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# Bits of Geography

Michael F. Goodchild

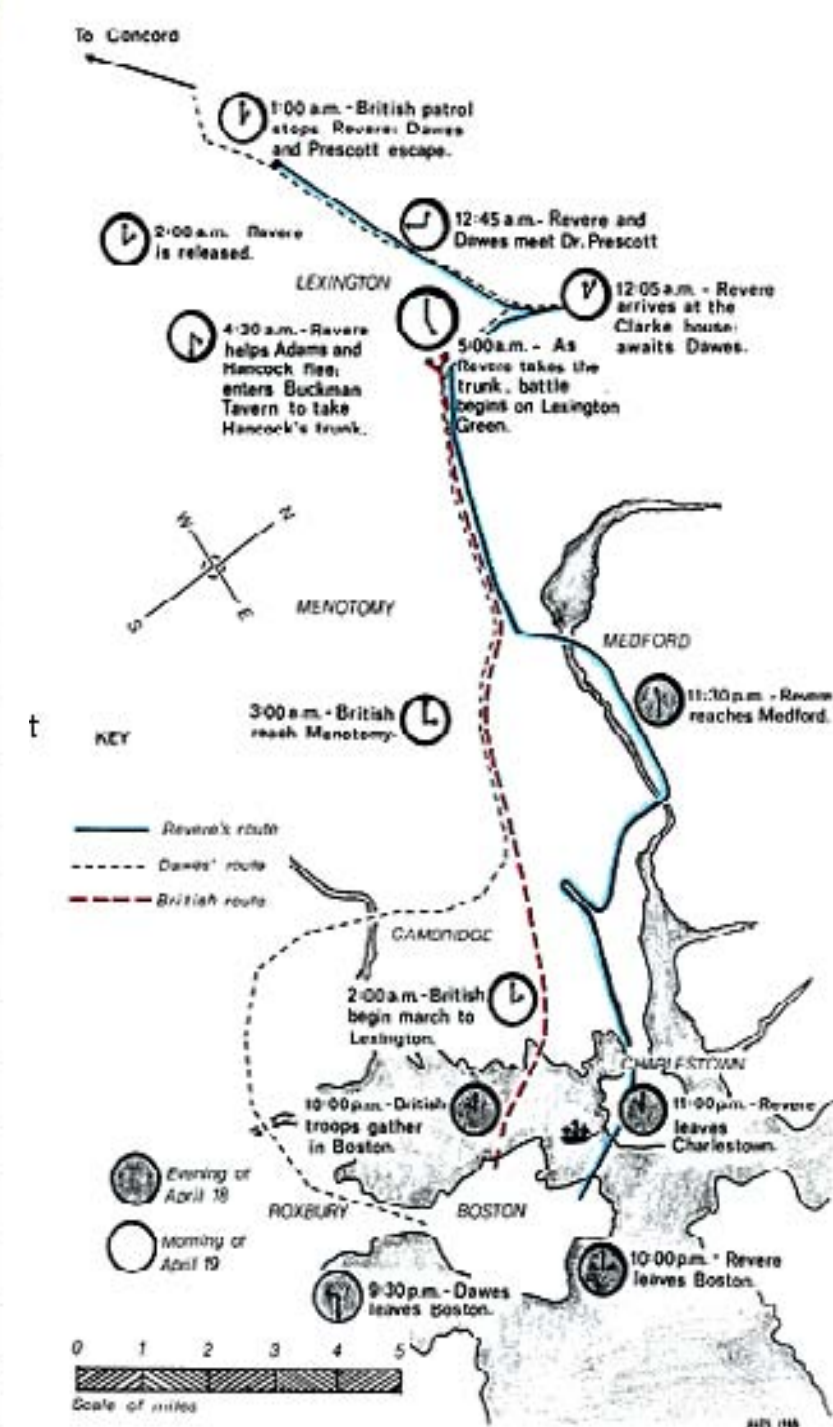


# Geographic information system

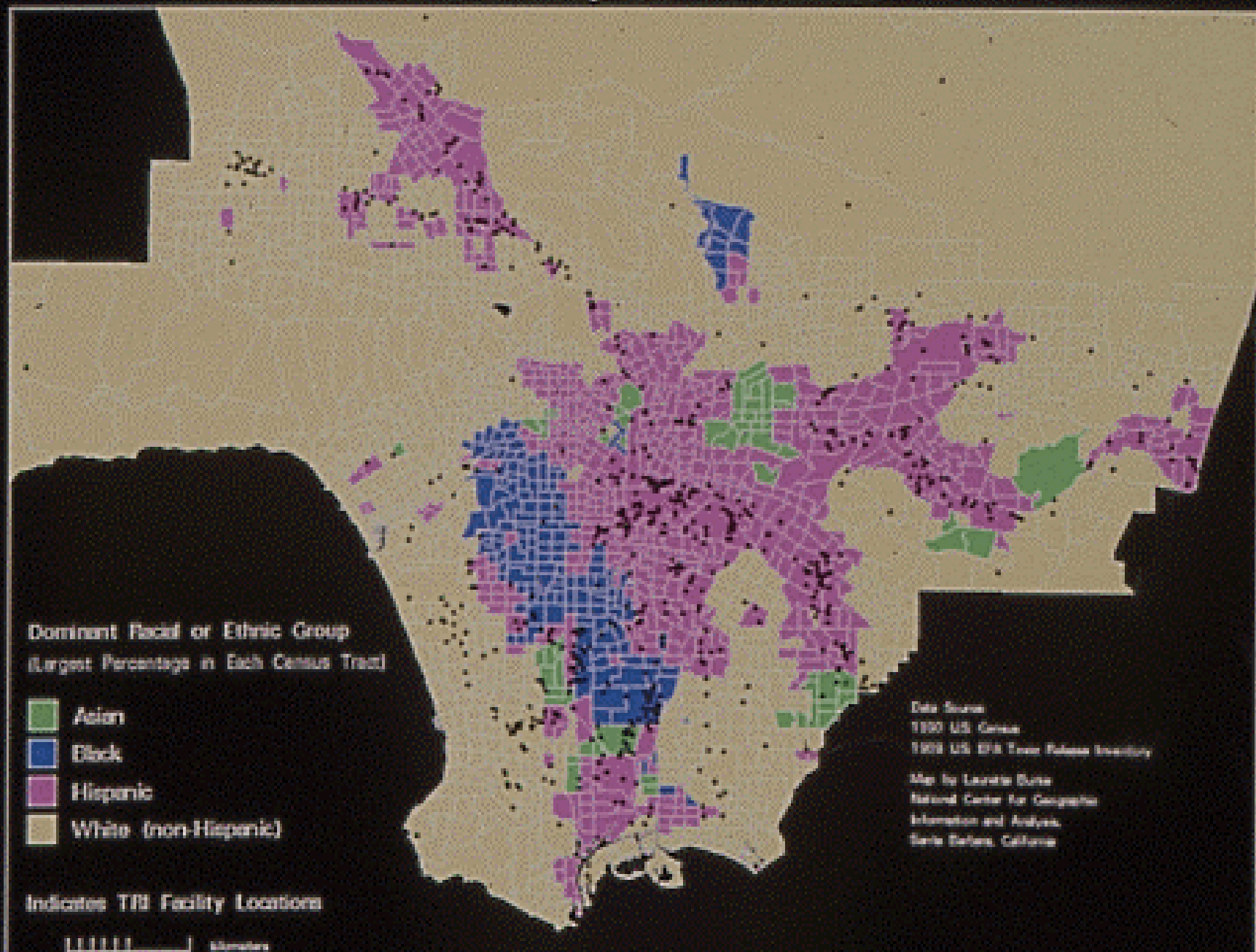
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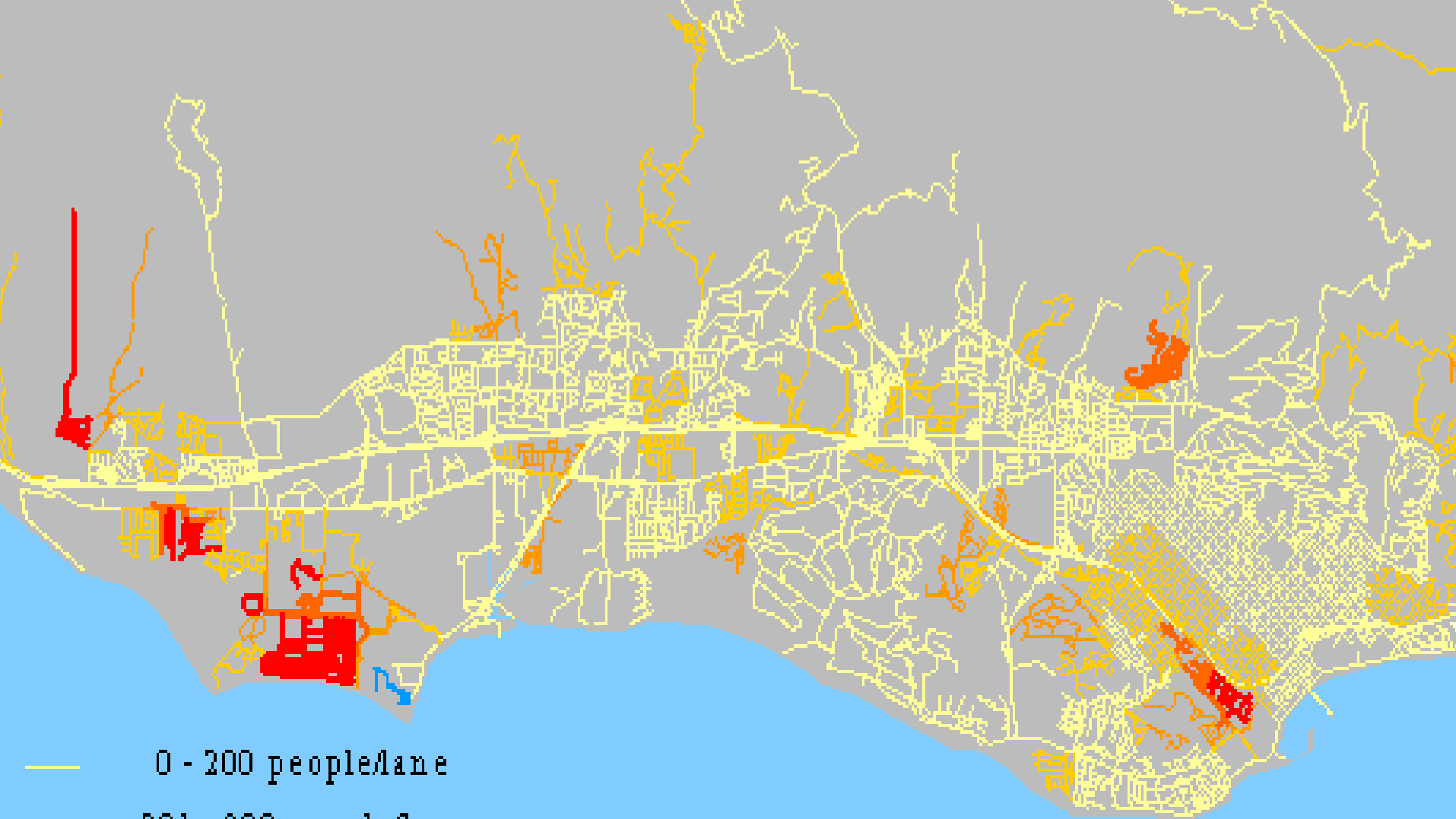
- System to acquire, store, transform, analyze, display, share, archive geographic information
- Geographic information
  - information about the specific characteristics of places on or near the Earth's surface
  - $\langle \mathbf{x}, \mathbf{z} \rangle$  where  $\mathbf{x}$  is a location in space-time and  $\mathbf{z}$  is some set of general properties

