Practical Introduction to QGIS

by Karsten Vennemann

TERRA GIS
TERRESTRIAL ENVIRONMENT REGIONAL ANALYSIS

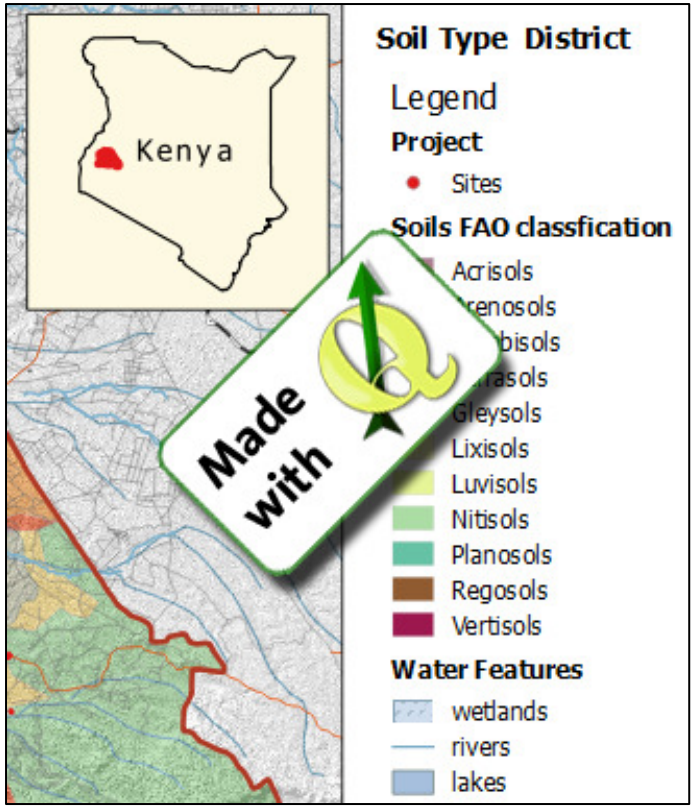
Live Online Session each day
8:30 am – 4:30 pm PST (UTC-7 h)

1 hour lunch break + two 15 minute breaks

Day 1	Tuesday	May 26th 2020
Day 2	Wednesday	May 27th 2020
Day 3	Thursday	May 28th 2020

QGIS

a very capable and flexible Desktop GIS



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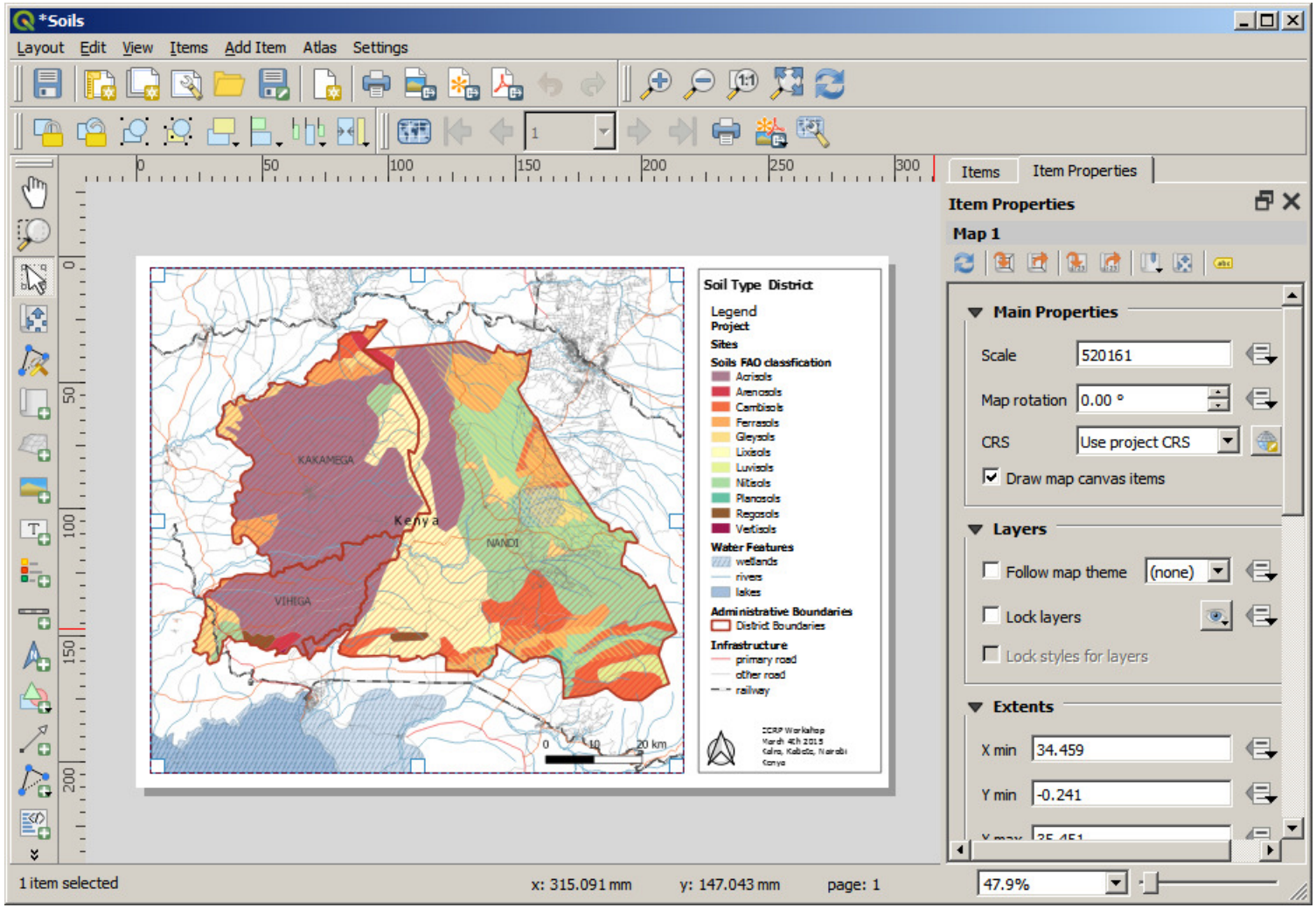
Overview and Foundations of QGIS

- The QGIS project and it's open source community

QGIS - Desktop GIS

originally a GIS viewing environment QGIS for the Linux desktop but is available for Solaris, Windows and Mac. Support for many data Formats



QGIS Facts

Main supporter of **Quantum GIS**	Gary Sherman and others
Type	Desktop GIS Viewer
Functionality	Can be used as a UI to GRASS GIS with GRASS Plug-in, Python bindings allow for programmatic interaction
Operating systems	Multi platform
Project started	2002
Implementation	C++, Depends on QT widget
OS libraries	OGR/GDAL
PostGIS support	Yes
License	GPL

QGIS Highlights

- „Intermediate“ Desktop GIS
- all basic and intermediate GIS Functionality
- support for many input formats
- easily extensible and highly customizable
- extended comprehensive Analytic capabilities
  -> Processing Tools and modeler
- automation and custom tool development via
  - Python scripting (Python bindings and pyQT integration)
  - Enables plug-in and user interface development
- Very active User and Developer Community
  - rapid development, good community support

What is Open Source (GIS)?

Open source means that the source code is available to the general public for use, distribution, and modification from its original design free of charge (among a long list of other requirements)

Open Source ≠ Open Standards

While most open source geospatial software is built on the standards of the Open Geospatial Consortium (OGC) the term "Open Source" it is not synonymous with Open Standards because both proprietary and open source software can be compliant with the OGC Open Standards. http://www.opengeospatial.org

OSGeo is the organization that supports the development of the highest quality open source geospatial software. http://www.osgeo.org

The OS Culture

Often the FOSS movement is referred to as not only a model on how to create, distribute and license software but rather a culture. A lot of times business people don't understand why one would create something useful and just give it away instead of selling it. Thus, many times they infer that there must be a catch, something must be wrong with the product, since it is free it must have no value and other misconceptions.

There is much more to it than producing free and open software. It is a way of doing things, of working together, of collaborating, a movement of people around the globe, in short a culture. It is appreciated when people using the software are giving something back to the community. That might be helping others in the user list and online forums, writing documentation about something you learned about using the software in the online wiki pages[6] of the project, writing new source code or customizations and sharing it with the community. The community is working like an organism and the organism does better if all parts are working together.

List of common FOSS software licenses

Name	Style	software
GNU-GPL	strong copyleft license, derived works have to be available under the same copyleft	GRASS, QGIS, gvSIG, Mapbender, PostGIS, GeoServer, AveiN!
LPGL	compromise between copyleft and more permissive licenses, has copy-left restrictions on the program itself, but not on other software linking with the program.	Mapnik, MapGuide
MIT	permissive license, permits reuse within proprietary software (license has to be distributed with that software)	MapServer, GDAL/OGR, Proj4
BSD	permissive license, little restriction, close to the public domain	FeatureServer, TileCache, OpenLayers
Mozilla (MPL)	hybrid of modified BSD and GPL.	MapWindow, Mozilla Firefox

The „Tribes“ of FOSS4G

Tribe	FOSS4G Projects
C/C++	MapServer, GRASS, MapGuide, QGIS, PostGIS, OGR/GDAL, PROJ4, GEOS, FDO
Java	GeoTools, GeoServer, uDig, DeeGree, JUMP, gvSIG
Web	MapBender, OpenLayers
.Net	SharpMap, WorldWind, MapWindow

Some of the Foundations of OS Software (Tools)

A few libraries that are the foundation of many
Open Source and commercial Geospatial Software Packages

- GDAL (Raster) and OGR (Vector)
  Geospatial Data Abstraction Library / Open GIS Simple Features Reference Implementation
  - Tools for reading, writing and processing of raster and vector data sets -> formats
  - Important base for many Desktop GIS systems e.g. ArcGIS
  - OGR extends Mapserver formats
    Oracle Spatial, ESRI Geodatabase (MDB), TIGER, MapInfo…
- PROJ4 is a library for cartographic projection routines
  - stand alone projection utility "proj"
  - libraries for more than 2500 projections (e.g. EPSG list)
- GeoTools is an open source Java GIS toolkit is a library for cartographic projection routines
  - Similar usage as OGR and GDAL for Java based projects
  - Udig and GeoServer are based on GeoTools

Examples for practical use of GDAL/OGR

- **Raster / Image processing**
  - run automatically from server side scripts on server bash shell
  - image mosaicing, reprojection
  - custom scripts to process 3 band tiff images e.g. vegetation vigor classification (Landsat 7+ 8)
  - assemble *synthetic* map images , grayscale for background + color classified raster map

Practical Introduction

The QGIS software and spatial data

- **QGIS Desktop, additional software**
- **Spatial Data**
- **Data Sources Examples**

volunteer efforts	Open Street Map
	Natural Earth Data
	GADM data
data portals e.g.	USGS Earth Explorer

Practical Introduction

The map document

open the Kenya Map

data/kenya/kenya_exercises.qgz

Using workshop maps and data

- Tour of the Interface
  including but not limited to
  - Adding data
  - Changing cartographic style/ representation
  - Displaying and arranging map layers
  - Attribute tables and indentifying attributes
  - Feature selections and filters
  - Data conversions / export
  - Using tool bars

Quick Tour

- **Menu Bar** provides access to all the main functions and plugins
- **Toolbars** provide one-click common functions, and task-specific functions
- **Layer List** shows all data layers currently added to the project
- **Status Bar** provides some vital information about the current project settings
- **Python Console** allows you to script Python code within QGIS
- **Map View** provides a dynamic visualization of the *active* data layers that can be mapped

QGIS Basics and Interface Overview

- Supported Data Formats
- Exploring and using vector and raster data
- Layer + map properties
- Symbology / Cartography

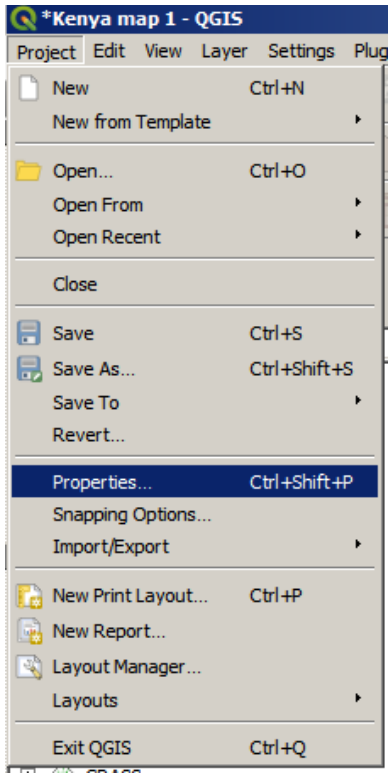
Exercises - Basic Functionalities

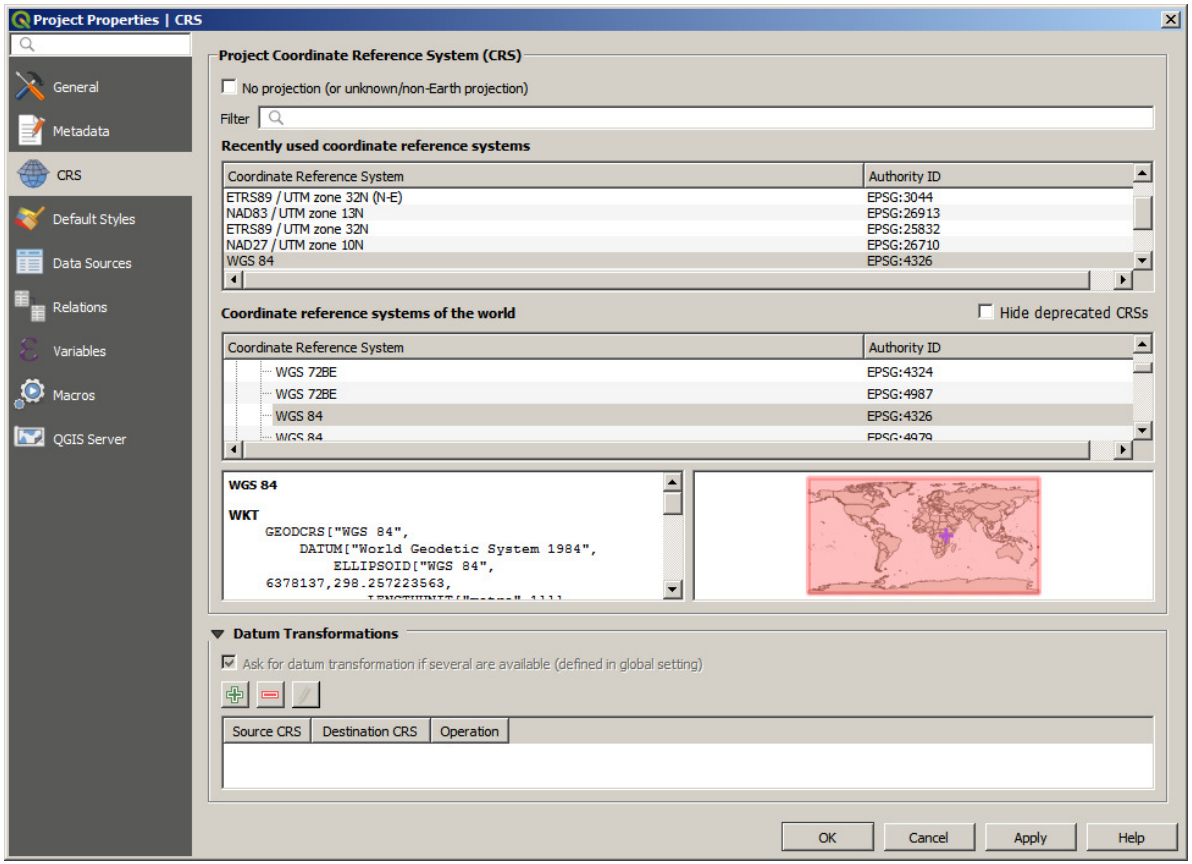
Using workshop maps and data

Settings
Properties and Options - user interface (Task 1)

- CRS (Task 1.1)

Menu -> Project -> Properties

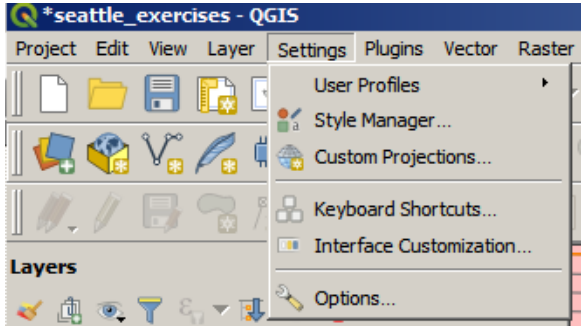


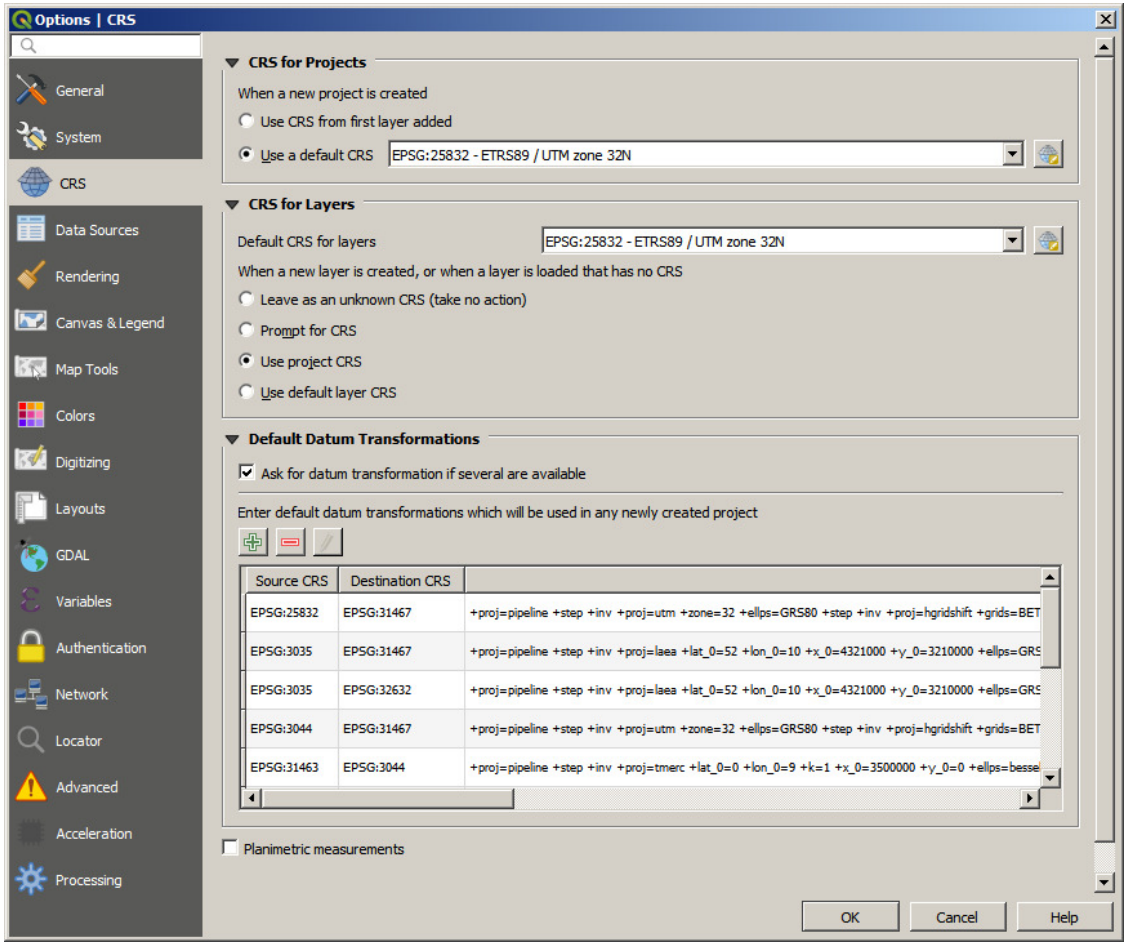


Settings
Properties and Options - user interface (Task 1)

