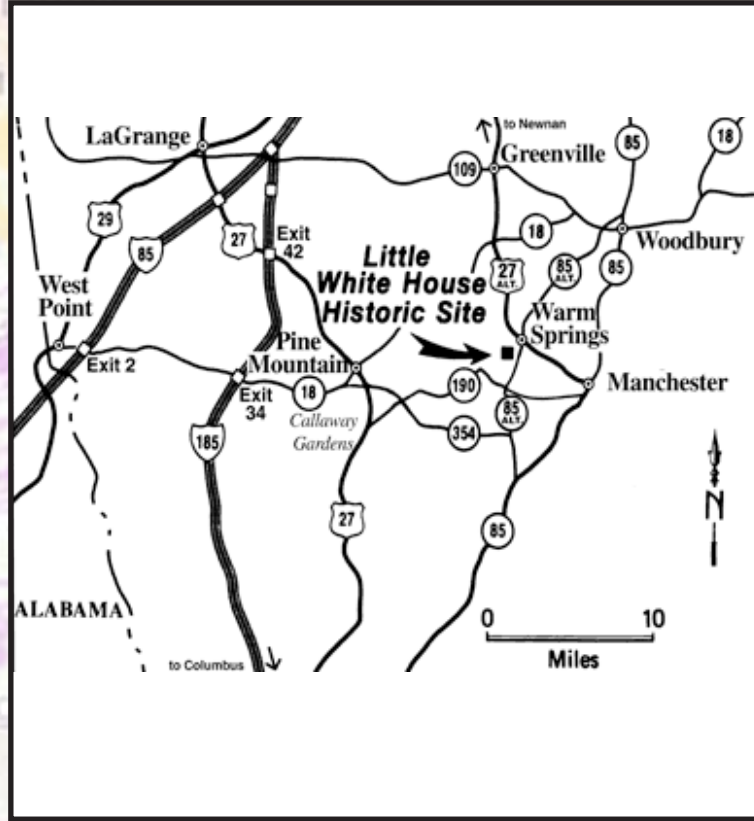
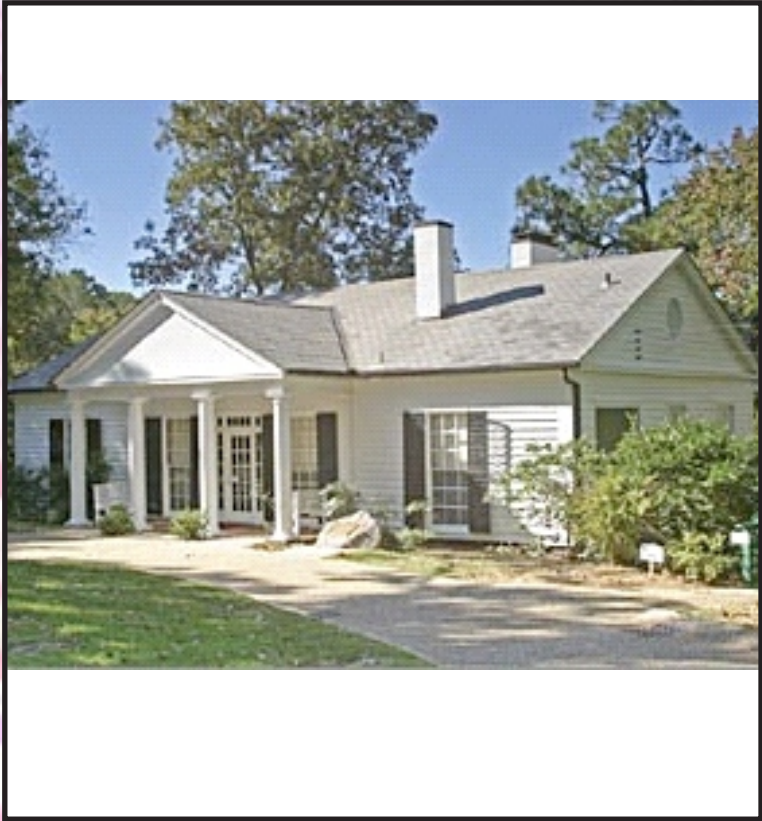
Data/entities are simplified view of real-world features or phenomena.

- We can take only the information we are interested in.
- What we are interested in depends on the purpose of the GIS.





# Real Geographic Features to Spatial Entities

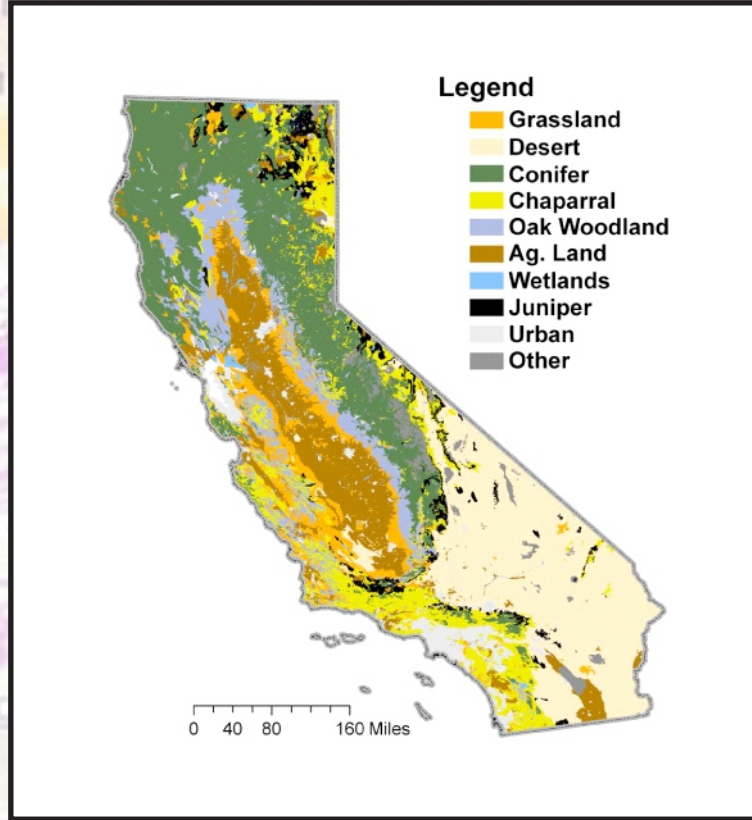








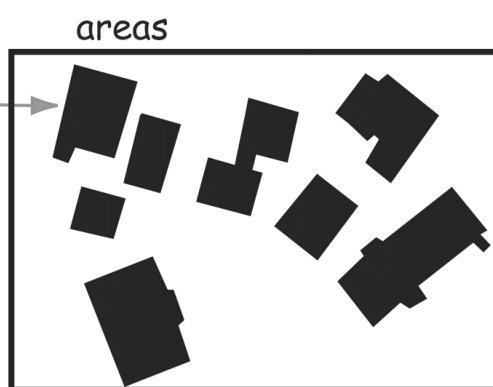
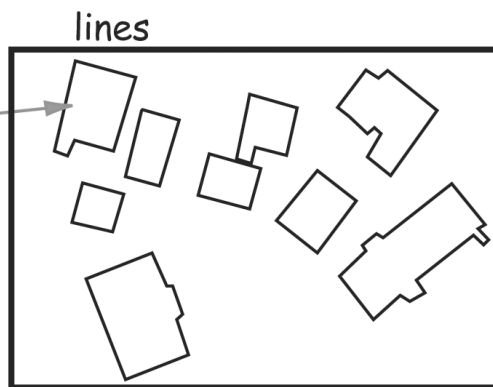
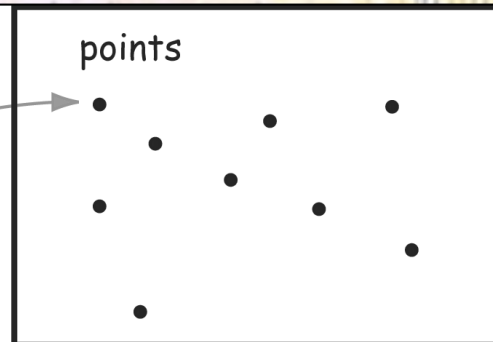
# Real Geographic Features to Spatial Entities





# Multiple Representations of an Entity

Multiple Representations:  
Buildings as point, line, or  
area features in  
a data layer



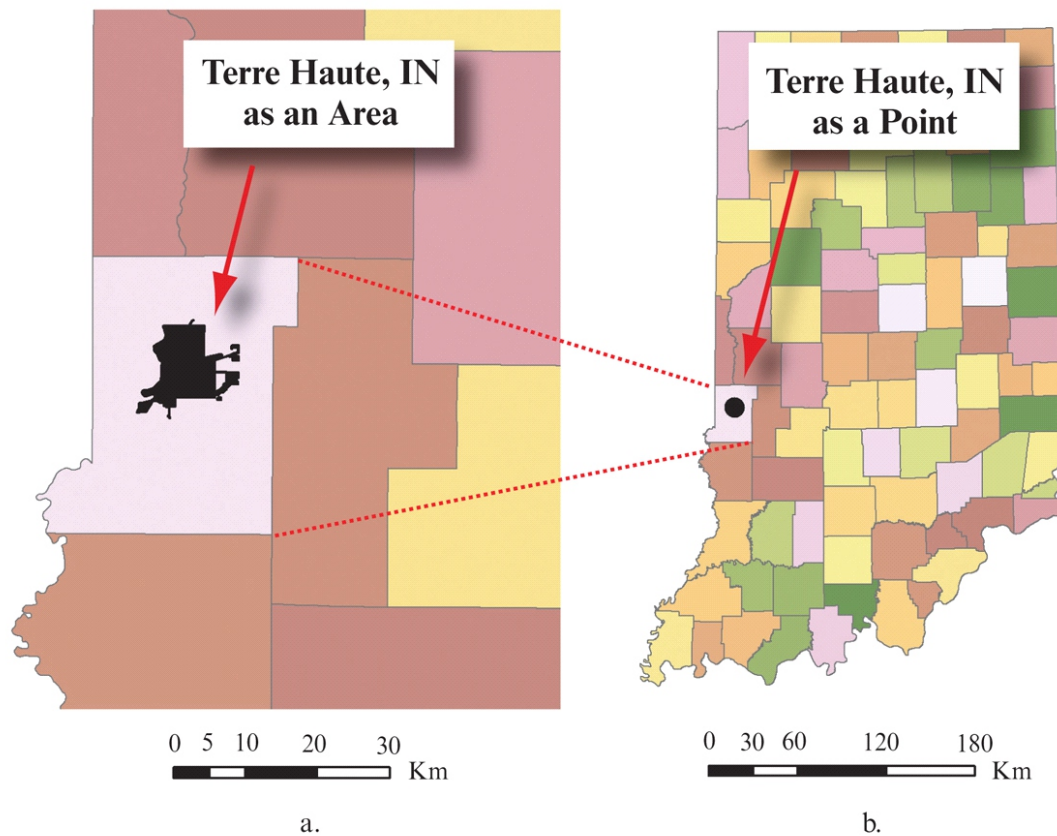
**Spatial entities may move, change, be represented in multiple ways.**

- People & things move so any spatial reference represents one location in time.
- New roads are built, rivers meander.
- A house can be both a point and area depending on map scale.



# Multiple Representations of an Entity

## Impact of Portraying Spatial Information at Different Scales



## Spatial entities may move, change, be represented in multiple ways

- People & things move so any spatial reference represents one location in time.
- New roads are built, rivers meander.
- A house can be both a point and area depending on map scale.

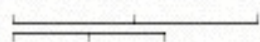








**Verbal Scale**  
 1 in. = 1,485 mi  
 1 cm = 940 km



**Representative fraction**

$$\frac{1}{94,000,000}$$

**Small scale**



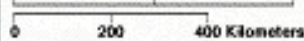
**Verbal Scale**  
 1 in. = 585 mi  
 1 cm = 370 km



$$\frac{1}{37,000,000}$$



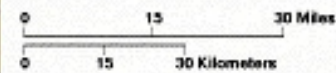
**Verbal Scale**  
 1 in. = 250 mi  
 1 cm = 160 km



$$\frac{1}{16,000,000}$$



**Verbal Scale**  
 1 in. = 20 mi  
 1 cm = 13 km

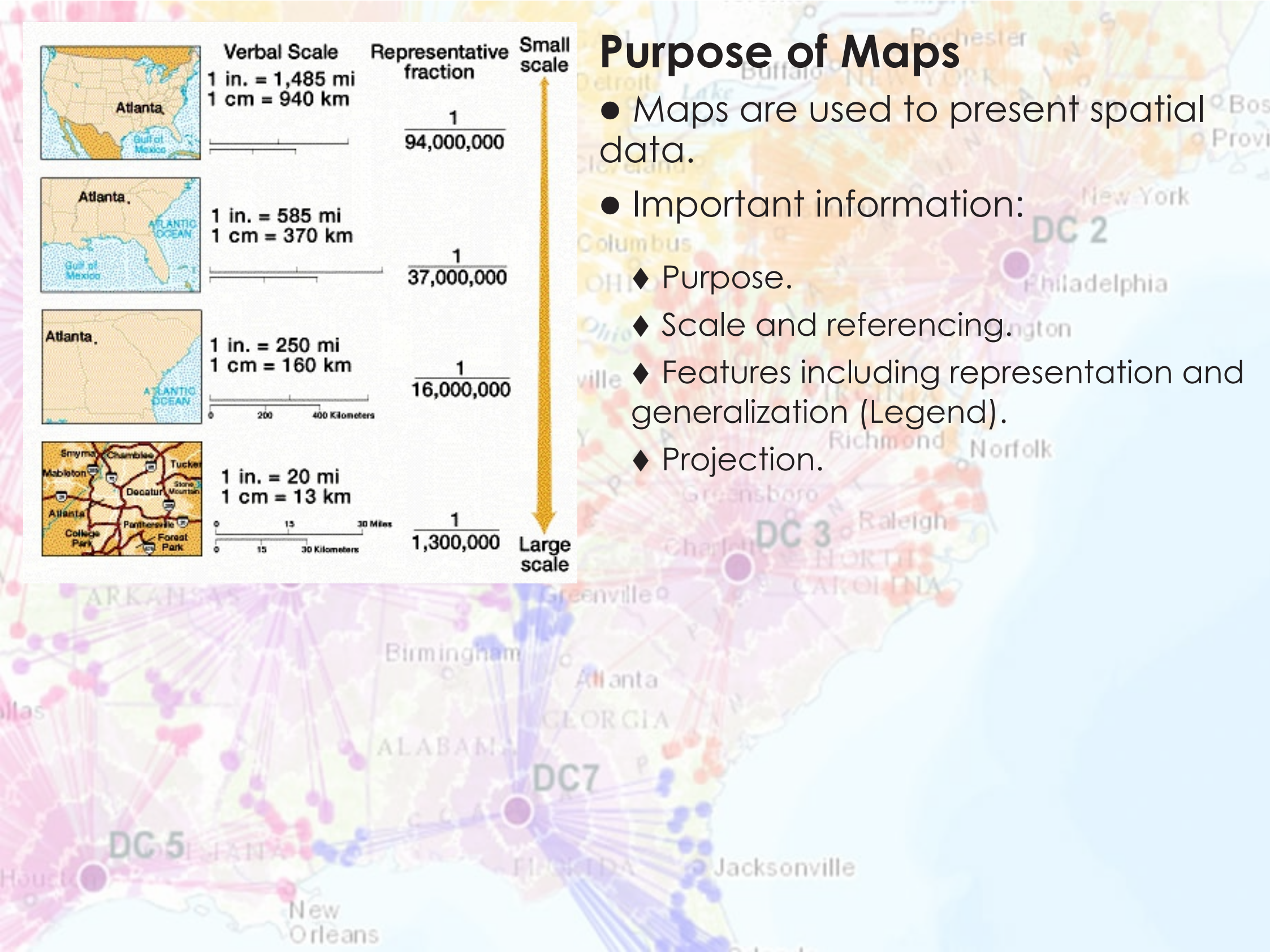


$$\frac{1}{1,300,000}$$

**Large scale**

# Purpose of Maps

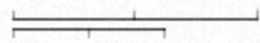
- Maps are used to present spatial data.
- Important information:
  - ◆ Purpose.
  - ◆ Scale and referencing.
  - ◆ Features including representation and generalization (Legend).
  - ◆ Projection.







**Verbal Scale**  
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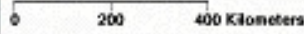
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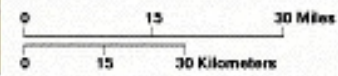
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Large scale

# Purpose of Maps

- Maps are used to present spatial data.
- Important information:
  - ◆ Purpose.
  - ◆ Scale and referencing.
  - ◆ Features including representation and generalization (Legend).
  - ◆ Projection.
- Scale can be expressed 3 ways:

**RATIO:**

**1:5000**

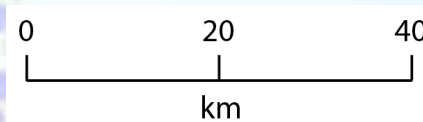
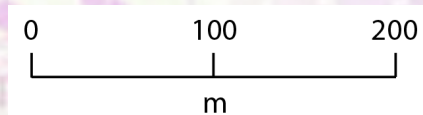
**1:1,000,000**

**VERBAL:**

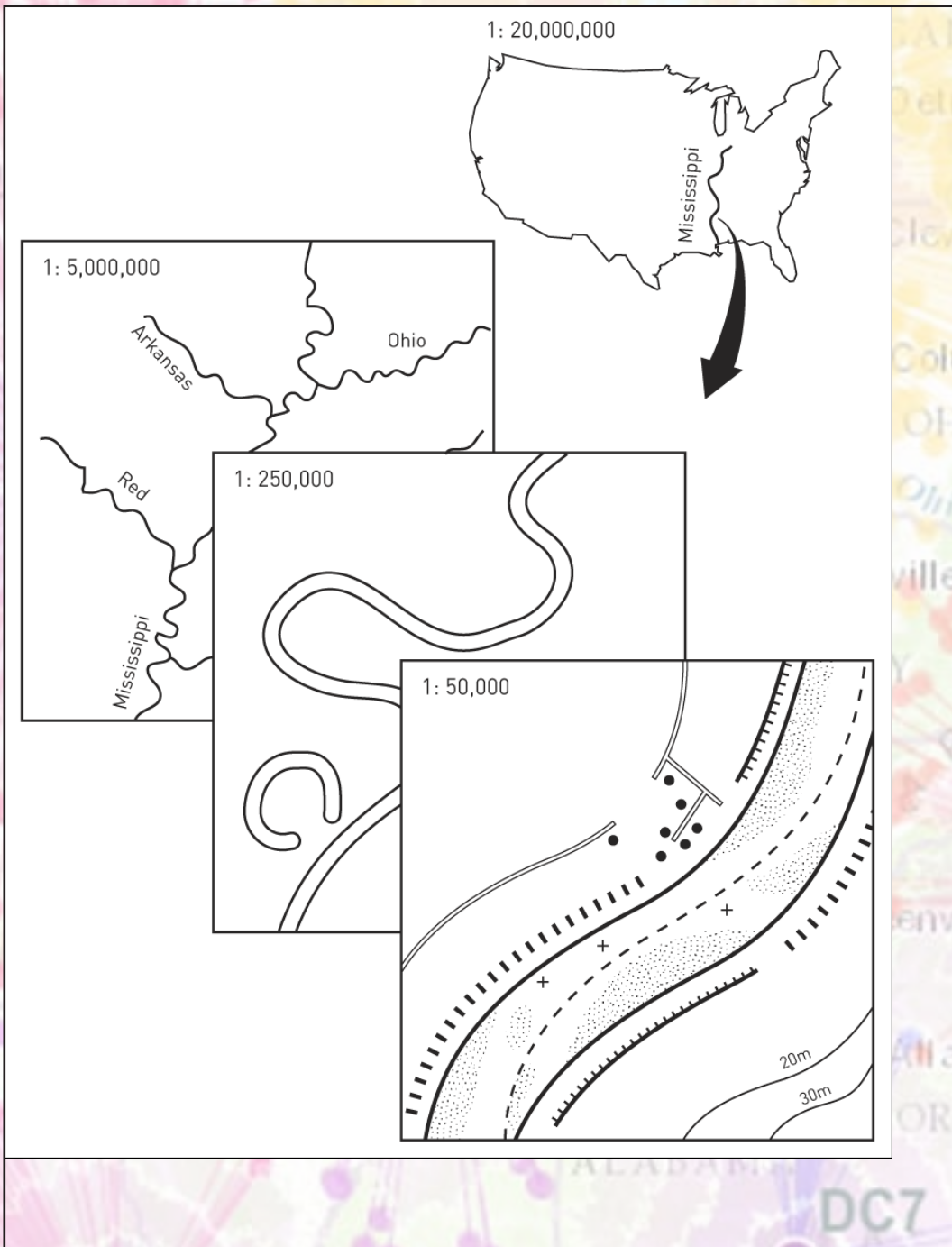
1 cm represents 50 m

1 cm represents 10 km

**GRAPHICAL:**





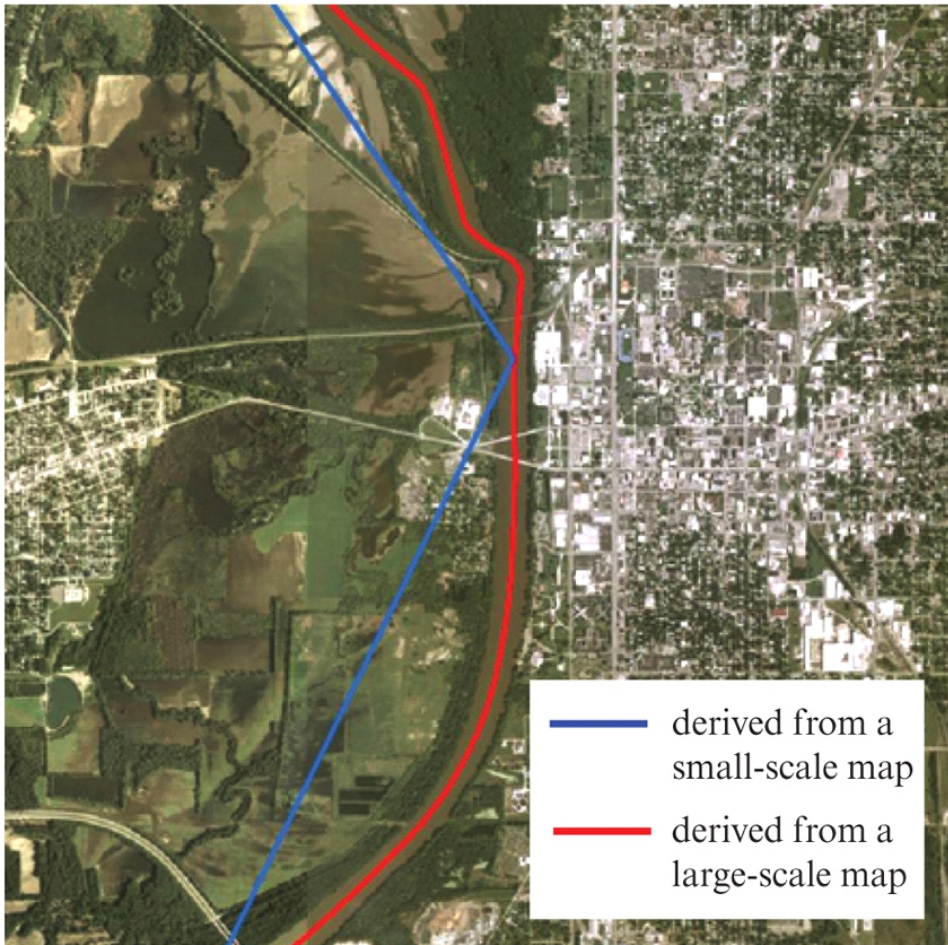


## Purpose of Maps – scales

- All spatial data are a generalization of real-world features.
- Generalization may be needed due to scaling.
- Generalization decided by cartographer depending on map purpose:
  - ◆ Selection – map feature?
  - ◆ Simplification – how to simplify feature?



