



Whole product Adding value w/ bundling, ease-of-use, integration testing, support for all components

## Spatial Database?

PostGIS is a spatial database, but what is a spatial database?

### **Types**

## **Database**

- string, float, date
- **→ Indexes**
- ▶ b-tree, hash
- **Functions**
- strlen(string), pow(float, float), now()

database provides random access data storage system types, indexes, functions for STANDARD TYPES



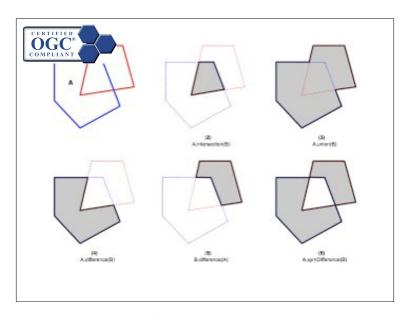
- Spatial Types
- geometry, geography
- Spatial Indexes
- r-tree, quad-tree, kd-tree
- Spatial Functions
- ST\_Length(geometry), ST\_X(geometry)

spatial database provides random access data storage system SPATIAL types, SPATIAL indexes, SPATIAL functions Open Geospatial Consortium (OGC)



Simple Features for SQL (SFSQL)

spatial databases follow international standard SFSQL = Guideline for function names/behaviors PostGIS is certified compliant, has been through testing



SFSQL standard defines and described relationships and operations between geometries like intersection, union, difference, symmetric difference



- >ST\_Intersects(a, b)
- >ST\_Distance(a, b)
- ► ST\_Area(a)
- → ST\_Union(a, b)
- → ST\_Buffer(a, d)

and SFSQL defines standard function signatures for those operations you'll find these signatures, or close(ish) variants of them in all SFSQL databases



spatial databases you're likely to run into are PostGIS, Oracle, SQL Server and SpatiaLite. Others include

DB2 Spatial, Informix Spatial, Netezza, Teradata. Spatial functionality has gone from being a rarity to being a standard feature.



Is MySQL a spatial database? Not yet. (Still)

There are spatial types and a spatial index. The spatial types are defined in MyISAM tables only, no transactions

The functions only work against bounding boxes. There are patches to add wider support for true geometry tests (<a href="http://forge.mysql.com/wiki/GIS\_Functions">http://forge.mysql.com/wiki/GIS\_Functions</a>) but they have not been added to either the general releases (v5.1) or to the development releases (v5.5) thus far.



Is SDE a spatial database?

No, it is spatial "middleware". It sits on top of a database and interprets requests. Depending on the database it sits on top of, it might pass queries back to a native spatial database (Oracle, PostGIS, ST\_Geometry) but SDE itself is not a spatial database.



PostGIS is great spatial database, and it is build on top of a great standard database,

PostgreSQL.

The core database provides transaction management,

disk storage routines, SQL processing and planning.

PostGIS provides spatial types, functions and indexes

**PostgreSQL** 

- Open Source (BSD)
- "Enterprise" Database
- ACID, hot backup, replication, partitioning
- triggers, constraints, foreign keys, user functions
- PL/PGSQL, PL/Perl, PL/TCL, PL/Java, PL/R
- Corporate support
- Enterprise DB
- → SRA

By building on PostgreSQL, we get these good things!

# What does PostGIS do?

That is interesting, but... what does it do? PostGIS answers questions that have a spatial component.

It can answer questions on very large collections of spatial data, and against very complex data models.

"What parcels are within 1km of this fire?"

That sounds like a GIS question! How many lines of code should it take to solve it?

```
SELECT owner_phone
FROM parcels
WHERE ST_DWithin(
    geom,
    'POINT()',
    1000 );
```

#### One line!

Using one spatial function, a coordinate, and a table of parcel data, we can generate a classic GIS "alert list" of people to phone about the fire.

"How far did the bus travel last week?"

```
SELECT
Sum(ST_Length(geom))
FROM
vehicle_paths
WHERE
id = 12
AND
date > Now() - '7d';
```

One SQL statement to answer a location services query.

"How much land is there in each zoning category?"

```
SELECT
category,
Sum(ST_Area(geom))
FROM
zoning
GROUP BY
category;
```

We can use SQL to summarize our whole data set, with just one query!

SQL in a database is very powerful, **more powerful** than desktop GIS in terms of amount of code required and the size of datasets than can be queried.