Directions	Distance
1: Start out going East on HENLEY ST towards WARREN ST.	0.1 miles (0.1 km)
2: Turn RIGHT onto WARREN ST.	0.0 miles (0.1 km)
3: Turn RIGHT onto CHELSEA ST.	0.0 miles (0.1 km)
4: CHELSEA ST becomes CHELSEA ST/CITY SQ.	0.1 miles (0.1 km)
5: Turn RIGHT onto CITY SQ/NEW RUTHERFORD AVE/SR-99 N.	0.0 miles (0.1 km)
6: Stay straight to go onto NEW RUTHERFORD AVE/SR-99 N.	0.2 miles (0.3 km)
7: Turn SLIGHT LEFT onto SR-99 N.	0.4 miles (0.6 km)
8: Turn SLIGHT LEFT onto SR-99 N/RUTHERFORD AVE.	0.1 miles (0.1 km)
9: Turn SLIGHT LEFT onto SR-99 N.	0.3 miles (0.4 km)
10: Turn SLIGHT LEFT onto SULLIVAN SQUARE OPAS.	0.4 miles (0.7 km)
11: Turn SLIGHT LEFT onto MYSTIC AVE.	0.7 miles (1.1 km)
12: MYSTIC AVE becomes MYSTIC AVE/SR-38 N.	1.2 miles (2.0 km)
13: Turn LEFT onto HARVARD ST.	0.6 miles (1.0 km)
14: HARVARD ST becomes WARNER ST.	0.2 miles (0.3 km)
15: Turn RIGHT onto POWDER HOUSE SQ.	0.1 miles (0.1 km)
16: Turn RIGHT onto BROADWAY.	1.0 miles (1.6 km)
17: Turn LEFT onto ALEWIFE BROOK PKWY/SR-16.	0.4 miles (0.7 km)
18: ALEWIFE BROOK PKWY/SR-16 becomes ALEWIFE BROOK PKWY/SR-16/US-3.	0.4 miles (0.7 km)
19: Take CONCORD TURNPIKE/SR-2 W.	4.7 miles (7.6 km)
20: Take the WALTHAM ST. exit, exit number 54B, towards LEXINGTON.	0.2 miles (0.3 km)
21: Merge onto WALTHAM ST.	1.9 miles (3.0 km)
22: Turn RIGHT onto MASSACHUSETTS AVE/MASS AVE/SR-225.	0.0 miles (0.0 km)
<b>Total Distance:</b>	<b>12.9 miles (20.8 km)</b>
<b>Estimated Time:</b>	<b>24 minutes</b>



# Race, Ethnicity and TRI Facilities





- 0 - 200 people/lane
- 201 - 300 people/lane
- 301 - 400 people/lane
- 401 - 500 people/lane
- 501 < people/lane



List View

WorkCtr Location Visit M067124

Name	Address	Units	Hrs/Mth	Type
1130 VERMONT	1130 VERMONT S	1	0.9 7	HY
625 NEW HAMPSHIRE	625 NEW HAMPSHIRE	1	0.9 2	HY
3611 WILSHIRE	3611 WILSHIRE BLV	1	0.8 6	HY
114 OXFORD	114 OXFORD S	1	0.8 3	HY
3099 OLYMPIC CAL KOREA B	3099 OLYMPIC BLVE	1	0.9 5	HY
542 MARIPOSA GORDON CHI	542 MARIPOSA S	1	0.8 5	HY
140 MARIPOSA AVE	140 MARIPOSA AVE	1	0.9 9	HY
209 MARIPOSA S	209 MARIPOSA S	1	0.8 5	HY
2930 FRANCIS	2930 FRANCIS	1	0.9 4	HY
248 OCCIDENTAL	248 OCCIDENTAL	1	0.9 3	HY
601 WESTMORELAND	601 WESTMORELAND	1	0.7 4	HY
303 COMMONWEALTH	303 COMMONWEAL	1	0.9 9	HY
2830 FRANCIS	2830 FRANCIS	1	0.9 7	HY
187 OXFORD OXFORD VILLA	187 OXFORD	1	0.9 8	HY
601 ARDMORE PUBLIC COUN	601 ARDMORE AVE	1	0.7 5	HY
3535 SIXTH ST.	3535 W SIXTH	1	0.7 5	HY
1052 MARIPOSA AVE	1052 S MARIPOSA	1	1.0 0	HY
128 MARIPOSA AV S	128 MARIPOSA AV S	1	0.8 4	HY
449 KINGSLEY BLDG	449 KINGSLEY DRIV	2	1.9 2	HY
445 HOBART	445 HOBART	2	1.8 6	HY
350 CATALINA BLDG	350 CATALINA STRE	1	0.9 6	HY
3500 EIGHTH STREET BLDG	3500 EIGHTH STRE	1	0.9 5	HY
3170 WILSHIRE BLDG	3170 WILSHIRE BLV	2	0.0 0	HY