- Review Options (Task 1.2)

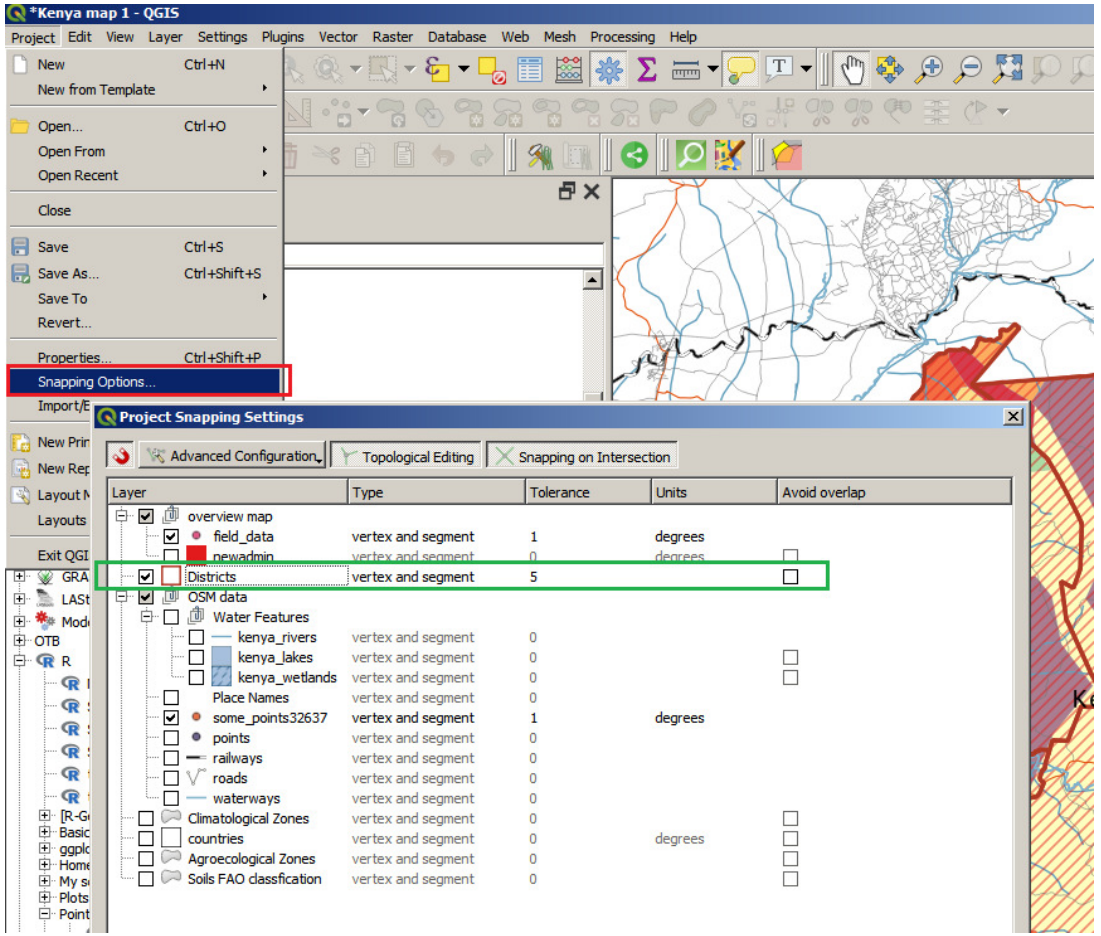
Menu -> Settings -> Options





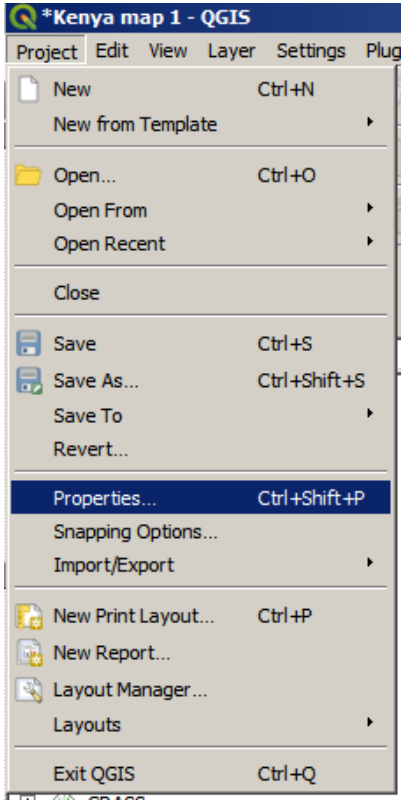
Settings - Options - user interface (Task 1)

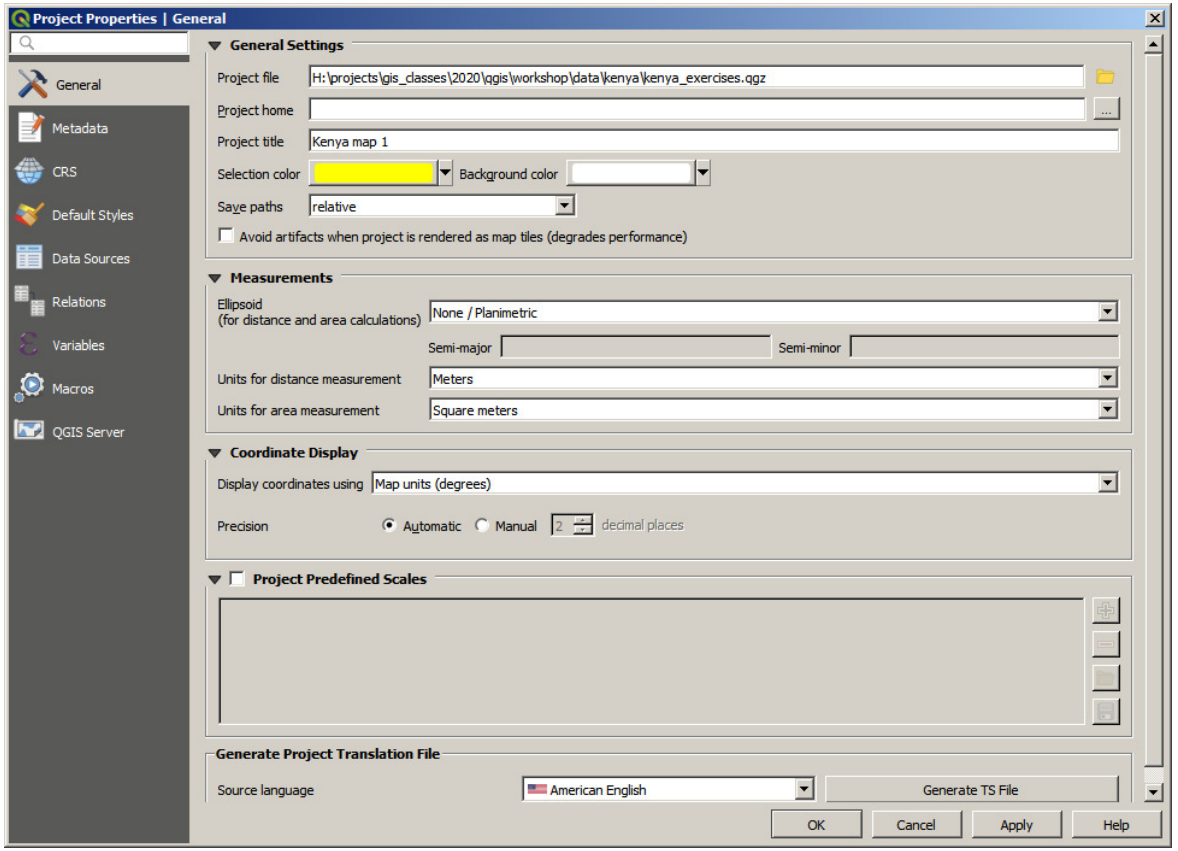
- Digitizing (Task 1.3)
  - enable and define snapping behavior



Settings - Options - user interface (Task 1)

- Canvas and Legend (Task 1.4)
  - Set “Save path” to relative
  - change selection color and more





Exercises - Creating Maps

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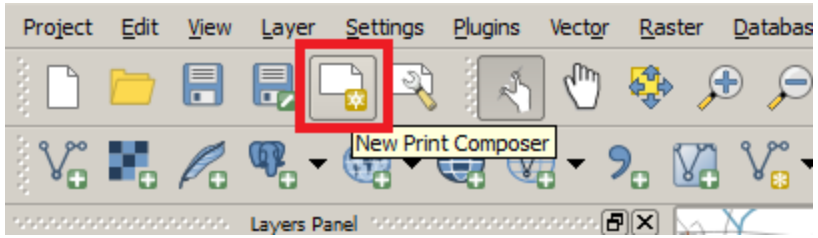
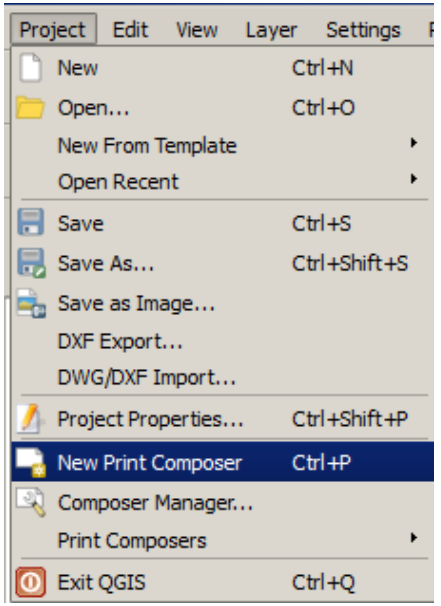
Creating Maps (Task 2)

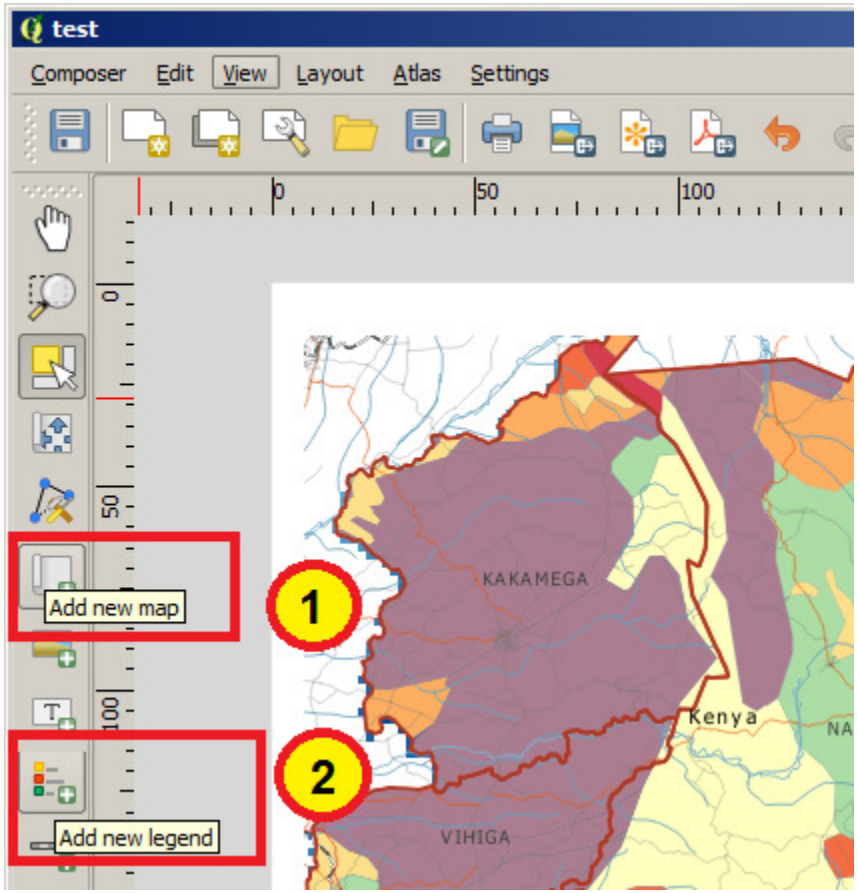
- create a new, empty project (Task 2.1)
- add at least three vector layers (Task 2.2)
  - add two Seattle data set layers
  - open layer properties – style
  - change color and outline (use "single symbol" for one layer and "categorized" for the other layers as options)
  - note the advanced option of rule based classification
- create a new "print composer" (layout) (Task 2.3)





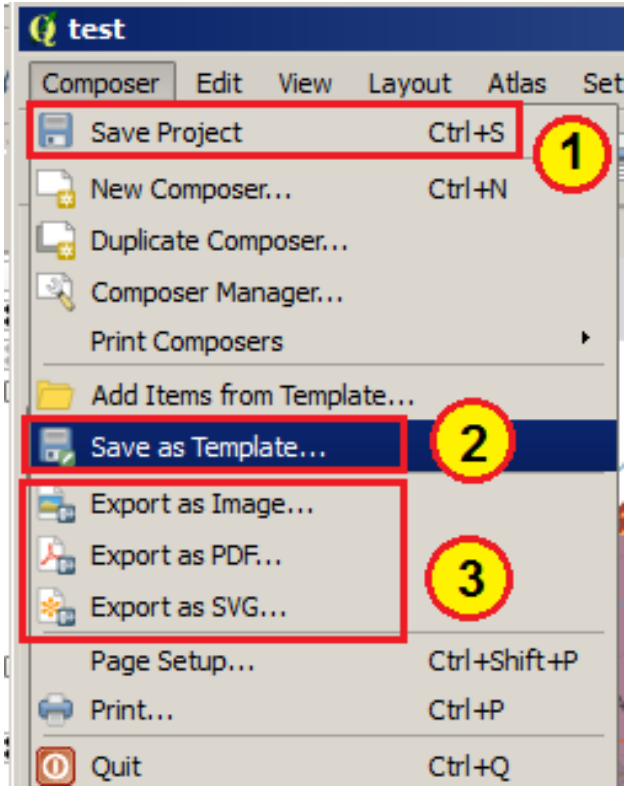
Creating Maps (Task 2.4)

- add map item (Task 2.4.1)
- add legend item (Task 2.4.2)



Creating Maps (Task 2.4)

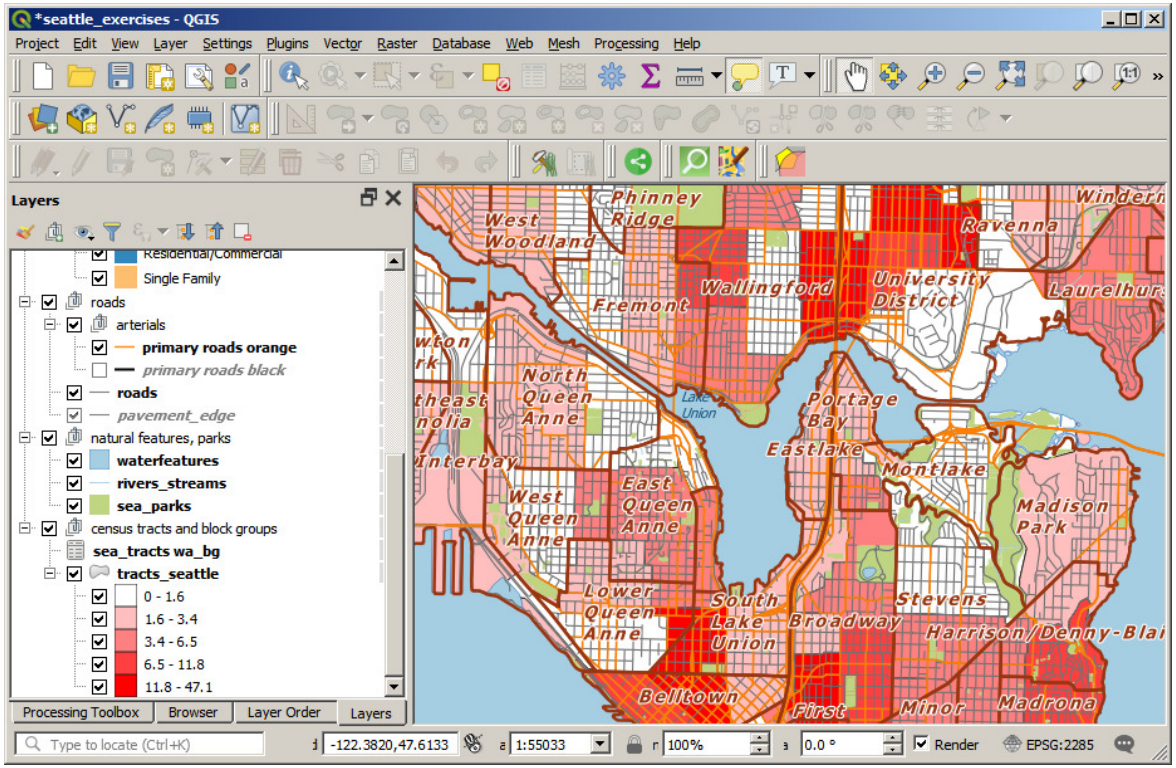
- review options in print composer (Task 2.4.3)
  - add scale bar map item
  - add north arrow
- save project (*.qgz) (Task 2.4.4)
- save work as template (*.qgt) (Task 2.4.5)
- export map as image (Task 2.4.6)
- close print composer and create new project from your template (Task 2.4.7)



Exercises
Working with tables and layers

Working with tables and layers (Task 3)

