

Manuale di PostGIS 2.4.0

SVN Revision ()

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Abstract

PostGIS è un'estensione del database object-relational PostgreSQL che consente l'archiviazione di oggetti GIS (Geographic Information Systems). PostGIS comprende il supporto per gli indici spaziali R-Tree basati su GIST, e funzioni per l'analisi e l'elaborazione di oggetti GIS.



Questo è il manuale per la versione 2.4.0



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Chapter 1

Introduzione

PostGIS è stato sviluppato da Refrations Research Inc come progetto di ricerca sui database spaziali. Refrations è una azienda nel settore GIS e database con sede a Victoria, British Columbia, in Canada, specializzata nell'integrazione di dati e nello sviluppo di software su misura. Abbiamo in programma di supportare e sviluppare PostGIS per gestire una gamma di funzionalità GIS importanti, tra cui un completo supporto OpenGIS, operazioni topologiche avanzate (estensioni, superfici, reti), strumenti desktop per la visualizzazione e l'editing di dati GIS, e strumenti web.

PostGIS è in fase di incubazione come progetto della OSGeo Foundation. PostGIS viene continuamente migliorato e sostenuto economicamente da molti sviluppatori FOSS4G e da aziende di tutto il mondo che ricavano grandi benefici dalle sue funzionalità e versatilità.

1.1 Comitato di Coordinamento del Progetto

Il comitato di coordinamento del progetto (in inglese Project Steering Committee o PSC) coordina la direzione generale, i cicli di rilascio, la documentazione e le iniziative di divulgazione del progetto PostGIS. Inoltre il comitato fornisce supporto agli utenti, accetta e approva patch dalla comunità generale PostGIS e vota su questioni varie che coinvolgono PostGIS come l'accesso di commit per gli sviluppatori, i nuovi membri del comitato e modifiche della API.

Mark Cave-Ayland Coordina la soluzione dei bug e le iniziative di manutenzione, l'allineamento di PostGIS con i rilasci di PostgreSQL

Regina Obe Manutenzione Buildbot, build sperimentali e di produzione per Windows, documentazione, supporto per gli utenti nel newsgroup PostGIS, supporto X3D, Supporto per il geocoding Tiger, funzioni di gestione, test di integrità funzionale per nuove funzioni o variazioni sostanziali del codice.

Bborie Park Sviluppo raster, integrazione con GDAL, loader raster, supporto agli utenti, generica soluzione di banchi, prove su vari sistemi operativi (Slackware, Mac, Windows e altri)

Paul Ramsey (Coordinatore) Co-fondatore del progetto PostGIS. Correzione dei bug, supporto alla componente geografica, supporto per gli indici geografici e geometrici (2D, 3D, nD e qualsiasi altra cosa legata agli indici spaziali), strutture interne per la geometria, PointCloud (in sviluppo), integrazione delle funzionalità GEOS e allineamento con le nuove versioni di GEOS, loader/dumper, e interfaccia grafica per il loader Shapefile.

Sandro Santilli Correzione di bug, manutenzione e integrazione delle nuove funzionalità GEOS, allineamento con le versioni di GEOS, supporto topologico, framework Raster e funzioni API di basso livello.

1.2 Principali collaboratori attuali

Jorge Arévalo Sviluppo raster, supporto per il driver GDAL, loader

Nicklas Avén Miglioramenti e aggiunte alla funzione di distanza (comprese le funzioni di distanza e di relazione 3D), formato di output Tiny WKB (TWKB) (in sviluppo) e supporto generale agli utenti

Dan Baston Geometry clustering function additions, other geometry algorithm enhancements, and general user support

Olivier Courtin Funzioni di input e output XML (KML,GML)/GeoJSON, supporto 3D e correzione di bug.

Björn Harrtell MapBox Vector Tile and GeoBuf functions. Gogs testing.

Mateusz Loskot Supporto CMake per PostGIS, ha sviluppato il loader raster originale in python e le funzioni API raster di basso livello.

Pierre Racine Architettura complessiva raster, prototipazione, supporto alla programmazione

1.3 Principali collaboratori passati

Chris Hodgson Ex-membro del comitato di coordinamento. Sviluppo generale, manutenzione del sito e del buildbot, gestione dell'incubazione OSGeo

Kevin Neufeld Ex-membro del comitato di coordinamento. Documentazione e strumenti di supporto alla documentazione, manutenzione dei buildbot, supporto avanzato per gli utenti nel newsgroup PostGIS, miglioramenti alle funzioni di manutenzione PostGIS.

Dave Blasby Lo sviluppatore iniziale e uno dei cofondatori di PostGIS. Dave ha scritto il codice per gli oggetti lato server, il binding degli indici e molte delle funzioni analitiche lato server.

Jeff Lounsbury Sviluppo iniziale del loader/dumper per gli Shapefile. Attualmente rappresentante di Project Owner di PostGIS.

Mark Leslie Continuo sviluppo e manutenzione delle funzioni di base. Supporto avanzato per le curve. Interfaccia grafica per il loader di Shapefile.

David Zwarg Sviluppo raster (principalmente funzioni analitiche di map algebra)

1.4 Altri collaboratori

Collaboratori individuali In alphabetical order: Alex Bodnaru, Alex Mayrhofer, Andrea Peri, Andreas Forø Tollefsen, Andreas Neumann, Anne Ghisla, Barbara Phillipot, Ben Jubb, Bernhard Reiter, Brian Hamlin, Bruce Rindahl, Bruno Wolff III, Bryce L. Nordgren, Carl Anderson, Charlie Savage, Dane Springmeyer, David Skea, David Techer, Eduin Carrillo, Even Rouault, Frank Warmerdam, George Silva, Gerald Fenoy, Gino Lucrezi, Guillaume Lelarge, IIDA Tetsushi, Ingvild Nystuen, Jason Smith, Jeff Adams, Jose Carlos Martinez Llari, Julien Rouhaud, Kashif Rasul, Klaus Foerster, Kris Jurka, Leo Hsu, Loic Dachary, Luca S. Percich, Maria Arias de Reyna, Mark Sondheim, Markus Schaber, Maxime Guillaud, Maxime van Noppen, Michael Fuhr, Mike Toews, Nathan Wagner, Nathaniel Clay, Nikita Shulga, Norman Vine, Rafal Magda, Ralph Mason, Rémi Cura, Richard Greenwood, Silvio Grosso, Steffen Macke, Stephen Frost, Tom van Tilburg, Vincent Mora, Vincent Picavet

Sponsor aziendali Queste sono realtà aziendali o altre istituzioni che hanno contribuito al progetto PostGIS sotto forma di tempo sviluppatore, hosting o finanziamento economico

In alphabetical order: Arrival 3D, Associazione Italiana per l'Informazione Geografica Libera (GFOSS.it), AusVet, Avenia, Azavea, Cadcorp, CampToCamp, CartoDB, City of Boston (DND), Clever Elephant Solutions, Cooperativa Alveo, Deimos Space, Faunalia, Geographic Data BC, Hunter Systems Group, Lidwala Consulting Engineers, LisaSoft, Logical Tracking & Tracing International AG, Maponics, Michigan Tech Research Institute, Natural Resources Canada, Norwegian Forest and Landscape Institute, Boundless (former OpenGeo), OSGeo, Oslandia, Palantir Technologies, Paragon Corporation, R3 GIS, Refrations Research, Regione Toscana - SITA, Safe Software, Sirius Corporation plc, Stadt Uster, UC Davis Center for Vectorborne Diseases, University of Laval, U.S Department of State (HIU), Zonar Systems

Campagne di finanziamento diffuso Crowd funding campaigns are campaigns we run to get badly wanted features funded that can service a large number of people. Each campaign is specifically focused on a particular feature or set of features. Each sponsor chips in a small fraction of the needed funding and with enough people/organizations contributing, we have the funds to pay for the work that will help many. If you have an idea for a feature you think many others would be willing to co-fund, please post to the [PostGIS newsgroup](#) your thoughts and together we can make it happen.

PostGIS 2.0.0 è stata la prima release con cui abbiamo tentato questa strategia. Abbiamo utilizzato [PledgeBank](#), realizzando due campagne di successo.

postgistopology - Oltre 10 sponsor hanno contribuito con 250 USD ciascuno per realizzare la funzione TopoGeometry e per migliorare il supporto della topologia nella versione 2.0.0. E' successo.

postgis64windows - 20 e passa sponsor hanno contribuito con 100 USD ciascuno per retribuire il lavoro necessario per risolvere varie problematiche su PostGIS per Windows a 64 bit. E' successo. Ora abbiamo una versione per PostGIS 2.0.1 disponibile con lo stack builder PostgreSQL.

Librerie di supporto importanti La libreria per operazioni geometriche [GEOS](#), e il lavoro sugli algoritmi di Martin Davis per far funzionare il tutto, la manutenzione e il supporto continui di Mateusz Loskot, Sandro Santilli (strk), Paul Ramsey e altri.

La libreria [GDAL](#) (Geospatial Data Abstraction Library), di Frank Warmerdam e altri viene utilizzata per far funzionare gran parte delle funzionalità raster introdotte in PostGIS 2.0.0. I miglioramenti realizzati su GDAL per consentire il supporto di PostGIS sono stati restituiti come contributo al progetto GDAL.

La libreria di proiezione cartografica [Proj4](#), e il lavoro di Gerald Evenden e Frank Warmerdam nel crearla e mantenerla.

Ultimo, ma non ultimo, il database [PostgreSQL](#), il gigante sulle cui spalle sta PostGIS. Molta della velocità e flessibilità di PostGIS non sarebbe possibile senza l'estensibilità, il grande query planner, l'indice GIST, e la varietà di caratteristiche SQL rese disponibili da PostgreSQL.

1.5 Altre informazioni

- Le versioni più recenti del software, della documentazione e le notizie sono disponibili sul sito web di PostGIS, <http://postgis.net>.
- Ulteriori informazioni sulla libreria di operazioni geometriche GEOS sono disponibili alla pagina <http://trac.osgeo.org/geos/>.
- Ulteriori informazioni sulla libreria di riproiezione Proj4 sono disponibili alla pagina <http://trac.osgeo.org/proj/>.
- Ulteriori informazioni sul server database PostgreSQL database server sono disponibili dal sito principale di PostgreSQL <http://www.postgresql.org>.
- Ulteriori informazioni sull'indicizzazione GiST sono disponibili sul sito di sviluppo di PostgreSQL GiST, <http://www.sai.msu.su/~megeera/postgres/gist/>.
- Ulteriori informazioni sul map server internet MapServer sono disponibili su <http://mapserver.org>.
- La documentazione su "[Simple Features for Specification for SQL](#)" è disponibile sul sito web dell'OpenGIS Consortium: <http://www.opengeospatial.org/>.

Chapter 2

Installazione PostGIS

Questo capitolo elenca i passi necessari all'installazione di PostGIS.

2.1 Versione sintetica

Per compilare, assumendo di avere tutte le dipendenze nel percorso di ricerca:

```
tar xvfz postgis-2.4.0.tar.gz
cd postgis-2.4.0
./configure
make
make install
```

Una volta installato PostGIS, bisogna abilitarlo individualmente nei database in cui si vuole usare.

**Note**

Il supporto per i raster è attualmente opzionale, ma installato di default. Per abilitare l'uso di PostGIS come estensione (supportato da PostgreSQL 9.1+) è necessario il supporto raster. Usare PostGIS come estensione è il procedimento preferito e maggiormente user-friendly. Per abilitare spazialmente il tuo database:

```
psql -d yourdatabase -c "CREATE EXTENSION postgis;"
psql -d yourdatabase -c "CREATE EXTENSION postgis_topology;"
-- if you built with sfcgal support --
psql -d yourdatabase -c "CREATE EXTENSION postgis_sfcgal;"

-- if you want to install tiger geocoder --
psql -d yourdatabase -c "CREATE EXTENSION fuzzystmatch"
psql -d yourdatabase -c "CREATE EXTENSION postgis_tiger_geocoder;"

-- if you installed with pcre
-- you should have address standardizer extension as well
psql -d yourdatabase -c "CREATE EXTENSION address_standardizer;"
```

Vedi [Section 2.4.3](#) per maggiori informazioni riguardo l'ispezione delle estensioni installate/disponibili e il loro aggiornamento, o per passare da un'installazione semplice ad una per estensioni.

For those running who decided for some reason not to compile with raster support, or just are old-fashioned, here are longer more painful instructions for you:

All the .sql files once installed will be installed in share/contrib/postgis-2.3 folder of your PostgreSQL install

```
createdb yourdatabase
createlang plpgsql yourdatabase
psql -d yourdatabase -f postgis.sql
psql -d yourdatabase -f postgis_comments.sql
psql -d yourdatabase -f spatial_ref_sys.sql
psql -d yourdatabase -f topology.sql
psql -d yourdatabase -f topology_comments.sql

-- only if you compiled with raster (GDAL)
psql -d yourdatabase -f rtpostgis.sql
psql -d yourdatabase -f raster_comments.sql

--if you built with sfcgal support --
psql -d yourdatabase -f sfcgal.sql
psql -d yourdatabase -f sfcgal_comments.sql
```

La restante parte di questo capitolo entra nel dettaglio di ciascuno dei passi di installazione riportati sopra.

As of PostGIS 2.1.3, out-of-db rasters and all raster drivers are disabled by default. In order to re-enable these, you need to set the following environment variables `POSTGIS_GDAL_ENABLED_DRIVERS` and `POSTGIS_ENABLE_OUTDB_RASTERS` in the server environment. For PostGIS 2.2, you can use the more cross-platform approach of setting the corresponding [Section 8.2](#).

If you want to enable offline raster:

```
POSTGIS_ENABLE_OUTDB_RASTERS=1
```

Any other setting or no setting at all will disable out of db rasters.

In order to enable all GDAL drivers available in your GDAL install, set this environment variable as follows

```
POSTGIS_GDAL_ENABLED_DRIVERS=ENABLE_ALL
```

If you want to only enable specific drivers, set your environment variable as follows:

```
POSTGIS_GDAL_ENABLED_DRIVERS="GTiff PNG JPEG GIF XYZ"
```



Note

If you are on windows, do not quote the driver list

Setting environment variables varies depending on OS. For PostgreSQL installed on Ubuntu or Debian via `apt-postgresql`, the preferred way is to edit `/etc/postgresql/9.3/main/environment` where 9.3 refers to version of PostgreSQL and main refers to the cluster.

On windows, if you are running as a service, you can set via System variables which for Windows 7 you can get to by right-clicking on Computer->Properties Advanced System Settings or in explorer navigating to Control Panel\All Control Panel Items\System. Then clicking *Advanced System Settings ->Advanced->Environment Variables* and adding new system variables.

After you set the environment variables, you'll need to restart your PostgreSQL service for the changes to take effect.

2.2 Install Requirements

PostGIS necessita dei seguenti requisiti per la compilazione e l'utilizzo:

Necessari

- PostgreSQL 9.3 o versioni superiori. E' necessaria un'installazione completa di PostgreSQL (compresi gli header del server). PostgreSQL è disponibile al sito <http://www.postgresql.org> .
Per una matrice di supporto completa per PostgreSQL / PostGIS e PostGIS/GEOS vi rimandiamo a <http://trac.osgeo.org/postgis/wiki/UsersWikiPostgreSQLPostGIS>
- Compilatore GNU C (gcc). Per la compilazione possono essere utilizzati anche altri compilatori ANSI C, ma abbiamo riscontrato molti meno problemi nella compilazione con gcc.
- GNU Make (gmake or make). Per molti sistem, GNU make è la versione di default di make. Potete controllare la versione tramite il comando `make -v`. Altre versioni di make potrebbero non elaborare il `Makefile` di PostGIS in modo corretto.
- Libreria di riproiezione Proj4, nella versione 4.6.0 o superiore. La libreria Proj4 è utilizzata in PostGIS per fornire supporto alla riproiezione di coordinate. Proj4 è disponibile all'indirizzo <http://trac.osgeo.org/proj/> .
- GEOS geometry library, version 3.4 or greater, but GEOS 3.7+ is recommended to take full advantage of all the new functions and features. You should have at least GEOS 3.5, without which you will be missing some major enhancements such as **ST_ClipByBox2D** and **ST_Subdivide**. GEOS is available for download from <http://trac.osgeo.org/geos/> and 3.5+ is backward-compatible with older versions so fairly safe to upgrade.
- LibXML2, versione 2.5.x superiore. LibXML2 è attualmente usata per alcune delle funzioni di importazione (ST_GeomFromGML and ST_GeomFromKML). LibXML2 può essere scaricata da <http://xmlsoft.org/downloads.html>.
- JSON-C, version 0.9 or higher. JSON-C is currently used to import GeoJSON via the function ST_GeomFromGeoJson. JSON-C is available for download from <https://github.com/json-c/json-c/releases/>.
- GDAL, version 1.8 or higher (1.9 or higher is strongly recommended since some things will not work well or behavior differently with lower versions). This is required for raster support and to be able to install with `CREATE EXTENSION postgis` so highly recommended for those running 9.1+. <http://trac.osgeo.org/gdal/wiki/DownloadSource>.

Opzionali

- GDAL (pseudo optional) only if you don't want raster and don't care about installing with `CREATE EXTENSION postgis` can you leave it out. Keep in mind other extensions may have a requires postgis extension which will prevent you from installing them unless you install postgis as an extension. So it is highly recommended you compile with GDAL support.
Also make sure to enable the drivers you want to use as described in Section 2.1.
- GTK (è necessario GTK+2.0, 2.8+) serve per compilare il loader shp2pgsql-gui shape. <http://www.gtk.org/> .
- SFCGAL, version 1.1 (or higher) could be used to provide additional 2D and 3D advanced analysis functions to PostGIS cf Section 8.10. And also allow to use SFCGAL rather than GEOS for some 2D functions provided by both backends (like ST_Intersection or ST_Area, for instance). A PostgreSQL configuration variable `postgis.backend` allow end user to control which backend he want to use if SFCGAL is installed (GEOS by default). Nota: SFCGAL 1.2 require at least CGAL 4.3 and Boost 1.54 (cf: <http://oslandia.github.io/SFCGAL/installation.html>) <https://github.com/Oslandia/SFCGAL>.
- In order to build the Chapter 12 you will also need PCRE <http://www.pcre.org> (which generally is already installed on nix systems). `Regex::Assemble` perl CPAN package is only needed if you want to rebuild the data encoded in `parseaddress-stcity`. Chapter 12 will automatically be built if it detects a PCRE library, or you pass in a valid `--with-pcre-dir=/path/to/pcre` during configure.
- To enable ST_AsMVT protobuf-c library (for usage) and the protoc-c compiler (for building) are required. Also, pkg-config is required to verify the correct minimum version of protobuf-c. See [protobuf-c](#).
- CUnit (CUnit). Serve per i collaudi di regressione. <http://cunit.sourceforge.net/>
- DocBook (xsltproc) è necessario per creare la documentazione. Docbook è disponibile sul sito <http://www.docbook.org/> .
- DBLatex (dblatex) è necessario per creare la documentazione in formato PDF. DBLatex è disponibile dal sito <http://dblatex.sourceforge.net> .
- ImageMagick (convert) viene utilizzato per generare le immagini utilizzate nella documentazione. ImageMagick è disponibile sul sito <http://www.imagemagick.org/> .

2.3 Reperire il codice sorgente

Retrieve the PostGIS source archive from the downloads website <http://download.osgeo.org/postgis/source/postgis-2.4.0.tar.gz>

```
wget http://download.osgeo.org/postgis/source/postgis-2.4.0.tar.gz
tar -xvzf postgis-2.4.0.tar.gz
```

Questo passaggio creerà una cartella denominata `postgis-2.4.0` nella cartella di lavoro attuale.

In alternativa, potete eseguire un checkout del sorgente dalla repository [svn http://svn.osgeo.org/postgis/trunk/](http://svn.osgeo.org/postgis/trunk/) .

```
svn checkout http://svn.osgeo.org/postgis/trunk/ postgis-2.4.0
```

Entrate nella cartella appena creata, `postgis-2.4.0`, per proseguire con l'installazione.

2.4 Compiling and Install from Source: Detailed

Note

Ormai molti sistemi operativi contengono pacchetti precompilati per PostgreSQL/PostGIS. In molti casi la compilazione è necessaria solamente se volete l'ultimissima versione o se siete uno dei manutentori dei pacchetti.



Questo paragrafo comprende le istruzioni generali per la compilazione. Se state compilando su Windows o su un altro sistema operativo, potete trovare istruzioni più dettagliate alle pagine [PostGIS User contributed compile guides](#) e [PostGIS Dev Wiki](#).

I pacchetti precompilati per i vari sistemi operativi sono elencati alla pagina [PostGIS Pre-built Packages](#)

Se siete un utente Windows, potete reperire le versioni stabili tramite Stackbuilder o la pagina [PostGIS Windows download](#). Inoltre potete scaricare [le ultimissime versioni sperimentali per Windows](#), che vengono create una o due volte alla settimana, quando ci sono aggiornamenti interessanti. Potete utilizzare queste versioni per fare prove con le versioni in via di sviluppo di PostGIS

Il modulo PostGIS è un'estensione del server PostgreSQL. Pertanto, + *indispensabile* che PostGIS 2.4.0 abbia pieno accesso agli header di PostgreSQL server per potersi compilare. Può essere compilato con versioni di PostgreSQL dalla 9.3 in su. Le versioni precedenti di PostgreSQL *non* sono supportate.

Vi rimandiamo alle guide per l'installazione di PostgreSQL, se questo non è stato ancora installato. <http://www.postgresql.org> .

Note

Per le funzionalità legate a GEOS, quando installate PostgreSQL è possibile che dobbiate esplicitamente linkare PostgreSQL con la libreria C++ standard:



```
LDFLAGS=-lstdc++ ./configure [INSERITE QUI LE VOSTRE OPZIONI]
```

Questa è una soluzione alla buona per l'interazione con finte eccezioni C++ con gli strumenti di sviluppo più datati. Se riscontrate problemi anomali (chiusura inattesa del server o casi simili), provate questo trucco. Ciò richiederà ovviamente di ricompilare PostgreSQL da zero.

I passaggi seguenti ripercorrono la procedura per configurare e compilare il sorgente di PostGIS. Sono scritti per utenti Linux e non funzioneranno su Windows o Mac.

2.4.1 Configurazione

Come in molte installazioni Linux, il primo passo consiste nel generare il Makefile che sarà poi utilizzato per compilare il codice sorgente. Per questo si esegue lo script da shell

./configure

Se non si specificano parametri aggiuntivi, questo comando cercherà di individuare automaticamente le componenti e le librerie necessarie per compilare il codice sorgente PostGIS sul vostro sistema. Benché questa sia la modalità di utilizzo più comune per **./configure**, lo script accetta vari parametri per coloro che tengono le librerie e i programmi necessari in percorsi non standard.

La lista seguente riporta solamente i parametri usati più di frequente. Per una lista completa, utilizzate i parametri **--help** o **--help=short**.

--prefix=PREFIX Questo è il percorso in cui saranno installate le librerie PostGIS e gli script SQL. Come default, questo percorso coincide con quello rilevato per l'installazione di PostgreSQL.

**Caution**

Attualmente questo parametro non funziona, dato che il pacchetto si installerà solamente nella cartella di installazione di PostgreSQL. Potete visitare la pagina <http://trac.osgeo.org/postgis/ticket/635> per seguire l'evoluzione di questo bug.

--with-pgconfig=FILE PostgreSQL fornisce una utility chiamata **pg_config** per consentire a estensioni quali PostGIS di individuare la cartella di installazione di PostgreSQL. Utilizzate questo parametro (**--with-pgconfig=/path/to/pg_config**) per specificare manualmente una particolare installazione di PostgreSQL per la quale PostGIS sarà compilato.

--with-gdalconfig=FILE GDAL è una libreria necessaria per il supporto raster. Utilizzare il comando **gdal-config** per consentire all'installazione di individuare la cartella di installazione di GDAL, oppure utilizzare il parametro **--with-gdalconfig=/path/to/gdal-config** per indicare manualmente specifica installazione di GDAL con cui compilare PostGIS.

--with-geosconfig=FILE GEOS, una libreria necessaria per gestire le geometrie, fornisce una utility chiamata **geos-config** per consentire alla procedura di installazione di individuare la cartella di installazione di GEOS. E' possibile utilizzare questo parametro (**--with-geosconfig=/path/to/geos-config**) per indicare manualmente una specifica installazione di GEO da utilizzare per la compilazione.

--with-xml2config=FILE LibXML è la libreria richiesta dai comandi **GeomFromKML/GML**. Se la libreria è installata, viene normalmente localizzata automaticamente, ma se non è installata, o se volete utilizzare una versione specifica, dovete rimandare PostGIS a uno specifico file di configurazione **xml2-config** per consentire all'installazione di localizzare la cartella di installazione di LibXML. Utilizzate questo parametro (**--with-xml2config=/path/to/xml2-config**) per indicare manualmente il riferimento a una specifica installazione di LibXML per la compilazione di PostGIS.

--with-projdir=DIR Proj4 è una libreria di riproiezione richiesta da PostGIS. Utilizzate questo parametro (**--with-projdir=/path/to/projdir**) per indicare manualmente una specifica cartella di installazione di Proj4 per la compilazione di PostGIS.

--with-libiconv=DIR Cartella di installazione di iconv.

--with-jsondir=DIR **JSON-C** è una libreria JSON con licenza MIR utilizzata da PostGIS per supportare **ST_GeomFromJSON**. Utilizzare questo parametro (**--with-jsondir=/path/to/jsondir**) per indicare manualmente una specifica cartella di installazione che PostGIS userà per la compilazione.

--with-pcredir=DIR **PCRE** is an BSD-licensed Perl Compatible Regular Expression library required by **address_standardizer** extension. Use this parameter (**--with-pcredir=/path/to/pcredir**) to manually specify a particular PCRE installation directory that PostGIS will build against.

