




## Spatial Analysis (Vector) II

GEOG 300, Lecture 9  
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- 
- Overview
    - Network Analysis
    - Point Pattern Analysis
    - Density Analysis
    - Spatial Interpolation
    - Geocoding

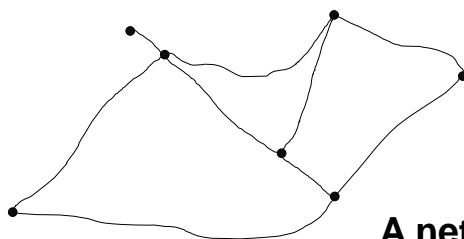
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## Network Analysis

- A Spatial Network
  - is “a set of geographic locations interconnected in a system by a number of routes”
  - is a system of linear features that has appropriate attribute for the flow of objects
- A spatial network may be reduced to a topological graph.
- A connectivity matrix represents the interconnections between the **nodes** and **edges**

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## Network Analysis

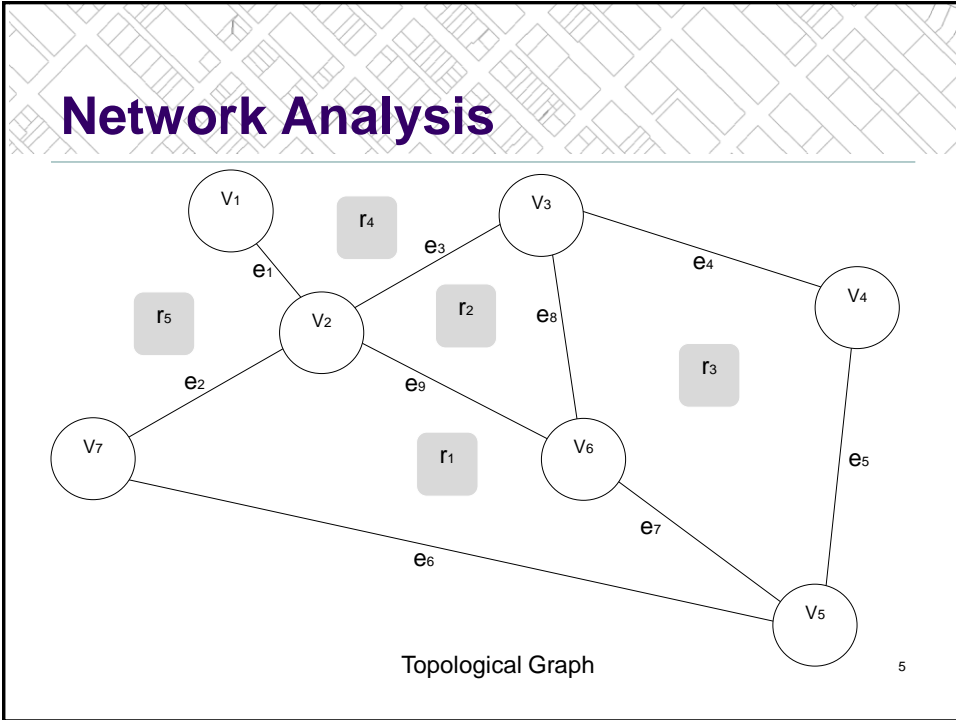


Spatial Network

### A network is topology-based

- Lines meet at intersections
- Lines cannot have gaps
- Lines have directions

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## Network Analysis

	Vertices(v)							Regions(r)					Edges(e)										
	1	2	3	4	5	6	7	1	2	3	4	5	1	2	3	4	5	6	7	8	9		
1	0	1	0	0	0	0	0	1	0	1	1	0	1	1	0	1	1	0	0	0	0	0	1
2	1	0	1	0	0	1	1	2	1	0	1	1	0	2	1	0	1	0	0	1	0	0	1
3	0	1	0	1	0	1	0	3	1	1	0	0	0	3	1	1	0	1	0	0	0	1	1
4	0	0	1	0	1	0	0	4	0	1	0	0	1	4	0	0	1	0	1	0	0	1	0
5	0	0	0	1	0	1	1	5	1	0	0	1	0	5	0	0	0	1	0	1	1	0	0
6	0	1	1	0	1	0	0						6	0	1	0	0	0	0	1	0	0	
7	0	1	0	0	1	0	0						7	0	0	0	0	1	1	0	1	1	
													8	0	0	1	1	0	0	1	0	1	
													9	1	1	1	0	0	0	1	1	0	