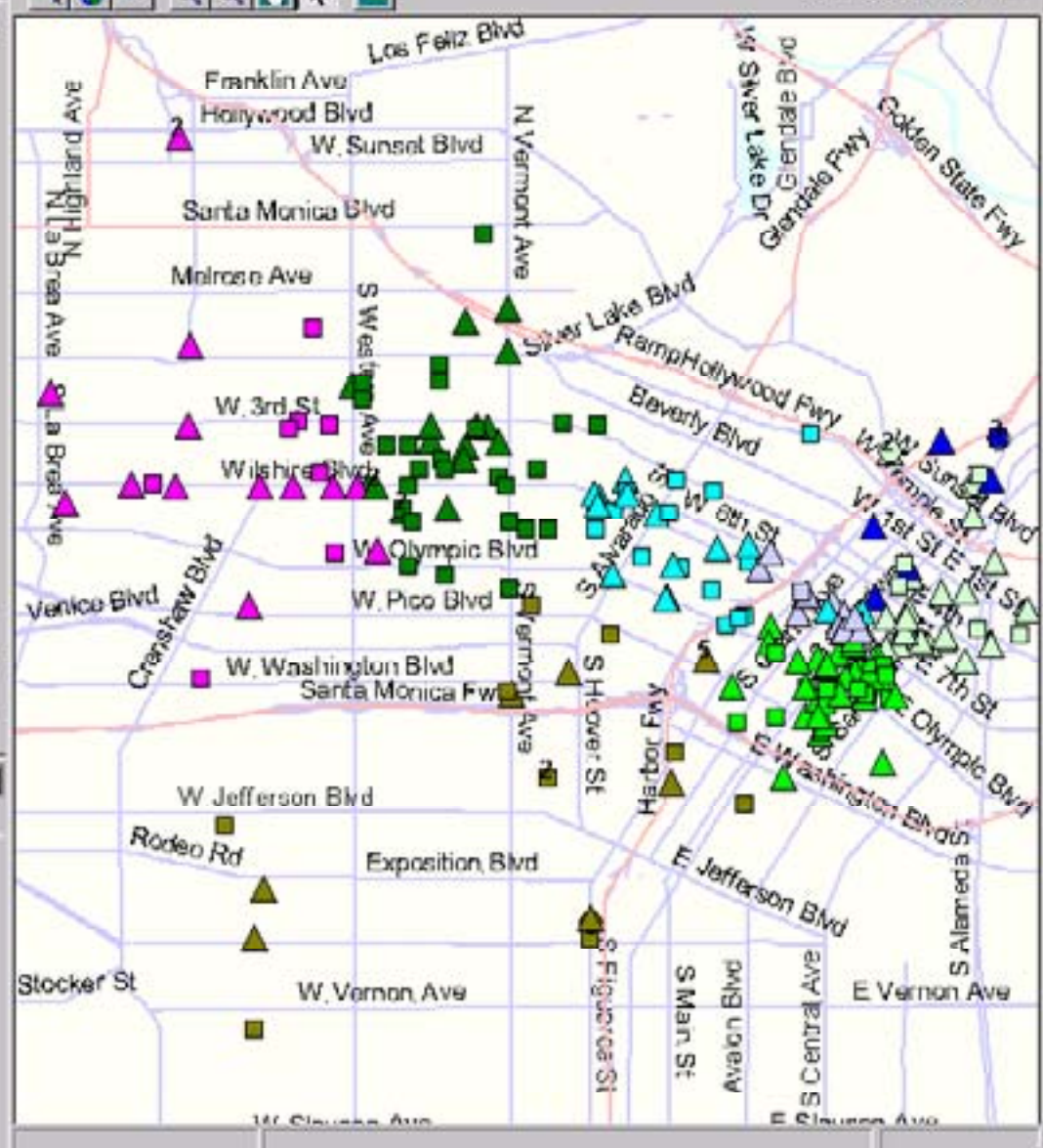
Chart

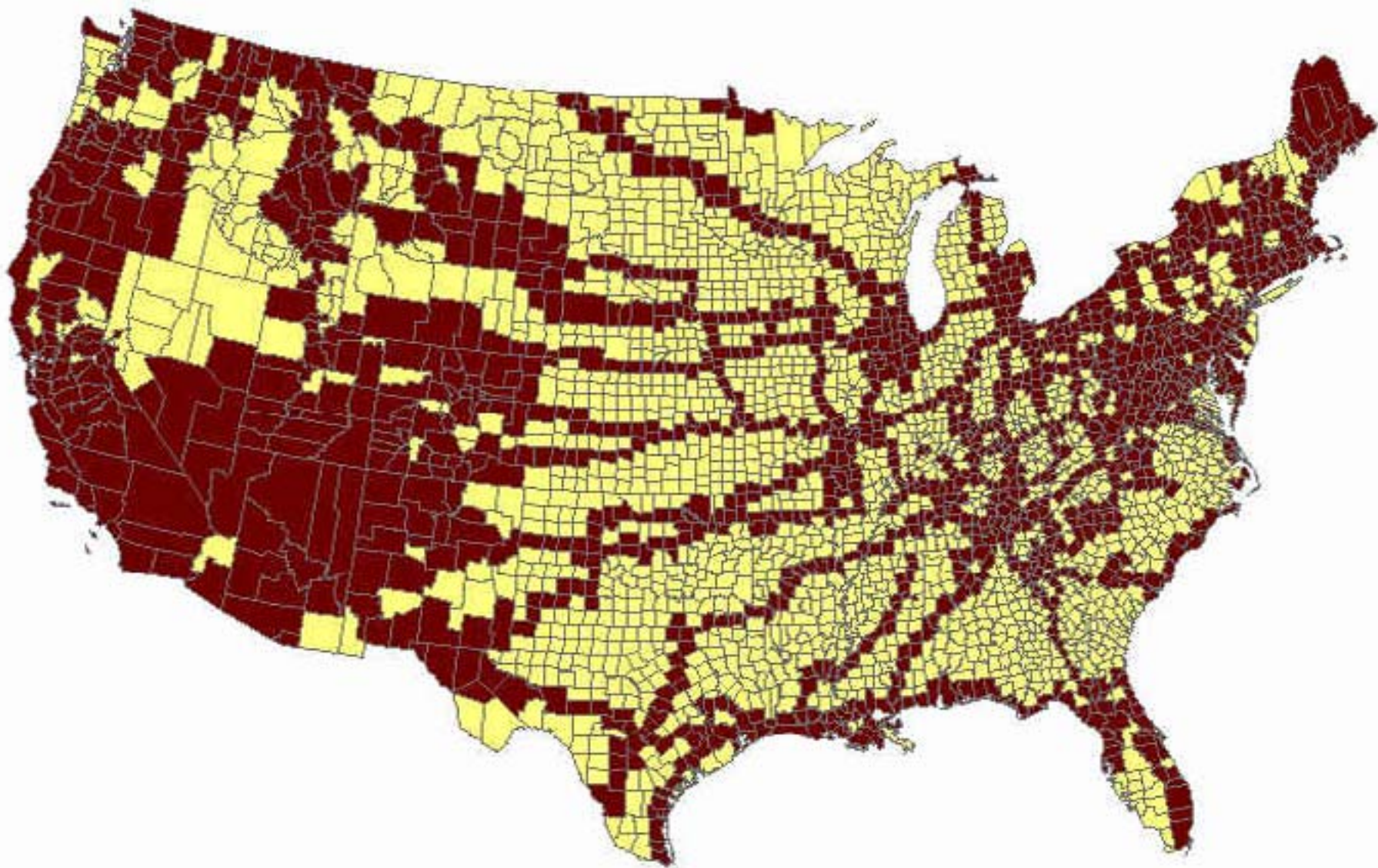
Chart All Dollars Units Hours Cl



Map

Show selected only



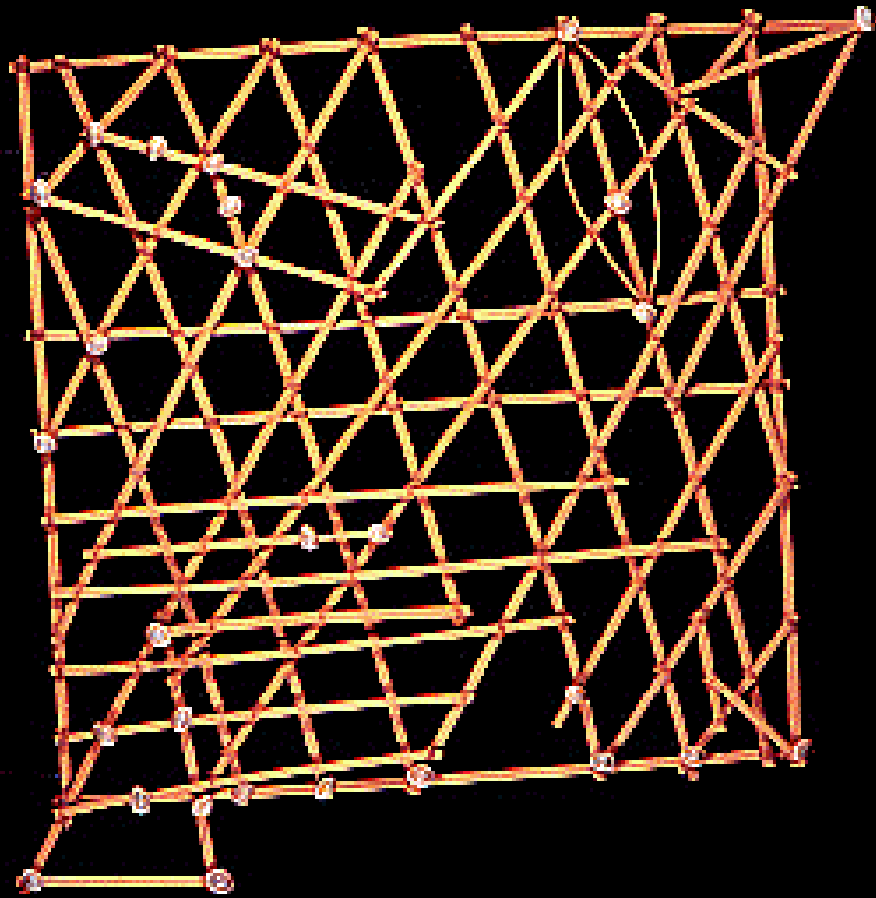




# Standard coding schemes

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- Music: MIDI, MP3
- Images: JPEG, TIFF, GIF
- FAX: CCITT
- Text: ASCII
- Planet Earth: ?

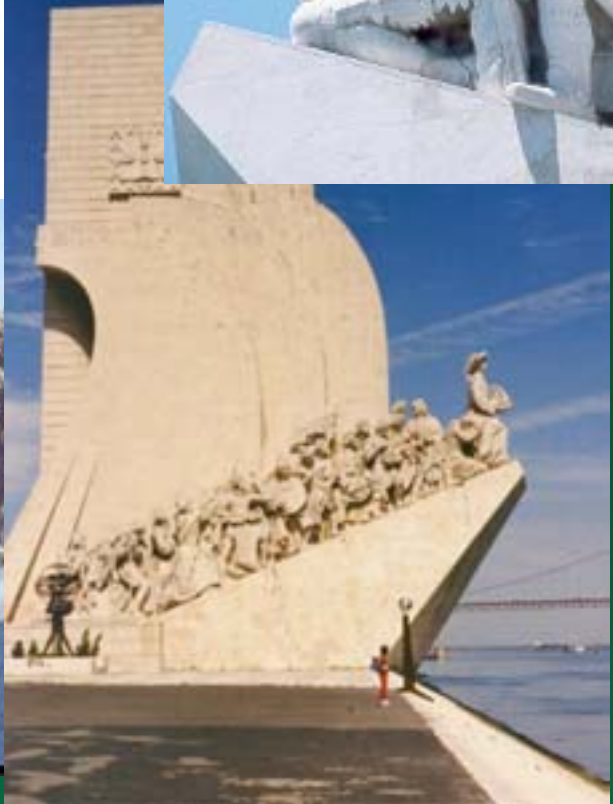




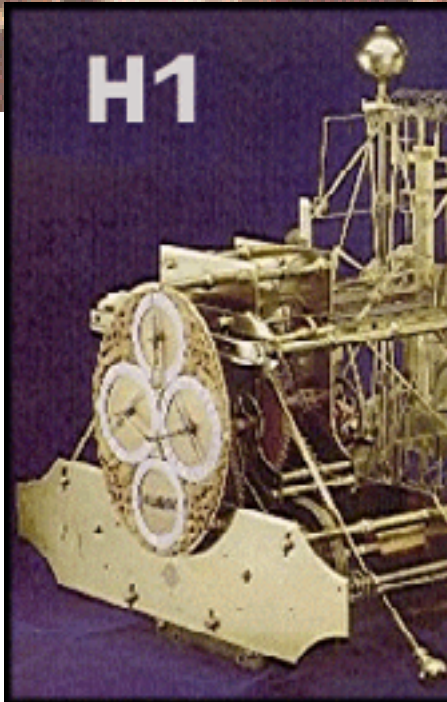
**Cape St Vincent:** Visit one of Europe's most famous lighthouses. All shipping between the Mediterranean and the North Atlantic passes here.

