Community Experience Distilled

Python Geospatial Development
Second Edition

Learn to build sophisticated mapping applications from scratch using Python tools for geospatial development

Erik Westra

[PACKT] open source*

Python Geospatial Development Second Edition

Eric Pimpler

Python Geospatial Development Second Edition:

   Python Geospatial Development - Second Edition Erik Westra,2015-02-24 If you re experienced in Python here s an opportunity to get deep into Geospatial development linking data to global locations No prior knowledge required this book takes you through it all step by step Overview Build your own complete and sophisticated mapping applications in Python Walks you through the process of building your own online system for viewing and editing geospatial data Practical hands on tutorial that teaches you all about geospatial development in Python In Detail Geospatial development links your data to places on the Earth s surface Writing geospatial programs involves tasks such as grouping data by location storing and analyzing large amounts of spatial information performing complex geospatial calculations and drawing colorful interactive maps In order to do this well you ll need appropriate tools and techniques as well as a thorough understanding of geospatial concepts such as map projections datums and coordinate systems Python Geospatial Development Second Edition teaches you everything you need to know about writing geospatial applications using Python No prior knowledge of geospatial concepts tools or techniques is required The book guides you through the process of installing and using various toolkits obtaining geospatial data for use in your programs and building complete and sophisticated geospatial applications in Python Python Geospatial Development teaches you everything you need to know about writing geospatial applications using Python No prior knowledge of geospatial concepts tools or techniques is required The book guides you through the process of installing and using various toolkits obtaining geospatial data for use in your programs and building complete and sophisticated geospatial applications in Python This book provides an overview of the major geospatial concepts data sources and toolkits It teaches you how to store and access spatial data using Python how to perform a range of spatial calculations and how to store spatial data in a database Because maps are such an important aspect of geospatial programming the book teaches you how to build your own slippy map interface within a web application and finishes with the detailed construction of a geospatial data editor using Geodjango Whether you want to write quick utilities to solve spatial problems or develop sophisticated web applications based around maps and geospatial data this book includes everything you need to know What you will learn from this book Access manipulate and display geospatial data from within your Python programs Master the core geospatial concepts of location distance units projections and datums Read and write geospatial data in both vector and raster format Perform complex real world geospatial calculations using Python Store and access geospatial information in a database Use points lines and polygons within your Python programs Use Python based tools for converting geospatial data into good looking maps Build complete web based mapping applications using Python Approach This is a tutorial style book that will teach usage of Python tools for GIS using simple practical examples and then show you how to build a complete mapping application from scratch The book assumes basic knowledge of Python No knowledge of Open Source GIS is required   *Python Geospatial Development, Second Edition* Erik Westra,2013-05-24 This is a tutorial style book that will

teach usage of Python tools for GIS using simple practical examples and then show you how to build a complete mapping application from scratch The book assumes basic knowledge of Python No knowledge of Open Source GIS is required Experienced Python developers who want to learn about geospatial concepts work with geospatial data solve spatial problems and build map based applications This book will be useful those who want to get up to speed with Open Source GIS in order to build GIS applications or integrate Geo Spatial features into their existing applications **Python Geospatial Development Essentials** Karim Bahgat,2015-06-17 This book provides you with the resources to successfully develop your own GIS application in Python The book begins by walking you through the loading and saving of data structures before you start to build the look and feel of your application and create its interactive map window You ll then move on to managing editing and analyzing spatial data from within the application and finish with instructions for packaging the application for distribution By the end of the book you should be able to use your GIS application as a template for further development with the potential to expand and customize it to suit your needs **Python Geospatial Development** Erik Westra,2016-05-23 Develop sophisticated mapping applications from scratch using Python 3 tools for geospatial development About This Book Build web applications based around maps and geospatial data using Python 3 x Install and use various toolkits and obtain geospatial data for use in your programs This practical hands on book will teach you all about geospatial development in Python Who This Book Is For This book is for experienced Python developers who want to learn about geospatial concepts obtain and work with geospatial data solve spatial problems and build sophisticated map based applications using Python What You Will Learn Access manipulate and display geospatial data from within your Python programs Master the core geospatial concepts of location distance units projections and datums Read and write geospatial data in both vector and raster format Perform complex real world geospatial calculations using Python Store and access geospatial information in a database Use points lines and polygons within your Python programs Convert geospatial data into attractive maps using Python based tools Build complete web based mapping applications using Python In Detail Geospatial development links your data to locations on the surface of the Earth Writing geospatial programs involves tasks such as grouping data by location storing and analyzing large amounts of spatial information performing complex geospatial calculations and drawing colorful interactive maps In order to do this well you ll need appropriate tools and techniques as well as a thorough understanding of geospatial concepts such as map projections datums and coordinate systems This book provides an overview of the major geospatial concepts data sources and toolkits It starts by showing you how to store and access spatial data using Python how to perform a range of spatial calculations and how to store spatial data in a database Further on the book teaches you how to build your own slippy map interface within a web application and finishes with the detailed construction of a geospatial data editor using the GeoDjango framework By the end of this book you will be able to confidently use Python to write your own geospatial applications ranging from quick one off utilities to sophisticated web based applications using maps and other