History!



I didn't write PostGIS. I've been a major developer since 2008.

The first versions (0.1 to 0.7) were done by Dave Blasby on my left.

I did the build system, documentation and Java components.

This picture is actually a little too new, at the time of PostGIS 0.1

(around 2001) there were only 5 people in company.

"Managing changing data in shape files is a pain in the \_\_\_\_!"

PostGIS was the answer to the question "how are we going to manage this changing data?!"

Name +	Type		
csekani-20010412.dbf	DBF File		
Coekani 20010412 cho	SHP File		
the files and folders you s	Brot File		
	ole SHPFile	Date	Geometry
d csekani-20010421. Hai d haida-19941213.46	ida SHKFIIe	19991213	POLYGON()
haida-19991213.shblai	ida suprile	20000213	POLYGON()
a haida-199/1213.shx a haida-20000213.db Hai	ida DEFFIE	20000219	POLYGON()
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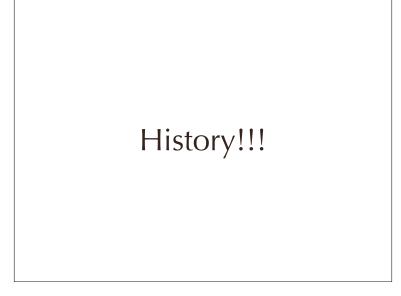
We had a collection of "areas of interest" for treaty negotiations that were passed through modeling software. The negotiators would provide ever changing versions they wanted analyses on, so knowing what the history was, was important.

<X>

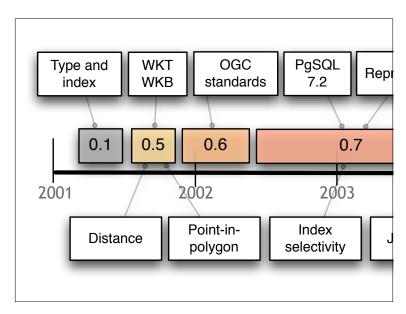
Database model could provide history, easy publication distribution, and automation of analysis runs. (That was the theory, in fact we never got around to using the database for this purpose.)

## Database Advantages

- Query all areas at once
- Publish in one step
- Manage in one place



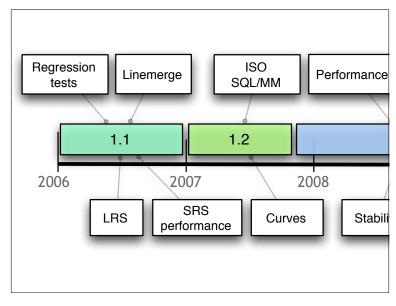
That was the beginning, but there is more.



Basic functionality all done in year one (2001). Mapserver! P-i-P!

Started to implement SFSQL standards in 2002. Complete full SFSQL in 2004.

Changed to a new binary format in 2005 and complete the transition and released 1.0 in 2006.

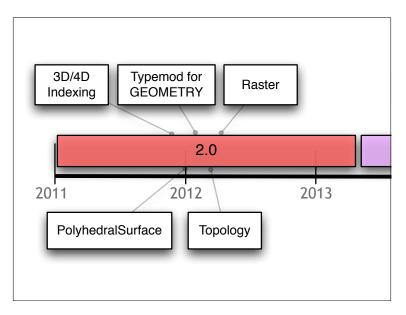


2006 and 2007 added more functions, both ISO standard ones and speciality ones like LineMerge and Polygonize.

2008 things stabilized and performance was the key focus

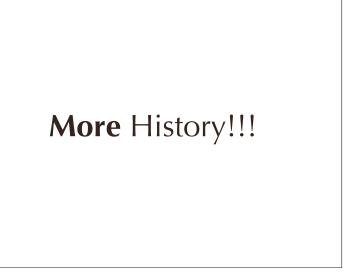
2009 more performance with prepared geometry and

developer improvements like code reorganization 2010 and 1.5 added geography and GUI tools for loading

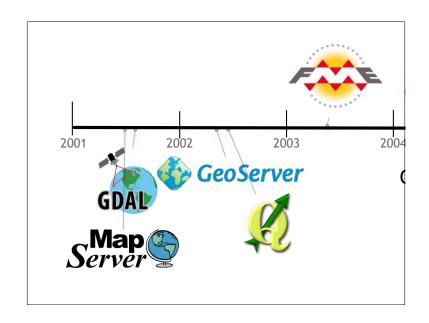


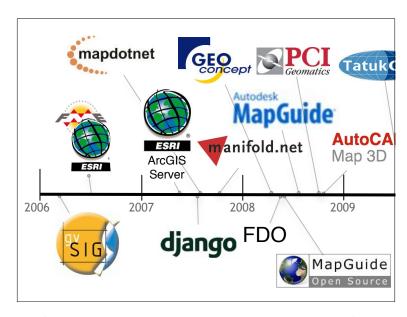
This year and most of last year has been about 2.0.