0 = Not connected; 1 = Connected

Connectivity Matrices

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## Network Analysis

- A GIS can find the shortest route between two nodes on a network
  - A user can control the route by selecting specific nodes the route must pass through
- Attributes of the edges represent **impedance**
  - Impedance is the amount of resistance (or cost) when traversing along the network
  - Examples of Impedance
    - Length of the edge (distance or travel time)
    - Turn Impedance
      - A turn is a transition from one edge to another
      - Turn impedance is directional

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## Network Analysis

- In ArcGIS network analysis, there are four types of operations that can be performed using route finding algorithms
  - Finding a shortest route between point locations
  - Determining the service area for a facility
  - Finding the closest facility across the network
  - Creating an origin–destination matrix

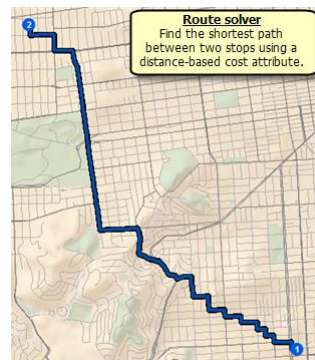
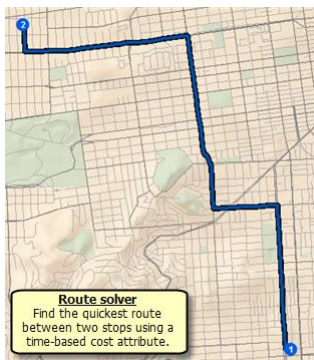
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## Network Analysis

- Shortest route
  - Starts with impedance matrix
  - Shortest route may be represented by distance or travel time
  - Commonly uses the Dijkstra algorithm
    - Problems
      - Traveling salesman problem
        - Visits each stop, can start anywhere, must return to origin
      - Vehicle routing problem
        - Given a fleet of vehicles and customers, minimise travel time for each vehicle

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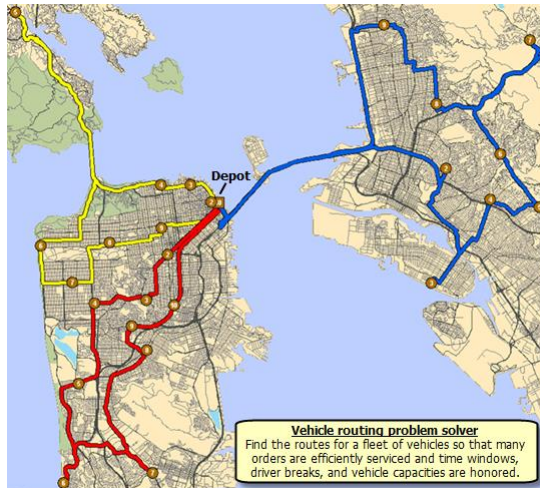
## Network Analysis



Source: ESRI

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## Network Analysis

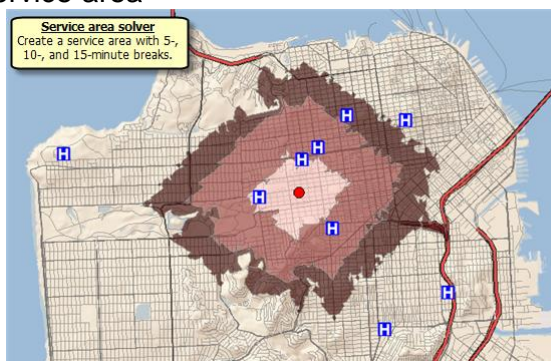


Source: ESRI

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## Network Analysis

- A service area for a facility
  - A region that encompasses all accessible locations with a specified impedance (isochrones). E.g. 5min service area



