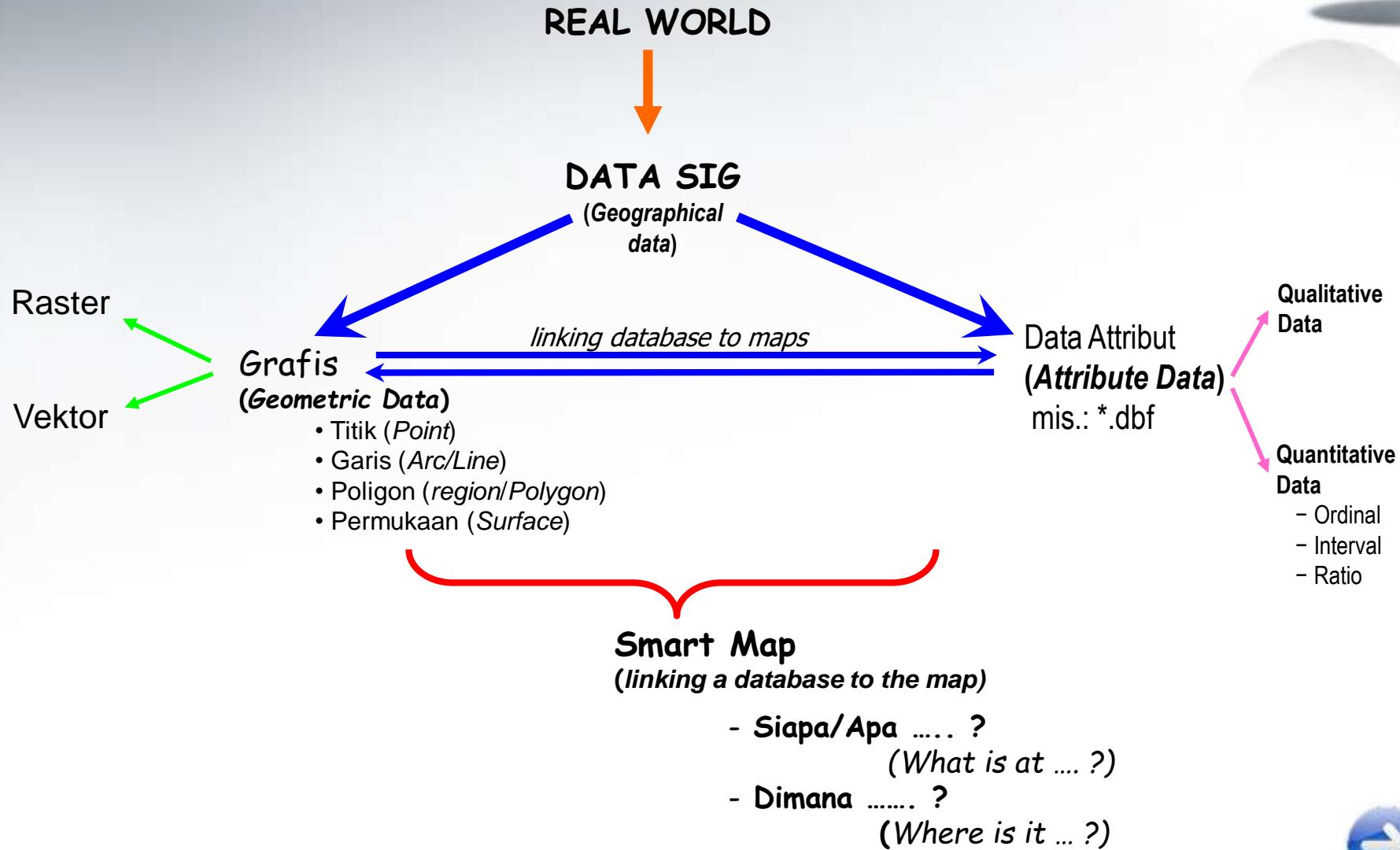


DATA SIG

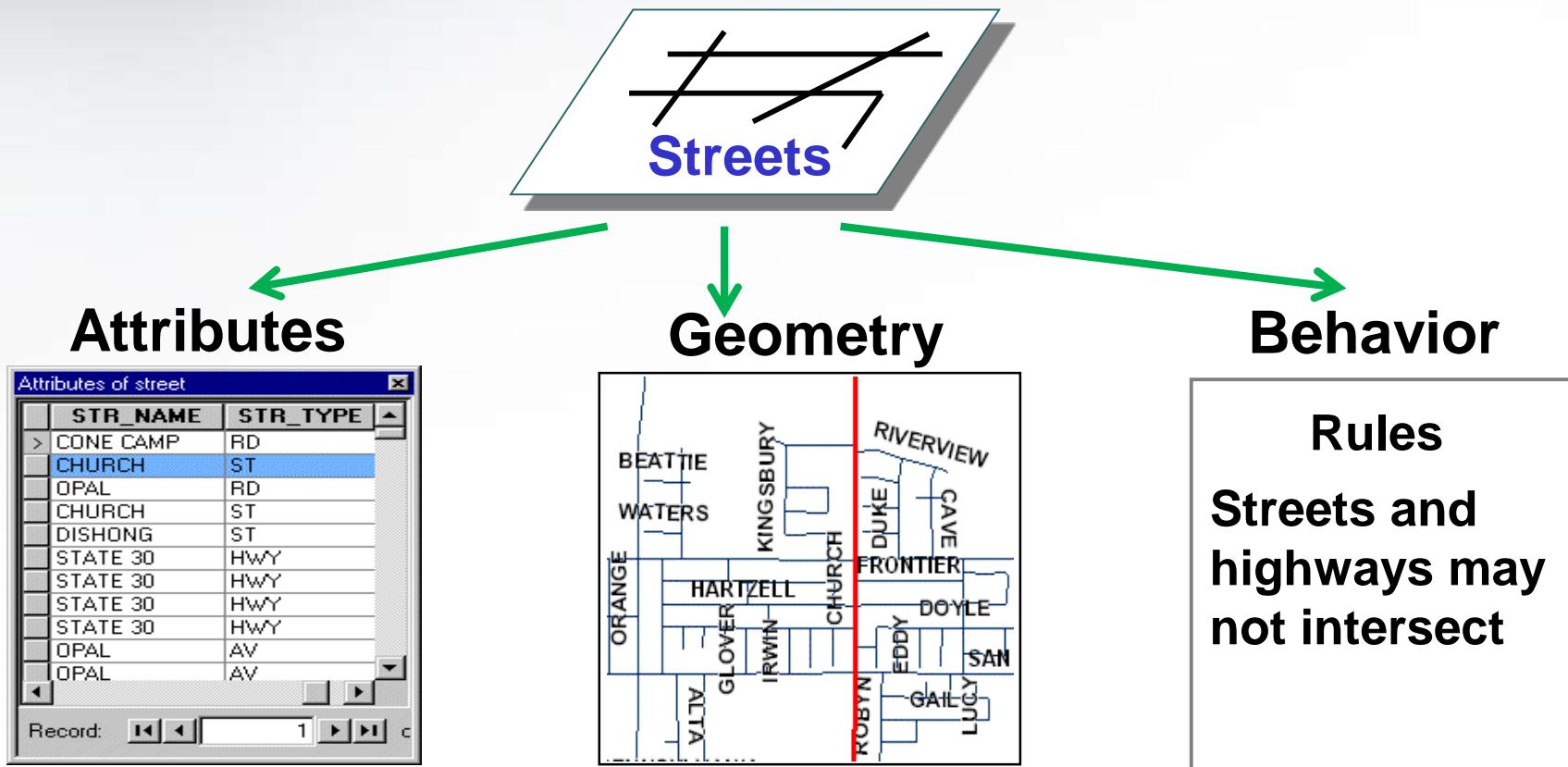
DATA SPASIAL (SIG)



Components of geographic data



- Three general components to geographic information



ArcGIS® Geodatabase Topology Rules

Topology provides GIS functionality to maintain spatial data consistency. It is a feature class that contains rules for maintaining data quality. Topology rules can be applied to features such as points, lines, polygons, and areas. These rules can be used to validate data or to enforce specific conditions on the creation of new features. These logic rules can be used to identify errors in existing data and to maintain consistency in the creation of new data.



How to read these diagrams:

Symbol legend:

Diagram legend:

Text legend:

Topology rule name:

Description:

Condition:

Consequence:

Line

Must not have dangling

