

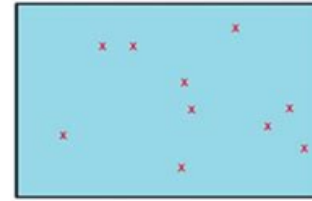
Vector and Raster analysis

Open the bash terminal and run

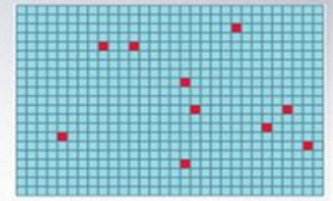
```
cd $HOME
```

```
rm -fr $HOME/SE_data
```

```
git clone https://github.com/selvaje/SE_data.git
```



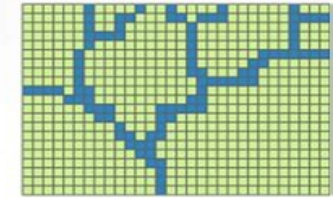
Point features



Raster point features



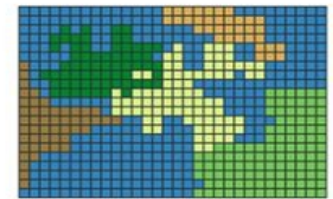
Line features



Raster line features



Polygon features

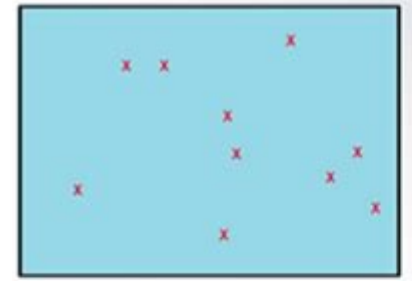


Raster polygon features

Vector analysis

Vector analysis can be performed at

Single Layer
Multiple Layer



Point features

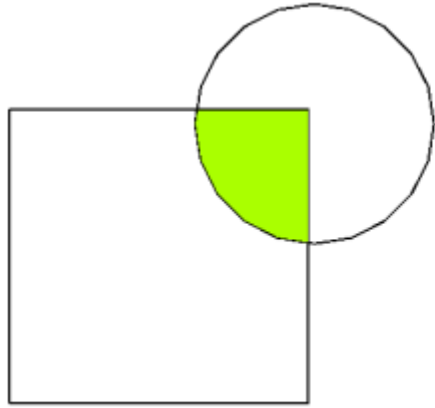


Line features

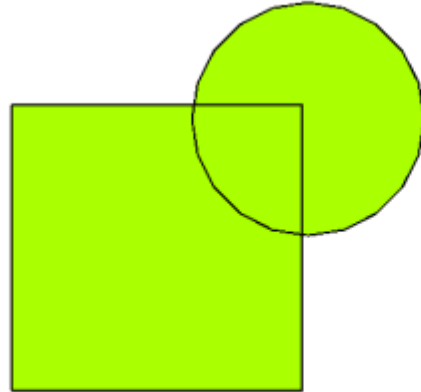


Polygon features

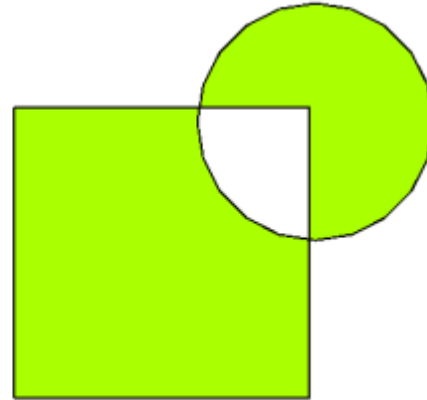
Polygon overlay



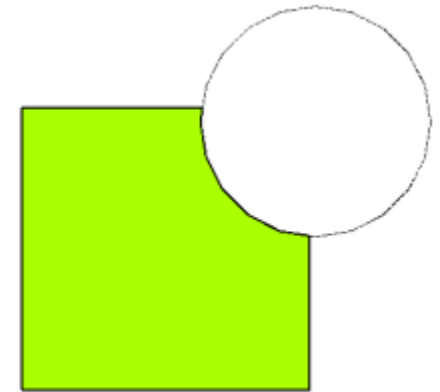
Intersection



