



# Introduction to GIS

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## Fundamentals:

- Different views on the nature of space
- Geo-referencing & Discrete georeferencing
- Locational co-ordinates
- Euclidean space - Cartesian and polar co-ordinate systems
- Latitude and longitude system
- Major types of map projections
- Representing Real world geography in digital *world*
- Vector vs. Raster
- Topology
- Cartography Design Principles

# What is space? Different perspectives

Medical imagery perspective (eg MRI scans)

Mathematics perspective ( eg fractals)

Physics perspective

Astronomy perspective

Geography perspective

Human views (mental maps)

A small exercise before we start

Think of 3 reasons why it might be handy to use GIS instead of paper maps.

## What is a Map?

A **map** is a visual representation of an area (can be for any space not just geographical)

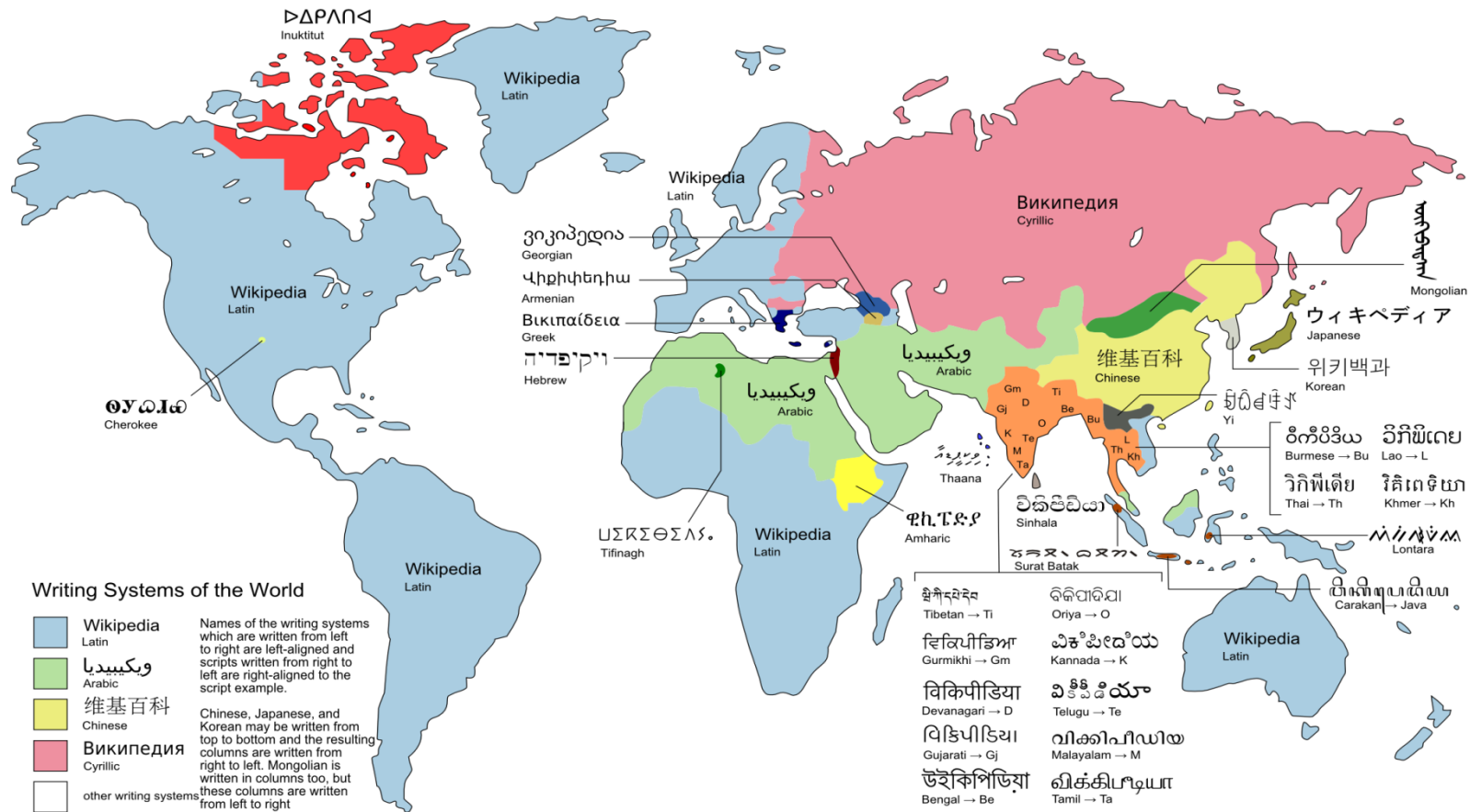
More importantly, Maps helps us make sense of the world

## World Map of Vegetation on Earth



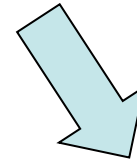
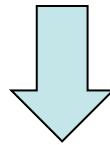
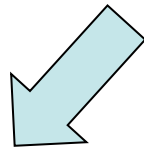
World map of vegetation data collected by the Suomi NPP satellite (National Polar-orbiting Partnership) in a partnership between NASA and the National Oceanic and Atmospheric Administration (NOAA). Image Credit: NASA/NOAA  
Herbal Earth: Spectacular Vegetation Views of Our Home Planet and the Natural World of Living Green Life by Ken Kremer

# World Map of the Different Writing Systems



Map by Maximilian Dörrbecker (Chumwa) on Wikimedia Commons

# What is GIS



Science

Services

System

GIS is multidisciplinary (Engineering, Computer Science, Statistics, Mathematics, Geography, Psychology, Philosophy...)



## **Geographic Information Science**

Multidisciplinary research that addresses the nature of geographic information and the application of geospatial technologies to basic scientific questions (Goodchild, 1992).

Based primarily in the discipline of geography, but drawing upon insights and methods from philosophy, psychology, mathematics, statistics, computer science, landscape architecture, and other fields.