- open existing QGIS map document data/seattle/seattle_exercises.qgz
- add census tracts layer data/seattle/data/tracts_seattle.shp and /seattle/census/sea_tracts.csv + review attribute data tables
- join information for people in poverty using fields geoid10 and Id2
- classify layer „graduated"
- needs more work because field is joined as a „text" field
- calculate virtual field using decimal number format



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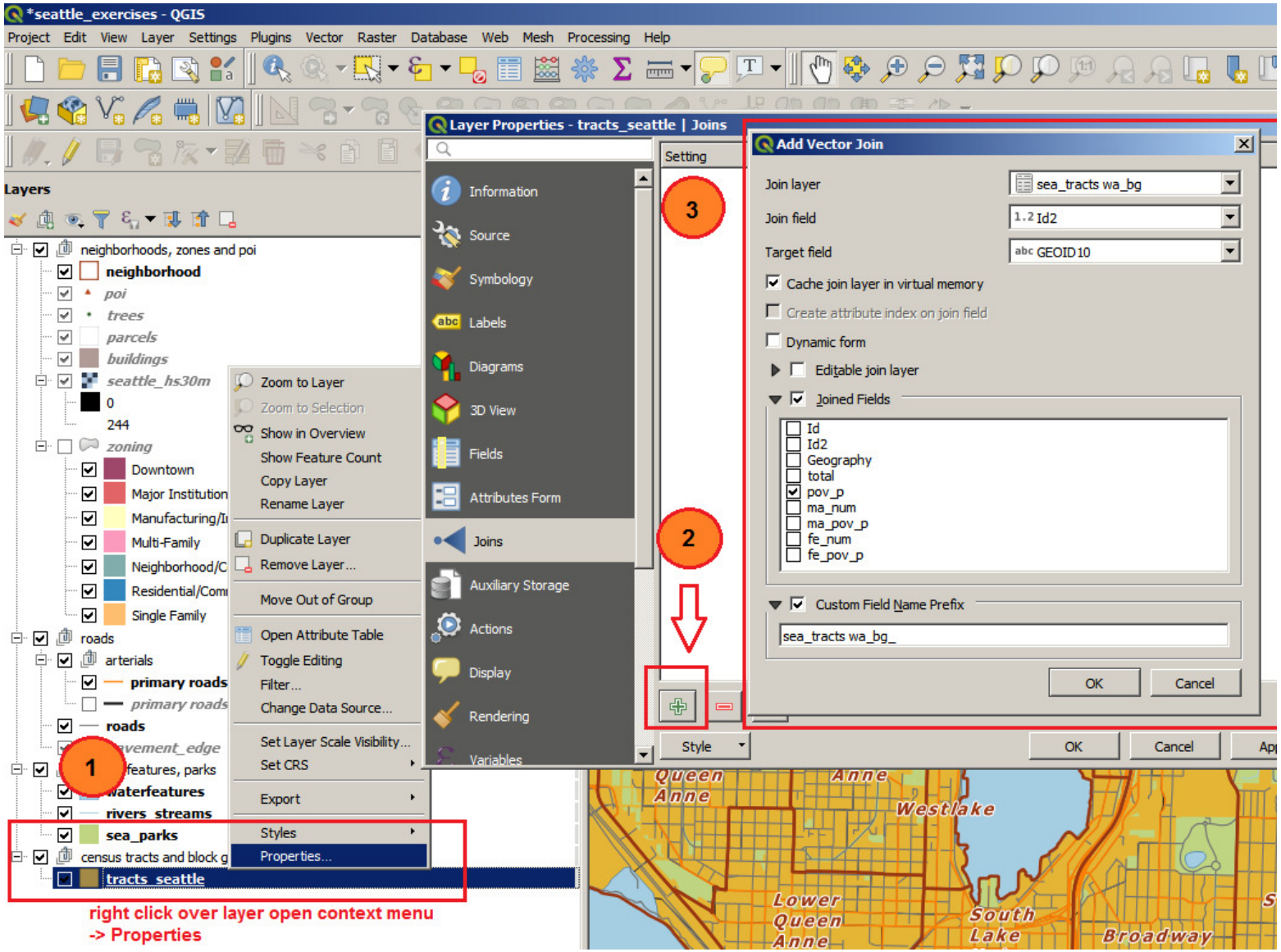
Working with tables and layers (Task 3)



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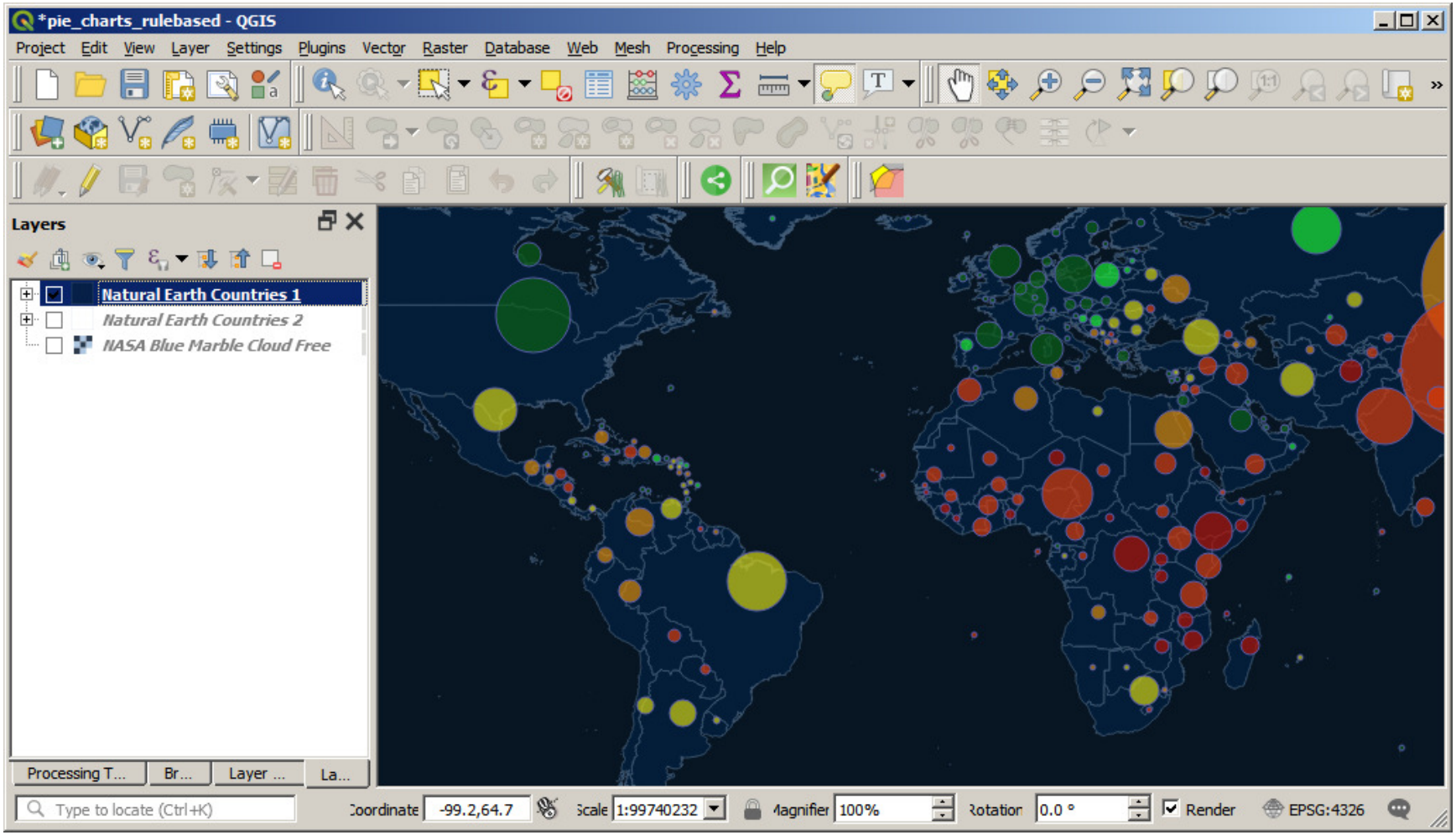
Example Rule based Rendering with Pie Charts

Project \examples\maps\pie_charts_rulebased.qgz



Workshop Day 2

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QGIS - Managing Raster Data

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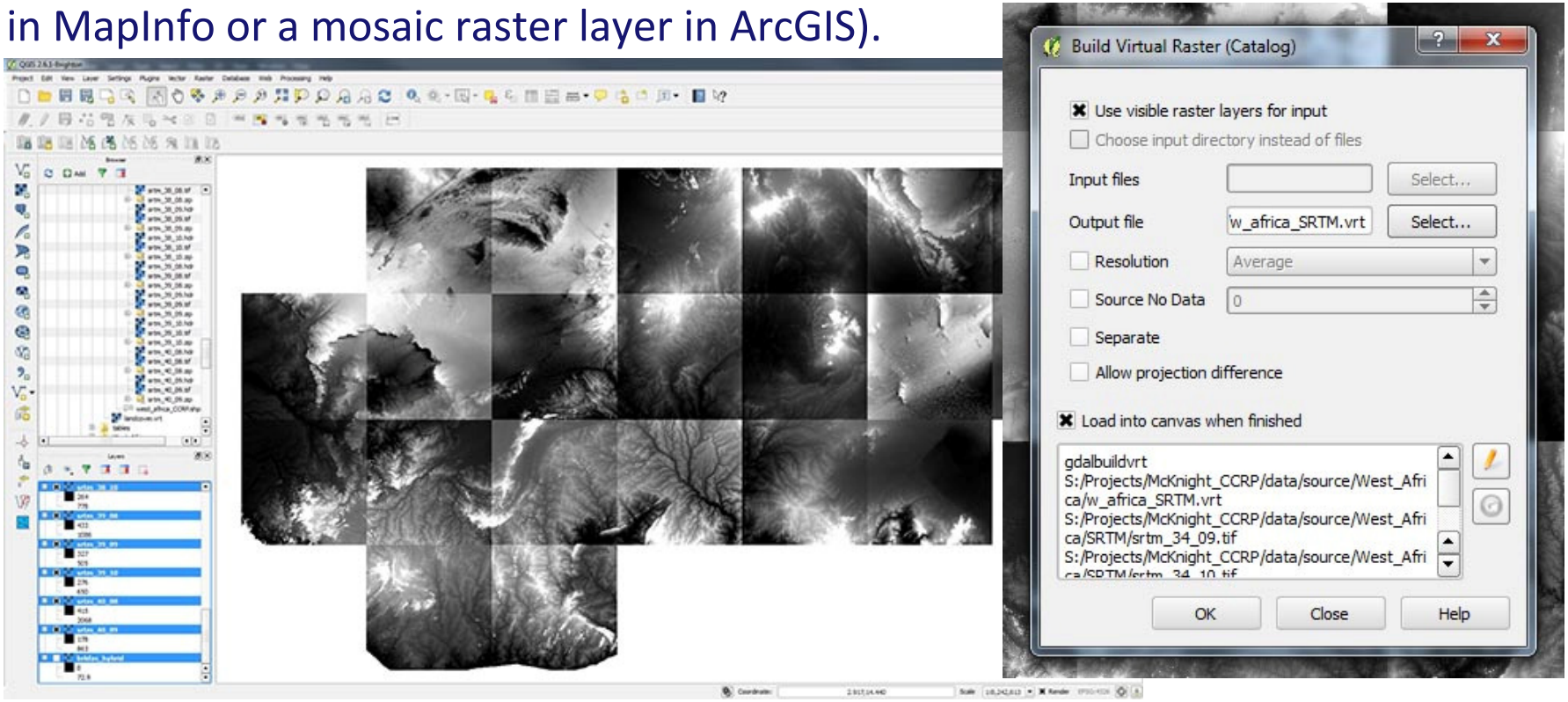
QGIS - Managing Raster Data

Virtual Raster

You can deal with multiple files like they are one file by creating a virtual raster. This can be done by selecting the Raster > Miscellaneous > Build Virtual Raster (Catalog) menu option. This creates a mosaic of the images (like a seamless layer in MapInfo or a mosaic raster layer in ArcGIS).

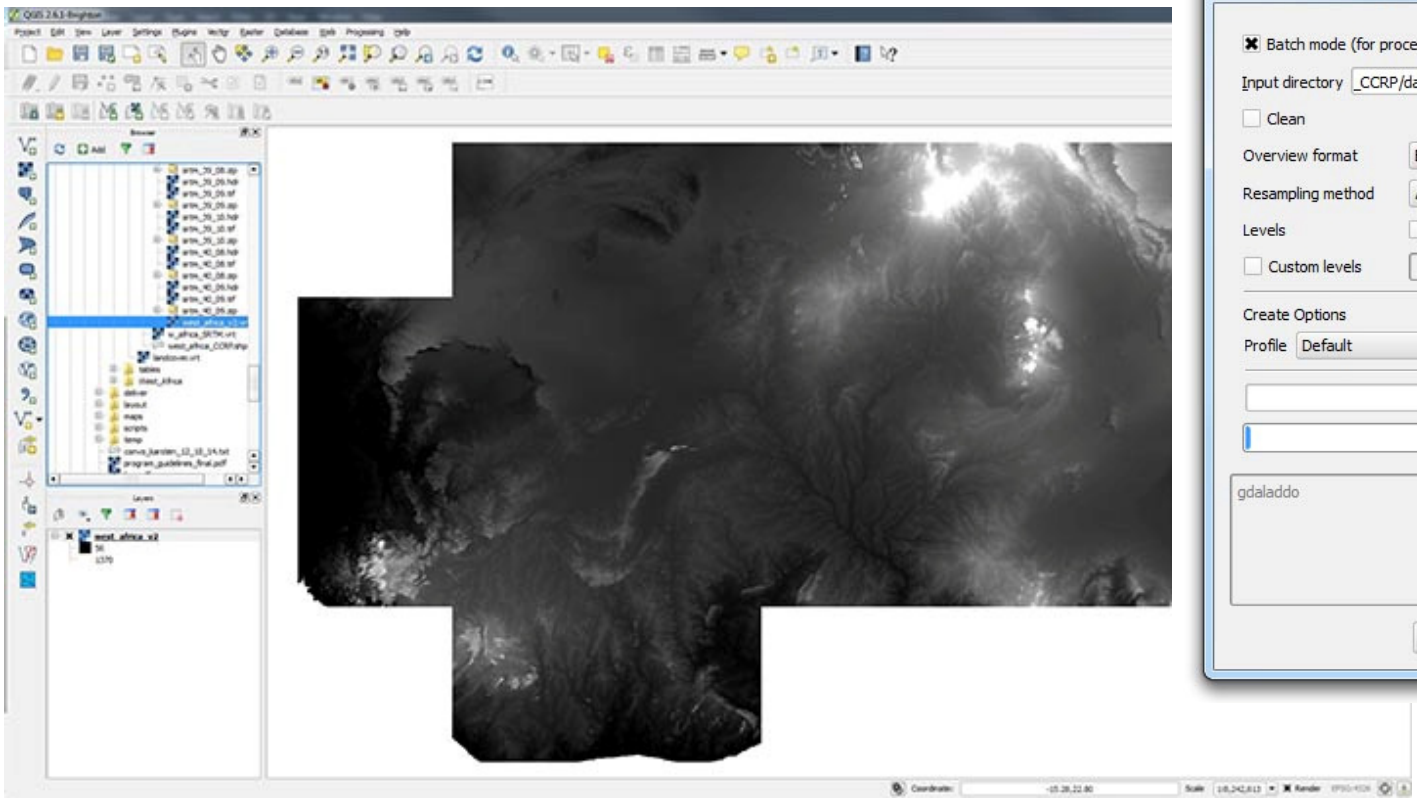


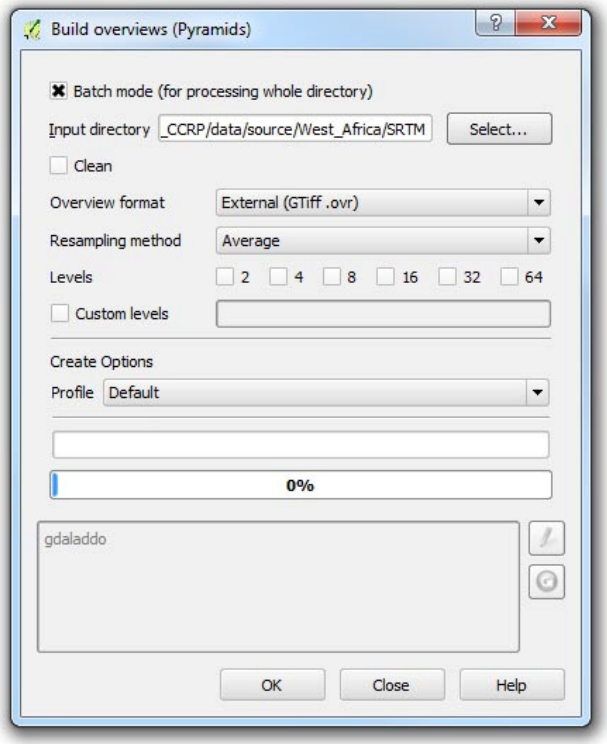
QGIS - Managing Raster Data

Build Overviews (Pyramids in ArcGIS)

You can also create pyramids on multiple datasets in one go by using the Raster > Miscellaneous > Build Overviews menu option.