## The Impact of Scale when Representing the Wabash River in Indiana



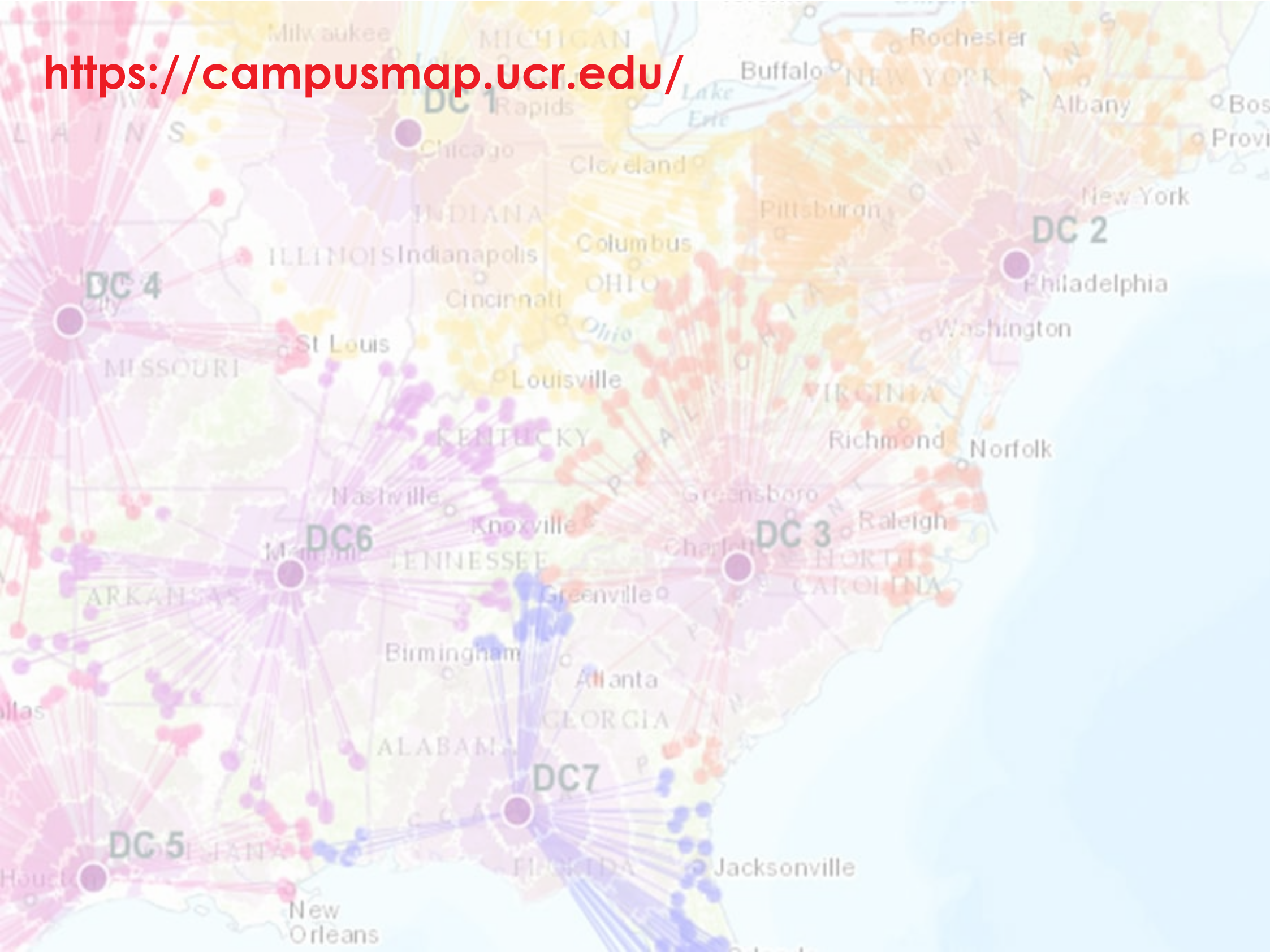
© 2013 Pearson Education, Inc.

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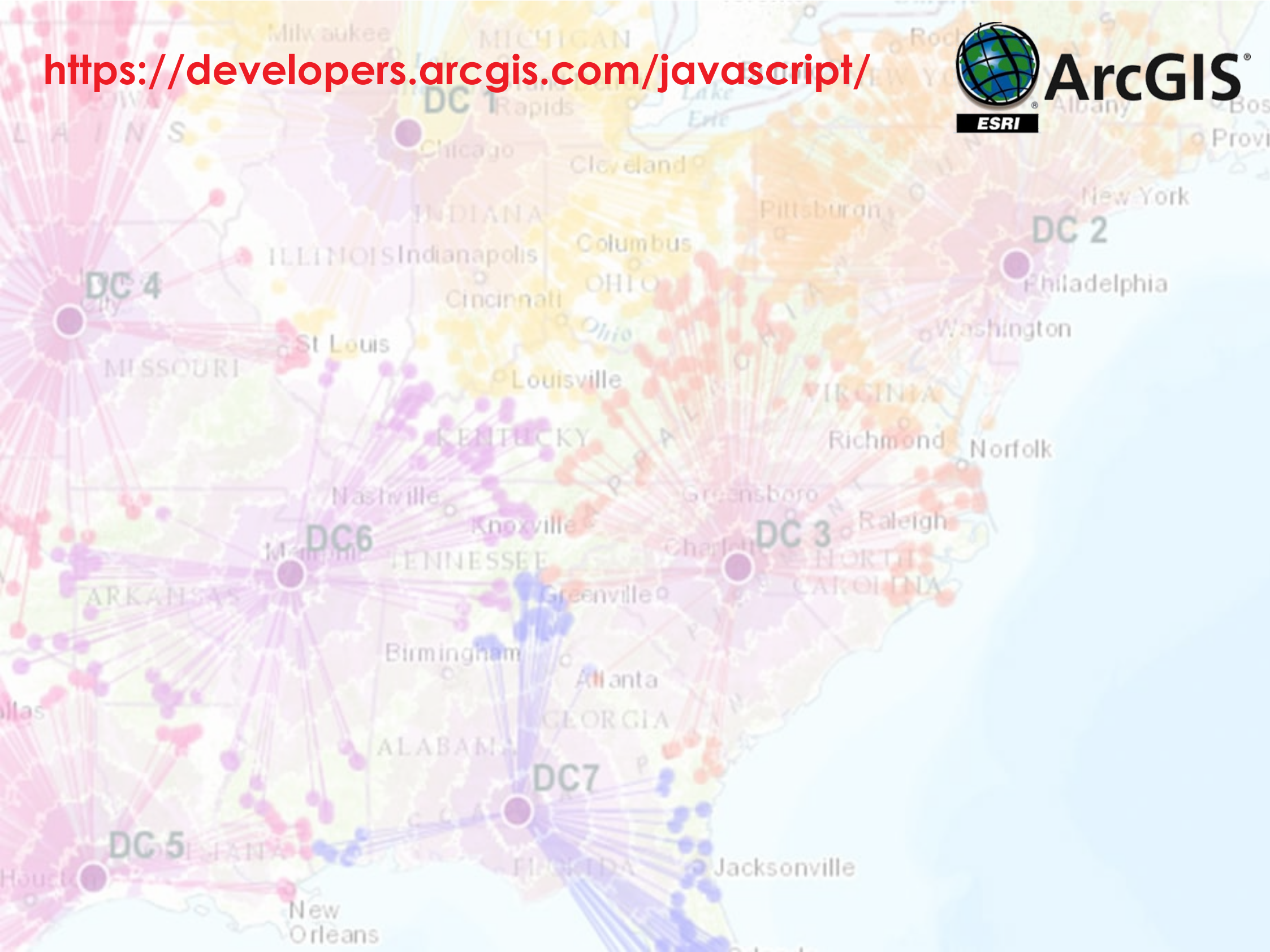


<https://campusmap.ucr.edu/>

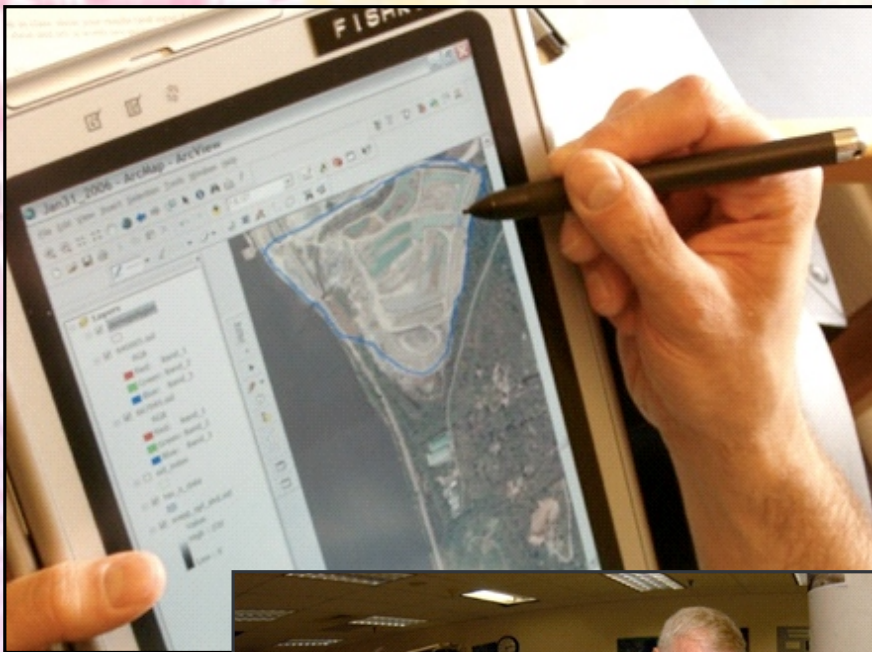




<https://developers.arcgis.com/javascript/>





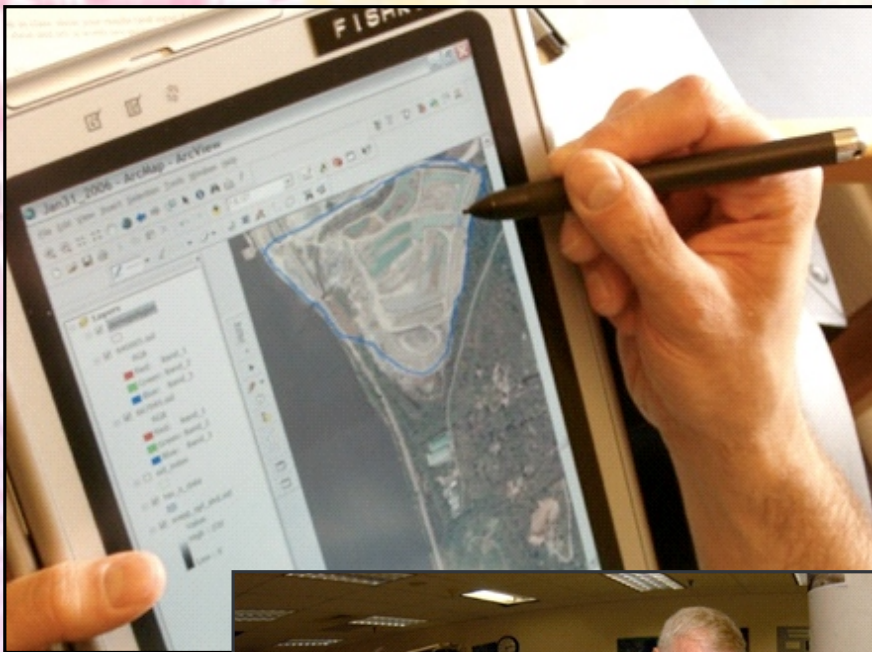


# What is a GIS?

- A computer-based system to aid in the:
  - ◆ collection,
  - ◆ manipulation,
  - ◆ storage,
  - ◆ analysis,
  - ◆ output, and
  - ◆ distribution of spatial data and information.







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# Google Earth

## What is a GIS?

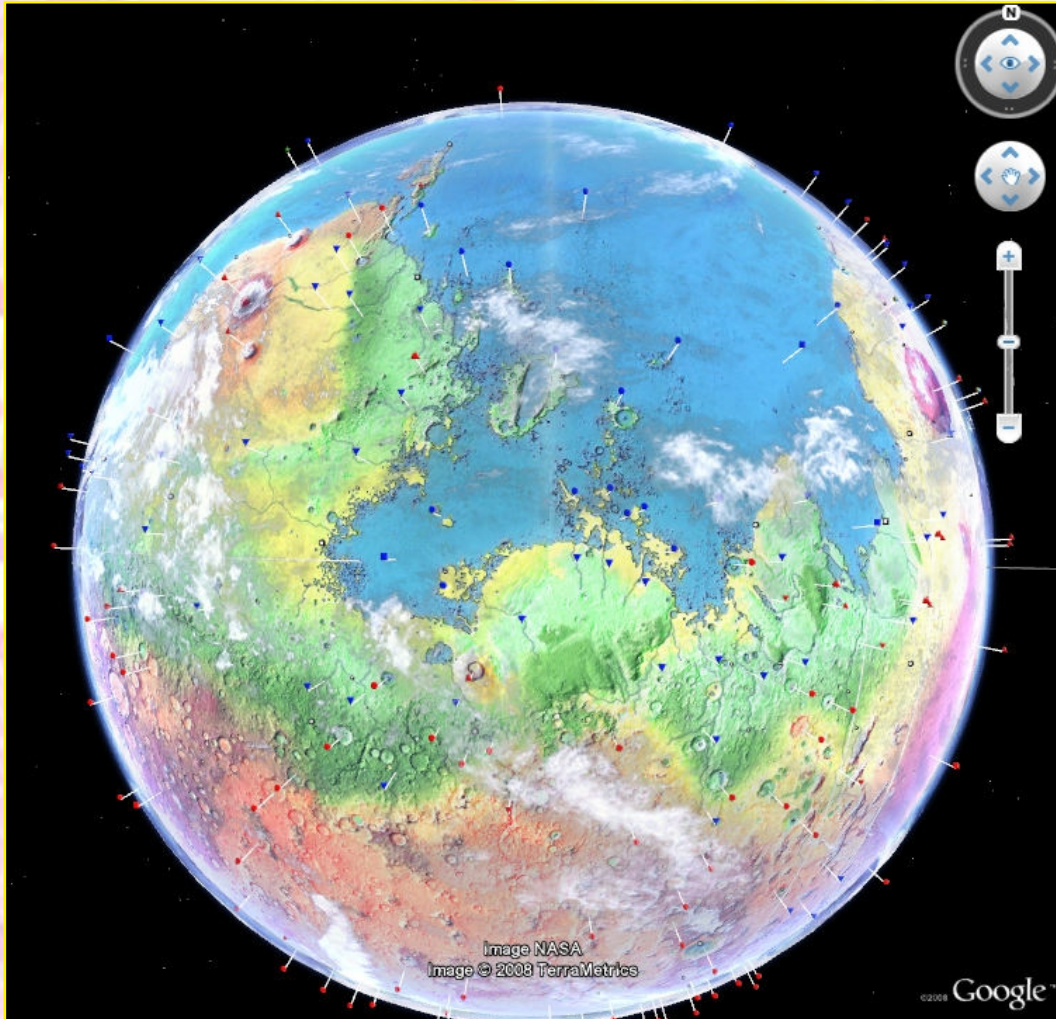
● A computer-based system to aid in the:

- ◆ collection,
- ◆ manipulation,
- ◆ storage,
- ◆ analysis,
- ◆ output, and
- ◆ distribution

of spatial data and information ...  
*data “spatially referenced to Earth”.*



# Google Earth



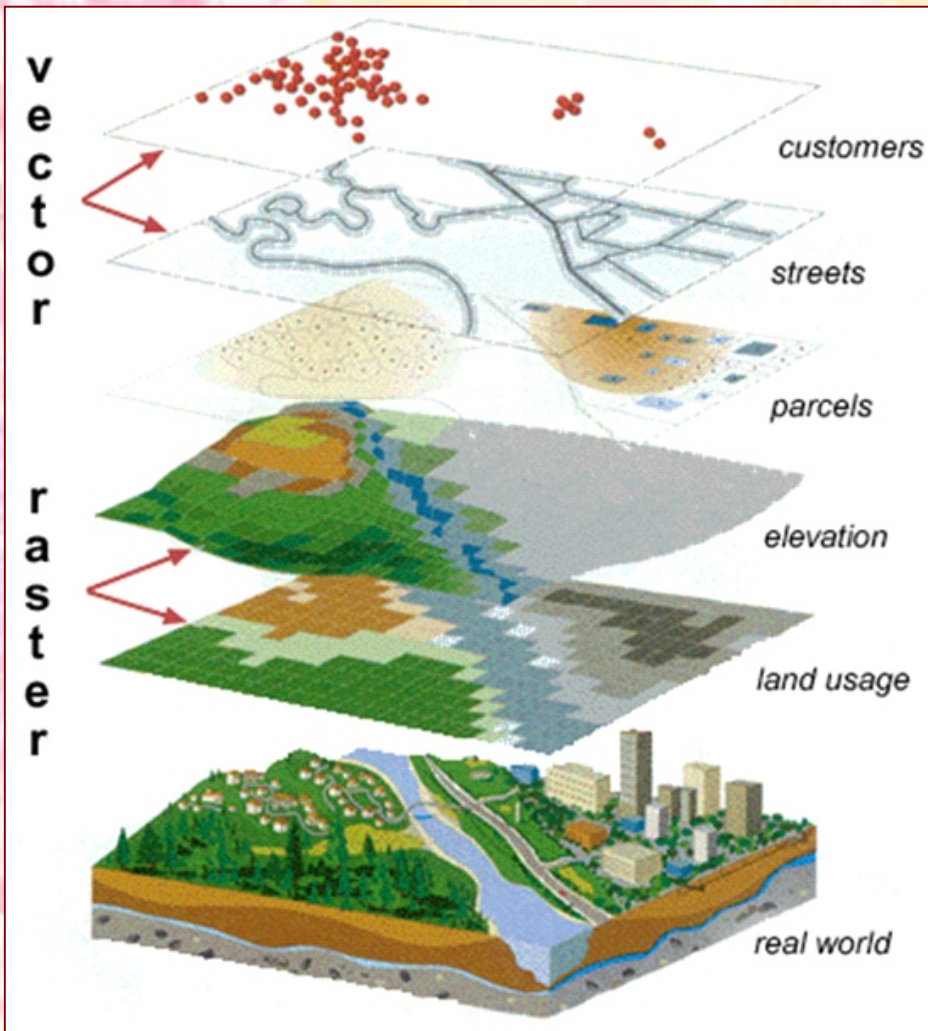
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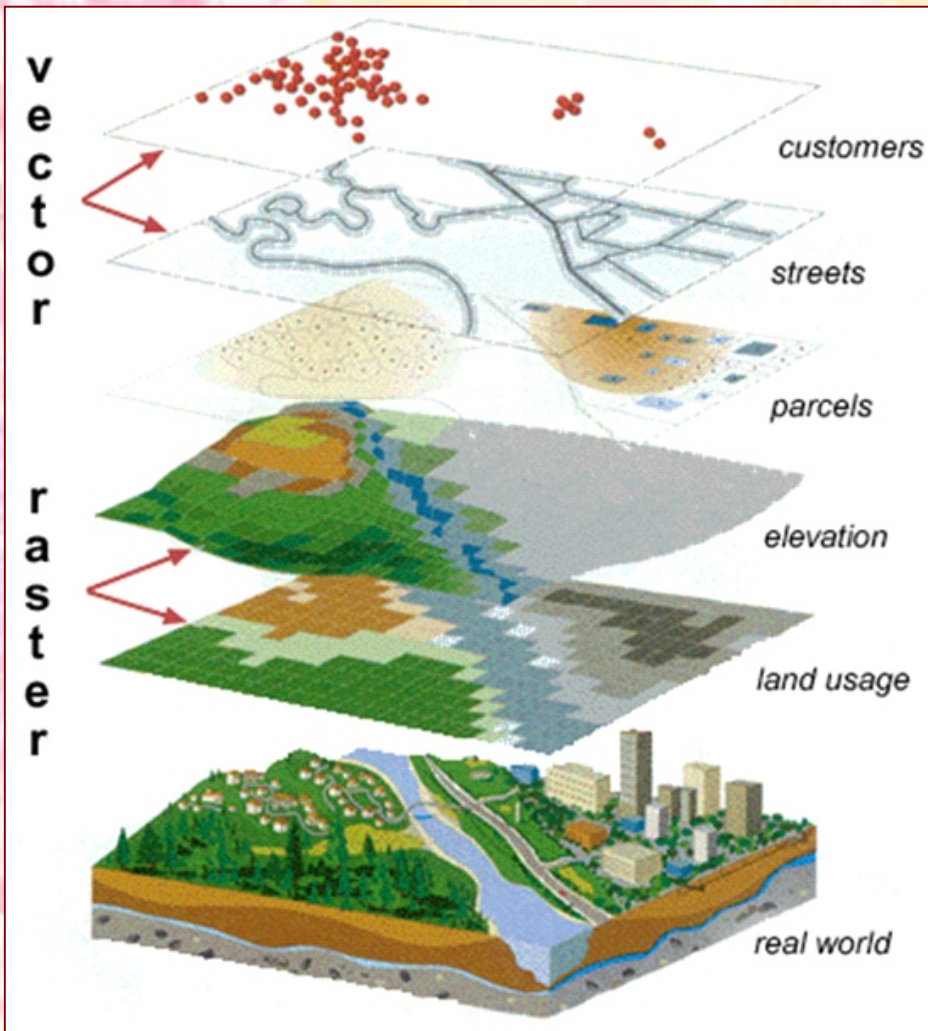




# GIS applications

- Answer spatial questions:
  - ◆ Where are features?
  - ◆ What geographical patterns exist?
  - ◆ Where have changes occurred in an area?
  - ◆ Where do certain conditions apply?
  - ◆ What would be the implications to certain actions?
- Create maps / present spatial data.





# GIS applications

- **Socio-economic/ Government:** Health, disease outbreak, local government, urban management, radioactive waste management, transportation, ...
- **Commerce and Business:** Insurance, fleet management, marketing, consumer interest gathering, fleet management, transportation of merchandise, ...
- **Utilities:** Telecommunications, emergency repairs, service boundaries, network management, marketing, ...
- **Environmental Management:** Geologic and mineralogic mapping, pollution monitoring, natural hazard assessment, disaster management and relief, landfill site selection, ...