Changing the binary format again, adding multi-dimensional indexes, rasters, topology, 3D objects and more. We're looking forward to XP, which will be the ultimate release, including a sentient interface. Which may lead to some problems with the Vista release, but we remain optimistic.



More to history than just software features. PostGIS has gone from curiosity to industry standard.



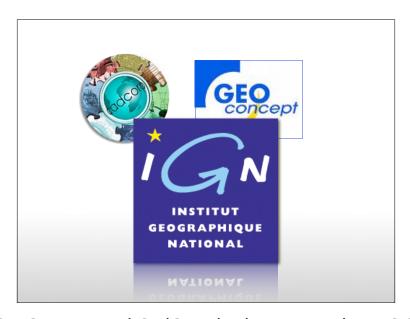


lots of proprietary companies at the end of this timeline!

"Why are these companies supporting PostGIS?"



because it makes them money



GeoConcept and CadCorp both supported PostGIS because IGN (national mapping agency of France) wanted PostGIS-enabled tools. It gave them access to more business.



Even the big three ESRI, MapInfo and InterGraph have come on board because their customers have been saying they want it.

## Who is using PostGIS?

And who are those customers? They are legion.



On the private sector side,

WSI also known as the Weather channel

The New York Times, running PostGIS behind their Django instance.

InfoTerra in the UK, managing all of Ordnance Survey in their PostGIS

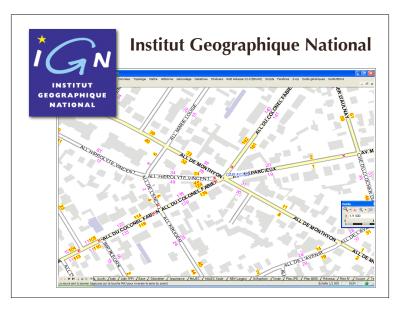
DigitalGlobe, managing their web-based image delivery

SAIC, BAE, Ball Systems, all doing defence systems.

RedFin and Zonar, startup companies,



On the government side, National levels in France and Portugal and Canada Regional levels like MN, and Quebec Local levels like Pierce County, the City of St Paul, and many more and quasi-governmental outfits like NREL and NavCanada all use PostGIS.



So, I mentioned (twice) that IGN is using PostGIS ...what is IGN? ...what is BDuni?



## Database **Evaluation**

- PostGIS? DB2? Oracle?
- Can it handle 100M spatial features?
- Can it do spatial transactions?
- Yes! Yes! Yes!

### Scalability

"Enterprise"	1 Dual-Core	2 Quad-Core	
Oracle	\$40,000	\$160,000	
IBM DB2	\$36,400	\$145,600	
MS SQL Server	\$25,000	\$50,000	
IBM Informix	\$50,000	\$200,000	
PostGIS	\$0	\$0	

Vendors like to talk about "scalability" as if customers have infinite money to address their problems. With modern hardware, the main cost driver in scaling up an installation is no longer hardware, it's software. You can buy a dual-quad server with 24Gb of memory from Dell for less than \$10K. Your software licensing for that server will be many times your hardware cost, and that is not a good scalability situation. Oracle Enterprise Edition pricing 2007-07: \$40K \* NCORES \* 0.5 (for Standard Edition, use \$15K instead of

 $IBM\ (2007-07)\ uses\ "value\ unit"\ now,\ \underline{https://www-112.ibm.com/software/howtobuy/passportadvantage/linearity and the software of the s$ valueunitcalculator/vucalc.wss