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Source: ESRI

## Network Analysis

- Location-allocation
  - find the shortest path from the facility to demand points on the network
  - allocating demand points to their nearest facility
  - Some ESRI application examples:
    - Given a set of existing fire stations, which site for a new fire station would provide the best response times for the community?
    - If a retail company has to downsize, which stores should it close to maintain the most overall demand?
    - Where should a factory be built to minimize the distance to distribution centers?

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## Network Analysis

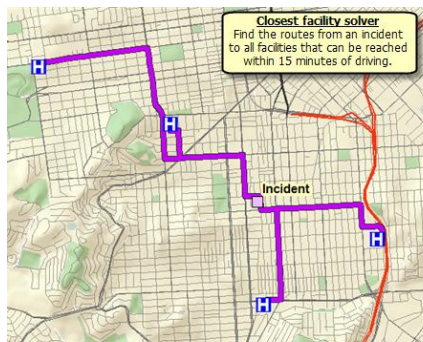


Source: ESRI

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## Network Analysis

- The closest facility for a location
  - find the shortest path from the location to each possible (candidate) facility
  - choose the shortest of these solutions.

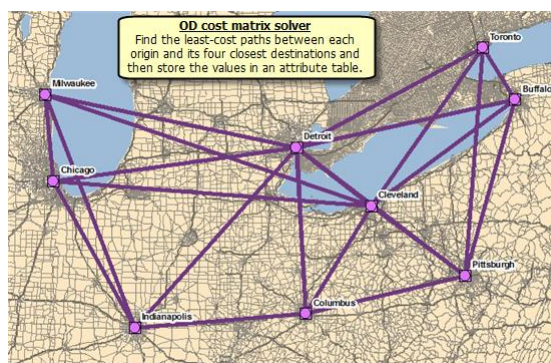


Source: ESRI

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## Network Analysis

- An origin–destination matrix is table of shortest paths between all origins and destinations



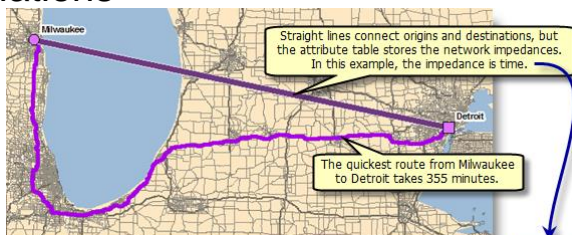
Source: ESRI

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## Network Analysis

- An origin–destination matrix is table of shortest paths between all origins and destinations



ObjectID	Shape	Name	OriginID	DestinationID	DestinationRank	Total_Time
133	Polyline	Buffalo - Detroit	5	2	5	252
134	Polyline	Milwaukee - Milwaukee	6	6	1	0
135	Polyline	Milwaukee - Chicago	6	1	2	98
136	Polyline	Milwaukee - Indianapolis	6	7	3	265
137	Polyline	Milwaukee - Detroit	6	2	4	355
138	Polyline	Milwaukee - Cleveland	6	3	5	419
139	Polyline	Indianapolis - Indianapolis	7	7	1	0
140	Polyline	Indianapolis - Columbus	9	9	2	0

Source: ESRI

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## Network Analysis

- Utility Networks
  - Referred to as Geometric Networks in ArcGIS
  - Examples: water distribution, electrical lines, gas pipelines, telephone services, and water flow in a stream
  - Junctions can act as **sources** or **sinks** and determine flow direction in a network
    - Flow is away from sources
    - Flow is toward sinks

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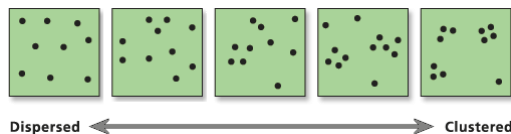
## Network Analysis

- Utility Networks
  - A common type of analysis in geometric networks is **network tracing**.
  - involves placing a marker on the network and tracing either upstream, or downstream, or both.