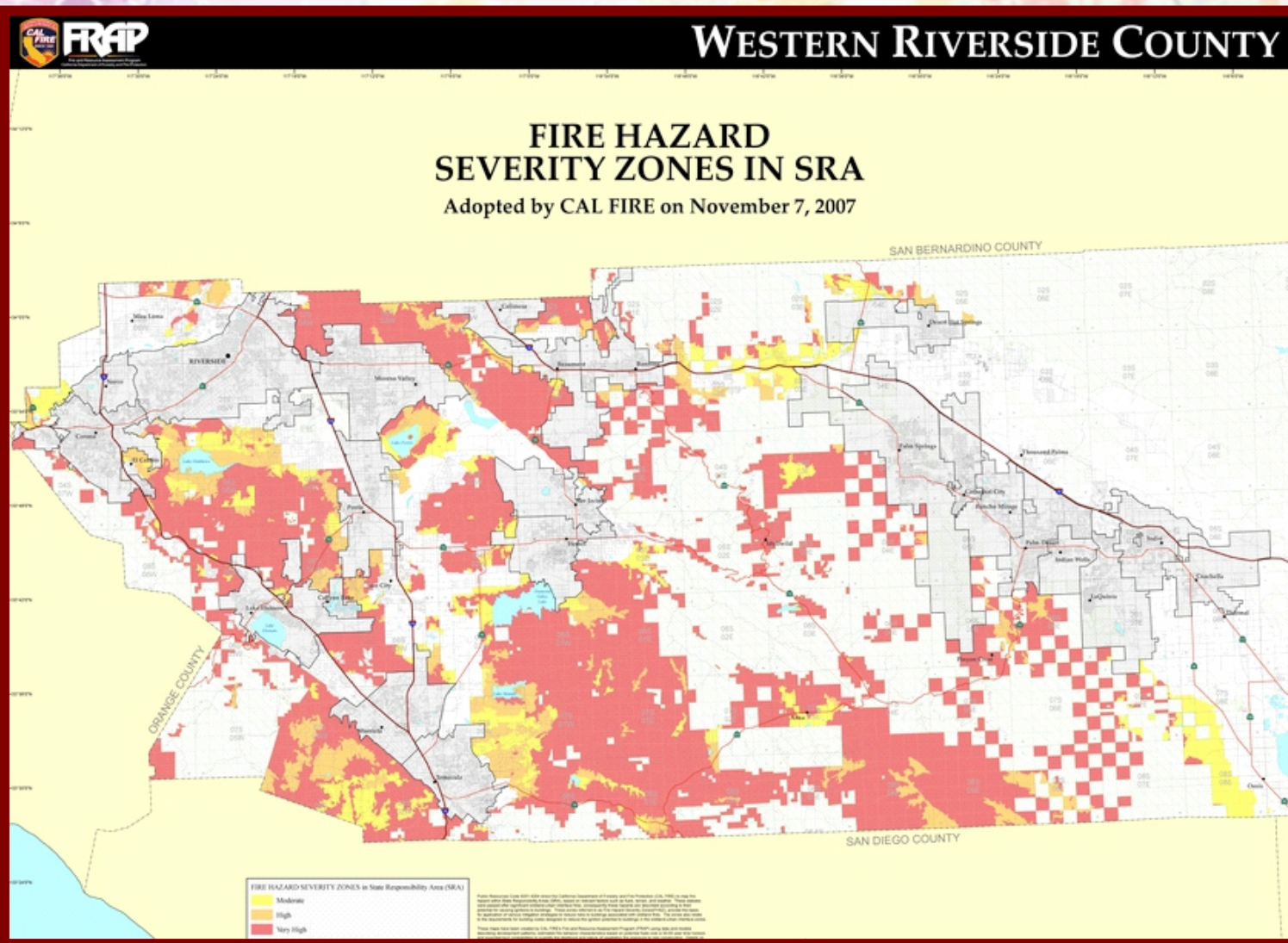




## GIS examples:

- Mapping fire risk areas and the spread of wildfires.

<http://frap.fire.ca.gov/data/frapgisdata-subset>

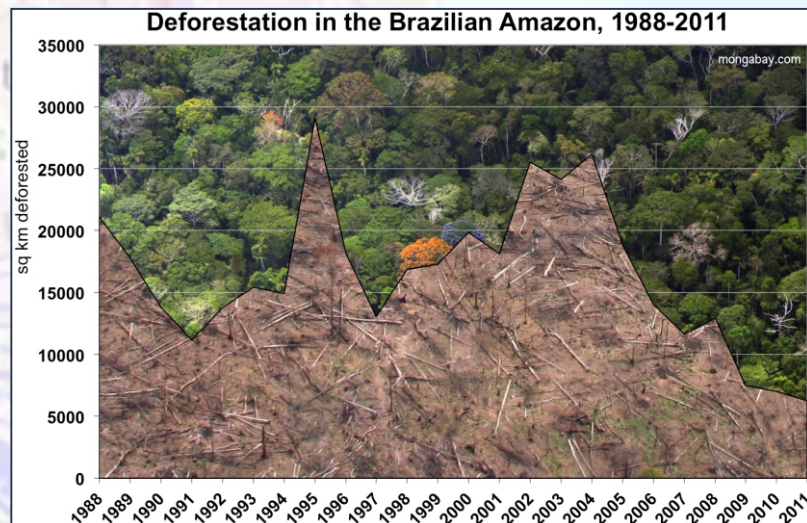
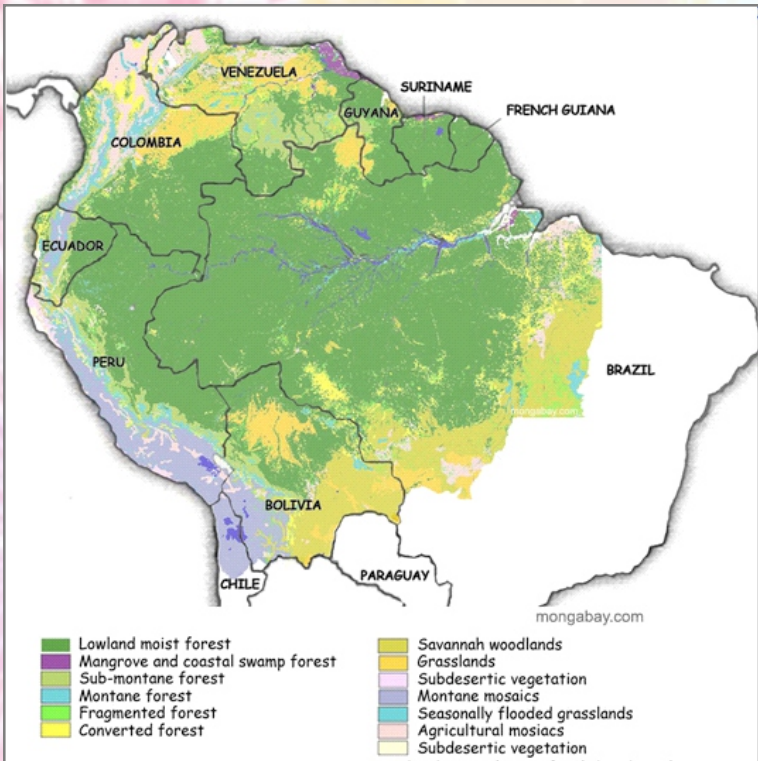




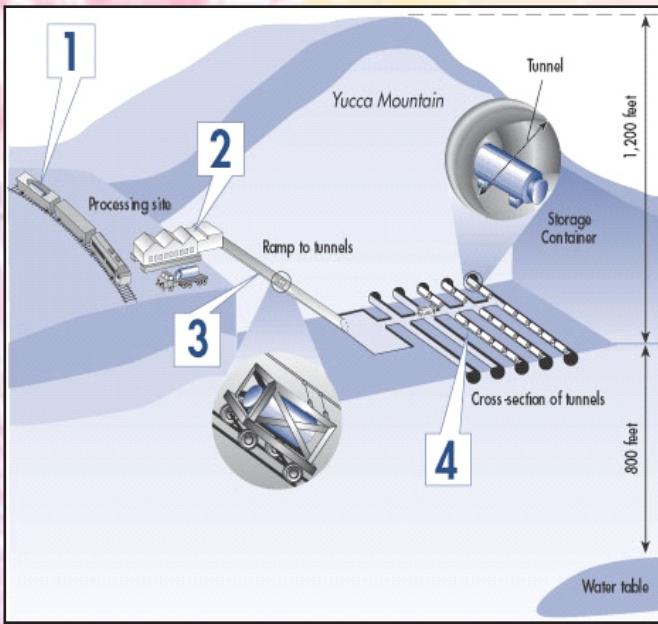
# GIS examples

● Deforestation in the Amazon – potentially useful GIS information/data layers:

- ◆ Roads, Rivers.
- ◆ Cleared areas vs. pristine forest.
- ◆ Endangered species habitat and migration patterns
- ◆ Carbon storage density.
- ◆ Biodiversity / biodiversity hotspots.







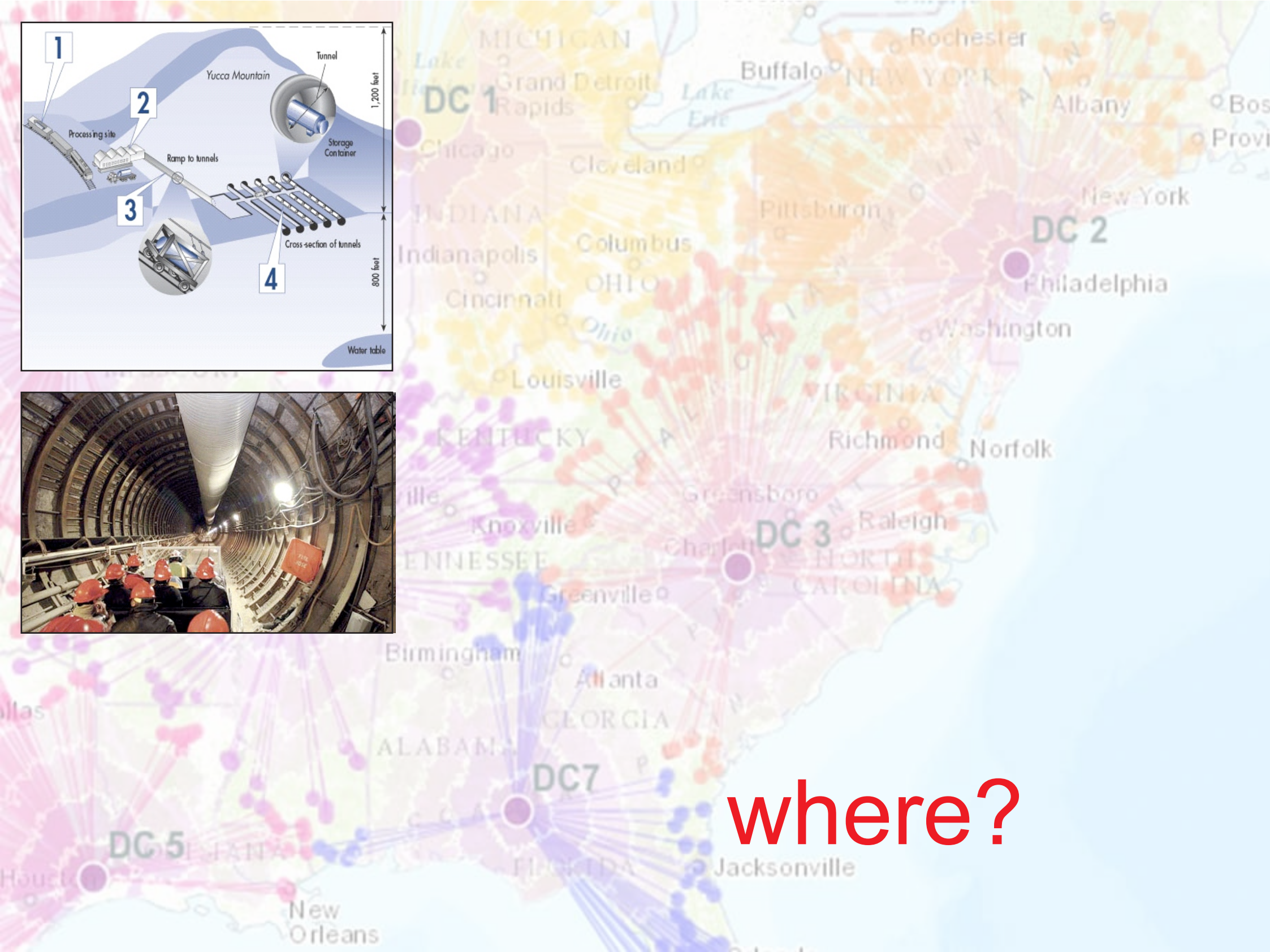
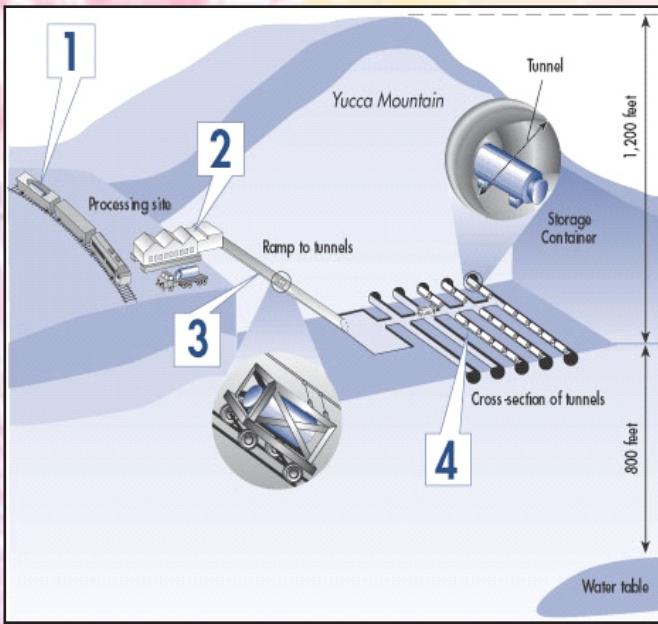
# GIS examples

## ● Yucca Mountain, NV Nuclear Waste Repository

- ◆ U.S. needs locations to store all spent radioactive waste from the country's 100-plus nuclear power plants.
- ◆ Estimated that it takes over 100,000 years for nuclear waste to decay.
- ◆ National Academy of Sciences recommended (1957) that the best way to dispose of nuclear waste was to place deep underground.
- ◆ Waste to be stored 1,000 feet under the surface and also be 1,000 feet above the water table.

where?

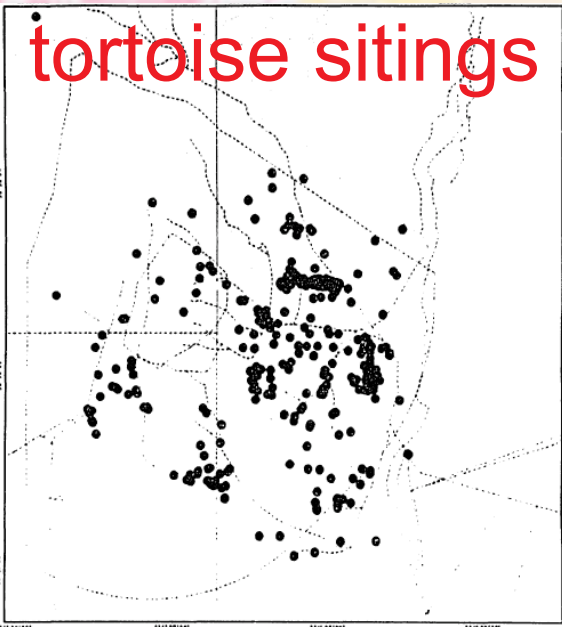




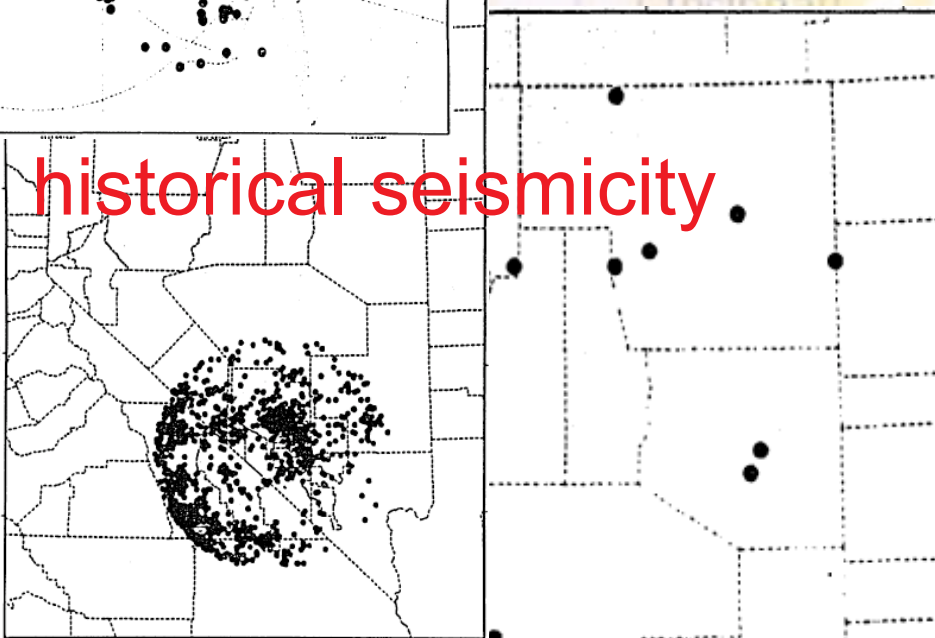
where?



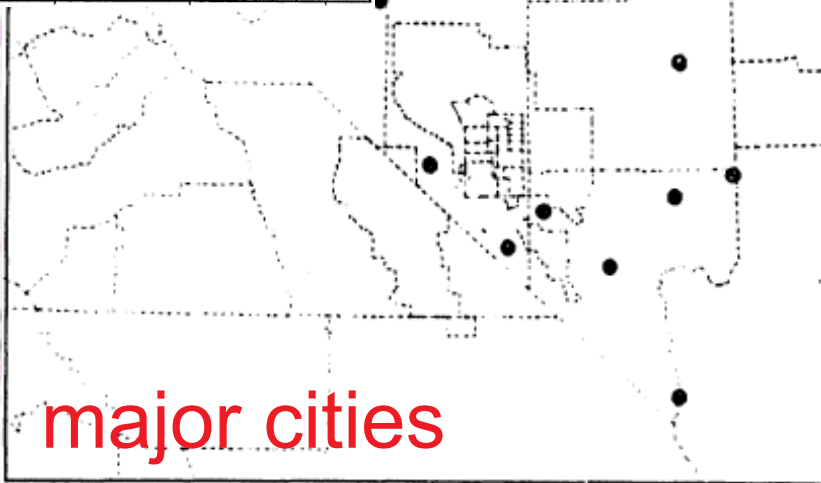
## tortoise sitings



## historical seismicity



## major cities



## GIS examples

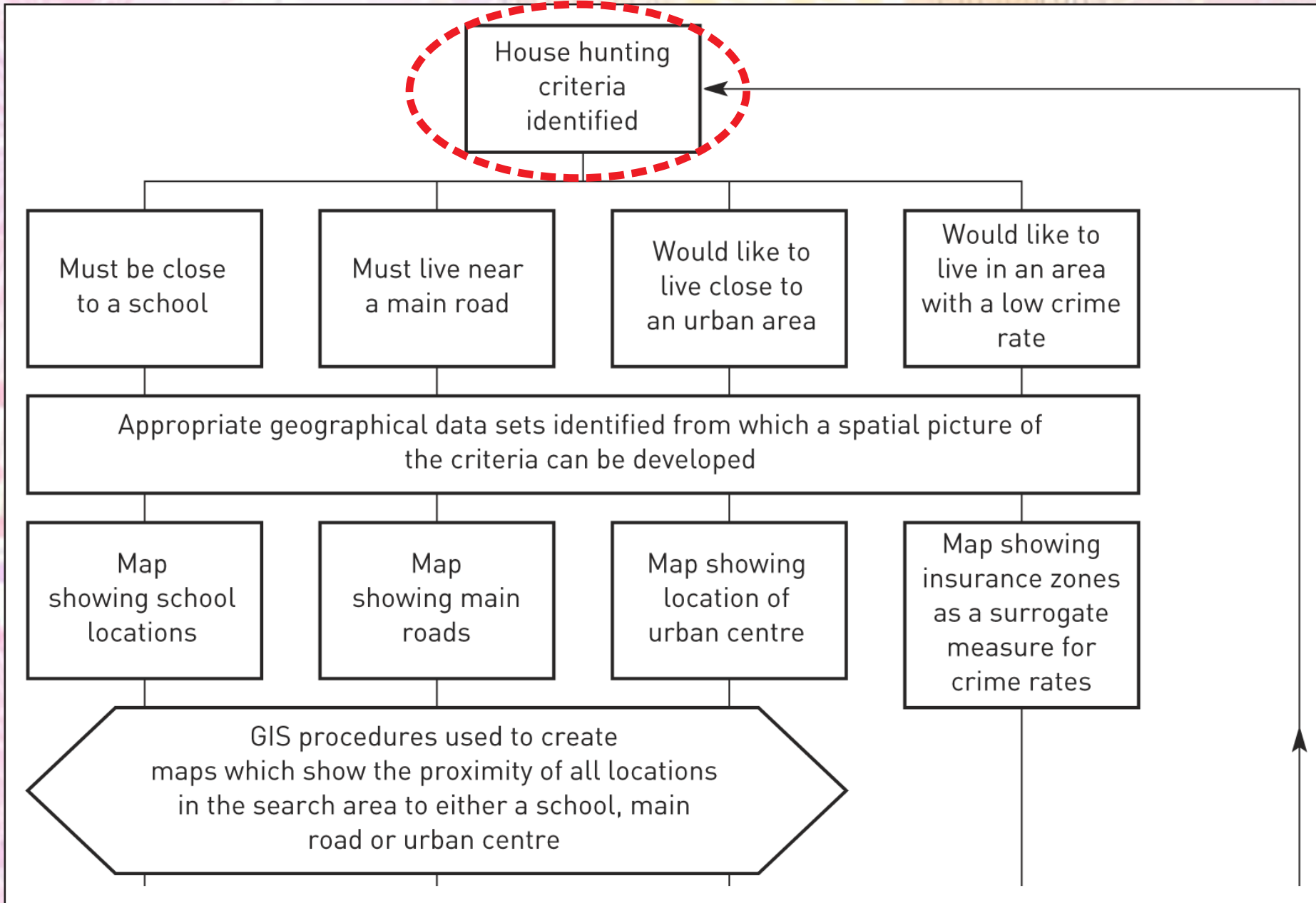
- Considerations:
  - ◆ Population centers, infrastructure, emergency services.
  - ◆ Accessibility.
  - ◆ Geology.
  - ◆ Climate and hydrology.
  - ◆ Seismicity.
  - ◆ 1973 Endangered Species Act requires mapping of available habitat of endangered species as well as migration patterns and species rangeplants.



