

Webmapping und Geoverarbeitung: Turf.js

FOSSGIS, Bonn, 22. März 2018

Numa Gremling

Geoverarbeitung im Web

Geoverarbeitung im Web: WPS

- **Web Processing Service**
- **OGC Standard**
- **Braucht:**
 - (komplexe) serverseitige Infrastruktur
 - Requests (Anfragen)
 - Internet



<http://www.opengeospatial.org>

<http://www.opengeospatial.org/standards/wps>

Geoverarbeitung im Web: WPS



Turf.js

WPS – ja oder nein?

- **WPS ist sinnvoll wenn:**
 - Analysen und Berechnung sind komplex
 - Daten sind groß
- **Allerdings:** oft benutzt, um sehr einfache Aufgaben zu erledigen

... es geht auch anders!



TURF

Was ist Turf?

Turf is a JavaScript library for spatial analysis.

... JavaScript!

Turf: GIS for web maps

By  Morgan Herlocker on December 23 2014 | ● DEVELOPER TOOLS

Turf business intelligence

Turf is GIS for web maps. It's a fast, compact, and open-source JavaScript library that implements the most common geospatial operations: buffering, contouring, triangular irregular networks (TINs), and more. Turf speaks [GeoJSON](#) natively, easily connects to [Leaflet](#), and is now available as a [Mapbox.js plugin](#) on our cloud platform. We're also working to integrate Turf into our [offline products](#) and [next-generation map rendering tools](#).

<https://www.mapbox.com/blog/turf-gis-for-web-maps/>

Ursprünge

- **Morgan Herlocker, 2013**
 - <http://morganherlocker.com>
 - @morganherlocker

- **Mapbox, seit 2014**
 - <https://www.mapbox.com>
 - @Mapbox

Mapbox.js?

- Offizielle Beispiele benutzen Mapbox.js
- Aber: die Karte ist **optional**
- Bzw.: jeder Mapping Client der GeoJSON unterstützt kann benutzt werden

GeoJSON in, GeoJSON out

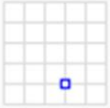
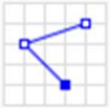
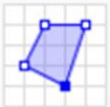

- **GeoJSON: das Datenformat in Turf**

- **Alles in einer Datei:**
 - Geometrie

 - Attribute

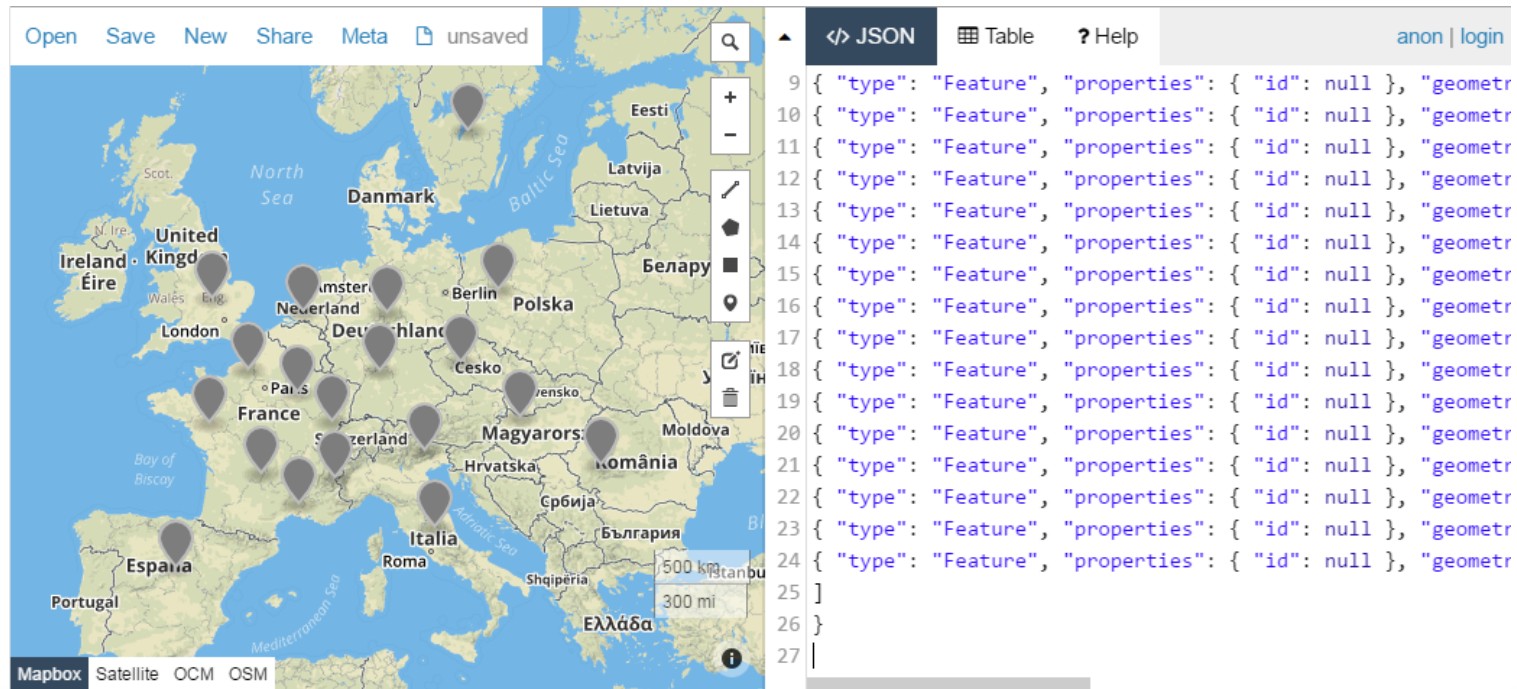
 - Koordinatensystem
(eig. Immer WGS 84, EPSG:4326)

Geometry primitives

Type	Examples	
Point		<pre>{ "type": "Point", "coordinates": [30, 10] }</pre>
LineString		<pre>{ "type": "LineString", "coordinates": [[30, 10], [10, 30], [40, 40]] }</pre>
Polygon		<pre>{ "type": "Polygon", "coordinates": [[[30, 10], [40, 40], [20, 40], [10, 20], [30, 10]]] }</pre>
		<pre>{ "type": "Polygon", "coordinates": [[[35, 10], [45, 45], [15, 40], [10, 20], [35, 10]], [[20, 30], [35, 35], [30, 20], [20, 30]]] }</pre>

Where to get a GeoJSON?