--with-gui Compilare l'interfaccia grafica per l'importazione di dati (richiede GTK+2.0). Questo passaggio creerà **shp2pgsql-gui**, interfaccia grafica per **shp2pgsql**.

--with-raster Compilare con supporto raster. Questo compilerà la libreria **rtpostgis-2.4.0** e il file **rtpostgis.sql**. Potrebbe non essere necessario nella release finale, dato che si prevede di avere il supporto raster come default.

--without-topology Compilare con il supporto per la topologia. Questo creerà il file **topology.sql**. Non c'è una libreria corrispondente, in quanto tutta la logica per la topologia è contenuta nella libreria **postgis-2.4.0**.

--with-gettext=no Normalmente PostGIS cercherà di rilevare il supporto per gettext e di utilizzarlo nella compilazione. Tuttavia, se riscontrate problemi di compatibilità che determinano interruzioni del loader, potete disabilitare il supporto con questo comando. Potete fare riferimento al ticket <http://trac.osgeo.org/postgis/ticket/748> per un esempio di un caso risolto utilizzando questa particolare configurazione. NOTA: disattivando questa opzione non vi perdetevi molto, dato che è utilizzata per il supporto internazionale o per le etichette nel loader, che non sono ancora ben documentate e in forma sperimentale.

--with-sfcgal=PATH By default PostGIS will not install with sfcgal support without this switch. PATH is an optional argument that allows to specify an alternate PATH to sfcgal-config.

Note

Se avete ottenuto PostGIS dalla [repository](#) SVN, il primo passo consiste nell'eseguire lo script

./autogen.sh

Questo script genererà lo script **configure**, che a sua volta viene utilizzato per personalizzare l'installazione di PostGIS. Se invece avete ottenuto PostGIS come file tar, non sarà necessario eseguire **./autogen.sh**, dato che **configure** sarà già stato generato.

2.4.2 Compilazione

Una volta creato il Makefile, compilare PostGIS è semplice come eseguire

make

L'ultima linea dei messaggi in uscita dovrebbe essere "PostGIS was built successfully. Ready to install."

A partire PostGIS v1.4.0, tutte le funzioni hanno commenti generati dalla documentazione. Se desiderate installare questi commenti nei vostri database spaziali in seguito, eseguite il comando che richiede docbook. Il file `postgis_comments.sql` e altri file di commenti per i pacchetti, `raster_comments.sql` e `topology_comments.sql`, sono presenti nella cartella `doc` della distribuzione `tar.gz`. Pertanto non è necessario di eseguire il `make` dei commenti se si esegue l'installazione a partire dal file tar.

make comments

Introdotta in PostGIS 2.0. Questa opzione genera degli opuscoli riassuntivi in formato HTML, utili come riferimento speditivo o per distribuzione agli studenti. Richiede `xsltproc` e genererà 4 file della cartella `doc`: `topology_cheatsheet.html`, `tiger_geocoder_cheatsheet.html`, `raster_cheatsheet.html`, `postgis_cheatsheet.html`

Ne potete scaricare alcuni già pronti sia in formato HTML che PDF dalla pagina [PostGIS / PostgreSQL Study Guides](#)

make cheatsheets

2.4.3 Compilazione e installazione delle estensioni PostGIS

Le estensioni di PostGIS vengono compilate e installate automaticamente se state utilizzando PostgreSQL 9.1+.

Se state compilando a partire dalla repository del sorgente, dovete prima compilare le descrizioni delle funzioni. Queste vengono create se avete docbook installato. Potete anche eseguire la compilazione manualmente tramite il comando:

make comments

Creare i file dei commenti non è necessario se state compilando a partire dal file tar, dato che questi file sono inclusi nel file tar stesso.

Se state compilando per PostgreSQL 9.1, le estensioni dovrebbero essere create automaticamente nel corso del processo di `make install`. Se serve, potete eseguire la compilazione a partire dalle cartelle delle estensioni, o potete copiare i file se ne avete bisogno su un altro server.

```
cd extensions
cd postgis
make clean
make
```

```

make install
cd ..
cd postgis_topology
make clean
make
make install
cd ..
cd postgis_sfcgal
make clean
make
make install

cd ..
cd address_standardizer
make clean
make
make install
make installcheck

cd ..
cd postgis_tiger_geocoder
make clean
make
make install
make installcheck

```

I file delle estensioni sono sempre gli stessi a pari versione di PostGIS, a prescindere dal sistema operativo, per cui non ci sono problemi a copiare i file delle estensioni da un sistema operativo a un altro, fintanto che i file binari di PostGIS sono già installati sui vostri server.

Se volete installare le estensioni manualmente su un server separato, diverso da quello di sviluppo, dovete copiare i seguenti file dalla cartella delle estensioni nella cartella PostgreSQL / share / extension della vostra installazione PostgreSQL, così come i file binari per la versione normale di PostGIS, se questi già non sono presenti sul server.

- Questi sono i file di controllo che indicano informazioni come la versione dell'estensione da installare, se non specificata. `postgis.control`, `postgis_topology.control`.
- Tutti i file nella cartella /sql di ciascuna estensione. Da notare che questi devono essere copiati nella cartella principale delle estensioni di PostgreSQL, `share/extension extensions/postgis/sql/*.sql`, `extensions/postgis_topology/sql/*.sql`

Una volta eseguita questa operazione, dovrete vedere `postgis`, `postgis_topology` come estensioni disponibili in PgAdmin -> extensions.

Se state utilizzando `psql`, potete verificare l'avvenuta installazione delle estensioni tramite questa query:

```

SELECT name, default_version, installed_version
FROM pg_available_extensions WHERE name LIKE 'postgis%' or name LIKE 'address%';

```

name	default_version	installed_version
address_standardizer	2.4.0	2.4.0
address_standardizer_data_us	2.4.0	2.4.0
postgis	2.4.0	2.4.0
postgis_sfcgal	2.4.0	
postgis_tiger_geocoder	2.4.0	2.4.0
postgis_topology	2.4.0	

(6 rows)

Se avete le estensioni installate nel database che state interrogando, vedrete questo fatto menzionato nella colonna `installed_version`. Se non vengono riportati record nel risultato, significa che non avete alcuna estensione installata sul server. PgAdmin

III 1.14+ fornirà inoltre questa informazione nella sezione `extensions` dell'albero di navigazione del database e consentirà anche l'aggiornamento o la disinstallazione tramite clic del tasto destro del mouse.

Se le estensioni sono disponibili, potete installare l'estensione `postgis` nel database da voi scelto utilizzando l'interfaccia `pgAdmin` per le estensioni o eseguendo i seguenti comandi SQL:

```
CREATE EXTENSION postgis;
CREATE EXTENSION postgis_sfcgal;
CREATE EXTENSION fuzzystmatch; --needed for postgis_tiger_geocoder
--optional used by postgis_tiger_geocoder, or can be used standalone
CREATE EXTENSION address_standardizer;
CREATE EXTENSION address_standardizer_data_us;
CREATE EXTENSION postgis_tiger_geocoder;
CREATE EXTENSION postgis_topology;
```

In `psql` you can use to see what versions you have installed and also what schema they are installed.

```
\connect mygisdb
\x
\dx postgis*
```

```
List of installed extensions
-[ RECORD 1 ]-----
Name          | postgis
Version       | 2.4.0
Schema        | public
Description   | PostGIS geometry, geography, and raster spat..
-[ RECORD 2 ]-----
Name          | postgis_tiger_geocoder
Version       | 2.4.0
Schema        | tiger
Description   | PostGIS tiger geocoder and reverse geocoder
-[ RECORD 3 ]-----
Name          | postgis_topology
Version       | 2.4.0
Schema        | topology
Description   | PostGIS topology spatial types and functions
```

Warning



Per le tabelle delle estensioni `spatial_ref_sys`, `layer` e `topology` non è possibile eseguire un backup esplicito. Il backup può essere eseguito solo quando viene fatto il backup delle corrispondenti estensioni `postgis` o `postgis_topology`, il che pare avvenga solamente quando eseguite un backup dell'intero database. Alla versione 2.0.1, quando viene eseguito il backup del database, gli unici oggetti di cui viene fatta copia sono i record `srid` non facenti parte di PostGIS. Pertanto non modificare gli `SRID` facenti parte dell'installazione, aspettandovi poi di trovare le vostre modifiche nel backup. Se ci sono problemi, aprite un ticket. Neanche delle strutture delle tabelle delle estensioni viene eseguito un backup, dato che sono create con `CREATE EXTENSION`, e si presume che siano le stesse per una data versione dell'estensione. Questo comportamento è inserito nell'attuale modello delle estensioni, per cui non c'è molto che l'utente può fare.

If you installed 2.4.0, without using our wonderful extension system, you can change it to be extension based by first upgrading to the latest micro version running the upgrade scripts: `postgis_upgrade_22_minor.sql`, `raster_upgrade_22_minor.sql`, `topology_upgrade_22_minor.sql`.

Se avete installato PostGIS senza supporto raster, dovete prima installare il supporto raster (utilizzando tutto il file `rtpostgis.sql`

Poi potete eseguire i comandi seguenti per creare i pacchetti di funzioni nelle estensioni corrispondenti.

```
CREATE EXTENSION postgis FROM unpackaged;
CREATE EXTENSION postgis_topology FROM unpackaged;
CREATE EXTENSION postgis_tiger_geocoder FROM unpackaged;
```

2.4.4 Testing

Se volete eseguire un test sul PostGIS compilato, eseguite

make check

Il comando di cui sopra eseguirà vari controlli e collaudi di regressione, utilizzando la libreria generata per un database PostgreSQL effettivo.



Note

Se avete configurato PostGIS utilizzando percorsi non standard per PostgreSQL, GEOS o Proj4, potreste dover aggiungere il percorso di queste librerie nella variabile di ambiente `LD_LIBRARY_PATH`



Caution

Attualmente il comando **make check** fa riferimento alle variabili di ambiente `PATH` e `PGPORT` nello svolgimento dei controlli - e *non* utilizza la versione PostgreSQL che può essere stata specificata nella configurazione con il parametro **--with-pgconfig**. Perciò assicuratevi che la vostra variabile `PATH` corrisponda all'installazione di PostgreSQL rilevata durante al configurazione, o preparatevi ad affrontare una serie di grattacapi.

Se il test è positivo, l'uscita dovrebbe essere simile alla seguente:

```
CUnit - A unit testing framework for C - Version 2.1-2
http://cunit.sourceforge.net/
```

```
Suite: computational_geometry
Test: test_lw_segment_side ...passed
Test: test_lw_segment_intersects ...passed
Test: test_lwline_crossing_short_lines ...passed
Test: test_lwline_crossing_long_lines ...passed
Test: test_lwline_crossing_bugs ...passed
Test: test_lwpoint_set_ordinate ...passed
Test: test_lwpoint_get_ordinate ...passed
Test: test_point_interpolate ...passed
Test: test_lwline_clip ...passed
Test: test_lwline_clip_big ...passed
Test: test_lwmline_clip ...passed
Test: test_geohash_point ...passed
Test: test_geohash_precision ...passed
Test: test_geohash ...passed
Test: test_geohash_point_as_int ...passed
Test: test_isclosed ...passed
Test: test_lwgeom_simplify ...passed
Suite: buildarea
Test: buildarea1 ...passed
Test: buildarea2 ...passed
Test: buildarea3 ...passed
Test: buildarea4 ...passed
Test: buildarea4b ...passed
Test: buildarea5 ...passed
Test: buildarea6 ...passed
```

```
Test: buildarea7 ...passed
Suite: geometry_clean
Test: test_lwgeom_make_valid ...passed
Suite: clip_by_rectangle
Test: test_lwgeom_clip_by_rect ...passed
Suite: force_sfs
Test: test_sfs_11 ...passed
Test: test_sfs_12 ...passed
Test: test_sqlmm ...passed
Suite: geodetic
Test: test_sphere_direction ...passed
Test: test_sphere_project ...passed
Test: test_lwgeom_area_sphere ...passed
Test: test_signum ...passed
Test: test_gbox_from_spherical_coordinates ...passed
Test: test_gserialized_get_gbox_geocentric ...passed
Test: test_clairaut ...passed
Test: test_edge_intersection ...passed
Test: test_edge_intersects ...passed
Test: test_edge_distance_to_point ...passed
Test: test_edge_distance_to_edge ...passed
Test: test_lwgeom_distance_sphere ...passed
Test: test_lwgeom_check_geodetic ...passed
Test: test_gserialized_from_lwgeom ...passed
Test: test_spheroid_distance ...passed
Test: test_spheroid_area ...passed
Test: test_lwpoly_covers_point2d ...passed
Test: test_gbox_utils ...passed
Test: test_vector_angle ...passed
Test: test_vector_rotate ...passed
Test: test_lwgeom_segmentize_sphere ...passed
Test: test_ptarray_contains_point_sphere ...passed
Test: test_ptarray_contains_point_sphere_iowa ...passed
Suite: GEOS
Test: test_geos_noop ...passed
Test: test_geos_subdivide ...passed
Test: test_geos_linemerge ...passed
Suite: Clustering
Test: basic_test ...passed
Test: nonsequential_test ...passed
Test: basic_distance_test ...passed
Test: single_input_test ...passed
Test: empty_inputs_test ...passed
Suite: Clustering Union-Find
Test: test_unionfind_create ...passed
Test: test_unionfind_union ...passed
Test: test_unionfind_ordered_by_cluster ...passed
Suite: homogenize
Test: test_coll_point ...passed
Test: test_coll_line ...passed
Test: test_coll_poly ...passed
Test: test_coll_coll ...passed
Test: test_geom ...passed
Test: test_coll_curve ...passed
Suite: encoded_polyline_input
Test: in_encoded_polyline_test_geoms ...passed
Test: in_encoded_polyline_test_precision ...passed
Suite: geojson_input
Test: in_geojson_test_srid ...passed
Test: in_geojson_test_bbox ...passed
Test: in_geojson_test_geoms ...passed
Suite: twkb_input
```



```
Test: test_twkb_in_point ...passed
Test: test_twkb_in_linestring ...passed
Test: test_twkb_in_polygon ...passed
Test: test_twkb_in_multipoint ...passed
Test: test_twkb_in_multilinestring ...passed
Test: test_twkb_in_multipolygon ...passed
Test: test_twkb_in_collection ...passed
Test: test_twkb_in_precision ...passed
Suite: serialization/deserialization
Test: test_typmod_macros ...passed
Test: test_flags_macros ...passed
Test: test_serialized_srid ...passed
Test: test_gserialized_from_lwgeom_size ...passed
Test: test_gbox_serialized_size ...passed
Test: test_lwgeom_from_gserialized ...passed
Test: test_lwgeom_count_vertices ...passed
Test: test_on_gser_lwgeom_count_vertices ...passed
Test: test_geometry_type_from_string ...passed
Test: test_lwcollection_extract ...passed
Test: test_lwgeom_free ...passed
Test: test_lwgeom_flip_coordinates ...passed
Test: test_f2d ...passed
Test: test_lwgeom_clone ...passed
Test: test_lwgeom_force_clockwise ...passed
Test: test_lwgeom_calculate_gbox ...passed
Test: test_lwgeom_is_empty ...passed
Test: test_lwgeom_same ...passed
Test: test_lwline_from_lwmpoint ...passed
Test: test_lwgeom_as_curve ...passed
Test: test_lwgeom_scale ...passed
Test: test_gserialized_is_empty ...passed
Test: test_gbox_same_2d ...passed
Suite: measures
Test: test_mindistance2d_tolerance ...passed
Test: test_rect_tree_contains_point ...passed
Test: test_rect_tree_intersects_tree ...passed
Test: test_lwgeom_segmentize2d ...passed
Test: test_lwgeom_locate_along ...passed
Test: test_lw_dist2d_pt_arc ...passed
Test: test_lw_dist2d_seg_arc ...passed
Test: test_lw_dist2d_arc_arc ...passed
Test: test_lw_arc_length ...passed
Test: test_lw_dist2d_pt_ptarrayarc ...passed
Test: test_lw_dist2d_ptarray_ptarrayarc ...passed
Test: test_lwgeom_tcpa ...passed
Test: test_lwgeom_is_trajectory ...passed
Suite: effectivearea
Test: do_test_lwgeom_effectivearea_lines ...passed
Test: do_test_lwgeom_effectivearea_polys ...passed
Suite: miscellaneous
Test: test_misc_force_2d ...passed
Test: test_misc_simplify ...passed
Test: test_misc_count_vertices ...passed
Test: test_misc_area ...passed
Test: test_misc_wkb ...passed
Test: test_grid ...passed
Suite: noding
Test: test_lwgeom_node ...passed
Suite: encoded_polyline_output
Test: out_encoded_polyline_test_geoms ...passed
Test: out_encoded_polyline_test_srid ...passed
Test: out_encoded_polyline_test_precision ...passed
```

```
Suite: geojson_output
  Test: out_geojson_test_precision ...passed
  Test: out_geojson_test_dims ...passed
  Test: out_geojson_test_srid ...passed
  Test: out_geojson_test_bbox ...passed
  Test: out_geojson_test_geoms ...passed
Suite: gml_output
  Test: out_gml_test_precision ...passed
  Test: out_gml_test_srid ...passed
  Test: out_gml_test_dims ...passed
  Test: out_gml_test_geodetic ...passed
  Test: out_gml_test_geoms ...passed
  Test: out_gml_test_geoms_prefix ...passed
  Test: out_gml_test_geoms_nodims ...passed
  Test: out_gml2_extent ...passed
  Test: out_gml3_extent ...passed
Suite: kml_output
  Test: out_kml_test_precision ...passed
  Test: out_kml_test_dims ...passed
  Test: out_kml_test_geoms ...passed
  Test: out_kml_test_prefix ...passed
Suite: svg_output
  Test: out_svg_test_precision ...passed
  Test: out_svg_test_dims ...passed
  Test: out_svg_test_relative ...passed
  Test: out_svg_test_geoms ...passed
  Test: out_svg_test_srid ...passed
Suite: x3d_output
  Test: out_x3d3_test_precision ...passed
  Test: out_x3d3_test_geoms ...passed
  Test: out_x3d3_test_option ...passed
Suite: ptarray
  Test: test_ptarray_append_point ...passed
  Test: test_ptarray_append_ptarray ...passed
  Test: test_ptarray_locate_point ...passed
  Test: test_ptarray_isccw ...passed
  Test: test_ptarray_signed_area ...passed
  Test: test_ptarray_unstroke ...passed
  Test: test_ptarray_insert_point ...passed
  Test: test_ptarray_contains_point ...passed
  Test: test_ptarrayarc_contains_point ...passed
  Test: test_ptarray_scale ...passed
Suite: printing
  Test: test_lwprint_default_format ...passed
  Test: test_lwprint_format_orders ...passed
  Test: test_lwprint_optional_format ...passed
  Test: test_lwprint_oddball_formats ...passed
  Test: test_lwprint_bad_formats ...passed
Suite: SFCGAL
  Test: test_sfcgal_noop ...passed
Suite: split
  Test: test_lwline_split_by_point_to ...passed
  Test: test_lwgeom_split ...passed
Suite: stringbuffer
  Test: test_stringbuffer_append ...passed
  Test: test_stringbuffer_aprintf ...passed
Suite: surface
  Test: triangle_parse ...passed
  Test: tin_parse ...passed
  Test: polyhedralsurface_parse ...passed
  Test: surface_dimension ...passed
Suite: Internal Spatial Trees
```

```
Test: test_tree_circ_create ...passed
Test: test_tree_circ_pip ...passed
Test: test_tree_circ_pip2 ...passed
Test: test_tree_circ_distance ...passed
Test: test_tree_circ_distance_threshold ...passed
Suite: triangulate
  Test: test_lwgeom_delaunay_triangulation ...passed
Suite: twkb_output
  Test: test_twkb_out_point ...passed
  Test: test_twkb_out_linestring ...passed
  Test: test_twkb_out_polygon ...passed
  Test: test_twkb_out_multipoint ...passed
  Test: test_twkb_out_multilinestring ...passed
  Test: test_twkb_out_multipolygon ...passed
  Test: test_twkb_out_collection ...passed
  Test: test_twkb_out_idlist ...passed
Suite: varint
  Test: test_zigzag ...passed
  Test: test_varint ...passed
  Test: test_varint_roundtrip ...passed
Suite: wkb_input
  Test: test_wkb_in_point ...passed
  Test: test_wkb_in_linestring ...passed
  Test: test_wkb_in_polygon ...passed
  Test: test_wkb_in_multipoint ...passed
  Test: test_wkb_in_multilinestring ...passed
  Test: test_wkb_in_multipolygon ...passed
  Test: test_wkb_in_collection ...passed
  Test: test_wkb_in_circularstring ...passed
  Test: test_wkb_in_compoundcurve ...passed
  Test: test_wkb_in_curvpolygon ...passed
  Test: test_wkb_in_multicurve ...passed
  Test: test_wkb_in_multisurface ...passed
  Test: test_wkb_in_malformed ...passed
Suite: wkb_output
  Test: test_wkb_out_point ...passed
  Test: test_wkb_out_linestring ...passed
  Test: test_wkb_out_polygon ...passed
  Test: test_wkb_out_multipoint ...passed
  Test: test_wkb_out_multilinestring ...passed
  Test: test_wkb_out_multipolygon ...passed
  Test: test_wkb_out_collection ...passed
  Test: test_wkb_out_circularstring ...passed
  Test: test_wkb_out_compoundcurve ...passed
  Test: test_wkb_out_curvpolygon ...passed
  Test: test_wkb_out_multicurve ...passed
  Test: test_wkb_out_multisurface ...passed
  Test: test_wkb_out_polyhedralsurface ...passed
Suite: wkt_input
  Test: test_wkt_in_point ...passed
  Test: test_wkt_in_linestring ...passed
  Test: test_wkt_in_polygon ...passed
  Test: test_wkt_in_multipoint ...passed
  Test: test_wkt_in_multilinestring ...passed
  Test: test_wkt_in_multipolygon ...passed
  Test: test_wkt_in_collection ...passed
  Test: test_wkt_in_circularstring ...passed
  Test: test_wkt_in_compoundcurve ...passed
  Test: test_wkt_in_curvpolygon ...passed
  Test: test_wkt_in_multicurve ...passed
  Test: test_wkt_in_multisurface ...passed
  Test: test_wkt_in_tin ...passed
```

```

Test: test_wkt_in_polyhedralsurface ...passed
Test: test_wkt_in_errlocation ...passed
Suite: wkt_output
Test: test_wkt_out_point ...passed
Test: test_wkt_out_linestring ...passed
Test: test_wkt_out_polygon ...passed
Test: test_wkt_out_multipoint ...passed
Test: test_wkt_out_multilinestring ...passed
Test: test_wkt_out_multipolygon ...passed
Test: test_wkt_out_collection ...passed
Test: test_wkt_out_circularstring ...passed
Test: test_wkt_out_compoundcurve ...passed
Test: test_wkt_out_curvypolygon ...passed
Test: test_wkt_out_multicurve ...passed
Test: test_wkt_out_multisurface ...passed

Run Summary:
      Type  Total    Ran Passed Failed Inactive
      suites    38     38   n/a     0         0
      tests   251    251   251     0         0
      asserts 2468   2468  2468     0        n/a

Elapsed time = 0.298 seconds

Creating database 'postgis_reg'
Loading PostGIS into 'postgis_reg'
  /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/postgis/postgis. ↵
  sql
  /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/postgis/ ↵
  postgis_comments.sql
Loading SFCGAL into 'postgis_reg'
  /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/postgis/sfcgal. ↵
  sql
  /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/postgis/ ↵
  sfcgal_comments.sql
PostgreSQL 9.4.4, compiled by Visual C++ build 1800, 32-bit
Postgis 2.2.0dev - r13980 - 2015-08-23 06:13:07
scripts 2.2.0dev r13980
GEOS: 3.5.0-CAPI-1.9.0 r4088
PROJ: Rel. 4.9.1, 04 March 2015
SFCGAL: 1.1.0

Running tests

loader/Point ..... ok
loader/PointM ..... ok
loader/PointZ ..... ok
loader/MultiPoint ..... ok
loader/MultiPointM ..... ok
loader/MultiPointZ ..... ok
loader/Arc ..... ok
loader/ArcM ..... ok
loader/ArcZ ..... ok
loader/Polygon ..... ok
loader/PolygonM ..... ok
loader/PolygonZ ..... ok
loader/TSTPolygon ..... ok
loader/TSPIPolygon ..... ok
loader/TSTIPolygon ..... ok
loader/PointWithSchema ..... ok
loader/NoTransPoint ..... ok
loader/NotReallyMultiPoint ..... ok
loader/MultiToSinglePoint ..... ok

```

```
loader/ReprojectPts ..... ok
loader/ReprojectPtsGeog ..... ok
loader/Latin1 .... ok
loader/Latin1-implicit .... ok
loader/mfile .... ok
dumper/literalsrid ..... ok
dumper/realtable ..... ok
affine .. ok
bestsrid .. ok
binary .. ok
boundary .. ok
cluster .. ok
concave_hull .. ok
ctors .. ok
dump .. ok
dumppoints .. ok
empty .. ok
forcecurve .. ok
geography .. ok
in_geohash .. ok
in_gml .. ok
in_kml .. ok
in_encodedpolyline .. ok
iscollection .. ok
legacy .. ok
long_xact .. ok
lwgeom_regress .. ok
measures .. ok
operators .. ok
out_geometry .. ok
out_geography .. ok
polygonize .. ok
polyhedralsurface .. ok
postgis_type_name .. ok
regress .. ok
regress_bdpoly .. ok
regress_index .. ok
regress_index_nulls .. ok
regress_management .. ok
regress_selectivity .. ok
regress_lrs .. ok
regress_ogc .. ok
regress_ogc_cover .. ok
regress_ogc_prep .. ok
regress_proj .. ok
relate .. ok
remove_repeated_points .. ok
removepoint .. ok
setpoint .. ok
simplify .. ok
simplifyvw .. ok
size .. ok
snaptogrid .. ok
split .. ok
sql-mm-serialize .. ok
sql-mm-circularstring .. ok
sql-mm-compoundcurve .. ok
sql-mm-curvepoly .. ok
sql-mm-general .. ok
sql-mm-multicurve .. ok
sql-mm-multisurface .. ok
swapordinates .. ok
```

```

summary .. ok
temporal .. ok
tickets .. ok
twkb .. ok
typmod .. ok
wkb .. ok
wkt .. ok
wmsservers .. ok
knn .. ok
hausdorff .. ok
regress_buffer_params .. ok
offsetcurve .. ok
relatemark .. ok
isvaliddetail .. ok
sharedpaths .. ok
snap .. ok
node .. ok
unaryunion .. ok
clean .. ok
relate_bnr .. ok
delaunaytriangles .. ok
clipbybox2d .. ok
subdivide .. ok
in_geojson .. ok
regress_sfcgal .. ok
sfcgal/empty .. ok
sfcgal/geography .. ok
sfcgal/legacy .. ok
sfcgal/measures .. ok
sfcgal/regress_ogc_prep .. ok
sfcgal/regress_ogc .. ok
sfcgal/regress .. ok
sfcgal/tickets .. ok
sfcgal/concave_hull .. ok
sfcgal/wmsservers .. ok
sfcgal/approximate_medial_axis .. ok
uninstall . /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/ ↵
    postgres/uninstall_sfcgal.sql
    /projects/postgis/branches/2.2/regress/00-regress-install/share/contrib/postgis/ ↵
        uninstall_postgis.sql
. ok (4336)

Run tests: 118
Failed: 0

-- if you built --with-gui, you should see this too

    CUnit - A unit testing framework for C - Version 2.1-2
    http://cunit.sourceforge.net/

Suite: Shapefile Loader File shp2pgsql Test
  Test: test_ShpgLoaderCreate() ...passed
  Test: test_ShpgLoaderDestroy() ...passed
Suite: Shapefile Loader File postgres2shp Test
  Test: test_ShpgDumperCreate() ...passed
  Test: test_ShpgDumperDestroy() ...passed

Run Summary:
  Type   Total   Ran   Passed   Failed   Inactive
  suites    2     2     n/a     0       0
  tests     4     4     4       0       0

```

asserts	4	4	4	0	n/a

The `postgis_tiger_geocoder` and `address_standardizer` extensions, currently only support the standard PostgreSQL `installcheck`. To test these use the below. Note: the `make install` is not necessary if you already did `make install` at root of PostGIS code folder.