# GIS examples

- Decision Support: Buying a Home

Start by identifying the problem you want to answer

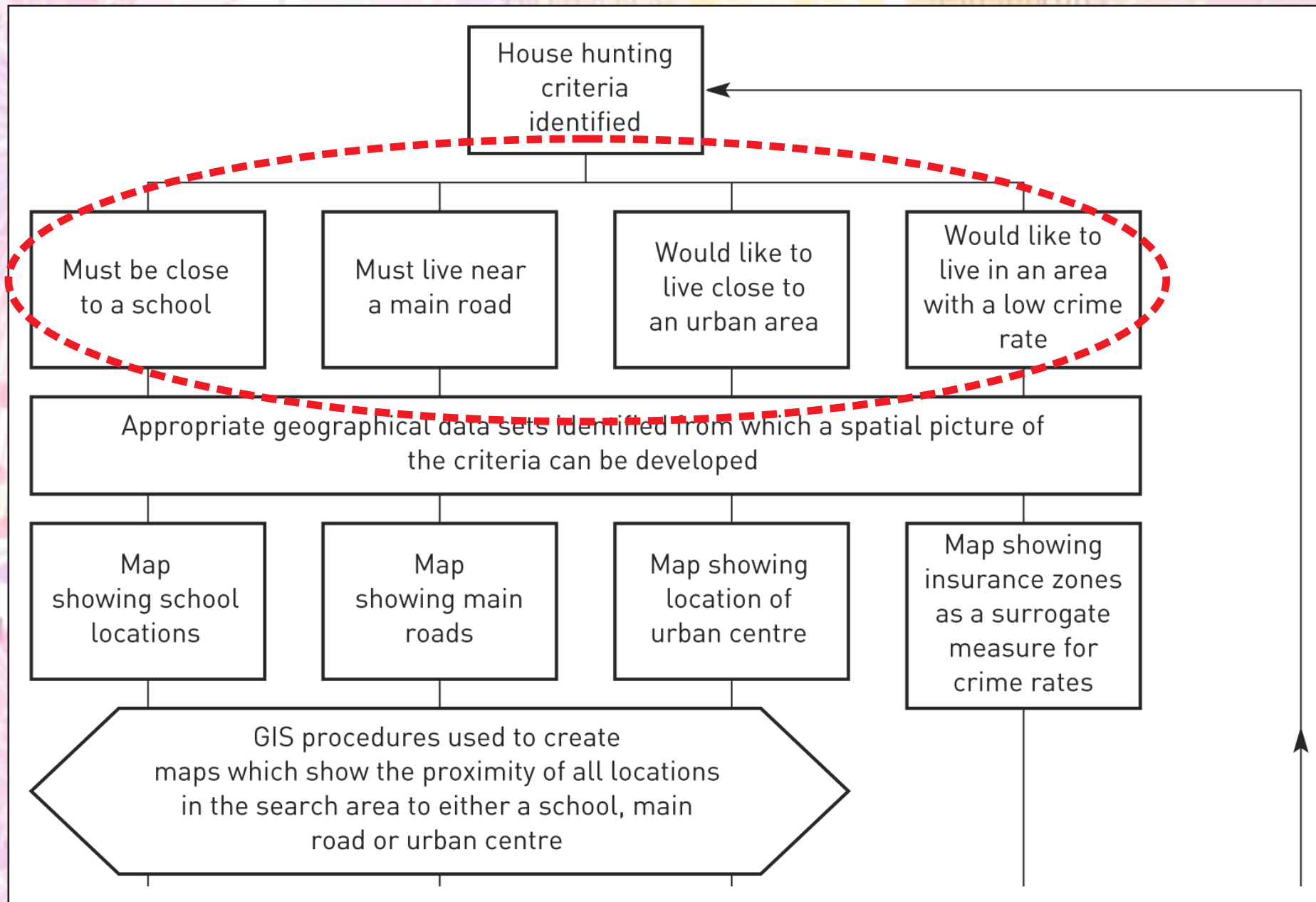




# GIS examples

- Decision Support: Buying a Home

Determine constraints,  
what factors are important to answer the question?

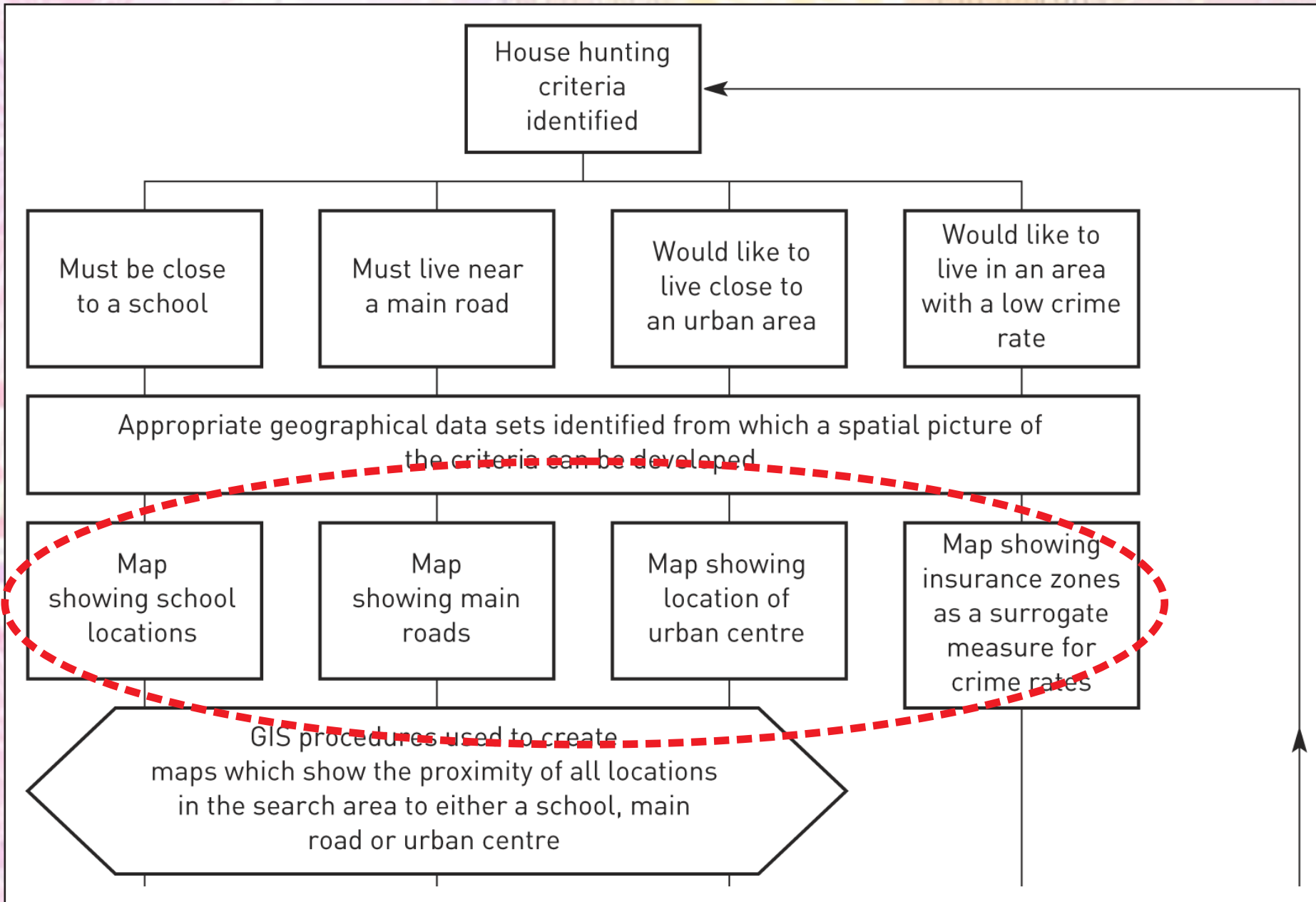




# GIS examples

- Decision Support: Buying a Home

Gather identified data to create map overlay for analysis

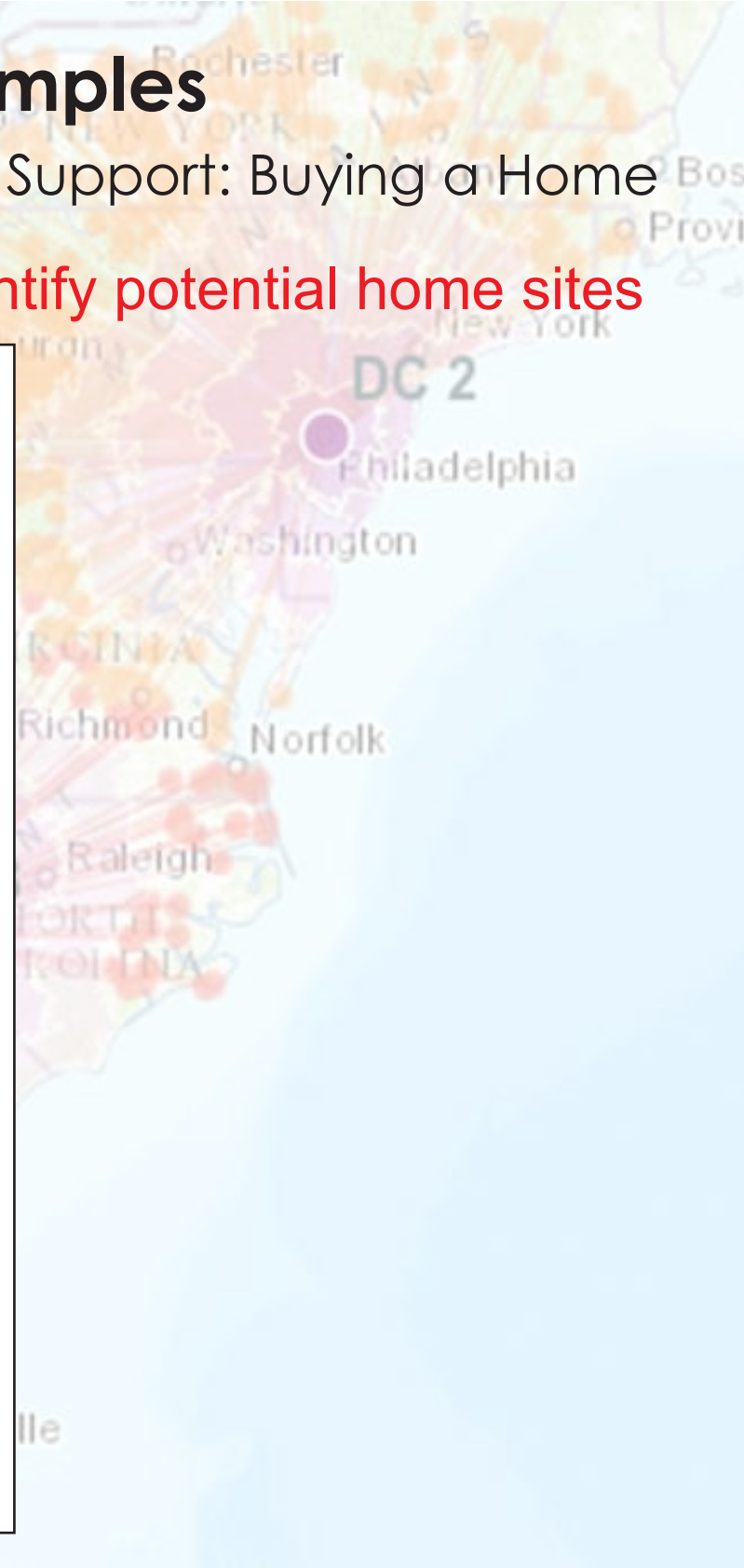
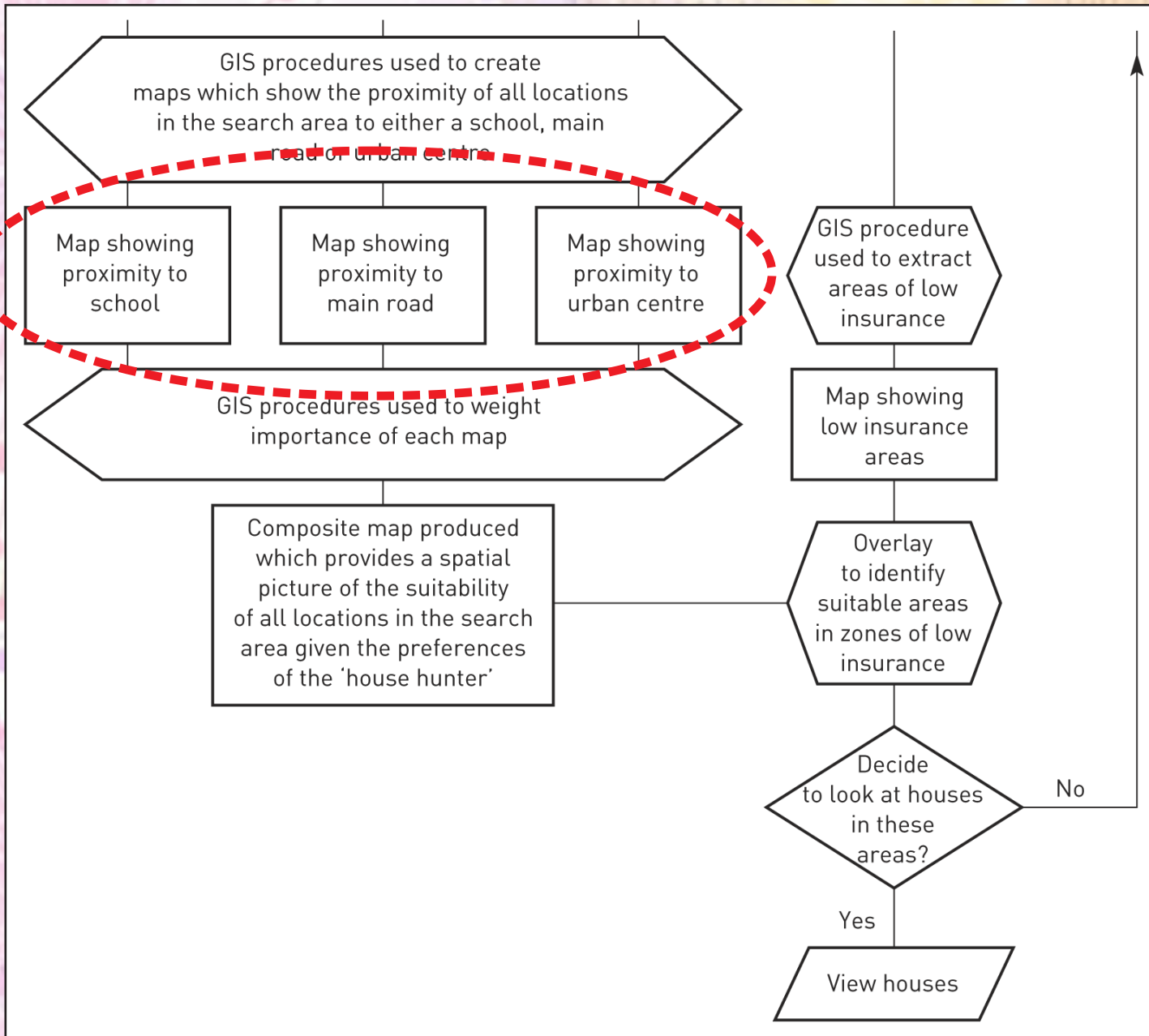




# GIS examples

- Decision Support: Buying a Home

Do proximity analysis between criteria data to identify potential home sites

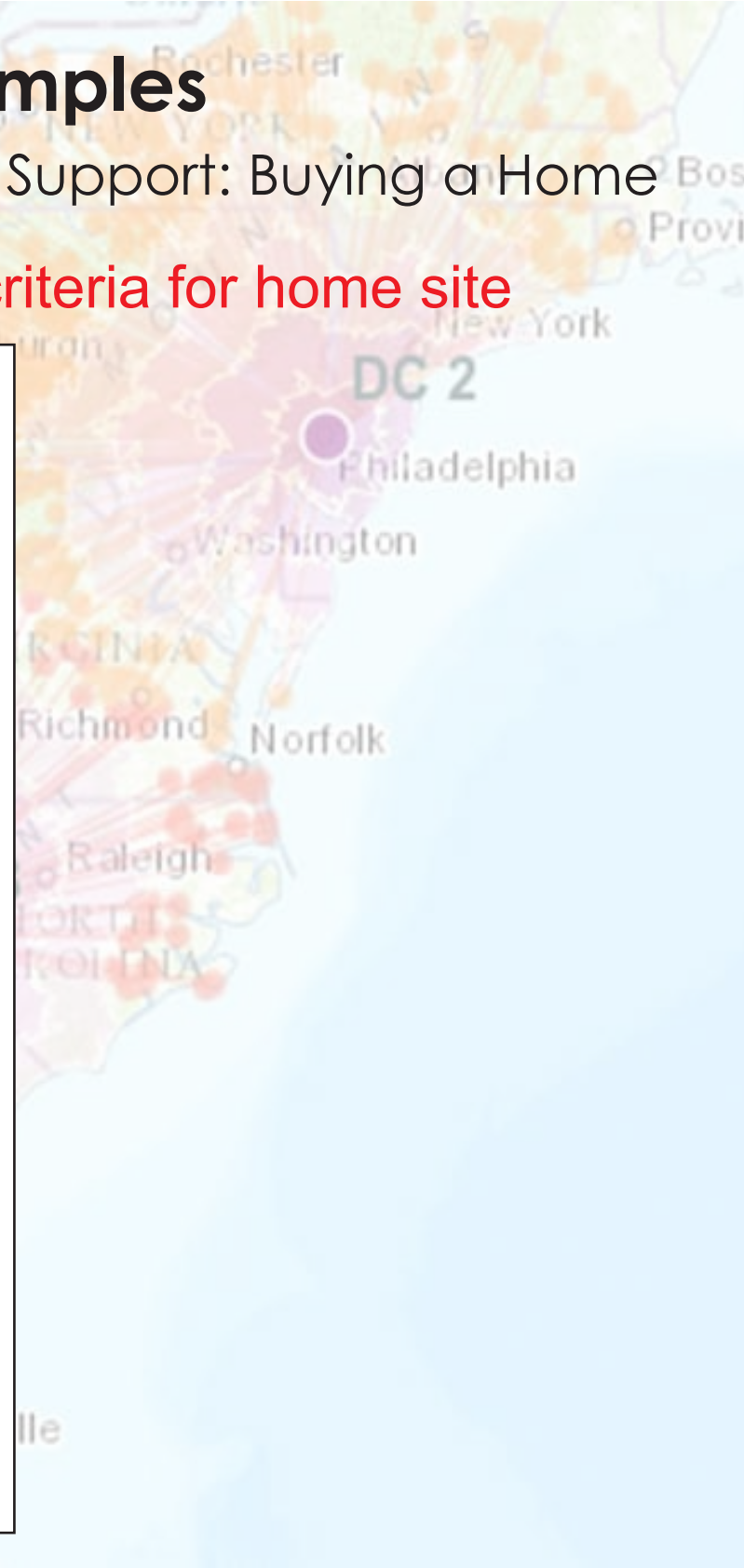
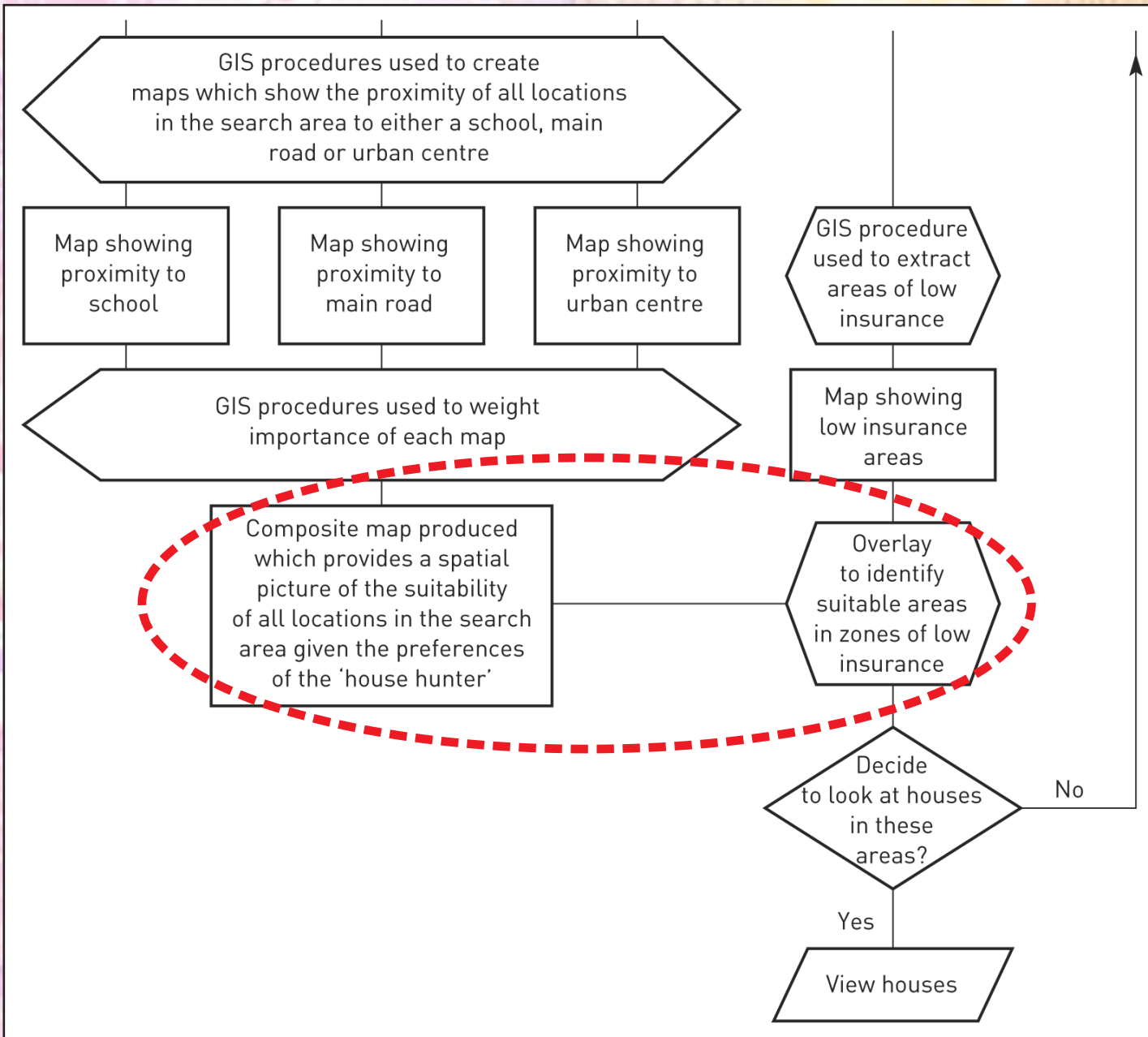