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## Point Pattern Analysis

- Point pattern analysis: the examination or evaluation of the pattern of distribution (spatial arrangement) for set of points.

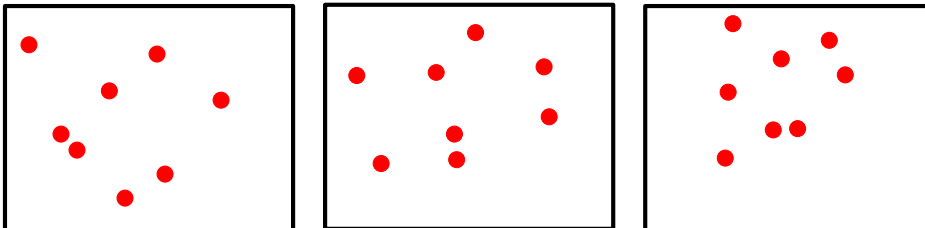


gispopsci.org

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## Point Pattern Analysis

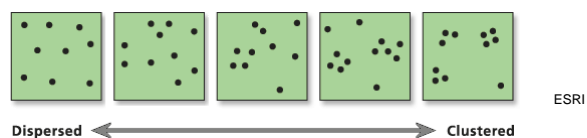
- Can you tell which is one Random, Clustered or Uniformly (dispersed) distributed?



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## Point Pattern Analysis

- Nearest Neighbor Analysis
  - A method used to determine whether a distribution is clustered, random or regular.

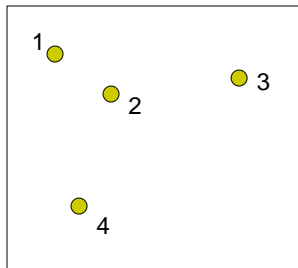


- To assess the spacing of points, the average nearest neighbor distance is determined.

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## Point Pattern Analysis

- Nearest Neighbor Analysis



$$d_1 = l_{12}$$

$$d_2 = l_{21}$$

$$d_3 = l_{32}$$

$$d_4 = l_{42}$$

$$r_{obs} = \frac{\sum d_i}{n}$$

The Average Nearest neighbor distance =  $r_{obs}$

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## Point Pattern Analysis

- Nearest Neighbor Analysis

- The nearest neighbor statistic is determined as a ratio of  $r_{obs}$  to  $r_{exp}$ , the expected average nearest neighbor distance for a random distribution

$$r_{exp} = \frac{1}{2\sqrt{n/A}}$$

Where :