Description:

Condition:

Consequence:

Line

Must not have process anomalies

Description:

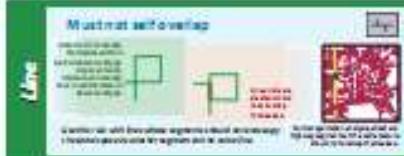
Condition:

Consequence:

Polygon



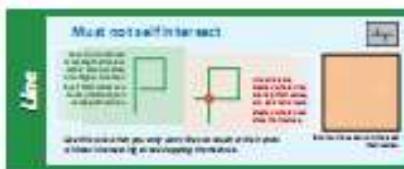
Line



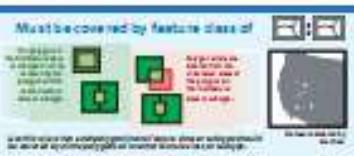
Polygon



Line



Polygon



Line



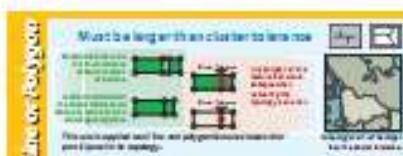
Polygon



Line



Polygon



Line



Point



Point



ArcGIS® Geodatabase Topology Rules

Topology in Esri® ArcGIS® allows you to model spatial relationships between features in a dataset. These relationships determine whether a single feature has one unique value or multiple values, or if two features are connected or overlapping. Topology can also define the rules of your data model. Topology ensures consistency of the rules that you can apply throughout and manage using the editing tools built-in to ArcGIS.