# GIS examples

- Decision Support: Buying a Home

Create map overlay showing areas that meet all criteria for home site



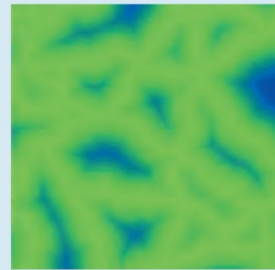




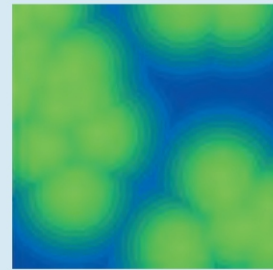
(a) Railway constraint



(b) Countryside constraint



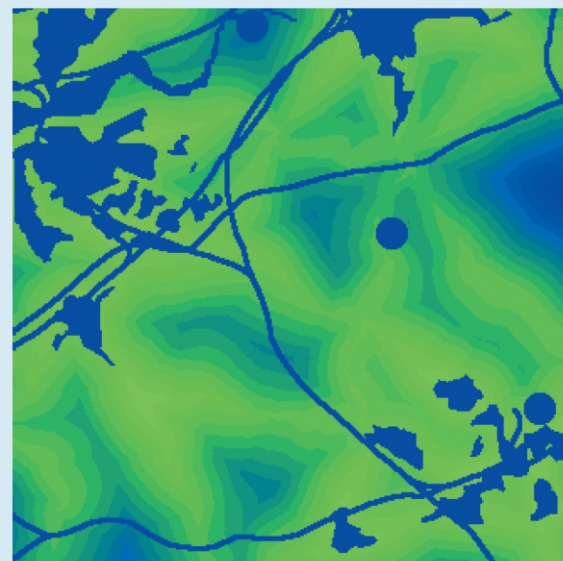
(c) Proximity to roads



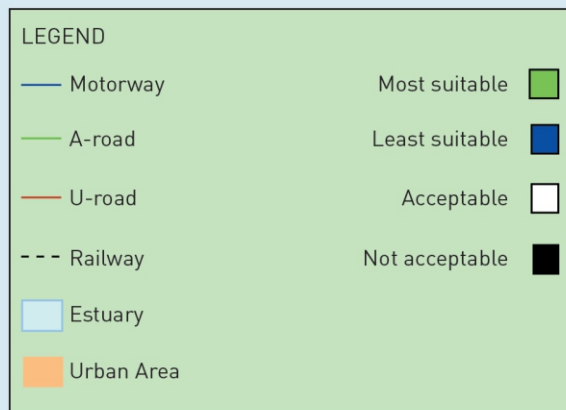
(d) Proximity to school



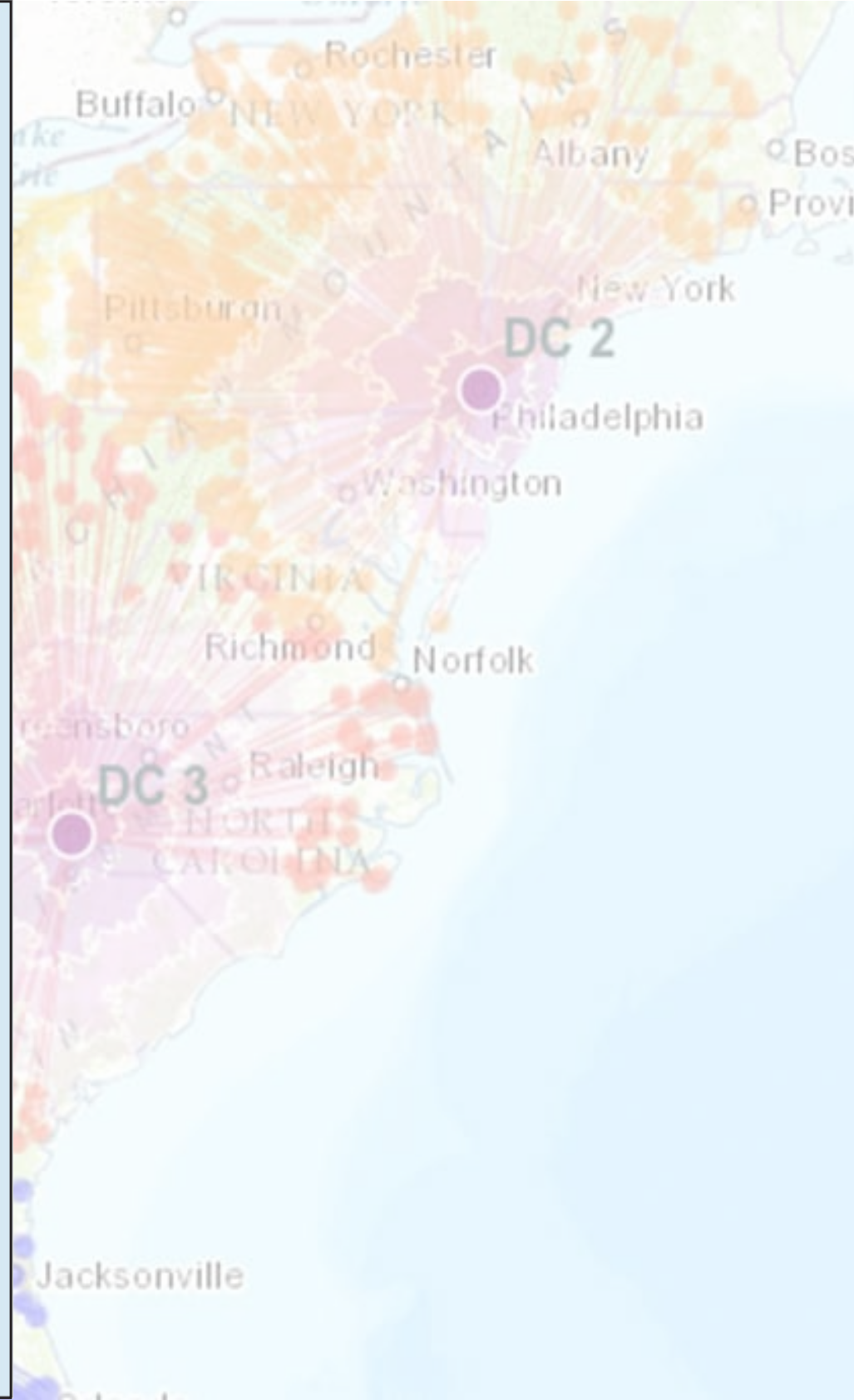
(e) Combination of railway constraint and countryside constraint



(f) Combination of proximity and constraint maps [(c), (d) and (e)] with proximity to road used as the most important factor



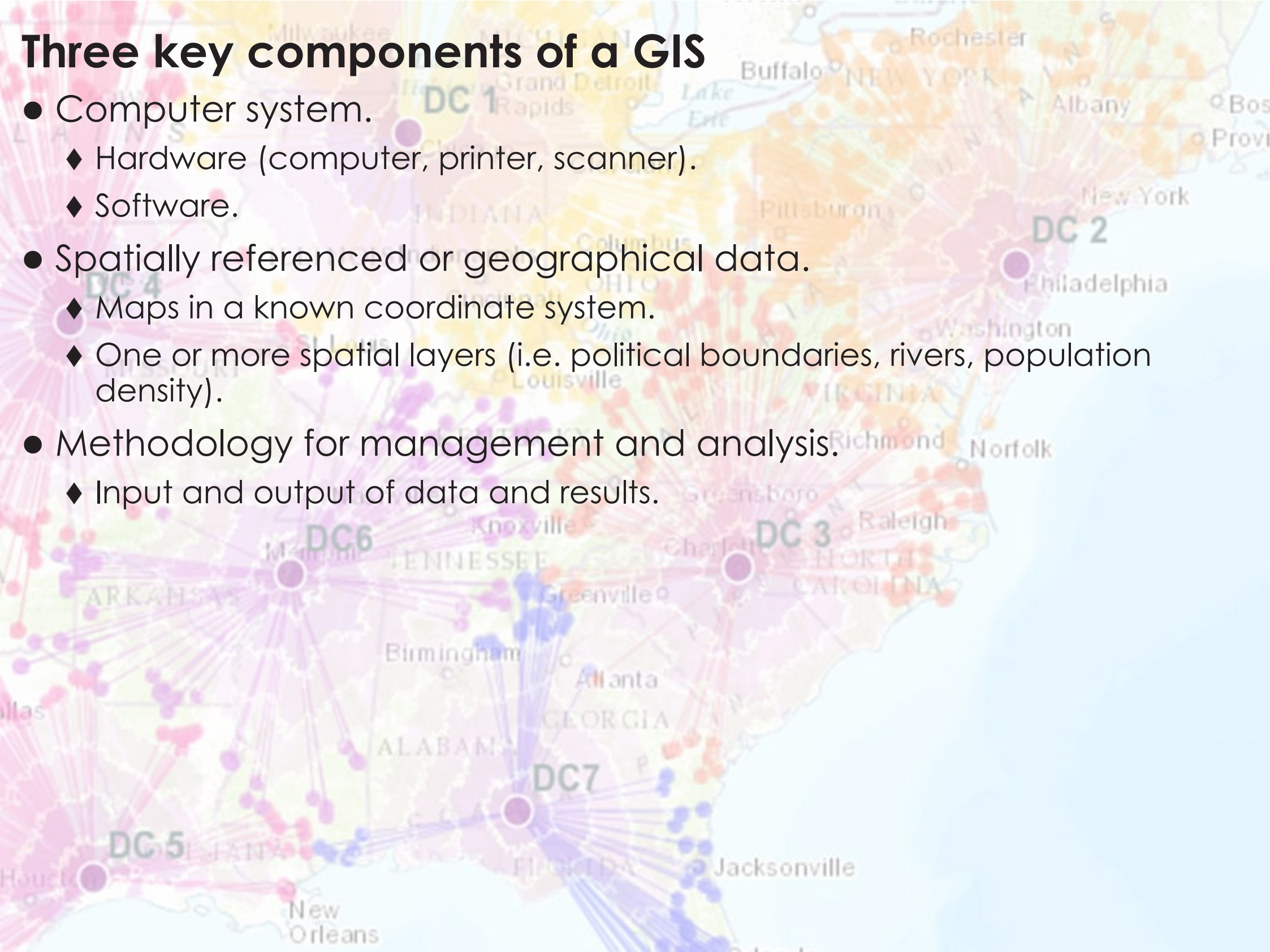
(g) optimal sites [reclassified from (f)]





# Three key components of a GIS

- Computer system.
  - ◆ Hardware (computer, printer, scanner).
  - ◆ Software.
- Spatially referenced or geographical data.
  - ◆ Maps in a known coordinate system.
  - ◆ One or more spatial layers (i.e. political boundaries, rivers, population density).
- Methodology for management and analysis.
  - ◆ Input and output of data and results.





# A well-designed GIS should provide:

- Quick and easy access to large volumes of data.
- The ability to:
  - ◆ Select detail by area or theme.
  - ◆ Link or merge one data set with another.
  - ◆ Analyze spatial characteristics of data.
  - ◆ Search for particular characteristics or features in an area.
  - ◆ Update data quickly and cheaply.
  - ◆ Model data and assess alternatives.

The screenshot displays a GIS application interface. On the left, a map of Travis County is shown with a yellow highlighted area. Below the map, there are several data tables and panels:

- Legend:** A list of layers with checkboxes, including 'S3000742\_0a', 'S3000751\_0a', 'S3000744\_0a', and 'S3000743\_0a'.
- Attributes of S3000743\_0a:** A table with columns: Area, Perimeter, S3000742 (A), S3000742 (B), Mcom, Stocid, Srac, Mval, and Ma. It contains several rows of data.
- Legend:** A table with columns: Stocid, Mval, Srac, Mcom, Compname, SStr, Compcc, Srac, Srac, Surface, and Obshab. It lists various land use categories like LEWISVILLE, URBAN LAND, LINCOLN (GADDY), and URBAN LAND.
- Table relates to:** A small table at the bottom left.

On the right side of the screenshot, there is a large data table with columns: Stocid, Mval, Srac, SStr, Layer, Layer, and Zip. It contains a list of data points with their corresponding values.







# A well-designed GIS should provide:

- GIS Software Functions

## Data entry

- manual coordinate capture
- attribute capture
- digital coordinate capture
- data import

## Editing

- manual point, line and area feature editing
- manual attribute editing
- automated error detection and editing

## Data management

- copy, subset, merge data
- versioning
- data registration and projection
- summarization, data reduction
- documentation

## Analysis

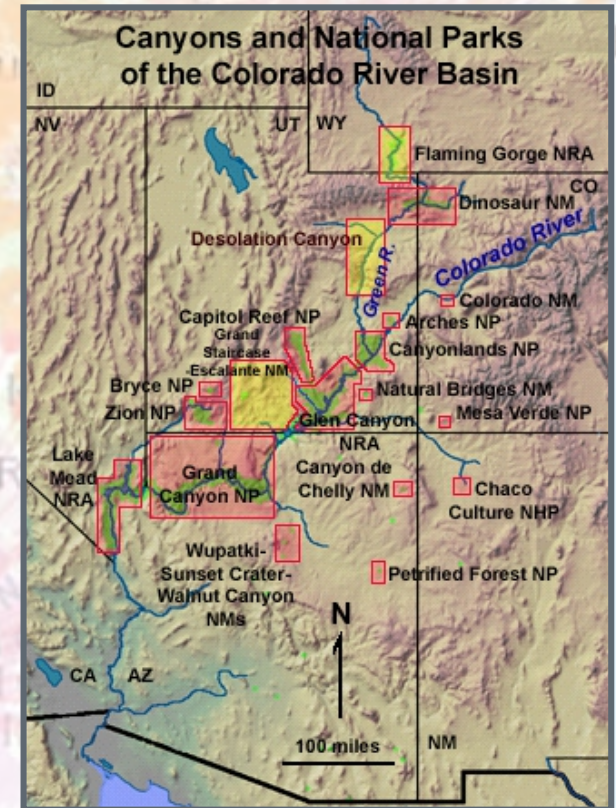
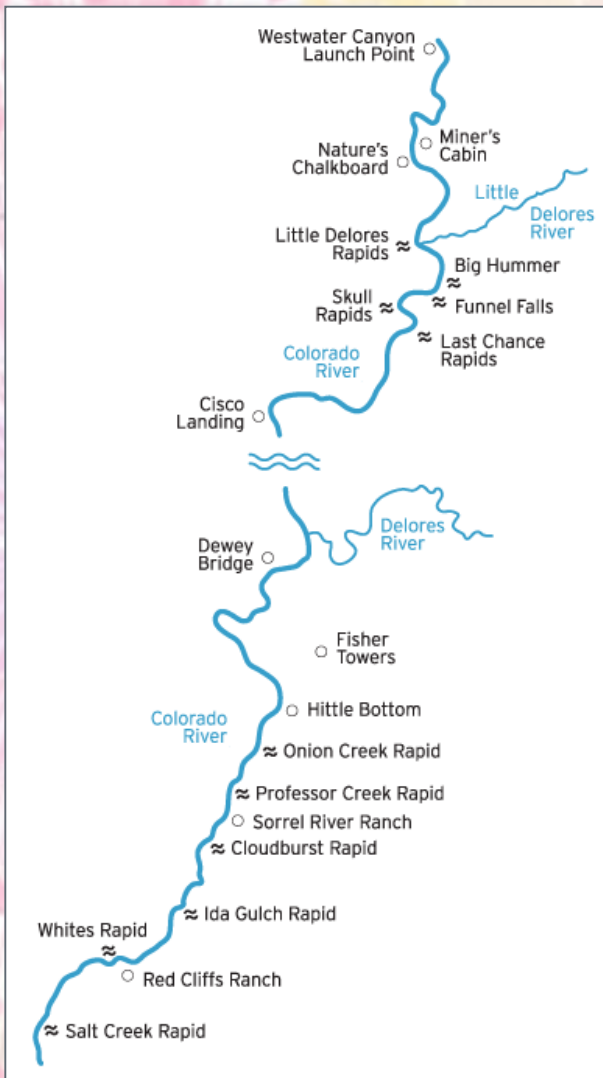
- spatial query
- attribute query
- interpolation
- connectivity
- proximity and adjacency
- buffering
- terrain analyses
- boundary dissolve
- spatial data overlay
- moving window analyses
- map algebra

## Output

- map design and layout
- hardcopy map printing
- digital graphic production
- export format generation
- metadata output
- digital map serving



# Key to GIS Definitions



- Spatial Data:

- ◆ Lat/Lon
- ◆ Relative Locations

- Attribute Data:

- ◆ River Flow Rate
- ◆ Fish Populations
- ◆ Number of River Rafters

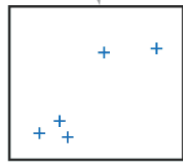
- Combined in a GIS

- ◆ River location flow
- ◆ Where the best fishing is

*“a piece of information that determines the properties of a field or tag in a database”*



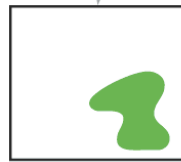
Real world (Happy Valley)



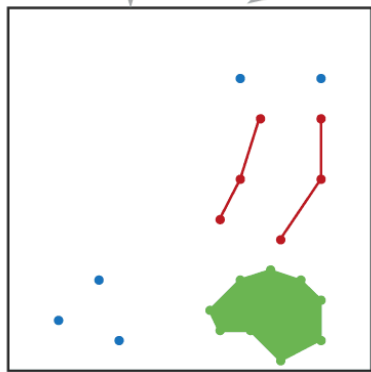
Points  
(e.g. cafés)



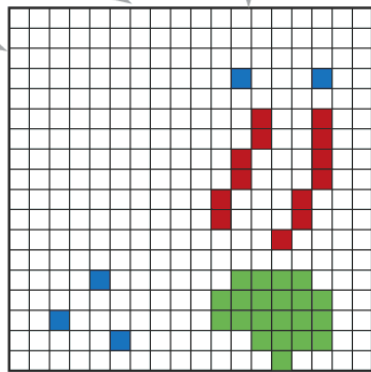
Lines  
(e.g. ski lifts)



Areas  
(e.g. forests)



Vector model



Raster model

# Key to GIS Definitions

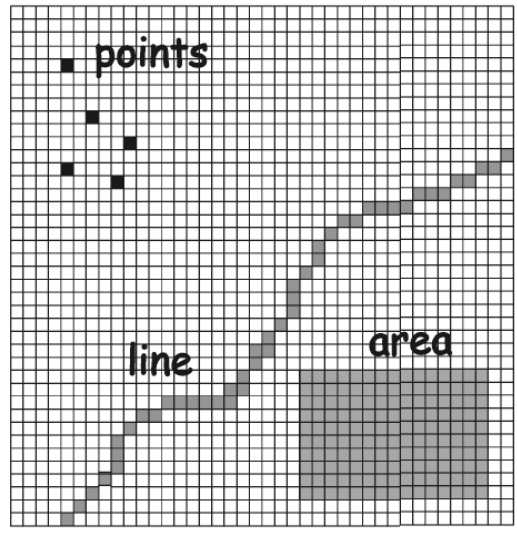
## Three key components of a GIS

- Real-world spatial data must be simplified for computer models.
- Break down geographic features into 3 basic entities – points, lines, areas/polygons:
  - ◆ Points: locations of small objects
  - ◆ Lines: represent linear objects
  - ◆ Area/Polygons: defined by closed connected set of lines



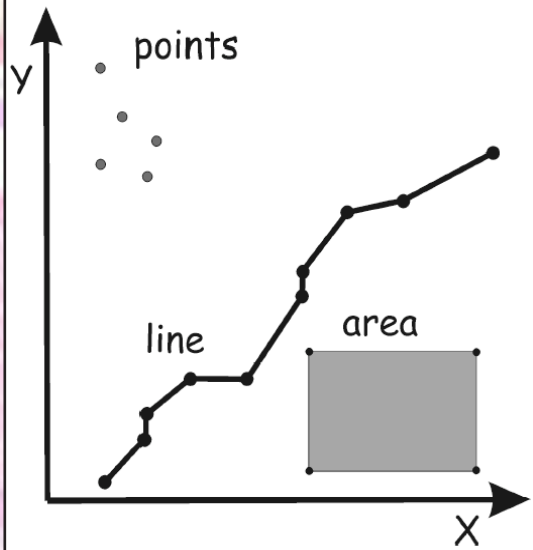
# Key to GIS Definitions

## Raster



- Data can be modeled as *discrete objects (vector)* or *continuous feature (raster)*.

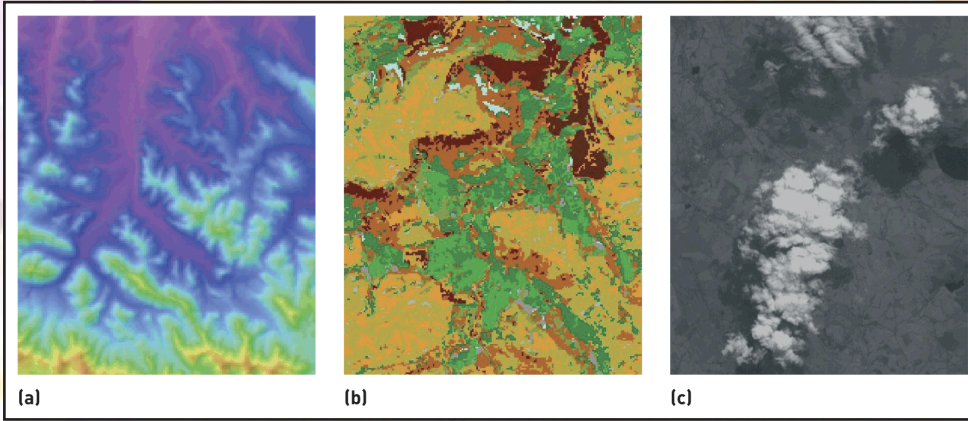
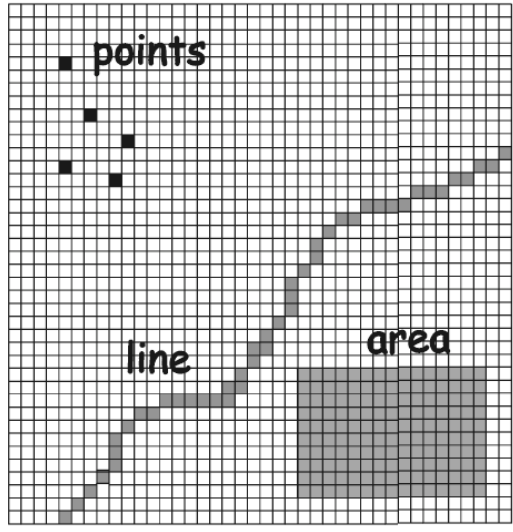
## Vector





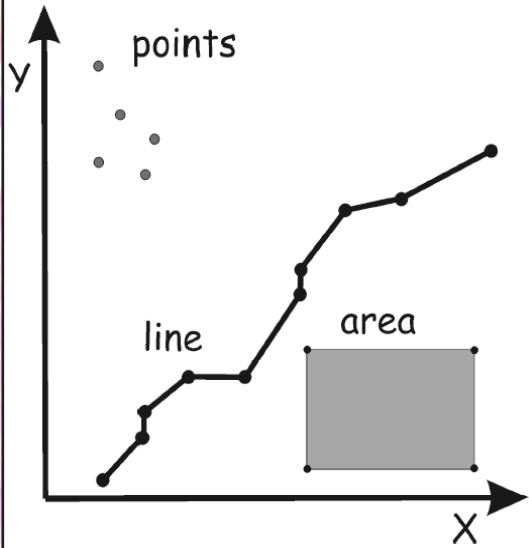
# Key to GIS Definitions

## Raster

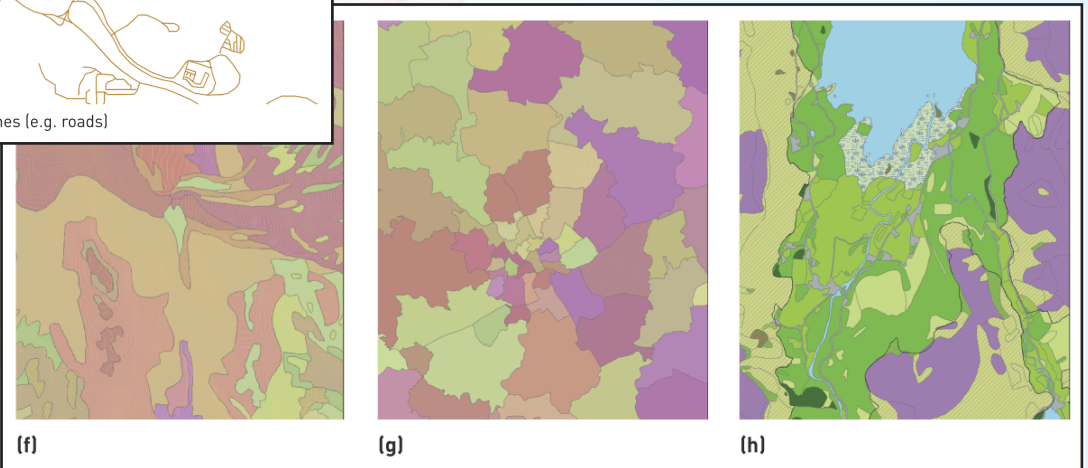
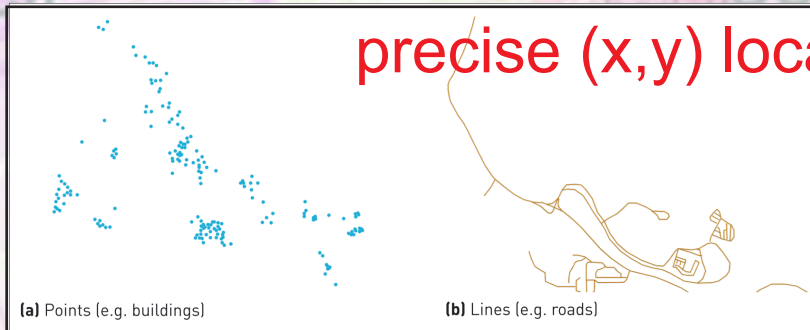


location recorded as 'nearest' cell

## Vector



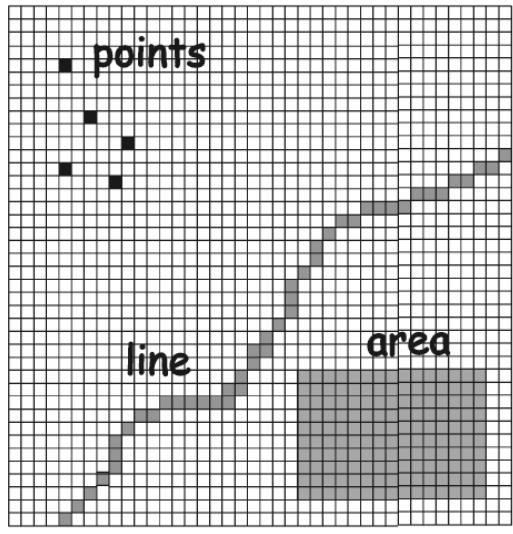
precise (x,y) location of points and vertices