$A$  is area of study region

$n$  is number of points

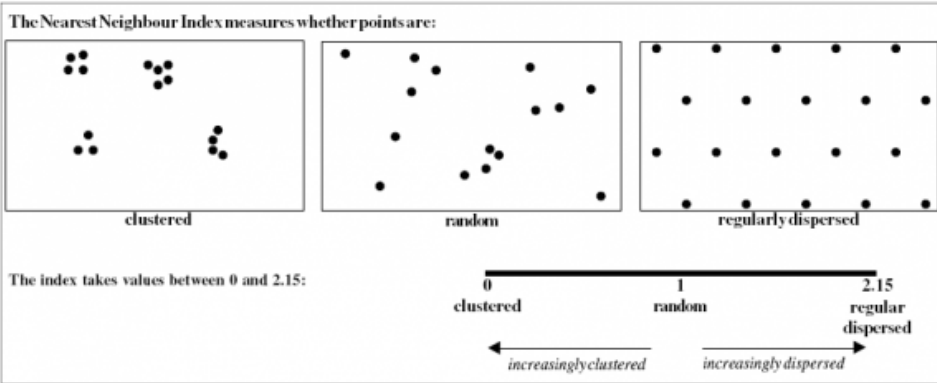
$$R = \frac{r_{obs}}{r_{exp}}$$

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## Point Pattern Analysis

- Nearest Neighbor Analysis

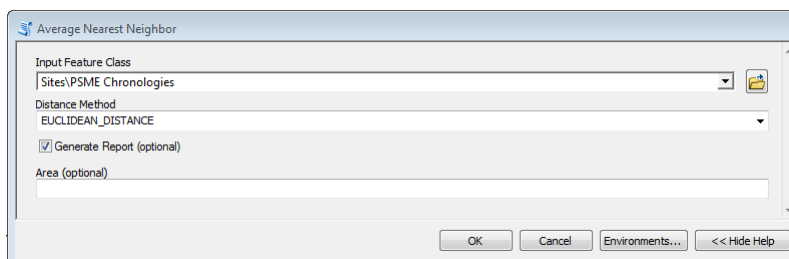
- Average distance from each point to its nearest neighbor, R
- 0 = clustered, 1 = random, 2.15 = even



## Point Pattern Analysis

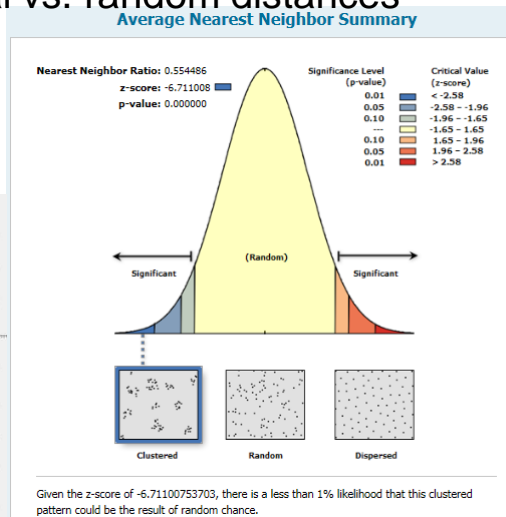
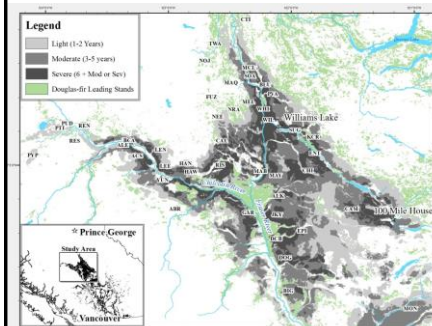
- Nearest-Neighbor Analysis in ArcGIS

- Tool: Average Nearest Neighbor
- Select a points layer
- Check “Generate Report”
- Hit OK



## Results are In: Nearest Neighbor

- Comparison of actual vs. random distances
  - Clustered
  - Significant
  - Why?



## Nearest Neighbor with Defined Area

- 800,000 hectares affected by budworm
- Vs. ~4,000,000ha minimum enclosing rectangle
- Set the study area size at 800,000ha

**Average Nearest Neighbor**

Input Feature Class: Sites\PSME Chronologies

Distance Method: EUCLIDEAN\_DISTANCE

Generate Report (optional)

Area (optional): 800000

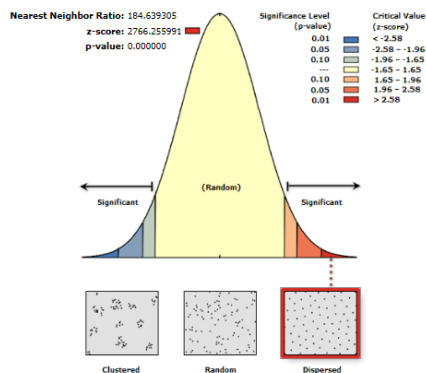
**Area (optional)**

A numeric value representing the study area size. The default value is the area of the minimum enclosing rectangle that would encompass all features (or all selected features). Units should match those for the Output Coordinate System.

