Maps as Numbers: Data Models

Data Models
- How is reality abstracted and codified?
  - Reality
  - Conceptual Models
  - Logical Models
  - Physical Models

The Task
- An accurate, registered, digital map that can be queried and analyzed
  - Translate:
    - Real World Locations, Paper Map ➫ Computer Files
      - Spatial Data Models, Topology
      - Entity Info. ➫ Queriable Database Files
      - Relational or Object-Oriented Databases
      - Relate Spatial Coordinates to Entity Info.
    - “Spatial DBMS” software = GIS software!

Conceptual Models
- Characterized all features or phenomenon as:
  - Discrete objects; e.g. wells, roads, rock bodies, etc.
    - Object-based models
  - Continuous phenomena; e.g. gravity, magnetic intensity, topography, temperature, snowfall, soil pH, etc.
    - Field-based models
  - Organize objects and fields by common theme
    - Thematic layers
VECTOR MODEL
- Discrete objects are represented by points and vectors, continuous fields by irregular tessellations of triangles (TINs)

RASTER MODEL
- Discrete objects and continuous fields are represented by an array of square cells (pixels)

Logical Models

How should discrete objects be coded?

Raster Model

Vector Model

Continuous Phenomena As Surfaces

Raster Topography
- Regular tessellations, e.g. DEM

Vector Topography
- Irregular tessellations, e.g. TIN.
Simple Vector Data Structure

<table>
<thead>
<tr>
<th>ID</th>
<th>X</th>
<th>Y</th>
</tr>
</thead>
<tbody>
<tr>
<td>P1</td>
<td>503200</td>
<td>3200522</td>
</tr>
<tr>
<td>P2</td>
<td>503250</td>
<td>3200522</td>
</tr>
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<td>3200460</td>
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<td>P4</td>
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<td>3200410</td>
</tr>
<tr>
<td>P5</td>
<td>503350</td>
<td>3200410</td>
</tr>
</tbody>
</table>

(in UTM coordinates)

Simple Raster Data Structure:

<table>
<thead>
<tr>
<th>Raster Line</th>
<th>Equivalent Binary Flat File</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>110000</td>
</tr>
<tr>
<td></td>
<td>001000</td>
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<td></td>
<td>001000</td>
</tr>
<tr>
<td></td>
<td>011111</td>
</tr>
</tbody>
</table>

Vector Models

- “Graphical”
- Topologic/georelational
- T.I.N.
- Network

“Graphical” Vector Model

- Lines have arbitrary beginning and end, like spaghetti on a plate
- Common lines between adjacent polygons duplicated
- Can leads to “slivers” of unassigned area = “sliver polygons”
“Graphical” Vector Model

- Shortcomings for maps:
  - No real world coordinates required
  - No identification of individual objects; no way to attach attributes
  - Details of relationships among objects (e.g. what’s adjacent) not stored, but needed for spatial analysis

Graphical Vector Structure

- Contains no explicit information about adjacency, containment or contiguity i.e.
  - Which polygons are adjacent?
  - Which polygons are contained within other polygons?
  - Which lines are connected? Where are they connected? Where do lines begin and end?

= “Spaghetti Data Model”

Topological Vector Model

- Store pts. as x,y geographic coordinates
- Store lines as paths of connected pts.
- Store polygons as closed paths

  Also explicitly store ....
  - Where lines start and end (connectivity)
  - Which polygons are to the right and left side of a common line (adjacency)

Topology

- The geometric relationship(s) between entities (e.g. points, lines, areas); where is one thing with respect to another?
Topological Properties

- Spatial characteristics that are unchanged by transformations like scaling, rotation and translation are topologic

- **Non-topological:** x, y coordinates, area, distance, orientation

- **Topological:**
  - Contiguity – what’s adjacent
  - Connectivity – what’s connected
  - Containment – what’s inside or outside of a region

Maintaining Topology: Planar Enforcement

- One and only one feature at every x, y location
- Lines cross at nodes; polygons space-filling, exhaustive, mutually exclusive (no overlaps or gaps)
- Sum of the area of all individual polygons equals the area of extent of all polygons
- Common boundaries stored only once

- A PLANAR GRAPH meets these conditions
- Allows spatial queries for adjacency, containment and rapid what-is-where
- All raster data is of this sort