This allows for a batch mode. It has more advanced options, and its best to read this webpage to understand them

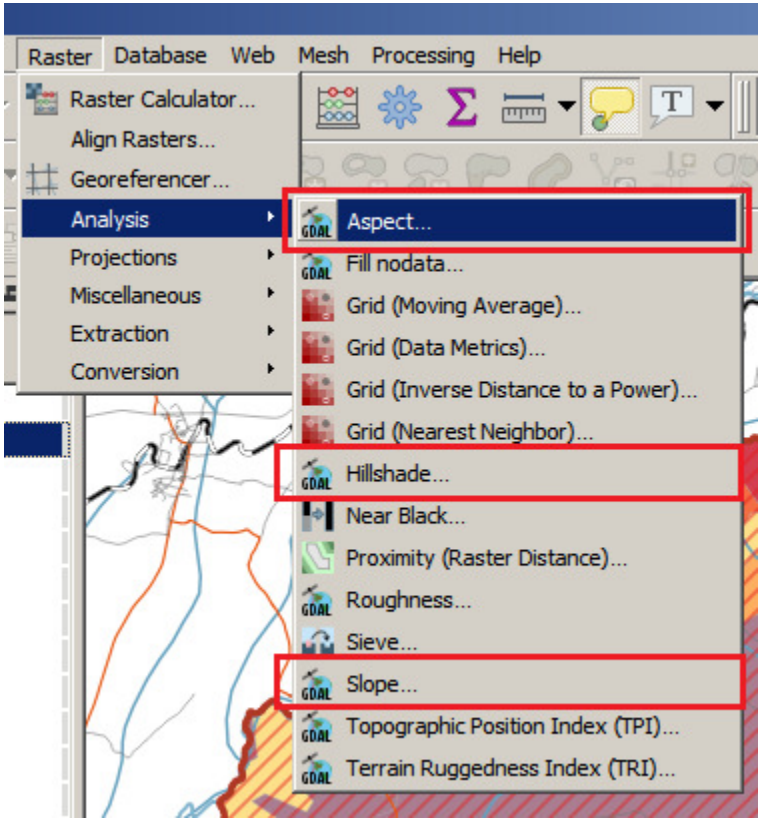




Exercises – Raster data

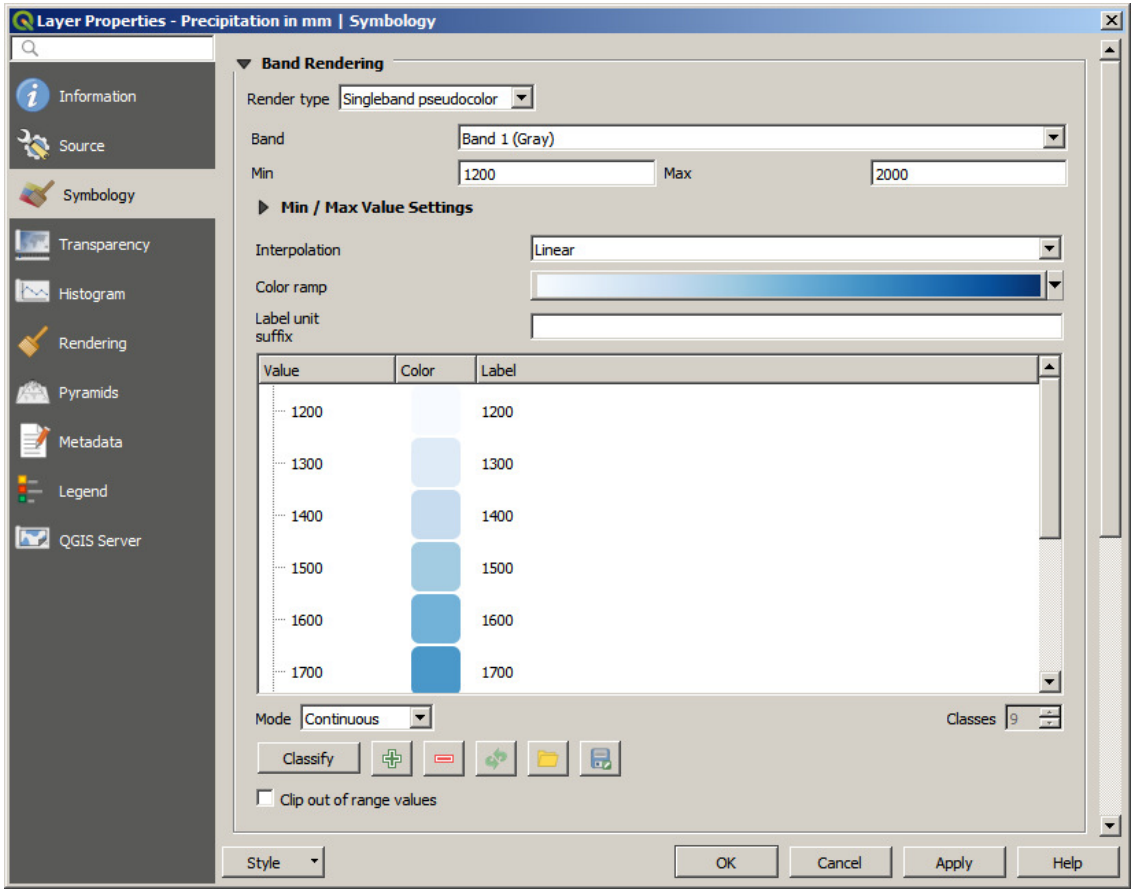
Managing Raster Data (Task 4)

- open existing QGIS map document data/kenya/seattle_exercises.qgz
- load 4 Kenya DEM raster layers *.tif files in /data/kenya/dem/ (Task 4.1)
- create a vrt file from the four dem layers (Task 4.2)
- create hill shade, slope, and aspect layers from DEM (Task 4.3)



Managing Raster Data (Task 5)

- in existing QGIS map document **/data/kenya/kenya_exercises.qgz**
- open layer properties for "Precipitation in mm" /data/kenya/newrain.tif
- review the existing Rendering type and the other types available
- review the existing classification
- change to show only 5 classes



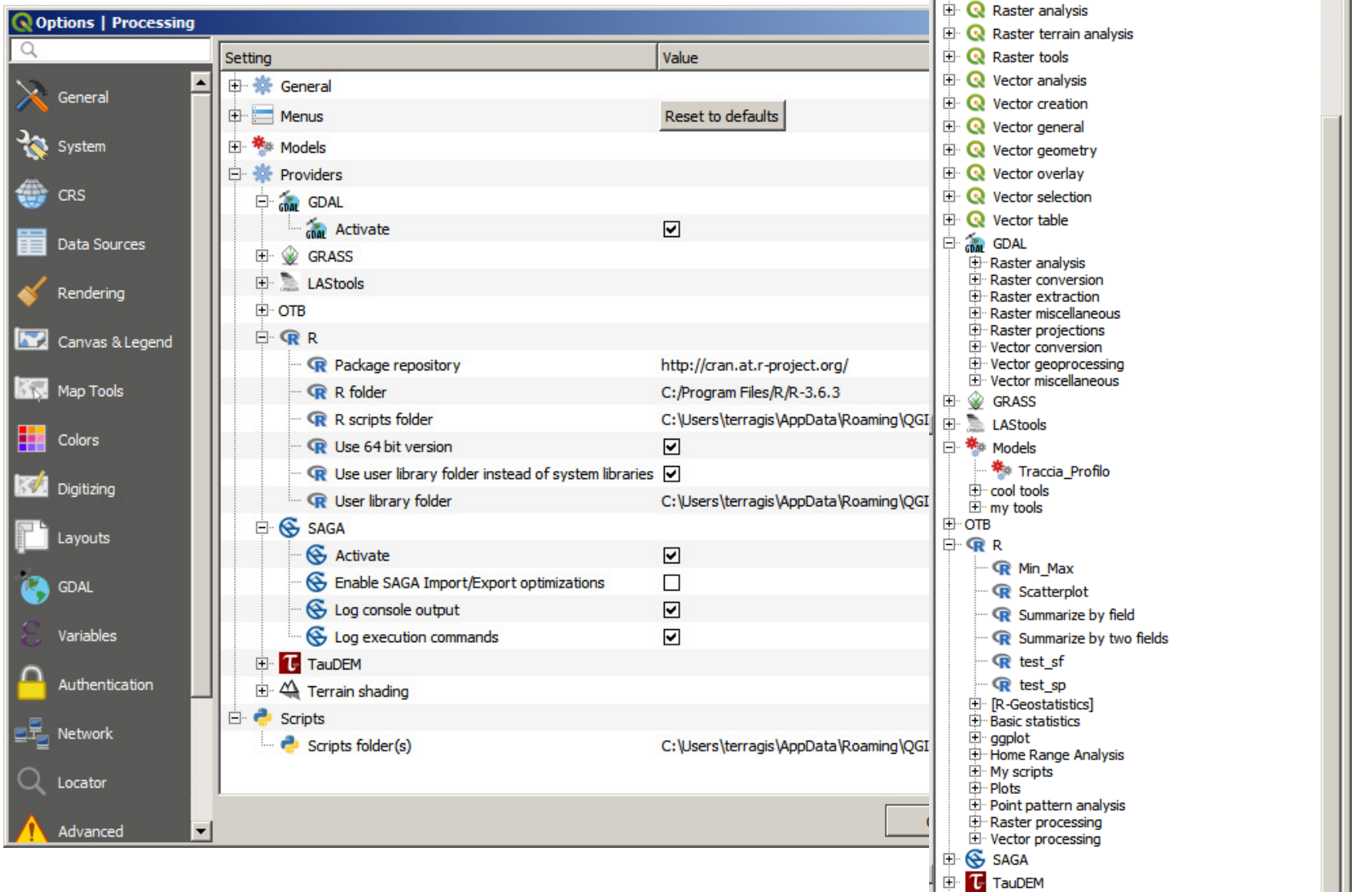
Spatial Analysis and Tools

Geospatial Processing in QGIS - Exercises

- Using the geo-processing tools and graphical model builder
- Exercises

  e.g. counting trees
  in Seattle neighborhoods

QGIS – Processing Toolbox



Exercises - Analysis

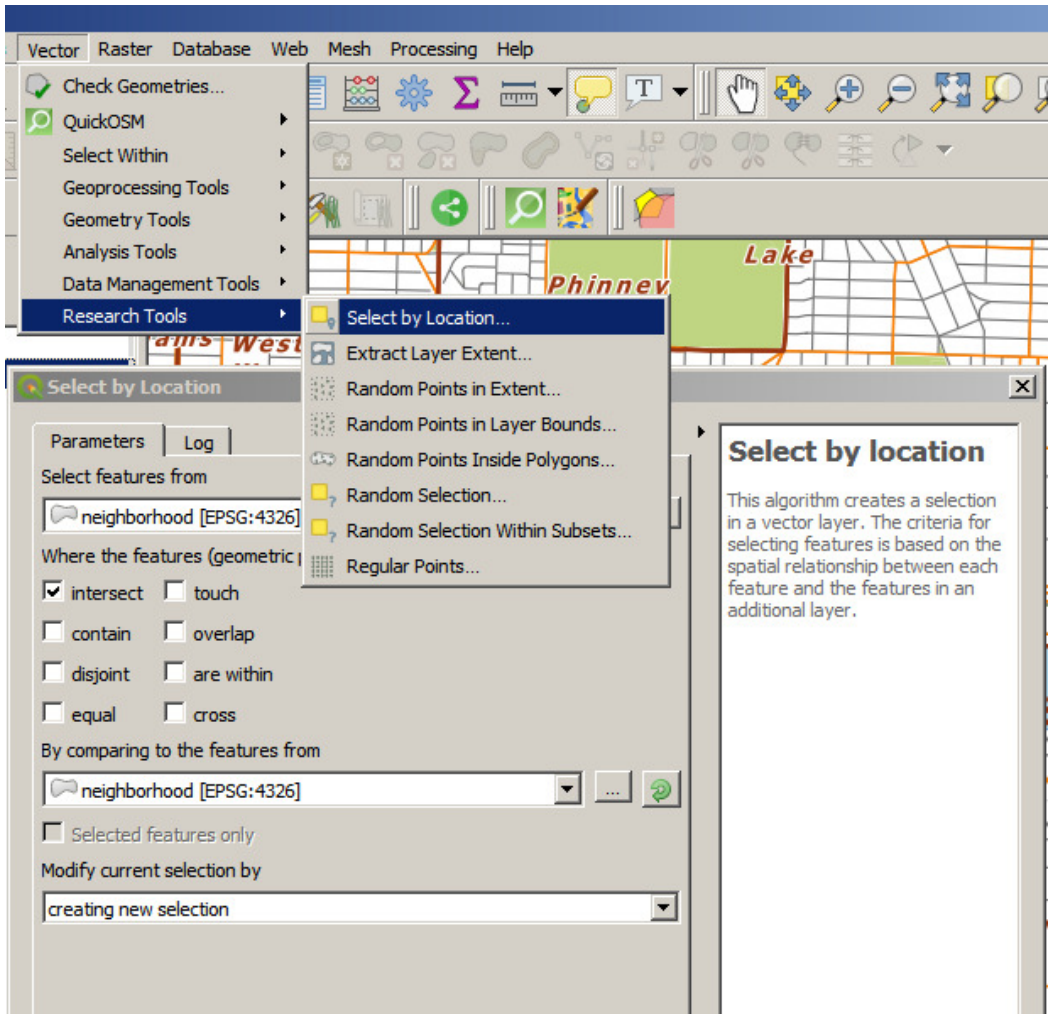
Analysis (Task 6)

- open existing QGIS map document
  data/seattle/seattle_exercises.qgs
- make a map of the neighborhoods colored based on the number of trees in each neighborhood (Task 6.1)
- label the neighborhoods including the total count of trees (Task 6.2)

Hint: You'll need a spatial join.

Analysis (Task 6)

Creating a selection



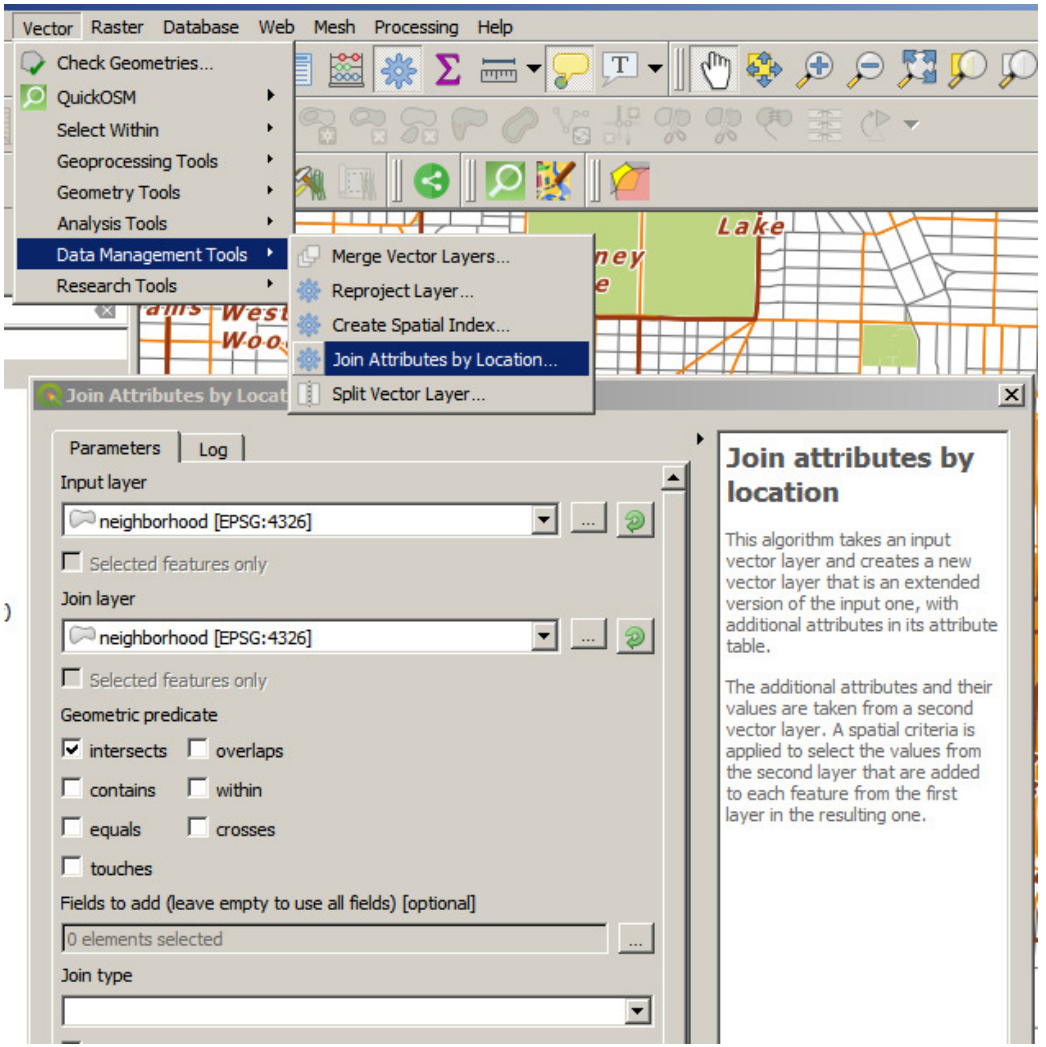
Analysis (Task 6)

Calculating numbers

“Count points in polygon”

Or

„Join attributes by location“



Analysis (Task 7)

– Make a map of the number of trees per capita (Task 7.1)

Hint: You'll need population data from tracts and a field calculation.

Analysis (Task 7)

- Use the data provided and geoprocessing tools to locate areas where the city should plant more trees (Task 7.2)
- The manner in which you define/determine this is up to you.

Hints:

- You could set a threshold on the number of trees per area (or capita)
- You could use "Rule based" classification

Spatial Analysis and Tools

- **QGIS Plug-ins**
  - Default Plug-ins: e.g. DB Manager
  - Resource Sharing
  - OpenLayers (Google, Bing, Openstreetmap base maps)
  - Georeferencer
  - Semi Automatic Classification Plug-in (Remote sensing)
  - Others

Resources

Documents

PDF under workshop/docs/books folder (version 3.4)

QGIS User Guide

QGIS Training Manual

A Gentle Introduction to GIS

PyQGIS Developer Cookbook

QGIS Map Design - (can be bought from the Locate Press web site)

Learning QGIS (third edition) – (can be bought at the Packt web site)

The PyQGIS Programmer's Guide. Extending QGIS 3 with Python 3

Other resources for learning QGIS

OSGEO Foundation

- Conferences
- Email lists
- User groups
- OSGEO Planet blog aggregator

Geo For All is dedicated to promote the adoption of free and open source software for geospatial technology through education, research and public awareness.