## Constrained Results are In

- Dispersed distribution
- Significant (statistically)

### Average Nearest Neighbor Summary



Given the z-score of 2766.25599133, there is a less than 1% likelihood that this dispersed pattern could be the result of random chance.

## Density Analysis (Estimation)

- Density Analysis: The estimation of the variation of the density across a study area.
  - number of measurements per area
  - show where point or line features are concentrated
  - Point or line data to raster surface
  - E.g. Point value for each town representing the total number of people in the town, by calculating density, you can create a surface showing the predicted distribution of the population throughout the landscape.

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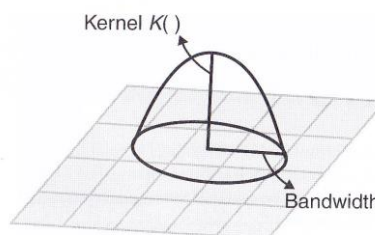
## Density Analysis

- Three density tools in Spatial Analyst
  - Point density, line density, kernel density
  - All density tools produce new raster datasets
    - Line density
    - Point density
      - Simple density estimation: the number of points or lines that fall within the search area are summed, then divided by the search area size to get each cell's density value
      - The values in **attribute field** (e.g. population) that fall within the identified neighborhood are divided by the area of the neighborhood.

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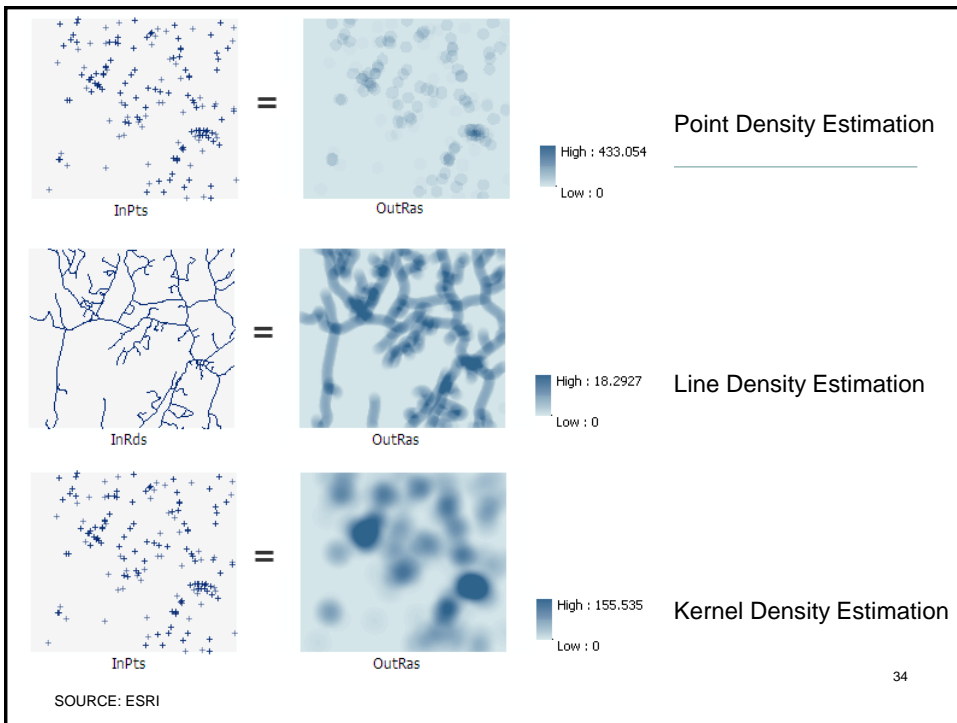
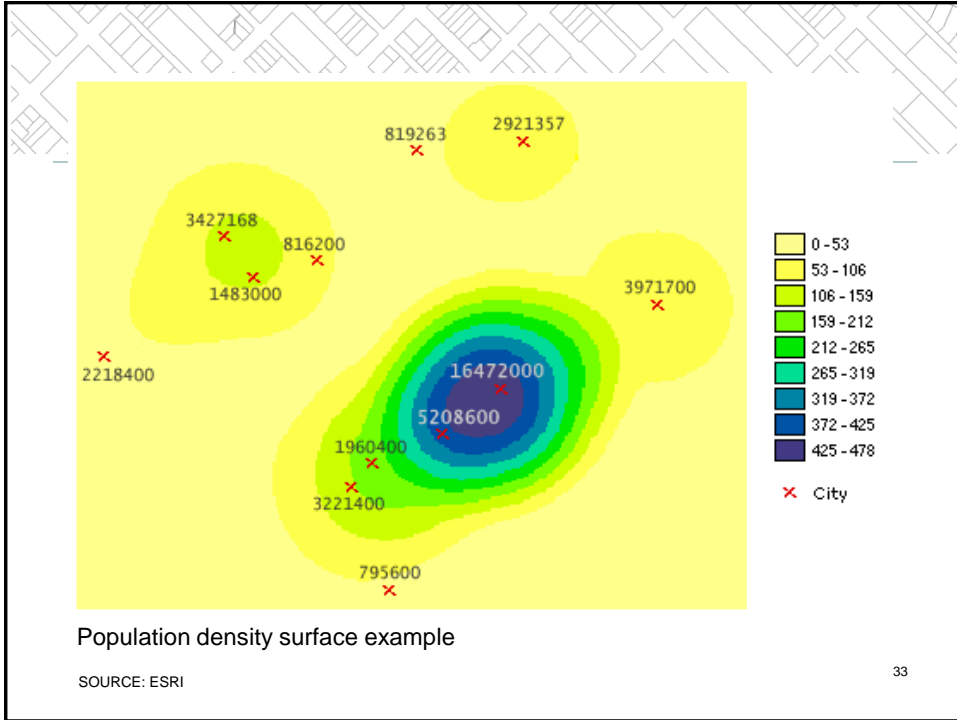
## Density Analysis