Examples:

Map generalization  
Ontologies

## Geographic Information Systems

**Refers to the specialized set of information technologies that handle georeferenced data**

### Data acquisition

- Aerial imaging
- GNSS
- Remote sensing
- Land surveying

### Data analysis

- Statistical analysis
- modeling

### Data storage & manipulation

- image processing
- DBMS

### Data visualization

- Geovisualization
- imaging

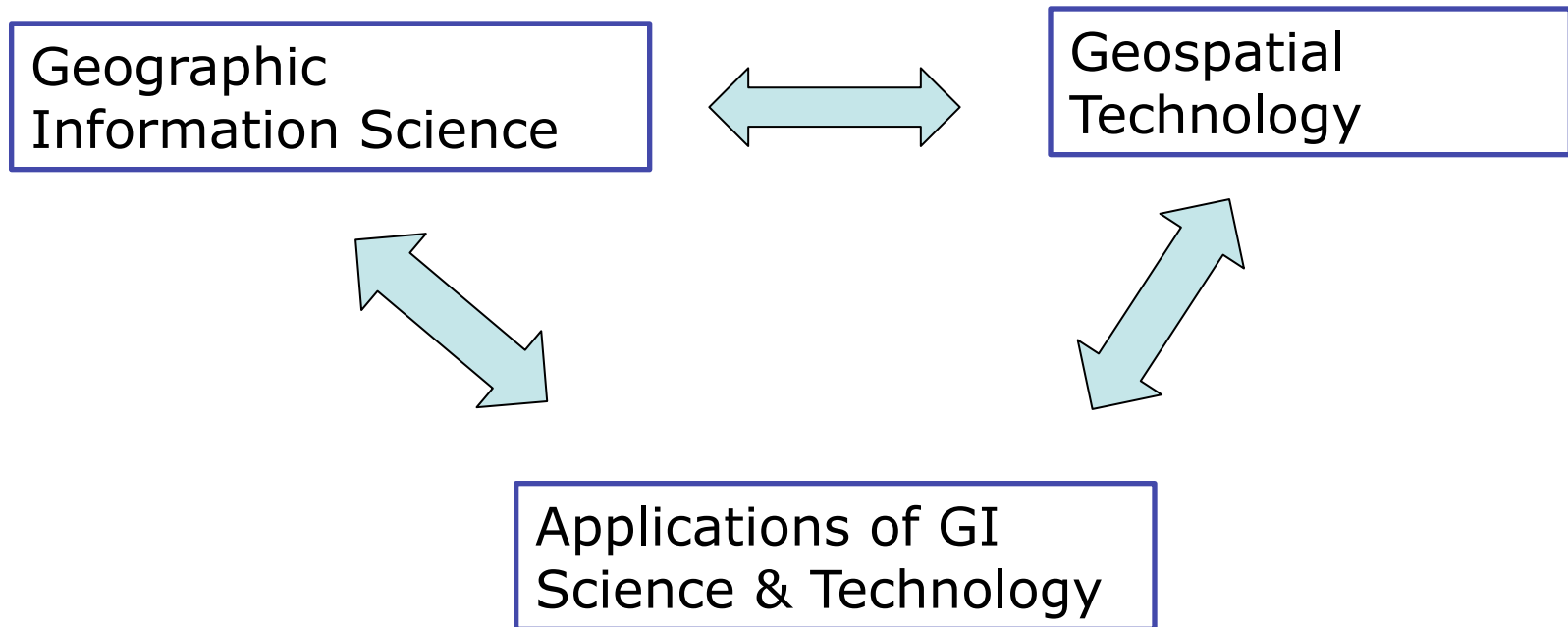
## UCGIS GI S&T Body of Knowledge

10 knowledge areas

73 units

329 topics

1,600 formal educational objectives



Applied GIS examples

## **Network of European Regions Using Space Technologies**

The NEREUS video "The voice of regions for Space" regional examples of space based services (EO/GMES, GNSS, Telecommunication etc.) for the benefits of regions and their citizens.

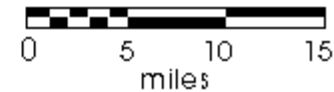
[http://www.nereus-regions.eu/NEREUS\\_videopage](http://www.nereus-regions.eu/NEREUS_videopage)