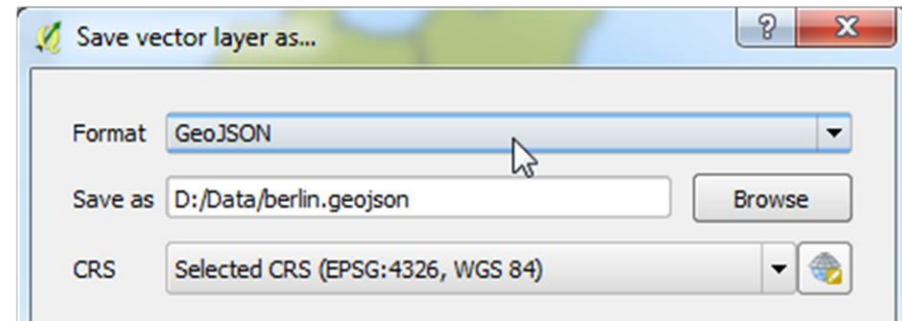
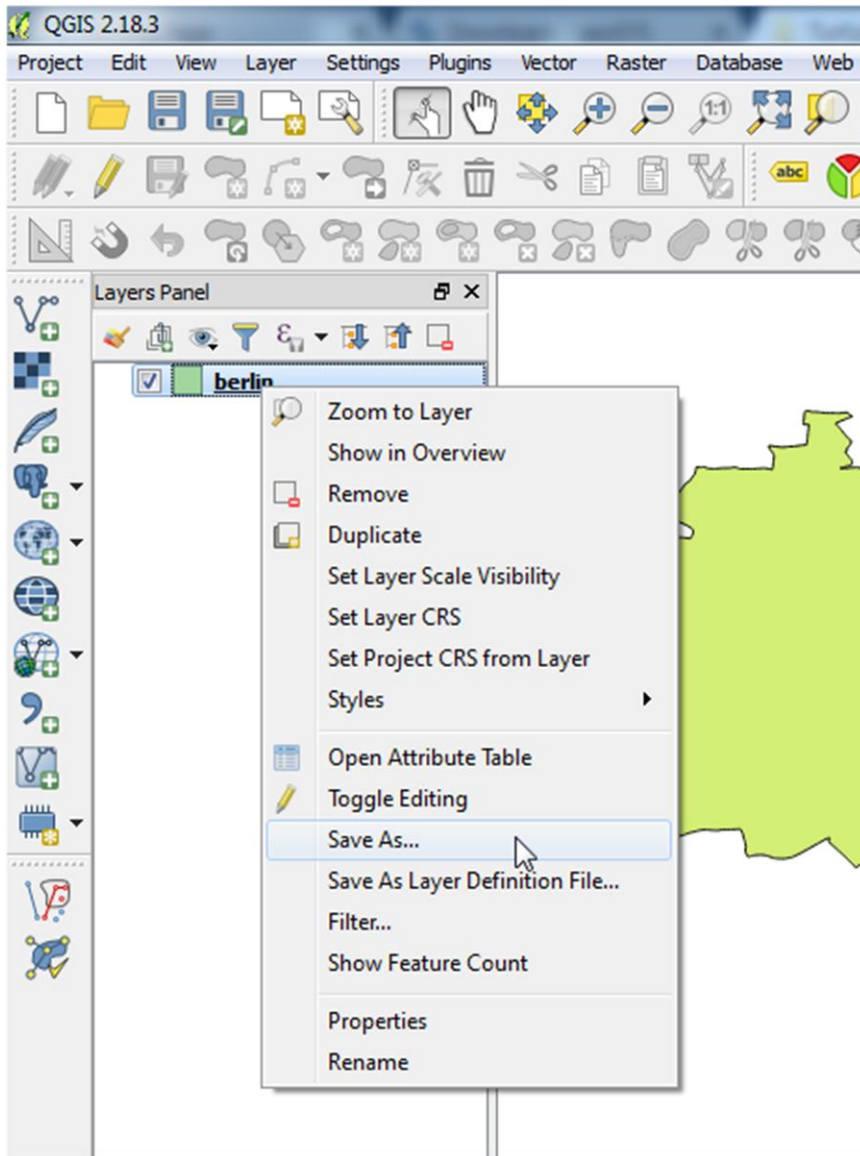
- Von Hand schreiben 😊
- <http://geojson.io/>
- QGIS, OGR, usw.