100 value units for Intel dual core chip, 400 value units for dual Intel quads

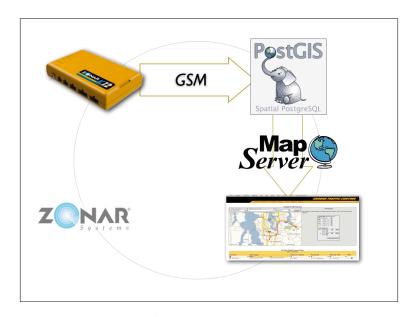
DB2 Enterprise = \$364 / value unit DB2 Workgroup = \$100 / value unit

Informix Enterprise = \$500 / value unit

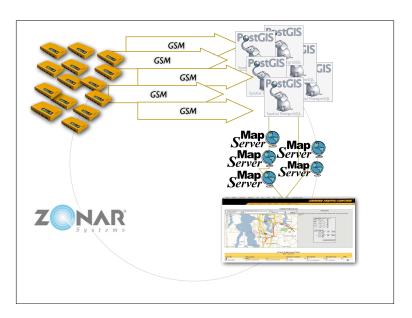
Microsoft (page updated 2005) SQLServer http://www.microsoft.com/sql/howtobuy/default.mspx Only multiply by processor, not cores! Nice! http://www.microsoft.com/sql/howtobuy/multicore.mspx



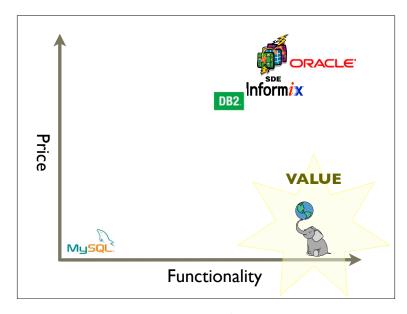
startup companies are using postgis zonar makes vehicle tracking hardware and runs software service to map fleets



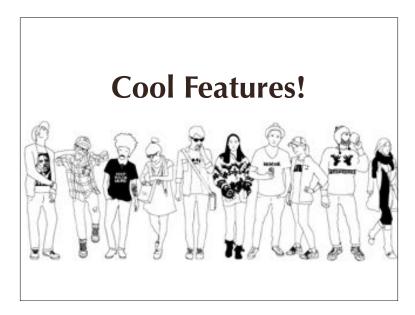
locations come in from hardware are stored in PostGIS and mapped by MapServer



as the number of vehicles goes up the data volume goes up and zonar can scale their system by adding more mapserver and more postgis postgis is scalable



other databases have good features or good prices postgis has the best price/functionality

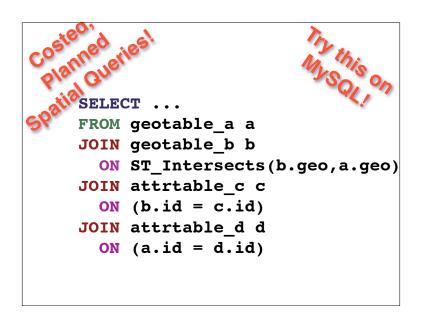


OK, so that business talk is fine, but talk some tech to me.



You have heard of the "NoSQL" movement, perhaps?

The number one feature of PostGIS is that it puts the power of hundreds of complex, performance optimized spatial functions at your fingertips through powerful declarative language we call SQL

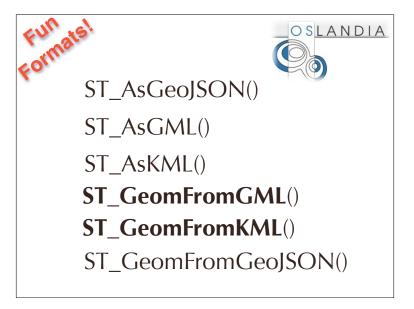


The spatial type is fully integrated into the query planner.

Even the PostgreSQL gurus at PgCon didn't know this.

(So I added this slide)

That means that complex multi-table queries like this one execute efficiently.



Thanks to the work of Oslandia, PostGIS supports a veritable

zoo of XML and other hipster formats like JSON for both output and input.

Geometry ST\_Polygonize()
ST\_LineMerge()
ST\_Union()
ST\_Collect()
ST\_BuildArea()

We have exposed the geometry processing capabilities of the GEOS C++ library to allow fancy construction of geometries (come to my Friday talk for more on these)

Referencing!

ST\_LocateAlong()

ST\_LocateBetween()

ST\_AddMeasure()

ST\_Line\_Locate\_Point()

There is a set of linear referencing functions so you can build data models that include both measured and proportional linear references.