How to read these diagrams:

- Topology rule name:** A diagram showing two green polygons and three red lines.
- Topology rule icon:** A diagram showing a green polygon with a red line passing through it.
- Topology rule description:** A detailed description of the rule.
- Topology rule example:** A map showing an example of the rule being applied.

ArcGIS

Polygon Must not overlap This rule is used to ensure that no two polygons share the same area. It is often used to validate boundaries or to prevent overlapping areas.	Polygon Must not have gaps This rule is used to ensure that there are no gaps in the boundary of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Union Polygon Must be larger than cluster tolerance This rule is used to ensure that the resulting union of two polygons is larger than a specified tolerance. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not have protrusions This rule is used to ensure that there are no protrusions or spikes in the boundary of a line. It is often used to validate boundaries or to prevent overlapping areas.
Polygon Contains one point This rule is used to ensure that a specific point is located within the boundary of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Polygon Contains one point This rule is used to ensure that a specific point is located within the boundary of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not have dangling This rule is used to ensure that there are no dangling segments in the boundary of a line. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not self overlap This rule is used to ensure that a line does not overlap itself. It is often used to validate boundaries or to prevent overlapping areas.
Polygon Must be covered by feature class of This rule is used to ensure that a specific feature class covers another feature class. It is often used to validate boundaries or to prevent overlapping areas.	Polygon Boundary result must be covered by This rule is used to ensure that the boundary of a specific feature class is covered by another feature class. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not overlap This rule is used to ensure that two lines do not overlap. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not self intersect This rule is used to ensure that a line does not intersect itself. It is often used to validate boundaries or to prevent overlapping areas.
Polygon Must not overlap with This rule is used to ensure that two polygons do not overlap. It is often used to validate boundaries or to prevent overlapping areas.	Polygon Must be covered by This rule is used to ensure that a specific feature class is covered by another feature class. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not intersect This rule is used to ensure that two lines do not intersect. It is often used to validate boundaries or to prevent overlapping areas.	Line Must be single part This rule is used to ensure that a line is a single continuous part. It is often used to validate boundaries or to prevent overlapping areas.
Polygon Area boundary result must be covered by boundary of This rule is used to ensure that the boundary of a specific feature class is covered by another feature class. It is often used to validate boundaries or to prevent overlapping areas.	Polygon Must cover each other This rule is used to ensure that two polygons cover each other. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not intersect with This rule is used to ensure that two lines do not intersect with other lines. It is often used to validate boundaries or to prevent overlapping areas.	Line Must be covered by feature class of This rule is used to ensure that a specific feature class is covered by another feature class. It is often used to validate boundaries or to prevent overlapping areas.
Point Must be coincident with This rule is used to ensure that two points are coincident (at the same location). It is often used to validate boundaries or to prevent overlapping areas.	Point Must be disjoint This rule is used to ensure that two points are disjoint (not touching). It is often used to validate boundaries or to prevent overlapping areas.	Line Must not intersect or touch interior This rule is used to ensure that a line does not intersect or touch the interior of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Line Must be covered by boundary of This rule is used to ensure that a specific feature class is covered by another feature class. It is often used to validate boundaries or to prevent overlapping areas.
Point Must be covered by endpoint of This rule is used to ensure that a point is covered by the endpoint of a line. It is often used to validate boundaries or to prevent overlapping areas.	Point Point must be covered by line This rule is used to ensure that a point is covered by a line. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not intersect or touch interior with This rule is used to ensure that a line does not intersect or touch the interior of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Line Must be inside This rule is used to ensure that a specific feature class is contained within another feature class. It is often used to validate boundaries or to prevent overlapping areas.
Point Must be properly inside polygons This rule is used to ensure that a point is properly inside a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Point Must be covered by boundary of This rule is used to ensure that a point is covered by the boundary of a polygon. It is often used to validate boundaries or to prevent overlapping areas.	Line Must not overlap with This rule is used to ensure that a line does not overlap with another line. It is often used to validate boundaries or to prevent overlapping areas.	Line Endpoint must be covered by This rule is used to ensure that a line's endpoint is covered by another line. It is often used to validate boundaries or to prevent overlapping areas.



DATA GRAFIS (*GRAPHIC DATA*) - Spatial data

Says **where** the feature is

- Co-ordinate based
- Vector data – discrete features:
 - Points
 - Lines
 - Polygons (zones or areas)
- Raster data:
 - A continuous surface

DATA GRAFIS (*GRAPHIC DATA*)

- *continuous*: elevasi, curah hujan, salinitas air laut
- *area*:
 - *unbounded*: penggunaan lahan, area pasar, jenis tanah, jenis batuan
 - *bounded*: batas kota/negara, persil
 - *moving*: massa udara, kumpulan binatang, kumpulan ikan
- *networks*: jalan, pipa/kabel transmisi, sungai
- *points*:
 - *fixed*: sumur, lampu jalan, alamat
 - *moving*: mobil, ikan, rusa



DATA ATTRIBUT (ATTRIBUTE DATA)

Says **what** a feature is

Eg. statistics, text, images, sound, etc.