For `address_standardizer`:

```
cd extensions/address_standardizer
make install
make installcheck
```

Output should look like:

```
===== dropping database "contrib_regression" =====
DROP DATABASE
===== creating database "contrib_regression" =====
CREATE DATABASE
ALTER DATABASE
===== running regression test queries =====
test test-init-extensions      ... ok
test test-parseaddress         ... ok
test test-standardize_address_1 ... ok
test test-standardize_address_2 ... ok

=====
All 4 tests passed.
=====
```

For `tiger geocoder`, make sure you have `postgis` and `fuzzystrmatch` extensions available in your PostgreSQL instance. The `address_standardizer` tests will also kick in if you built `postgis` with `address_standardizer` support:

```
cd extensions/postgis_tiger_geocoder
make install
make installcheck
```

output should look like:

```
===== dropping database "contrib_regression" =====
DROP DATABASE
===== creating database "contrib_regression" =====
CREATE DATABASE
ALTER DATABASE
===== installing fuzzystrmatch =====
CREATE EXTENSION
===== installing postgis =====
CREATE EXTENSION
===== installing postgis_tiger_geocoder =====
CREATE EXTENSION
===== installing address_standardizer =====
CREATE EXTENSION
===== running regression test queries =====
test test-normalize_address    ... ok
test test-pagc_normalize_address ... ok

=====
All 2 tests passed.
=====
```

2.4.5 Installazione

Per installare PostGIS, digitate

make install

Questo comando copierà i file per l'installazione di PostGIS nelle cartelle appropriate, specificate tramite il parametro di configurazione **--prefix**. In particolare:

- I file binari del loader e del dumper vengono installati in `[prefix]/bin`.
- I file SQL, quali `postgis.sql`, vengono installati in `[prefix]/share/contrib`.
- Le librerie PostGIS vengono installate in `[prefix]/lib`.

Se avete eseguito il comando **make comments** per generare i file `postgis_comments.sql` e `raster_comments.sql`, installate i file SQL eseguendo

make comments-install



Note

`postgis_comments.sql`, `raster_comments.sql`, e `topology_comments.sql` sono separati dai tipici obiettivi per il build e per l'installazione, dato che hanno una ulteriore dipendenza da **xsltproc**.

2.5 Creare un database spaziale con le ESTENSIONI

Se state utilizzando PostgreSQL 9.1 o superiore e avete compilato e installato i moduli delle estensioni `postgis`, potete creare un database spaziale col nuovo sistema.

createdb [il_tuo_database]

The core `postgis` extension installs PostGIS geometry, geography, raster, `spatial_ref_sys` and all the functions and comments with a simple:

```
CREATE EXTENSION postgis;
```

command.

```
psql -d [il_tuo_database] -c "CREATE EXTENSION postgis;"
```

La topologia è compresa in un'estensione separata e può essere installata con il comando:

```
psql -d [il_tuo_database] -c "CREATE EXTENSION postgis_topology;"
```

Se prevedete di ripristinare un vecchio backup, da una versione precedente, nel nuovo database, eseguite:

```
psql -d [il_tuo_database] -f legacy.sql
```

Potete successivamente eseguire `uninstall_legacy.sql` per sbarazzarvi delle funzioni obsolete, dopo che avete concluso il ripristino e la pulizia del database.

2.6 Creare un database con funzionalità spaziali a partire da uno schema di esempio



Note

This is generally only needed if you built-PostGIS without raster support. Since raster functions are part of the `postgis` extension, extension support is not enabled if PostGIS is built without raster.

Il primo passo per creare un database PostGIS consiste nel creare un semplice database PostgreSQL.

createdb [il_tuo_database]

Molte delle funzioni PostGIS sono scritte nel linguaggio procedurale PL/pgSQL. Pertanto, il prossimo passo per creare un database PostGIS consiste nell'abilitare il linguaggio PL/pgSQL nel vostro database. Per questo deve essere eseguito il comando riportato sotto. Per PostgreSQL 8.4+, in genere PL/pgSQL è già installato

createlang plpgsql [il_tuo_database]

Poi caricate le definizioni degli oggetti e delle funzioni PostGIS, tramite il file di definizioni `postgis.sql` (ubicato in `[prefix]/share/contrib` come specificato in fase di configurazione).

psql -d [il_tuo_database] -f postgis.sql

Per un insieme completo dei sistemi di coordinate con gli identificatori EPSG potete caricare il file di definizioni `spatial_ref_sys.sql` e caricare i valori nella tabella `spatial_ref_sys`. Ciò vi consentirà di eseguire le operazioni `ST_Transform()` sulle geometrie.

psql -d [il_tuo_database] -f spatial_ref_sys.sql

Se volete aggiungere i commenti alle funzioni PostGIS, l'ultimo passo consiste nel caricare `postgis_comments.sql` nel vostro database spaziale. I commenti possono essere visti digitando `\dd [nome funzione]` da una finestra **psql**.

psql -d [[il_tuo_database] -f postgis_comments.sql

Installazione del supporto raster

psql -d [il_tuo_database] -f rtpostgis.sql

Installazione dei commenti per il supporto raster. Questo fornisce una guida sintetica per ciascuna funzione raster utilizzando `psql` o PgAdmin o qualsiasi altro strumento di PostgreSQL che possa mostrare i commenti alle funzioni

psql -d [il_tuo_database] -f raster_comments.sql

Installazione del supporto per la topologia

psql -d [il_tuo_database] -f topology/topology.sql

Installa i commenti per il supporto topologico. Questa opzione fornisce una guida rapida per ciascuna delle funzioni e i tipi topologici, tramite `psql` o PgAdmin o qualsiasi altro strumento PostgreSQL con la capacità di mostrare i commenti delle funzioni

psql -d [il_tuo_database] -f topology/topology_comments.sql

Se prevedete di ripristinare un vecchio backup, da una versione precedente, nel nuovo database, eseguite:

psql -d [il_tuo_database] -f legacy.sql



Note

E' inoltre disponibile un file alternativo (`legacy_minimal.sql`) che potete eseguire per installare i componenti minimi richiesti per ripristinare le tabelle e operare con applicazioni come MapServer e GeoServer. Se avete delle viste che utilizzano elementi come distanza, lunghezza, ecc, vi servirà il file completo `legacy.sql`

Potete successivamente eseguire `uninstall_legacy.sql` per sbarazzarvi delle funzioni obsolete, dopo che avete concluso il ripristino e la pulizia del database.

2.7 Installing and Using the address standardizer

The `address_standardizer` extension used to be a separate package that required separate download. From PostGIS 2.2 on, it is now bundled in. For more information about the `address_standardize`, what it does, and how to configure it for your needs, refer to Chapter 12.

This standardizer can be used in conjunction with the PostGIS packaged tiger geocoder extension as a replacement for the [Normalize_Address](#) discussed. To use as replacement refer to Section 2.8.3. You can also use it as a building block for your own geocoder or use it to standardize your addresses for easier compare of addresses.

The address standardizer relies on PCRE which is usually already installed on many Nix systems, but you can download the latest at: <http://www.pcre.org>. If during Section 2.4.1, PCRE is found, then the address standardizer extension will automatically be built. If you have a custom pcre install you want to use instead, pass to configure `--with-pcredir=/path/to/pcre` where `/path/to/pcre` is the root folder for your pcre include and lib directories.

For Windows users, the PostGIS 2.1+ bundle is packaged with the address_standardizer already so no need to compile and can move straight to CREATE EXTENSION step.

Once you have installed, you can connect to your database and run the SQL:

```
CREATE EXTENSION address_standardizer;
```

The following test requires no rules, gaz, or lex tables

```
SELECT num, street, city, state, zip
FROM parse_address('1 Devonshire Place PH301, Boston, MA 02109');
```

Output should be

num	street	city	state	zip
1	Devonshire Place PH301	Boston	MA	02109

2.7.1 Installing Regexp::Assemble

Perl Regexp::Assemble is no longer needed for compiling address_standardizer extension since the files it generates are part of the source tree. However if you need to edit the `usps-st-city-orig.txt` or `usps-st-city-orig.txt usps-st-city-addr.txt`, you need to rebuild `parseaddress-stcities.h` which does require Regexp::Assemble.

```
cpan Regexp::Assemble
```

or if you are on Ubuntu / Debian you might need to do

```
sudo perl -MCPAN -e "install Regexp::Assemble"
```

2.8 Installare o aggiornare il Geocode per Tiger e caricare i dati

Extras like Tiger geocoder may not be packaged in your PostGIS distribution. If you are missing the tiger geocoder extension or want a newer version than what your install comes with, then use the `share/extension/postgis_tiger_geocoder.*` files from the packages in [Windows Unreleased Versions](#) section for your version of PostgreSQL. Although these packages are for windows, the `postgis_tiger_geocoder` extension files will work on any OS since the extension is an SQL/plpgsql only extension.

2.8.1 Tiger Geocoder Enabling your PostGIS database: Using Extension

If you are using PostgreSQL 9.1+ and PostGIS 2.1+, you can take advantage of the new extension model for installing tiger geocoder. To do so:

1. First get binaries for PostGIS 2.1+ or compile and install as usual. This should install the necessary extension files as well for tiger geocoder.
2. Connect to your database via psql or pgAdmin or some other tool and run the following SQL commands. Note that if you are installing in a database that already has postgis, you don't need to do the first step. If you have `fuzzystrmatch` extension already installed, you don't need to do the second step either.

```
CREATE EXTENSION postgis;
CREATE EXTENSION fuzzystmatch;
--this one is optional if you want to use the rules based standardizer ( ←
    pagc_normalize_address)
CREATE EXTENSION address_standardizer;
CREATE EXTENSION postgis_tiger_geocoder;
```

If you already have `postgis_tiger_geocoder` extension installed, and just want to update to the latest run:

```
ALTER EXTENSION postgis UPDATE TO "2.4.0";
ALTER EXTENSION postgis_topology UPDATE TO "2.4.0";
```

If you made custom entries or changes to `tiger.loader_platform` and `tiger.loader_variables` you may need to update these.

3. To confirm your install is working correctly, run this sql in your database:

```
SELECT na.address, na.streetname, na.streotypeabbrev, na.zip
FROM normalize_address('1 Devonshire Place, Boston, MA 02109') AS na;
```

Which should output

```
address | streetname | streotypeabbrev | zip
-----+-----+-----+-----
1 | Devonshire | Pl | 02109
```

4. Create a new record in `tiger.loader_platform` table with the paths of your executables and server.

So for example to create a profile called `debbie` that follows `sh` convention. You would do:

```
INSERT INTO tiger.loader_platform(os, declare_sect, pgbin, wget, unzip_command, psql, ←
    path_sep,
                                loader, environ_set_command, county_process_command)
SELECT 'debbie', declare_sect, pgbin, wget, unzip_command, psql, path_sep,
    loader, environ_set_command, county_process_command
FROM tiger.loader_platform
WHERE os = 'sh';
```

And then edit the paths in the `declare_sect` column to those that fit Debbie's `pg`, `unzip`, `shp2pgsql`, `psql`, etc path locations.

If you don't edit this `loader_platform` table, it will just contain common case locations of items and you'll have to edit the generated script after the script is generated.

5. Create a folder called `gisdata` on root of server or your local pc if you have a fast network connection to the server. This folder is where the tiger files will be downloaded to and processed. If you are not happy with having the folder on the root of the server, or simply want to change to a different folder for staging, then edit the field `staging_fold` in the `tiger.loader_variables` table.
6. Create a folder called `temp` in the `gisdata` folder or wherever you designated the `staging_fold` to be. This will be the folder where the loader extracts the downloaded tiger data.
7. Then run the **Loader_Generate_Nation_Script** SQL function make sure to use the name of your custom profile and copy the script to a `.sh` or `.bat` file. So for example to build the nation load:

```
psql -c "SELECT Loader_Generate_Nation_Script('debbie')" -d geocoder -tA > /gisdata/ ←
    nation_script_load.sh
```

8. Eseguiti i comandi SQL DROP che vengono generati.

```
cd /gisdata
sh nation_script_load.sh
```

9. After you are done running the nation script, you should have three tables in your `tiger_data` schema and they should be filled with data. Confirm you do by doing the following queries from `psql` or `pgAdmin`

```
SELECT count(*) FROM tiger_data.county_all;
```

```
count
-----
    3233
(1 row)
```

```
SELECT count(*) FROM tiger_data.state_all;
```

```
count
-----
     56
(1 row)
```

10. By default the tables corresponding to `bg`, `tract`, `tabblock` are not loaded. These tables are not used by the geocoder but are used by folks for population statistics. If you wish to load them as part of your state loads, run the following statement to enable them.

```
UPDATE tiger.loader_lookuptables SET load = true WHERE load = false AND lookup_name IN (
    'tract', 'bg', 'tabblock');
```

Generate uno script per il caricamento di uno stato con l'istruzione `SELECT` come illustrato in [Loader_Generate_Nation_Script](#)

11. Generate uno script per il caricamento di uno stato con l'istruzione `SELECT` come illustrato in [Loader_Generate_Nation_Script](#)



Warning

DO NOT Generate the state script until you have already loaded the nation data, because the state script utilizes county list loaded by nation script.

- 12.
- ```
psql -c "SELECT Loader_Generate_Script(ARRAY['MA'], 'debbie')" -d geocoder -tA > /
gisdata/ma_load.sh
```

13. Eseguite i comandi SQL DROP che vengono generati.

```
cd /gisdata
sh ma_load.sh
```

14. After you are done loading all data or at a stopping point, it's a good idea to analyze all the tiger tables to update the stats (include inherited stats)

```
SELECT install_missing_indexes();
vacuum analyze verbose tiger.addr;
vacuum analyze verbose tiger.edges;
vacuum analyze verbose tiger.faces;
vacuum analyze verbose tiger.featnames;
vacuum analyze verbose tiger.place;
vacuum analyze verbose tiger.cousub;
vacuum analyze verbose tiger.county;
vacuum analyze verbose tiger.state;
vacuum analyze verbose tiger.zip_lookup_base;
vacuum analyze verbose tiger.zip_state;
vacuum analyze verbose tiger.zip_state_loc;
```

### 2.8.1.1 Converting a Tiger Geocoder Regular Install to Extension Model

If you installed the tiger geocoder without using the extension model, you can convert to the extension model as follows:

1. Follow instructions in Section 2.8.5 for the non-extension model upgrade.
2. Connect to your database with psql or pgAdmin and run the following command:

```
CREATE EXTENSION postgis_tiger_geocoder FROM unpackaged;
```

## 2.8.2 Tiger Geocoder Enabling your PostGIS database: Not Using Extensions

Anzitutto installate PostGIS utilizzando le istruzioni riportate sopra.

If you don't have an extras folder, download <http://download.osgeo.org/postgis/source/postgis-2.4.0.tar.gz>

```
tar xvfz postgis-2.4.0.tar.gz
```

```
cd postgis-2.4.0/extras/tiger_geocoder
```

Edit the `tiger_loader_2015.sql` (or latest loader file you find, unless you want to load different year) to the paths of your executables server etc or alternatively you can update the `loader_platform` table once installed. If you don't edit this file or the `loader_platform` table, it will just contain common case locations of items and you'll have to edit the generated script after the fact when you run the `Loader_Generate_Nation_Script` and `Loader_Generate_Script` SQL functions.

If you are installing Tiger geocoder for the first time edit either the `create_geocode.bat` script If you are on windows or the `create_geocode.sh` if you are on Linux/Unix/Mac OSX with your PostgreSQL specific settings and run the corresponding script from the commandline.

Verify that you now have a `tiger` schema in your database and that it is part of your database `search_path`. If it is not, add it with a command something along the line of:

```
ALTER DATABASE geocoder SET search_path=public, tiger;
```

The normalizing address functionality works more or less without any data except for tricky addresses. Run this test and verify things look like this:

```
SELECT pprint_addy(normalize_address('202 East Fremont Street, Las Vegas, Nevada 89101')) ←
 As pretty_address;
pretty_address

202 E Fremont St, Las Vegas, NV 89101
```

## 2.8.3 Using Address Standardizer Extension with Tiger geocoder

One of the many complaints of folks is the address normalizer function `Normalize_Address` function that normalizes an address for prepping before geocoding. The normalizer is far from perfect and trying to patch its imperfectness takes a vast amount of resources. As such we have integrated with another project that has a much better address standardizer engine. To use this new `address_standardizer`, you compile the extension as described in Section 2.7 and install as an extension in your database.

Once you install this extension in the same database as you have installed `postgis_tiger_geocoder`, then the `Pagc_Normalize_Ad` can be used instead of `Normalize_Address`. This extension is tiger agnostic, so can be used with other data sources such as international addresses. The tiger geocoder extension does come packaged with its own custom versions of `rules table` (`tiger.pagc_rules`), `gaz table` (`tiger.pagc_gaz`), and `lex table` (`tiger.pagc_lex`). These you can add and update to improve your standardizing experience for your own needs.

## 2.8.4 Caricamento dei dati Tiger

Le istruzioni dettagliate per il caricamento dei dati sono disponibili nel file `extras/tiger_geocoder/tiger_2011/README`. Di seguito si illustrano i passaggi generali.

Il processo di caricamento scarica i dati per ciascuno stato richiesto dal sito del censimento, estrarre i file, e li carica nelle rispettive tabelle. La tabella di ogni stato eredita le proprietà dalle tabelle definite nello schema `tiger`, per cui è sufficiente eseguire le interrogazioni su queste tabelle per accedere a tutti i dati. E' altresì possibile cancellare le tabelle per un dato stato tramite lo script `Drop_State_Tables_Generate_Script`, qualora aveste necessità di ricaricare uno stato o se questo non vi serve più.

Per caricare i dati avrete bisogno dei seguenti strumenti:

- Uno strumento per decomprimere i file zip dal sito web dei censimenti.  
Per sistemi tipo Unix: l'eseguitibile `unzip` è di solito già installato.  
Per Windows, 7-zip è uno strumento libero di compressione/decompressione, che può essere scaricato dal sito <http://www.7-zip.org/>
- Il programam da riga di comando `shp2pgsql`, che viene installato di base quando nistallate PostGIS.
- `wget` è uno strumento per la copia di file da web, solitamente installato nella maggior parte dei sistemi Unix/Linux.  
Se siete su Windows, potete reperire i file binari precompilati da <http://gnuwin32.sourceforge.net/packages/wget.htm>

If you are upgrading from `tiger_2010`, you'll need to first generate and run `Drop_Nation_Tables_Generate_Script`. Before you load any state data, you need to load the nation wide data which you do with `Loader_Generate_Nation_Script`. Which will generate a loader script for you. `Loader_Generate_Nation_Script` is a one-time step that should be done for upgrading (from 2010) and for new installs.

To load state data refer to `Loader_Generate_Script` to generate a data load script for your platform for the states you desire. Note that you can install these piecemeal. You don't have to load all the states you want all at once. You can load them as you need them.

Dopo aver caricato i dati per gli stati cui siete interessati, assicuratevi di eseguire:

```
SELECT install_missing_indexes();
```

come descritto in `Install_Missing_Indexes`.

Per vedere se le cose funzionano come dovrebbero, provate a eseguire la geocodifica di un indirizzo nel vostro stato utilizzando `Geocode`

## 2.8.5 Aggiornamento del installazione del Geocoder Tiger

If you have Tiger Geocoder packaged with 2.0+ already installed, you can upgrade the functions at any time even from an interim tar ball if there are fixes you badly need. This will only work for Tiger geocoder not installed with extensions.

If you don't have an extras folder, download <http://download.osgeo.org/postgis/source/postgis-2.4.0.tar.gz>

```
tar xvfz postgis-2.4.0.tar.gz
```

```
cd postgis-2.4.0/extras/tiger_geocoder/tiger_2011
```

Locate the `upgrade_geocoder.bat` script If you are on windows or the `upgrade_geocoder.sh` if you are on Linux/Unix/Mac OSX. Edit the file to have your postgis database credentials.

If you are upgrading from 2010 or 2011, make sure to unremark out the loader script line so you get the latest script for loading 2012 data.

Then run th corresponding script from the commandline.

Poi cancellate tutte le tabelle delle nazioni e caricate quelle nuove. Potete generare uno script per la cancellazione con il codice SQL illustrato in `Drop_Nation_Tables_Generate_Script`

```
SELECT drop_nation_tables_generate_script();
```

Eseguite i comandi SQL DROP che vengono generati.

Generate uno script per il caricamento di uno stato con l'istruzione SELECT come illustrato in [Loader\\_Generate\\_Nation\\_Script](#)  
**Per Windows**

```
SELECT loader_generate_nation_script('windows');
```

**Per unix/linux**

```
SELECT loader_generate_nation_script('sh');
```

Fate riferimento a Section [2.8.4](#) per istruzioni su come eseguire lo script generato. Questo passaggio deve essere eseguito solo una volta.



**Note**

Potete avere una combinazione di tabelle degli stati sia per il 2010 che per il 2011 e potete aggiornare ogni stato separatamente. Prima di aggiornare uno stato al 2011, dovete prima eliminare la corrispondente tabella 2012 utilizzando [Drop\\_State\\_Tables\\_Generate\\_Script](#).

## 2.9 Creare un database con funzionalità spaziali a partire da uno schema di esempio

Alcune distribuzioni pacchettizzate di PostGIS (in particolare i file di installazione Win32 per PostGIS > 1.1.5) caricano le funzioni PostGIS in un database di esempio denominato `template_postgis`. Se il database `template_postgis` esiste nella vostra installazione PostgreSQL, allora è possibile per utenti e applicazioni creare database con funzioni spaziali utilizzando un singolo comando. Da notare che in entrambi i casi all'utente del database deve essere riconosciuto il ruolo di creare nuovi database.

Dalla riga di comando:

```
createdb -T template_postgis my_spatial_db
```

Da SQL:

```
postgres=# CREATE DATABASE my_spatial_db TEMPLATE=template_postgis
```

## 2.10 Aggiornamento

L'aggiornamento di database spaziali preesistenti può essere complicato, perché richiede la sostituzione o l'introduzione di nuove definizioni di oggetti PostGIS.

Purtroppo non tutte le definizioni possono essere sostituite facilmente in un database attivo, per cui in alcuni casi la cosa migliore è seguire un processo di scaricamento e ricaricamento dei dati.

PostGIS provides a SOFT UPGRADE procedure for minor or bugfix releases, and a HARD UPGRADE procedure for major releases.

Before attempting to upgrade PostGIS, it is always worth to backup your data. If you use the `-Fc` flag to `pg_dump` you will always be able to restore the dump with a HARD UPGRADE.

## 2.10.1 Soft upgrade

Se avete installato il database con le estensioni, dovreste eseguire anche l'aggiornamento con il modello delle estensioni. Se avete invece eseguito l'installazione con il vecchio sistema dello script SQL, anche l'aggiornamento dovrà essere eseguito con lo script SQL. Fate riferimento al paragrafo corrispondente.