And our standard functions keep getting faster. The cascaded union improvement came in version 1.4

The picture is the example we were sent: "why is this operation so slow" he asked Cascaded union merges polygons in the optimal order.

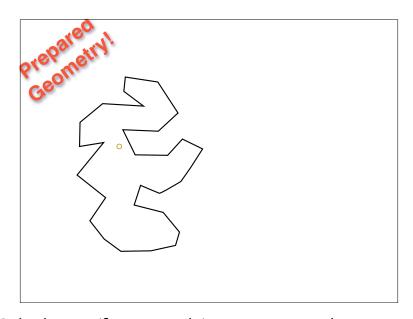
It made this example 40 times faster.



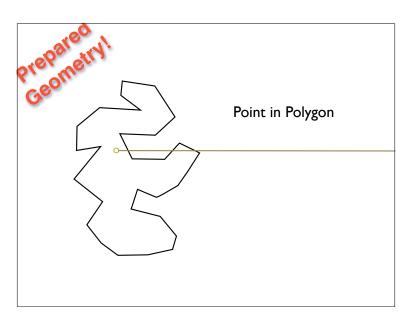
Cascaded union does that melting process in a particular order
Merging neighbors first
This example became 5 times faster.

```
FROM points, polygons
WHERE ST_Intersects (
polygons.geom,
points.geom
)
```

Similarly, prepared geometries make standard spatial join queries faster.



Calculating (for example) a point-in-polygon is quite expensive.



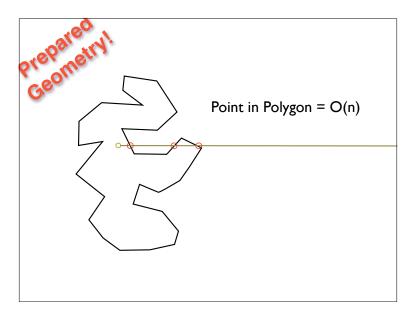
First you draw a stab line.

Then you check every edge to see if it hits the line.

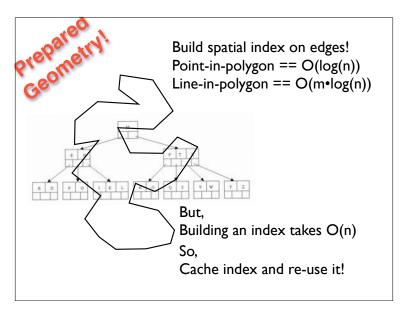
Then you count up the number of hits.

Odd => inside.

Even => outside.



This point has three hits, so it's inside. Calculate cost is proportional to the number of edges.

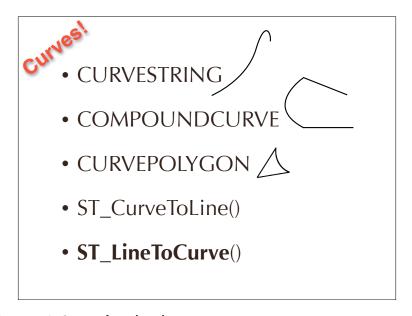


But, if we index the edges, we can get the cost down to log(N)!
But indexing the edges takes O(n) time!
So we temporarily cache the index the first time we build it and use it on subsequent queries that hit the same polygon.

Prepared geometry makes repeated tests on large geometries very fast.

(ST\_Intersects, ST\_Contains)

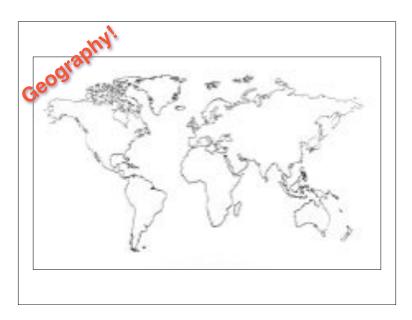
that's fun geek talk important to remember... between 2 and 5 times faster depending on complexity of inputs (more complex, means better improvement)