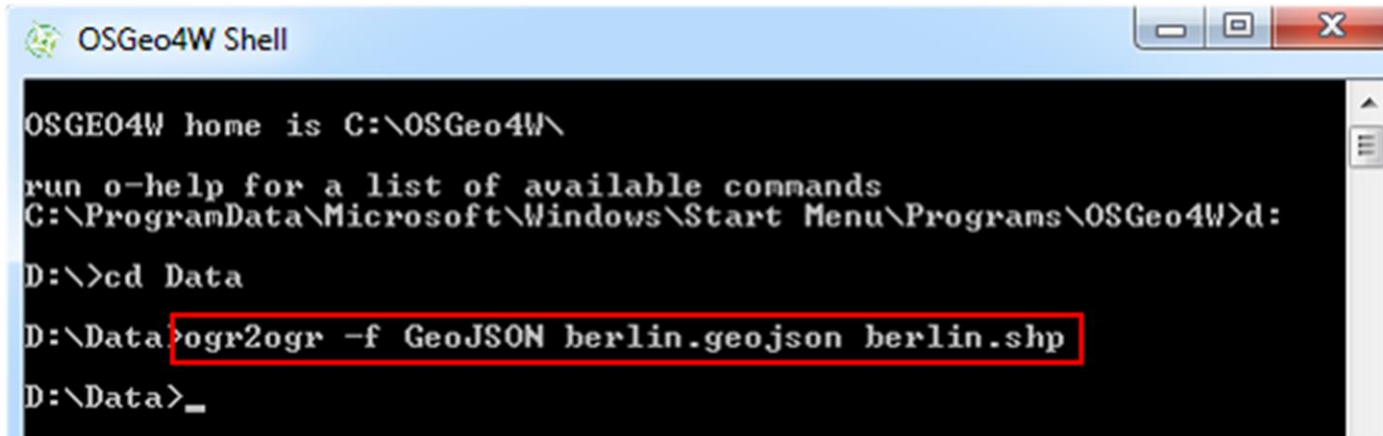
The screenshot shows the geojson.io interface. On the left is a map of Europe with several dark grey location markers. On the right is a panel with tabs for 'JSON', 'Table', and '? Help'. The 'JSON' tab is active, displaying a list of GeoJSON features. Each feature is a simple object with an 'id' property set to null and a 'geometry' property.

```

9 { "type": "Feature", "properties": { "id": null }, "geometr
10 { "type": "Feature", "properties": { "id": null }, "geometr
11 { "type": "Feature", "properties": { "id": null }, "geometr
12 { "type": "Feature", "properties": { "id": null }, "geometr
13 { "type": "Feature", "properties": { "id": null }, "geometr
14 { "type": "Feature", "properties": { "id": null }, "geometr
15 { "type": "Feature", "properties": { "id": null }, "geometr
16 { "type": "Feature", "properties": { "id": null }, "geometr
17 { "type": "Feature", "properties": { "id": null }, "geometr
18 { "type": "Feature", "properties": { "id": null }, "geometr
19 { "type": "Feature", "properties": { "id": null }, "geometr
20 { "type": "Feature", "properties": { "id": null }, "geometr
21 { "type": "Feature", "properties": { "id": null }, "geometr
22 { "type": "Feature", "properties": { "id": null }, "geometr
23 { "type": "Feature", "properties": { "id": null }, "geometr
24 { "type": "Feature", "properties": { "id": null }, "geometr
25 ]
26 }
27 |
  
```



ogr2ogr



```

OSGeo4W Shell
OSGEO4W home is C:\OSGeo4W\
run o-help for a list of available commands
C:\ProgramData\Microsoft\Windows\Start Menu\Programs\OSGeo4W>d:
D:\>cd Data
D:\Data>ogr2ogr -f GeoJSON berlin.geojson berlin.shp
D:\Data>_
  
```

A modular geospatial engine written in JavaScript <http://turfjs.org/>

[javascript](#)
[algorithm](#)
[computational-geometry](#)
[geojson](#)
[turf](#)
[gis](#)

3,145 commits

37 branches

86 releases

76 contributors

MIT

Branch: master ▾

New pull request

Find file

Clone or download ▾

DenisCarriere Refactor @turf/length to Typescript ...		Latest commit cff89b3 5 days ago
📁 .github	Updated .github/ISSUE_TEMPLATE.md (optional)	17 days ago
📁 examples	Add turf.bbox to browser example	2 months ago
📁 packages	Refactor @turf/length to Typescript	5 days ago
📁 releases	Create 5.2.0.md	3 months ago
📁 rollup-plugins	Update typescript-export.js	5 months ago
📁 scripts	Ponyfill Object.assign - fix for #1157	3 months ago
📄 .eslintignore	Add skmeans as dependency	8 months ago
📄 .eslintrc.js	Fix linting issue	5 months ago
📄 .gitignore	Add gitignore's	26 days ago
📄 .travis.yml	Update yarn lock files	6 months ago
📄 CHANGELOG.md	Update CHANGELOG.md	4 months ago
📄 CODE_OF_CONDUCT.md	add code of conduct (#495)	a year ago
📄 CONTRIBUTING.md	Updated CONTRIBUTING.md (optional)	17 days ago

Installation

- CDN
- npm
- Download

<http://turfjs.org/getting-started>

Modularität

Every turf function has been broken into its own separate module, so you can install what you need and nothing else.

05.06.2014, <http://morganherlocker.com/>

Gute Doku!

bezierSpline

Takes a line and returns a curved version by applying a Bezier spline algorithm.

Arguments

Argument	Type	Description
line	Feature < LineString >	input LineString
options	Object	Optional parameters: see below

Options

Prop	Type	Default	Description
resolution	number	10000	time in milliseconds between points
sharpness	number	0.85	a measure of how curvy the path should be between splines