### 2.10.1.1 Soft Upgrade Pre 9.1+ or without extensions

Questo paragrafo vale solo per coloro che hanno installato PostGIS senza estensioni. Se avete le estensioni e provate a eseguire l'aggiornamento con questo sistema, otterrete messaggi tipo:

```
non posso eseguire il DROP, dato che c'è una dipendenza dell'estensione PostGIS
```

After compiling and installing (make install) you should find a `postgis_upgrade.sql` and `rtpostgis_upgrade.sql` in the installation folders. For example `/usr/share/postgresql/9.3/contrib/postgis_upgrade.sql`. Install the `postgis_upgrade.sql`. If you have raster functionality installed, you will also need to install the `/usr/share/postgresql/9.3/contrib/postgis_upgrade.sql`. If you are moving from PostGIS 1.\* to PostGIS 2.\* or from PostGIS 2.\* prior to r7409, you need to do a HARD UPGRADE.

```
psql -f postgis_upgrade.sql -d your_spatial_database
```

La stessa procedura si applica alle estensioni per i raster e per la topologia, i cui file si chiamano rispettivamente `rtpostgis_upgrade*.sql` e `topology_upgrade*.sql` respectively. Se vi servono:

```
psql -f rtpostgis_upgrade.sql -d your_spatial_database
```

```
psql -f topology_upgrade.sql -d your_spatial_database
```



#### Note

If you can't find the `postgis_upgrade*.sql` specific for upgrading your version you are using a version too early for a soft upgrade and need to do a HARD UPGRADE.

La funzione **PostGIS\_Full\_Version** dovrebbe informarvi della necessita di eseguire questo tipo di aggiornamento attraverso un messaggio tipo "procs need upgrade".

### 2.10.1.2 Soft Upgrade 9.1+ using extensions

Se inizialmente avete installato PostGIS con le estensioni, anche l'aggiornamento dovrà essere eseguito con le estensioni. Eseguire un aggiornamento di una versione minore con le estensioni è un'operazione abbastanza tranquilla.

```
ALTER EXTENSION postgis UPDATE TO "2.4.0";
ALTER EXTENSION postgis_topology UPDATE TO "2.4.0";
```

Se ottenete un errore tipo:

```
No migration path defined for ... to 2.4.0
```

Then you'll need to backup your database, create a fresh one as described in Section 2.5 and then restore your backup onto of this new database.

If you get a notice message like:

```
Version "2.4.0" of extension "postgis" is already installed
```



Then everything is already up to date and you can safely ignore it. **UNLESS** you're attempting to upgrade from an SVN version to the next (which doesn't get a new version number); in that case you can append "next" to the version string, and next time you'll need to drop the "next" suffix again:

```
ALTER EXTENSION postgis UPDATE TO "2.4.0next";
ALTER EXTENSION postgis_topology UPDATE TO "2.4.0next";
```



#### Note

If you installed PostGIS originally without a version specified, you can often skip the reinstallation of postgis extension before restoring since the backup just has `CREATE EXTENSION postgis` and thus picks up the newest latest version during restore.

## 2.10.2 Hard upgrade

By HARD UPGRADE we mean full dump/reload of postgis-enabled databases. You need a HARD UPGRADE when PostGIS objects' internal storage changes or when SOFT UPGRADE is not possible. The [Release Notes](#) appendix reports for each version whether you need a dump/reload (HARD UPGRADE) to upgrade.

Il processo di scaricamento e ricaricamento dei dati viene assistito dallo script `postgis_restore.pl`. Questo si fa carico di saltare nello scaricamento tutte le definizioni che fanno parte di PostGIS (comprese quelle obsolete), consentendo così di ripristinare gli schemi e i dati in un database con PostGIS senza ottenere errori legati alla presenza di simboli duplicati e senza portarsi dietro oggetti obsoleti.

Ulteriori istruzioni per gli utenti Windows sono disponibili alla pagina [Windows Hard upgrade](#).

La procedura è la seguente:

1. Create un dump "con formato personalizzato" del database da aggiornare (che chiameremo `olddb`), includendo i blob binari (-b) e con uscita dettagliata (-v). L'utente può essere il proprietario del database, non serve avere privilegi da amministratore.

```
pg_dump -h localhost -p 5432 -U postgres -Fc -b -v -f "/somepath/olddb.backup" olddb
```

2. Eseguire un'installazione da zero di PostGIS in un nuovo database -- chiameremo questo database `newdb`. Vi rimandiamo a [Section 2.6](#) e [Section 2.5](#) per le relative istruzioni.

Le voci `spatial_ref_sys` presenti nel vostro dump saranno ripristinate, ma non avranno la precedenza su quelle esistenti in `spatial_ref_sys`. Ciò è per assicurarsi che l'elenco ufficiale venga correttamente trasmesso ai database ripristinati. Se per una qualsiasi ragione volete davvero che le vostre definizioni siano considerate al posto di quelle standard, potete evitare di caricare `spatial_ref_sys.sql` nel momento in cui create il nuovo database.

Se il vostro database è molto vecchio, o sapete che avete utilizzato nelle vostre viste e nelle vostre funzioni delle funzioni obsolete, potreste dover caricare il file `legacy.sql`. Eseguite questa operazione solo se vi serve `_veramente_`. Considerate la possibilità di aggiornare le vostre viste e le vostre funzioni prima di eseguire il dump, se possibile. Le funzioni obsolete possono poi essere rimosse caricando il file `uninstall_legacy.sql`.

3. Ripristinate il vostro backup nel nuovo database `newdb` tramite `postgis_restore.pl`. Eventuali errori imprevisti, se presenti, saranno trascritti da `psql` sull'uscita standard error. Tenete una traccia di tali errori.

```
perl utils/postgis_restore.pl "/somepath/olddb.backup" | psql -h localhost -p 5432 -U postgres newdb 2
> errors.txt
```

Si potrebbero riscontrare errori nei casi seguenti:

1. Alcune delle vostre viste o funzioni fanno uso di oggetti PostGIS obsoleti. Per risolvere questo problema potete provare a caricare lo script `legacy.sql` prima del ripristino, oppure dovreste eseguire il ripristino in una versione di PostGIS che ancora contenga quegli oggetti, e poi ritentare la migrazione dopo aver adattato il codice alla nuova versione. Se il sistema `legacy.sql` vi funziona, non dimenticate di sistemare il vostro codice, eliminando i riferimenti alle funzioni obsolete, e poi disinstallate tutti i vecchi riferimenti tramite `uninstall_legacy.sql`.
2. Alcuni record personalizzati di `spatial_ref_sys` nel file dump hanno un valore non valido per SRID. I valori validi di SRID sono maggiori di 0 e minori di 999000. I valori tra 999000 e 999999 sono riservati ad uso interno, mentre i valori superiori a 999999 non possono essere usati. Tutti i vostri record personalizzati con valori SRID non validi saranno conservati, con quelli >999999 spostati nell'intervallo riservato, ma la tabella `spatial_ref_sys` perderebbe un controllo e possibilmente anche la propria chiave primaria (quando più SRID non validi vengono convertiti allo stesso valore di SRID riservato).

Per sistemare questo problema dovete copiare il vostro SRS personalizzato in un SRID con un valore valido (nell'intervallo 910000..910999), convertire tutte le tabelle nel nuovo SRID (vedi [UpdateGeometrySRID](#)), cancellare la voce non valida da `spatial_ref_sys` e ricostruire il controllo o in controlli con:

```
ALTER TABLE spatial_ref_sys ADD CONSTRAINT spatial_ref_sys_srid_check check (srid > 0 ↔
AND srid < 999000);
```

```
ALTER TABLE spatial_ref_sys ADD PRIMARY KEY(srid);
```

## 2.11 Common Problems during installation

Quando l'installazione o l'aggiornamento non vanno come previsto, diverse cose vanno controllate.

1. Controllate di aver installato PostgreSQL 9.3 o più recente, e che state compilando con il sorgente PostgreSQL nella versione corrispondente alla versione di PostgreSQL che sta girando. Si possono verificare casi di confusione quando la vostra distribuzione (Linux) ha PostgreSQL già installato, o quando avete installato PostgreSQL in precedenza e ve ne siete dimenticati. PostGIS funzionerà solo con PostgreSQL 9.3 o più recente, e si potrebbero ricevere messaggi di errore strani o inattesi se utilizzate una versione più vecchia. Per verificare quale versione di PostgreSQL sta girando, collegatevi al database utilizzando `psql` ed eseguite la seguente query:

```
SELECT version();
```

Se state utilizzando una distribuzione basata su RPM, potete verificare la presenza di pacchetti preinstallati utilizzando il comando `rpm` con la seguente sintassi: `rpm -qa | grep postgresql`

2. Se l'aggiornamento non funziona, assicuratevi di eseguire il ripristino in un database che abbia già PostGIS installato.

```
SELECT postgis_full_version();
```

Inoltre, verificate che configure abbia correttamente individuato il percorso e la versione di PostgreSQL, della libreria Proj4 e della libreria GEOS.

1. L'uscita da configure viene utilizzata per generare il file `postgis_config.h`. Controllate che le variabili `POSTGIS_PGSQL_VERSION`, `POSTGIS_PROJ_VERSION` e `POSTGIS_GEOS_VERSION` siano assegnate correttamente.

## 2.12 Loader/Dumper

Il loader e il dumper dei dati sono compilati e installati automaticamente con PostGIS. Per compilarli e installarli manualmente:

```
cd postgis-2.4.0/loader
make
make install
```

Il loader si chiama `shp2pgsql` e converte gli Shapefile ESRI in formato SQL adatto al caricamento in PostGIS/PostgreSQL. Il dumper si chiama `pgsql2shp` e converte le tabelle (o le query) di PostGIS in formato Shapefile ESRI. Per una documentazione più estesa, si rimanda alla guida in linea e alle pagine del manuale.

## Chapter 3

# Domande frequenti (F.A.Q) su PostGIS

1. *Where can I find tutorials, guides and workshops on working with PostGIS*

OpenGeo has a step by step tutorial guide workshop [Introduction to PostGIS](#). It includes packaged data as well as intro to working with OpenGeo Suite. It is probably the best tutorial on PostGIS. BostonGIS also has a [PostGIS almost idiot's guide on getting started](#). That one is more focused on the windows user.

2. *Le mie applicazioni e i miei strumenti desktop funzionavano con PostGIS 1.5, ma non funzionano con PostGIS 2.0. Come posso risolvere la cosa?*

Diverse funzioni obsolete sono state eliminate dal codice PostGIS nella versione 2.0. Ciò ha avuto un effetto sulle applicazioni, oltre che su strumenti di terze parti quali Geoserver, MapServer, QuantumGIS e OpenJump, per citarne alcuni. Ci sono un paio di modi per risolvere il problema. Per le applicazioni di terze parti, potere provare ad aggiornarle alla versione più recente, in cui molti di questi problemi sono stati sistemati. Per il codice da che hai sviluppato tu, puoi modificare il codice in modo da non utilizzare le funzioni eliminate. [TO BE COMPLETED HAVING CLARIFIED ISSUE]Il file `legacy.sql` è ubicato nella stessa cartella di `postgis.sql`. Puoi installare questo file dopo aver installato `postgis.sql` e `spatial_ref_sys.sql` per recuperare le circa 200 vecchie funzioni che abbiamo eliminato.

3. *When I load OpenStreetMap data with osm2pgsql, I'm getting an error failed: ERROR: operator class "gist\_geometry\_ops" does not exist for access method "gist" Error occurred. This worked fine in PostGIS 1.5.*

In PostGIS 2, the default geometry operator class `gist_geometry_ops` was changed to `gist_geometry_ops_2d` and the `gist_geometry_ops` was completely removed. This was done because PostGIS 2 also introduced Nd spatial indexes for 3D support and the old name was deemed confusing and a misnomer. Some older applications that as part of the process create tables and indexes, explicitly referenced the operator class name. This was unnecessary if you want the default 2D index. So if you manage said good, change index creation from: BAD:

```
CREATE INDEX idx_my_table_geom ON my_table USING gist (geom gist_geometry_ops);
```

To GOOD:

```
CREATE INDEX idx_my_table_geom ON my_table USING gist (geom);
```

The only case where you WILL need to specify the operator class is if you want a 3D spatial index as follows:

```
CREATE INDEX idx_my_super3d_geom ON my_super3d USING gist (geom gist_geometry_ops_nd);
```

If you are unfortunate to be stuck with compiled code you can't change that has the old `gist_geometry_ops` hard-coded, then you can create the old class using the `legacy_gist.sql` packaged in PostGIS 2.0.2+. However if you use this fix, you are advised to at a later point drop the index and recreate it without the operator class. This will save you grief in the future when you need to upgrade again.

4. *Sto usando PostgreSQL 9.0 e non posso più leggere le geometrie in OpenJump, Safe FME e altri strumenti. Come mai?*

In PostgreSQL 9.0+, la codifica di default per i dati di tipo bytea è stata modificata in esadecimale e i vecchi driver JDBC considerano sempre il formato di escape. Ciò ha avuto un effetto su alcune applicazioni, quali le applicazioni

Java con i driver JDBC più vecchi o le applicazioni .NET che utilizzano il vecchio driver npgsql, che si aspetta di incontrare il vecchio comportamento di ST\_AsBinary. Ci sono due approcci per far funzionare nuovamente il tutto. Puoi aggiornare il driver JDBC alla versione PostgreSQL 9.0 più recente dal sito <http://jdbc.postgresql.org/download.html>. Se stai usando un'applicazione .NET, puoi utilizzare Npgsql 2.0.11 o versioni superiori, scaricandolo da [http://pgfoundry.org/frs/?group\\_id=1000140](http://pgfoundry.org/frs/?group_id=1000140) e seguendo le istruzioni descritte nel [blog di Francisco Figueiredo su Npgsql 2.0.11](#). Se non è possibile aggiornare il tuo driver PostgreSQL, puoi ripristinare il comportamento precedente con la seguente modifica:

```
ALTER DATABASE mypostgisdb SET bytea_output='escape';
```

#### 5. *Ho provato a usare PgAdmin per visualizzare la mia colonna della geometria e questa risulta vuota. Perché?*

PgAdmin non mostra nulla nel caso di grandi geometrie. I modi migliori per verificare che vi siano dati presenti nelle vostre colonne di geometria sono:

```
-- se tutti i tuoi campi geometrici sono popolati, questa query non dovrebbe restituire ←
 alcun record
SELECT somefield FROM mytable WHERE geom IS NULL;
```

```
-- Per conoscere giusto la dimensione di una geometria, è possibile eseguire una query ←
 in una forma
--che vi dirà il più elevato numero di punti in una colonna di geometria
SELECT MAX(ST_NPoints(geom)) FROM sometable;
```

#### 6. *Quale tipo di oggetti geometrici posso memorizzare?*

You can store Point, LineString, Polygon, MultiPoint, MultiLineString, MultiPolygon, and GeometryCollection geometries. In PostGIS 2.0 and above you can also store TINS and Polyhedral Surfaces in the basic geometry type. These are specified in the Open GIS Well Known Text Format (with Z, M, and ZM extensions). There are three data types currently supported. The standard OGC geometry data type which uses a planar coordinate system for measurement, the geography data type which uses a geodetic coordinate system, with calculations on either a sphere or spheroid. The newest family member of the PostGIS spatial type family is raster for storing and analyzing raster data. Raster has its very own FAQ. Refer to Chapter 10 and Chapter 9 for more details.

#### 7. *Sono confuso. Quale tipo di dati dovrei usare, quello geometrico o quello geografico?*

Short Answer: geography is a newer data type that supports long range distances measurements, but most computations on it are slower than they are on geometry. If you use geography, you don't need to learn much about planar coordinate systems. Geography is generally best if all you care about is measuring distances and lengths and you have data from all over the world. Geometry data type is an older data type that has many more functions supporting it, enjoys greater support from third party tools, and operations on it are generally faster -- sometimes as much as 10 fold faster for larger geometries. Geometry is best if you are pretty comfortable with spatial reference systems or you are dealing with localized data where all your data fits in a single **spatial reference system (SRID)**, or you need to do a lot of spatial processing. Note: It is fairly easy to do one-off conversions between the two types to gain the benefits of each. Refer to Section 14.11 to see what is currently supported and what is not. Risposta lunga: ti rimandiamo alla discussione più estesa Section 4.2.2 e **matrice dei tipi di funzione**.

#### 8. *Ho altre domande più profonde sulla geografia, ad esempio qual è la massima dimensione di una regione geografica che posso inserire in una colonna di tipo geography per continuare ad avere risultati ragionevoli. Ci sono limitazioni ai poli, tutto deve essere in un unico emisfero (come per SQL Server 2008)?*

Le tue domande sono troppo profonde e complesse per avere una risposta in questa sezione del documento. Ti rimandiamo alle nostre Section 4.2.3.

#### 9. *Come posso inserire un oggetto GIS nel database?*

Anzitutto devi creare una tabella con una colonna di tipo "geometry" o "geography" per contenere i dati GIS. Memorizzare i dati di tipo geografico è un po' diverso dal memorizzare dati geometrici. Ti rimandiamo a Section 4.2.1 per i dettagli sulla gestione dei dati geografici. Per la geometria: collegati al database con psql e prova a eseguire il seguente codice SQL:

```
CREATE TABLE gtest (gid serial primary key, name varchar(20)
 , geom geometry(LINESTRING));
```

If the geometry column definition fails, you probably have not loaded the PostGIS functions and objects into this database or are using a pre-2.0 version of PostGIS. See the [Section 2.4](#). Fatto questo, puoi inserire una geometria nella tabella utilizzando un comando di INSERT SQL. L'oggetto GIS vero e proprio è formattato utilizzando le specifiche "well-known text" dell'OpenGIS Consortium:

```
INSERT INTO gtest (ID, NAME, GEOM)
VALUES (
 1,
 'First Geometry',
 ST_GeomFromText('LINESTRING(2 3,4 5,6 5,7 8)')
);
```

Per ulteriori informazioni su altri oggetti GIS, si rimanda alla [guida di riferimento sugli oggetti](#). Per visualizzare i dati GIS nella tabella:

```
SELECT id, name, ST_AsText(geom) AS geom FROM gtest;
```

Il valore restituito dovrebbe essere qualcosa tipo:

```
id | name | geom
---+-----+-----
 1 | First Geometry | LINESTRING(2 3,4 5,6 5,7 8)
(1 row)
```

#### 10. Come posso creare una query spaziale?

Nello stesso modo in cui creeresti qualsiasi altra query per il database, come combinazione SQL di valori, funzioni e test booleani. Per le query spaziali, è bene tenere a mente due aspetti: se esiste un indice spaziale che puoi utilizzare, e se stai eseguendo calcoli impegnativi su un grande numero di geometrie. In generale, vorrai considerare l'uso dell'operatore di intersezione (&&) che verifica se le bounding box degli elementi si intersecano. La ragione per cui l'operatore && è utile è perché questo operatore ne farà uso, accelerando di molto le query. Utilizzerai anche funzioni spaziali quali Distance(), ST\_Intersects(), ST\_Contains() and ST\_Within(), tra le altre, per ridurre l'insieme dei risultati della ricerca. Molte interrogazioni spaziali comprendono sia un test legato a un indice, che un test spaziale. Il test legato all'indice serve a limitare il numero di tuple a quelle che *potrebbero* rispondere alle condizioni richieste. Le funzioni spaziali vanno poi a verificare in modo più esatto le condizioni.

```
SELECT id, the_geom
FROM thetable
WHERE
 ST_Contains(the_geom, 'POLYGON((0 0, 0 10, 10 10, 10 0, 0 0))');
```

#### 11. Come posso accelerare le query spaziali su grandi tabelle?

La velocità delle query su tabelle di grandi dimensioni è la *raison d'être* dei database spaziali (assieme al supporto delle transazioni), per cui avere un buon indice è importante. Per creare un indice spaziale per una tabella con colonna `geometry`, utilizza la funzione "CREATE INDEX" secondo le istruzioni seguenti:

```
CREATE INDEX [indexname] ON [tablename] USING GIST ([geometrycolumn]);
```

L'opzione "USING GIST" dice al server di utilizzare un indice GiST (Generalized Search Tree).



#### Note

GiST indexes are assumed to be lossy. Lossy indexes uses a proxy object (in the spatial case, a bounding box) for building the index.

You should also ensure that the PostgreSQL query planner has enough information about your index to make rational decisions about when to use it. To do this, you have to "gather statistics" on your geometry tables. Per PostgreSQL 8.0.x e versioni superiori, è sufficiente eseguire il comando **VACUUM ANALYZE**. Per PostgreSQL 7.4.x e versioni precedenti, eseguite il comando **SELECT UPDATE\_GEOMETRY\_STATS()**.

## 12. Perché gli indici R-Tree di PostgreSQL non sono supportati?

Le prime versioni di PostGIS usavano gli indici R-Tree di PostgreSQL. Tuttavia questi sono stati completamente abbandonati a partire dalla versione 0.6, e l'indicizzazione spaziale viene fornita con un approccio R-Tree attraverso GiST. I nostri test hanno mostrato che la velocità di ricerca per gli indici nativi con R-tree e quelli con GiST sono paragonabili. Gli indici nativi di PostgreSQL hanno due limitazioni che li rendono non desiderabili quando si tratta di elementi GIS (si noti che queste limitazioni sono dovute all'attuale implementazione degli indici R-Tree da parte di PostgreSQL e non al concetto di R-Tree in generale):

- R-Tree indexes in PostgreSQL cannot handle features which are larger than 8K in size. GiST indexes can, using the "lossy" trick of substituting the bounding box for the feature itself.
- Gli indici R-Tree di PostgreSQL non sono "a prova di NULL", per cui creare un indice su una colonna di geometria che contenga valori nulli non funzionerà.

## 13. Perché dovrei usare la funzione `AddGeometryColumn()` e tutti gli altri elementi OpenGIS?

Se non volete utilizzare le funzioni di supporto per OpenGIS, non siete obbligati. E' sufficiente creare le tabelle come nelle versioni più vecchie, definendo le colonne per la geometria nel comando CREATE. Tutte le geometrie avranno uno SRID uguale a -1, e le tabelle con i metadati OpenGIS non saranno compilate correttamente. Tuttavia, ciò farà sì che la maggior parte delle applicazioni basate su PostGIS abbia problemi, e in genere è consigliabile usare `AddGeometryColumn()` per creare tabelle con la geometria. MapServer è un'applicazione che fa uso dei metadati `AddGeometryColumn()` `geometry_columns`. In particolare, MapServer può utilizzare il valore SRID della colonna geometrica per eseguire riproiezioni cartografiche al volo.

## 14. Qual è il modo migliore per trovare tutti gli oggetti entro un dato raggio da un altro oggetto?

Per utilizzare il database in modo efficiente, la cosa migliore è eseguire le query con un raggio assieme al test sulla bounding box: il test sulla bounding box ricorre all'indice spaziale, dando un accesso velocizzato a un sottoinsieme dei dati cui poi viene applicato il test sul raggio. La funzione `ST_DWithin(geometry, geometry, distance)` è un sistema pratico per eseguire una ricerca per distanza indicizzata. Funziona creando un rettangolo di ricerca grande abbastanza da racchiudere il raggio di distanza specificato, e poi eseguendo una ricerca per distanza precisa sul sottoinsieme dei risultati, che viene indicizzato. Per esempio, per trovare tutti gli oggetti entro 100 metri dal punto `POINT(1000 1000)`, la seguente query funzionerebbe bene:

```
SELECT * FROM geotable
WHERE ST_DWithin(geocolumn, 'POINT(1000 1000)', 100.0);
```

## 15. Come posso eseguire una riproiezione di coordinate come parte di una query?

Per eseguire una riproiezione, sia il sistema di riferimento di coordinate di origine che quello di destinazione devono essere definiti nella tabella `SPATIAL_REF_SYS`, e le geometrie da riproiettare devono già avere uno SRID assegnato. Fatto questo, la riproiezione è semplice come riferirsi allo SRID desiderato per la destinazione. L'esempio proietta una geometria in NAD 83 long lat. Il caso sotto funzionerà solamente se lo SRID di `the_geom` non è -1 (il riferimento spaziale non deve essere indefinito).

```
SELECT ST_Transform(the_geom, 4269) FROM geotable;
```

## 16. Ho eseguito una `ST_AsEWKT` e `ST_AsText` su una geometria piuttosto grossa ed ho ottenuto un campo vuoto. Come mai?

Probabilmente stato usando PgAdmin o qualche altro strumento che non dà in uscita testi di grandi dimensioni. Se la vostra geometria è abbastanza grande, risulterà vuota in questi strumenti. Se dovete vederla o dovete vedere l'uscita in formato WKT potete usare PSQL,

```
--Per verificare il numero di geometrie che sono effettivamente vuote
SELECT count(gid) FROM geotable WHERE the_geom IS NULL;
```

## 17. Quando eseguo `ST_Intersects`, mi dice che le mie due geometrie non si intersecano, mentre SO CHE LO FANNO. Come mai?

Ciò in genere accade in due casi frequenti. O la tua geometria non è valida (controlla `ST_IsValid`), oppure presumi che si intersechi perché `ST_AsText` esegue un troncamento dei numeri e hai molti decimali che non vengono mostrati.

18. *Sto rilasciando software che utilizza PostGIS. Significa che dovrò utilizzare per questo la licenza GPL come PostGIS? Dovrò pubblicare tutto il mio codice se uso PostGIS?*

Quasi sicuramente no. Per esempio, considera un database Oracle su Linux. Linux è GPL. Oracle non lo è. L'Oracle che gira su Linux deve essere distribuito con licenza GPL? No. Pertanto il tuo software può utilizzare PostgreSQL/PostGIS quanto vuole, ed essere rilasciato sotto qualsiasi tipo di licenza. L'unica eccezione sarebbe se hai eseguito delle modifiche al sorgente di PostGIS, e hai distribuito la versione modificata di PostGIS. In questo caso devi condividere il codice del PostGIS modificato (ma non il codice delle applicazioni che girano su questo). Anche in questo caso particolare, dovrai distribuire il codice sorgente a coloro cui hai distribuito i file binari. La licenza GPL non richiede che tu *pubblich*i il sorgente, ma solo che tu lo condivida con coloro a cui dai i file binari. The above remains true even if you use PostGIS in conjunction with the optional CGAL-enabled functions. Portions of CGAL are GPL, but so is all of PostGIS already: using CGAL does not make PostGIS any more GPL than it was to start with.