geospatial data Style and approach This book is a comprehensive course in geospatial development The concepts you need to know are presented in a hands on fashion with example code to help you to solve real world problems right away Larger programs are built up step by step while guiding you through the process of building your own sophisticated mapping applications   *Python Geospatial Development* Erik Westra,2016-04-20 Develop sophisticated mapping applications from scratch using Python 3 tools for geospatial developmentAbout This Book Build web applications based around maps and geospatial data using Python 3 x Install and use various toolkits and obtain geospatial data for use in your programs This practical hands on book will teach you all about geospatial development in PythonWho This Book Is ForThis book is for experienced Python developers who want to learn about geospatial concepts obtain and work with geospatial data solve spatial problems and build sophisticated map based applications using Python What You Will Learn Access manipulate and display geospatial data from within your Python programs Master the core geospatial concepts of location distance units projections and datums Read and write geospatial data in both vector and raster format Perform complex real world geospatial calculations using Python Store and access geospatial information in a database Use points lines and polygons within your Python programs Convert geospatial data into attractive maps using Python based tools Build complete web based mapping applications using PythonIn DetailGeospatial development links your data to locations on the surface of the Earth Writing geospatial programs involves tasks such as grouping data by location storing and analyzing large amounts of spatial information performing complex geospatial calculations and drawing colorful interactive maps In order to do this well you ll need appropriate tools and techniques as well as a thorough understanding of geospatial concepts such as map projections datums and coordinate systems This book provides an overview of the major geospatial concepts data sources and toolkits It starts by showing you how to store and access spatial data using Python how to perform a range of spatial calculations and how to store spatial data in a database Further on the book teaches you how to build your own slippy map interface within a web application and finishes with the detailed construction of a geospatial data editor using the GeoDjango framework By the end of this book you will be able to confidently use Python to write your own geospatial applications ranging from quick one off utilities to sophisticated web based applications using maps and other geospatial data Style and approach This book is a comprehensive course in geospatial development The concepts you need to know are presented in a hands on fashion with example code to help you to solve real world problems right away Larger programs are built up step by step while guiding you through the process of building your own sophisticated mapping applications   *Python Geospatial Analysis Cookbook* Michael Diener,2015-11-30 Over 60 recipes to work with topology overlays indoor routing and web application analysis with Python About This Book Explore the practical process of using geospatial analysis to solve simple to complex problems with reusable recipes Concise step by step instructions to teach you about projections vector raster overlay indoor routing and topology analysis Create a basic indoor routing application with geodjango Who This Book Is For