Union

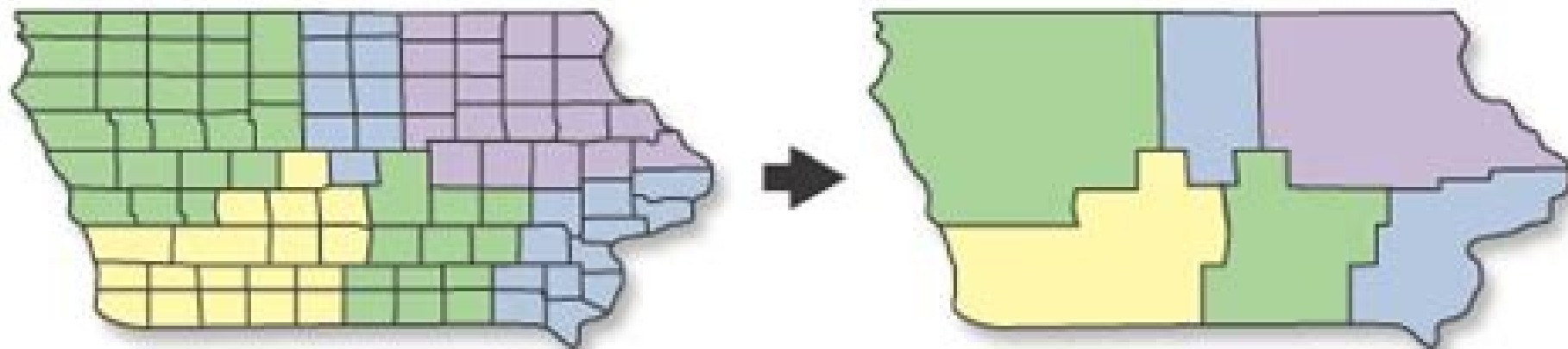


Symmetrical Difference



Difference

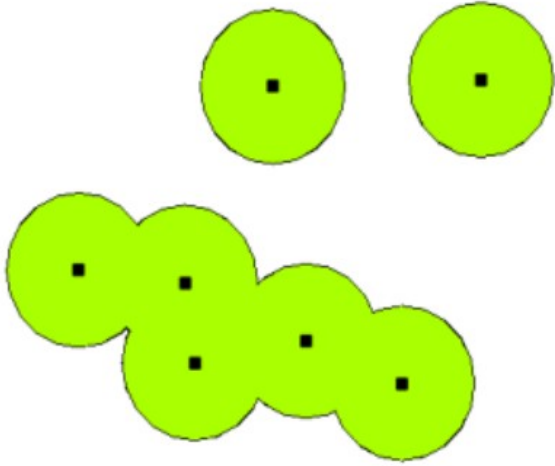
Dissolve



INPUT

OUTPUT

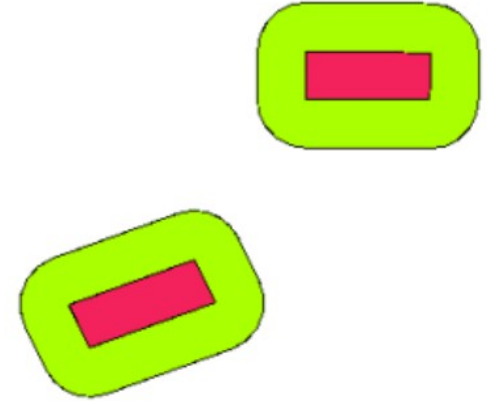
Buffer



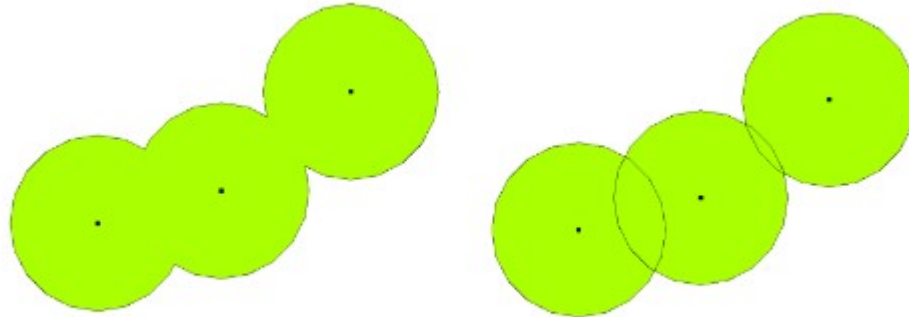
A buffer zone around vector points.



A buffer zone around vector polylines.

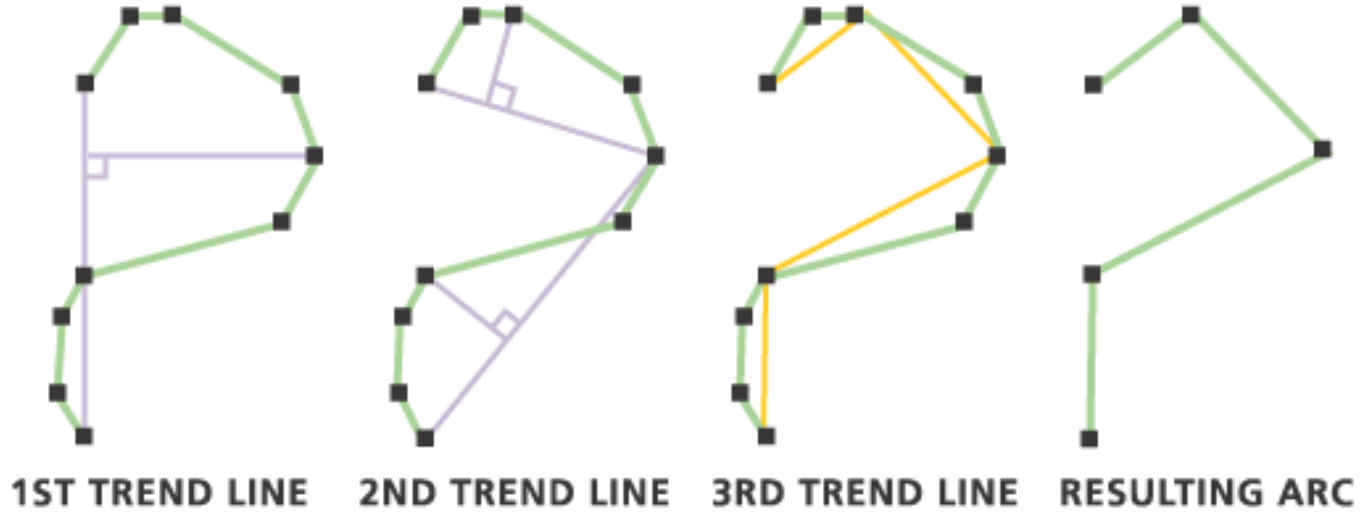


A buffer zone around vector polylines.