Attribute Data



ATTRIBUTE DATA

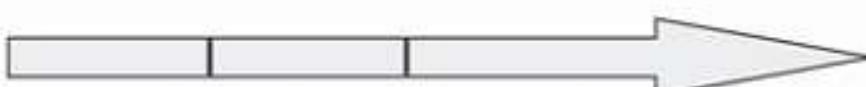
Best



Qualitative Data



Qualitative Data



Ordinal Data

A 0-10 yrs B 10-25 yrs C more than 25

Interval Data

R.F. 1:500000



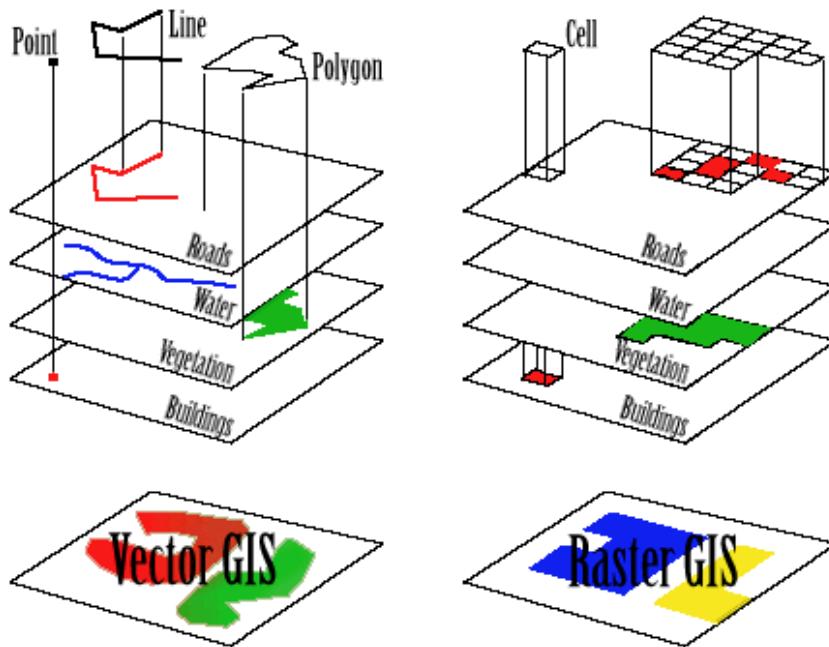
Ratio Data

MODEL DATA SIG

(Spatial database models)

Spatial database models

- Vector – points, lines and polygons
- Raster – gridded, classified space



Raster and Vector Data

Raster data are described by a cell grid, one value per cell

Vector \longleftrightarrow Raster

Point



Line



Polygon



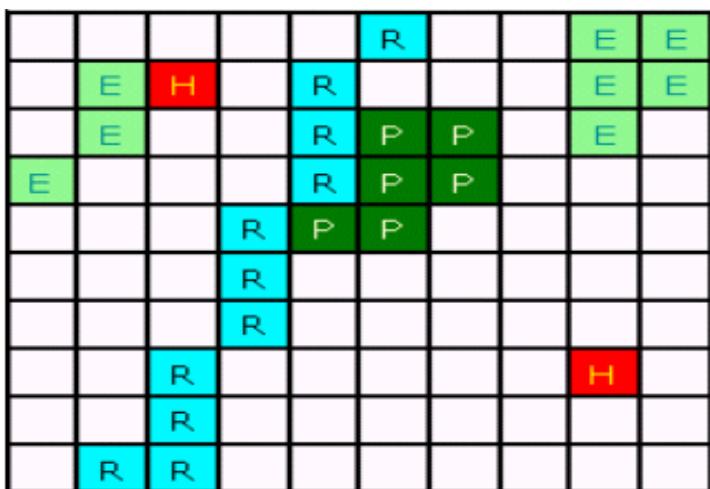
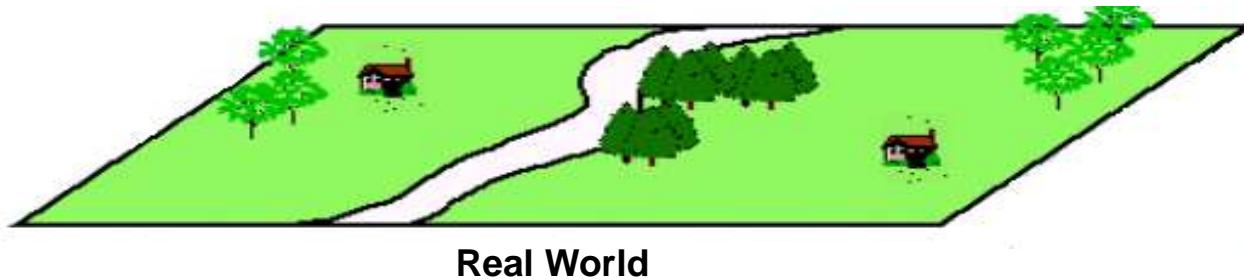
Zone of cells

Data Layers in the Database



- Organize by **feature type**
 - point
 - line
 - polygon
- Organize by **thematic** grouping
 - roads (lines)
 - land use (polygons)
 - soils (polygons)
 - wells (points)