- GeoAcademy
- Class videos on YouTube
- Class materials download

Workshop Day 3

Advanced functionalities with QGIS

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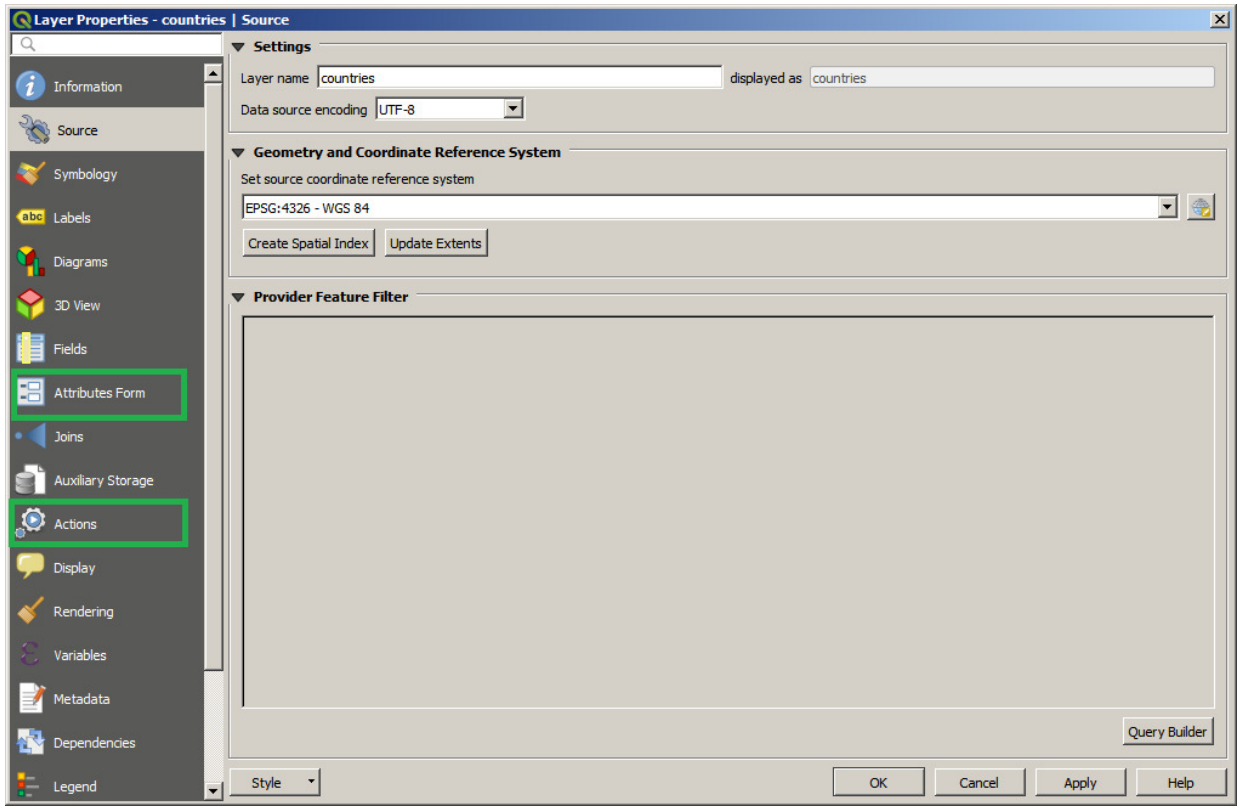
Introduction

Layer Properties

Lots of settings

interesting options including

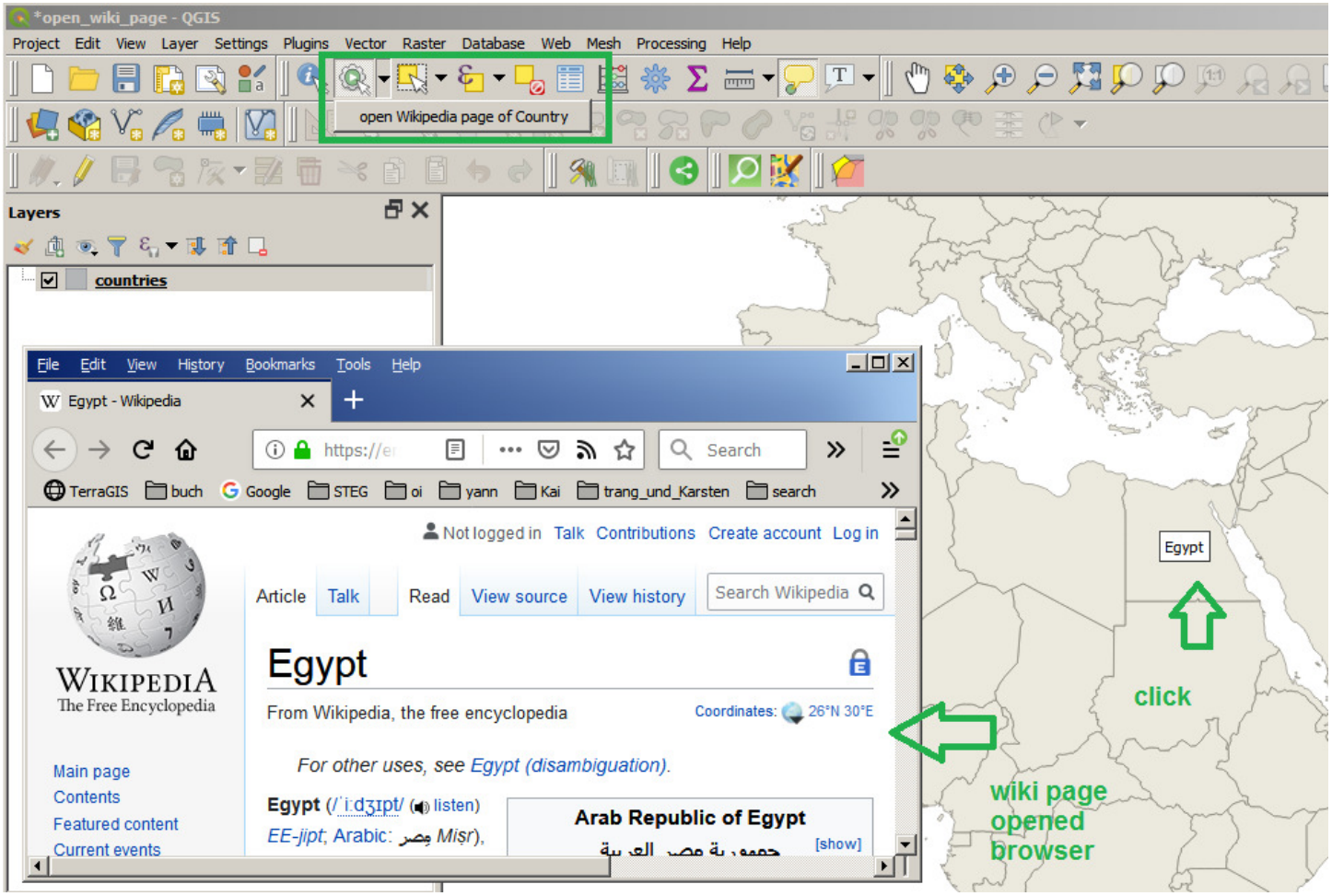
- Flexible UI Attribute tables
- Attribute Forms e.g. using defined value drop down menus
- Custom Actions Python code



Using Layer ‘Actions’ to automate things

Layer Actions

Open Wikipedia web page on click on a country on the map



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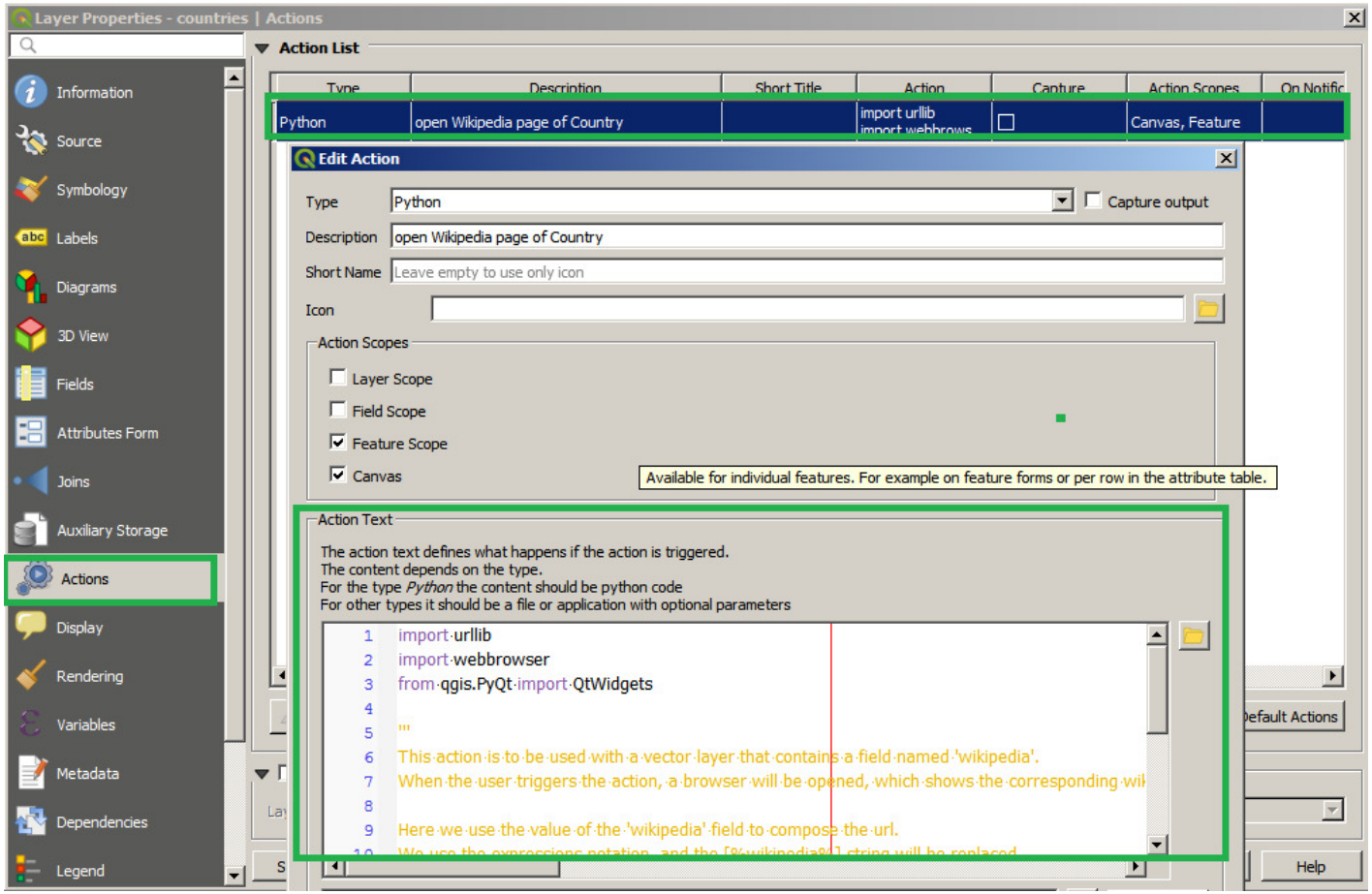
Layer Actions

Example: \examples\maps\open_wiki_page.qgz

Open Wikipedia web page on click on a country on the map



Editing Layers and custom interfaces

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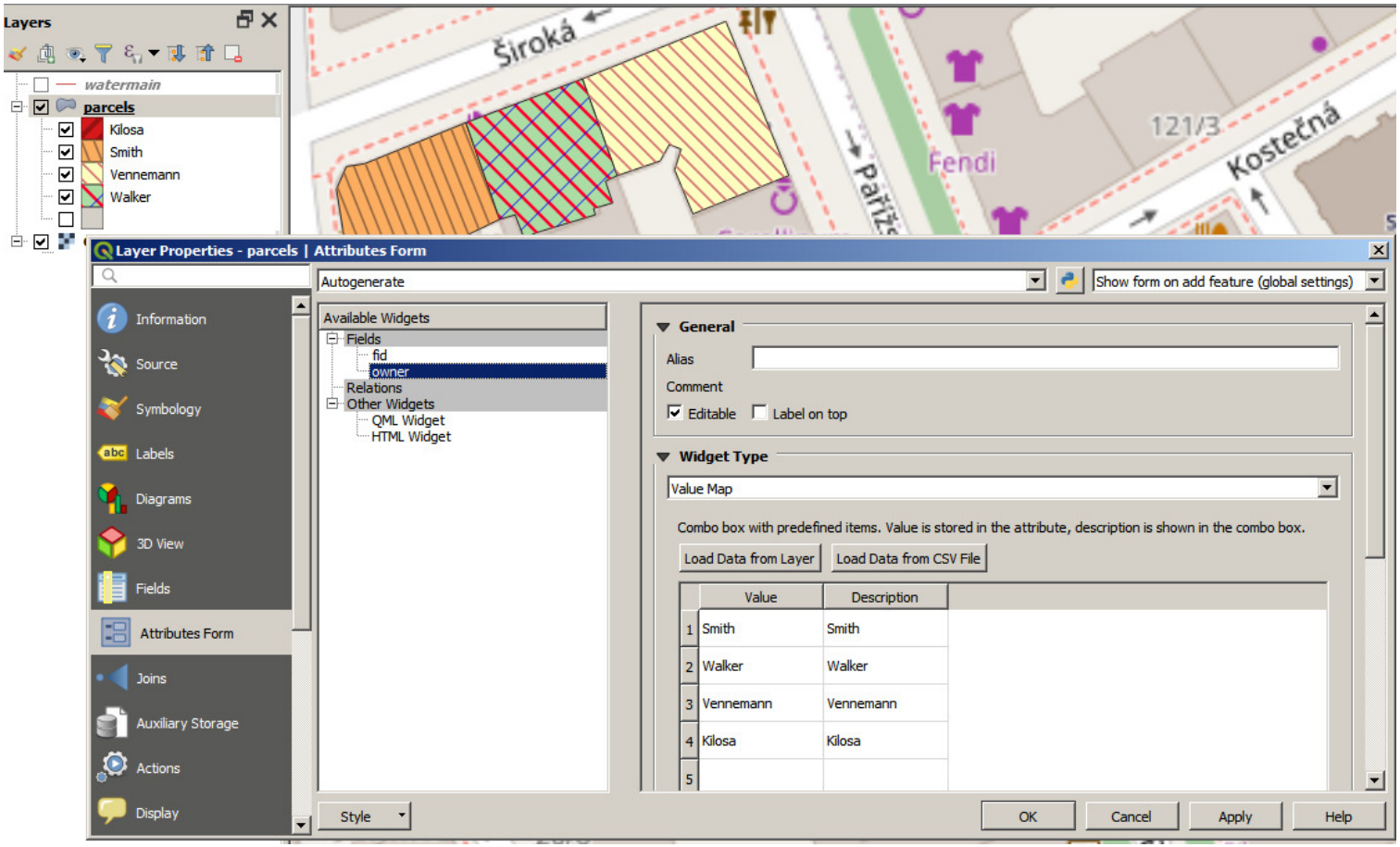
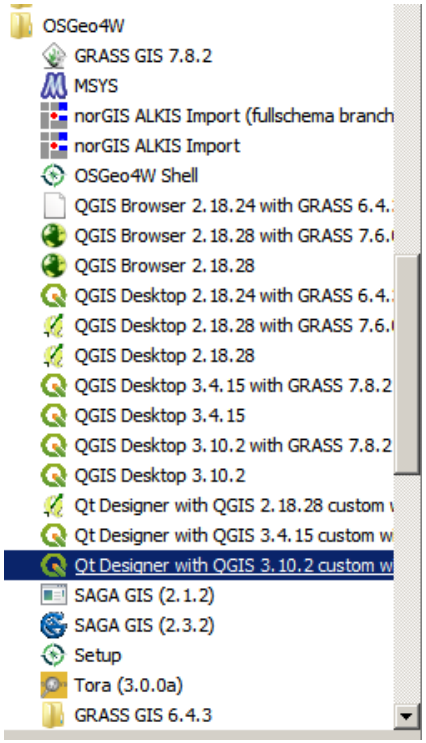
Editing Layers

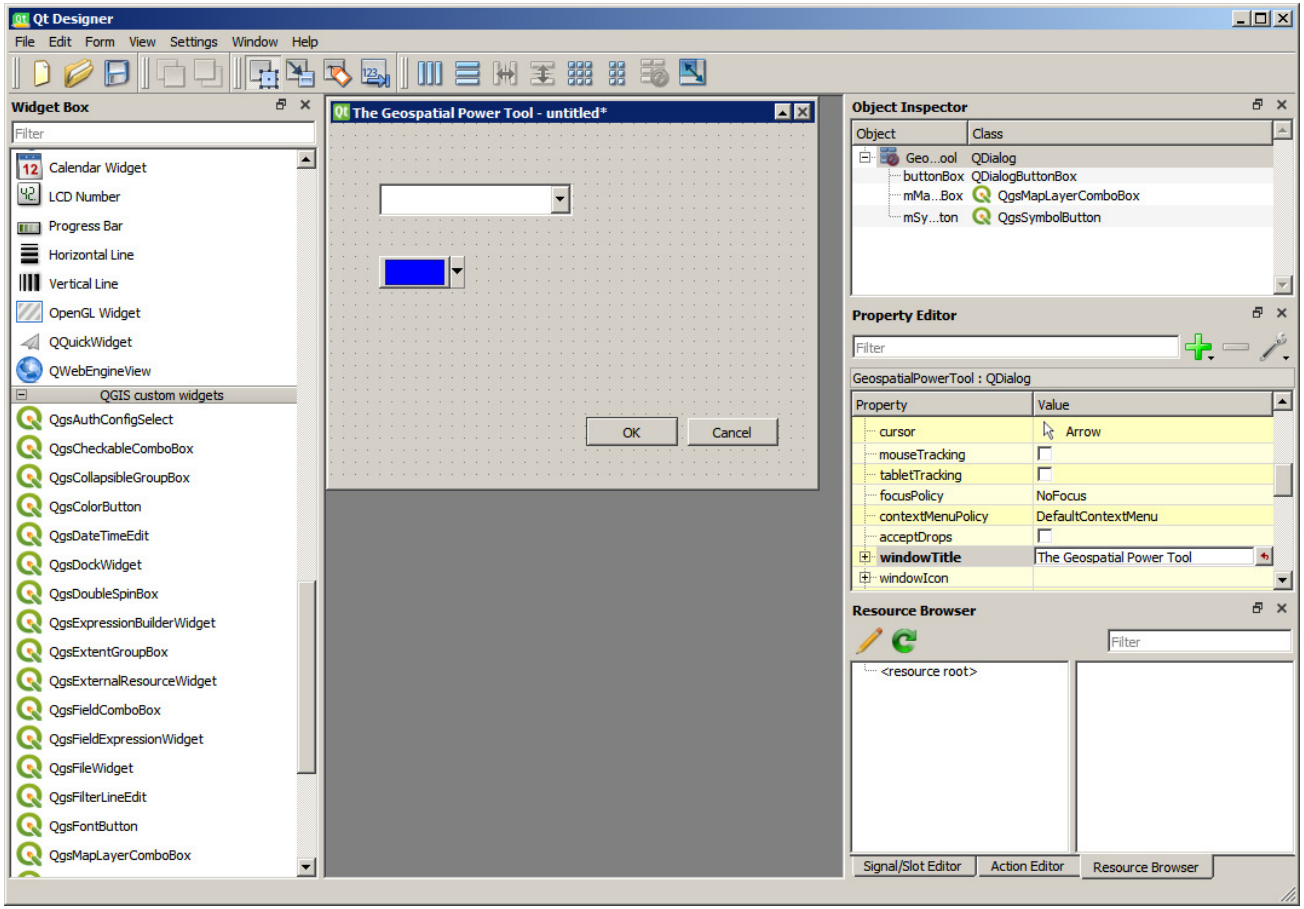
Using defined value drop down menus
Example: \examples\maps\editing.qgz