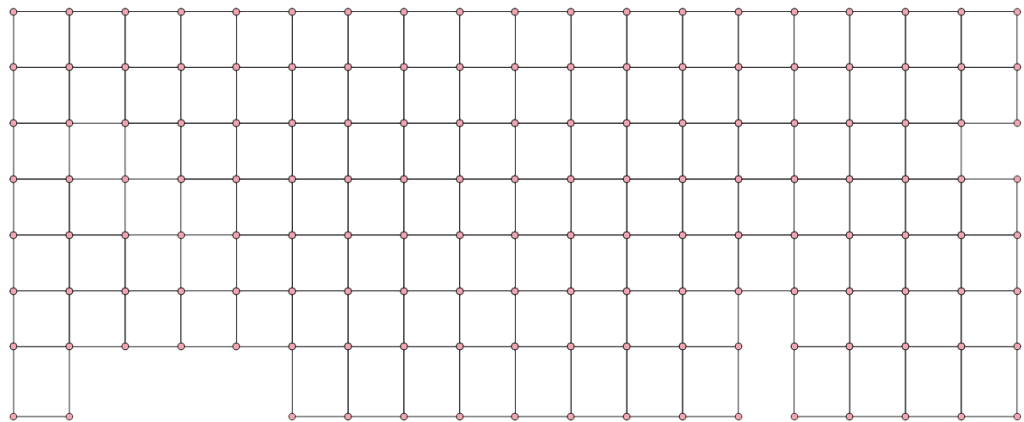
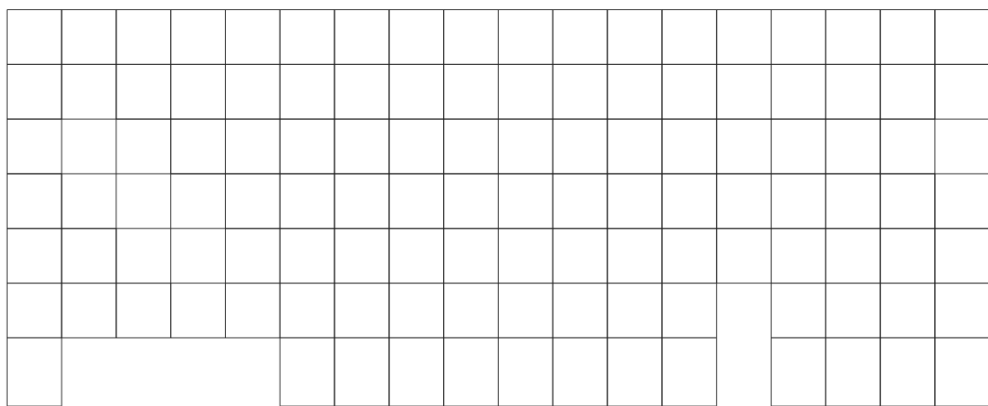
Buffer zones with dissolved (left) and with intact boundaries (right) showing overlapping areas.

Simplify



— SIMPLIFICATION TOLERANCE

Extract vertex



Other vector analysis

- Spatial Index
- Fix Geometry
- Distance Matrix
- List unique values
- Join attributes by location
- gdal/ogr commands in qgis

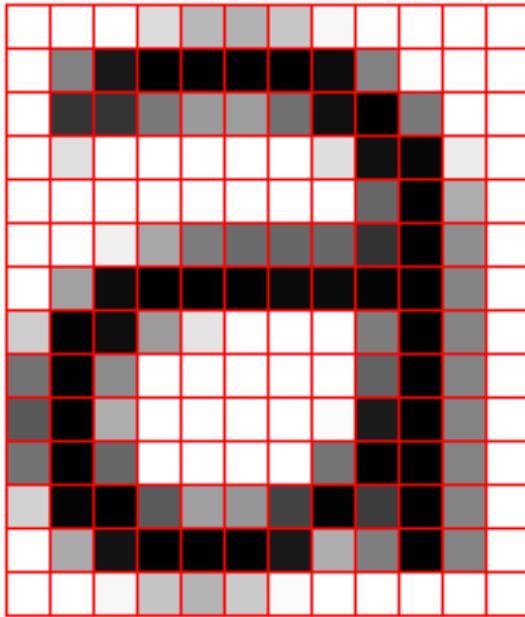
https://docs.qgis.org/3.10/en/docs/training_manual/vector_analysis/index.html#