# Fundamental GIS example

**Map generalization is one of the fundamental research areas of GI Science**

Verbal, numeric, and graphic means  
of representing scale

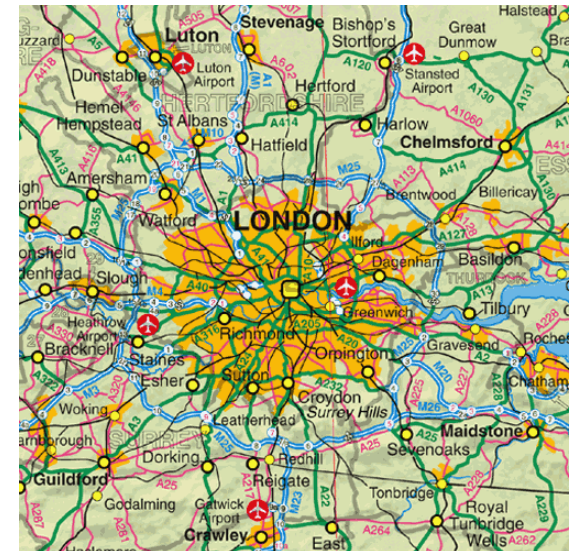
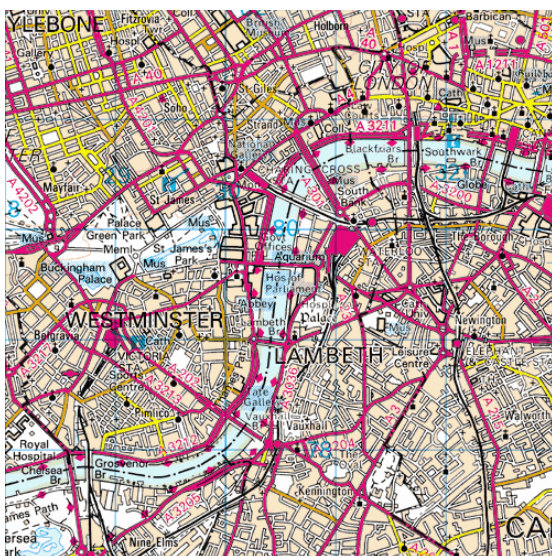
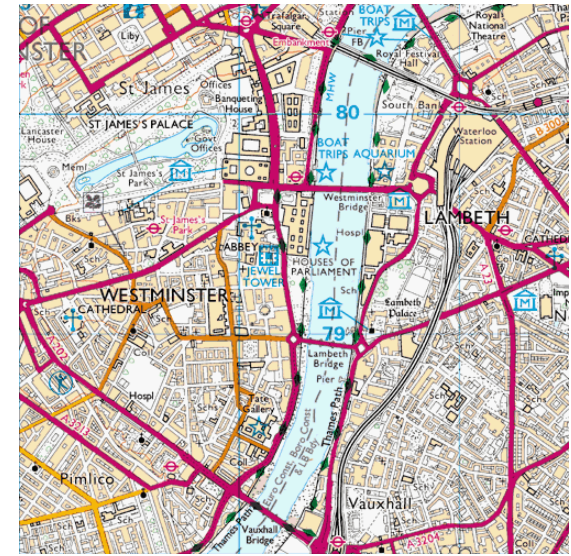
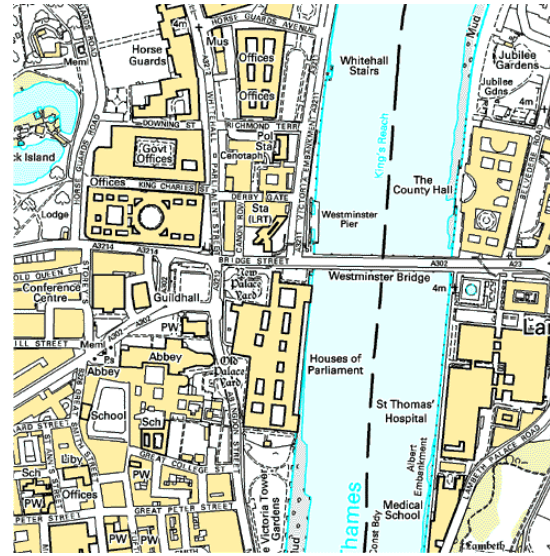
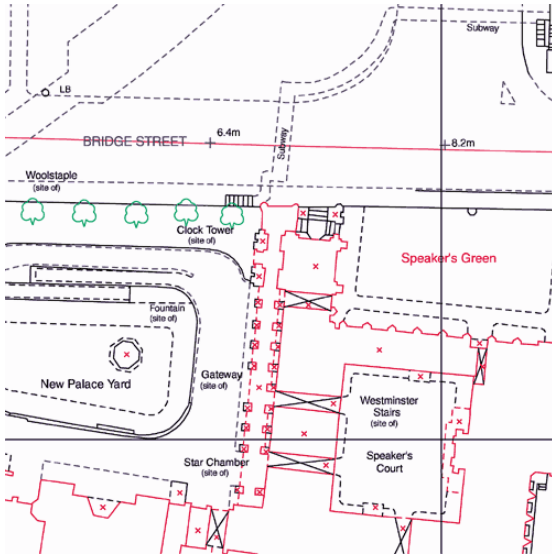
1 inch equals 1 mile      1:63,500



SLC 4/96

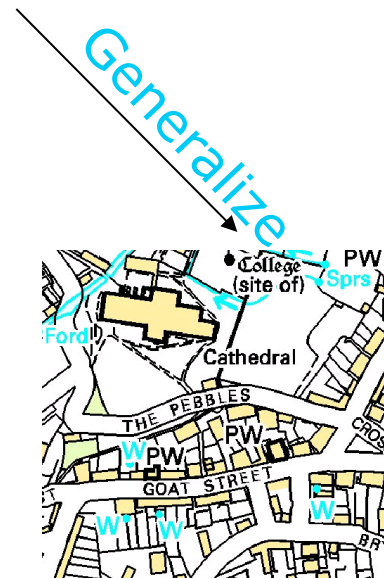
# Scale

- Maps can be thought of as collections of scaled graphic representations of earth features.
- Dimensions on a map can be related to actual dimensions by a scale value which may be expressed by the ratio between graphic dimension and actual dimension.
- If a scale value is given as a fraction in which the numerator is 1, it is called the representative fraction (e.g.  $1/50000$ ).
- If the representative fraction is relatively large (e.g.  $1/2500$ ), the map is referred to as large scale.
- If the representative fraction is relatively small (e.g.  $1/2000000$ ), the map is referred to as small scale.