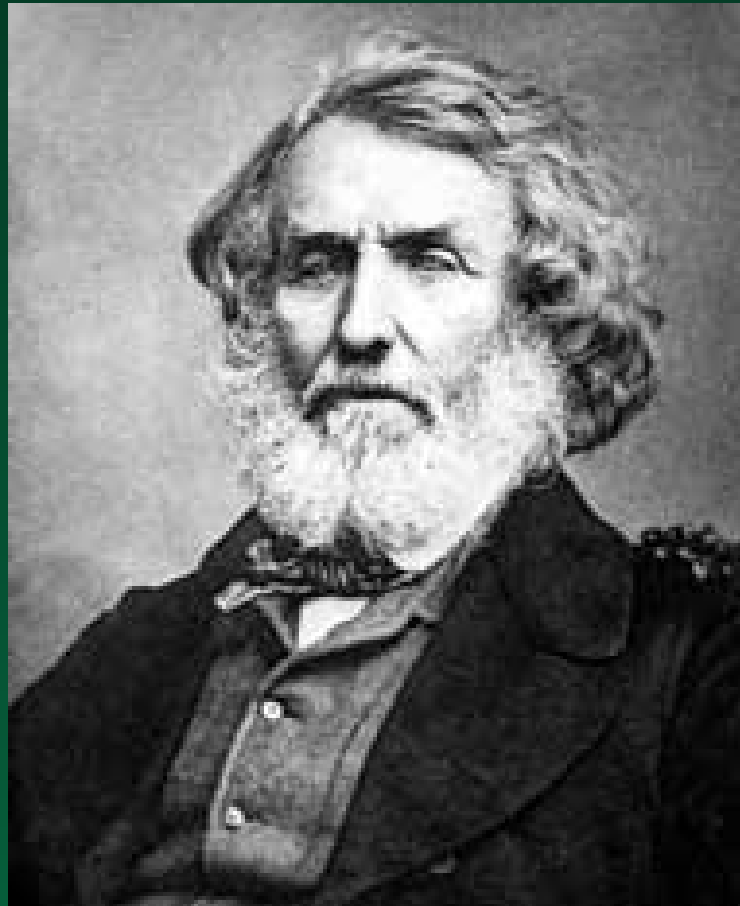


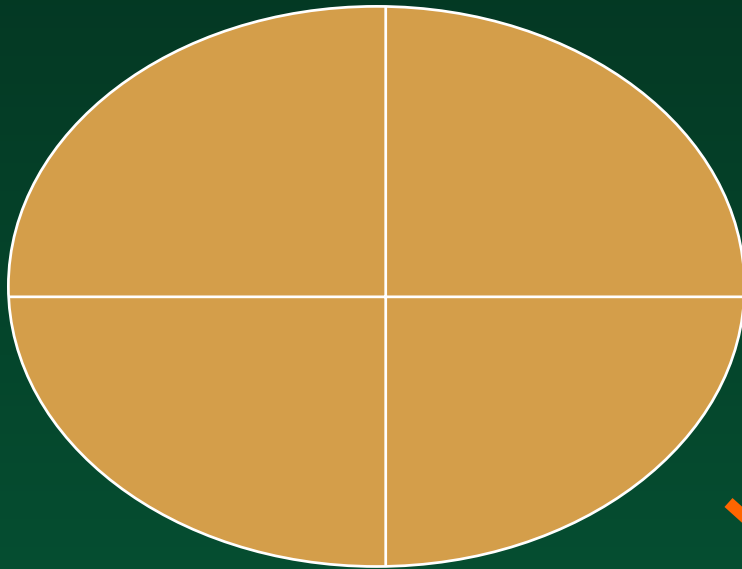
ie ruggedly  
urope where  
d voyages in  
h-century A