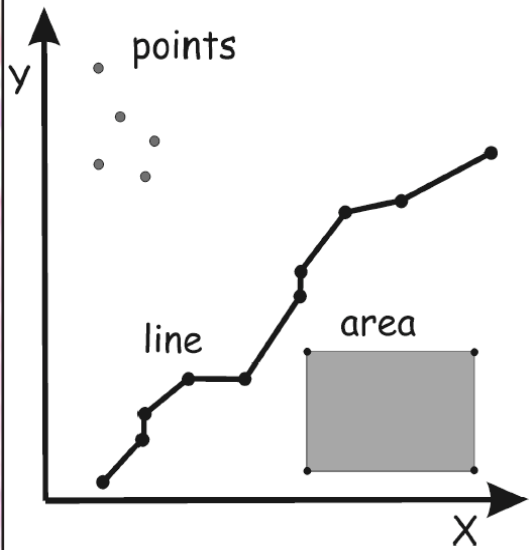


# Key to GIS Definitions

## Raster



## Vector



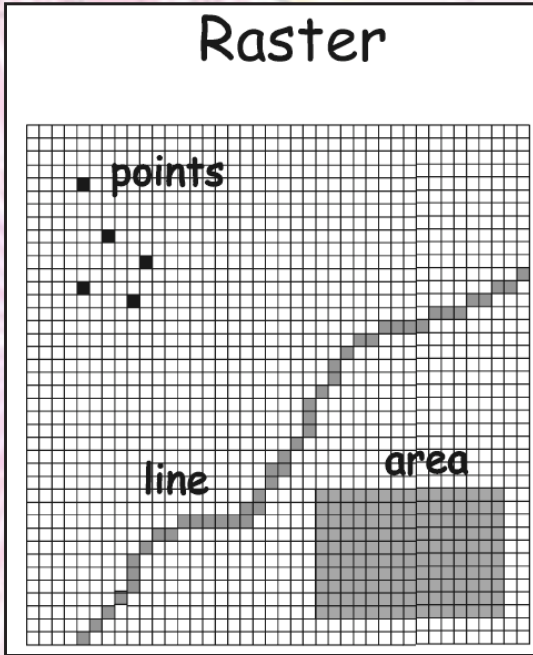
scalable



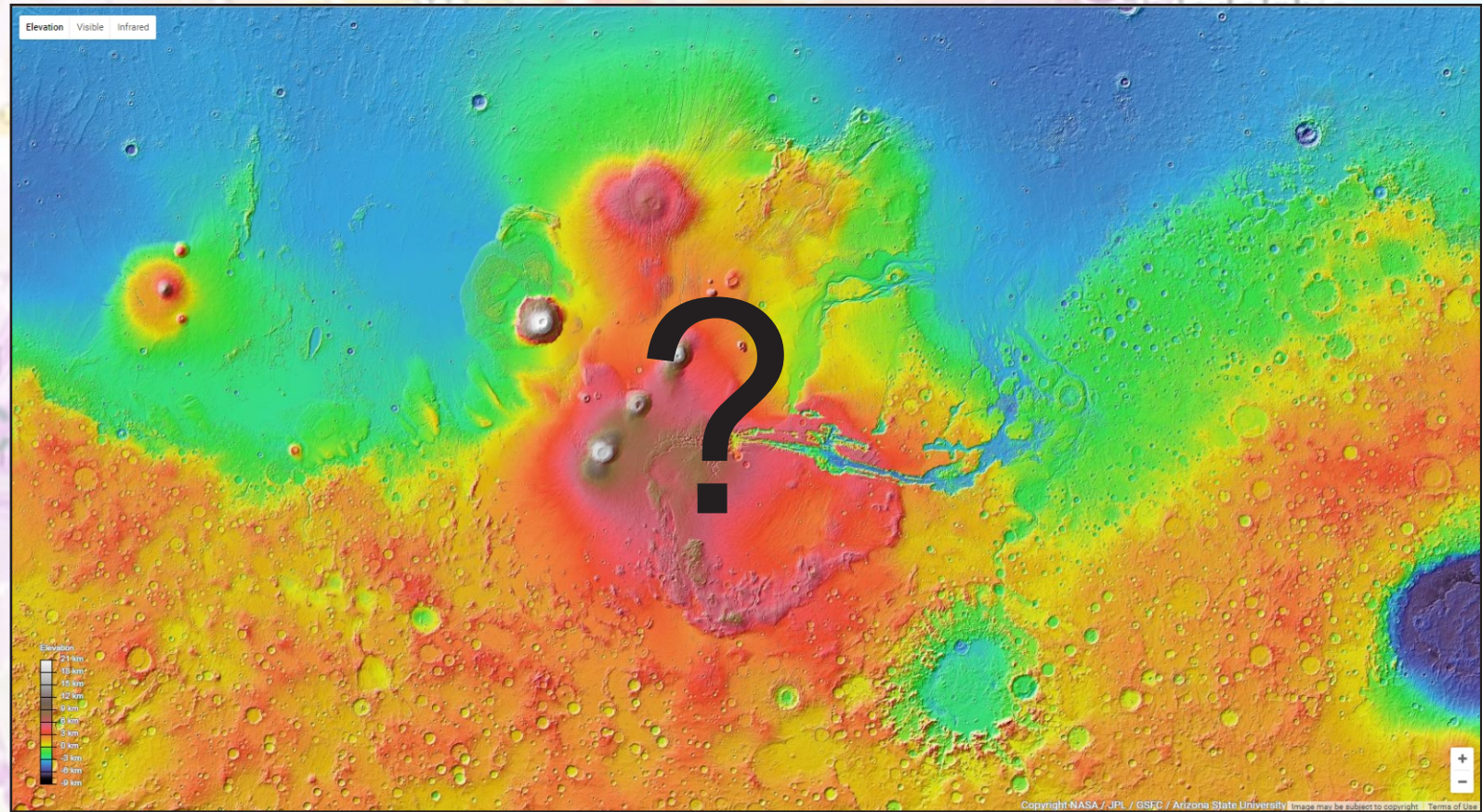
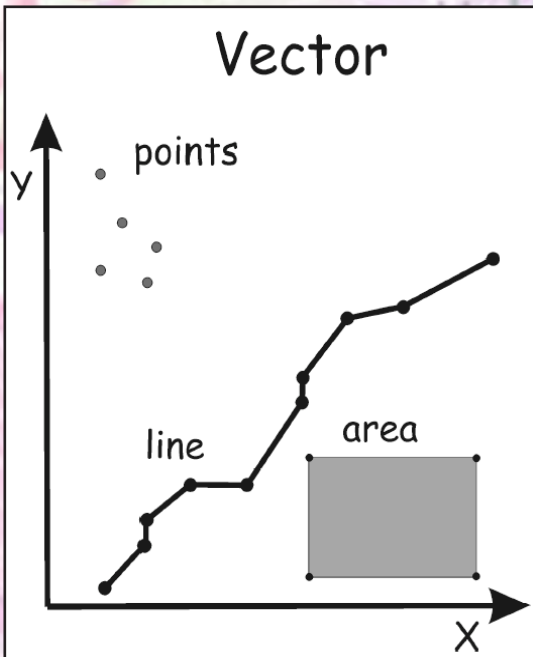


# Key to GIS Definitions

## Raster



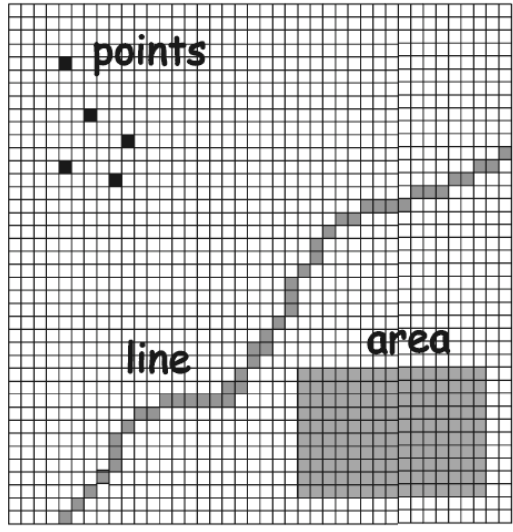
## Vector



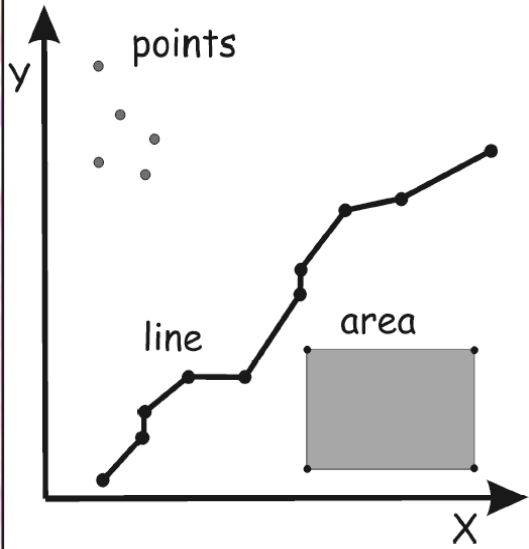


# Key to GIS Definitions

## Raster



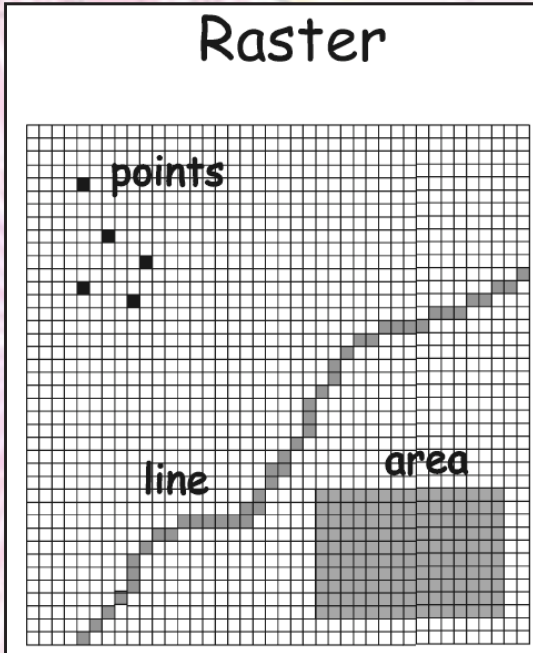
## Vector





# Key to GIS Definitions

## Raster



300 dpi



60 dpi

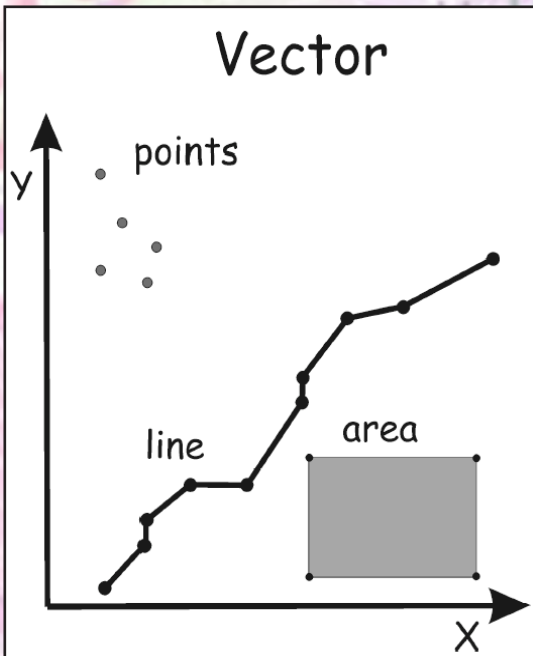


30 dpi



progressive loss of information and resolution

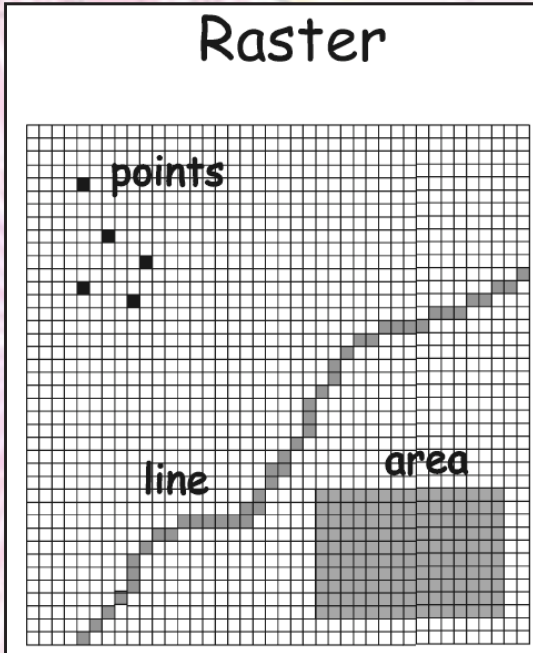
## Vector





# Key to GIS Definitions

## Raster



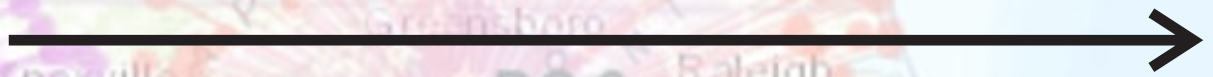
300 dpi



60 dpi



30 dpi

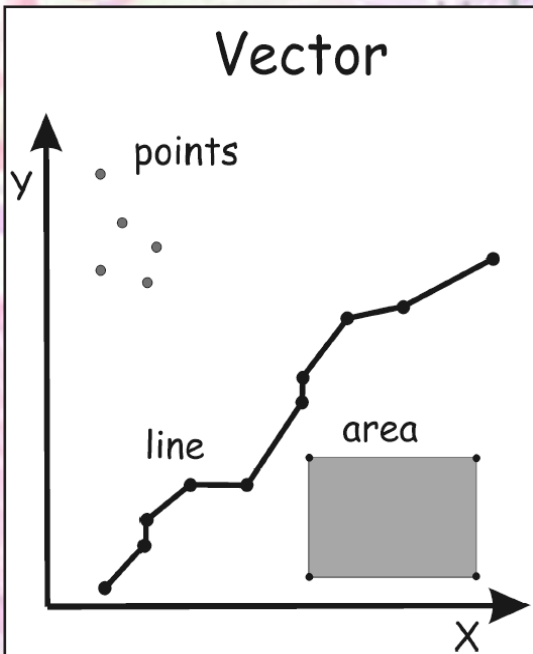


progressive loss of information and resolution



progressively larger file size

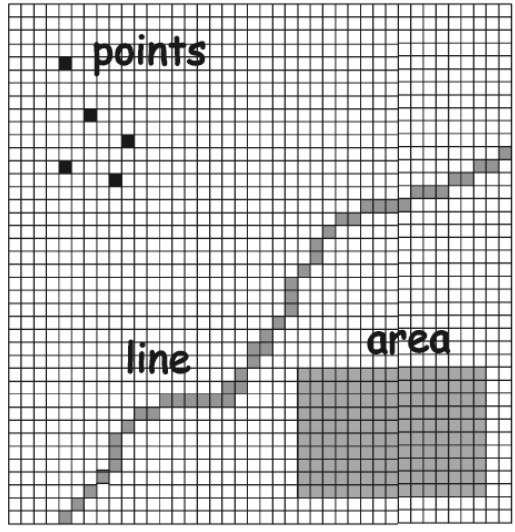
## Vector



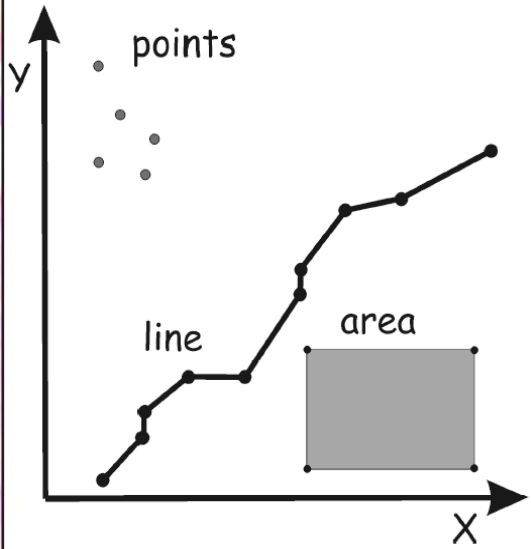


# Key to GIS Definitions

## Raster



## Vector



hard

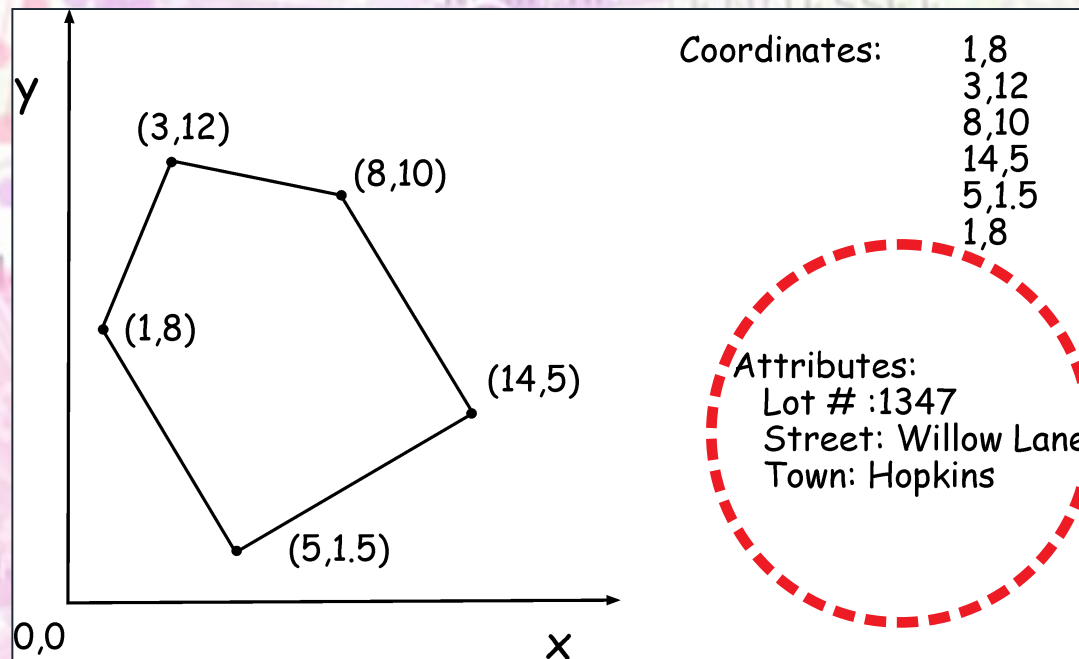
easy





# Spatial referencing

- Define the spatial location and extent of geographic objects.
- Typically, a pair of numbers that specify location in relation to an origin.