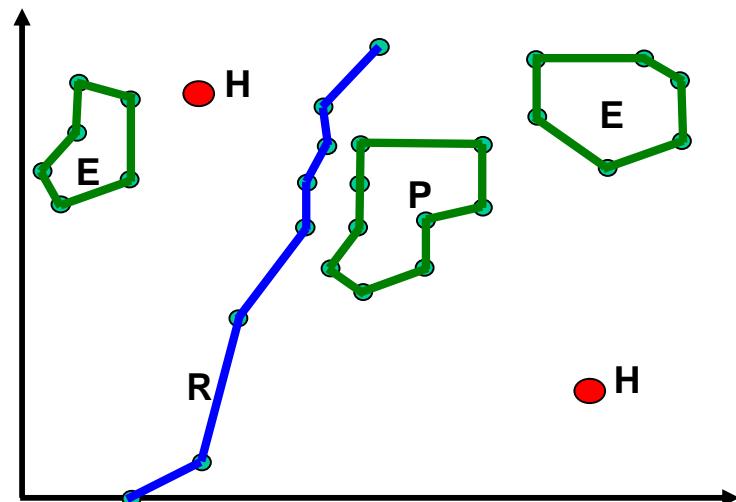
Spatial database models



Raster Representation

R = River

E = Eucalypts



Vector Representation

P = Pine Forest

H = House

R = River

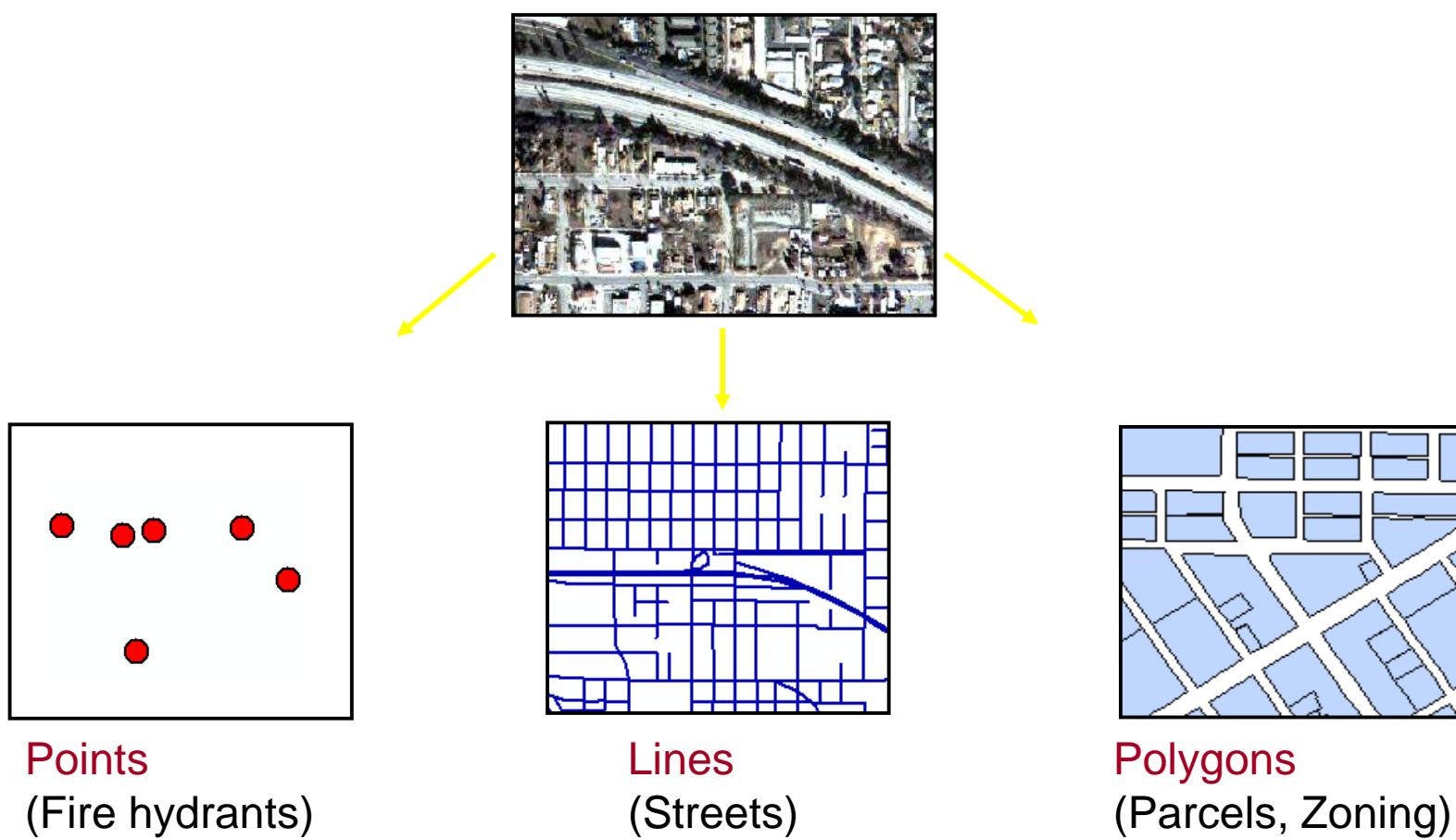


Table 8.1 Geographic data models used in GIS

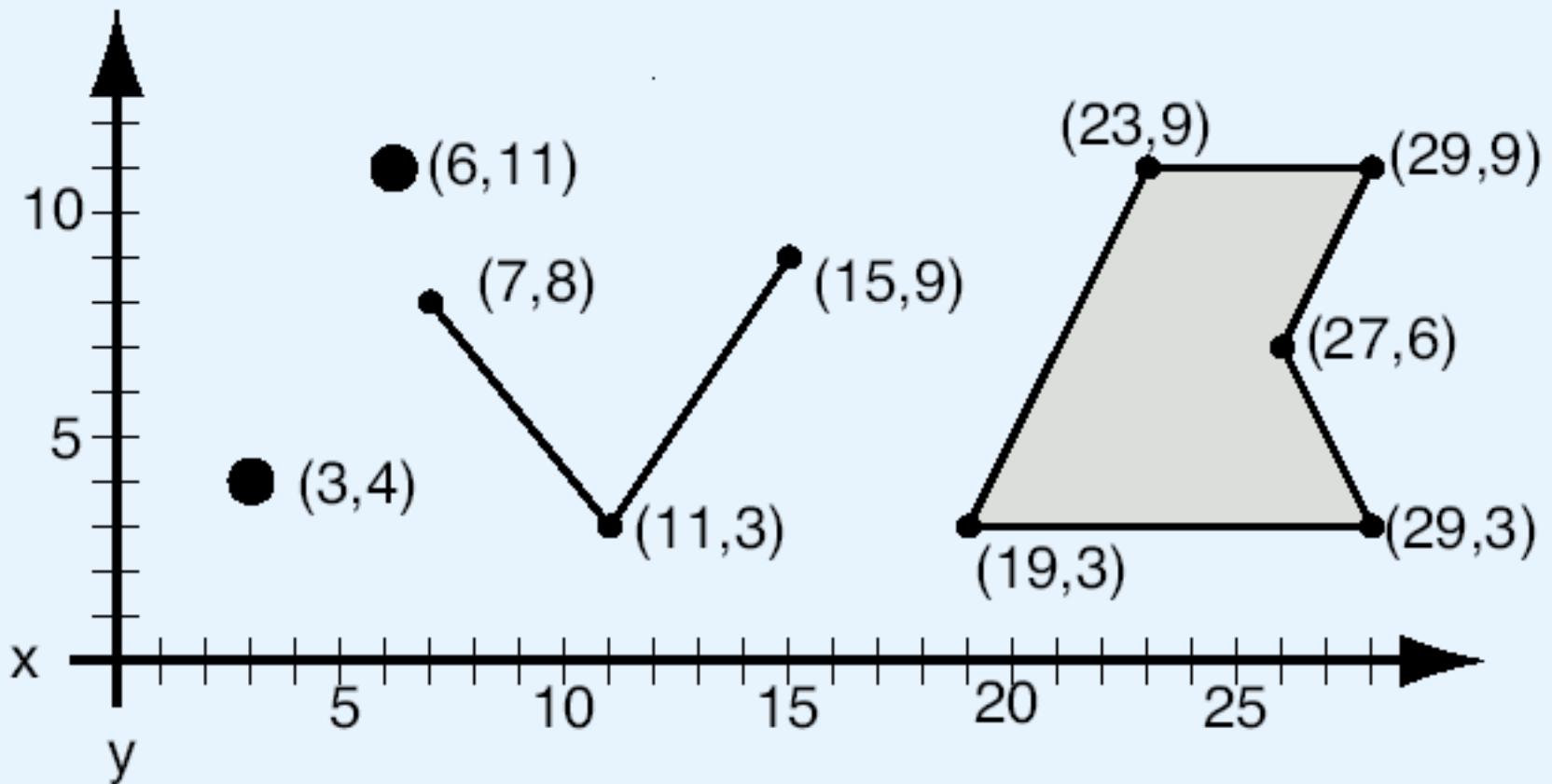
Data model	Example applications
Computer-Aided Design (CAD)	Automating engineering design and drafting.
Graphical (non-topological)	Simple mapping.
Image	Image processing and simple grid analysis.
Raster/Grid	Spatial analysis and modeling especially in environmental and natural resources applications.
Vector/Georelational topological	Many operations on vector geometric features in cartography, socio-economic and resource analysis, and modeling.
Network	Network analysis in transportation, hydrology, and utilities.
Triangulated Irregular Network (TIN)	Surface/terrain visualization, analysis, and modeling.
Object	Many operations on all types of entities (raster/vector/TIN, etc.) in all types of applications.