- Kernel density
  - quadratic function; center of the surface is the point location and tapering to zero at the search radius distance



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## Spatial Interpolation

- Interpolation: Predicts values at unsampled locations using a set of sampled data points within the study area
- Phenomenon: continuous field
  - Methods of interpolation assume that the values measured at nearby sample points are more similar than the values measured at distant sample points(Tobler's First Law)
  - Point data to raster surface

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## Spatial Interpolation

- In estimating rainfall, temperature, and other attributes at places that are not weather stations, and where no direct measurements of these variables are available.
- In estimating the elevation of the surface between the measured locations of a digital elevation model (DEM)
  - Methods: **Thiessen Polygons, Inverse Distance Weighting, TIN, Thin plate splines, Kriging**

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## Geocoding

- Geocoding is a process of creating spatial features from textural descriptions such as addresses, place names.
  - Can be considered part of data management
- Geocoding typically uses Linear interpolation as a method to find the location information about an address.
  - If the addresses along a residential street range from 1000 to 2000, then house number = 1300 is about one-third of the way on the street <sup>37</sup>

## Geocoding

- The types of text-based information can include addresses, points of interest, or place names such as mountains, bridges, and towns.
  - Addresses have to be correctly spelt (mostly correct at least)

## Geocoding

- The Geocoding Process
  - address matching is a type of geocoding that uses a street address database to identify locations of unknown addresses.
  - Two inputs:
    - a list of address records to be geocoded and
    - a reference layer based on the road network
  - The output: a point file, where each point represents an address record

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## Geocoding Tutorial

- I encourage you to go through the following tutorial
  - <http://help.arcgis.com/en/arcgisdesktop/10.0/pdf/geocoding-tutorial.pdf>
  - <http://pro.arcgis.com/en/pro-app/help/data/geocoding/tutorial-find-addresses.htm>
  - The data:
    - <http://www.arcgis.com/home/item.html?id=ca11a1f63e9a40c781b4071fdb7b017a>

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