<https://courses.spatialthoughts.com/advanced-qgis.html>

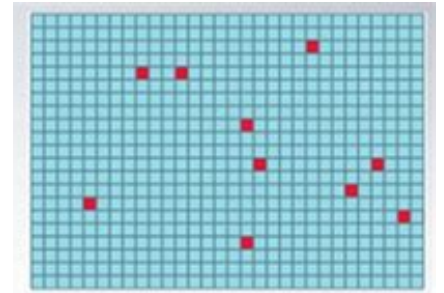
https://www.qgistutorials.com/en/docs/3/handling_invalid_geometries.html

Raster analysis

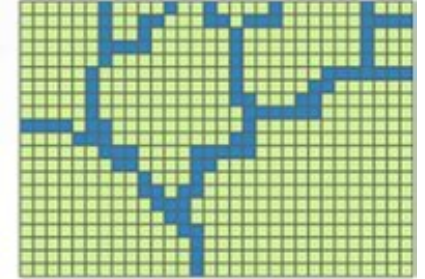
a



1.0	1.0	1.0	0.9	0.6	0.6	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
1.0	0.5	0.0	0.0	0.0	0.0	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0
1.0	0.2	0.2	0.5	0.6	0.6	0.5	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0
1.0	0.9	1.0	1.0	1.0	1.0	1.0	0.9	0.0	0.0	0.9	1.0	1.0	1.0	1.0
1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.5	0.0	0.5	1.0	1.0	1.0	1.0
1.0	1.0	1.0	0.5	0.5	0.5	0.5	0.5	0.4	0.0	0.5	1.0	1.0	1.0	1.0
1.0	0.4	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.5	1.0	1.0	1.0	1.0
0.9	0.0	0.0	0.6	1.0	1.0	1.0	1.0	0.5	0.0	0.5	1.0	1.0	1.0	1.0
0.5	0.0	0.6	1.0	1.0	1.0	1.0	1.0	0.5	0.0	0.5	1.0	1.0	1.0	1.0
0.5	0.0	0.7	1.0	1.0	1.0	1.0	1.0	0.0	0.0	0.5	1.0	1.0	1.0	1.0
0.6	0.0	0.6	1.0	1.0	1.0	1.0	0.5	0.0	0.0	0.5	1.0	1.0	1.0	1.0
0.9	0.1	0.0	0.6	0.7	0.7	0.5	0.0	0.5	0.0	0.5	1.0	1.0	1.0	1.0
1.0	0.7	0.1	0.0	0.0	0.0	0.1	0.9	0.8	0.0	0.5	1.0	1.0	1.0	1.0
1.0	1.0	1.0	0.8	0.8	0.9	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0