Returns

[Feature](#) <[LineString](#)> - curved line

Methoden

center

centroid

distance

destination

envelope

midpoint

bezierSpline

buffer

concave

convex

difference

intersect

simplify

union

combine

explode

flip

kinks

randomPoint

sample

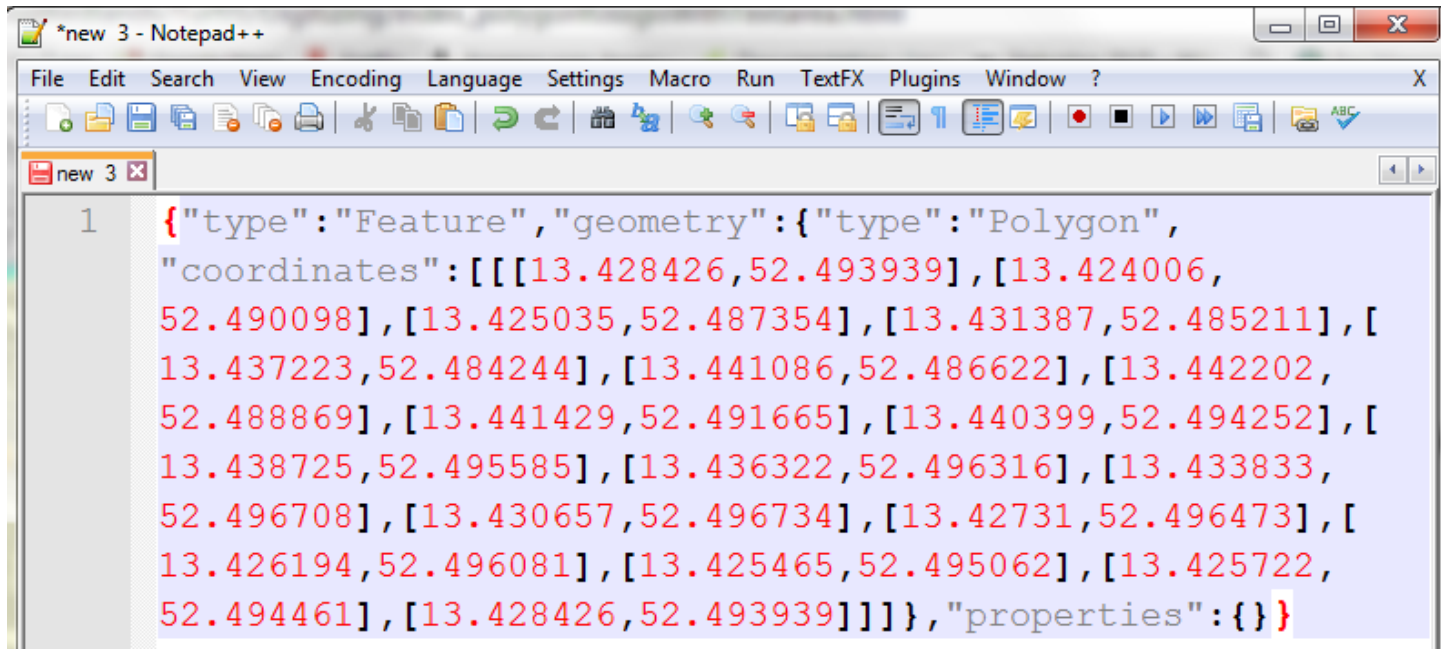
tin

booleanWithin

isolines

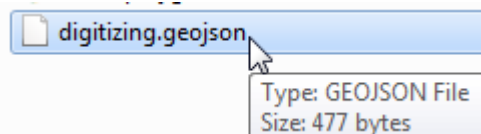
Exportieren

`JSON.stringify(ergebnisVonTurf);`



```

1  {"type":"Feature","geometry":{"type":"Polygon",
   "coordinates":[[[13.428426,52.493939],[13.424006,
   52.490098],[13.425035,52.487354],[13.431387,52.485211],[
   13.437223,52.484244],[13.441086,52.486622],[13.442202,
   52.488869],[13.441429,52.491665],[13.440399,52.494252],[
   13.438725,52.495585],[13.436322,52.496316],[13.433833,
   52.496708],[13.430657,52.496734],[13.42731,52.496473],[
   13.426194,52.496081],[13.425465,52.495062],[13.425722,
   52.494461],[13.428426,52.493939]]]},"properties":{}}
  
```



DEMO



turf.booleanWithin



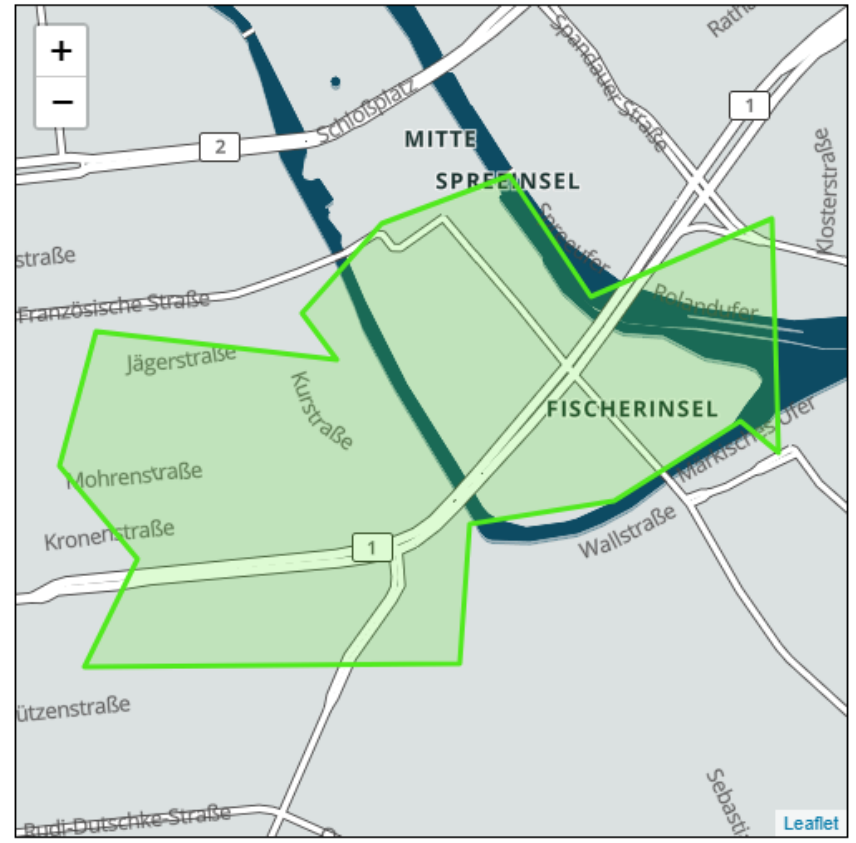
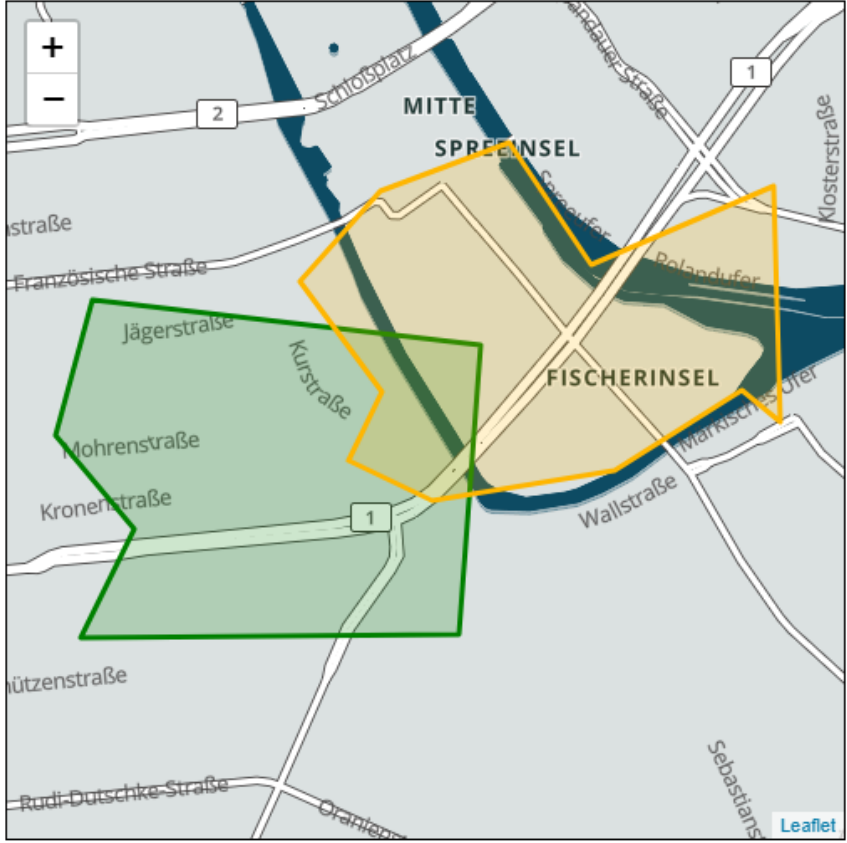
Point 18 is in Nevada
Point 7 is in Ohio
Point 11 is in Colorado
Point 12 is in Colorado
Point 13 is in Colorado
Point 14 is in Colorado
Point 15 is in Colorado
Point 17 is in Idaho
Point 6 is in Indiana
Point 4 is in Iowa
Point 2 is in Kansas
Point 8 is in Mississippi
Point 3 is in Missouri
Point 5 is in Nebraska
Point 10 is in New Mexico
Point 9 is in Oklahoma
Point 1 is in Oregon
Point 16 is in Wyoming