If you are a student teacher programmer geospatial or IT administrator GIS analyst researcher or scientist looking to do spatial analysis then this book is for you Anyone trying to answer simple to complex spatial analysis questions will get a working demonstration of the power of Python with real world data Some of you may be beginners with GIS but most of you will probably have a basic understanding of geospatial analysis and programming What You Will Learn Discover the projection and coordinate system information of your data and learn how to transform that data into different projections Import or export your data into different data formats to prepare it for your application or spatial analysis Use the power of PostGIS with Python to take advantage of the powerful analysis functions Execute spatial analysis functions on vector data including clipping spatial joins measuring distances areas and combining data to new results Create your own set of topology rules to perform and ensure quality assurance rules in Python Find the shortest indoor path with network analysis functions in easy extensible recipes revolving around all kinds of network analysis problems Visualize your data on a map using the visualization tools and methods available to create visually stunning results Build an indoor routing web application with GeoDjango to include your spatial analysis tools built from the previous recipes In Detail Geospatial development links your data to places on the Earth s surface Its analysis is used in almost every industry to answer location type questions Combined with the power of the Python programming language which is becoming the de facto spatial scripting choice for developers and analysts worldwide this technology will help you to solve real world spatial problems This book begins by tackling the installation of the necessary software dependencies and libraries needed to perform spatial analysis with Python From there the next logical step is to prepare our data for analysis we will do this by building up our tool box to deal with data preparation transformations and projections Now that our data is ready for analysis we will tackle the most common analysis methods for vector and raster data To check or validate our results we will explore how to use topology checks to ensure top quality results This is followed with network routing analysis focused on constructing indoor routes within buildings over different levels Finally we put several recipes together in a GeoDjango web application that demonstrates a working indoor routing spatial analysis application The round trip will provide you all the pieces you need to accomplish your own spatial analysis application to suit your requirements Style and approach Easy to follow step by step recipes explaining from start to finish how to accomplish real world tasks   *Emerging Trends in Electrical, Communications, and Information Technologies* T. Hitendra Sarma,V. Sankar,Rafi Ahamed Shaik,2019-09-24 This book includes original peer reviewed research from the 3rd International Conference on Emerging Trends in Electrical Communication and Information Technologies ICECIT 2018 held at Srinivasa Ramanujan Institute of Technology Ananthapuramu Andhra Pradesh India in December 2018 It covers the latest research trends and developments in the areas of Electrical Engineering Electronic and Communication Engineering and Computer Science and Information   Python Geospatial Analysis Essentials Erik Westra,2015-06-23 Python is a highly expressive language that makes it easy to write sophisticated programs Combining high quality geospatial data with Python

geospatial libraries will give you a powerful toolkit for solving a range of geospatial programming tasks The book begins with an introduction to geospatial analysis and programming and explains the ideas behind geospatial data You will explore Python libraries for building your own geospatial applications You will learn to create a geospatial database for your application using PostGIS and the psycopg2 library and see how the Mapnik library can be used to create attractive and useful maps Finally you will learn to use the Shapely and NetworkX libraries to create analyze and manipulate complex geometric objects before implementing a system to match GPS recordings against a database of roads to produce a heatmap of the most frequently used roads *QGIS Python Programming Cookbook* Joel Lawhead,2017-03-14 Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework About This Book Delve into the undocumented features of the QGIS API Get a set of user friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This book has a complete code upgrade to QGIS 2 18 and 30 new valuable recipes Who This Book Is For This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications The short reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain What You Will Learn Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes Create import and edit geospatial data on disk or in memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field input In Detail QGIS is a desktop geographic information system that facilitates data viewing editing and analysis Paired with the most efficient scripting language Python we can write effective scripts that extend the core functionality of QGIS Based on version QGIS 2 18 this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS It will cover topics such as querying and editing vector data and using raster data You will also learn to create edit and optimize a vector layer for faster queries reproject a vector layer reduce the number of vertices in a vector layer without losing critical data and convert a raster to a vector Following this you will work through recipes that will help you compose static maps create heavily customized maps and add specialized labels and annotations As well as this we ll also share a few tips and tricks based on different aspects of QGIS Style and approach This book follows a recipe based problem solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis *Microsoft Mapping Second Edition* Carmen Au,Ray Rischpater,2015-10-27 This 200 page revised edition of Microsoft Mapping includes the latest details about SQL Server 2014 and the new 3D and Streetside capable map control for Windows 10 applications It contains updated chapters on Microsoft Azure and Power Map for Excel plus a new chapter on Bing Maps for Universal Windows The book tells a story from