## Chapter 4

# Using PostGIS: Data Management and Queries

### 4.1 GIS Objects

The GIS objects supported by PostGIS are a superset of the "Simple Features" defined by the OpenGIS Consortium (OGC). As of version 0.9, PostGIS supports all the objects and functions specified in the OGC "Simple Features for SQL" specification.

PostGIS extends the standard with support for 3DZ, 3DM and 4D coordinates.

#### 4.1.1 OpenGIS WKB and WKT

The OpenGIS specification defines two standard ways of expressing spatial objects: the Well-Known Text (WKT) form and the Well-Known Binary (WKB) form. Both WKT and WKB include information about the type of the object and the coordinates which form the object.

Examples of the text representations (WKT) of the spatial objects of the features are as follows:

- POINT(0 0)
- LINESTRING(0 0,1 1,1 2)
- POLYGON(((0 0,4 0,4 0,0 0),(1 1, 2 1, 2 2, 1 2,1 1)))
- MULTIPOINT((0 0),(1 2))
- MULTILINESTRING((0 0,1 1,1 2),(2 3,3 2,5 4))
- MULTIPOLYGON((((0 0,4 0,4 0,0 0),(1 1,2 1,2 2,1 2,1 1)), ((-1 -1,-1 -2,-2 -2,-2 -1,-1 -1)))
- GEOMETRYCOLLECTION(POINT(2 3),LINESTRING(2 3,3 4))

The OpenGIS specification also requires that the internal storage format of spatial objects include a spatial referencing system identifier (SRID). The SRID is required when creating spatial objects for insertion into the database.

Input/Output of these formats are available using the following interfaces:

```
bytea WKB = ST_AsBinary(geometry);
text WKT = ST_AsText(geometry);
geometry = ST_GeomFromWKB(bytea WKB, SRID);
geometry = ST_GeometryFromText(text WKT, SRID);
```

For example, a valid insert statement to create and insert an OGC spatial object would be:

```
INSERT INTO geotable (the_geom, the_name)
VALUES (ST_GeomFromText('POINT(-126.4 45.32)', 312), 'A Place');
```





### 4.1.3 SQL-MM Part 3

The SQL Multimedia Applications Spatial specification extends the simple features for SQL spec by defining a number of circularly interpolated curves.

The SQL-MM definitions include 3dm, 3dz and 4d coordinates, but do not allow the embedding of SRID information.

The well-known text extensions are not yet fully supported. Examples of some simple curved geometries are shown below:

- **CIRCULARSTRING**(0 0, 1 1, 1 0)

**CIRCULARSTRING**(0 0, 4 0, 4 4, 0 4, 0 0)

The **CIRCULARSTRING** is the basic curve type, similar to a **LINESTRING** in the linear world. A single segment required three points, the start and end points (first and third) and any other point on the arc. The exception to this is for a closed circle, where the start and end points are the same. In this case the second point **MUST** be the center of the arc, ie the opposite side of the circle. To chain arcs together, the last point of the previous arc becomes the first point of the next arc, just like in **LINESTRING**. This means that a valid circular string must have an odd number of points greater than 1.

- **COMPOUNDCURVE**(**CIRCULARSTRING**(0 0, 1 1, 1 0),(1 0, 0 1))

A compound curve is a single, continuous curve that has both curved (circular) segments and linear segments. That means that in addition to having well-formed components, the end point of every component (except the last) must be coincident with the start point of the following component.

- **CURVEPOLYGON**(**CIRCULARSTRING**(0 0, 4 0, 4 4, 0 4, 0 0),(1 1, 3 3, 3 1, 1 1))

Example compound curve in a curve polygon: **CURVEPOLYGON**(**COMPOUNDCURVE**(**CIRCULARSTRING**(0 0, 2 0, 2 1, 2 3, 4 3),(4 3, 4 5, 1 4, 0 0)), **CIRCULARSTRING**(1.7 1, 1.4 0.4, 1.6 0.4, 1.6 0.5, 1.7 1) )

A **CURVEPOLYGON** is just like a polygon, with an outer ring and zero or more inner rings. The difference is that a ring can take the form of a circular string, linear string or compound string.

As of PostGIS 1.4 PostGIS supports compound curves in a curve polygon.

- **MULTICURVE**((0 0, 5 5),**CIRCULARSTRING**(4 0, 4 4, 8 4))

The **MULTICURVE** is a collection of curves, which can include linear strings, circular strings or compound strings.

- **MULTISURFACE**(**CURVEPOLYGON**(**CIRCULARSTRING**(0 0, 4 0, 4 4, 0 4, 0 0),(1 1, 3 3, 3 1, 1 1)),((10 10, 14 12, 11 10, 10 10),(11 11, 11.5 11, 11 11.5, 11 11)))

This is a collection of surfaces, which can be (linear) polygons or curve polygons.



#### Note

PostGIS prior to 1.4 does not support compound curves in a curve polygon, but PostGIS 1.4 and above do support the use of Compound Curves in a Curve Polygon.



#### Note

All floating point comparisons within the SQL-MM implementation are performed to a specified tolerance, currently 1E-8.

## 4.2 PostGIS Geography Type

The geography type provides native support for spatial features represented on "geographic" coordinates (sometimes called "geodetic" coordinates, or "lat/lon", or "lon/lat"). Geographic coordinates are spherical coordinates expressed in angular units (degrees).

The basis for the PostGIS geometry type is a plane. The shortest path between two points on the plane is a straight line. That means calculations on geometries (areas, distances, lengths, intersections, etc) can be calculated using cartesian mathematics and straight line vectors.

The basis for the PostGIS geographic type is a sphere. The shortest path between two points on the sphere is a great circle arc. That means that calculations on geographies (areas, distances, lengths, intersections, etc) must be calculated on the sphere, using more complicated mathematics. For more accurate measurements, the calculations must take the actual spheroidal shape of the world into account, and the mathematics becomes very complicated indeed.

Because the underlying mathematics is much more complicated, there are fewer functions defined for the geography type than for the geometry type. Over time, as new algorithms are added, the capabilities of the geography type will expand.

One restriction is that it only supports WGS 84 long lat (SRID:4326). It uses a new data type called geography. None of the GEOS functions support this new type. As a workaround one can convert back and forth between geometry and geography types.

The new geography type uses the PostgreSQL 8.3+ typmod definition format so that a table with a geography field can be added in a single step. All the standard OGC formats except for curves are supported.

### 4.2.1 Geography Basics

The geography type only supports the simplest of simple features. Standard geometry type data will autocast to geography if it is of SRID 4326. You can also use the EWKT and EWKB conventions to insert data.

- POINT: Creating a table with 2d point geometry:

```
CREATE TABLE testgeog(gid serial PRIMARY KEY, the_geog geography(POINT,4326));
```

Creating a table with z coordinate point

```
CREATE TABLE testgeog(gid serial PRIMARY KEY, the_geog geography(POINTZ,4326));
```

- LINESTRING
- POLYGON
- MULTIPOINT
- MULTILINESTRING
- MULTIPOLYGON
- GEOMETRYCOLLECTION

The new geography fields don't get registered in the `geometry_columns`. They get registered in a new view called `geography_columns` which is a view against the system catalogs so is always automatically kept up to date without need for an `AddGeom...` like function.

Now, check the "geography\_columns" view and see that your table is listed.

You can create a new table with a GEOGRAPHY column using the CREATE TABLE syntax. Unlike GEOMETRY, there is no need to run a separate `AddGeometryColumns()` process to register the column in metadata.

```
CREATE TABLE global_points (
 id SERIAL PRIMARY KEY,
 name VARCHAR(64),
 location GEOGRAPHY(POINT,4326)
);
```

Note that the location column has type GEOGRAPHY and that geography type supports two optional modifier: a type modifier that restricts the kind of shapes and dimensions allowed in the column; an SRID modifier that restricts the coordinate reference identifier to a particular number.

Allowable values for the type modifier are: POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON. The modifier also supports dimensionality restrictions through suffixes: Z, M and ZM. So, for example a modifier of 'LINESTRINGM' would only allow line strings with three dimensions in, and would treat the third dimension as a measure. Similarly, 'POINTZM' would expect four dimensional data.

The SRID modifier is currently of limited use: only 4326 (WGS84) is allowed as a value. If you do not specify an SRID, the a value 0 (undefined spheroid) will be used, and all calculations will proceed using WGS84 anyways.

In the future, alternate SRIDs will allow calculations on spheroids other than WGS84.

Once you have created your table, you can see it in the GEOGRAPHY\_COLUMNS table:

```
-- See the contents of the metadata view
SELECT * FROM geography_columns;
```

You can insert data into the table the same as you would if it was using a GEOMETRY column:

```
-- Add some data into the test table
INSERT INTO global_points (name, location) VALUES ('Town', ST_GeographyFromText('SRID=4326; ↵
POINT(-110 30)'));
INSERT INTO global_points (name, location) VALUES ('Forest', ST_GeographyFromText('SRID ↵
=4326;POINT(-109 29)'));
INSERT INTO global_points (name, location) VALUES ('London', ST_GeographyFromText('SRID ↵
=4326;POINT(0 49)'));
```

Creating an index works the same as GEOMETRY. PostGIS will note that the column type is GEOGRAPHY and create an appropriate sphere-based index instead of the usual planar index used for GEOMETRY.

```
-- Index the test table with a spherical index
CREATE INDEX global_points_gix ON global_points USING GIST (location);
```

Query and measurement functions use units of meters. So distance parameters should be expressed in meters, and return values should be expected in meters (or square meters for areas).

```
-- Show a distance query and note, London is outside the 1000km tolerance
SELECT name FROM global_points WHERE ST_DWithin(location, ST_GeographyFromText('SRID ↵
=4326;POINT(-110 29)'), 1000000);
```

You can see the power of GEOGRAPHY in action by calculating the how close a plane flying from Seattle to London (LINESTRING(-122.33 47.606, 0.0 51.5)) comes to Reykjavik (POINT(-21.96 64.15)).

```
-- Distance calculation using GEOGRAPHY (122.2km)
SELECT ST_Distance('LINESTRING(-122.33 47.606, 0.0 51.5)::geography, 'POINT(-21.96 ↵
64.15):: geography');

-- Distance calculation using GEOMETRY (13.3 "degrees")
SELECT ST_Distance('LINESTRING(-122.33 47.606, 0.0 51.5)::geometry, 'POINT(-21.96 64.15) ↵
':: geometry);
```

The GEOGRAPHY type calculates the true shortest distance over the sphere between Reykjavik and the great circle flight path between Seattle and London.

**Great Circle mapper** The GEOMETRY type calculates a meaningless cartesian distance between Reykjavik and the straight line path from Seattle to London plotted on a flat map of the world. The nominal units of the result might be called "degrees", but the result doesn't correspond to any true angular difference between the points, so even calling them "degrees" is inaccurate.

## 4.2.2 When to use Geography Data type over Geometry data type

The new GEOGRAPHY type allows you to store data in longitude/latitude coordinates, but at a cost: there are fewer functions defined on GEOGRAPHY than there are on GEOMETRY; those functions that are defined take more CPU time to execute.

The type you choose should be conditioned on the expected working area of the application you are building. Will your data span the globe or a large continental area, or is it local to a state, county or municipality?

- If your data is contained in a small area, you might find that choosing an appropriate projection and using GEOMETRY is the best solution, in terms of performance and functionality available.
- If your data is global or covers a continental region, you may find that GEOGRAPHY allows you to build a system without having to worry about projection details. You store your data in longitude/latitude, and use the functions that have been defined on GEOGRAPHY.
- If you don't understand projections, and you don't want to learn about them, and you're prepared to accept the limitations in functionality available in GEOGRAPHY, then it might be easier for you to use GEOGRAPHY than GEOMETRY. Simply load your data up as longitude/latitude and go from there.

Refer to Section 14.11 for compare between what is supported for Geography vs. Geometry. For a brief listing and description of Geography functions, refer to Section 14.4

### 4.2.3 Geography Advanced FAQ

#### 1. *Do you calculate on the sphere or the spheroid?*

By default, all distance and area calculations are done on the spheroid. You should find that the results of calculations in local areas match up well with local planar results in good local projections. Over larger areas, the spheroidal calculations will be more accurate than any calculation done on a projected plane. All the geography functions have the option of using a sphere calculation, by setting a final boolean parameter to 'FALSE'. This will somewhat speed up calculations, particularly for cases where the geometries are very simple.

#### 2. *What about the date-line and the poles?*

All the calculations have no conception of date-line or poles, the coordinates are spherical (longitude/latitude) so a shape that crosses the dateline is, from a calculation point of view, no different from any other shape.

#### 3. *What is the longest arc you can process?*

We use great circle arcs as the "interpolation line" between two points. That means any two points are actually joined up two ways, depending on which direction you travel along the great circle. All our code assumes that the points are joined by the \*shorter\* of the two paths along the great circle. As a consequence, shapes that have arcs of more than 180 degrees will not be correctly modelled.

#### 4. *Why is it so slow to calculate the area of Europe / Russia / insert big geographic region here ?*

Because the polygon is so darned huge! Big areas are bad for two reasons: their bounds are huge, so the index tends to pull the feature no matter what query you run; the number of vertices is huge, and tests (distance, containment) have to traverse the vertex list at least once and sometimes N times (with N being the number of vertices in the other candidate feature). As with GEOMETRY, we recommend that when you have very large polygons, but are doing queries in small areas, you "denormalize" your geometric data into smaller chunks so that the index can effectively subquery parts of the object and so queries don't have to pull out the whole object every time. Just because you \*can\* store all of Europe in one polygon doesn't mean you \*should\*.

## 4.3 Using OpenGIS Standards

The OpenGIS "Simple Features Specification for SQL" defines standard GIS object types, the functions required to manipulate them, and a set of meta-data tables. In order to ensure that meta-data remain consistent, operations such as creating and removing a spatial column are carried out through special procedures defined by OpenGIS.

There are two OpenGIS meta-data tables: SPATIAL\_REF\_SYS and GEOMETRY\_COLUMNS. The SPATIAL\_REF\_SYS table holds the numeric IDs and textual descriptions of coordinate systems used in the spatial database.

### 4.3.1 The SPATIAL\_REF\_SYS Table and Spatial Reference Systems

The `spatial_ref_sys` table is a PostGIS included and OGC compliant database table that lists over 3000 known [spatial reference systems](#) and details needed to transform/reproject between them.

Although the PostGIS `spatial_ref_sys` table contains over 3000 of the more commonly used spatial reference system definitions that can be handled by the `proj` library, it does not contain all known to man and you can even define your own custom projection if you are familiar with `proj4` constructs. Keep in mind that most spatial reference systems are regional and have no meaning when used outside of the bounds they were intended for.

An excellent resource for finding spatial reference systems not defined in the core set is <http://spatialreference.org/>

Some of the more commonly used spatial reference systems are: [4326 - WGS 84 Long Lat](#), [4269 - NAD 83 Long Lat](#), [3395 - WGS 84 World Mercator](#), [2163 - US National Atlas Equal Area](#), Spatial reference systems for each NAD 83, WGS 84 UTM zone - UTM zones are one of the most ideal for measurement, but only cover 6-degree regions.

Various US state plane spatial reference systems (meter or feet based) - usually one or 2 exists per US state. Most of the meter ones are in the core set, but many of the feet based ones or ESRI created ones you will need to pull from [spatialreference.org](http://spatialreference.org).

For details on determining which UTM zone to use for your area of interest, check out the [utmzone PostGIS plpgsql helper function](#).

The `SPATIAL_REF_SYS` table definition is as follows:

```
CREATE TABLE spatial_ref_sys (
 srid INTEGER NOT NULL PRIMARY KEY,
 auth_name VARCHAR(256),
 auth_srid INTEGER,
 srtext VARCHAR(2048),
 proj4text VARCHAR(2048)
)
```

The `SPATIAL_REF_SYS` columns are as follows:

**SRID** An integer value that uniquely identifies the Spatial Referencing System (SRS) within the database.

**AUTH\_NAME** The name of the standard or standards body that is being cited for this reference system. For example, "EPSG" would be a valid `AUTH_NAME`.

**AUTH\_SRID** The ID of the Spatial Reference System as defined by the Authority cited in the `AUTH_NAME`. In the case of EPSG, this is where the EPSG projection code would go.

**SRTEXT** The Well-Known Text representation of the Spatial Reference System. An example of a WKT SRS representation is:

```
PROJCS["NAD83 / UTM Zone 10N",
 GEOGCS["NAD83",
 DATUM["North_American_Datum_1983",
 SPHEROID["GRS 1980",6378137,298.257222101]
],
 PRIMEM["Greenwich",0],
 UNIT["degree",0.0174532925199433]
],
 PROJECTION["Transverse_Mercator"],
 PARAMETER["latitude_of_origin",0],
 PARAMETER["central_meridian",-123],
 PARAMETER["scale_factor",0.9996],
 PARAMETER["false_easting",500000],
 PARAMETER["false_northing",0],
 UNIT["metre",1]
]
```

For a listing of EPSG projection codes and their corresponding WKT representations, see <http://www.opengeospatial.org/>. For a discussion of WKT in general, see the OpenGIS "Coordinate Transformation Services Implementation Specification" at <http://www.opengeospatial.org/standards>. For information on the European Petroleum Survey Group (EPSG) and their database of spatial reference systems, see <http://www.epsg.org>.

**PROJ4TEXT** PostGIS uses the Proj4 library to provide coordinate transformation capabilities. The PROJ4TEXT column contains the Proj4 coordinate definition string for a particular SRID. For example:

```
+proj=utm +zone=10 +ellps=clrk66 +datum=NAD27 +units=m
```

For more information about, see the Proj4 web site at <http://trac.osgeo.org/proj/>. The `spatial_ref_sys.sql` file contains both SRTEXT and PROJ4TEXT definitions for all EPSG projections.

### 4.3.2 The GEOMETRY\_COLUMNS VIEW

In versions of PostGIS prior to 2.0.0, `geometry_columns` was a table that could be directly edited, and sometimes got out of synch with the actual definition of the geometry columns. In PostGIS 2.0.0, `GEOMETRY_COLUMNS` became a view with the same front-facing structure as prior versions, but reading from database system catalogs. Its structure is as follows:

```
\d geometry_columns
```

View "public.geometry\_columns"

| Column            | Type                   | Modifiers |
|-------------------|------------------------|-----------|
| f_table_catalog   | character varying(256) |           |
| f_table_schema    | character varying(256) |           |
| f_table_name      | character varying(256) |           |
| f_geometry_column | character varying(256) |           |
| coord_dimension   | integer                |           |
| srid              | integer                |           |
| type              | character varying(30)  |           |

The column meanings have not changed from prior versions and are:

**F\_TABLE\_CATALOG, F\_TABLE\_SCHEMA, F\_TABLE\_NAME** The fully qualified name of the feature table containing the geometry column. Note that the terms "catalog" and "schema" are Oracle-ish. There is not PostgreSQL analogue of "catalog" so that column is left blank -- for "schema" the PostgreSQL schema name is used (`public` is the default).

**F\_GEOMETRY\_COLUMN** The name of the geometry column in the feature table.

**COORD\_DIMENSION** The spatial dimension (2, 3 or 4 dimensional) of the column.

**SRID** The ID of the spatial reference system used for the coordinate geometry in this table. It is a foreign key reference to the `SPATIAL_REF_SYS`.

**TYPE** The type of the spatial object. To restrict the spatial column to a single type, use one of: POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON, GEOMETRYCOLLECTION or corresponding XYM versions POINTM, LINESTRINGM, POLYGONM, MULTIPOINTM, MULTILINESTRINGM, MULTIPOLYGONM, GEOMETRYCOLLECTIONM. For heterogeneous (mixed-type) collections, you can use "GEOMETRY" as the type.



#### Note

This attribute is (probably) not part of the OpenGIS specification, but is required for ensuring type homogeneity.

### 4.3.3 Creating a Spatial Table

Creating a table with spatial data, can be done in one step. As shown in the following example which creates a roads table with a 2D linestring geometry column in WGS84 long lat

```
CREATE TABLE ROADS (ID int4
 , ROAD_NAME varchar(25), geom geometry(LINESTRING,4326));
```

We can add additional columns using standard ALTER TABLE command as we do in this next example where we add a 3-D linestring.

```
ALTER TABLE roads ADD COLUMN geom2 geometry(LINESTRINGZ,4326);
```

For backwards compability, you can still create a spatial table in two stages using the management functions.

- Create a normal non-spatial table.

For example: **CREATE TABLE ROADS ( ID int4, ROAD\_NAME varchar(25) )**

- Add a spatial column to the table using the OpenGIS "AddGeometryColumn" function. Refer to [AddGeometryColumn](#) for more details.

The syntax is:

```
AddGeometryColumn (
 <schema_name>,
 <table_name>,
 <column_name>,
 <srid>,
 <type>,
 <dimension>
)
```

Or, using current schema:

```
AddGeometryColumn (
 <table_name>,
 <column_name>,
 <srid>,
 <type>,
 <dimension>
)
```

Example1: **SELECT AddGeometryColumn('public', 'roads', 'geom', 423, 'LINESTRING', 2)**

Example2: **SELECT AddGeometryColumn( 'roads', 'geom', 423, 'LINESTRING', 2)**

Here is an example of SQL used to create a table and add a spatial column (assuming that an SRID of 128 exists already):

```
CREATE TABLE parks (
 park_id INTEGER,
 park_name VARCHAR,
 park_date DATE,
 park_type VARCHAR
);
SELECT AddGeometryColumn('parks', 'park_geom', 128, 'MULTIPOLYGON', 2);
```

Here is another example, using the generic "geometry" type and the undefined SRID value of 0:

```
CREATE TABLE roads (
 road_id INTEGER,
 road_name VARCHAR
);
SELECT AddGeometryColumn('roads', 'roads_geom', 0, 'GEOMETRY', 3);
```

#### 4.3.4 Manually Registering Geometry Columns in geometry\_columns

The AddGeometryColumn() approach creates a geometry column of specified type. This type and dimension are queryable from the geometry\_columns view. Starting with PostGIS 2.0, geometry\_columns is no longer editable and all geometry columns are autoregistered.



If your geometry columns were created as generic in a table or view and no constraints applied, they will not have a dimension, type or srid in geometry\_columns views, but will still be listed.