Clarke Ellipsoid of 1866

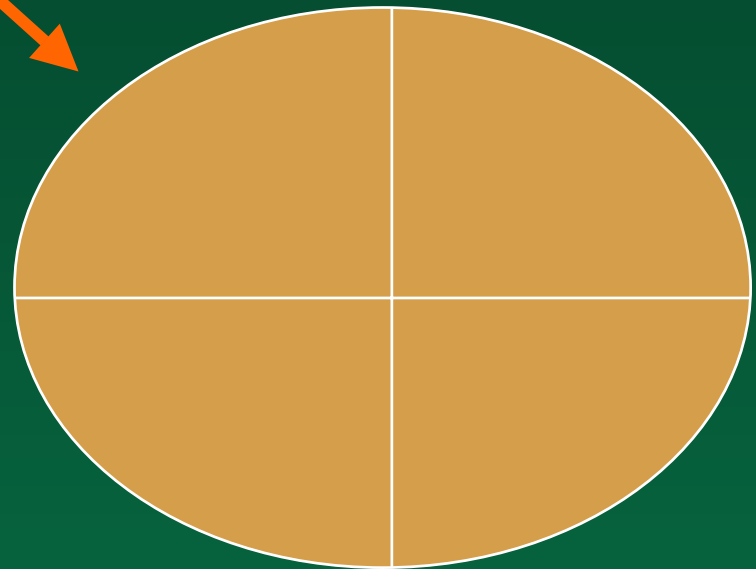
$a = 6378206$  m

$1/f = 294.98$

World Geodetic  
System of 1984

$a = 6378137$  m

$1/f = 298.26$



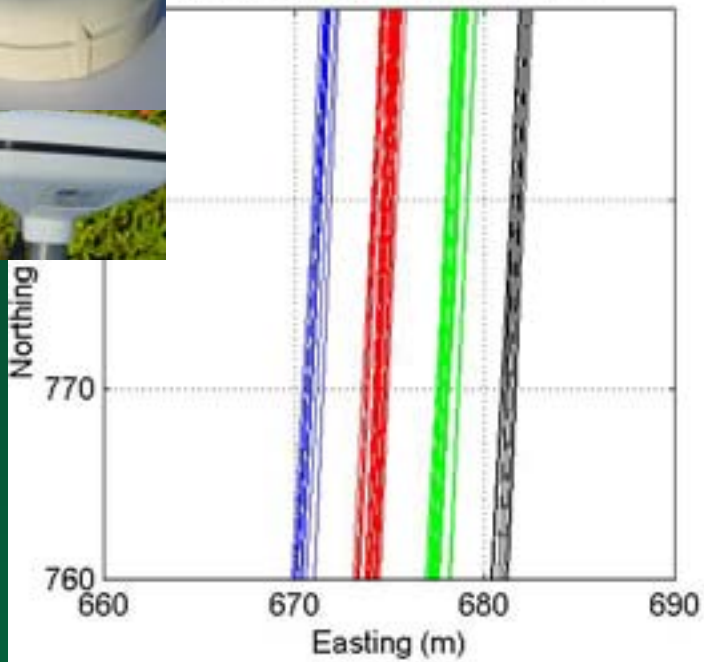




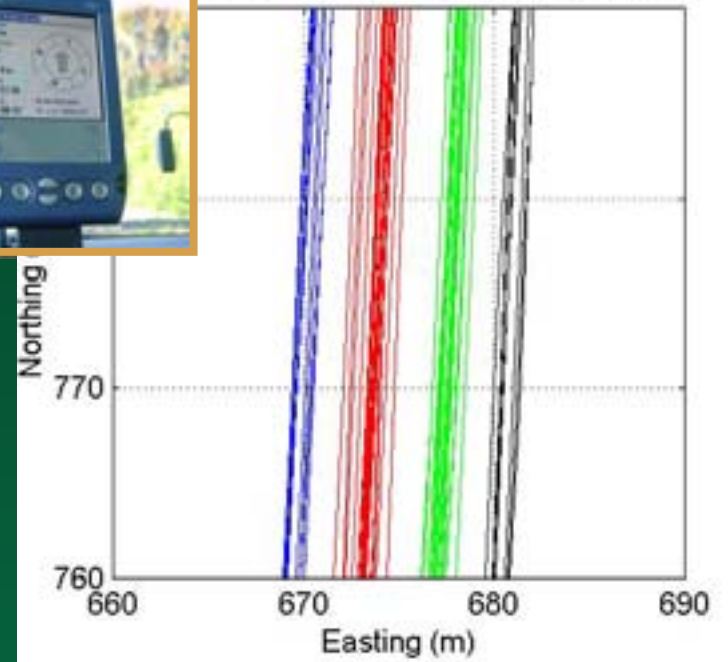


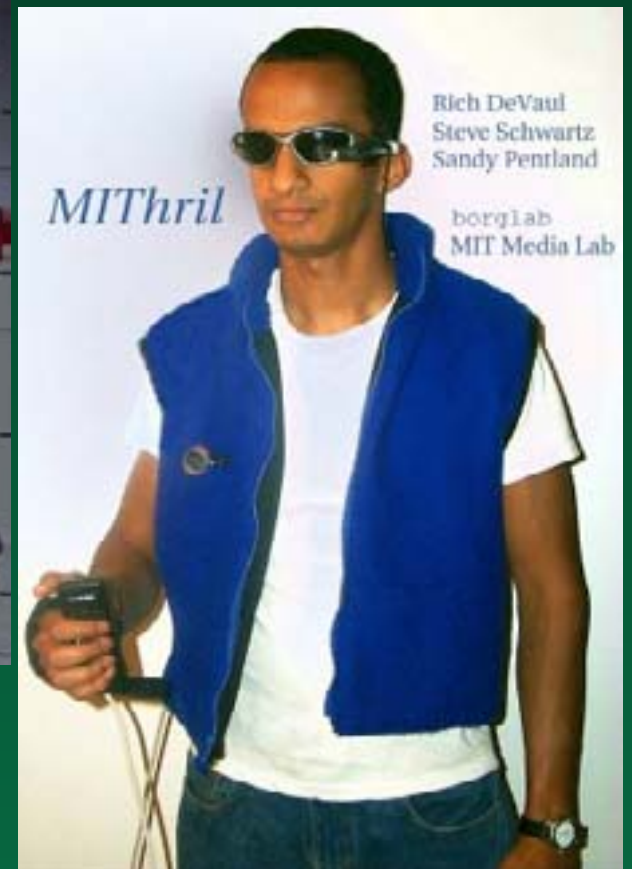
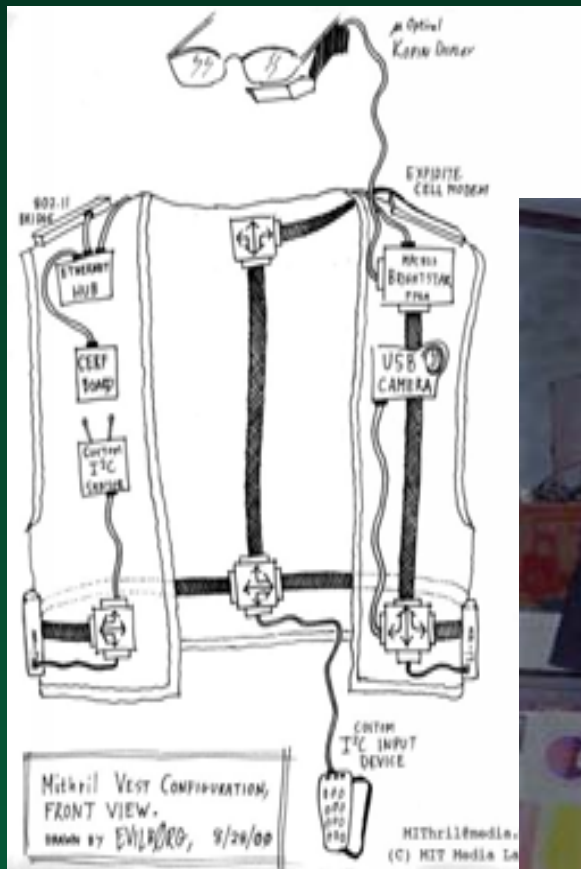


Trimble Placer GPS 400



Ian GPS Companion for Visor

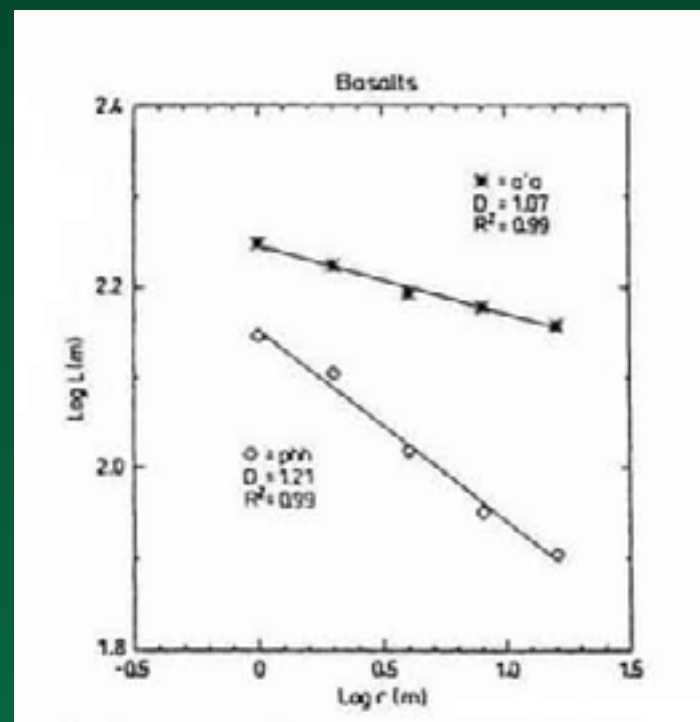
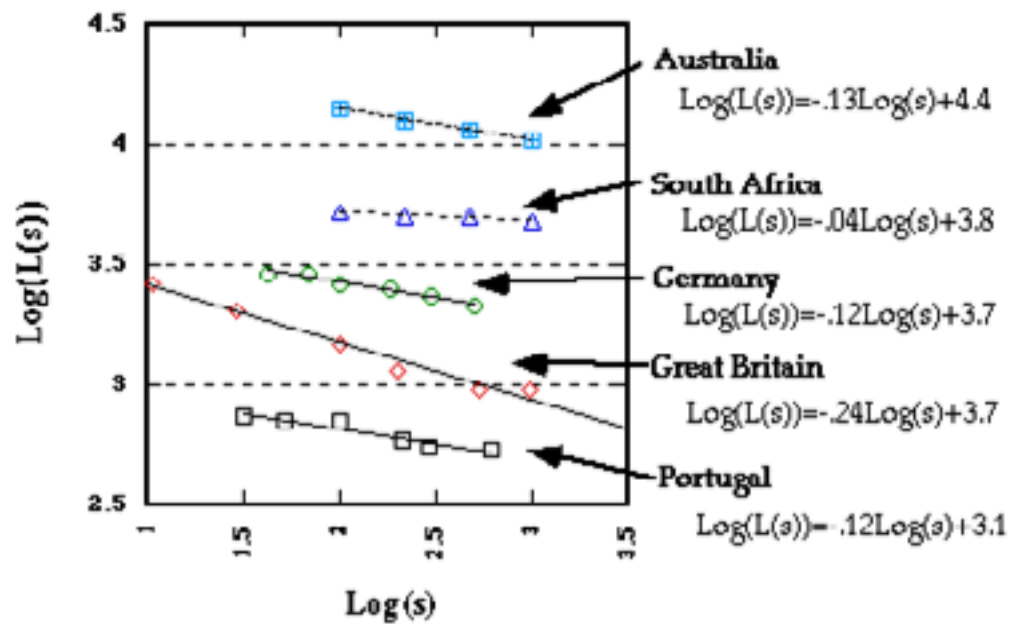




# Tobler's First Law of Geography

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- All things are related, but nearby things are more related than distant things
  - Tobler, W.R., 1970. A computer movie simulating urban growth in the Detroit region. *Economic Geography* 46: 234-240.