turf.booleanWithin

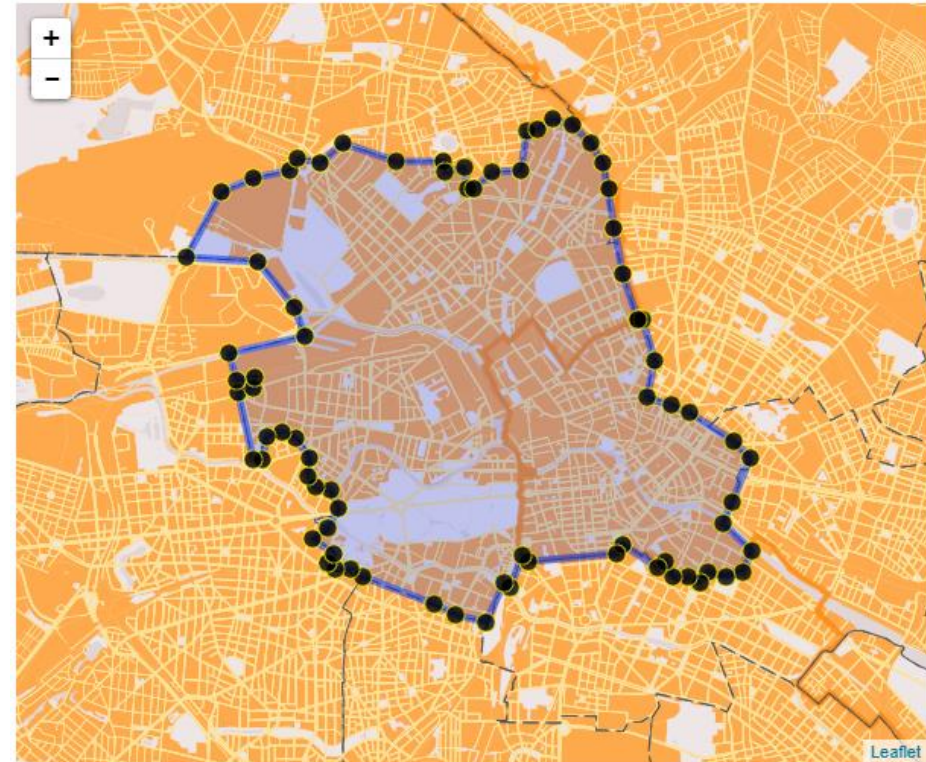
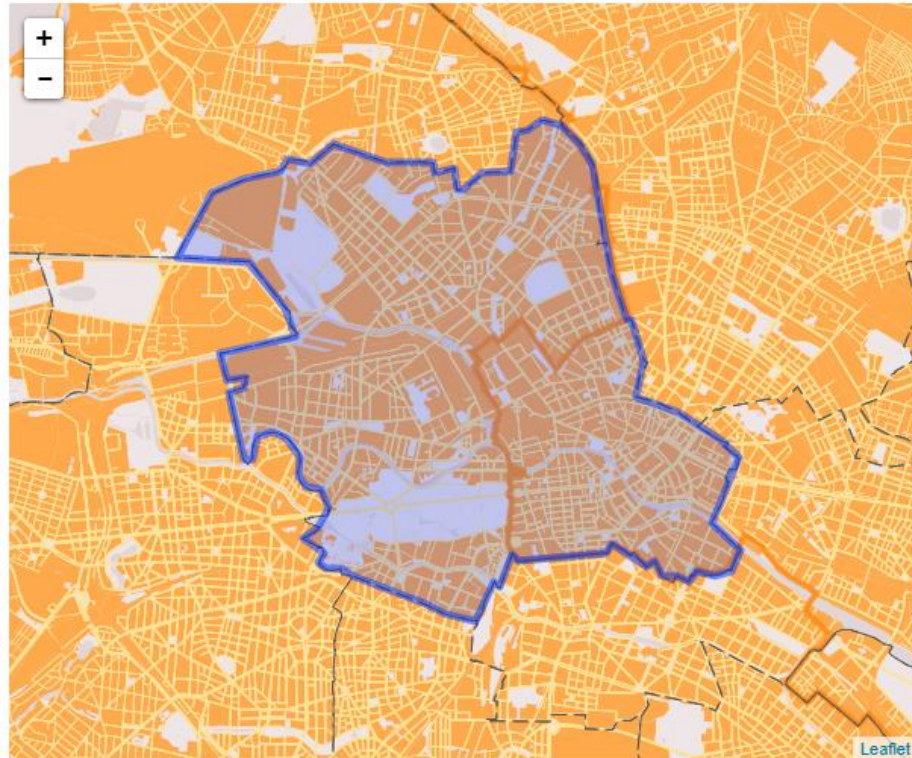