Interfaces with QT Designer

Can be installed via OSGeo4w, includes custom QGIS widgets, can be saved as *.ui file, a tutorial is here





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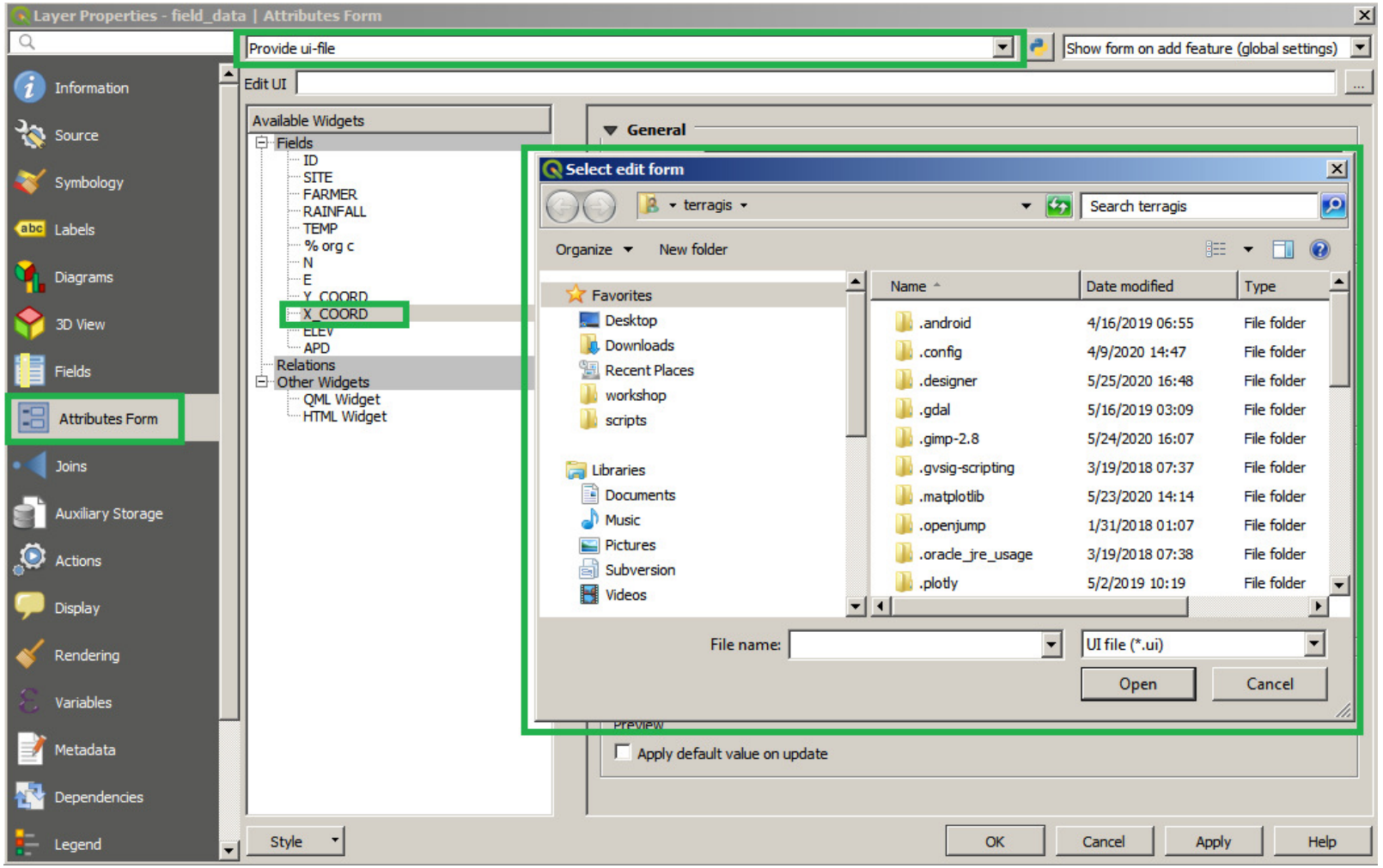
Adding a custom *.ui file

Layer Properties -> Attribute Form



QGIS and Spatial Databases

Extending GIS Capabilities

file based vs. server based

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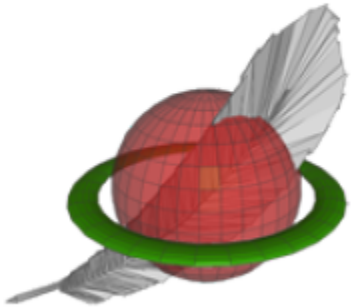
Spatialite – file based Spatial Database

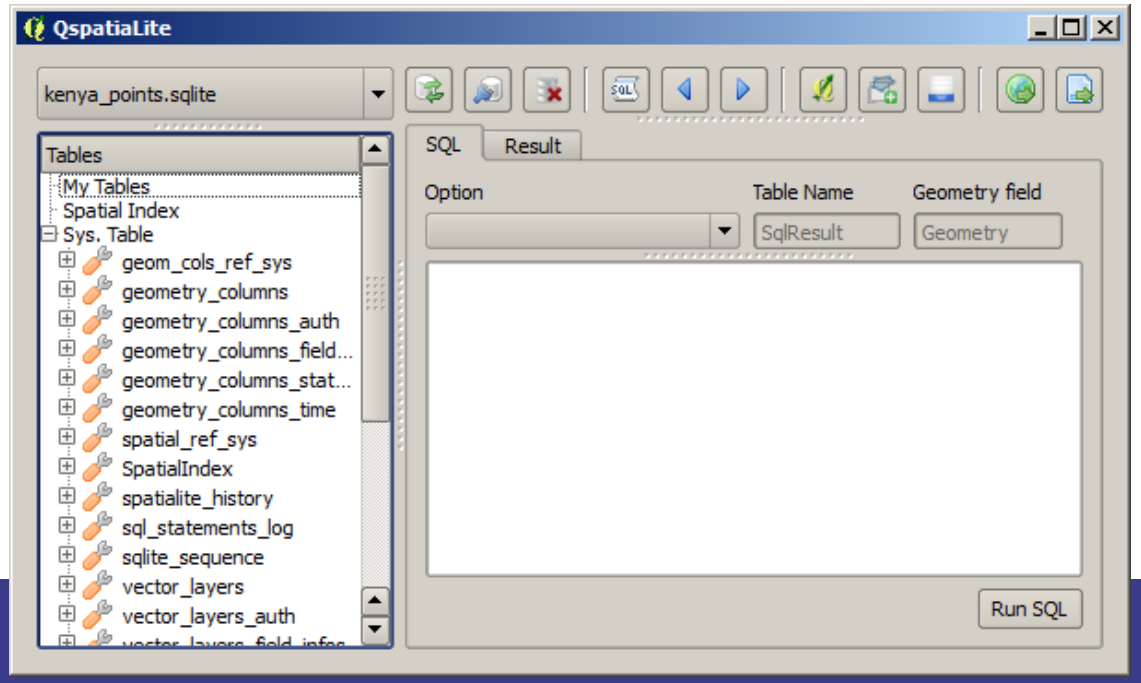
SpatiaLite is a spatial DBMS built on top of **SQLite** . Both formats are file based and thus are light weight and portable. The spatial components depend on the PROJ and GEOS libraries. Related tools include the **RasterLite** library to handle Raster data and **spatialite-gis** (a minimalistic GIS tool). SpatiaLite has the potential to replace shapefiles as a simple data exchange format. Starting with version 1.1 QGIS can read the format, support by OGR/GDAL was included since version 1.7.0.

file based
DBMS
light weight
portable



Spatialite GUI

https://www.gaia-gis.it/fossil/libspatialite/index



PostGIS – Spatial Database

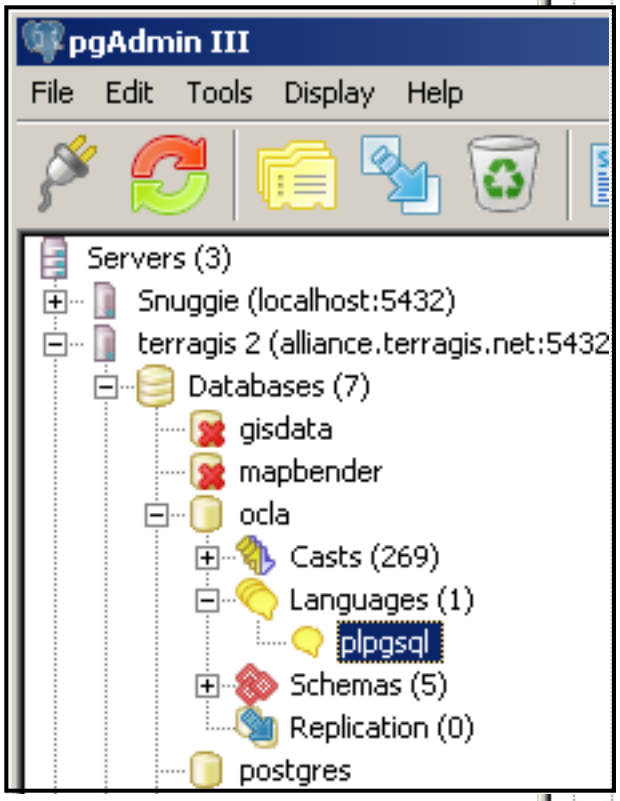
PostGIS PostgreSQL

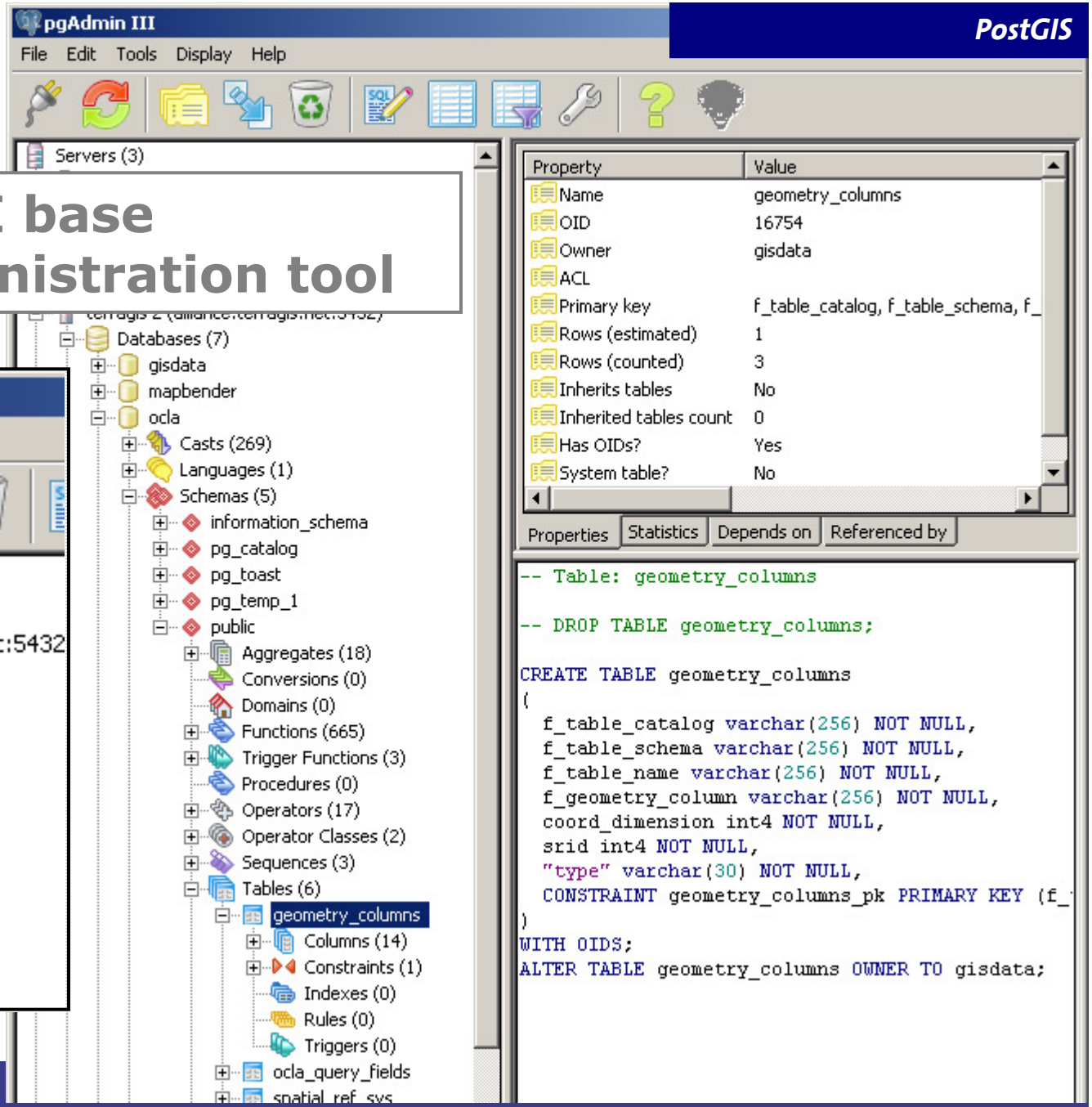
- PostGIS is an extension for PostgreSQL
- adds support for geographic objects to PostgreSQL
- enables PostgreSQL server to be used as a backend spatial database for GIS
- Spatial operations and analysis simply mean running a (spatial) SQL query in the database
- Similar functions to ESRI Arc SDE but also much more ….

PostGIS Functions

- Spatial SQL

pgAdmin – GUI base Database administration tool



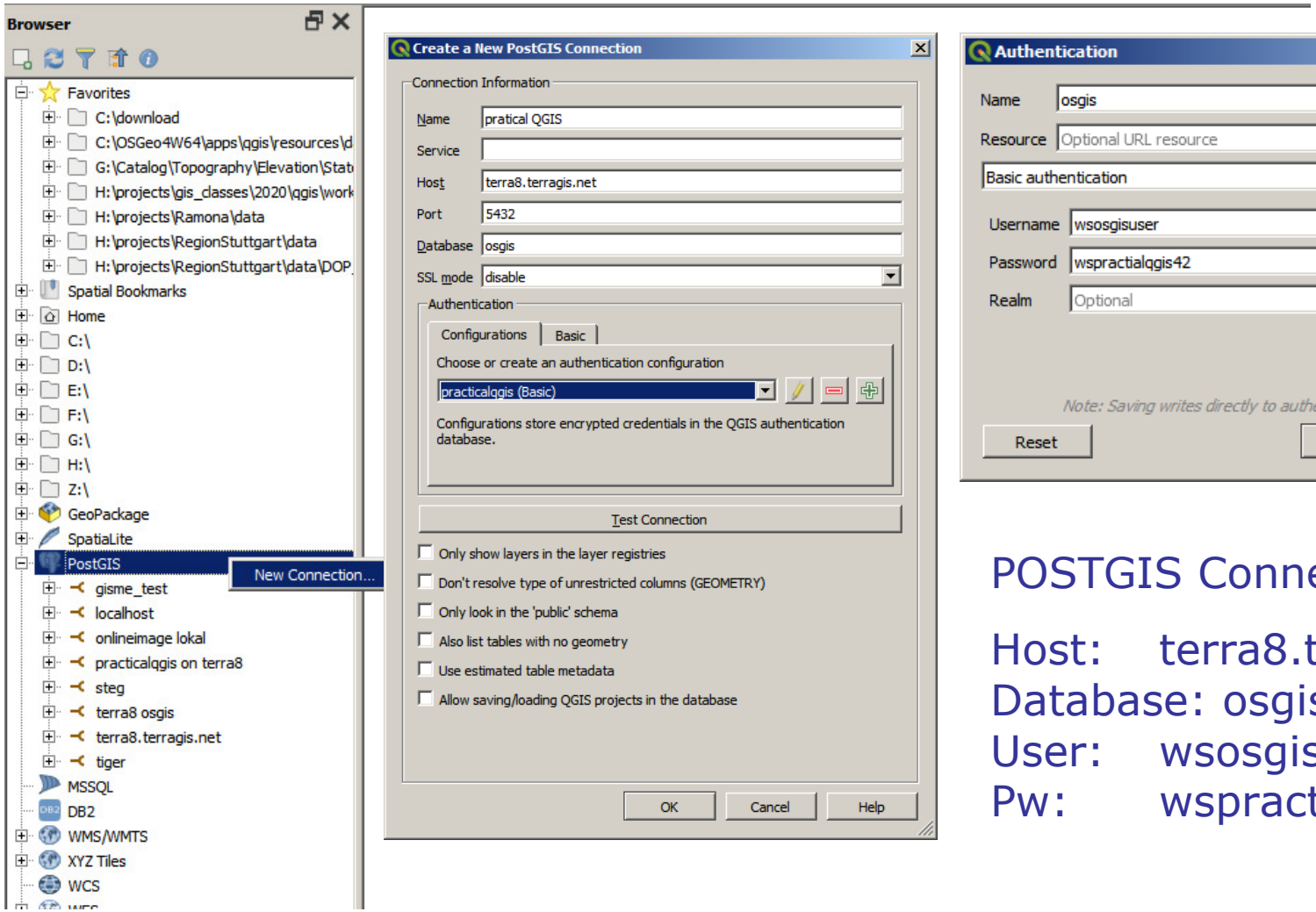


Example for practical use of the PostGIS Database

- **Unified data storage and retrieval**
- **GIS functionalities**
  - Find nearest spatial features
    - Nearest road (reverse geocoding)
    - Nearest *conspecific* plant species (Whippet model)
  - Buffer, locate within another feature, and calculate distances (modeling)
  - Model calculations of attributes (leading to prioritization scores)
- **Extension of Web GIS capabilities**
  - Data queries for dynamic data display