Raster point features



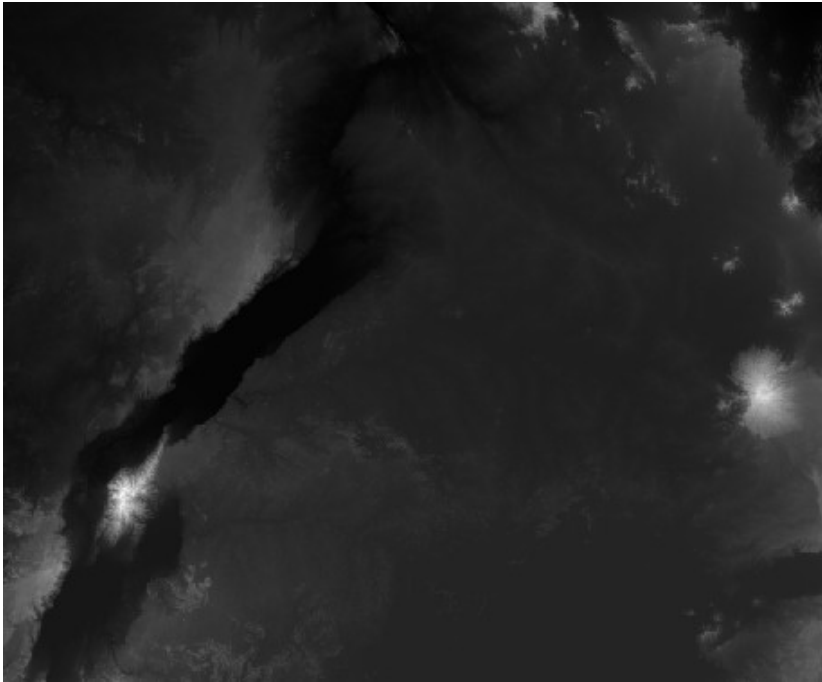
Raster line features



Raster polygon features

Raster Clipping / Cropping

Clipping / Cropping = reduce the coverage of the regional extent



Resampling/Aggregate

Resampling/Aggregate/Disaggregate = change pixel reso

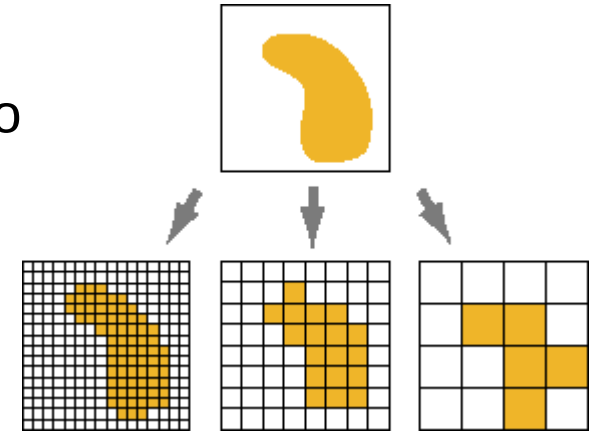
– Continues data

- Nearest Neighbor
- Average
- Median
- Bilinear Interpolation (weighted average of the 4 surrounding cells)
- Cubic Convolution Interpolation (weighted average of the 16 surrounding cells)



– Categorical data

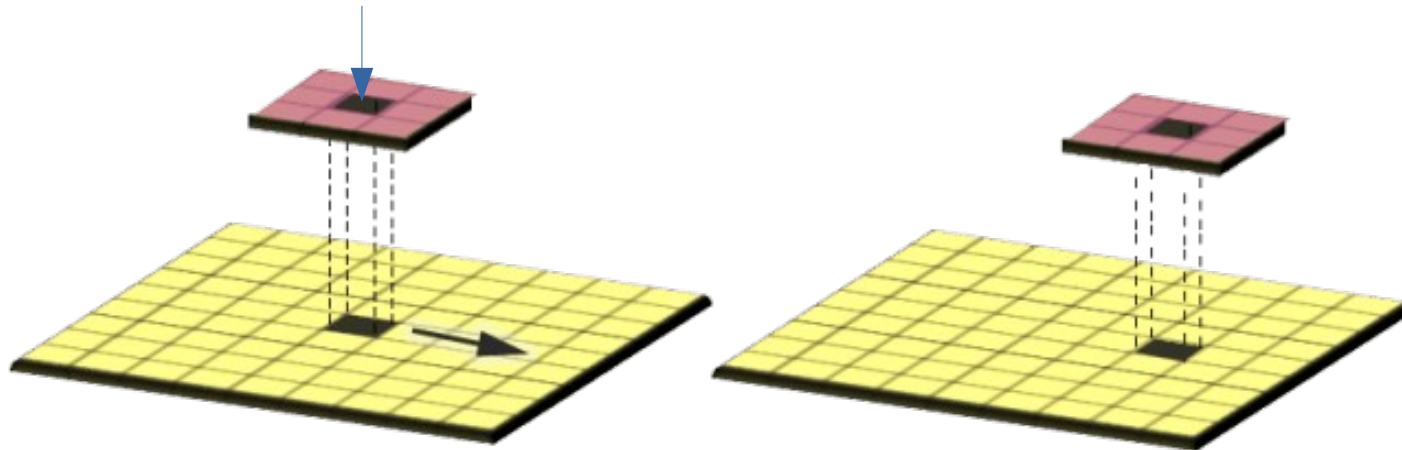
- Nearest Neighbor
- Count
- Majority



Filtering

- Moving window (dimension of the pixel do not change)
 - median, variance, min, max, sum, mean, dilate, erode, close, open, percentile, count, majority