Two of the cases where this may happen, but you can't use AddGeometryColumn, is in the case of SQL Views and bulk inserts. For bulk insert case, you can correct the registration in the geometry\_columns table by constraining the column or doing an alter table. For views, you could expose using a CAST operation. Note in PostGIS 2.0+ if your column is typmod based, the creation process would register it correctly, so no need to do anything. Also views that have no spatial function applied to the geometry will register the same as the underlying table geometry column.

```
--Lets say you have a view created like this
CREATE VIEW public.vwmytablemercator AS
 SELECT gid, ST_Transform(geom,3395) As geom, f_name
 FROM public.mytable;

-- For it to register correctly in PostGIS 2.0+
-- You need to cast the geometry
--
DROP VIEW public.vwmytablemercator;
CREATE VIEW public.vwmytablemercator AS
 SELECT gid, ST_Transform(geom,3395)::geometry(Geometry, 3395) As geom, f_name
 FROM public.mytable;

-- If you know the geometry type for sure is a 2D POLYGON then you could do
DROP VIEW public.vwmytablemercator;
CREATE VIEW public.vwmytablemercator AS
 SELECT gid, ST_Transform(geom,3395)::geometry(Polygon, 3395) As geom, f_name
 FROM public.mytable;
```

```
--Lets say you created a derivative table by doing a bulk insert
SELECT poi.gid, poi.geom, citybounds.city_name
INTO myschema.my_special_pois
FROM poi INNER JOIN citybounds ON ST_Intersects(citybounds.geom, poi.geom);

--Create 2d index on new table
CREATE INDEX idx_myschema_myspecialpois_geom_gist
 ON myschema.my_special_pois USING gist(geom);

-- If your points are 3D points or 3M points,
-- then you might want to create an nd index instead of a 2d index
-- like so
CREATE INDEX my_special_pois_geom_gist_nd
 ON my_special_pois USING gist(geom gist_geometry_ops_nd);

--To manually register this new table's geometry column in geometry_columns
-- Note that this approach will work for both PostGIS 2.0+ and PostGIS 1.4+
-- For PostGIS 2.0 it will also change the underlying structure of the table to
-- to make the column typmod based.
-- For PostGIS prior to 2.0, this technique can also be used to register views
SELECT populate_geometry_columns('myschema.my_special_pois'::regclass);

--If you are using PostGIS 2.0 and for whatever reason, you
-- you need the old constraint based definition behavior
-- (such as case of inherited tables where all children do not have the same type and srid)
-- set new optional use_typmod argument to false
SELECT populate_geometry_columns('myschema.my_special_pois'::regclass, false);
```

Although the old-constraint based method is still supported, a constraint-based geometry column used directly in a view, will not register correctly in geometry\_columns, as will a typmod one. In this example we define a column using typmod and another using constraints.

```
CREATE TABLE pois_ny(gid SERIAL PRIMARY KEY
 , poi_name text, cat varchar(20)
```

```
, geom geometry(POINT,4326));
SELECT AddGeometryColumn('pois_ny', 'geom_2160', 2160, 'POINT', 2, false);
```

If we run in psql

```
\d pois_ny;
```

We observe they are defined differently -- one is typmod, one is constraint

```
Table "public.pois_ny"
 Column | Type | Modifiers
-----+-----+-----
gid | integer | not null default nextval('pois_ny_gid_seq'::regclass)
poi_name | text |
cat | character varying(20) |
geom | geometry(Point,4326) |
geom_2160 | geometry |
Indexes:
 "pois_ny_pkey" PRIMARY KEY, btree (gid)
Check constraints:
 "enforce_dims_geom_2160" CHECK (st_ndims(geom_2160) = 2)
 "enforce_geotype_geom_2160" CHECK (geometrytype(geom_2160) = 'POINT'::text
 OR geom_2160 IS NULL)
 "enforce_srid_geom_2160" CHECK (st_srid(geom_2160) = 2160)
```

In geometry\_columns, they both register correctly

```
SELECT f_table_name, f_geometry_column, srid, type
FROM geometry_columns
WHERE f_table_name = 'pois_ny';
```

```
f_table_name | f_geometry_column | srid | type
-----+-----+-----+-----
pois_ny | geom | 4326 | POINT
pois_ny | geom_2160 | 2160 | POINT
```

However -- if we were to create a view like this

```
CREATE VIEW vw_pois_ny_parks AS
SELECT *
FROM pois_ny
WHERE cat='park';

SELECT f_table_name, f_geometry_column, srid, type
FROM geometry_columns
WHERE f_table_name = 'vw_pois_ny_parks';
```

The typmod based geom view column registers correctly, but the constraint based one does not.

```
f_table_name | f_geometry_column | srid | type
-----+-----+-----+-----
vw_pois_ny_parks | geom | 4326 | POINT
vw_pois_ny_parks | geom_2160 | 0 | GEOMETRY
```

This may change in future versions of PostGIS, but for now To force the constraint based view column to register correctly, we need to do this:

```
DROP VIEW vw_pois_ny_parks;
CREATE VIEW vw_pois_ny_parks AS
SELECT gid, poi_name, cat
```

```
, geom
, geom_2160::geometry(POINT,2160) As geom_2160
FROM pois_ny
WHERE cat='park';
SELECT f_table_name, f_geometry_column, srid, type
FROM geometry_columns
WHERE f_table_name = 'vw_pois_ny_parks';
```

| f_table_name     | f_geometry_column | srid | type  |
|------------------|-------------------|------|-------|
| vw_pois_ny_parks | geom              | 4326 | POINT |
| vw_pois_ny_parks | geom_2160         | 2160 | POINT |

4.3.5 Ensuring OpenGIS compliancy of geometries

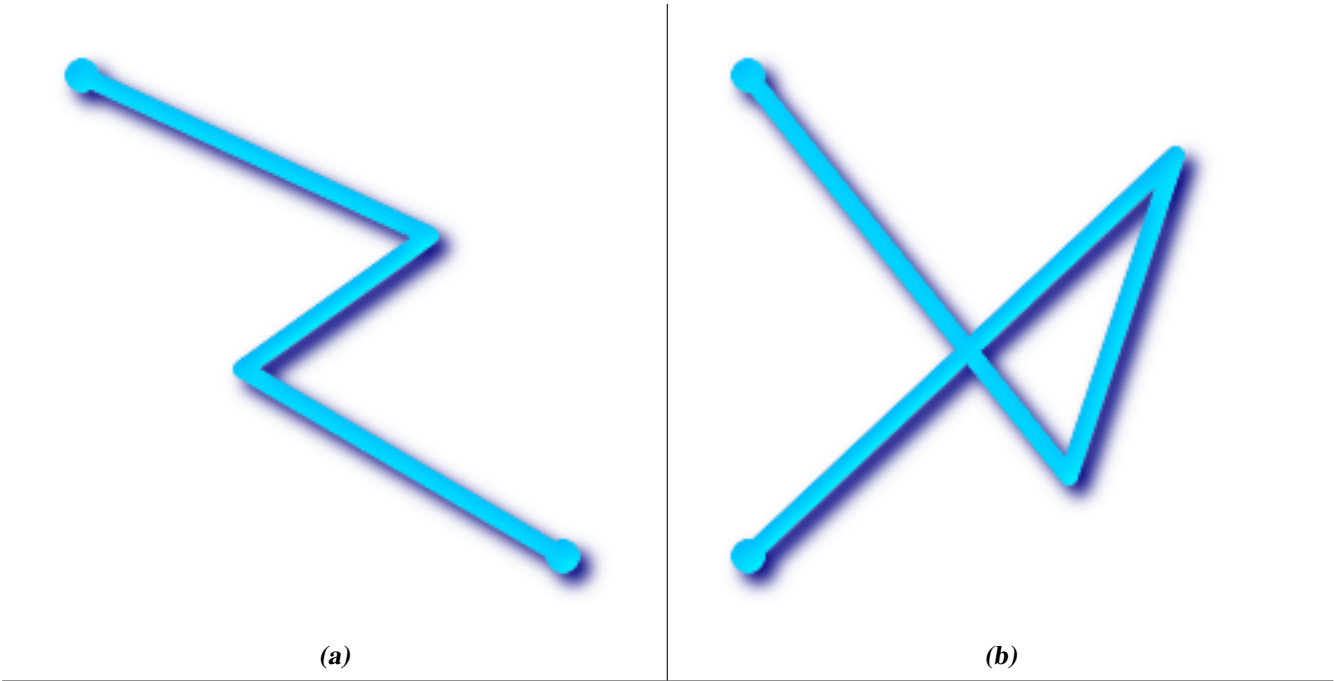
PostGIS is compliant with the Open Geospatial Consortium’s (OGC) OpenGIS Specifications. As such, many PostGIS methods require, or more accurately, assume that geometries that are operated on are both simple and valid. For example, it does not make sense to calculate the area of a polygon that has a hole defined outside of the polygon, or to construct a polygon from a non-simple boundary line.

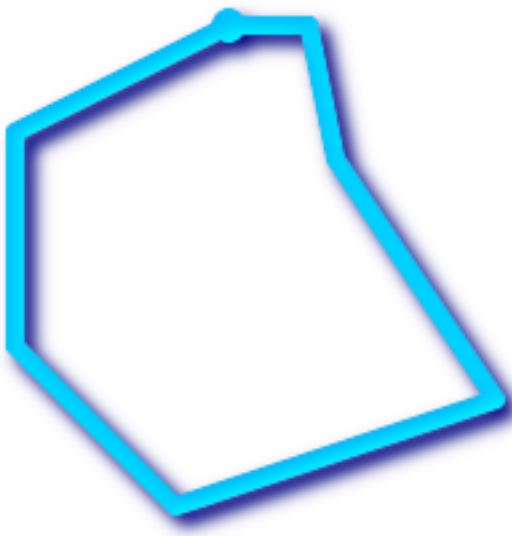
According to the OGC Specifications, a *simple* geometry is one that has no anomalous geometric points, such as self intersection or self tangency and primarily refers to 0 or 1-dimensional geometries (i.e. [MULTI]POINT, [MULTI]LINESTRING). Geometry validity, on the other hand, primarily refers to 2-dimensional geometries (i.e. [MULTI]POLYGON) and defines the set of assertions that characterizes a valid polygon. The description of each geometric class includes specific conditions that further detail geometric simplicity and validity.

A POINT is inheritably *simple* as a 0-dimensional geometry object.

MULTIPOINTS are *simple* if no two coordinates (POINTS) are equal (have identical coordinate values).

A LINESTRING is *simple* if it does not pass through the same POINT twice (except for the endpoints, in which case it is referred to as a linear ring and additionally considered closed).





(c)



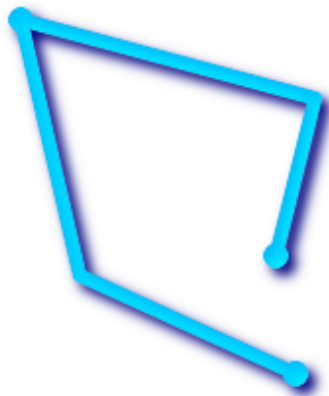
(d)

(a) and (c) are simple `LINESTRING`s, (b) and (d) are not.

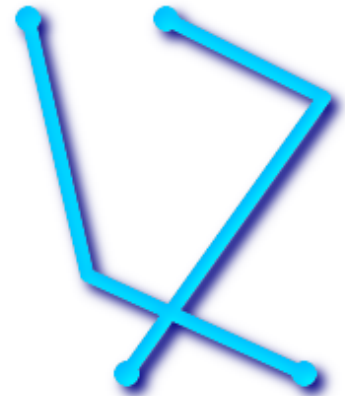
A `MULTILINESTRING` is *simple* only if all of its elements are simple and the only intersection between any two elements occurs at `POINTS` that are on the boundaries of both elements.



(e)



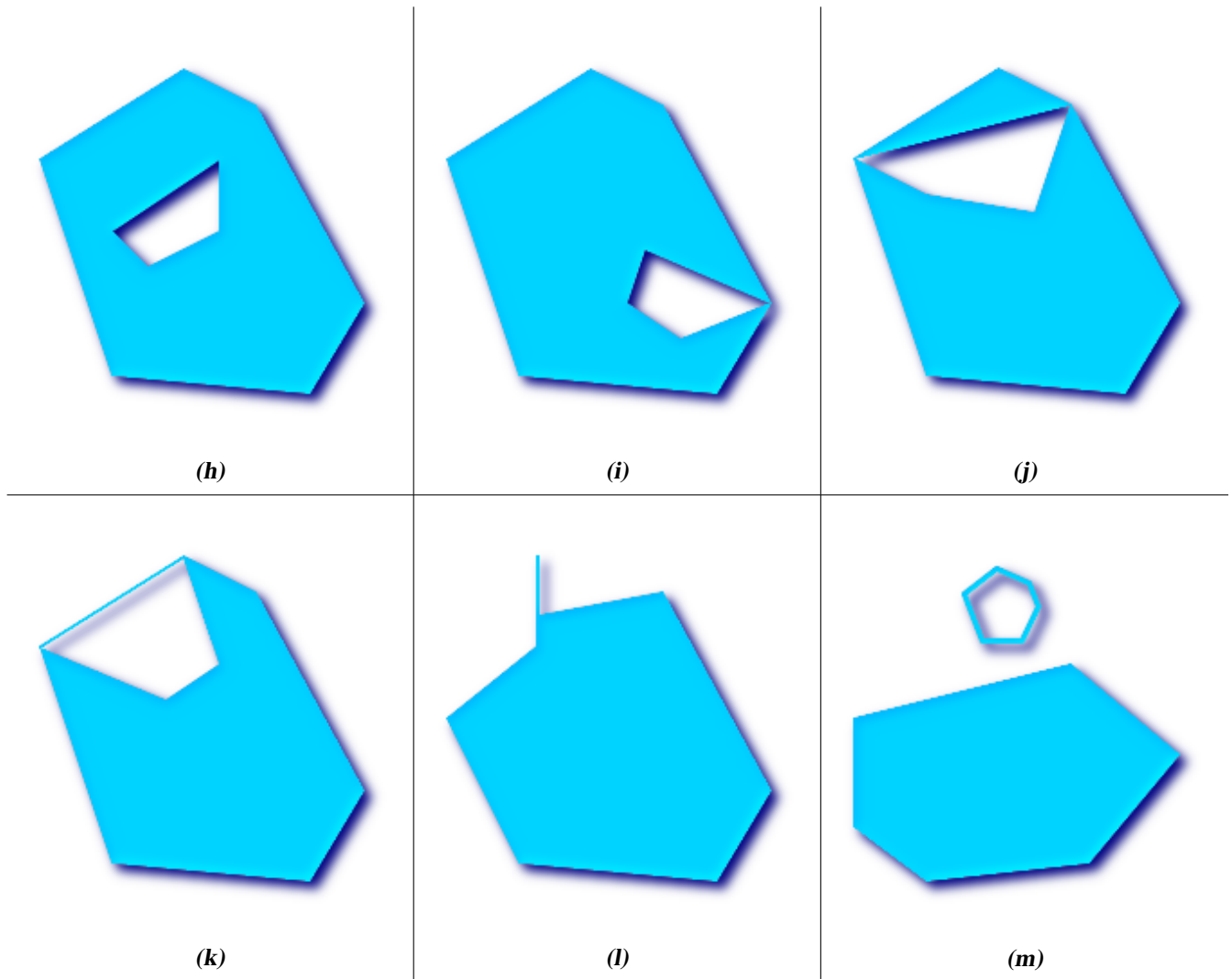
(f)



(g)

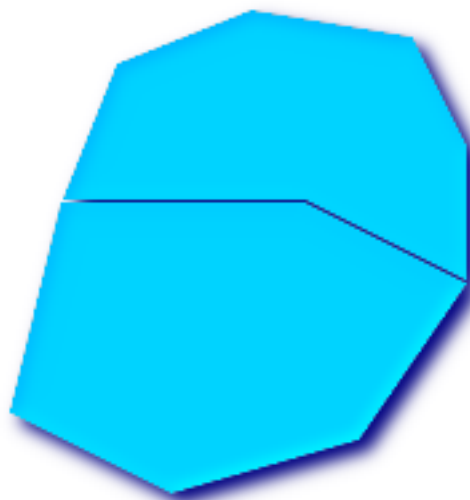
(e) and (f) are simple `MULTILINESTRING`s, (g) is not.

By definition, a `POLYGON` is always *simple*. It is *valid* if no two rings in the boundary (made up of an exterior ring and interior rings) cross. The boundary of a `POLYGON` may intersect at a `POINT` but only as a tangent (i.e. not on a line). A `POLYGON` may not have cut lines or spikes and the interior rings must be contained entirely within the exterior ring.

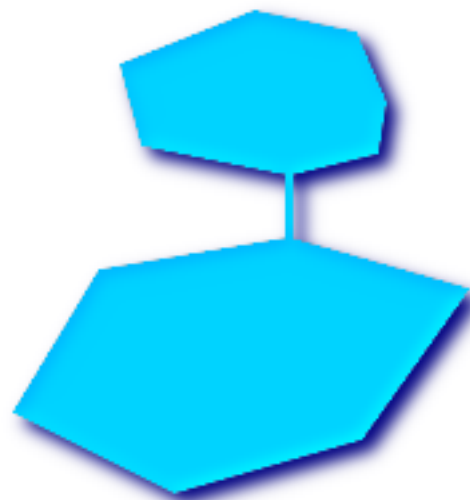


**(h)** and **(i)** are valid **POLYGONS**, **(j-m)** cannot be represented as single **POLYGONS**, but **(j)** and **(m)** could be represented as a valid **MULTIPOLYGON**.

A **MULTIPOLYGON** is *valid* if and only if all of its elements are valid and the interiors of no two elements intersect. The boundaries of any two elements may touch, but only at a finite number of **POINTS**.



(n)



(o)

(n) and (o) are not valid MULTIPOLYGONS. (p), however, is valid.

Most of the functions implemented by the GEOS library rely on the assumption that your geometries are valid as specified by the OpenGIS Simple Feature Specification. To check simplicity or validity of geometries you can use the `ST_IsSimple()` and `ST_IsValid()`

```
-- Typically, it doesn't make sense to check
-- for validity on linear features since it will always return TRUE.
-- But in this example, PostGIS extends the definition of the OGC IsValid
-- by returning false if a LineString has less than 2 *distinct* vertices.
gisdb=# SELECT
 ST_IsValid('LINESTRING(0 0, 1 1)'),
 ST_IsValid('LINESTRING(0 0, 0 0, 0 0)');

 st_isvalid | st_isvalid
-----+-----
 t | f
```

By default, PostGIS does not apply this validity check on geometry input, because testing for validity needs lots of CPU time for complex geometries, especially polygons. If you do not trust your data sources, you can manually enforce such a check to your tables by adding a check constraint:

```
ALTER TABLE mytable
 ADD CONSTRAINT geometry_valid_check
 CHECK (ST_IsValid(the_geom));
```

If you encounter any strange error messages such as "GEOS Intersection() threw an error!" or "JTS Intersection() threw an error!" when calling PostGIS functions with valid input geometries, you likely found an error in either PostGIS or one of the libraries it uses, and you should contact the PostGIS developers. The same is true if a PostGIS function returns an invalid geometry for valid input.

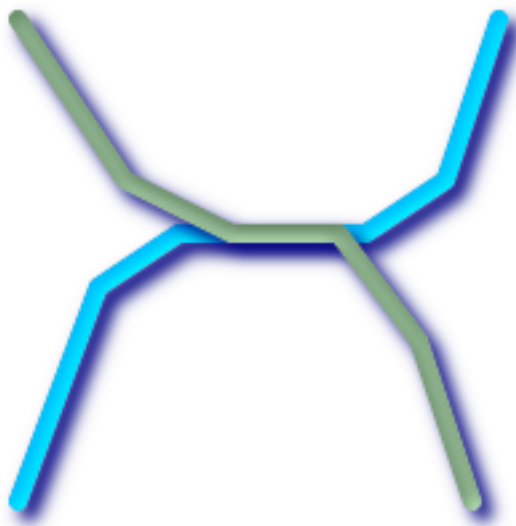


#### Note

Strictly compliant OGC geometries cannot have Z or M values. The `ST_IsValid()` function won't consider higher dimensioned geometries invalid! Invocations of `AddGeometryColumn()` will add a constraint checking geometry dimensions, so it is enough to specify 2 there.

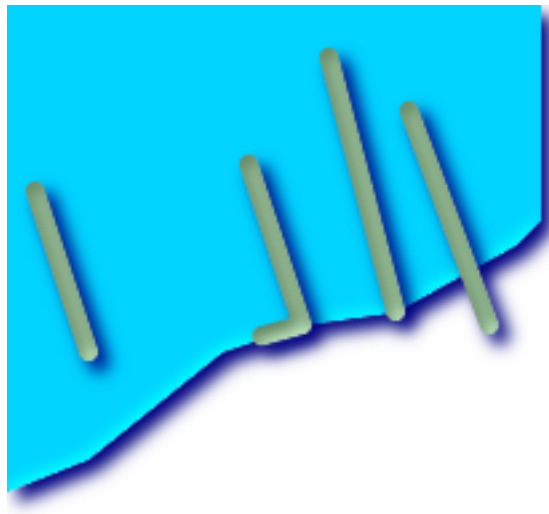
### 4.3.6 Dimensionally Extended 9 Intersection Model (DE-9IM)

It is sometimes the case that the typical spatial predicates (`ST_Contains`, `ST_Crosses`, `ST_Intersects`, `ST_Touches`, ...) are insufficient in and of themselves to adequately provide that desired spatial filter.



For example, consider a linear dataset representing a road network. It may be the task of a GIS analyst to identify all road segments that cross each other, not at a point, but on a line, perhaps invalidating some business rule. In this case, `ST_Crosses` does not adequately provide the necessary spatial filter since, for linear features, it returns `true` only where they cross at a point.

One two-step solution might be to first perform the actual intersection (`ST_Intersection`) of pairs of road segments that spatially intersect (`ST_Intersects`), and then compare the intersection's `ST_GeometryType` with 'LINESTRING' (properly dealing with cases that return `GEOMETRYCOLLECTIONS` of `[MULTI]POINTS`, `[MULTI]LINESTRINGS`, etc.). A more elegant / faster solution may indeed be desirable.



A second [theoretical] example may be that of a GIS analyst trying to locate all wharfs or docks that intersect a lake's boundary on a line and where only one end of the wharf is up on shore. In other words, where a wharf is within, but not completely within a lake, intersecting the boundary of a lake on a line, and where the wharf's endpoints are both completely within and on the boundary of the lake. The analyst may need to use a combination of spatial predicates to isolate the sought after features:

- `ST_Contains(lake, wharf) = TRUE`
- `ST_ContainsProperly(lake, wharf) = FALSE`
- `ST_GeometryType(ST_Intersection(wharf, lake)) = 'LINESTRING'`
- `ST_NumGeometries(ST_Multi(ST_Intersection(ST_Boundary(wharf), ST_Boundary(lake)))) = 1`  
... (needless to say, this could get quite complicated)

So enters the Dimensionally Extended 9 Intersection Model, or DE-9IM for short.

#### 4.3.6.1 Theory

According to the [OpenGIS Simple Features Implementation Specification for SQL](#), "the basic approach to comparing two geometries is to make pair-wise tests of the intersections between the Interiors, Boundaries and Exteriors of the two geometries and to classify the relationship between the two geometries based on the entries in the resulting 'intersection' matrix."

##### Boundary

The boundary of a geometry is the set of geometries of the next lower dimension. For POINTs, which have a dimension of 0, the boundary is the empty set. The boundary of a LINESTRING are the two endpoints. For POLYGONs, the boundary is the linework that make up the exterior and interior rings.

##### Interior

The interior of a geometry are those points of a geometry that are left when the boundary is removed. For POINTs, the interior is the POINT itself. The interior of a LINESTRING are the set of real points between the endpoints. For POLYGONs, the interior is the areal surface inside the polygon.

##### Exterior

The exterior of a geometry is the universe, an areal surface, not on the interior or boundary of the geometry.



Given geometry  $a$ , where the  $I(a)$ ,  $B(a)$ , and  $E(a)$  are the *Interior*, *Boundary*, and *Exterior* of  $a$ , the mathematical representation of the matrix is:

|          | Interior                 | Boundary                 | Exterior                 |
|----------|--------------------------|--------------------------|--------------------------|
| Interior | $\dim( I(a) \cap I(b) )$ | $\dim( I(a) \cap B(b) )$ | $\dim( I(a) \cap E(b) )$ |
| Boundary | $\dim( B(a) \cap I(b) )$ | $\dim( B(a) \cap B(b) )$ | $\dim( B(a) \cap E(b) )$ |
| Exterior | $\dim( E(a) \cap I(b) )$ | $\dim( E(a) \cap B(b) )$ | $\dim( E(a) \cap E(b) )$ |

Where  $\dim(a)$  is the dimension of  $a$  as specified by **ST\_Dimension** but has the domain of  $\{0, 1, 2, T, F, *\}$

- 0 => point
- 1 => line
- 2 => area
- T =>  $\{0, 1, 2\}$
- F => empty set
- \* => don't care

Visually, for two overlapping polygonal geometries, this looks like:



|          | Interior                                                                                                   | Boundary                                                                                                    | Exterior                                                                                                     |
|----------|------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Interior | <br><i>dim(...) = 2</i>   | <br><i>dim(...) = 1</i>   | <br><i>dim(...) = 2</i>   |
| Boundary | <br><i>dim(...) = 1</i>  | <br><i>dim(...) = 0</i>  | <br><i>dim(...) = 1</i>  |
| Exterior | <br><i>dim(...) = 2</i> | <br><i>dim(...) = 1</i> | <br><i>dim(...) = 2</i> |

Read from left to right and from top to bottom, the dimensional matrix is represented, '212101212'.

A relate matrix that would therefore represent our first example of two lines that intersect on a line would be: '1\*1\*\*\*1\*\*'

```
-- Identify road segments that cross on a line
SELECT a.id
FROM roads a, roads b
WHERE a.id != b.id
AND a.geom && b.geom
AND ST_Relate(a.geom, b.geom, '1*1***1**');
```

A relate matrix that represents the second example of wharfs partly on the lake's shoreline would be '102101FF2'

```
-- Identify wharfs partly on a lake's shoreline
SELECT a.lake_id, b.wharf_id
FROM lakes a, wharfs b
WHERE a.geom && b.geom
AND ST_Relate(a.geom, b.geom, '102101FF2');
```

For more information or reading, see:

- [OpenGIS Simple Features Implementation Specification for SQL](#) (version 1.1, section 2.1.13.2)
- [Dimensionally Extended Nine-Intersection Model \(DE-9IM\)](#)
- [GeoTools: Point Set Theory and the DE-9IM Matrix](#)
- *Encyclopedia of GIS* By Hui Xiong

## 4.4 Loading GIS (Vector) Data

Once you have created a spatial table, you are ready to upload GIS data to the database. Currently, there are two ways to get data into a PostGIS/PostgreSQL database: using formatted SQL statements or using the Shape file loader/dumper.

### 4.4.1 Loading Data Using SQL

If you can convert your data to a text representation, then using formatted SQL might be the easiest way to get your data into PostGIS. As with Oracle and other SQL databases, data can be bulk loaded by piping a large text file full of SQL "INSERT" statements into the SQL terminal monitor.

A data upload file (`roads.sql` for example) might look like this:

```
BEGIN;
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (1,ST_GeomFromText('LINESTRING(191232 243118,191108 243242)',-1),'Jeff Rd');
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (2,ST_GeomFromText('LINESTRING(189141 244158,189265 244817)',-1),'Geordie Rd');
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (3,ST_GeomFromText('LINESTRING(192783 228138,192612 229814)',-1),'Paul St');
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (4,ST_GeomFromText('LINESTRING(189412 252431,189631 259122)',-1),'Graeme Ave');
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (5,ST_GeomFromText('LINESTRING(190131 224148,190871 228134)',-1),'Phil Tce');
INSERT INTO roads (road_id, roads_geom, road_name)
 VALUES (6,ST_GeomFromText('LINESTRING(198231 263418,198213 268322)',-1),'Dave Cres');
COMMIT;
```

The data file can be piped into PostgreSQL very easily using the "psql" SQL terminal monitor:

```
psql -d [database] -f roads.sql
```

### 4.4.2 shp2pgsql: Using the ESRI Shapefile Loader

The `shp2pgsql` data loader converts ESRI Shape files into SQL suitable for insertion into a PostGIS/PostgreSQL database either in geometry or geography format. The loader has several operating modes distinguished by command line flags:

In addition to the `shp2pgsql` command-line loader, there is an `shp2pgsql-gui` graphical interface with most of the options as the command-line loader, but may be easier to use for one-off non-scripted loading or if you are new to PostGIS. It can also be configured as a plugin to PgAdminIII.