Working with PostGIS data in QGIS

Create Database connections in Browser, right click …



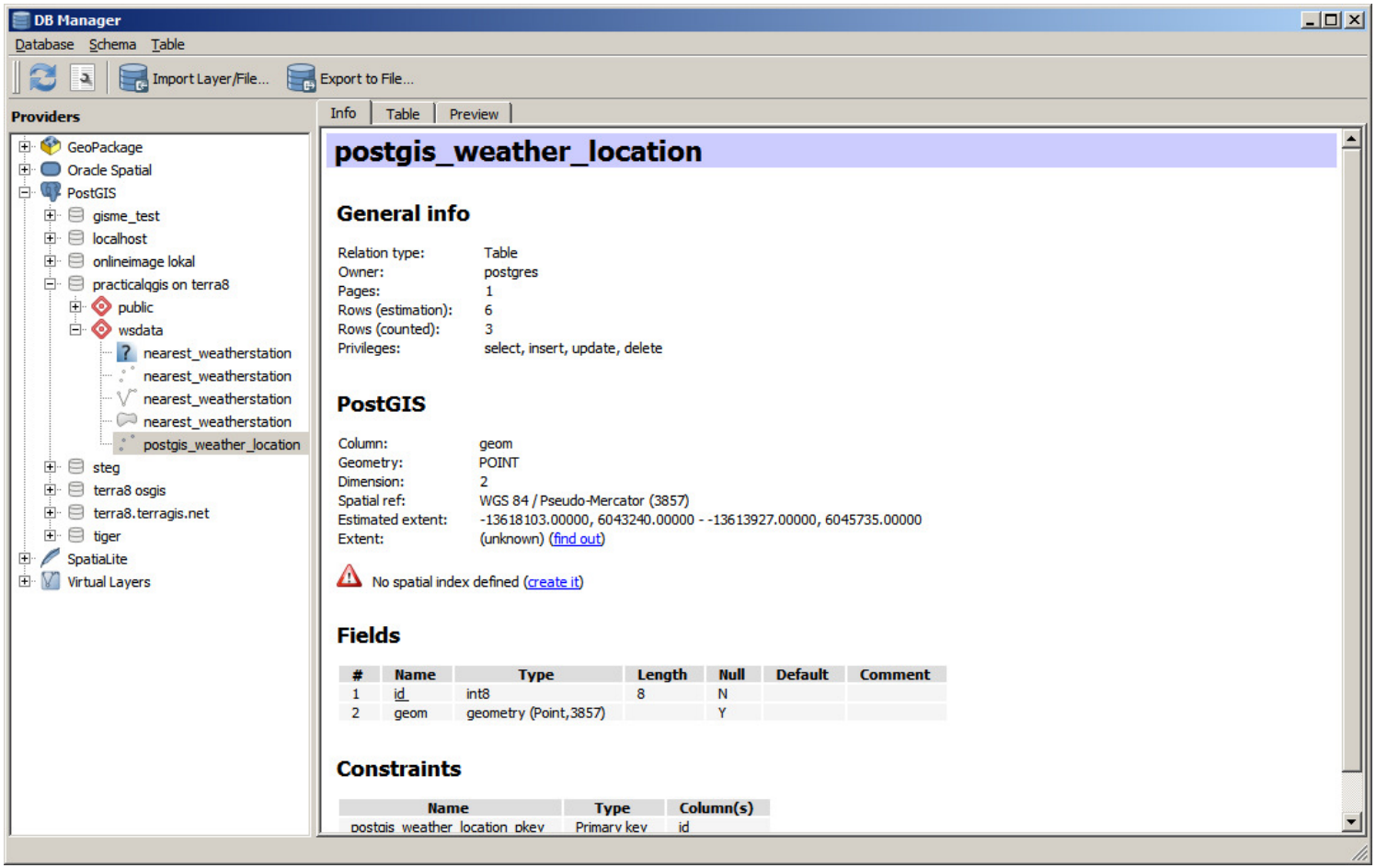
POSTGIS Connection

Host: terra8.terragis.net
Database: osgis
User: wsosgisuser
Pw: wspractialqgis42

DB Manager working with PostGIS data in QGIS

Import / export data

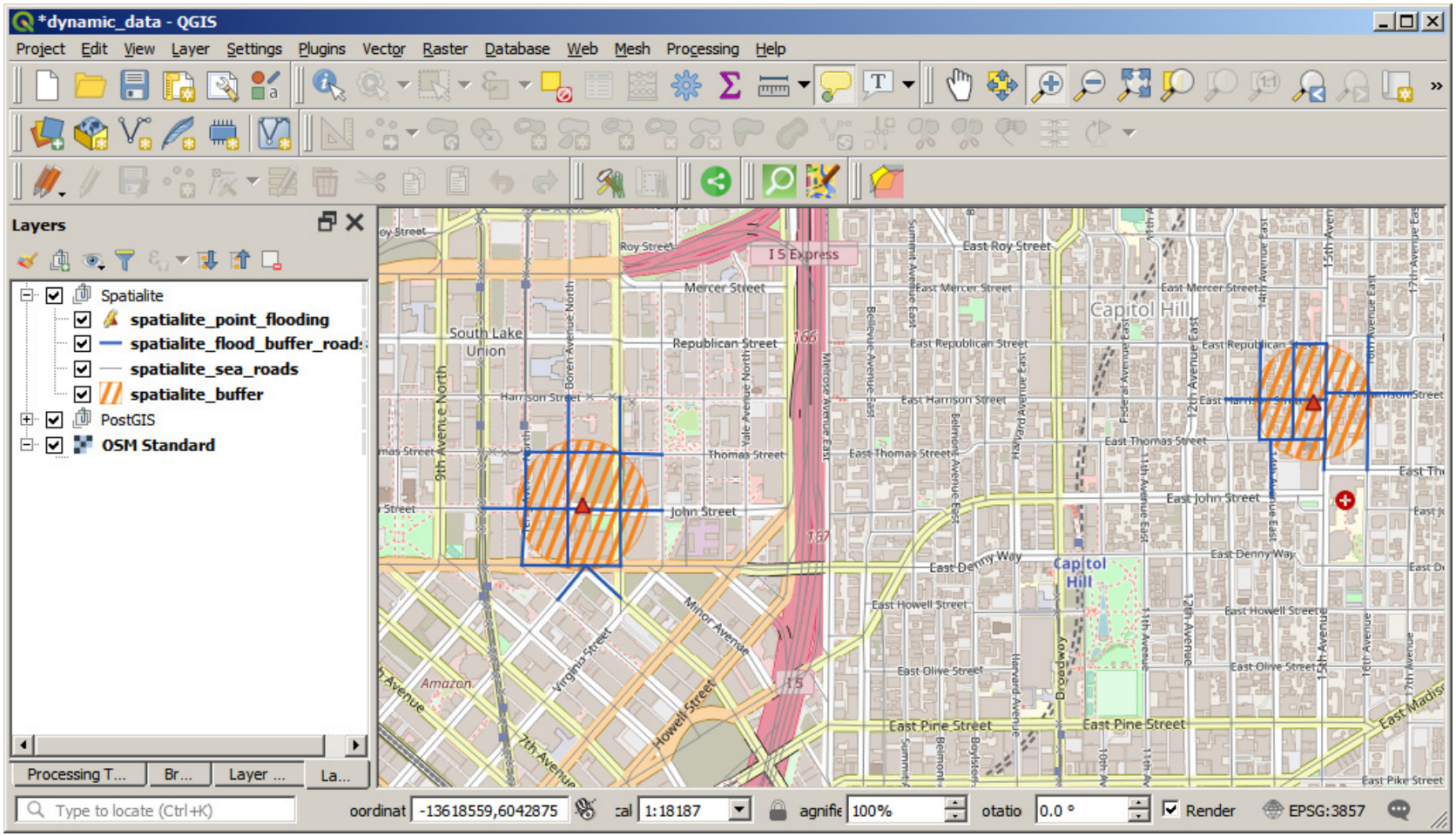
Dynamic query layers



Examples - Dynamic Layers with Spatialite or PostGIS

Project \examples\maps\dynamic_data.qgz

1. get weather data from the web and display closest weather station + measure distance

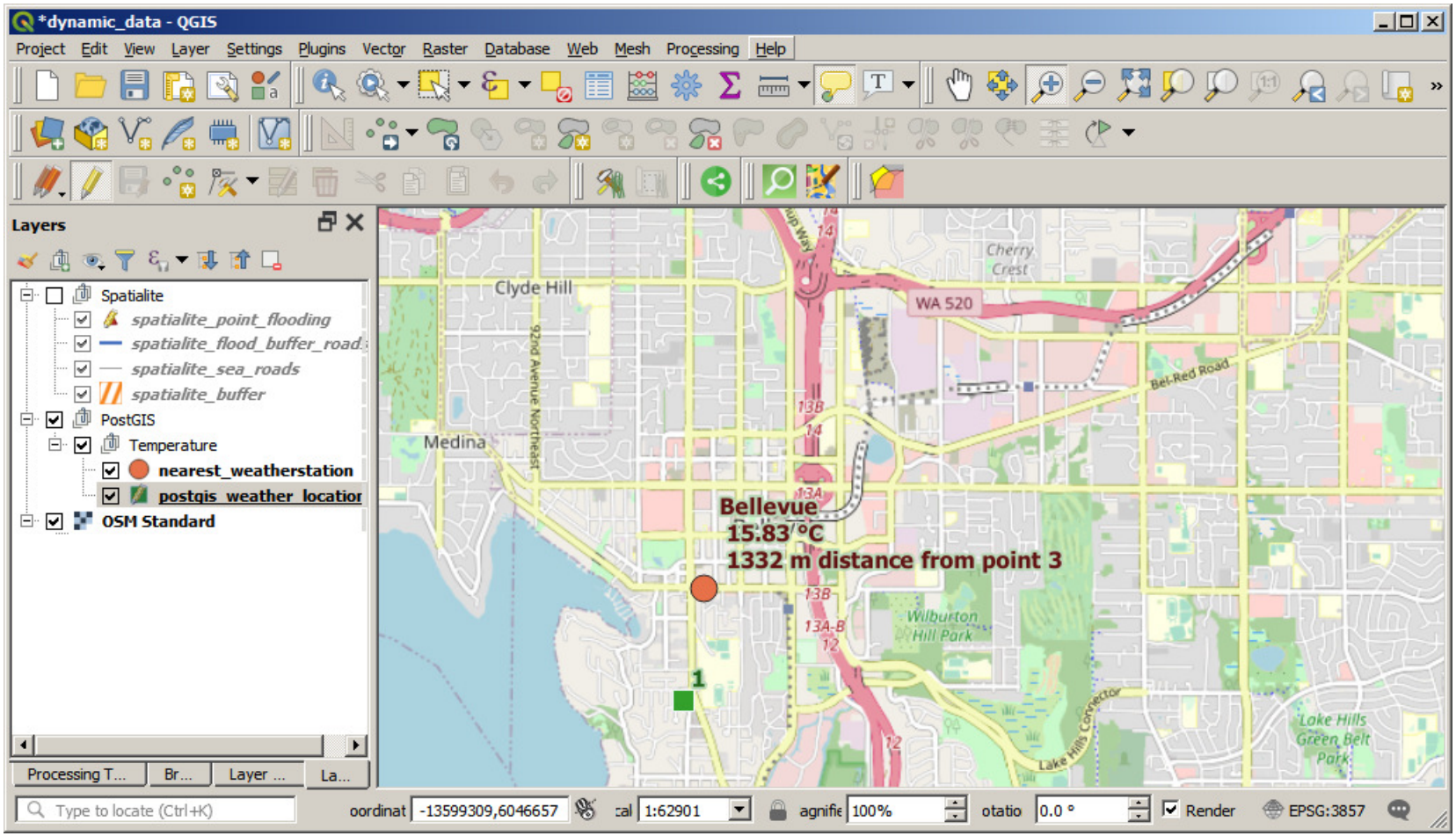


TERRA GIS
TERRESTRIAL ENVIRONMENT REGIONAL ANALYSIS

Examples - Dynamic Layers with Spatialite or PostGIS

Project \examples\maps\dynamic_data.qgz

2. Automatically buffer point to create flooded area, select and display affected roads



TERRA GIS
TERRESTRIAL ENVIRONMENT REGIONAL ANALYSIS

Using Python and R (Statistics program) scripts

QGIS + R Package (Statistical Software)

- Official R webpage and download links
- R Studio

Articles R + Geospatial use

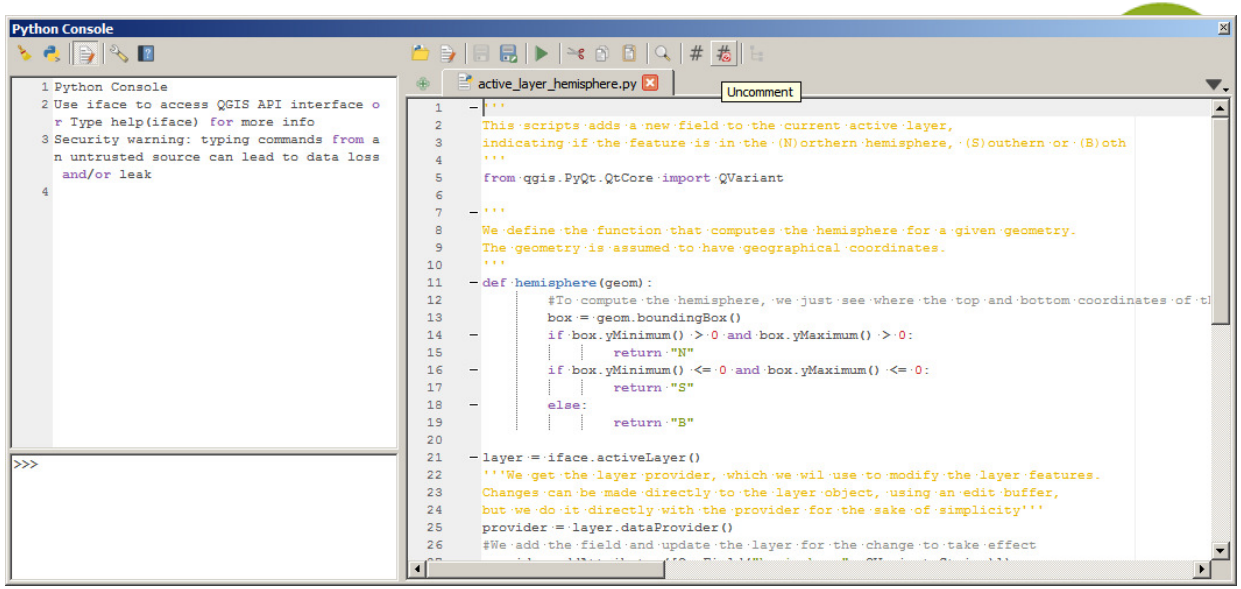
- Geospatial data in R and Beyond R, an Integrated Statistical Programming
- Environment and GIS Spatial data and R

R scripts and GIS integration

- R-scripts in Processing "Spatial data processing framework for QGIS" Plug-in (formerly Sextante plug-in)
  Needs to be enabled in Processing menu / providers:
- After R is enabled (and installed on your operating system) you can run the scripts from the Processing Toolbox – see next page
- Note that R Packages need to installed via an R interface
- QGIS will find all R packages only if present in local user folder

QGIS
Python Interface

- **Three main options**
  - Python console
  - Processing tools
  - Plugins



- **Good overview about Python in QGIS**

  Understanding Python in QGIS - Victor Olaya

  https://github.com/volaya/qgis-python-course

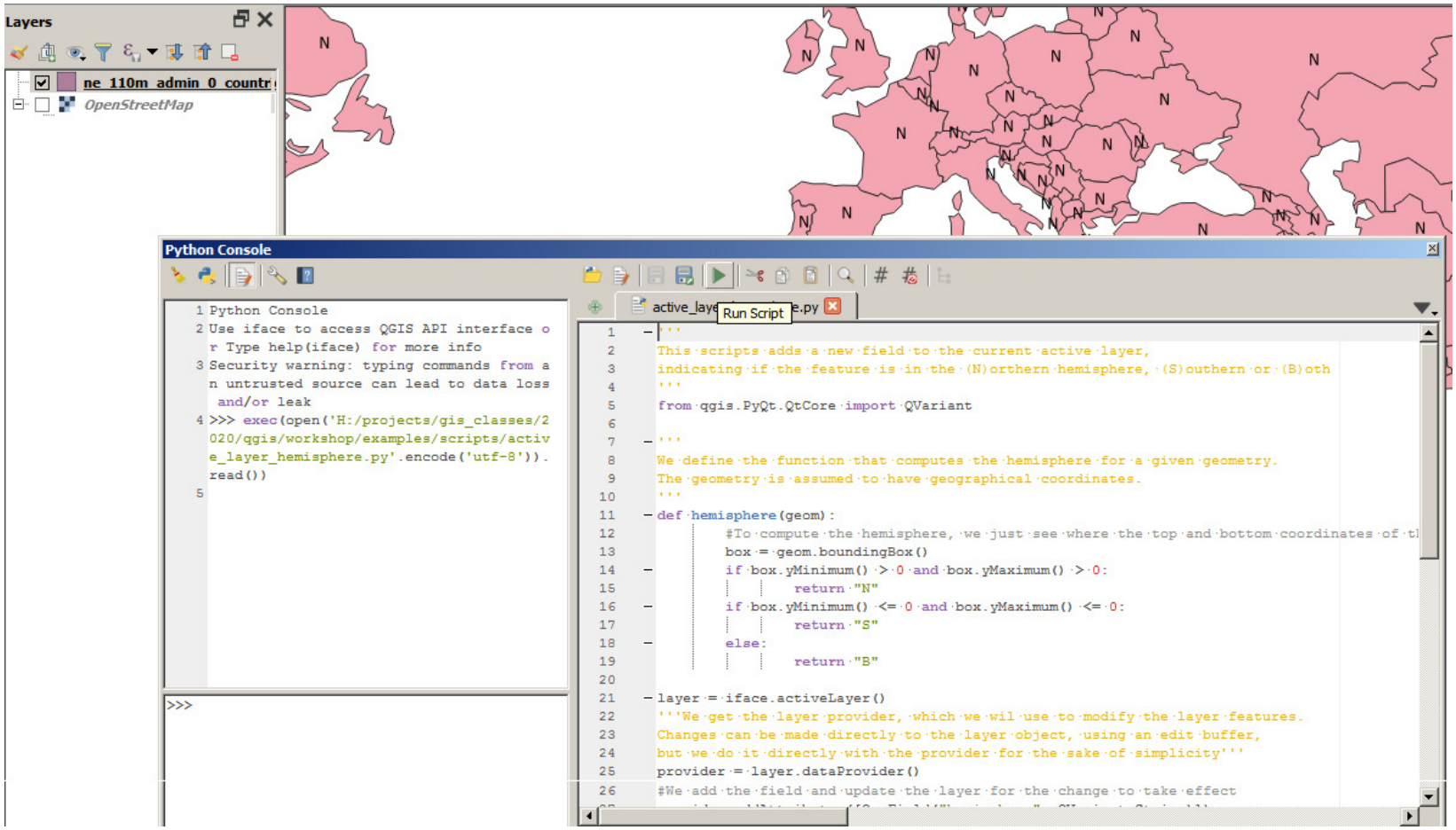
- **Tools such as**
  - WinPython (IDE + QT Designer)
  - QT Designer
  - *Plugin-Builder 3* **Plugin**
    Creates a QGIS plug-in template
    for use as a starting point in plug-in development