Reduce scale

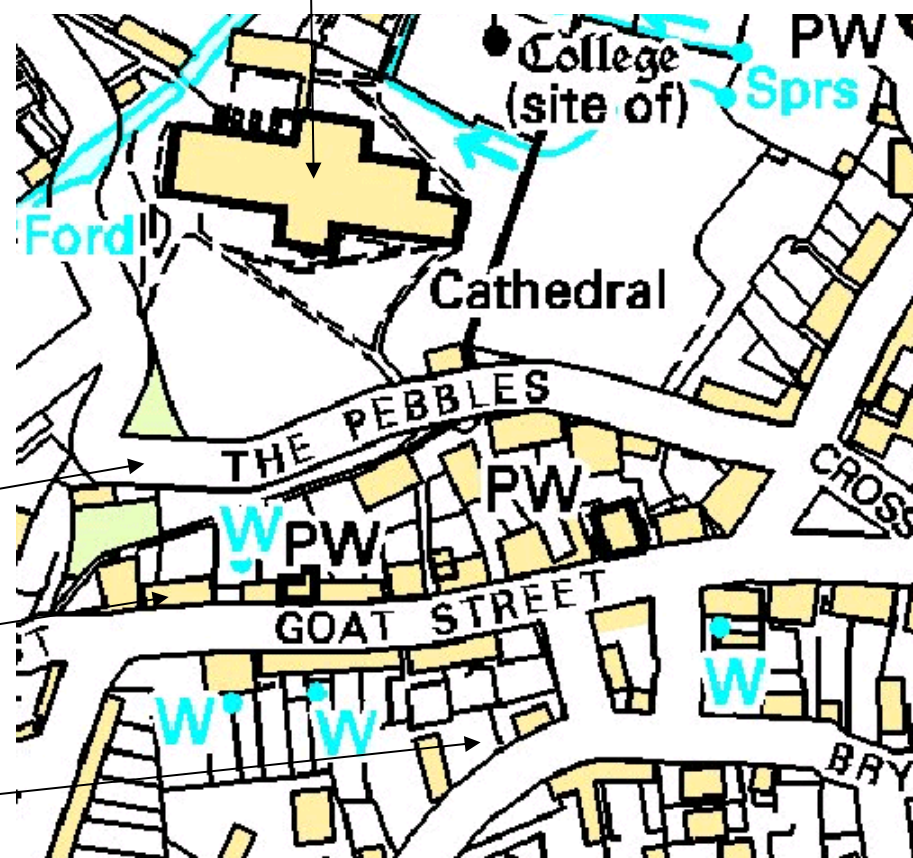


Generalize





### Simplification

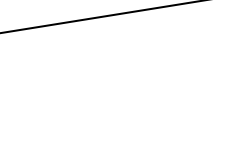
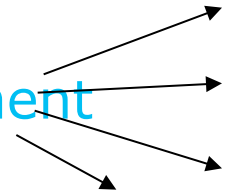


Displacement

Exaggeration

Aggregation

Deletion



## GEOREFERENCING

The key requirements:

Unique

Understandable

Unchanging

## Discrete Georeferencing

Practically, it means, Many options to do your search:

- Street name
- Postcode
- Place name
- OS grid reference
- Lat/Long etc

## Map projections

Portray the surface of the earth on a two-dimensional, flat piece of paper or computer screen.

There are global map projections, but most map projections are created and **optimized to project smaller areas** of the earth's surface.

Map projections are never absolutely accurate representations of the spherical earth. They show **distortions of angular conformity, distance and area**. It is impossible to preserve all these characteristics at the same time in a map projection.

Co-ordinate Systems for recording spatial location

**Plane Systems: Cartesian Co-ordinates**

**Plane Systems: Polar Co-ordinates**

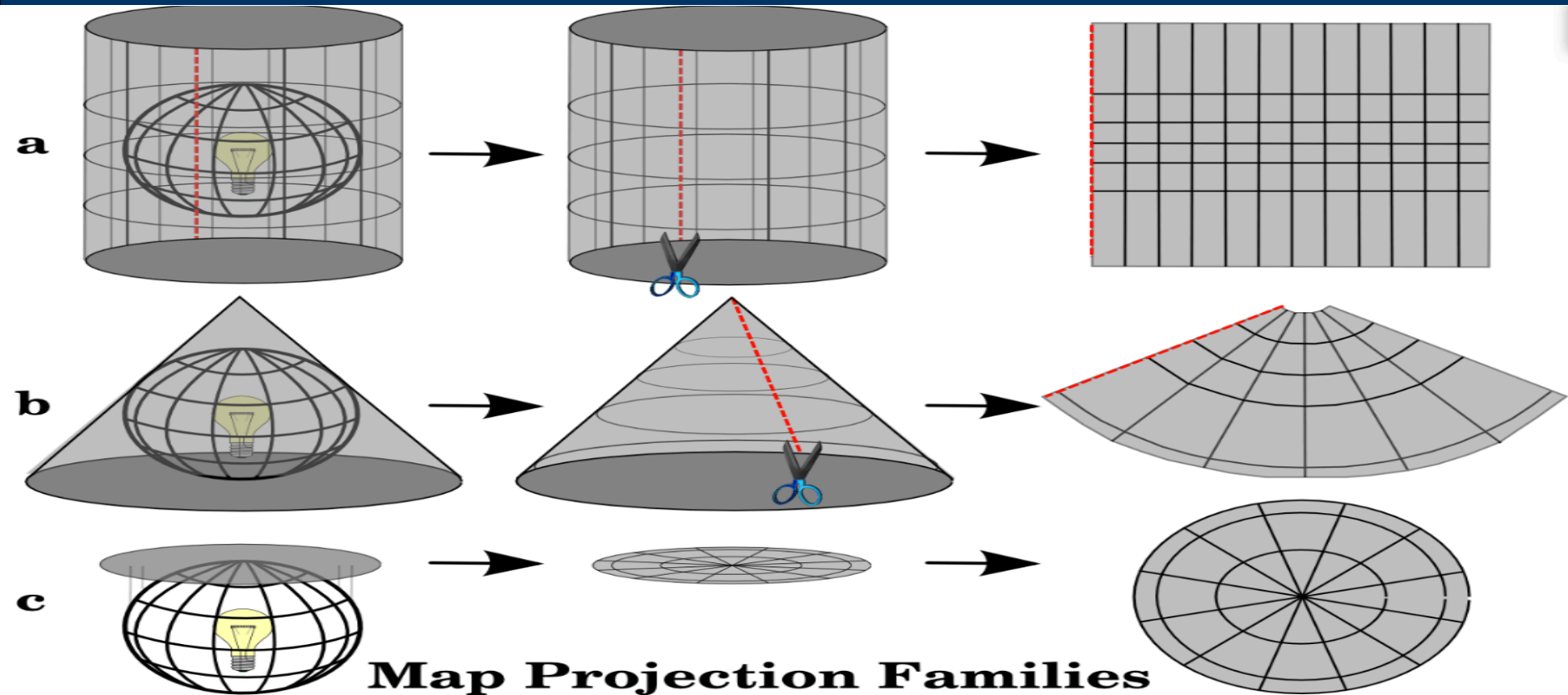
**Global Co-ordinates: Latitude And Longitude**

**Projection-based Co-ordinate Systems and Map  
Projections**

A **Coordinate reference system** (CRS) defines, with the help of coordinates, how the two-dimensional, projected map is related to real locations on the earth.