Point 18 is in Nevada
Point 7 is in Ohio
Point 11 is in Colorado
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Point 8 is in Mississippi
Point 3 is in Missouri
Point 5 is in Nebraska
Point 10 is in New Mexico
Point 9 is in Oklahoma
Point 1 is in Oregon
Point 16 is in Wyoming

turf.union



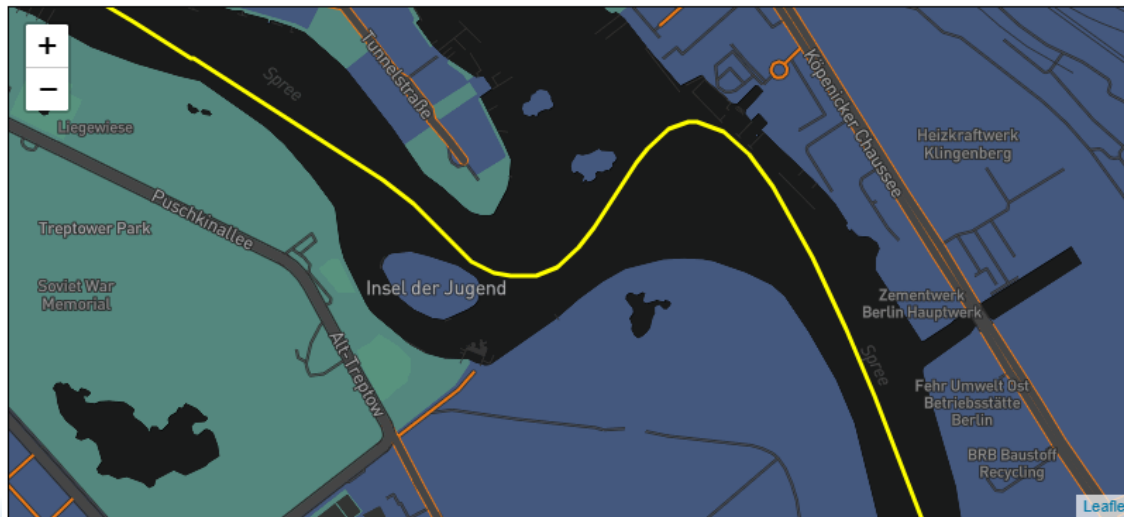
turf.explode