Example Python Console

Example to label countries with custom function

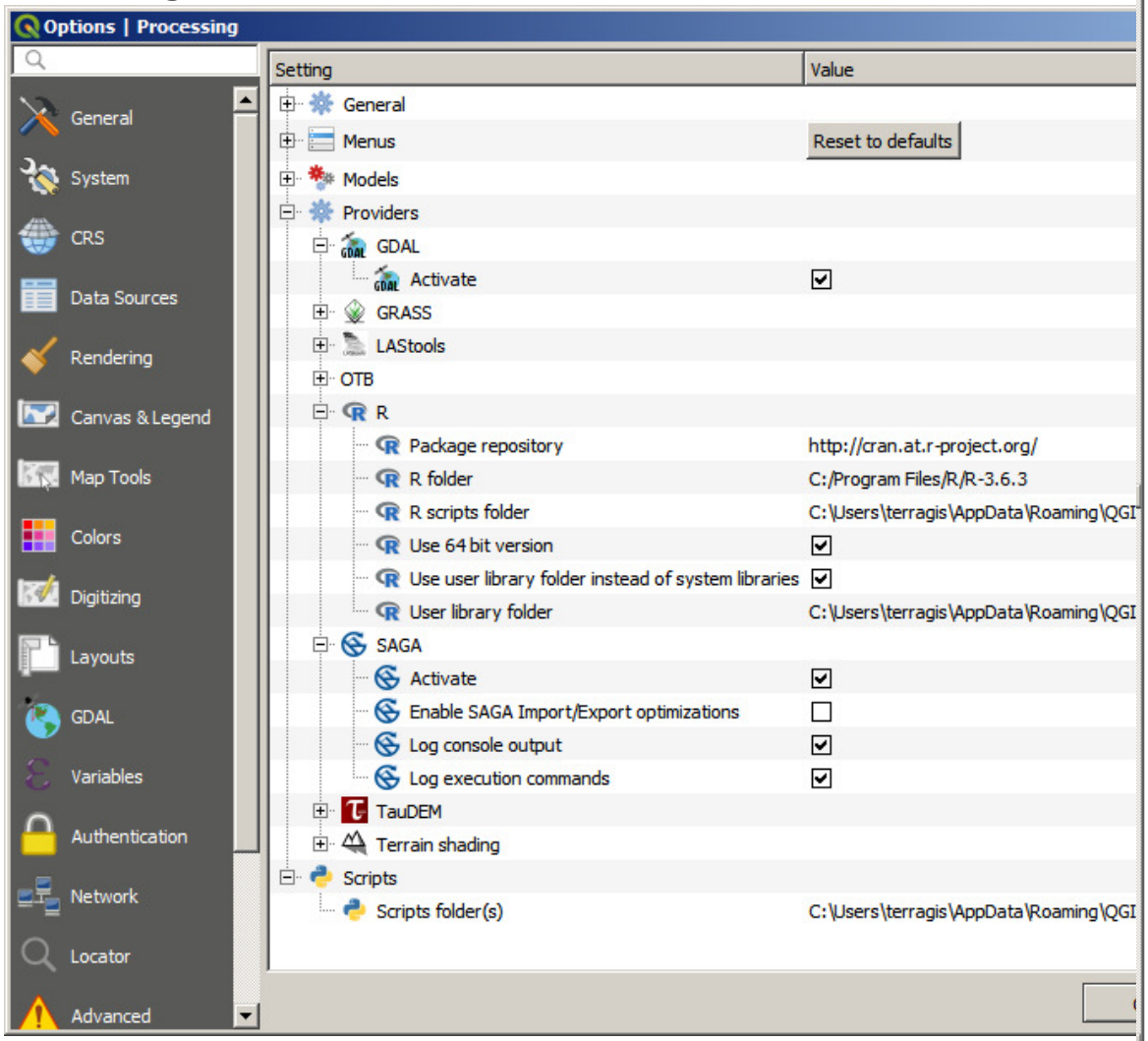
Project \examples\maps\countries_label_hemisphere.qgz

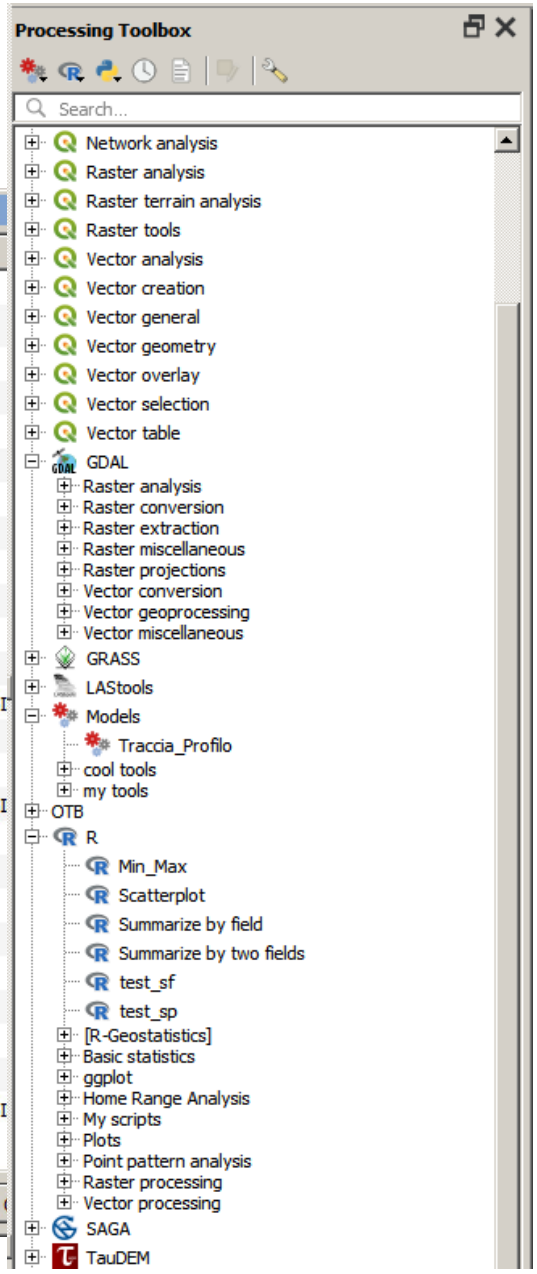
Code \examples\scripts\active_layer_hemisphere.py



Example Python and R in Processing

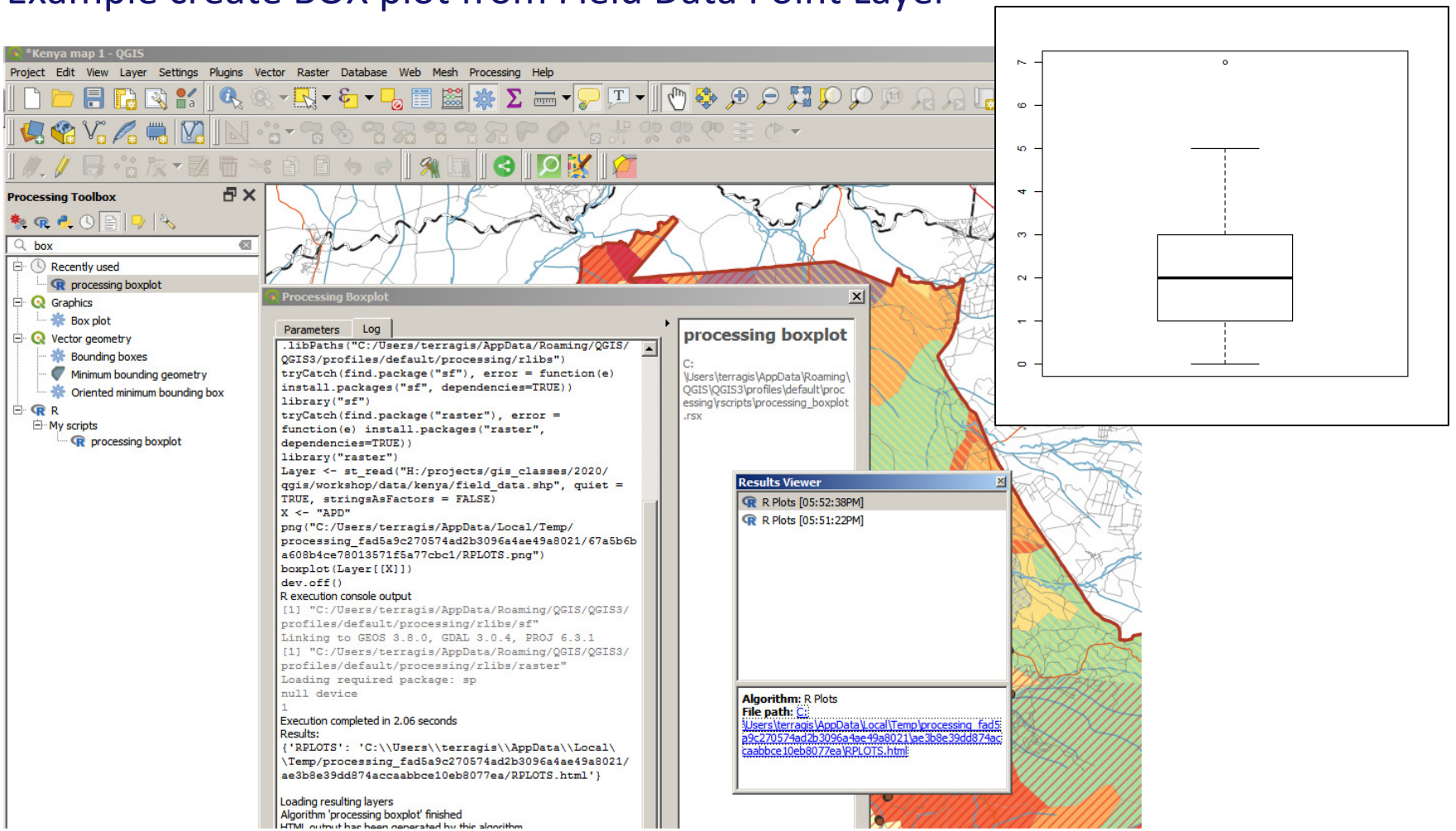
Enabling Providers





Example R Processing

Example create BOX plot from Field Data Point Layer



TERRA GIS
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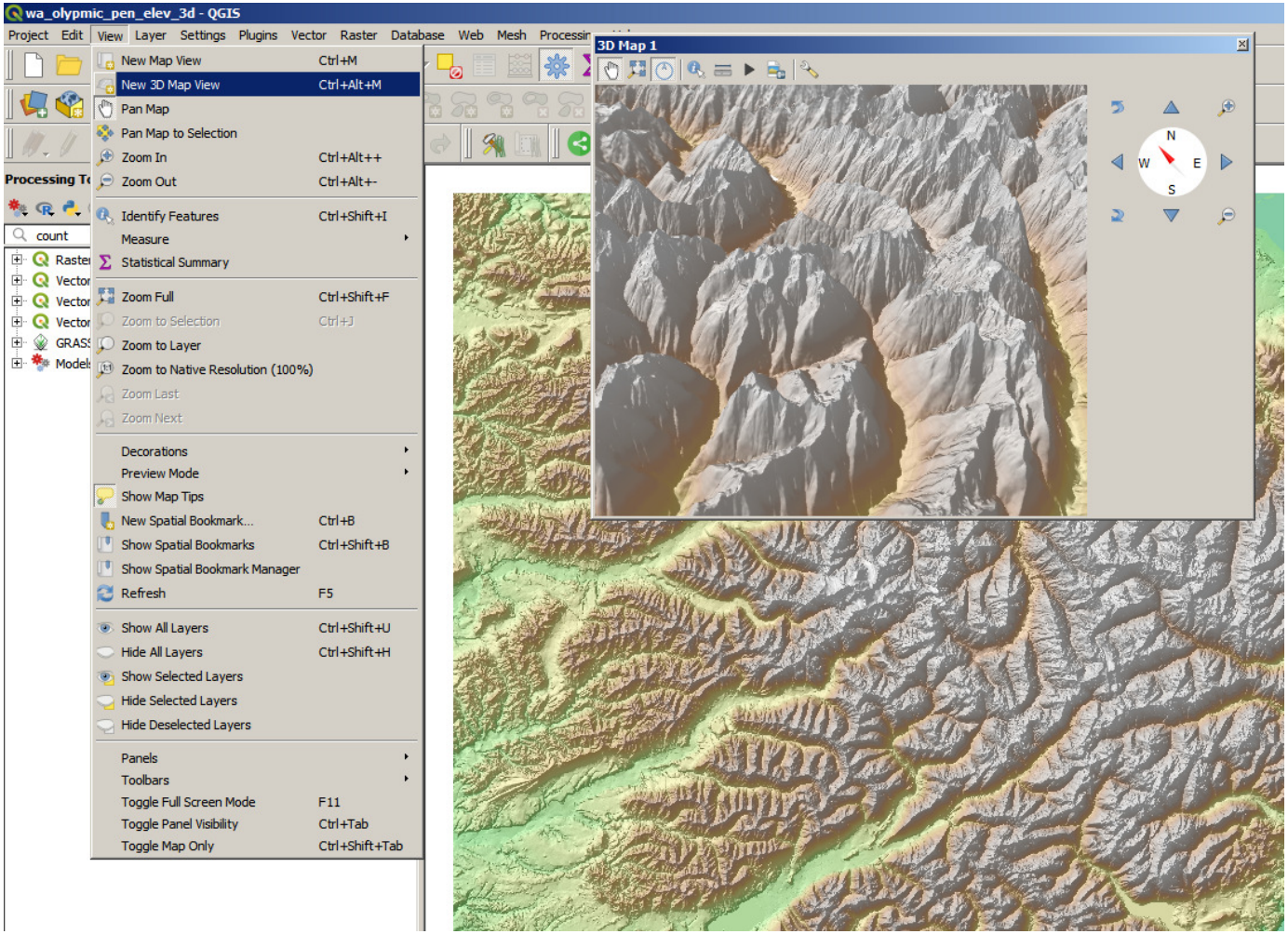
Additional Notes

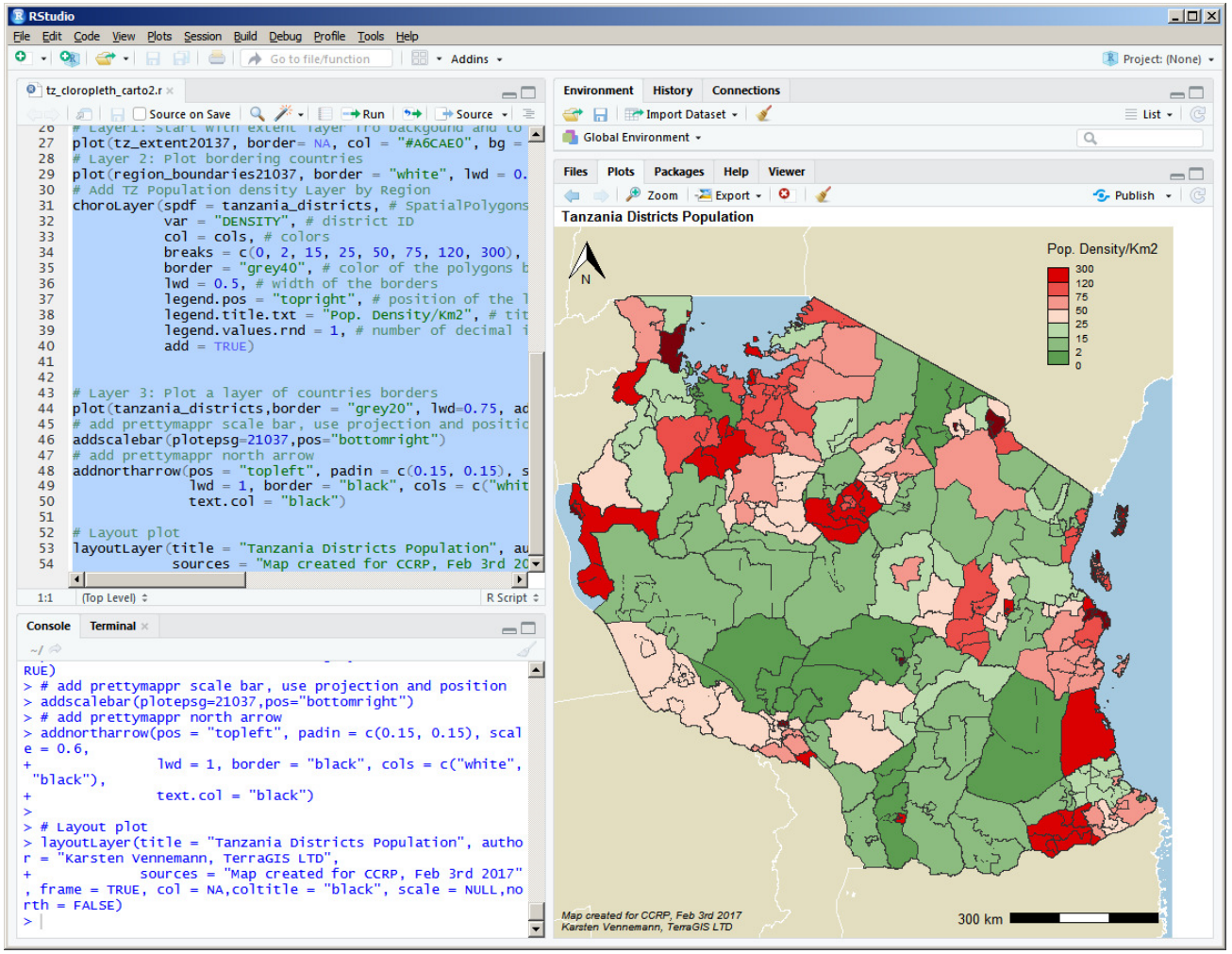
Example 3D View

Project \examples\maps\wa_olypmic_pen_elev_3d.qgz



Example Map in RStudio (no QGIS needed)

\examples\scripts\more\tz_cloropleth_carto2.r



QGIS – Metadata

viewing, editing, exporting, etc

What are our options for documenting database or shape files with metadata?

- Starting with QGIS 3.6 one can enter information about the layer via the layer properties window and save metadata as a file (QMD file) or "Save as Default“ right click layer, choose Metadata tab

QGIS - Joining Tables

- tutorial
  http://www.qgistutorials.com/en/docs/performing_table_joins.html

QGIS - Building a Map Atlas

- tutorial
  https://docs.qgis.org/3.10/en/docs/training_manual/forestry/forest_maps.html

QGIS – Topology

- step-by-step tutorial:
  https://docs.qgis.org/3.10/en/docs/training_manual/create_vector_data/topo_editing.html

QGIS - Grass integration - two options:

- Using the Processing plug-in (Spatial data processing framework for QGIS) is easy to use
- Using the Grass plug-in - has more functions but is more difficult to use installation via OSGeo4W “advanced” mode