Representing features in vector data

- Real-world entities are abstracted into three basic shapes



STRUKTUR DATA VEKTOR



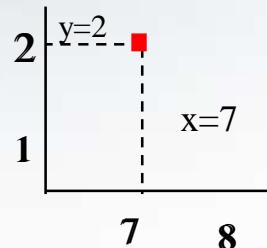
STRUKTUR DATA VEKTOR



* Titik (node/point): 0-dimension

- koordinat tunggal (x,y)
- area/luasan nol

contoh : pohon, sumur minyak, penempatan label

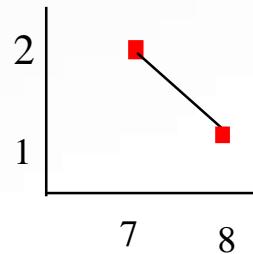


Point: 7,2

* Garis (arc/line): 1-dimension

- dua (atau lebih) koordinat x,y yang dihubungkan

contoh : jalan, sungai

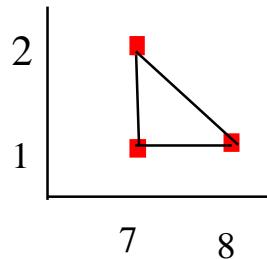


Line: 7,2 8,1

* Poligon (polygon/region) : 2-dimensions

- empat atau lebih koordinat x,y yang dihubungkan
- koordinat awal dan akhir sama
- area yang tertutup

Contoh : daerah/propinsi, danau



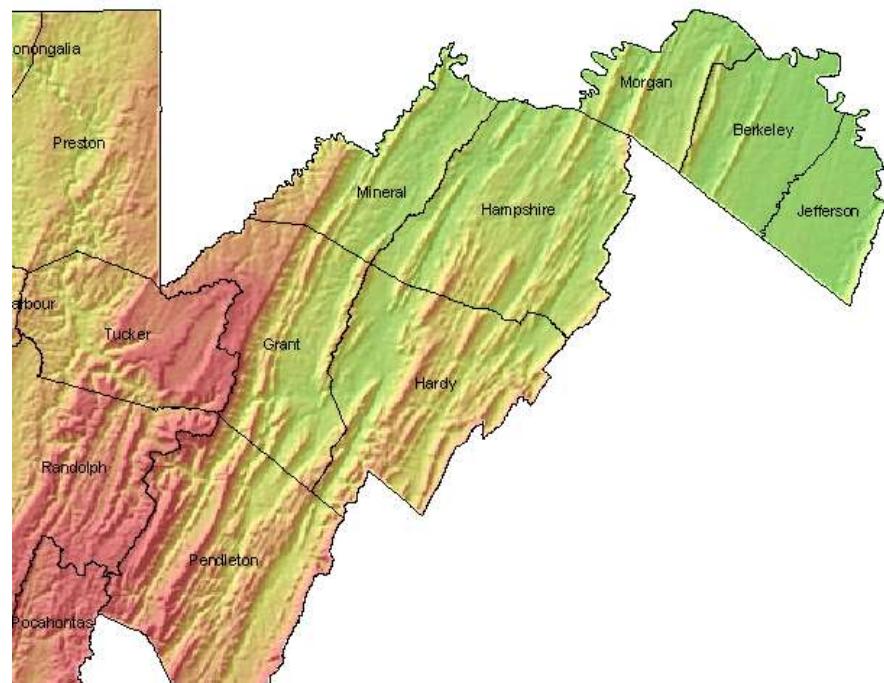
Polygon: 7,2 8,1 7,1 7,2



Raster datasets - GRIDs

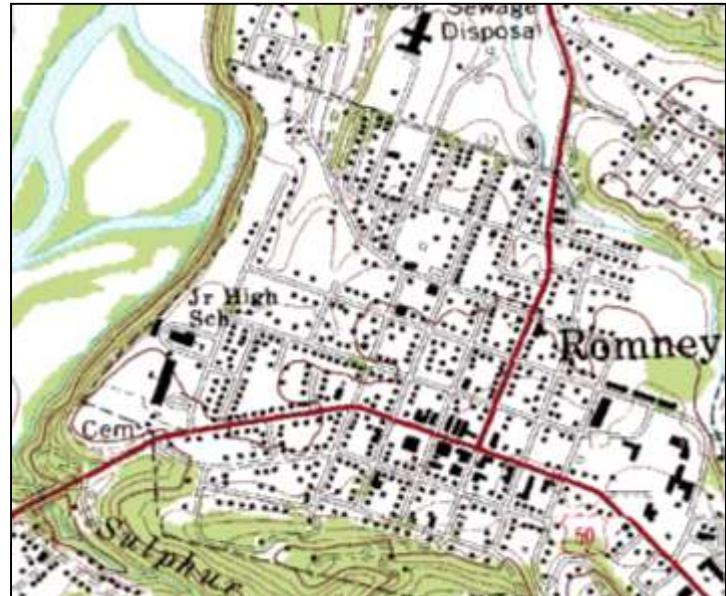
Common GRID format datasets:

- Land use/land cover
- Elevation (DEM)
 - Slope
 - Aspect
 - Shaded relief
- Precipitation
- Temperature