Identify known point on digitizer

(1) mge>



Feature Color

Define

Keypin

Secondary Long Lat

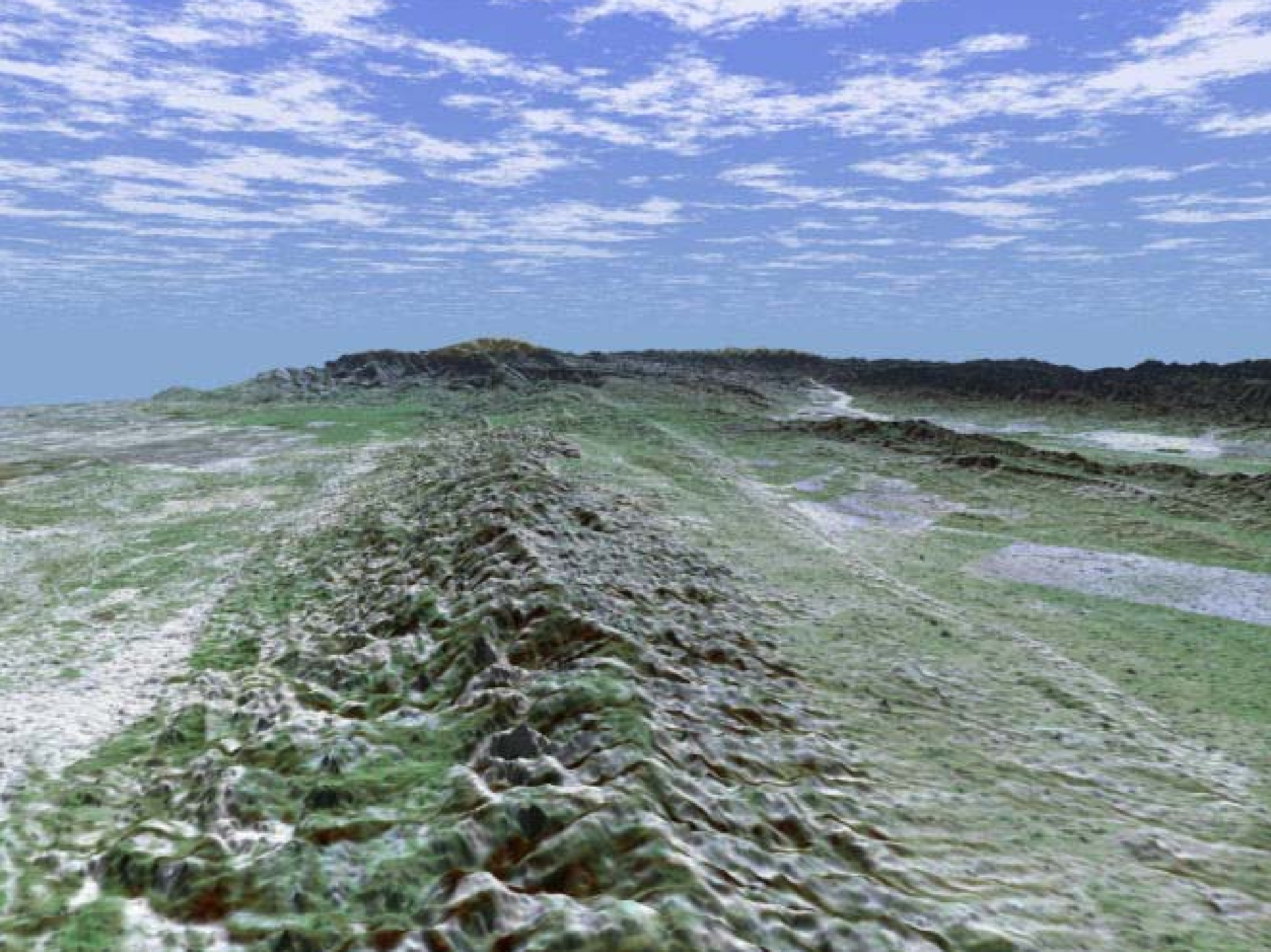
Secondary East North

Second Geocentric

Geocentric

Scale Factors

Geodesic

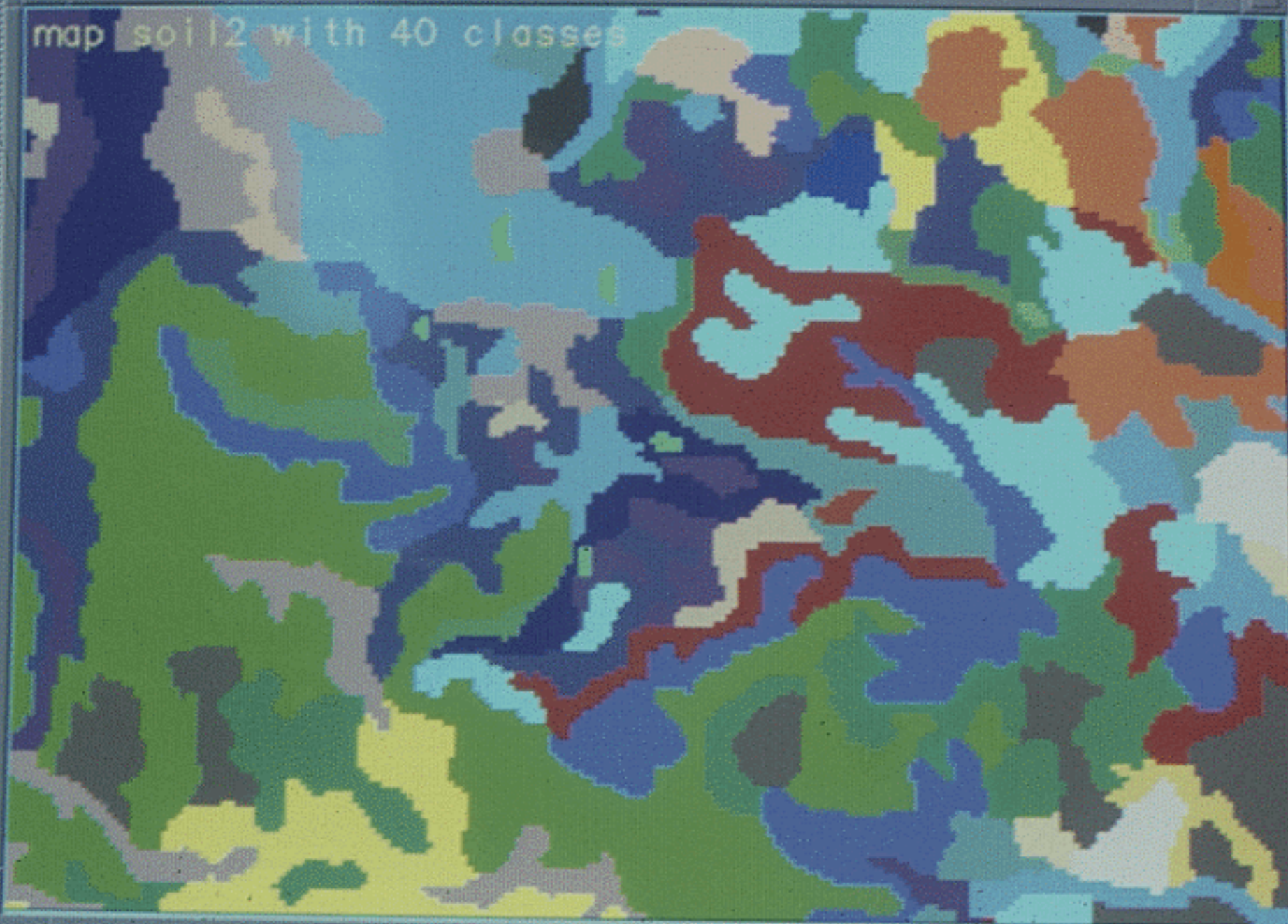










GRASS Monitor AIX

map soil2 with 40 classes




















Editor

Editor ▾ ▶  Task: Reshape Feature ▾ Target: uscnty ▾   


Untitled - ArcMap - ArcInfo

File Edit View Insert Selection Tools Window Help




























           12,173,794   

  28% 

**Layers**

-  uscnty

Display Source

Drawing                           

119°25'10.10"W 34°41'9.73"N

Tools

-  
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Editor

Editor ▾ ▶  Task: Modify Feature ▾ Target: usgeog polygon ▾  

Untitled ArcMap ArcInfo

File Edit View Insert Selection Tools Window Help

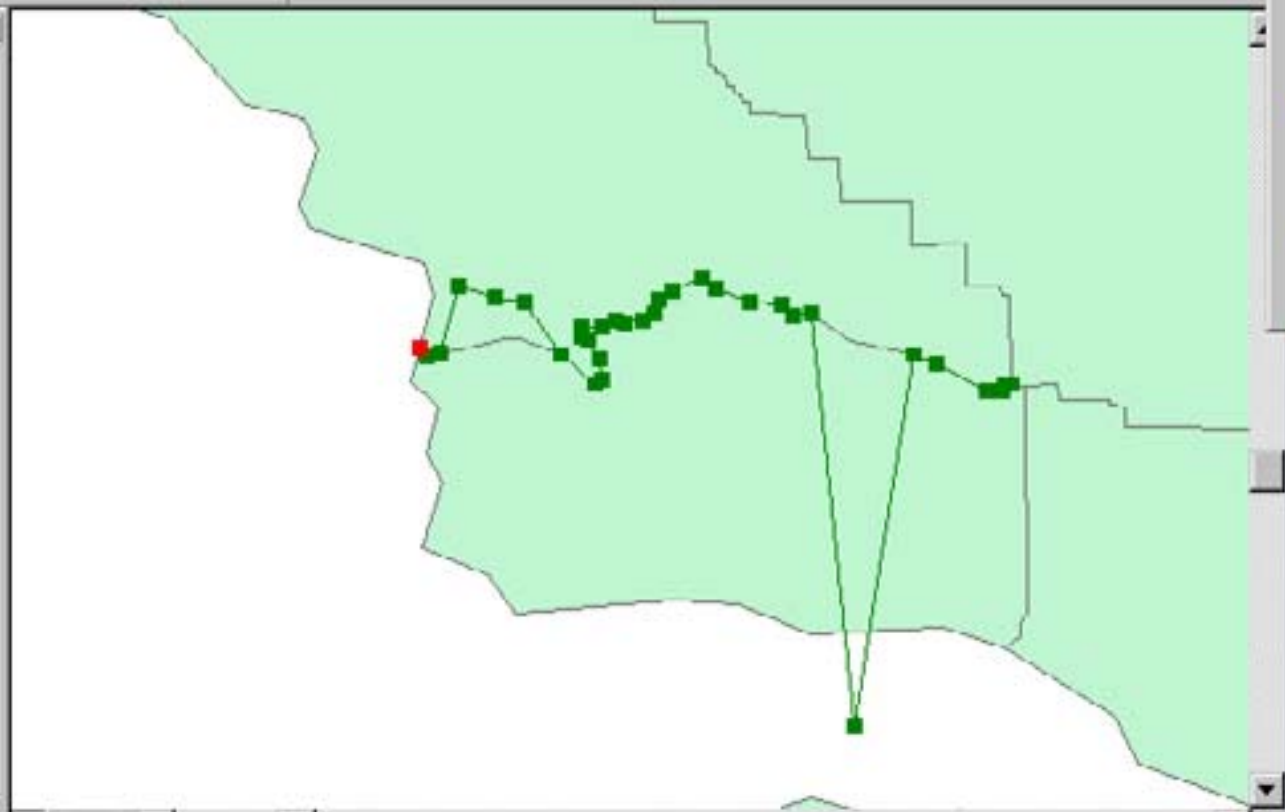
          1:1,901,122   

      100% 


Layers


- usgeog polygon

Display Source

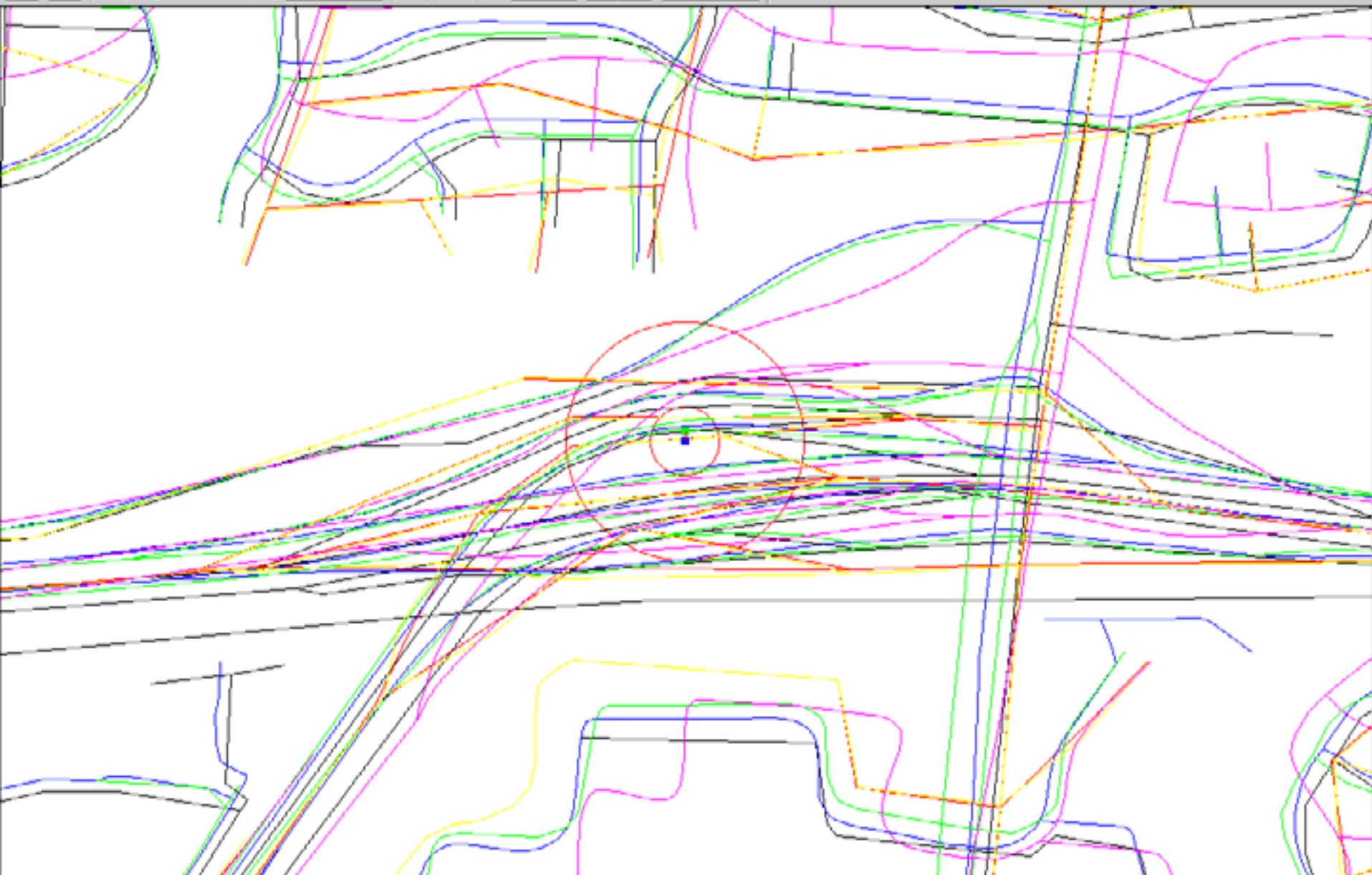
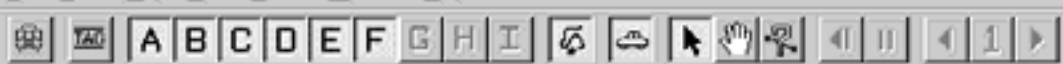