There are two different types of coordinate reference systems: **Geographic Coordinate Systems** and **Projected Coordinate Systems**.

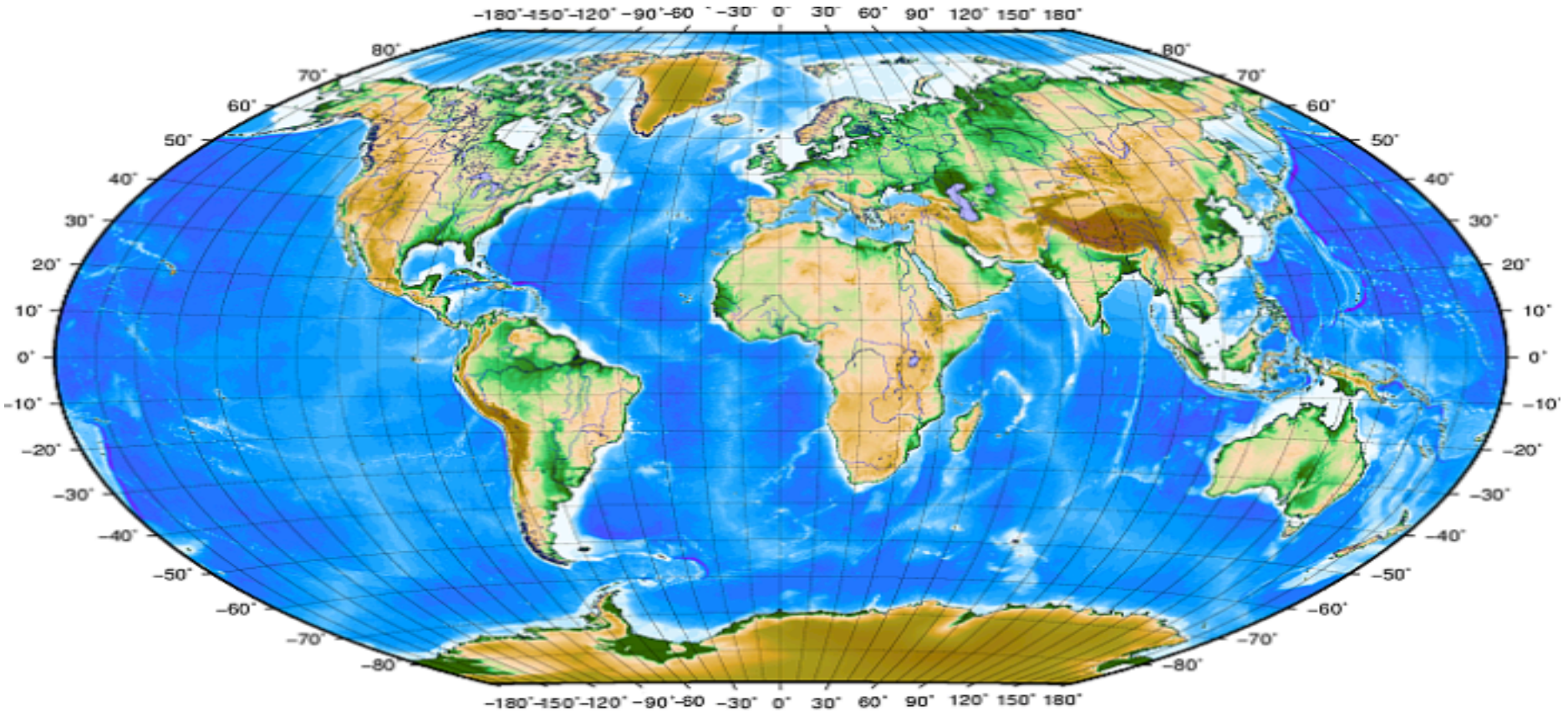
**On the Fly** projection is a functionality in GIS that allows us to overlay layers, even if they are projected in different coordinate reference systems



The three families of map projections.