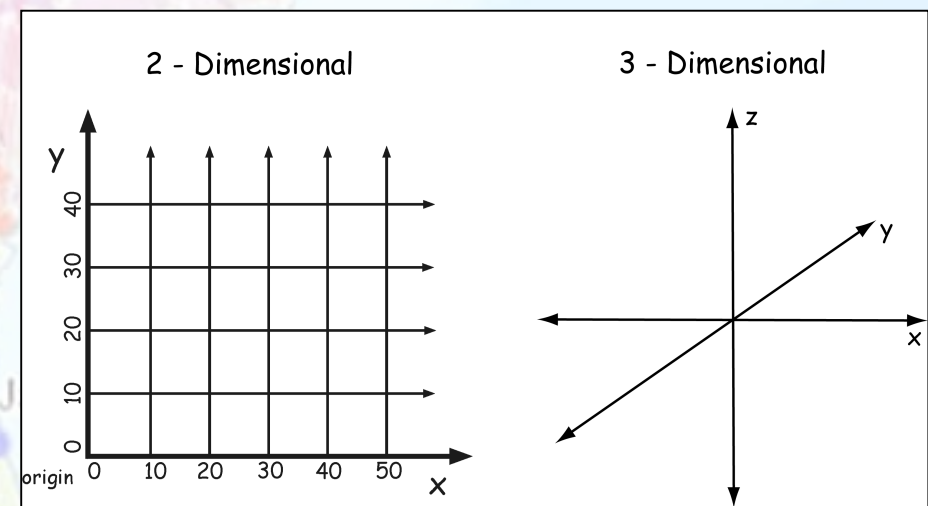
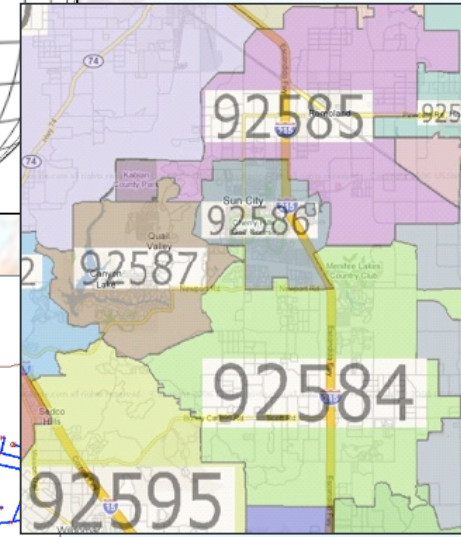
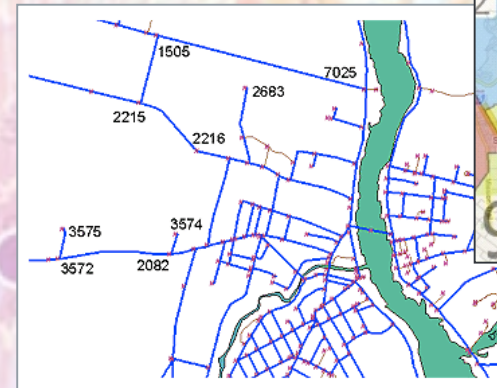
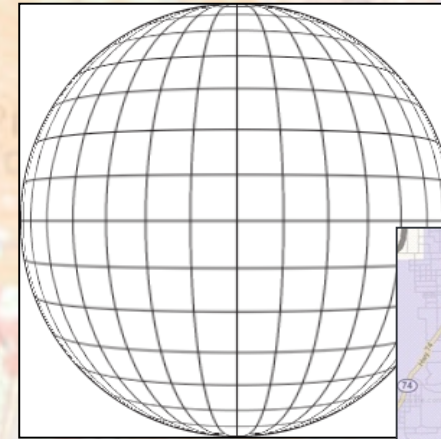


Attribute data connected to coordinates help define objects in the GIS



# Spatial referencing

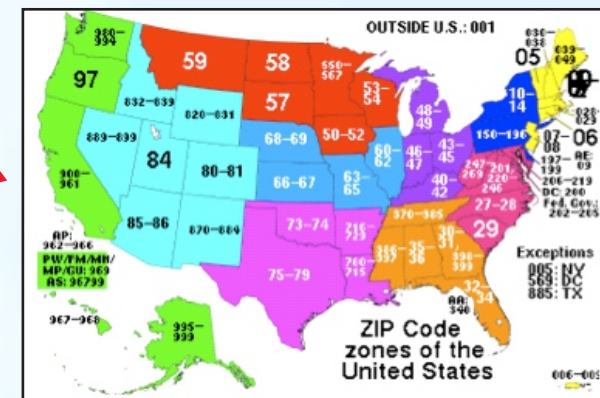
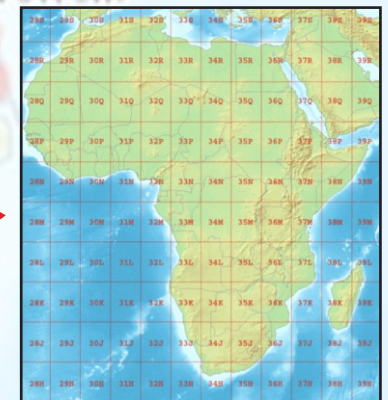
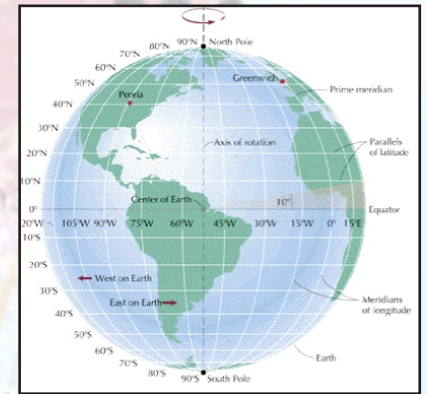
- Referencing systems are used to locate a feature on the Earth's surface or a map
- Characteristics of a referencing system
  - Show points, lines, areas
  - Measure length, size, shape
- Methods of spatial referencing
  - Geographic coordinates
  - Rectangular coordinates
  - Non-coordinate systems





# Spatial referencing

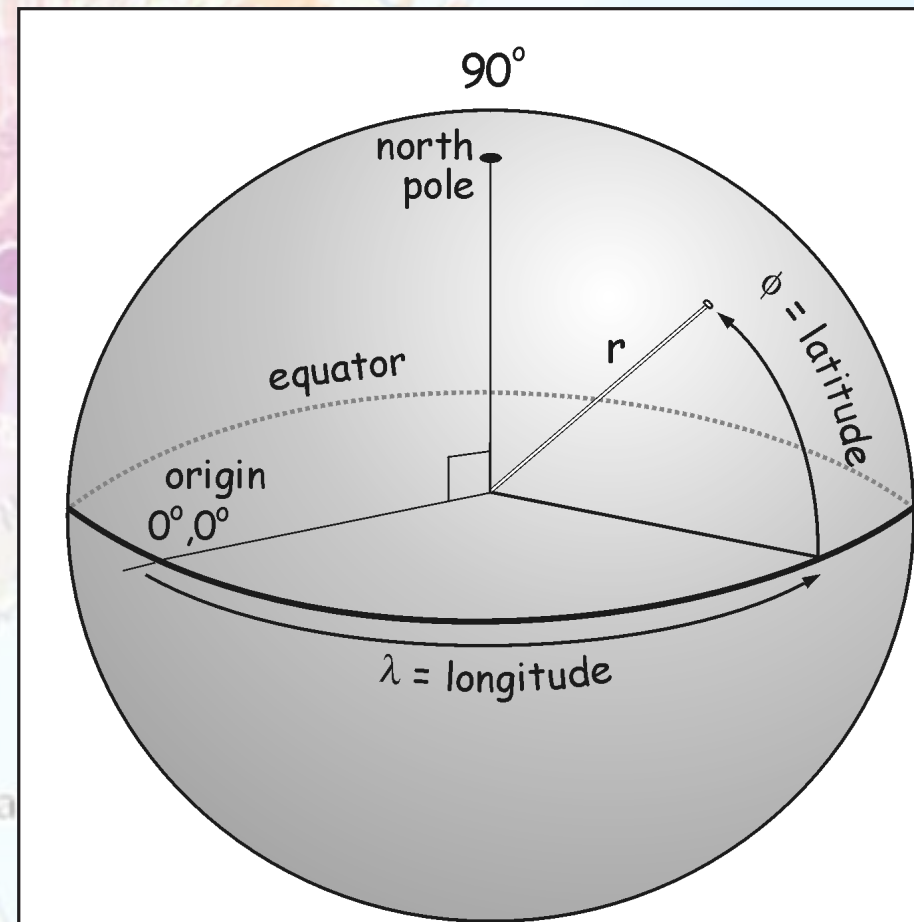
- Referencing systems are used to locate a feature on the Earth's surface or a map
- Characteristics of a referencing system
  - Show points, lines, areas
  - Measure length, size, shape
- Methods of spatial referencing
  - Geographic coordinates
  - Rectangular coordinates
  - Non-coordinate systems





# Spatial referencing – geographic coordinates

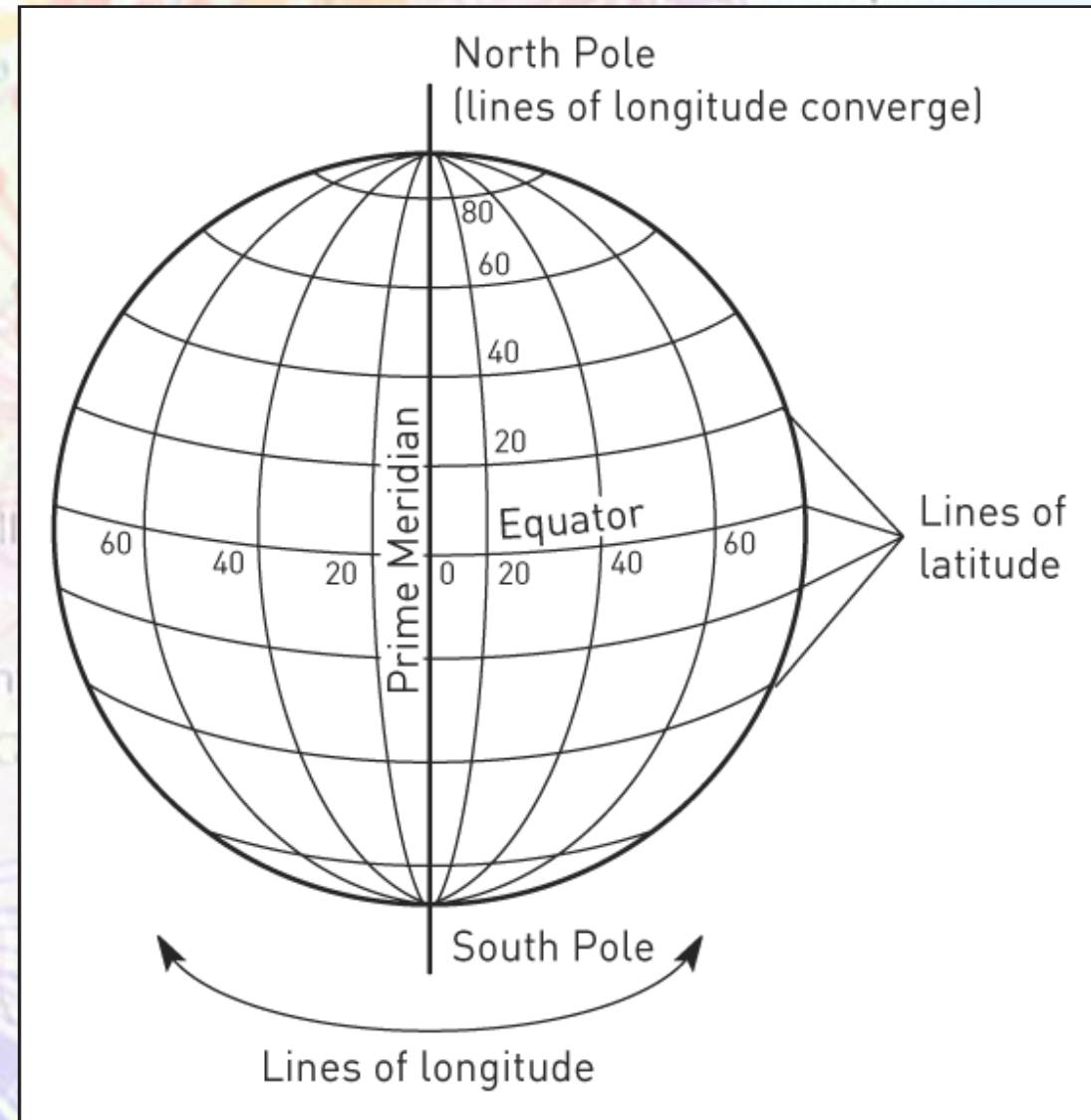
- Uses 2 angles of rotation and a radius to specify locations.
- Latitude and longitude are the only true geographic coordinates.





# Spatial referencing – geographic coordinates

- Lines of longitude (meridians) converge at the poles.
  - Zero is at the Greenwich meridian (aka Prime Meridian).
- Lines of latitude are perpendicular to lines of longitude and are parallel to each other





# Spatial referencing – geographic coordinates

- Can be expressed as decimal degrees (DD), but ...
- Coordinates are most often recorded in degrees-minutes-seconds (DMS) notation:
  - ◆ Expressed in degrees, minutes (1/60th of a degree) and seconds (1/60th of a minute).

DD from DMS

$$DD = D + M/60 + S/3600$$

e.g.

$$DMS = 32^{\circ} 45' 28''$$

$$\begin{aligned} DD &= 32 + 45/60 + 28/3600 \\ &= 32 + 0.75 + 0.0077778 \\ &= 32.7577778 \end{aligned}$$

DMS from DD

D = integer part

M = integer of decimal part x 60

S = 2nd decimal x 60

e.g.

$$DD = 24.93547$$

$$D = 24$$

$$\begin{aligned} M &= \text{integer of } 0.93547 \times 60 \\ &= \text{integer of } 56.1282 \\ &= 56 \end{aligned}$$

$$\begin{aligned} S &= \text{2nd decimal} \times 60 \\ &= 0.1282 * 60 = 7.692 \end{aligned}$$

so DMS is

$$24^{\circ} 56' 7.692''$$







# Non-Spatial Data: Attribute Data

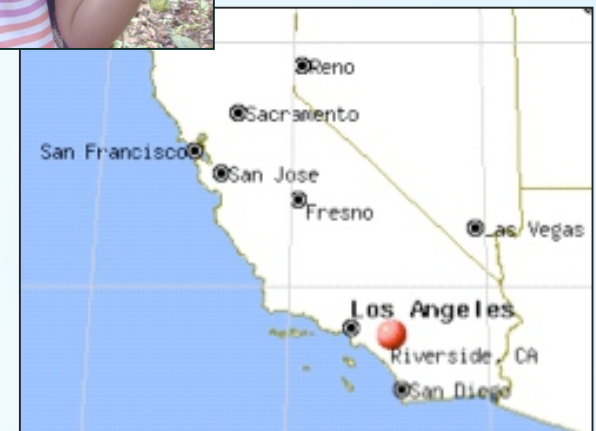
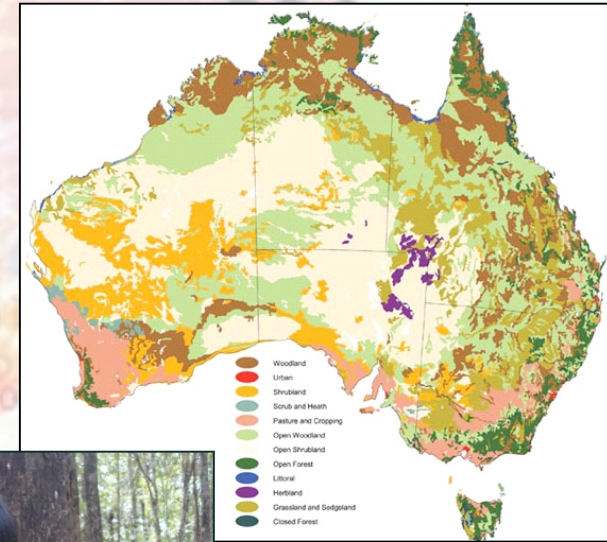
- Record the non-spatial characteristics of a spatial entity (point, line, area)

## 1) *Nominal Attributes:*

- Descriptive information about an object
- Establish identity
- No implied order, size or quantitative information
- Can't add or subtract to get useful information

### Examples:

- Place names (Riverside, Los Angeles, San Diego)
- Vegetation types (Grass, Forest, Tundra)
- Telephone numbers





# Non-Spatial Data: Attribute Data

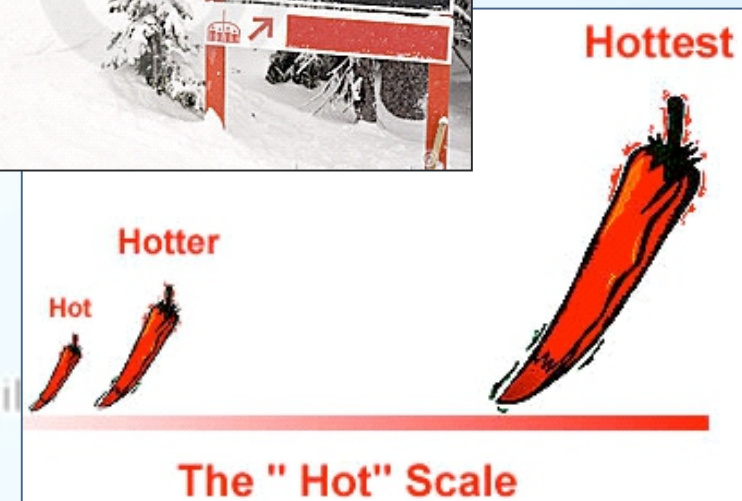
- Record the non-spatial characteristics of a spatial entity (point, line, area)

## 2) Ordinal Attributes:

- Imply a rank order or scale, but not relative size
- Descriptive: small, medium, large
- Numeric: scale 1-10
- Similar to nominal, cannot use arithmetic to get meaningful information about the difference between two objects.

### Examples:

- Dividing possible housing locations by classes where Class 1 implies a better building site than Class 2 or Class 3, etc.
- Amount of rainfall, e.g. high, moderate, low
- Ski run difficulty, e.g. black diamond, blue, green





# Non-Spatial Data: Attribute Data

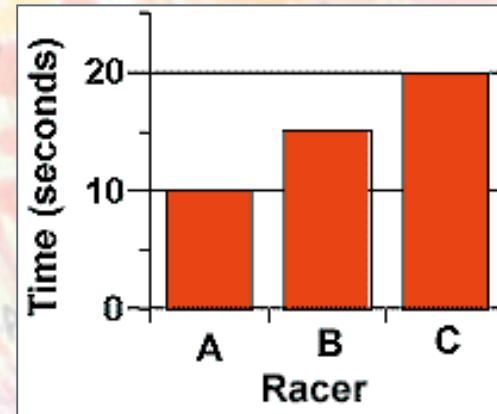
- Record the non-spatial characteristics of a spatial entity (point, line, area)

## 3) Interval/Ratio Attributes:

- Numeric items that reflect both order and absolute difference in magnitude.
- Often real numbers on a linear scale
- i.e. area, length, width, weight, etc.



















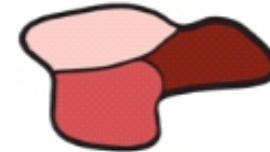













### Example:

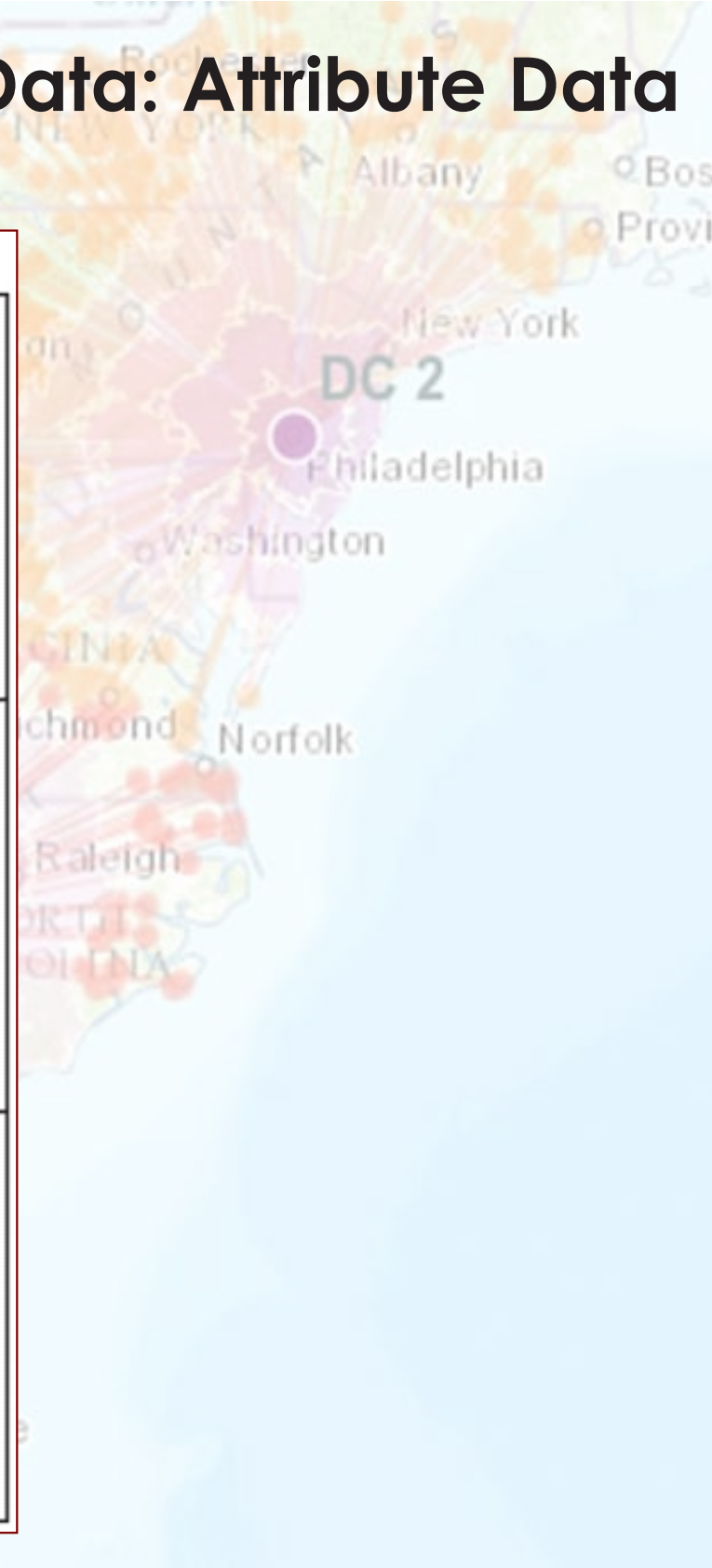
- Housing parcel area, e.g. Area1 = 5000 sq ft, Area2 = 10000 sq ft
- Length of railway track, e.g. Track1 = 50 mi, Track2 = 100mi





# Non-Spatial Data: Attribute Data

	Point	Line	Area
Nominal	<ul style="list-style-type: none"> <li> city</li> <li> church</li> <li> school</li> <li> campground</li> <li>BM<sub>x</sub> benchmark</li> </ul>	<ul style="list-style-type: none"> <li> road</li> <li> stream</li> <li> utility</li> </ul>	<ul style="list-style-type: none"> <li> desert</li> <li> water</li> <li> forest</li> </ul>
Ordinal	<ul style="list-style-type: none"> <li> small city</li> <li> medium city</li> <li> large city</li> </ul>	<p><b>Highways</b></p> <ul style="list-style-type: none"> <li> dual</li> <li> primary</li> <li> secondary</li> <li> light</li> <li> trail</li> </ul>	<p><b>Soil Permeability</b></p>  <ul style="list-style-type: none"> <li> Low</li> <li> Medium</li> <li> High</li> </ul>
Interval/Ratio	<p><b>2010 Population</b></p> <ul style="list-style-type: none"> <li> 10,000</li> <li> 25,000</li> <li> 50,000</li> <li> 75,000</li> <li> 100,000</li> </ul>	 <p>contours</p> <p>flow (ft<sup>3</sup>/sec)</p>	<p><b>Wheat Yield</b></p>  <ul style="list-style-type: none"> <li> 0 - 99 bushels/ac</li> <li> 100 - 199</li> <li> 200 - 299</li> </ul>



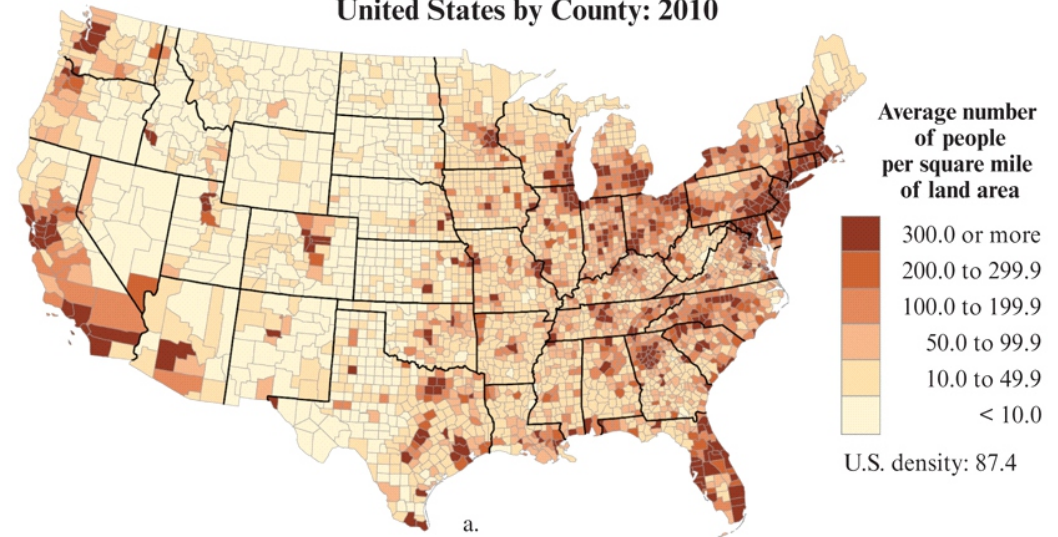


# Sources of Spatial Data

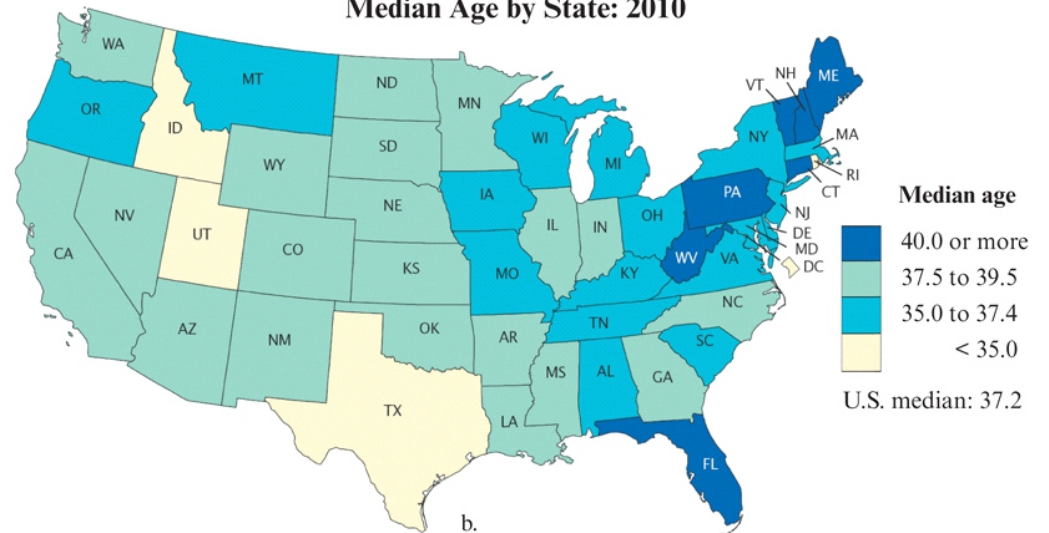
- Census is systematic collection of information about all members of a population
- U.S. collects data every 10 years

Examples of U.S. Census Bureau Geographic Information

Population Density of the United States by County: 2010



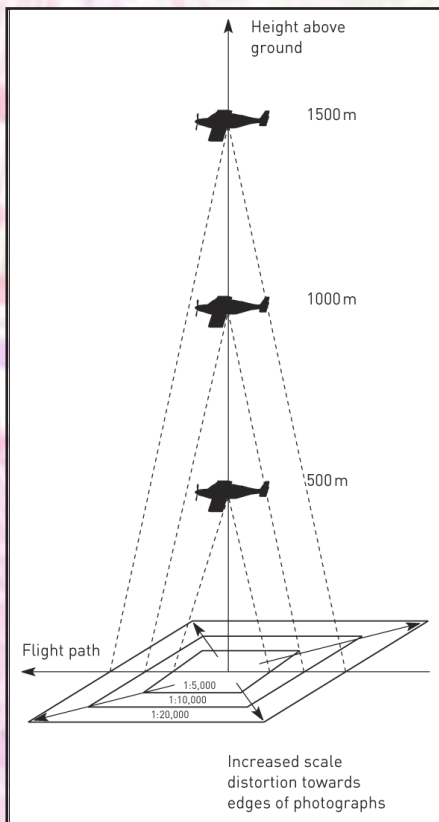
Median Age by State: 2010





# Sources of Spatial Data

- Images taken above the Earth's surface typically by plane, info about land use, vegetation type, and land change, etc.