beginning to end of planning and deploying a single geospatial application built using Microsoft technologies from end to end Readers are expected to have basic familiarity with the fundamentals of developing for Microsoft platforms some understanding of basic SQL C NET and WCF as readers work through the book they will build on their existing skills so that they will be able to deploy geospatial applications for social networking data collection enterprise management or other purposes Microsoft Mapping Second Edition provides The only full book for developers who want to create location aware apps using the Windows 10 platform Fully working code samples that show the concepts in use with ASP NET 4 5 and Windows 10 Complete solutions to the common problems of geospatial development visualization hosting and localization of services are all explained Demonstrates how the Bing Maps API can be connected to the Azure Cloud in order to provide a stand alone mapping bolt on with little additional up front cost and great reliability Unique coverage of how the Bing Maps API can be implanted within Windows and Windows Phone applications for Windows 10 applications to provide a robust service tailored to the capabilities of each device Coverage of the new Windows 10 Bing Maps control which supports viewing Streetside and aerial data   *Learning QGIS* Anita Graser,2016-03-10 The latest guide to using QGIS 2 14 to create great maps and perform geoprocessing tasks with ease About This Book Learn how to work with various data and create beautiful maps using this easy to follow guide Give a touch of professionalism to your maps both for functionality and look and feel with the help of this practical guide A progressive hands on guide that builds on a geo spatial data and adds more reactive maps by using geometry tools Who This Book Is For This book is great for users developers and consultants who know the basic functions and processes of GIS and want to learn to use QGIS to analyze geospatial data and create rich mapping applications If you want to take advantage of the wide range of functionalities that QGIS offers then this is the book for you What You Will Learn Install QGIS and get familiar with the user interface Load vector and raster data from files databases and web services Create visualize and edit spatial data Perform geoprocessing tasks and automate them Create advanced cartographic outputs Design great print maps Expand QGIS using Python In Detail QGIS is a user friendly open source geographic information system GIS that runs on Linux Unix Mac OS X and Windows The popularity of open source geographic information systems and QGIS in particular has been growing rapidly over the last few years Learning QGIS Third Edition is a practical hands on guide updated for QGIS 2 14 that provides you with clear step by step exercises to help you apply your GIS knowledge to QGIS Through clear practical exercises this book will introduce you to working with QGIS quickly and painlessly This book takes you from installing and configuring QGIS to handling spatial data to creating great maps You will learn how to load and visualize existing spatial data and create data from scratch You will get to know important plugins perform common geoprocessing and spatial analysis tasks and automate them with Processing We will cover how to achieve great cartographic output and print maps Finally you will learn how to extend QGIS using Python and even create your own plugin Style and approach A step by step approach to explain concepts of Geospatial map with the help