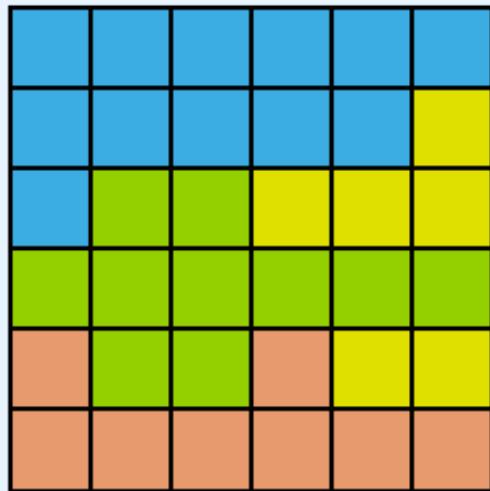
Representing features in the raster data model

- Square cells store values to represent reality
- Images
 - Aerial photos
 - Scanned photos or maps
 - Satellite imagery
- Grids
 - Values represent some measured quantity or classification (elevation, precipitation, land cover)



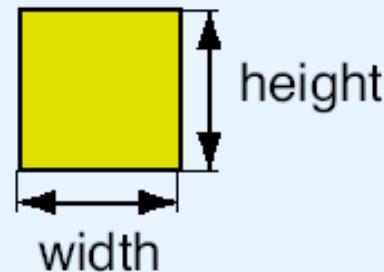
STRUKTUR DATA RASTER

rows —
columns

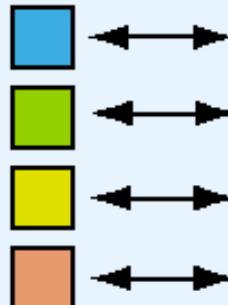


raster dataset

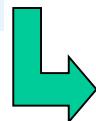
cell



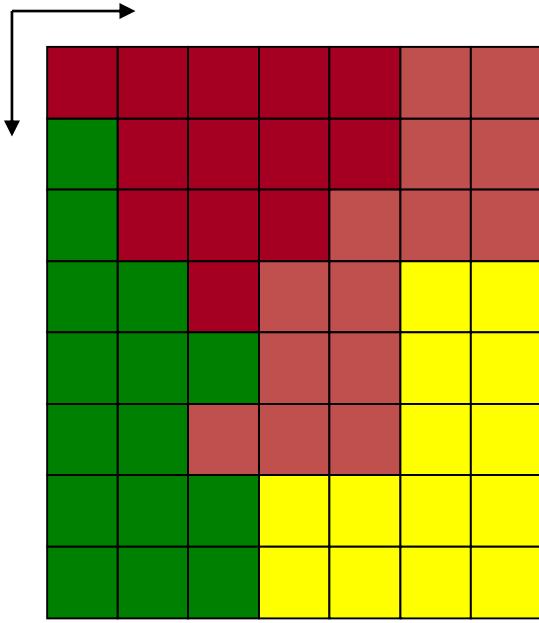
value
attribute
table



Value	Count	Land use
1	12	Water
2	8	Agriculture
3	6	Residential
4	6	Industrial



RUN-LENGTH CODING



Row-by-row coding:

CCCCCBDBC~~CCCC~~BDBC~~CC~~BBDDCBBAADD
DDBAADD~~BB~~BA~~AD~~DDAAAAADD~~DD~~AAAAA

Run-length coding:

5C 2B 1D 4C 2B 1D 3C 3B 2D 1C 2B 2A 4D 1B
2A 2D 3B 2A 3D 4A 3D 4A

- A. Mixed Conifer
 - B. Douglas Fir
 - C. Oak Savannah
 - D. Grassland
- ❖ **56 entries for 7x8 array, or**
- ❖ **22 pairs (44 entries) for 7x8 array**

Perbandingan Struktur Data Vektor dan Raster

Parameter	Vektor	Raster
Akurasi	Akurat dan lebih presisi	Sangat bergantung dengan ukuran grid/sel
Atribut	Relasi langsung dengan DBMS (database)	Grid/sel merepresentasikan atribut. Relasi dengan DBMS tidak secara langsung
Kompleksitas	Tinggi. Memerlukan algortima dan proses yang sangat kompleks	Mudah dalam mengorganisasi dan proses
Output	Kualitas tinggi sangat bergantung dengan plotter/printer dan kartografi	Bergantung terhadap output printer/plotter
Analisis	Spasial dan atribut terintegrasi. Kompleksitasnya sangat tinggi	Bergantung dengan algortima dan mudah untuk dianalisis
Aplikasi dalam Remote Sensing	Tidak langsung, memerlukan konversi	Langsung, analisis dalam bentuk citra sangat dimungkinkan
Simulasi	Kompleks dan sulit	Mudah untuk dilakukan simulasi
Input	Digitasi, dan memerlukan konversi dari scanner	Sangat memungkinkan untuk diaplikasikan dari hasil konversi dengan menggunakan scan
Volume	Bergantung pada kepadatan dan jumlah verteks	Bergantung pada ukuran grid/sel
Resolusi	Bermacam-macam	Tetap