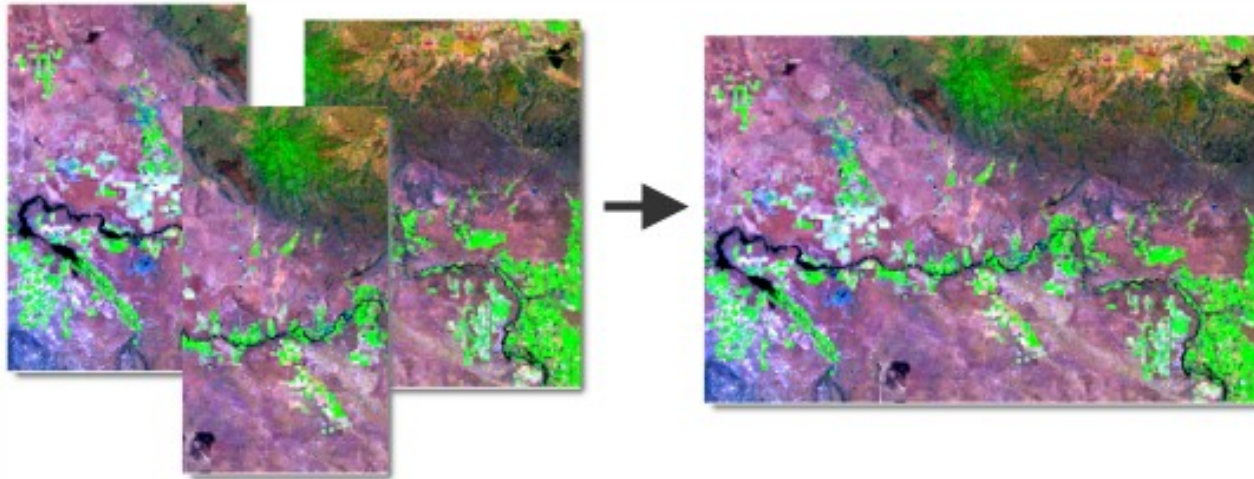
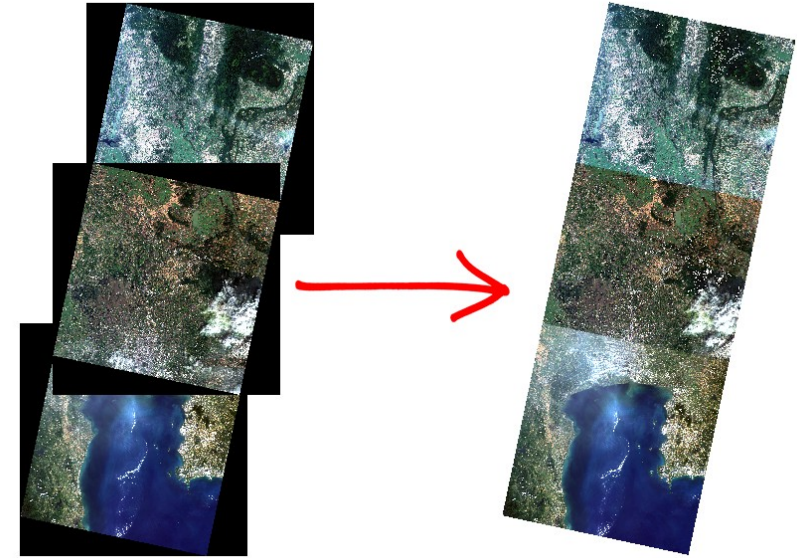
Focal cell (value computed base on the 9 cells within the moving window)



Masking



Mosaicking/Merging



Raster calculator

- Mathematical operation at raster level → operation among matrix
- Better if the raster have same extent and pixel resolution