of real life examples   *Mastering QGIS* Kurt Menke, GISP,Dr. Richard Smith Jr., GISP,Dr. Luigi Pirelli,Dr. John Van Hoesen, GISP,2015-03-30 If you are a GIS professional a consultant a student or perhaps a fast learner who wants to go beyond the basics of QGIS then this book is for you It will prepare you to realize the full potential of QGIS   **GeoComputation, Second Edition** Robert J. Abrahart,Linda M. See,2014-06-23 A revision of Openshaw and Abrahart s seminal work GeoComputation Second Edition retains influences of its originators while also providing updated state of the art information on changes in the computational environment In keeping with the field s development this new edition takes a broader view and provides comprehensive coverage across the field of GeoComputation See What s New in the Second Edition Coverage of ubiquitous computing the GeoWeb reproducible research open access and agent based modelling Expanded chapter on Genetic Programming and a separate chapter developed on Evolutionary Algorithms Ten chapters updated by the same or new authors and eight new chapters added to reflect state of the art Each chapter is a stand alone entity that covers a particular topic You can simply dip in and out or read it from cover to cover The opening chapter by Stan Openshaw has been preserved with only a limited number of minor essential modifications having been enacted This is not just a matter of respect Openshaw s work is eloquent prophetic and his overall message remains largely unchanged In contrast to other books on this subject GeoComputation Second Edition supplies a state of the art review of all major areas in GeoComputation with chapters written especially for this book by invited specialists This approach helps develop and expand a computational culture one that can exploit the ever increasing richness of modern geographical and geospatial datasets It also supplies an instructional guide to be kept within easy reach for regular access and when need arises   Image Analysis, Classification and Change Detection in Remote Sensing Morton John Canty,2019-03-11 Image Analysis Classification and Change Detection in Remote Sensing With Algorithms for Python Fourth Edition is focused on the development and implementation of statistically motivated data driven techniques for digital image analysis of remotely sensed imagery and it features a tight interweaving of statistical and machine learning theory of algorithms with computer codes It develops statistical methods for the analysis of optical infrared and synthetic aperture radar SAR imagery including wavelet transformations kernel methods for nonlinear classification as well as an introduction to deep learning in the context of feed forward neural networks New in the Fourth Edition An in depth treatment of a recent sequential change detection algorithm for polarimetric SAR image time series The accompanying software consists of Python open source versions of all of the main image analysis algorithms Presents easy platform independent software installation methods Docker containerization Utilizes freely accessible imagery via the Google Earth Engine and provides many examples of cloud programming Google Earth Engine API Examines deep learning examples including TensorFlow and a sound introduction to neural networks Based on the success and the reputation of the previous editions and compared to other textbooks in the market Professor Canty s fourth edition differs in the depth and sophistication of the material treated as well as in its consistent use of computer codes to illustrate the

methods and algorithms discussed It is self contained and illustrated with many programming examples all of which can be conveniently run in a web browser Each chapter concludes with exercises complementing or extending the material in the text **Spatial Analytics with ArcGIS** Eric Pimpler,2017-04-26 Pattern Analysis and cluster mapping made easy About This Book Analyze patterns clusters and spatial relationships using ArcGIS tools Get up to speed in R programming to create custom tools for analysis Sift through tons of crime and real estate data and analyze it using the tools built in the book Who This Book Is For This book is for ArcGIS developers who want to perform complex geographic analysis through the use of spatial statistics tools including ArcGIS and R No knowledge of R is assumed What You Will Learn Get to know how to measure geographic distributions Perform clustering analysis including hot spot and outlier analysis Conduct data conversion tasks using the Utilities toolset Understand how to use the tools provided by the Mapping Clusters toolset in the Spatial Statistics Toolbox Get to grips with the basics of R for performing spatial statistical programming Create custom ArcGIS tools with R and ArcGIS Bridge Understand the application of Spatial Statistics tools and the R programming language through case studies In Detail Spatial statistics has the potential to provide insight that is not otherwise available through traditional GIS tools This book is designed to introduce you to the use of spatial statistics so you can solve complex geographic analysis The book begins by introducing you to the many spatial statistics tools available in ArcGIS You will learn how to analyze patterns map clusters and model spatial relationships with these tools Further on you will explore how to extend the spatial statistics tools currently available in ArcGIS and use the R programming language to create custom tools in ArcGIS through the ArcGIS Bridge using real world examples At the end of the book you will be presented with two exciting case studies where you will be able to practically apply all your learning to analyze and gain insights into real estate data Style and approach Filled with live examples that you can code along with this book will show you different methods and techniques to effectively analyze spatial data with ArcGIS and the R language The exciting case studies at the end will help you immediately put your learning to practice QGIS Python Programming Cookbook - Second Edition Joel Lawhead,2017-03-10 Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial frameworkAbout This Book Delve into the undocumented features of the QGIS API Get a set of user friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This book has a complete code upgrade to QGIS 2 18 and 30 new valuable recipesWho This Book Is ForThis book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications The short reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain What You Will Learn Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive