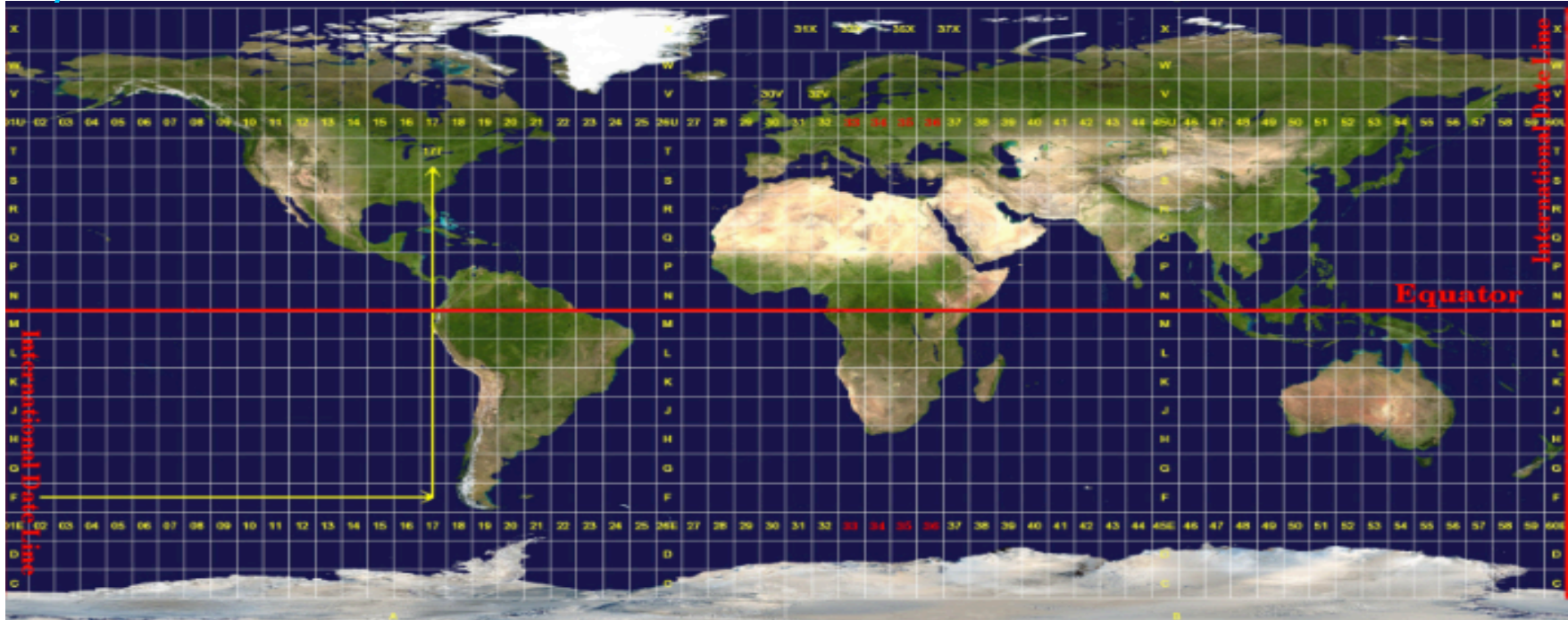
- a) cylindrical projections
- b) conical projections
- c) planar projections

## Geographic Coordinate Systems



They use degrees of latitude and longitude and sometimes also a height value to describe a location on the earth's surface. The most popular is called **WGS 84**.

## Universal Transverse Mercator (UTM) coordinate reference system



The world is divided into **60 equal zones** that are all **6 degrees** wide in longitude from East to West. The **UTM zones** are numbered **1 to 60**, starting at the **international date line (zone 1 at 180 degrees West longitude)** and progressing East back to the **international date line (zone 60 at 180**



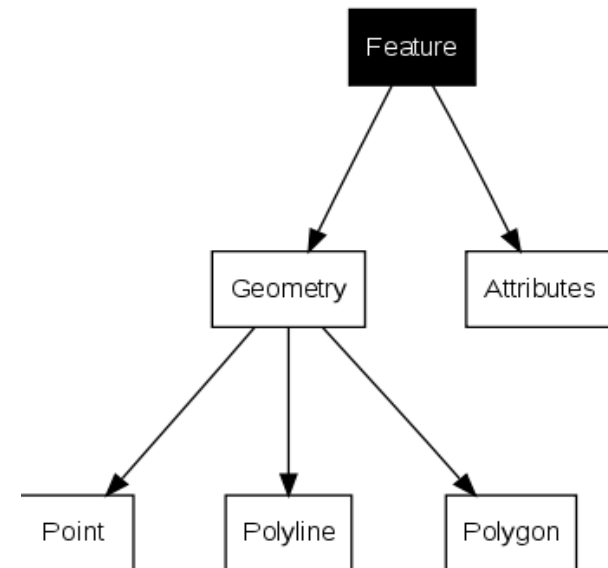
## VECTOR VIEW

Follows an object view of the world in which space is seen to be occupied by different sorts of object