Tools

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Drawing     Arial 10 **B** *I* U   

121°17'17.34"W 34°12'12.74"N



# A grand challenge of GIS

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- To create useful, comprehensive digital representations of the enormous complexity of the Earth's surface in the limited space of a digital store, using a binary alphabet

“Imagine, for example, a young child going to a Digital Earth exhibit at a local museum. After donning a head-mounted display, she sees Earth as it appears from space. Using a data glove, she zooms in, using higher and higher levels of resolution, to see continents, then regions, countries, cities, and finally individual houses, trees, and other natural and man-made objects. Having found an area of the planet she is interested in exploring, she takes the equivalent of a ‘magic carpet ride’ through a 3-D visualization of the terrain.”

# Is Digital Earth feasible?

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- 500,000,000 sq km
  - 5 million at 10km resolution
  - 500,000,000,000,000 at 1m resolution

500,000,000,000,000

500,000,000 seconds

138,888 hours

69.4 working years

# The LS ratio

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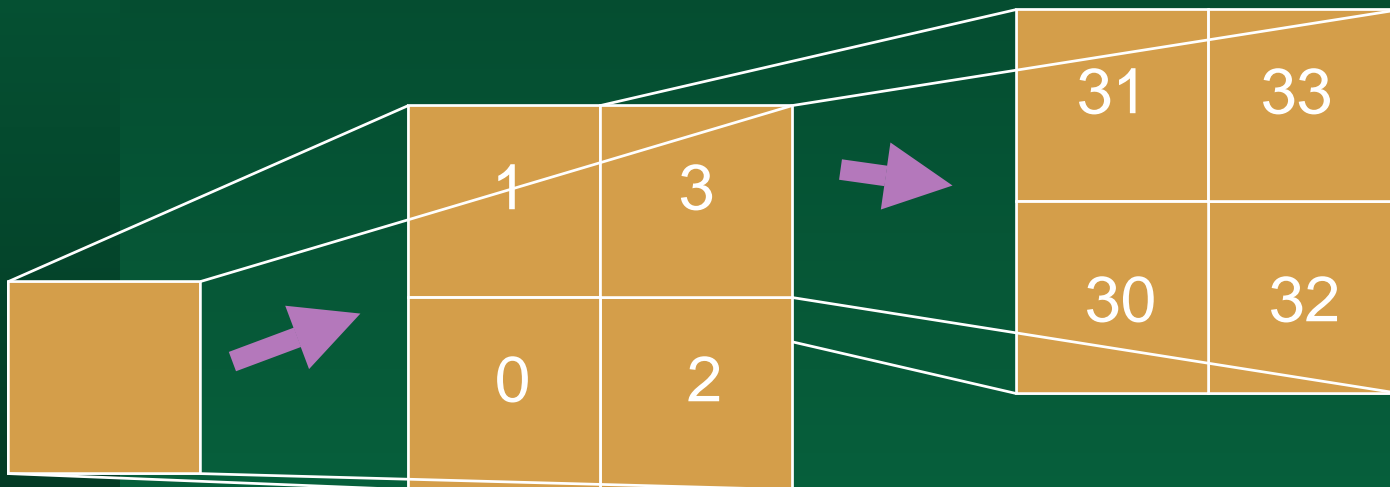
- Computer screen - 1000
- Digital camera - 1500
- Remotely sensed scene - 3000
- Paper map - 5000
- Dimensionless
- $\log_{10}L/S$  in range 3-4
- Human eye - 10,000



# The quadtree

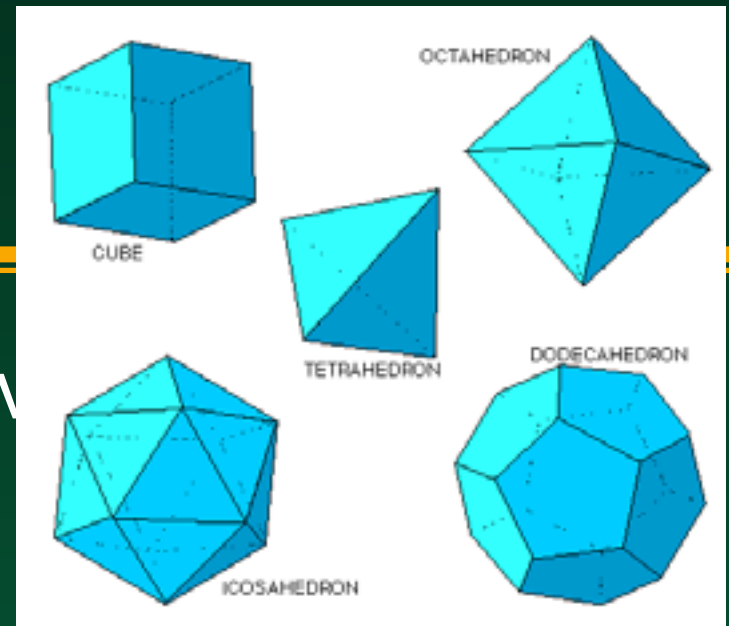
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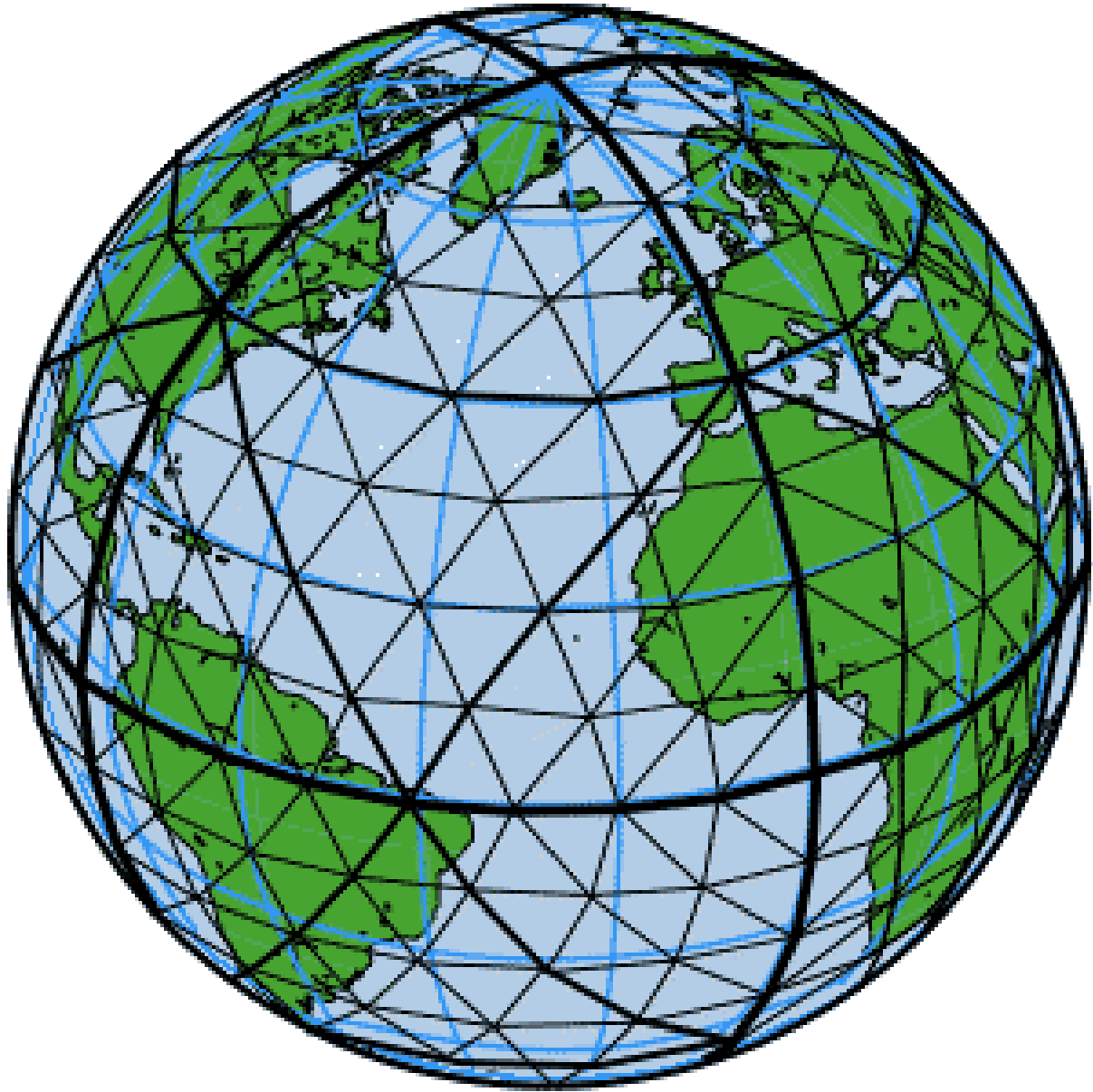
- Recursive subdivision
  - variable depth depending on local detail