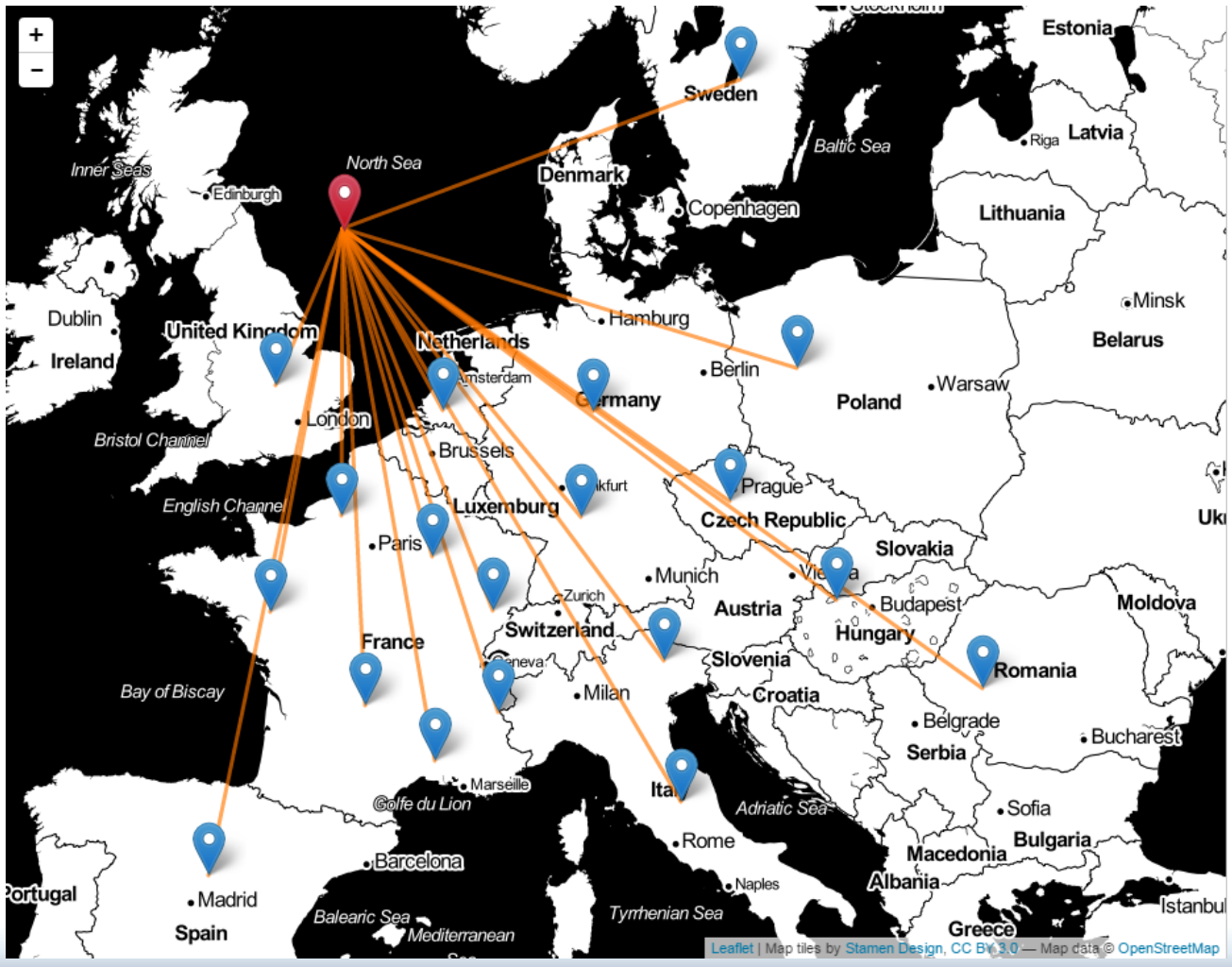
turf.bezierSpline



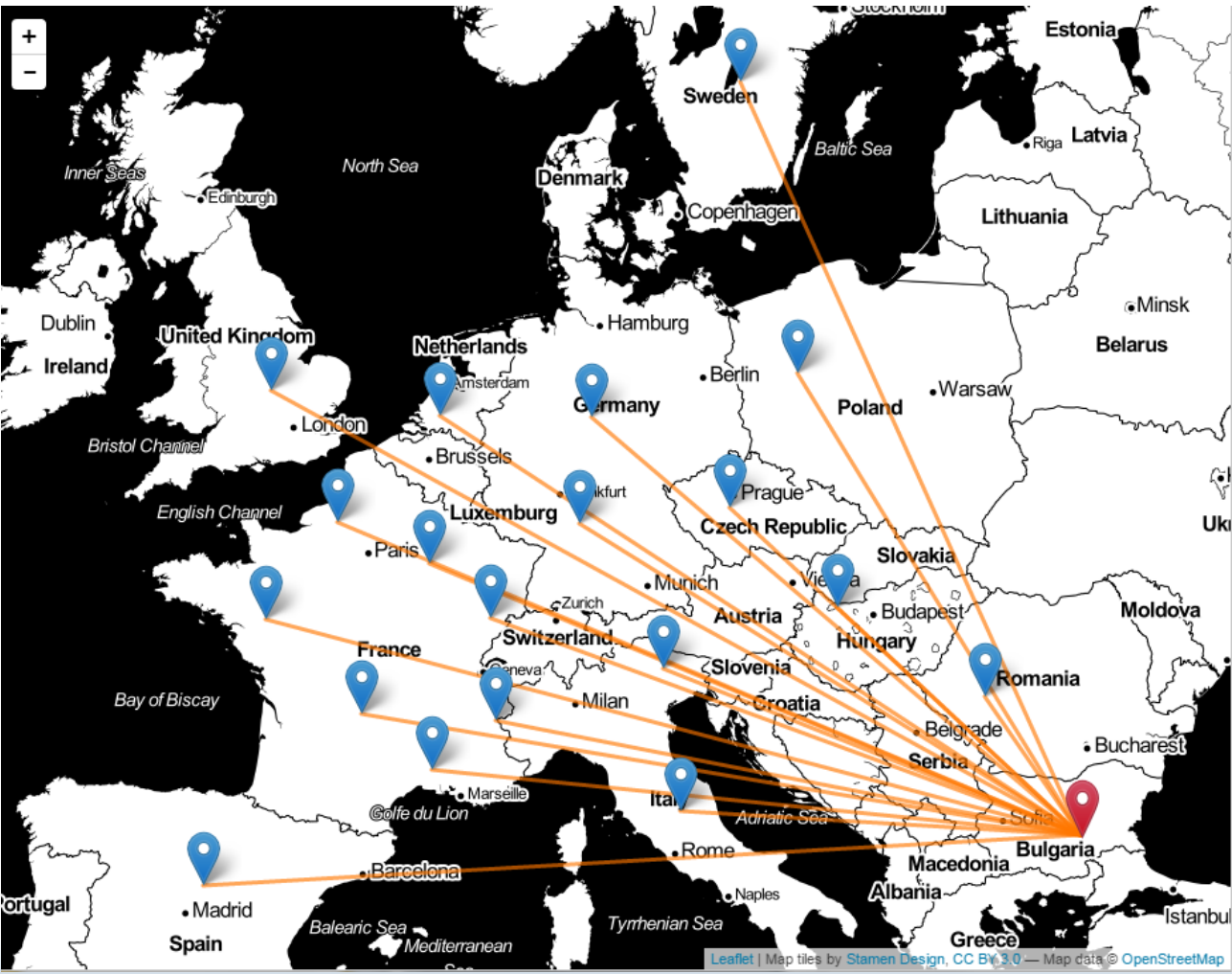
```
var bezier = turf.bezierSpline(sprees.features[0]);
```



turf.point, turf.lineString



turf.point, turf.lineString



geosysnet.com/demos/dashboard

Intersect Erase Union Merge Combine Buffer ▾ Flip Random ▾ Kinks Tutorial & About