**(claldp) These are mutually exclusive options:**

- c Creates a new table and populates it from the shapefile. *This is the default mode.*
- a Appends data from the Shape file into the database table. Note that to use this option to load multiple files, the files must have the same attributes and same data types.
- d Drops the database table before creating a new table with the data in the Shape file.

- p Only produces the table creation SQL code, without adding any actual data. This can be used if you need to completely separate the table creation and data loading steps.
- ? Display help screen.
- D Use the PostgreSQL "dump" format for the output data. This can be combined with -a, -c and -d. It is much faster to load than the default "insert" SQL format. Use this for very large data sets.
- s [**<FROM\_SRID>**;**<SRID>**] Creates and populates the geometry tables with the specified SRID. Optionally specifies that the input shapefile uses the given FROM\_SRID, in which case the geometries will be reprojected to the target SRID. FROM\_SRID cannot be specified with -D.
- k Keep identifiers' case (column, schema and attributes). Note that attributes in Shapefile are all UPPERCASE.
- i Coerce all integers to standard 32-bit integers, do not create 64-bit bigints, even if the DBF header signature appears to warrant it.
- I Create a GiST index on the geometry column.
- m -m a\_file\_name Specify a file containing a set of mappings of (long) column names to 10 character DBF column names. The content of the file is one or more lines of two names separated by white space and no trailing or leading space. For example:
 

```
COLUMNNAME DBFFIELD1
AVERYLONGCOLUMNNAME DBFFIELD2
```
- S Generate simple geometries instead of MULTI geometries. Will only succeed if all the geometries are actually single (I.E. a MULTIPOLYGON with a single shell, or or a MULTIPOINT with a single vertex).
- t **<dimensionality>** Force the output geometry to have the specified dimensionality. Use the following strings to indicate the dimensionality: 2D, 3DZ, 3DM, 4D.  
If the input has fewer dimensions than specified, the output will have those dimensions filled in with zeroes. If the input has more dimensions than specified, the unwanted dimensions will be stripped.
- w Output WKT format, instead of WKB. Note that this can introduce coordinate drifts due to loss of precision.
- e Execute each statement on its own, without using a transaction. This allows loading of the majority of good data when there are some bad geometries that generate errors. Note that this cannot be used with the -D flag as the "dump" format always uses a transaction.
- W **<encoding>** Specify encoding of the input data (dbf file). When used, all attributes of the dbf are converted from the specified encoding to UTF8. The resulting SQL output will contain a SET CLIENT\_ENCODING to UTF8 command, so that the backend will be able to reconvert from UTF8 to whatever encoding the database is configured to use internally.
- N **<policy>** NULL geometries handling policy (insert\*,skip,abort)
- n -n Only import DBF file. If your data has no corresponding shapefile, it will automatically switch to this mode and load just the dbf. So setting this flag is only needed if you have a full shapefile set, and you only want the attribute data and no geometry.
- G Use geography type instead of geometry (requires lon/lat data) in WGS84 long lat (SRID=4326)
- T **<tablespace>** Specify the tablespace for the new table. Indexes will still use the default tablespace unless the -X parameter is also used. The PostgreSQL documentation has a good description on when to use custom tablespaces.
- X **<tablespace>** Specify the tablespace for the new table's indexes. This applies to the primary key index, and the GIST spatial index if -I is also used.

An example session using the loader to create an input file and uploading it might look like this:

```
shp2pgsql -c -D -s 4269 -i -I shaperoads.shp myschema.roadstable > roads.sql
psql -d roadsdb -f roads.sql
```

A conversion and upload can be done all in one step using UNIX pipes:

```
shp2pgsql shaperoads.shp myschema.roadstable | psql -d roadsdb
```

## 4.5 Retrieving GIS Data

Data can be extracted from the database using either SQL or the Shape file loader/dumper. In the section on SQL we will discuss some of the operators available to do comparisons and queries on spatial tables.

### 4.5.1 Using SQL to Retrieve Data

The most straightforward means of pulling data out of the database is to use a SQL select query to reduce the number of RECORDS and COLUMNS returned and dump the resulting columns into a parsable text file:

```
db=# SELECT road_id, ST_AsText(road_geom) AS geom, road_name FROM roads;
```

| road_id | geom                                    | road_name  |
|---------|-----------------------------------------|------------|
| 1       | LINESTRING(191232 243118,191108 243242) | Jeff Rd    |
| 2       | LINESTRING(189141 244158,189265 244817) | Geordie Rd |
| 3       | LINESTRING(192783 228138,192612 229814) | Paul St    |
| 4       | LINESTRING(189412 252431,189631 259122) | Graeme Ave |
| 5       | LINESTRING(190131 224148,190871 228134) | Phil Tce   |
| 6       | LINESTRING(198231 263418,198213 268322) | Dave Cres  |
| 7       | LINESTRING(218421 284121,224123 241231) | Chris Way  |

(6 rows)

However, there will be times when some kind of restriction is necessary to cut down the number of fields returned. In the case of attribute-based restrictions, just use the same SQL syntax as normal with a non-spatial table. In the case of spatial restrictions, the following operators are available/useful:

**&&** This operator tells whether the bounding box of one geometry intersects the bounding box of another.

**ST\_OrderingEquals** This tests whether two geometries are geometrically identical. For example, if 'POLYGON((0 0,1 1,1 0,0 0))' is the same as 'POLYGON((0 0,1 1,1 0,0 0))' (it is).

**=** This operator is a little more naive, it only tests whether the bounding boxes of two geometries are the same.

Next, you can use these operators in queries. Note that when specifying geometries and boxes on the SQL command line, you must explicitly turn the string representations into geometries by using the "ST\_GeomFromText()" function. The 312 is a fictitious spatial reference system that matches our data. So, for example:

```
SELECT road_id, road_name
FROM roads
WHERE ST_OrderingEquals(roads_geom , ST_GeomFromText('LINESTRING(191232 243118,191108 243242)',312)) ;
```

The above query would return the single record from the "ROADS\_GEOM" table in which the geometry was equal to that value.

When using the "&&" operator, you can specify either a BOX3D as the comparison feature or a GEOMETRY. When you specify a GEOMETRY, however, its bounding box will be used for the comparison.

```
SELECT road_id, road_name
FROM roads
WHERE roads_geom && ST_GeomFromText('POLYGON((...))',312);
```

The above query will use the bounding box of the polygon for comparison purposes.

The most common spatial query will probably be a "frame-based" query, used by client software, like data browsers and web mappers, to grab a "map frame" worth of data for display. Using a "BOX3D" object for the frame, such a query looks like this:

```
SELECT ST_AsText(roads_geom) AS geom
FROM roads
WHERE
roads_geom && ST_MakeEnvelope(191232, 243117,191232, 243119,312);
```

Note the use of the SRID 312, to specify the projection of the envelope.

### 4.5.2 Using the Dumper

The `pgsql2shp` table dumper connects directly to the database and converts a table (possibly defined by a query) into a shape file. The basic syntax is:

```
pgsql2shp [<options>] <database> [<schema>.]<table>
```

```
pgsql2shp [<options>] <database> <query>
```

The commandline options are:

- f <filename>** Write the output to a particular filename.
- h <host>** The database host to connect to.
- p <port>** The port to connect to on the database host.
- P <password>** The password to use when connecting to the database.
- u <user>** The username to use when connecting to the database.
- g <geometry column>** In the case of tables with multiple geometry columns, the geometry column to use when writing the shape file.
- b** Use a binary cursor. This will make the operation faster, but will not work if any NON-geometry attribute in the table lacks a cast to text.
- r** Raw mode. Do not drop the `gid` field, or escape column names.
- d** For backward compatibility: write a 3-dimensional shape file when dumping from old (pre-1.0.0) postgis databases (the default is to write a 2-dimensional shape file in that case). Starting from postgis-1.0.0+, dimensions are fully encoded.
- m filename** Remap identifiers to ten character names. The content of the file is lines of two symbols separated by a single white space and no trailing or leading space: `VERYLONGSYMBOL SHORTONE ANOTHERVERYLONGSYMBOL SHORTER` etc.

## 4.6 Building Indexes

Indexes are what make using a spatial database for large data sets possible. Without indexing, any search for a feature would require a "sequential scan" of every record in the database. Indexing speeds up searching by organizing the data into a search tree which can be quickly traversed to find a particular record. PostgreSQL supports three kinds of indexes by default: B-Tree indexes, R-Tree indexes, and GiST indexes.

- B-Trees are used for data which can be sorted along one axis; for example, numbers, letters, dates. GIS data cannot be rationally sorted along one axis (which is greater, (0,0) or (0,1) or (1,0)?) so B-Tree indexing is of no use for us.
  - R-Trees break up data into rectangles, and sub-rectangles, and sub-sub rectangles, etc. R-Trees are used by some spatial databases to index GIS data, but the PostgreSQL R-Tree implementation is not as robust as the GiST implementation.
  - GiST (Generalized Search Trees) indexes break up data into "things to one side", "things which overlap", "things which are inside" and can be used on a wide range of data-types, including GIS data. PostGIS uses an R-Tree index implemented on top of GiST to index GIS data.
-

### 4.6.1 GiST Indexes

GiST stands for "Generalized Search Tree" and is a generic form of indexing. In addition to GIS indexing, GiST is used to speed up searches on all kinds of irregular data structures (integer arrays, spectral data, etc) which are not amenable to normal B-Tree indexing.

Once a GIS data table exceeds a few thousand rows, you will want to build an index to speed up spatial searches of the data (unless all your searches are based on attributes, in which case you'll want to build a normal index on the attribute fields).

The syntax for building a GiST index on a "geometry" column is as follows:

```
CREATE INDEX [indexname] ON [tablename] USING GIST ([geometryfield]);
```

The above syntax will always build a 2D-index. To get the an n-dimensional index supported in PostGIS 2.0+ for the geometry type, you can create one using this syntax

```
CREATE INDEX [indexname] ON [tablename] USING GIST ([geometryfield] gist_geometry_ops_nd);
```

Building a spatial index is a computationally intensive exercise: on tables of around 1 million rows, on a 300MHz Solaris machine, we have found building a GiST index takes about 1 hour. After building an index, it is important to force PostgreSQL to collect table statistics, which are used to optimize query plans:

```
VACUUM ANALYZE [table_name] [(column_name)];
-- This is only needed for PostgreSQL 7.4 installations and below
SELECT UPDATE_GEOMETRY_STATS([table_name], [column_name]);
```

GiST indexes have two advantages over R-Tree indexes in PostgreSQL. Firstly, GiST indexes are "null safe", meaning they can index columns which include null values. Secondly, GiST indexes support the concept of "lossiness" which is important when dealing with GIS objects larger than the PostgreSQL 8K page size. Lossiness allows PostgreSQL to store only the "important" part of an object in an index -- in the case of GIS objects, just the bounding box. GIS objects larger than 8K will cause R-Tree indexes to fail in the process of being built.

### 4.6.2 BRIN Indexes

BRIN stands for "Block Range Index" and is a generic form of indexing that has been introduced in PostgreSQL 9.5. BRIN is a lossy kind of index, and its main usage is to provide a compromise for both read and write performance. Its primary goal is to handle very large tables for which some of the columns have some natural correlation with their physical location within the table. In addition to GIS indexing, BRIN is used to speed up searches on various kinds of regular or irregular data structures (integer, arrays etc).

Once a GIS data table exceeds a few thousand rows, you will want to build an index to speed up spatial searches of the data (unless all your searches are based on attributes, in which case you'll want to build a normal index on the attribute fields). GiST indexes are really performant as long as their size doesn't exceed the amount of RAM available for the database, and as long as you can afford the storage size, and the penalty in write workload. Otherwise, BRIN index can be considered as an alternative.

The idea of a BRIN index is to store only the bounding box englobing all the geometries contained in all the rows in a set of table blocks, called a range. Obviously, this indexing method will only be efficient if the data is physically ordered in a way where the resulting bounding boxes for block ranges will be mutually exclusive. The resulting index will be really small, but will be less efficient than a GiST index in many cases.

Building a BRIN index is way less intensive than building a GiST index. It's quite common to build a BRIN index in more than ten time less than a GiST index would have required. As a BRIN index only store one bounding box for one to many table blocks, it's pretty common to consume up to a thousand time less disk space for this kind of indexes.

You can choose the number of blocks to summarize in a range. If you decrease this number, the index will be bigger but will probably help to get better performance.

The syntax for building a BRIN index on a "geometry" column is as follows:

```
CREATE INDEX [indexname] ON [tablename] USING BRIN ([geometryfield]);
```

The above syntax will always build a 2D-index. To get a 3d-dimensional index, you can create one using this syntax

```
CREATE INDEX [indexname] ON [tablename] USING BRIN ([geometryfield] ↔
 brin_geometry_inclusion_ops_3d);
```

You can also get a 4d-dimensional index using the 4d operator class

```
CREATE INDEX [indexname] ON [tablename] USING BRIN ([geometryfield] ↔
 brin_geometry_inclusion_ops_4d);
```

These above syntaxes will use the default number of block in a range, which is 128. To specify the number of blocks you want to summarise in a range, you can create one using this syntax

```
CREATE INDEX [indexname] ON [tablename] USING BRIN ([geometryfield]) WITH (↔
 pages_per_range = [number]);
```

Also, keep in mind that a BRIN index will only store one index value for a large number of rows. If your table stores geometries with a mixed number of dimensions, it's likely that the resulting index will have poor performance. You can avoid this drop of performance by choosing the operator class with the least number of dimensions of the stored geometries

Also the "geography" datatype is supported for BRIN indexing. The syntax for building a BRIN index on a "geography" column is as follows:

```
CREATE INDEX [indexname] ON [tablename] USING BRIN ([geographyfield]);
```

The above syntax will always build a 2D-index for geospatial objects on the spheroid.

Currently, just the "inclusion support" is considered here, meaning that just &&, ~ and @ operators can be used for the 2D cases (both for "geometry" and for "geography"), and just the &&& operator can be used for the 3D geometries. There is no support for kNN searches at the moment.

```
VACUUM ANALYZE [table_name] [(column_name)];
-- This is only needed for PostgreSQL 7.4 installations and below
SELECT UPDATE_GEOMETRY_STATS([table_name], [column_name]);
```

### 4.6.3 Using Indexes

Ordinarily, indexes invisibly speed up data access: once the index is built, the query planner transparently decides when to use index information to speed up a query plan. Unfortunately, the PostgreSQL query planner does not optimize the use of GiST indexes well, so sometimes searches which should use a spatial index instead default to a sequence scan of the whole table.

If you find your spatial indexes are not being used (or your attribute indexes, for that matter) there are a couple things you can do:

- Firstly, make sure statistics are gathered about the number and distributions of values in a table, to provide the query planner with better information to make decisions around index usage. For PostgreSQL 7.4 installations and below this is done by running **update\_geometry\_stats([table\_name], column\_name)** (compute distribution) and **VACUUM ANALYZE [table\_name] [column\_name]** (compute number of values). Starting with PostgreSQL 8.0 running **VACUUM ANALYZE** will do both operations. You should regularly vacuum your databases anyways -- many PostgreSQL DBAs have **VACUUM** run as an off-peak cron job on a regular basis.
- If vacuuming does not work, you can force the planner to use the index information by using the **SET ENABLE\_SEQSCAN=OFF** command. You should only use this command sparingly, and only on spatially indexed queries: generally speaking, the planner knows better than you do about when to use normal B-Tree indexes. Once you have run your query, you should consider setting **ENABLE\_SEQSCAN** back on, so that other queries will utilize the planner as normal.



#### Note

As of version 0.6, it should not be necessary to force the planner to use the index with **ENABLE\_SEQSCAN**.



- If you find the planner wrong about the cost of sequential vs index scans try reducing the value of `random_page_cost` in `postgres.conf` or using `SET random_page_cost=#`. Default value for the parameter is 4, try setting it to 1 or 2. Decrementing the value makes the planner more inclined of using Index scans.

## 4.7 Complex Queries

The *raison d'être* of spatial database functionality is performing queries inside the database which would ordinarily require desktop GIS functionality. Using PostGIS effectively requires knowing what spatial functions are available, and ensuring that appropriate indexes are in place to provide good performance. The SRID of 312 used in these examples is purely for demonstration. You should be using a REAL SRID listed in the `spatial_ref_sys` table and one that matches the projection of your data. If your data has no spatial reference system specified, you should be THINKING very thoughtfully why it doesn't and maybe it should.

If your reason is because you are modeling something that doesn't have a geographic spatial reference system defined such as the internals of a molecule or the floorplan of a not yet built amusement park then that's fine. If the location of the amusement park has been planned however, then it would make sense to use a suitable planar coordinate system for that location if nothing more than to ensure the amusement part is not trespassing on already existing structures.

Even in the case where you are planning a Mars expedition to transport the human race in the event of a nuclear holocaust and you want to map out the Mars planet for rehabilitation, you can use a non-earthly coordinate system such as [Mars 2000](#) make one up and insert it in the `spatial_ref_sys` table. Though this Mars coordinate system is a non-planar one (it's in degrees spheroidal), you can use it with the geography type to have your length and proximity measurements in meters instead of degrees.

### 4.7.1 Taking Advantage of Indexes

When constructing a query it is important to remember that only the bounding-box-based operators such as `&&` can take advantage of the GiST spatial index. Functions such as `ST_Distance()` cannot use the index to optimize their operation. For example, the following query would be quite slow on a large table:

```
SELECT the_geom
FROM geom_table
WHERE ST_Distance(the_geom, ST_GeomFromText('POINT(100000 200000)', 312)) < 100
```

This query is selecting all the geometries in `geom_table` which are within 100 units of the point (100000, 200000). It will be slow because it is calculating the distance between each point in the table and our specified point, ie. one `ST_Distance()` calculation for each row in the table. We can avoid this by using the `&&` operator to reduce the number of distance calculations required:

```
SELECT the_geom
FROM geom_table
WHERE ST_DWithin(the_geom, ST_MakeEnvelope(90900, 190900, 100100, 200100, 312), 100)
```

This query selects the same geometries, but it does it in a more efficient way. Assuming there is a GiST index on the `the_geom`, the query planner will recognize that it can use the index to reduce the number of rows before calculating the result of the `ST_distance()` function. Notice that the `ST_MakeEnvelope` geometry which is used in the `&&` operation is a 200 unit square box centered on the original point - this is our "query box". The `&&` operator uses the index to quickly reduce the result set down to only those geometries which have bounding boxes that overlap the "query box". Assuming that our query box is much smaller than the extents of the entire geometry table, this will drastically reduce the number of distance calculations that need to be done.



#### Change in Behavior

As of PostGIS 1.3.0, most of the Geometry Relationship Functions, with the notable exceptions of `ST_Disjoint` and `ST_Relate`, include implicit bounding box overlap operators.

## 4.7.2 Examples of Spatial SQL

The examples in this section will make use of two tables, a table of linear roads, and a table of polygonal municipality boundaries. The table definitions for the `bc_roads` table is:

| Column   | Type              | Description                    |
|----------|-------------------|--------------------------------|
| gid      | integer           | Unique ID                      |
| name     | character varying | Road Name                      |
| the_geom | geometry          | Location Geometry (Linestring) |

The table definition for the `bc_municipality` table is:

| Column   | Type              | Description                 |
|----------|-------------------|-----------------------------|
| gid      | integer           | Unique ID                   |
| code     | integer           | Unique ID                   |
| name     | character varying | City / Town Name            |
| the_geom | geometry          | Location Geometry (Polygon) |

1. *What is the total length of all roads, expressed in kilometers?*

You can answer this question with a very simple piece of SQL:

```
SELECT sum(ST_Length(the_geom))/1000 AS km_roads FROM bc_roads;
```

```
km_roads

70842.1243039643
(1 row)
```

2. *How large is the city of Prince George, in hectares?*

This query combines an attribute condition (on the municipality name) with a spatial calculation (of the area):

```
SELECT
 ST_Area(the_geom)/10000 AS hectares
FROM bc_municipality
WHERE name = 'PRINCE GEORGE';
```

```
hectares

32657.9103824927
(1 row)
```

3. *What is the largest municipality in the province, by area?*

This query brings a spatial measurement into the query condition. There are several ways of approaching this problem, but the most efficient is below:

```
SELECT
 name,
 ST_Area(the_geom)/10000 AS hectares
FROM
 bc_municipality
ORDER BY hectares DESC
LIMIT 1;
```

```
name | hectares
-----+-----
TUMBLER RIDGE | 155020.02556131
(1 row)
```

Note that in order to answer this query we have to calculate the area of every polygon. If we were doing this a lot it would make sense to add an area column to the table that we could separately index for performance. By ordering the results in a descending direction, and then using the PostgreSQL "LIMIT" command we can easily pick off the largest value without using an aggregate function like max().

#### 4. *What is the length of roads fully contained within each municipality?*

This is an example of a "spatial join", because we are bringing together data from two tables (doing a join) but using a spatial interaction condition ("contained") as the join condition rather than the usual relational approach of joining on a common key:

```
SELECT
 m.name,
 sum(ST_Length(r.the_geom))/1000 as roads_km
FROM
 bc_roads AS r,
 bc_municipality AS m
WHERE
 ST_Contains(m.the_geom,r.the_geom)
GROUP BY m.name
ORDER BY roads_km;
```

| name             | roads_km         |
|------------------|------------------|
| SURREY           | 1539.47553551242 |
| VANCOUVER        | 1450.33093486576 |
| LANGLEY DISTRICT | 833.793392535662 |
| BURNABY          | 773.769091404338 |
| PRINCE GEORGE    | 694.37554369147  |
| ...              |                  |

This query takes a while, because every road in the table is summarized into the final result (about 250K roads for our particular example table). For smaller overlays (several thousand records on several hundred) the response can be very fast.

#### 5. *Create a new table with all the roads within the city of Prince George.*

This is an example of an "overlay", which takes in two tables and outputs a new table that consists of spatially clipped or cut resultants. Unlike the "spatial join" demonstrated above, this query actually creates new geometries. An overlay is like a turbo-charged spatial join, and is useful for more exact analysis work:

```
CREATE TABLE pg_roads as
SELECT
 ST_Intersection(r.the_geom, m.the_geom) AS intersection_geom,
 ST_Length(r.the_geom) AS rd_orig_length,
 r.*
FROM
 bc_roads AS r,
 bc_municipality AS m
WHERE m.name = 'PRINCE GEORGE' AND ST_Intersects(r.the_geom, m.the_geom);
```

#### 6. *What is the length in kilometers of "Douglas St" in Victoria?*

```
SELECT
 sum(ST_Length(r.the_geom))/1000 AS kilometers
FROM
 bc_roads r,
 bc_municipality m
WHERE r.name = 'Douglas St' AND m.name = 'VICTORIA'
 AND ST_Contains(m.the_geom, r.the_geom) ;

kilometers

```

```
4.89151904172838
(1 row)
```

7. *What is the largest municipality polygon that has a hole?*

```
SELECT gid, name, ST_Area(the_geom) AS area
FROM bc_municipality
WHERE ST_NRings(the_geom) > 1
ORDER BY area DESC LIMIT 1;
```

| gid | name         | area             |
|-----|--------------|------------------|
| 12  | SPALLUMCHEEN | 257374619.430216 |

```
(1 row)
```

## Chapter 5

# Dati raster: gestione, interrogazione e applicazioni

### 5.1 Caricare e creare raster

Nella maggior parte dei casi, creerete i raster PostGIS caricando file esterni tramite il raster loader `raster2pgsql` compreso nell'installazione.

#### 5.1.1 Usare `raster2pgsql` per caricare i raster

`raster2pgsql` è un loader raster che trasforma i formati raster supportati da GDAL in formato SQL utile al caricamento in una tabella raster di PostGIS. Può caricare anche cartelle di file, e creare delle anteprime.

Dato che in genere `raster2pgsql` viene compilato come parte di PostGIS (a meno che non abbiate compilato una vostra libreria GDAL a parte), i tipi di raster supportati dall'eseguibile saranno gli stessi che sono compilati per GDAL. Per avere una lista dei tipi di raster supportati dal vostro `raster2pgsql` utilizzate l'opzione `-G`. Questi tipi dovrebbero essere gli stessi disponibili tramite la vostra installazione di PostGIS e documentati qui [ST\\_GDALDrivers](#), se usate la stessa libreria `gdal` per entrambi i programmi.

**Note**

La vecchia versione di questo strumento era uno script in python. L'eseguibile sostituisce lo script in python. Se vi trovate ad avere bisogno dello script in Python, alcuni esempio sono reperibili alla pagina [GDAL PostGIS Raster Driver Usage](#). Notate che lo script Python `raster2pgsql` potrebbe non funzionare con le future versioni di raster PostGIS e che non è più supportato.

**Note**

When creating overviews of a specific factor from a set of rasters that are aligned, it is possible for the overviews to not align. Visit <http://trac.osgeo.org/postgis/ticket/1764> for an example where the overviews do not align.

#### ESEMPIO DI UTILIZZO:

```
raster2pgsql opzioni raster nome file raster snome schema.nome tabella > out.sql
```

**-?** Mostra una schermata di aiuto. L'aiuto verrà mostrato inoltre se non assegnate alcun parametro.

**-G** Elenca i formati raster supportati.

(`claldlp`) sono opzioni che escludono una con l'altra:

**-c** Crea una nuova tabella e carica in questa il/i raster. *Questa è la modalità di default*

- a Accoda il o i raster a una tabella esistente.
- d Elimina la tabella, ne crea una nuova e vi carica il/i dati raster
- p Modalità di preparazione. Crea solamente la tabella.

#### Raster processing: Applying constraints for proper registering in raster catalogs

- C Apply raster constraints -- srid, pixelsize etc. to ensure raster is properly registered in `raster_columns` view.
- x Disable setting the max extent constraint. Only applied if -C flag is also used.
- r Set the constraints (spatially unique and coverage tile) for regular blocking. Only applied if -C flag is also used.