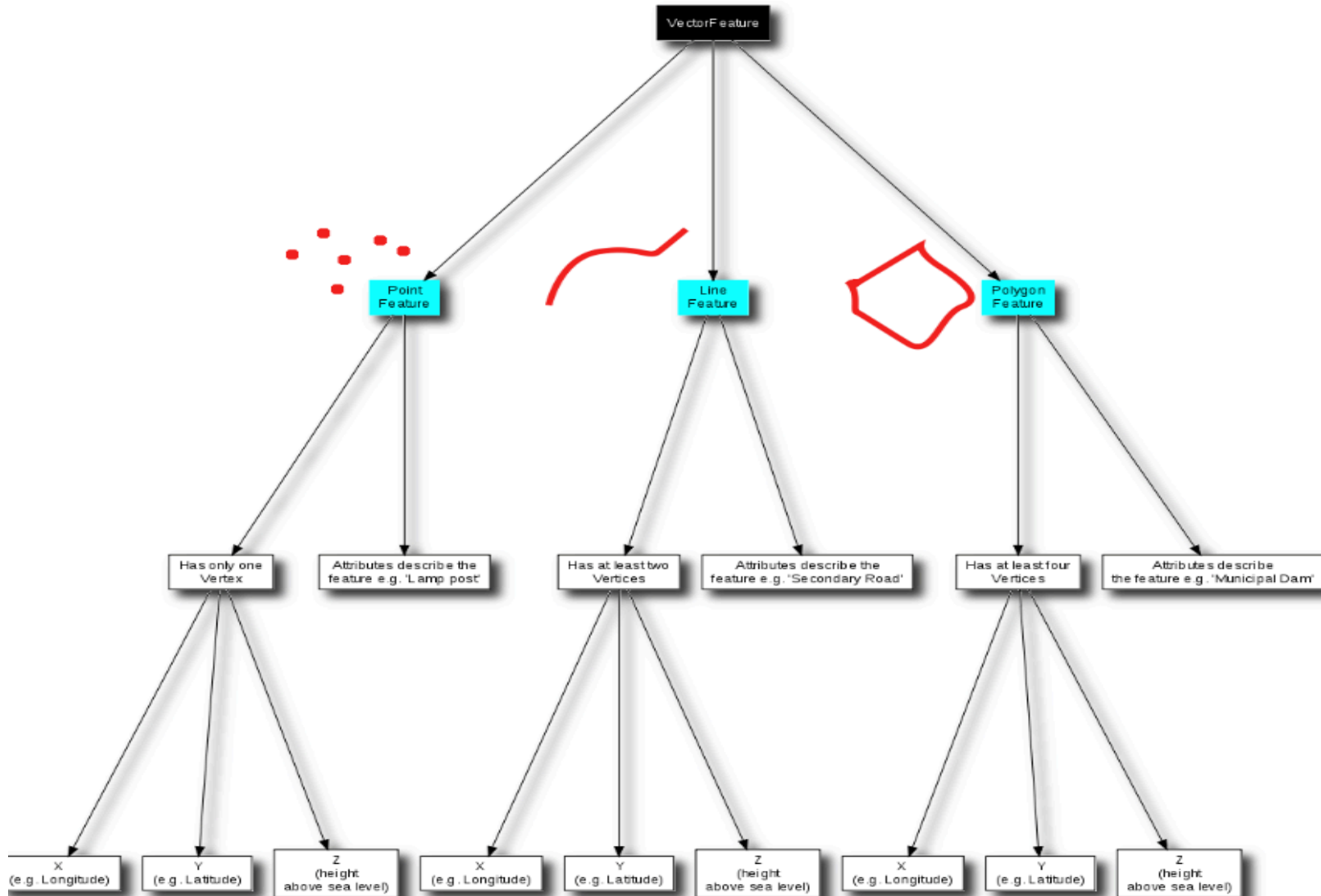
- Records exact locational coordinates of the points, lines and areas that make up a map.
- List the features present on the map and represent each as a point, line or area *object*

Exercise :

Think of how vector data could be useful?



Vector features

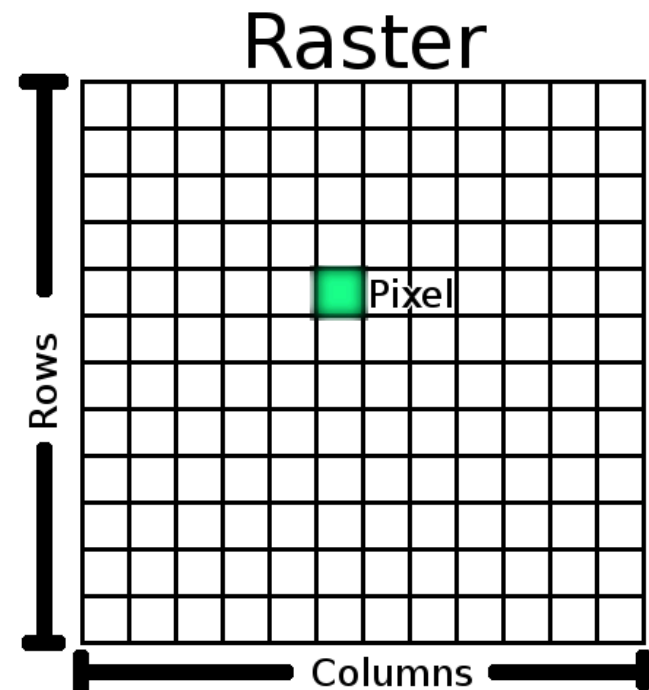


## RASTER VIEW

Originated mostly in the world of image processing using data from remote sensing platforms

Make use of a grid of small units of the earth's surface (called *pixels*) and for each record the value, or presence or absence, of something of interest

In a raster the map is divided into a sequence of identical, discrete elements and contents listed for each



Exercise :

Think of how raster data from satellites could be useful?



Exercise:

Discuss which situations you would use raster data and in which you would use vector data.

## TOPOLOGY

Is the study of properties that are unchanged under transformations such as a stretching or folding

Such properties include

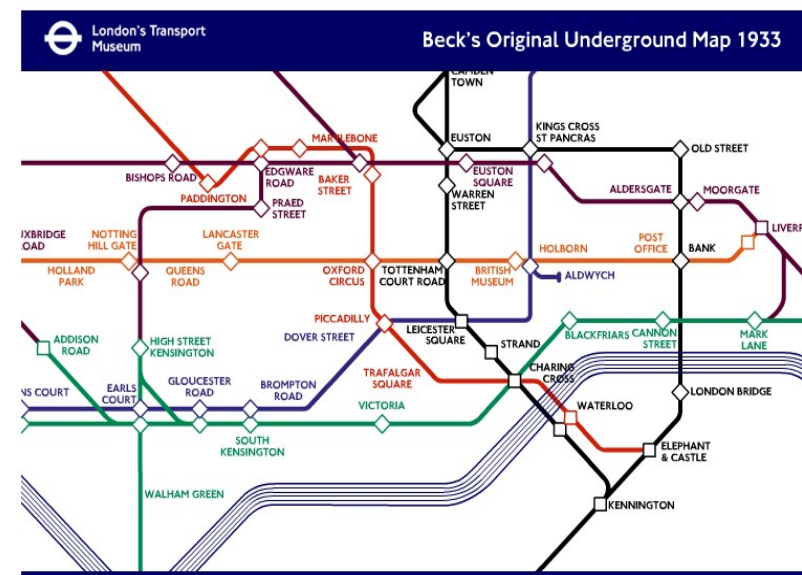
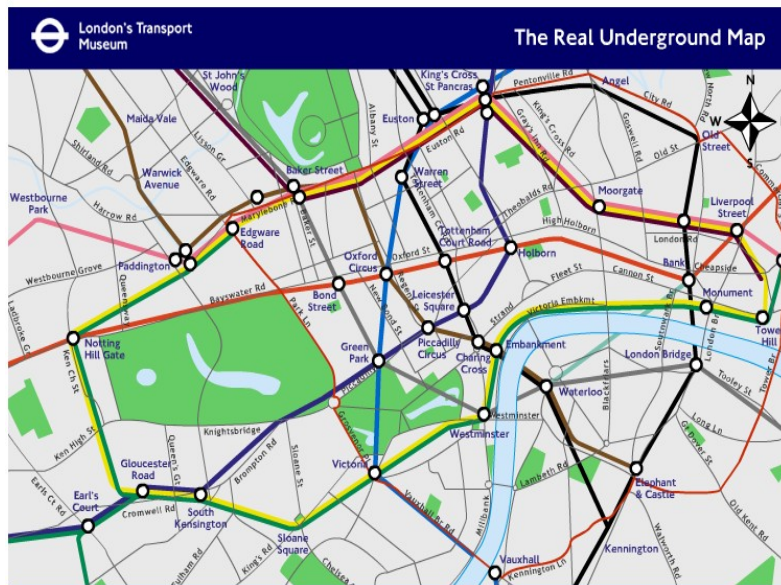
*connection*