(a) Infrared vertical aerial photograph



(b) Vertical colour aerial photographs showing archaeological remains



(c) Vertical black and white aerial photograph

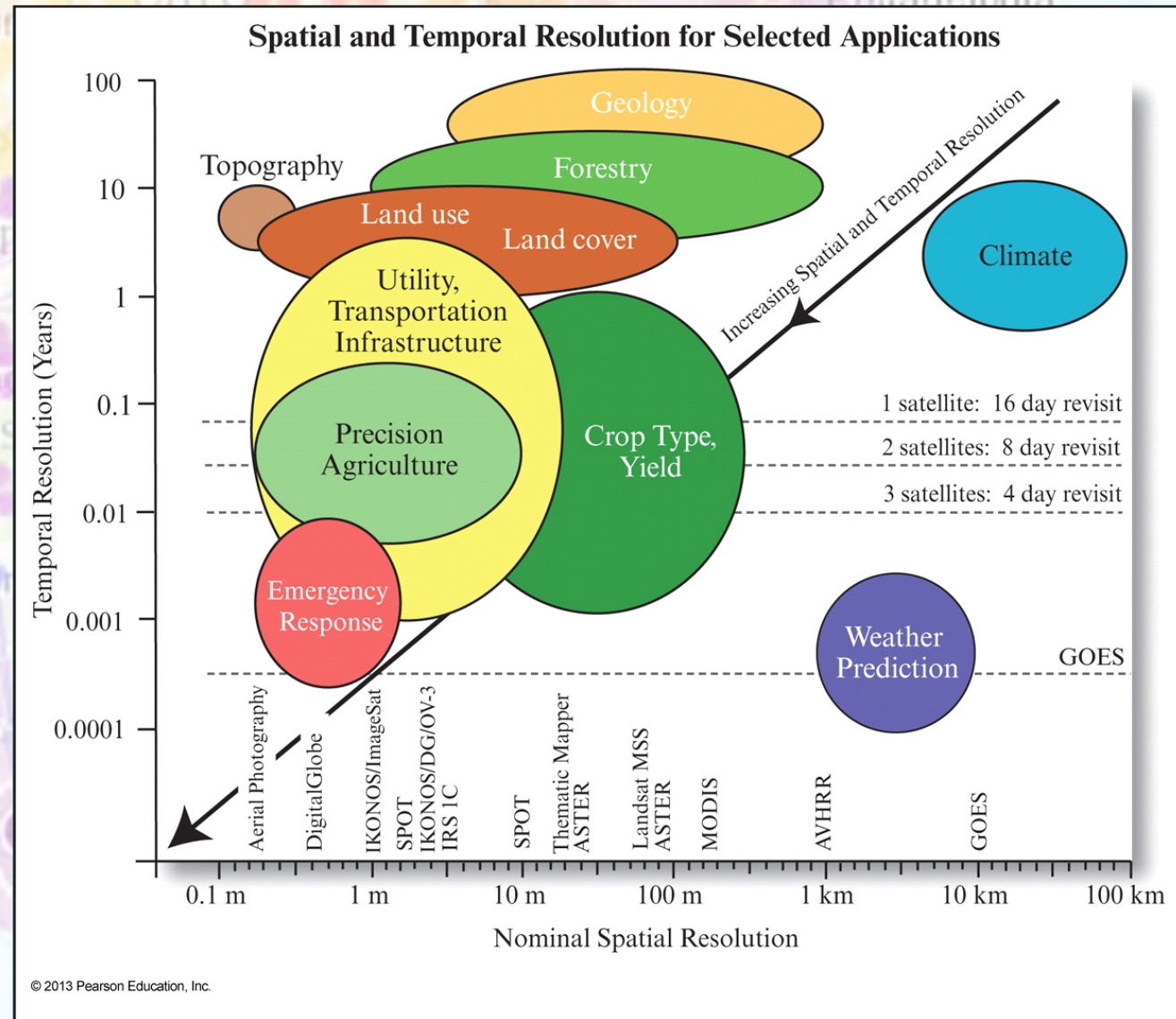


# Sources of Spatial Data

- Spatial and temporal resolution trade-offs must be made when collecting data

- For example:

- Land-use mapping require high spatial resolution (1-5 m) imagery (1-10 yrs)
- Weather applications can use lower resolution (5 km) but be collected more frequently (subhour to hour).





# Sources of Spatial Data

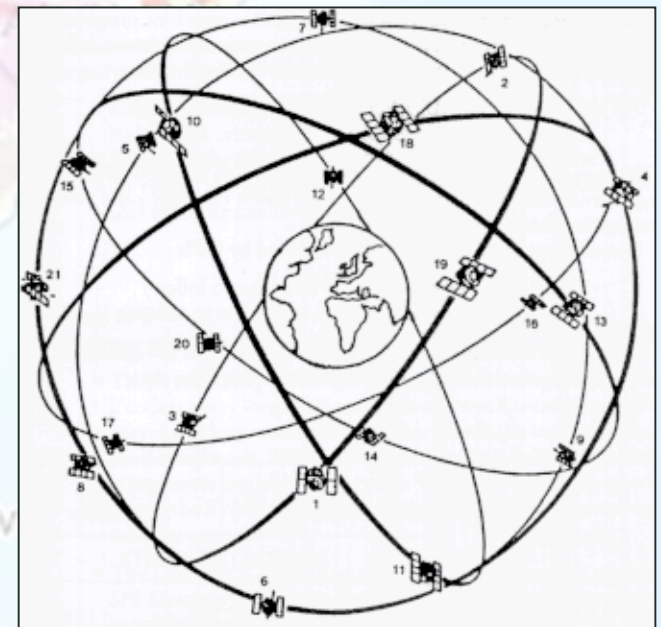
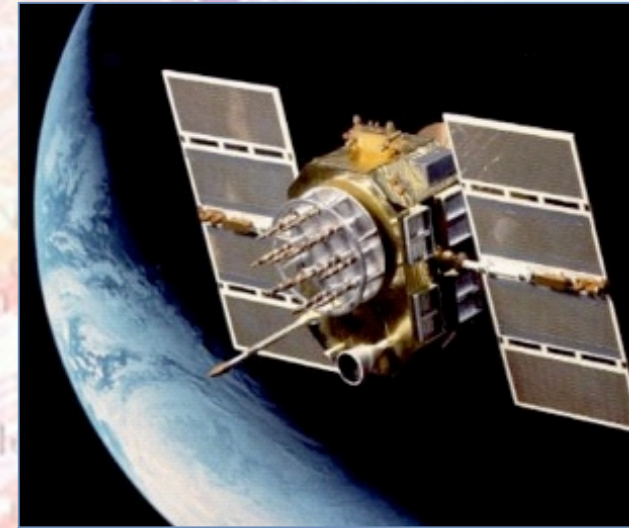
- One way to collect data in the field to import into GIS
- Hand-held devices that use signals from GPS satellites to work out the exact location of the user on the Earth's surface
- Maintained by the U.S. Govt
- Accuracy varies from 100 m to mm's!





# Sources of Spatial Data

- First GPS satellite launched in 1978
- Full constellation achieved in 1994
- 24+ satellites in constellation
  - 6 planes with  $55^\circ$  inclination
  - Each plane has 4-5 satellites
  - Broadcasting position and time info on 2 frequencies
  - 1 revolution in approximately 12 hrs





# Sources of Spatial Data

- Over \$19 billion invested by Department of Defense
- Dual Use System Since 1985 (civilian & military)
- Civilian community was quick to take advantage of the system

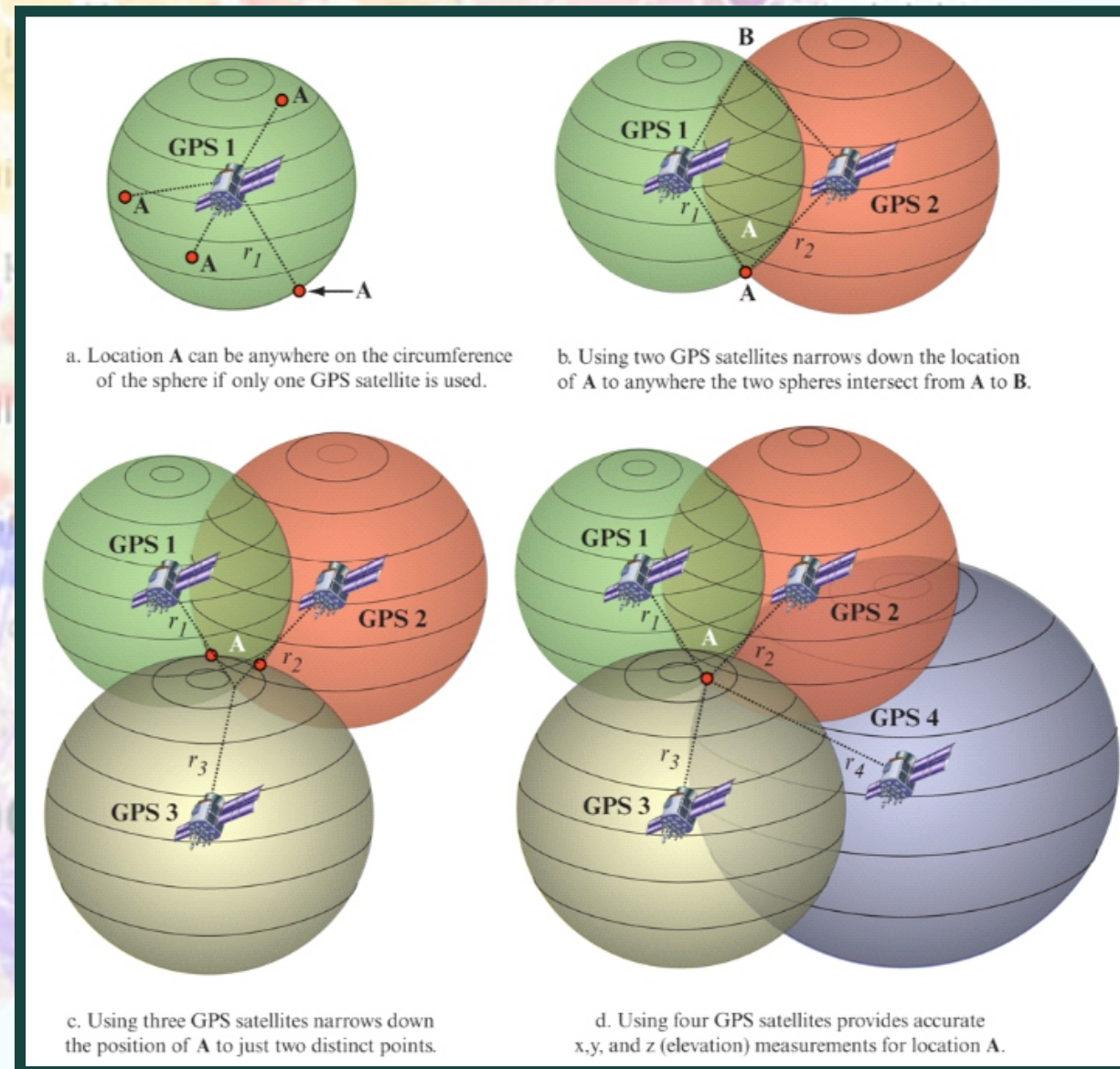




# Sources of Spatial Data

## How it works:

- Know time (distance) to one satellite
- With distances to 2 other satellites, we can pinpoint location using trigonometry
- Fourth satellite is used to check timing issues

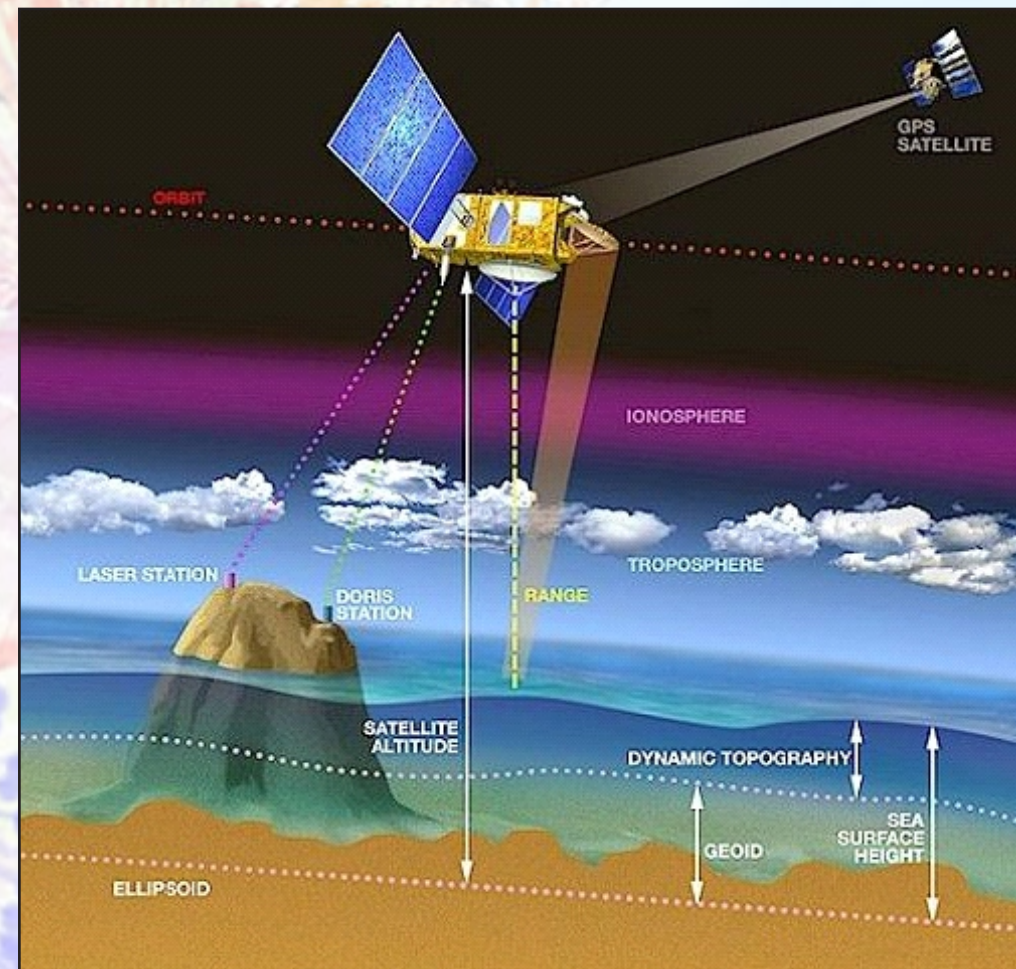




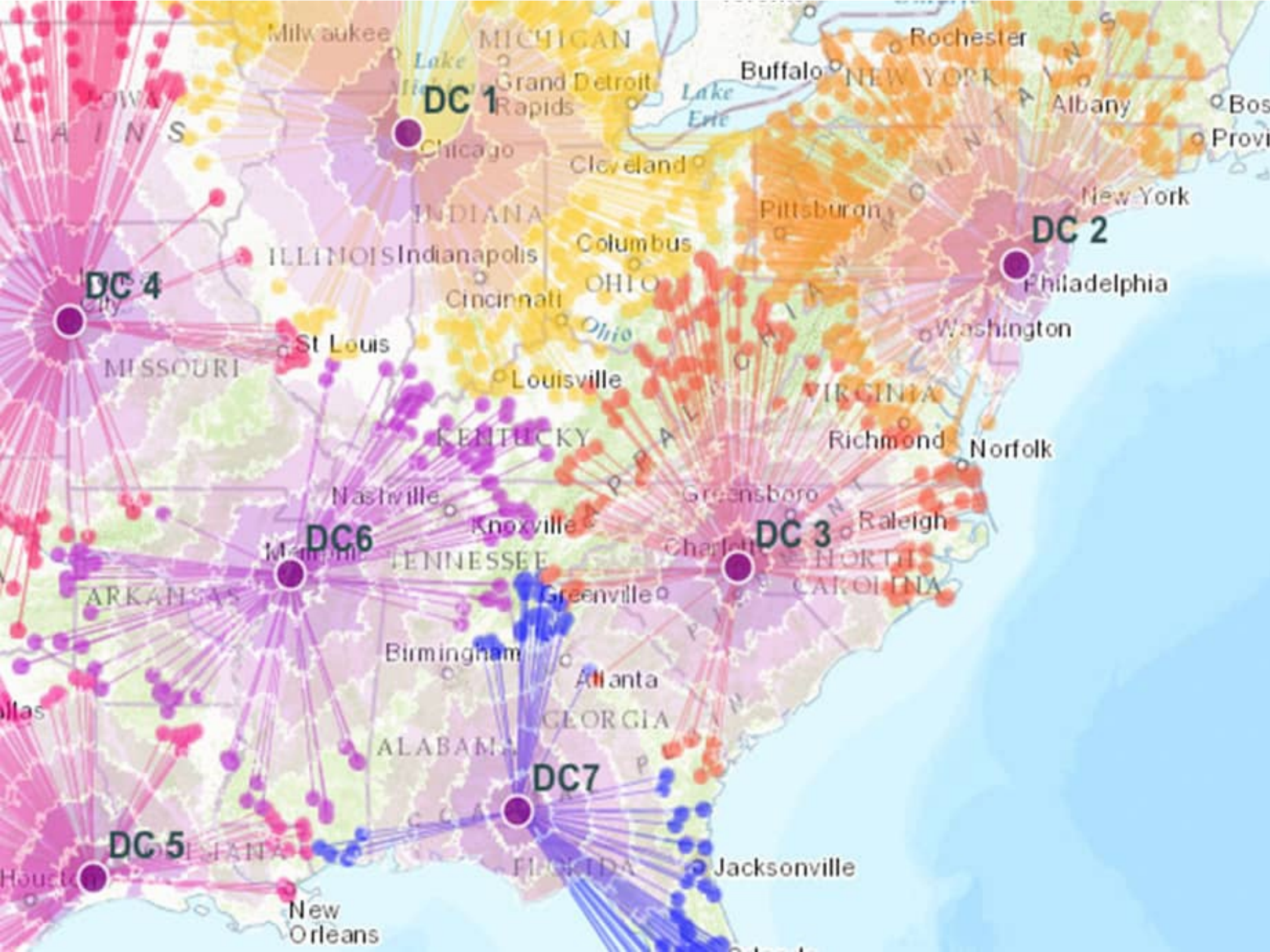
# Sources of Spatial Data

## ■ Sources of Error:

- Clock Error
  - Differences between satellite clock and receiver clock
- Ionosphere Delays
  - Delay of GPS signals as they pass through the layer of charged ions and free electrons known as the ionosphere.
- Multipath Error
  - Caused by local reflections of the GPS signal that mix with the desired signal













# GEO157

	Monday am (1)	Monday am (2)	Monday	Friday am	Friday
WEEK	<b>Lecture A</b> 09:10-10:30 Sproul 2225	<b>Lecture B</b> 10:40-12:00 Sproul 2225	<b>Office Hours:</b> 1-3 pm	<b>LAB</b> 09:10-12:00 Sproul 2225	<b>Exrta lab hours:</b> 12-2 pm
(#1) 2nd / 6th April	<b>Course introduction</b> Course introduction and logistics. Laptop software installation.			<b>fake 'fieldwork' fun</b> Paper-based and web-based GIS-like problems.	
(#2) 9th / 13th April	<b>Lecture 1, Discussion</b> Chapter 1: What is GIS?	<b>Lecture 2</b> Chapter 2: Spatial data		<b>Lab 1</b> Digitizing	
	<b>Problem Set 0 due</b>	<b>Problem Set 1 (Ch. 1)</b>			
(#3) 16th / 20th April	<b>Worked problems</b>	<b>Lecture 3</b> Chapter 3: Spatial data modelling		<b>Lab 2</b> GPS, Georeferencing, and Geocoding	
	<b>Problem Set 1 due</b>	<b>Problem Set 2 (Ch. 2+3)</b>		<b>Lab 1 due</b>	
(#4) 23rd / 27th April	<b>Worked problems</b>	<b>Lecture 4</b> Chapter 4: Database management		<b>Lab 3</b> Interpolating weather	
	<b>Problem Set 2 due</b>			<b>Lab 2 due</b>	
(#5) 30th / 4th May	<b>Worked problems</b>	<b>Lecture 5</b> Chapter 5: Data input and editing		<b>Lab 4</b> Vector analysis using earthquake data	
	<b>Oral presentations set</b>	<b>Problem Set 3 (Ch. 4+5)</b>		<b>Lab 3 due</b>	



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