Paste or drag and drop a GeoJSON

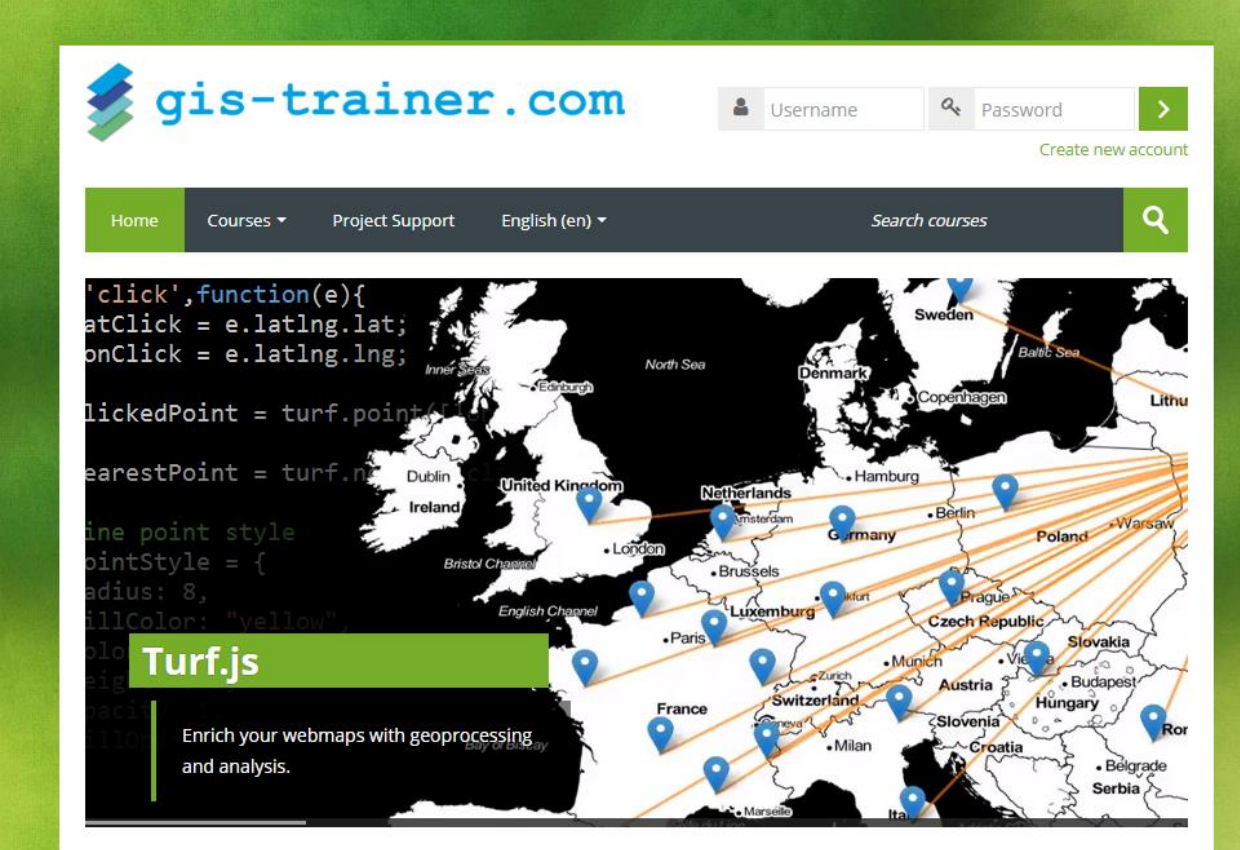
Output GeoJSON

Add to map Clear input

Generate output Clear output

Online Kurs

<https://learn.gis-trainer.com/>

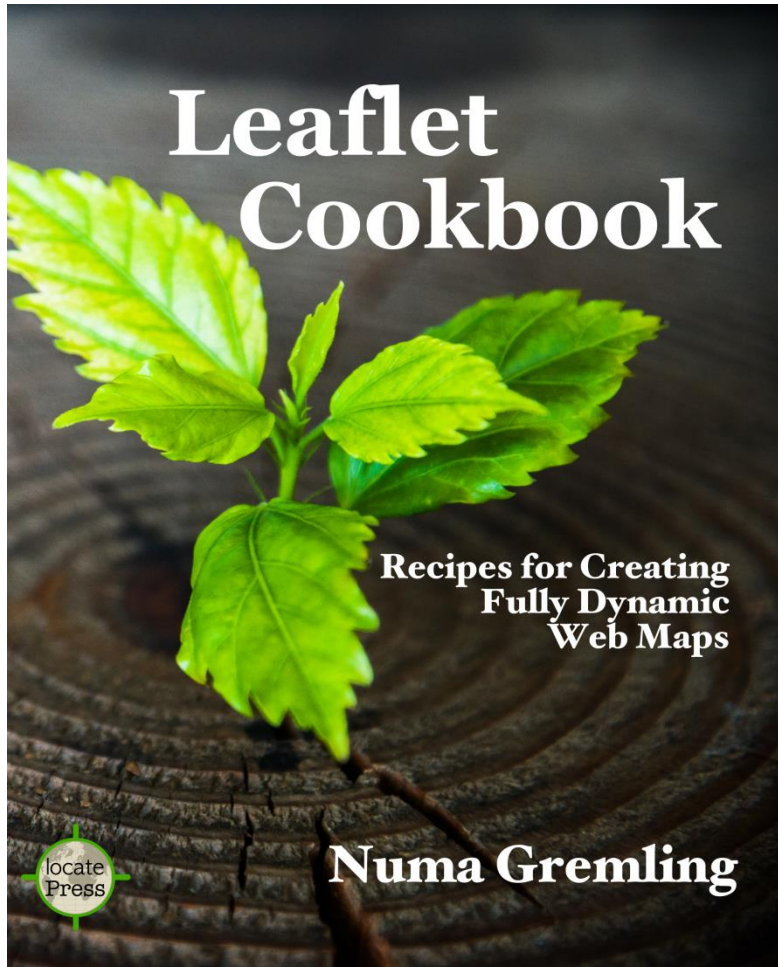


The screenshot displays the gis-trainer.com website interface. At the top left is the logo and the text 'gis-trainer.com'. To the right are input fields for 'Username' and 'Password', and a 'Create new account' link. Below this is a navigation bar with 'Home', 'Courses', 'Project Support', and 'English (en)', along with a search bar labeled 'Search courses'. The main content area features a map of Europe with several blue location pins and orange lines connecting them, representing geospatial data. Overlaid on the map is a code snippet for Turf.js:

```
'click',function(e){
  latClick = e.latlng.lat;
  lonClick = e.latlng.lng;
  clickedPoint = turf.point(latClick, lonClick);
  nearestPoint = turf.nearestPoint(clickedPoint, points);
  line point style
  pointStyle = {
    radius: 8,
    fillColor: "yellow"
  }
  plot
  fig
  vaci
  110
```

A green box with the text 'Turf.js' is positioned over the code. Below the code, a green box contains the text 'Enrich your webmaps with geoprocessing and analysis.'

Leaflet Cookbook



- Locate Press
- Über 150 Rezepte
- Ende 2018
- Top Weihnachtsgeschenk 🎅 🎄
- <https://locatepress.com/lcb>


```
console.log('Danke!');
```


numa.gremling@geosysnet.de



 <http://geosysnet.com>

 @geoSYSnet



 <http://qgis.pro>




gis-trainer.de

 <https://gis-trainer.de>

 <https://learn.gis-trainer.com>

 @gis_trainer

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