*adjacency*

*containment*

# London Tube Map

Preserves topology but disregards geometry!



## Cartographic Design Principles

- Understanding of user requirements
- Consideration of display format
- A clear visual hierarchy
- Simplicity
- Legibility
- Consistency
- Assessability
- Good composition

Full details at

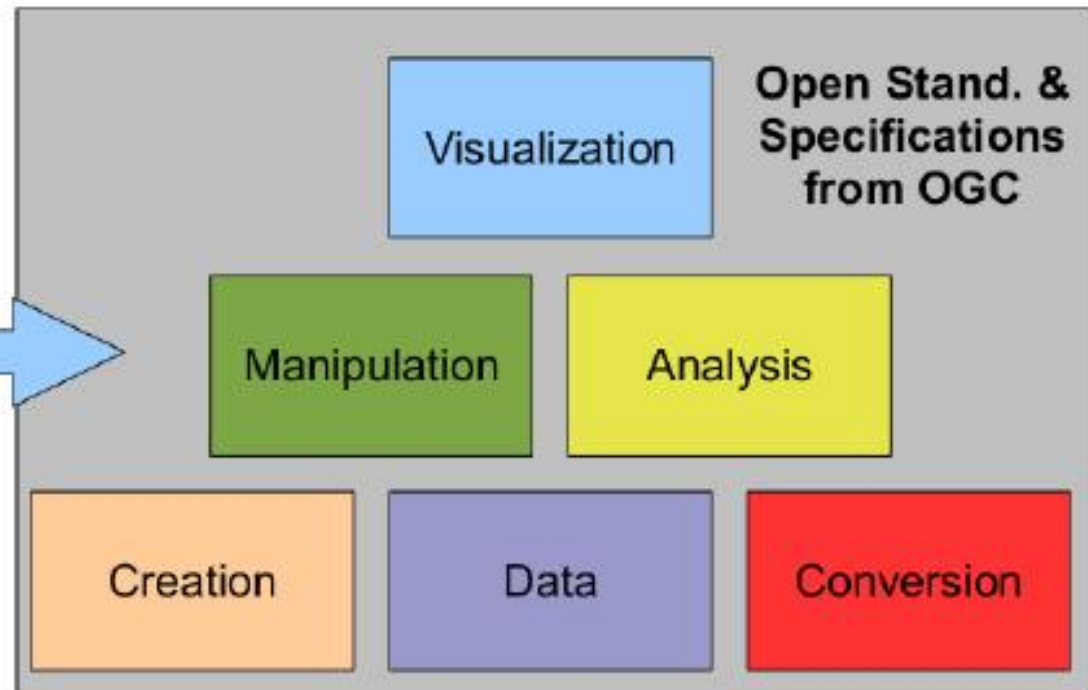
<http://www.ordnancesurvey.co.uk/resources/carto-design/carto-design-principles.html>

<https://www.ordnancesurvey.co.uk/resources/carto-design/>



# Today's Toolkit

**Monolithic  
Black Box**



GLOBAL URBAN PROBLEMS:  
access to water, sanitation, traffic  
congestions, economic sustainability,  
citizens' health, impact on  
environment ...

Mapping is a critical component to  
help understand and develop  
solutions for urban growth problems

Proprietary software tools are very  
expensive (hence unavailable) for  
economically poor countries and  
communities worldwide

**GIS tools play a key role in helping find solutions to global societal challenges**



Kibera , Kenya

<http://www.flickr.com/photos/8485582@N07/7365580810>



Dharavi,  
Mumbai

<http://www.flickr.com/photos/56685562@N00/2340042701>

Further resources:

<http://www.qgis.org/en/site/>

<http://live.osgeo.org/en/index.html>

<http://spatialquerylab.com/foss4g-academy-curriculum/>

**GST 101 – Introduction to Geospatial Technology (QGIS)**

**GST 102 – Spatial Analysis (QGIS)**

**GST 103 – Data Acquisition and Management (QGIS) –**

**GST 104 – Cartographic Design (QGIS and Inkscape) –**

**GST 105 – Introduction to Remote Sensing (QGIS and  
GRASS)**

## Acknowledgements

Dr Mark Ware, University of South Wales

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GeoAcademy

Geo for All colleagues

Several of the resources used in this presentation can be found in:

A Gentle Introduction to GIS, a Free and Open Source Software  
GIS Application for everyone. Sutton, O. Dassau, M. Sutton

[http://docs.qgis.org/2.8/en/docs/gentle\\_gis\\_introduction/  
index.html](http://docs.qgis.org/2.8/en/docs/gentle_gis_introduction/index.html)