Non-Planar vs. Planar Graphs

- **Spaghetti**

- **Topologic**

- Contiguity: Adjacency
- Connectivity: What’s connected
- Containment: What’s inside or outside of a region

- Unchanged by translation, scaling, rotation

after Bonham-Carter, 1994
Maps as Numbers

Lines: Graphic vs. Topologic

- Graphic (Spaghetti)
  - vertices
  - Overshoot ("dangle")
  - Table of (x,y) coordinates

- Topologic (with meatballs)
  - vertices
  - arcs
  - Table of (x,y) coordinates
  - Table of arcs with IDs, starting and ending nodes
  - S – Start node
  - E – End node

Lines: Arc-Node Topology

- Vertex Table
  - ID x y
  - 1 0 0
  - 2 0 0
  - 19 3 5

- Node Table
  - ID x y
  - 1 0 0
  - 2 0 0
  - 8 3 5

- Arc Table
  - ID FID F Node T Node Vertices
  - 1 100 1 2 1, 2
  - 2 102 3 2 3, 4, 5, 6, 7
  - 3 103 3 4 null

Polygons: Polygon-Arc Topology

- Arc Table
  - Arc ID L Poly R Poly F Node T Node
  - A1 World P1 N1 N2
  - A2 P1 P2 N2 N1
  - A3 P2 World N2 N1

- Polygon Table
  - Poly ID FID Arcs.
  - P1 100 A1 A2
  - P2 102 A2, A3

- Arc Coordinates Table
  - Arc Start Vertices End
  - A1 N1 v7, ..., v11, ...
  - A2 N2, v6 N1
  - A3 N2 v1, v2, ..., v6 N1

Why Bother With Topology?

- Provides a way of error trapping and geometry validation after data entry
- All lines must meet at nodes, all polygons must close, polygons can’t overlap, all lines in a network must join
- Permits spatial queries, precise measurements
What Kind of Queries Does Topology Permit?

- Connectivity
  - What is shortest path between features or locations? (networks, flow)
  - Find all fault trace intersections

- Contiguity
  - What’s adjacent: e.g. Show all granite/limestone contacts
  - Combine all contiguous units with a specific attribute (e.g. lithology) into a single unit

- Containment (= “Area Definition”)
  - What proportion of an area is underlain by a specific rock type?
  - What is spatial density of specific feature(s)?

Vector Models

- Graphical ✓
- Topologic/"georelational" ✓
- T.I.N.
- Network

Triangulated Irregular Network - TIN

- Topological 3-D model for representing continuous surfaces using a tessellation of triangles

Triangular Irregular Network

- Network ("tessellation") of interlocking triangles made from irregularly spaced points with x, y and z values
- Density of triangles varies with density of data points (e.g. spacing of contours) - c.f. raster with uniform data density – advantages for file size
- Triangle sides are constructed by connecting adjacent points so that the minimum angle of each triangle is maximized (see "Delaunay Triangulation" for details)
- Can render faces, calculate slope, aspect, surface shade, hidden-line removal, etc.
**TIN Topology**

Node Table

<table>
<thead>
<tr>
<th>Node</th>
<th>x</th>
<th>y</th>
<th>z</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>9</td>
<td>12</td>
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<tr>
<td>3</td>
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<td>10</td>
</tr>
<tr>
<td>6</td>
<td>10</td>
<td>7</td>
<td>10</td>
</tr>
</tbody>
</table>

Tin Topology Table

<table>
<thead>
<tr>
<th>Triangle</th>
<th>Node list</th>
<th>Neighbors</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1, 2, 6</td>
<td>C, E</td>
</tr>
<tr>
<td>B</td>
<td>2, 3, 4</td>
<td>C</td>
</tr>
<tr>
<td>C</td>
<td>2, 4, 6</td>
<td>B, D, A</td>
</tr>
<tr>
<td>D</td>
<td>4, 5, 6</td>
<td>E, C,</td>
</tr>
<tr>
<td>E</td>
<td>5, 1, 6</td>
<td>A, C, D</td>
</tr>
</tbody>
</table>

Node Elevations

After Zeiler, Modeling our World, p. 165

**TIN for Seiad Valley, CA**

3-D TIN Scenes of Seiad Valley fault

3-D TINS, Grand Canyon

Bright Angel Trail

Grand Canyon at Bright Angel Creek
Vector Models

- Graphical
- Topologic/"georelational"
- T.I.N.
- Network - not discussed, see Help files