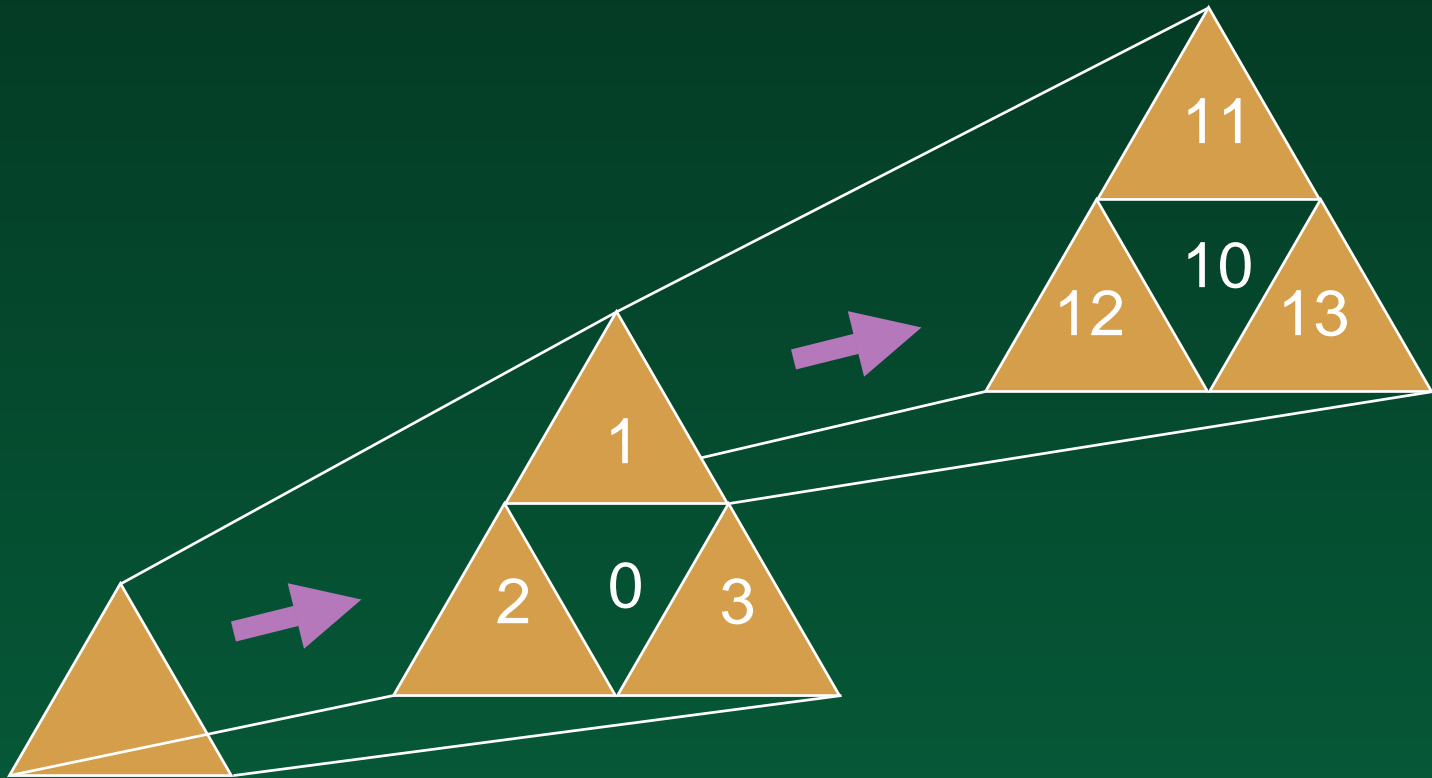


# Grids on the globe

- Impossible to tile a curved surface with squares
- Five Platonic solids
  - tetrahedron: 4 triangles
  - cube: 6 squares
  - octahedron: 8 triangles
  - dodecahedron: 12 pentagons
  - icosahedron: 20 triangles







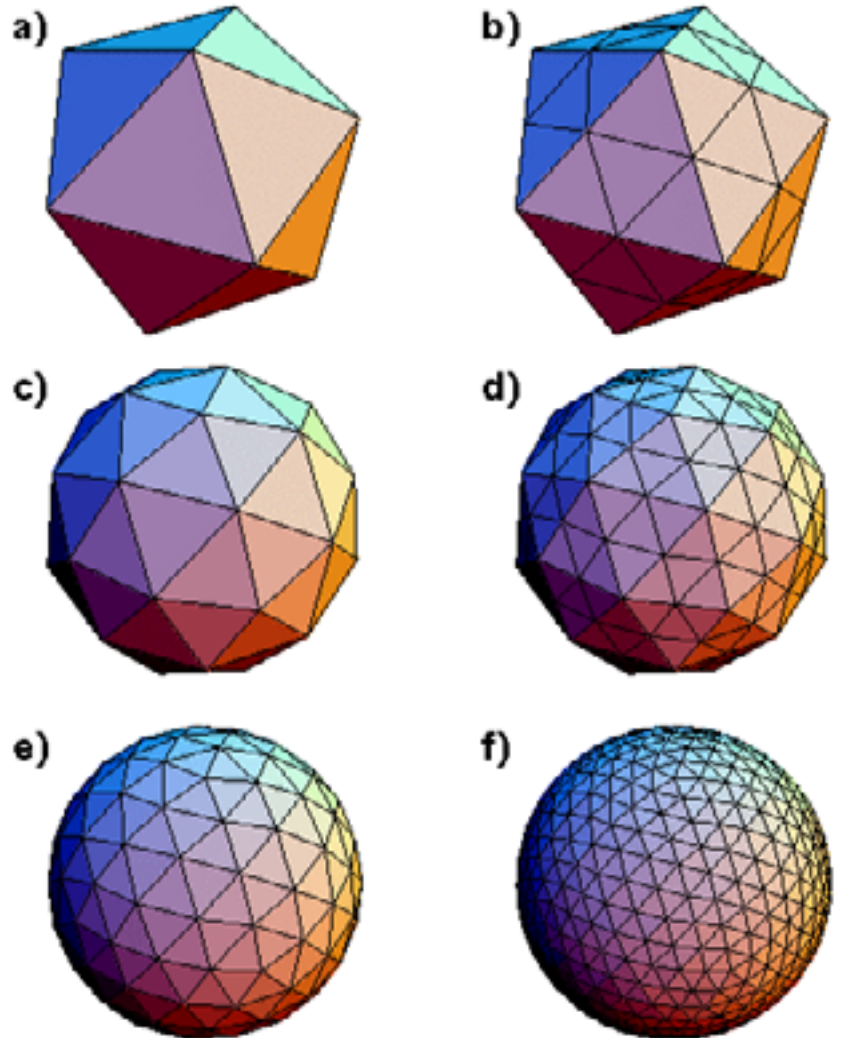
Octahedron: 1 base 8 digit plus unlimited base 4 digits

Discrete global grid  
based on the  
Icosahedron (20  
triangles, 1:4  
recursive  
subdivision)

Ross Heikes and  
David Randall,  
Colorado State  
University

## Construction of a simple Icosahedral grid

- Suppose we have an icosahedron inscribed inside of a unit sphere.
- Bisecting each edge forms 30 new vertices, and partitions each equilateral face into four pieces.
- Project the new vertices onto the unit sphere.
- Bisect and partition again.
- Project again.
- And so on.... The result is a sequence of polyhedrons that increasingly approximate the sphere.



# *Comparison of Criteria for the Assessment of Global Grids*

<i>Criteria in Goodchild (1994)</i>	<i>Criteria in Kimerling et al. (1999) (Goodchild's Numbers given in parentheses)</i>
1. Each area contains one point	Areal cells constitute a complete tiling of the globe, exhaustively covering the globe without overlapping. (3,7)
2. Areas are equal in size	Areal cells have equal areas. This minimizes the confounding effects of area variation in analysis, and provides equal probabilities for sampling designs. (2)
3. Areas exhaustively cover the domain	Areal cells have the same topology (same number of edges and vertices). (9, 14)
4. Areas are equal in shape	Areal cells have the same shape. ideally a regular spherical polygon with edges that are great circles. (4)
5. Points form a hierarchy preserving some property for $m < n$ points	Areal cells are compact. (10)
6. Areas form a hierarchy preserving some property for $m < n$ areas	Edges of cells are straight in a projection. (8)
7. The domain is the globe (sphere, spheroid)	The midpoint of an arc connecting two adjacent cells coincides with the midpoint of the edge between the two cells.
8. Edges of areas are straight on some projection	The points and areal cells of the various resolution grids which constitute the grid system form a hierarchy which displays a high degree of regularity. (5,6)
9. Areas have the same number of edges	A single areal cell contains only one grid reference point.(1)
10. Areas are compact	Grid reference points are maximally central within areal cells. (11)
11. Points are maximally central within areas	Grid reference points are equidistant from their neighbors. (12)
12. Points are equidistant	Grid reference points and areal cells display regularities and other properties which allow them to be addressed in an efficient manner.
13. Edges are areas of equal length	The grid system has a simple relationship to latitude and longitude.
14. Addresses of points and areas are regular and reflect other properties	The grid system contains grids of any arbitrary defined spatial resolution. (5,6)



Imagery courtesy of WorldSat Intl. Inc.

GeoFusion



Imagery courtesy of WorldSat Intl. Inc.

GeoFusion