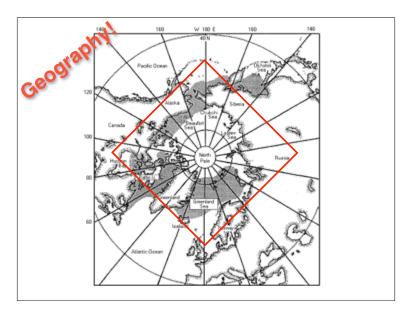
Since 1.2, we've had curve types which are part of ISO SQL/MM standard And our curve support has been getting more complete with each release. You can convert curves to linestrings, and even convert linestrings to curves! Curve types are useful for storing CAD data, which uses curves



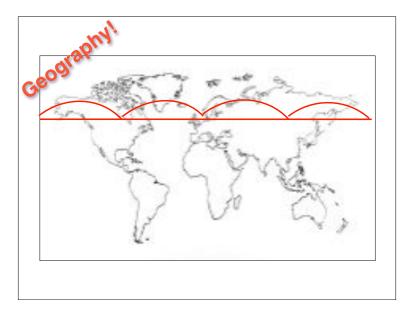
In 1.5, we added the geography type models data on a sphere



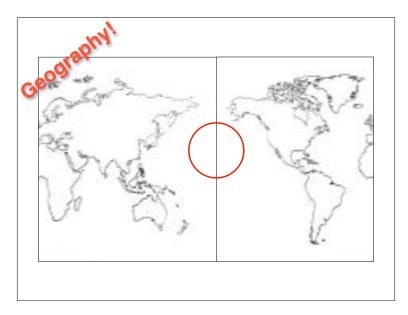
"geometry" type models data on a plane but that Simple Plate-Carre view, has lots of problem cases.



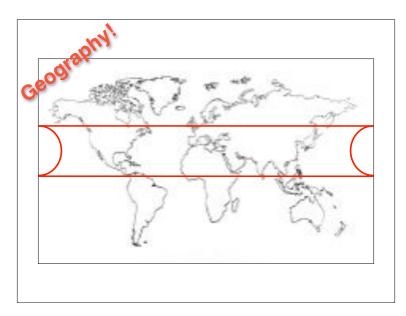
a polygon that covers the pol



is wrong if you interpret it on the plane



a polygon that crosses the dateline



thinks it crosses the whole world if you interpret it on the plane

this wasn't just a problem for postgis



even google earth has a hard time with the dateline and polygons also the poles

GeoNewbies Who is geography for?

"I want to find all the address points within one mile!

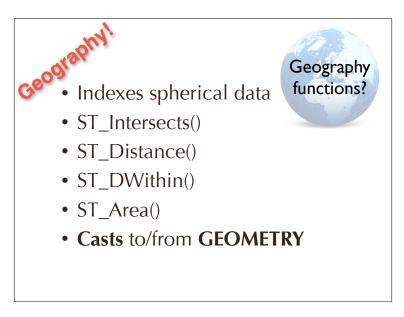
My data is in lat/lon!

Google Maps rocks!"

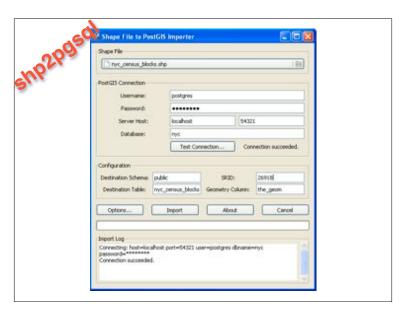
There two kinds of users who find GEOGRAPHY useful the first is "geonewbies", users who do not know any GIS or anything about map projections GEOGRAPHY lets them work with lat/lon data without knowing about projections



The "geohugies" are really big organizations that have truly global data, that covers the poles and datelines and everything in between there is no map projection that works for them



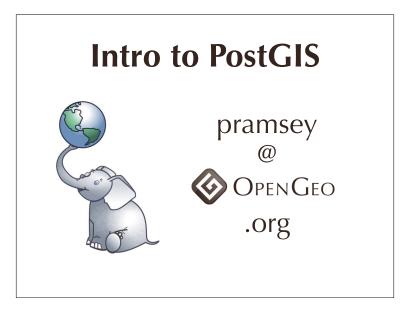
the implementation of GEOGRAPHY currently only has support for a few functions but you can use casts to convert to GEOMETRY and access all the geometry function



PostGIS 1.5 added a GUI loader tool The 2.0 version includes the ability to load multiple files in a batch!



When is 2.0 coming?!!?!
We have to stabilize the features we have, and close tickets
Realistically, not before early 2012.
Yes, we want it to be done too!



Thanks!