processes Create import and edit geospatial data on disk or in memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field inputIn DetailQGIS is a desktop geographic information system that facilitates data viewing editing and analysis Paired with the most efficient scripting language Python we can write effective scripts that extend the core functionality of QGIS Based on version QGIS 2 18 this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS It will cover topics such as querying and editing vector data and using raster data You will also learn to create edit and optimize a vector layer for faster queries reproject a vector layer reduce the number of vertices in a vector layer without losing critical data and convert a raster to a vector Following this you will work through recipes that will help you compose static maps create heavily customized maps and add specialized labels and annotations As well as this we ll also share a few tips and tricks based on different aspects of QGIS Style and approachThis book follows a recipe based problem solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis *ArcPy and ArcGIS – Geospatial Analysis with Python* Silas Toms,2015-02-26 If you are a GIS student or professional who needs an understanding of how to use ArcPy to reduce repetitive tasks and perform analysis faster this book is for you It is also a valuable book for Python programmers who want to understand how to automate geospatial analyses **Building Digital Libraries, Second Edition** Kyle Banerjee ,Terry Reese, Jr.,2018-12-20 Whether you re embarking on the challenge of building a digital collection from scratch or simply need to understand the conceptual and technical challenges of constructing a digital library this top to bottom resource is the ideal guidebook to keep at your side especially in this thoroughly updated and reworked edition Demonstrating how resources are created distributed and accessed and how librarians can keep up with the latest technologies for successfully completing these tasks its chapters walk you step by step through every stage Demystifying core technologies and workflows this book comprehensively covers needs assessment and planning for a digital repository choosing a platform acquiring processing classifying and describing digital content storing and managing resources in a digital repository digital preservation technologies and standards useful to digital repositories including XML the Portland Common Data Model metadata schema such as Dublin Core scripting using JSON and REST linked open data and automated metadata assignment sharing data and metadata understanding information access issues including digital rights management andanalyzing repository use planning for the future migrating to new platforms and accommodating new types of data This book will thoroughly orient LIS students and others new to the world of digital libraries and also ensure that current professionals have the knowledge and guidance necessary to construct a digital repository from its inception **Open Source Geospatial Tools** Daniel McInerney,Pieter Kempeneers,2014-11-22 This book focuses on the use of open source software for geospatial analysis It demonstrates the effectiveness of the command line interface for handling both vector raster and 3D geospatial data Appropriate open source tools for data processing are clearly explained and discusses

how they can be used to solve everyday tasks A series of fully worked case studies are presented including vector spatial analysis remote sensing data analysis landcover classification and LiDAR processing A hands on introduction to the application programming interface API of GDAL OGR in Python C is provided for readers who want to extend existing tools and or develop their own software   **GeoSpatial Visual Analytics** Raffaele de Amicis,R. Stojanovic,Giuseppe Conti,2009-07-11 Access distribution and processing of Geographic Information GI are basic preconditions to support strategic environmental decision making The heterogeneity of information on the environment today available is driving a wide number of initiatives on both sides of the Atlantic all advocating both the strategic role of proper management and processing of environme related data as well as the importance of harmonized IT infrastructures designed to better monitor and manage the environment The extremely wide range of often multidimensional environmental information made available at the global scale poses a great challenge to technologists and scientists to find extremely sophisticated yet effective ways to provide access to relevant data patterns within such a vast and highly dynamic information flow In the past years the domain of 3D scientific visualization has developed several solutions designed for operators requiring to access results of a simulation through the use of 3D visualization that could support the understanding of an evolving phenomenon However 3D data visualization alone does not provide model and hypothesis making neither it provide tools to validate results In order overcome this shortcoming in recent years scientists have developed a discipline that combines the benefits of data mining and information visualization which is often referred to as Visual Analytics VA

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