#### Elaborazioni raster: parametri opzionali utilizzati nel trattamento dei dati raster in ingresso

- s <SRID> Assegna lo SRID specificato al raster in uscita. Se non fornito o uguale a zero, saranno controllati i metadati del raster per determinare uno SRID appropriato.
- b **BANDA** Indice (a partire da 1) della banda da estrarre dal raster. Per specificare più di un indice di banda, separare con una virgola (,). Se non specificato, saranno estratte tutte le bande.
- t **DIMENSIONE\_TILE** Cut raster into tiles to be inserted one per table row. `TILE_SIZE` is expressed as `WIDTHx-HEIGHT` or set to the value "auto" to allow the loader to compute an appropriate tile size using the first raster and applied to all rasters.
- P Pad right-most and bottom-most tiles to guarantee that all tiles have the same width and height.
- R, --register Register the raster as a filesystem (out-db) raster.  
Nel database vengono salvati solo i metadati e il percorso del raster (non i pixel).
- l **OVERVIEW\_FACTOR** Create overview of the raster. For more than one factor, separate with comma(.). Overview table name follows the pattern `o_overview_factor_table`, where `overview_factor` is a placeholder for numerical overview factor and `table` is replaced with the base table name. Created overview is stored in the database and is not affected by -R. Note that your generated sql file will contain both the main table and overview tables.
- N **NODATA** Valore da usare come NODATA per le bande senza un valore NODATA.

#### Parametri opzionali usati per la manipolazione di oggetti del database

- q Wrap PostgreSQL identifiers in quotes
  - f **COLONNA** Specifica il nome della colonna di destinazione per i raster. Il default è 'rast'.
  - F Aggiunge una colonna con il nome del file
  - n **COLUMN** Specify the name of the filename column. Implies -F.
  - q Wrap PostgreSQL identifiers in quotes.
  - I Crea un indice GiST sulla colonna raster.
  - M Vacuum analyze the raster table.
  - k Skip NODATA value checks for each raster band.
  - T **tablespace** Specificare il tablespace per la nuova tabella. Notare che gli indici (compresa la chiave primaria) useranno sempre il tablespace di default, a meno che non venga usato anche il flag -X.
  - X **tablespace** Specifica il tablespace per il nuovo indice della tabella. Si applica alla chiave primaria e all'indice spaziale se viene usato il flag -I
  - Y Utilizza comandi di copia anziché di inserimento.
- e Esegui ogni comando individualmente, non utilizzare una transazione.
- E **ENDIAN** Controlla l'ordine dei byte prodotti nell'output binario del raster: specificare 0 per XDR e 1 per NDR (il default). Al momento viene supportato solo lo NDR.
- V **versione** Specifica la versione del formato in uscita. Il default è 0. Al momento 0 è l'unico supportato.

Una sessione di esempio che utilizzi il loader per creare un file di input e per caricarlo a pezzi di tile 100x100 potrebbe essere il seguente:

**Note**

Potete omettere il nome dello schema, per esempio `demelevation` al posto di `public.demelevation` e la tabella raster sarà creata nello schema di default del database o dell'utente

```
raster2pgsql -s 4326 -I -C -M *.tif -F -t 100x100 public.demelevation > elev.sql
psql -d gisdb -f elev.sql
```

La conversione e il caricamento possono essere eseguiti in un unico passaggio tramite le pipe UNIX:

```
raster2pgsql -s 4326 -I -C -M *.tif -F -t 100x100 public.demelevation | psql -d gisdb
```

Load rasters Massachusetts state plane meters aerial tiles into a schema called `aerial` and create a full view, 2 and 4 level overview tables, use copy mode for inserting (no intermediary file just straight to db), and `-e` don't force everything in a transaction (good if you want to see data in tables right away without waiting). Break up the rasters into 128x128 pixel tiles and apply raster constraints. Use copy mode instead of table insert. (`-F`) Include a field called `filename` to hold the name of the file the tiles were cut from.

```
raster2pgsql -I -C -e -Y -F -s 26986 -t 128x128 -l 2,4 bostonaerials2008/*.jpg aerals. ↵
 boston | psql -U postgres -d gisdb -h localhost -p 5432
```

```
--ottieni la lista dei tipi raster supportati:
raster2pgsql -G
```

Il parametro `-G` restituirà un elenco tipo

```
Available GDAL raster formats:
Virtual Raster
GeoTIFF
National Imagery Transmission Format
Raster Product Format TOC format
ECRG TOC format
Erdas Imagine Images (.img)
CEOS SAR Image
CEOS Image
JAXA PALSAR Product Reader (Level 1.1/1.5)
Ground-based SAR Applications Testbed File Format (.gff)
ELAS
Arc/Info Binary Grid
Arc/Info ASCII Grid
GRASS ASCII Grid
SDTS Raster
DTED Elevation Raster
Portable Network Graphics
JPEG JFIF
In Memory Raster
Japanese DEM (.mem)
Graphics Interchange Format (.gif)
Graphics Interchange Format (.gif)
Envisat Image Format
Maptech BSB Nautical Charts
X11 PixMap Format
MS Windows Device Independent Bitmap
SPOT DIMAP
AirSAR Polarimetric Image
RadarSat 2 XML Product
PCIDSK Database File
PCRaster Raster File
ILWIS Raster Map
SGI Image File Format 1.0
```

SRTMHGT File Format  
Leveller heightfield  
Terragen heightfield  
USGS Astrogeology ISIS cube (Version 3)  
USGS Astrogeology ISIS cube (Version 2)  
NASA Planetary Data System  
EarthWatch .TIL  
ERMapper .ers Labelled  
NOAA Polar Orbiter Level 1b Data Set  
FIT Image  
GRIdded Binary (.grb)  
Raster Matrix Format  
EUMETSAT Archive native (.nat)  
Idrisi Raster A.1  
Intergraph Raster  
Golden Software ASCII Grid (.grd)  
Golden Software Binary Grid (.grd)  
Golden Software 7 Binary Grid (.grd)  
COSAR Annotated Binary Matrix (TerraSAR-X)  
TerraSAR-X Product  
DRDC COASP SAR Processor Raster  
R Object Data Store  
Portable Pixmap Format (netpbm)  
USGS DOQ (Old Style)  
USGS DOQ (New Style)  
ENVI .hdr Labelled  
ESRI .hdr Labelled  
Generic Binary (.hdr Labelled)  
PCI .aux Labelled  
Vexcel MFF Raster  
Vexcel MFF2 (HKV) Raster  
Fuji BAS Scanner Image  
GSC Geogrid  
EOSAT FAST Format  
VTP .bt (Binary Terrain) 1.3 Format  
Erdas .LAN/.GIS  
Convair PolGASP  
Image Data and Analysis  
NLAPS Data Format  
Erdas Imagine Raw  
DIPEx  
FARSITE v.4 Landscape File (.lcp)  
NOAA Vertical Datum .GTX  
NADCON .los/.las Datum Grid Shift  
NTv2 Datum Grid Shift  
ACE2  
Snow Data Assimilation System  
Swedish Grid RIK (.rik)  
USGS Optional ASCII DEM (and CDED)  
GeoSoft Grid Exchange Format  
Northwood Numeric Grid Format .grd/.tab  
Northwood Classified Grid Format .grc/.tab  
ARC Digitized Raster Graphics  
Standard Raster Product (ASRP/USRP)  
Magellan topo (.blx)  
SAGA GIS Binary Grid (.sdat)  
Kml Super Overlay  
ASCII Gridded XYZ  
HF2/HFZ heightfield raster  
OziExplorer Image File  
USGS LULC Composite Theme Grid  
Arc/Info Export E00 GRID



ZMap Plus Grid  
NOAA NGS Geoid Height Grids

### 5.1.2 Creazione di raster tramite le funzioni raster di PostGIS

In varie occasioni vorrete creare raster e tabelle raster direttamente nel database. Per questo esiste una pletora di funzioni. Questi sono i passi generali da seguire.

1. Creare una tabella con una colonna raster per contenere i nuovi valori raster può essere ottenuto da:

```
CREATE TABLE myrasters(rid serial primary key, rast raster);
```

2. Esistono molte funzioni per assitervi verso questo obiettivo. Se state creando un raster non derivato da altri raster, inizierete con: **ST\_MakeEmptyRaster**, seguito da **ST\_AddBand**

Potete anche creare raster a partire dalle geometria. Per questo userete **ST\_AsRaster**, magari accompagnato da altre funzioni come **ST\_Union** o **ST\_MapAlgebraFct**, o qualsiasi altra delle funzioni di algebra sulle mappe.

Vi sono poi ancora più opzioni per creare nuove tabelle raster a partire da tabelle esistenti. Per esempio potete creare una tabella raster in una proiezione diversa da una tabella esistente usando **ST\_Transform**

3. Una volta inseriti dei valori iniziali nella tabella, vorrete creare un indice spaziale sulla colonna raster, con un comando tipo:

```
CREATE INDEX myrasters_rast_st_convexhull_idx ON myrasters USING gist(ST_ConvexHull(↵
rast));
```

Note the use of **ST\_ConvexHull** since most raster operators are based on the convex hull of the rasters.



#### Note

Pre-2.0 versions of PostGIS raster were based on the envelop rather than the convex hull. For the spatial indexes to work properly you'll need to drop those and replace with convex hull based index.

4. Apply raster constraints using **AddRasterConstraints**

## 5.2 Cataloghi raster

Esistono due tipi di viste dei cataloghi raster fornite con PostGIS. Entrambe le viste utilizzano informazioni contenute nei dati sui limiti delle tabelle raster. Da ciò risulta che le viste dei cataloghi sono sempre consistenti con i dati raster nelle tabelle, dato che sono considerati i limiti di queste.

1. `raster_columns` questa vista riporta il catalogo di tutte le colonne raster nel vostro database.
2. `raster_overviews` questa vista elenca tutte le colonne raster di tabelle nel vostro database che sono utilizzate come vista d'insieme per una tabella con maggiori dettagli. Le tabelle di questo tipo sono generate quando utilizzate l'opzione `-l` durante il caricamento.

### 5.2.1 Catalogo delle colonne raster

`raster_columns` è un catalogo di tutte le colonne di tabelle che nel vostro database sono di tipo raster. E' una vista che utilizza i limiti applicati alle tabelle, per cui le informazioni sono sempre congruenti, anche se ripristinate una tabella raster dal backup di un altro database. Il catalogo `raster_columns` contiene le seguenti colonne.

Se non avete creato le tabelle con il loader o vi siete dimenticati di specificare l'opzione `-C` durante il caricamento, potete far applicare i limiti a cose fatte utilizzando **AddRasterConstraints**, di modo che il catalogo `raster_columns` registri le informazioni sulle vostre tile raster.

- `r_table_catalog` Il database in cui si trova la tabella. Conterrà sempre il database corrente.
- `r_table_schema` Lo schema database cui la tabella raster appartiene.
- `r_table_name` tabella raster
- `r_raster_column` la colonna nella tabella `r_table_name` che è di tipo raster. Nulla in PostGIS vi impedisce di avere più colonne raster per tabella, per cui è possibile avere una tabella raster elencata più volte con il riferimento ogni volta a una colonna raster differente..
- `srid` L'identificatore del sistema di riferimento spaziale del raster. Dovrebbe essere una voce di Section 4.3.1.
- `scale_x` Il rapporto di scala tra le coordinate geometriche e il pixel, disponibile solo se tutte le tile nella colonna raster hanno lo stesso valore di `scale_x` e questo limite è applicato. Si rimanda a [ST\\_ScaleX](#) per ulteriori dettagli.
- `scale_y` Il rapporto di scala tra le coordinate geometriche e il pixel, disponibile solo se tutte le tile nella colonna raster hanno lo stesso valore di `scale_y` e questo limite è applicato. Si rimanda a [ST\\_ScaleY](#) per ulteriori dettagli.
- `blocksize_x` La larghezza (come numero di pixel in orizzontale) di ogni tile raster. Si rimanda a [ST\\_Width](#) per ulteriori dettagli.
- `blocksize_y` L'altezza (number of pixels in verticale) di ogni tile raster. Si rimanda a [ST\\_Height](#) per ulteriori dettagli.
- `stesso_allineamento` Variabile booleana pari a "vero" se tutte le tile raster hanno lo stesso allineamento. Si rimanda a [ST\\_SameAlignment](#) per ulteriori dettagli.
- `regular_blocking` If the raster column has the spatially unique and coverage tile constraints, the value will be TRUE. Otherwise, it will be FALSE.
- `numero_bande` Il numero delle bande in ogni tile del set di raster. Questa è la stessa informazione fornita da [ST\\_NumBands](#)
- `pixel_types` Un vettore che definisce il tipo di pixel per ciascuna banda. In questo vettore avrete un numero di elementi pari al numero delle bande. I valori di `pixel_types` possono essere tra quelli definiti in [ST\\_BandPixelType](#).
- `nodata_values` Un vettore in doppia precisione che specifica i valori `nodata_value` per ciascuna banda. Avrete in questo vettore un numero di elementi pari al numero di bande. Questi numeri definiscono il valore del pixel che per ciascuna banda deve essere ignorato nella maggior parte delle operazioni. L'informazione è simile a quella fornita da [ST\\_BandNoDataValue](#).
- `out_db` An array of boolean flags indicating if the raster bands data is maintained outside the database. You will have the same number of elements in this array as you have number of bands.
- `extent` This is the extent of all the raster rows in your raster set. If you plan to load more data that will change the extent of the set, you'll want to run the [DropRasterConstraints](#) function before load and then reapply constraints with [AddRasterConstraints](#) after load.
- `spatial_index` A boolean that is true if raster column has a spatial index.

## 5.2.2 Raster Overviews

`raster_overviews` catalogs information about raster table columns used for overviews and additional information about them that is useful to know when utilizing overviews. Overview tables are cataloged in both `raster_columns` and `raster_overviews` because they are rasters in their own right but also serve an additional special purpose of being a lower resolution caricature of a higher resolution table. These are generated along-side the main raster table when you use the `-l` switch in raster loading or can be generated manually using [AddOverviewConstraints](#).

Overview tables contain the same constraints as other raster tables as well as additional informational only constraints specific to overviews.



### Note

The information in `raster_overviews` does not duplicate the information in `raster_columns`. If you need the information about an overview table present in `raster_columns` you can join the `raster_overviews` and `raster_columns` together to get the full set of information you need.

Two main reasons for overviews are:

1. Low resolution representation of the core tables commonly used for fast mapping zoom-out.
2. Computations are generally faster to do on them than their higher resolution parents because there are fewer records and each pixel covers more territory. Though the computations are not as accurate as the high-res tables they support, they can be sufficient in many rule-of-thumb computations.

The `raster_overviews` catalog contains the following columns of information.

- `o_table_catalog` The database the overview table is in. This will always read the current database.
- `o_table_schema` The database schema the overview raster table belongs to.
- `o_table_name` raster overview table name
- `o_raster_column` the raster column in the overview table.
- `r_table_catalog` The database the raster table that this overview services is in. This will always read the current database.
- `r_table_schema` The database schema the raster table that this overview services belongs to.
- `r_table_name` raster table that this overview services.
- `r_raster_column` the raster column that this overview column services.
- `overview_factor` - this is the pyramid level of the overview table. The higher the number the lower the resolution of the table. `raster2pgsql` if given a folder of images, will compute overview of each image file and load separately. Level 1 is assumed and always the original file. Level 2 is will have each tile represent 4 of the original. So for example if you have a folder of 5000x5000 pixel image files that you chose to chunk 125x125, for each image file your base table will have  $(5000*5000)/(125*125)$  records = 1600, your (l=2) `o_2` table will have  $\text{ceiling}(1600/\text{Power}(2,2)) = 400$  rows, your (l=3) `o_3` will have  $\text{ceiling}(1600/\text{Power}(2,3)) = 200$  rows. If your pixels aren't divisible by the size of your tiles, you'll get some scrap tiles (tiles not completely filled). Note that each overview tile generated by `raster2pgsql` has the same number of pixels as its parent, but is of a lower resolution where each pixel of it represents  $(\text{Power}(2,\text{overview\_factor})$  pixels of the original).

## 5.3 Costruire applicazioni personalizzate con PostGIS Raster

Il fatto che PostGIS raster vi fornisca le funzioni per restituire i raster in formati di immagine noti vi dà diverse opzioni per visualizzarli. Per esempio potete utilizzare OpenOffice / LibreOffice, come mostrato alla pagina [Rendering PostGIS Raster graphics with LibreOffice Base Reports](#). Inoltre potete utilizzare diversi linguaggi, come illustrato in questo paragrafo.

### 5.3.1 Esempio di output in PHP, utilizzando ST\_AsPNG assieme ad altre funzioni raster

In questo paragrafo mostreremo come utilizzare il driver PHP PostgreSQL e la famiglia di funzioni `ST_AsGDALRaster` per estrarre le bande 1,2,3 di un raster a una richiesta PHP che poi può essere inserita in un tag `src` di un'immagine HTML.

La query di esempio mostra come combinare varie funzioni raster per recuperare tutte le tile che intersecano una data area rettangolare in wgs84, unisce le tile risultanti per tutte le bande con `ST_Union`, le trasforma in una proiezione specificata dall'utente con `ST_Transform` e infine crea un PNG in uscita tramite `ST_AsPNG`.

Andreste a chiamare il codice sotto utilizzando

```
http://mywebserver/test_raster.php?srid=2249
```

per ottenere l'immagine raster proiettata nel sistema di riferimento Massachusetts state plane feet.

```
<?php
/** contents of test_raster.php */
$conn_str = 'dbname=mydb host=localhost port=5432 user=myuser password=mypwd';
$dbconn = pg_connect($conn_str);
header('Content-Type: image/png');
/**If a particular projection was requested use it otherwise use mass state plane meters ↵
**/
if (!empty($_REQUEST['srid']) && is_numeric($_REQUEST['srid'])){
 $input_srid = intval($_REQUEST['srid']);
}
else { $input_srid = 26986; }
/** The set bytea_output may be needed for PostgreSQL 9.0+, but not for 8.4 */
$sql = "set bytea_output='escape';
SELECT ST_AsPNG(ST_Transform(
 ST_AddBand(ST_Union(rast,1), ARRAY[ST_Union(rast,2),ST_Union(rast ↵
 ,3)])
 , $input_srid)) As new_rast
FROM aerials.boston
WHERE
 ST_Intersects(rast, ST_Transform(ST_MakeEnvelope(-71.1217, 42.227, -71.1210, ↵
 42.218,4326),26986))";
$result = pg_query($sql);
$row = pg_fetch_row($result);
pg_free_result($result);
if ($row === false) return;
echo pg_unescape_bytea($row[0]);
?>
```

### 5.3.2 Esempio ASP.NET C# di output con ST\_AsPNG, assieme ad altre funzioni raster

In questo paragrafo vi mostreremo come usare il driver .NET Npgsql e la famiglia di funzioni **ST\_AsGDALRaster** per inviare in uscita le bande 1,2,3 di un raster a una richiesta PHP che può poi essere inserita nel tag src di un immagine html.

Per questo vi servirà il driver PostgreSQL npgsql .NET. Potete recuperare il più recente da <http://npgsql.projects.postgresql.org/>. Scaricatelo e salvatelo nella vostra cartella bin di ASP.NET per poter lavorare.

La query di esempio mostra come combinare varie funzioni raster per recuperare tutte le tile che intersecano una data area rettangolare in wgs84, unisce le tile risultanti per tutte le bande con **ST\_Union**, le trasforma in una proiezione specificata dall'utente con **ST\_Transform** e infine crea un PNG in uscita tramite **ST\_AsPNG**.

Questo è lo stesso esempio illustrato in Section 5.3.1, implementato in C#.

Richiamerete il codice sotto come

```
http://mywebserver/TestRaster.ashx?srid=2249
```

per ottenere l'immagine raster nel sistema di riferimento Massachusetts state plane feet.

```
-- web.config connection string section --
<connectionStrings>
 <add name="DSN"
 connectionString="server=localhost;database=mydb;Port=5432;User Id=myuser;password= ↵
 mypwd"/>
</connectionStrings>
>
```

```
// Code for TestRaster.ashx
<%@ WebHandler Language="C#" Class="TestRaster" %>
using System;
using System.Data;
```

```

using System.Web;
using Npgsql;

public class TestRaster : IHttpHandler
{
 public void ProcessRequest(HttpContext context)
 {
 context.Response.ContentType = "image/png";
 context.Response.BinaryWrite(GetResults(context));
 }

 public bool IsReusable {
 get { return false; }
 }

 public byte[] GetResults(HttpContext context)
 {
 byte[] result = null;
 NpgsqlCommand command;
 string sql = null;
 int input_srid = 26986;
 try {
 using (NpgsqlConnection conn = new NpgsqlConnection(System. ↵
 Configuration.ConfigurationManager.ConnectionStrings["DSN"]. ↵
 ConnectionString)) {
 conn.Open();

 if (context.Request["srid"] != null)
 {
 input_srid = Convert.ToInt32(context.Request["srid"]);
 }
 sql = @"SELECT ST_AsPNG(
 ST_Transform(
 ST_AddBand(
 ST_Union(rast,1), ARRAY[ST_Union(rast,2),ST_Union(rast,3)])
 ,:input_srid)) As new_rast
 FROM aerials.boston
 WHERE
 ST_Intersects(rast,
 ST_Transform(ST_MakeEnvelope(-71.1217, 42.227, ↵
 -71.1210, 42.218,4326),26986))";
 command = new NpgsqlCommand(sql, conn);
 command.Parameters.Add(new NpgsqlParameter("input_srid", input_srid));

 result = (byte[]) command.ExecuteScalar();
 conn.Close();
 }
 }
 catch (Exception ex)
 {
 result = null;
 context.Response.Write(ex.Message.Trim());
 }
 return result;
 }
}

```

### 5.3.3 app per Java console per esportare una query raster come file immagine

Questa è una semplice app per console java che prende una query, ne restituisce la corrispondente immagine e la scrive in un file specificato.

Potete scaricare i driver JDBC per PostgreSQL più recenti da <http://jdbc.postgresql.org/download.html>

Potete compilare il codice seguente con un comando tipo:

```
set env CLASSPATH ../\postgresql-9.0-801.jdbc4.jar
javac SaveQueryImage.java
jar cfm SaveQueryImage.jar Manifest.txt *.class
```

E lanciarlo dalla riga di comando con un'istruzione tipo

```
java -jar SaveQueryImage.jar "SELECT ST_AsPNG(ST_AsRaster(ST_Buffer(ST_Point(1,5),10, ' ←
quad_segs=2'),150, 150, '8BUI',100));" "test.png"
```

```
-- Manifest.txt --
Class-Path: postgresql-9.0-801.jdbc4.jar
Main-Class: SaveQueryImage
```

```
// Code for SaveQueryImage.java
import java.sql.Connection;
import java.sql.SQLException;
import java.sql.PreparedStatement;
import java.sql.ResultSet;
import java.io.*;

public class SaveQueryImage {
 public static void main(String[] argv) {
 System.out.println("Checking if Driver is registered with DriverManager.");

 try {
 //java.sql.DriverManager.registerDriver (new org.postgresql.Driver());
 Class.forName("org.postgresql.Driver");
 }
 catch (ClassNotFoundException cnfe) {
 System.out.println("Couldn't find the driver!");
 cnfe.printStackTrace();
 System.exit(1);
 }

 Connection conn = null;

 try {
 conn = DriverManager.getConnection("jdbc:postgresql://localhost:5432/mydb","myuser ←
 ", "mypwd");
 conn.setAutoCommit(false);

 PreparedStatement sGetImg = conn.prepareStatement(argv[0]);

 ResultSet rs = sGetImg.executeQuery();

 FileOutputStream fout;
 try
 {
 rs.next();
 /** Output to file name requested by user */
 fout = new FileOutputStream(new File(argv[1]));
 fout.write(rs.getBytes(1));
 fout.close();
 }
 catch (IOException e) {
 System.out.println("Error writing to file: " + e.getMessage());
 }
 }
 catch (SQLException e) {
 System.out.println("Error connecting to database: " + e.getMessage());
 }
 }
}
```

```

 }
 catch(Exception e)
 {
 System.out.println("Can't create file");
 e.printStackTrace();
 }

 rs.close();
 sGetImg.close();
 conn.close();
 }
 catch (SQLException se) {
 System.out.println("Couldn't connect: print out a stack trace and exit.");
 se.printStackTrace();
 System.exit(1);
 }
}
}

```

### 5.3.4 Utilizzare PLPython per esportare immagini tramite SQL

This is a plpython stored function that creates a file in the server directory for each record. Requires you have plpython installed. Should work fine with both plpythonu and plpython3u.

```

CREATE OR REPLACE FUNCTION write_file (param_bytes bytea, param_filepath text)
RETURNS text
AS $$
f = open(param_filepath, 'wb+')
f.write(param_bytes)
return param_filepath
$$ LANGUAGE plpythonu;

```

```

--scrive cinque immagini sul server PostgreSQL con dimensioni variabili
-- notaer che il l'account da cui gira il demone postgresql deve avere diritto di scrittura ←
sulla cartella
-- questo mostra i nomi dei file creati;
SELECT write_file(ST_AsPNG(
 ST_AsRaster(ST_Buffer(ST_Point(1,5),j*5, 'quad_segs=2'),150*j, 150*j, '8BUI',100)),
 'C:/temp/slices'|| j || '.png')
FROM generate_series(1,5) As j;

write_file

C:/temp/slices1.png
C:/temp/slices2.png
C:/temp/slices3.png
C:/temp/slices4.png
C:/temp/slices5.png

```

### 5.3.5 Produrre raster con PSQL

Purtroppo PSQL non dispone di una funzione comoda per l'esportazione di file binari. Quello che segue è una soluzione improvvisata derivante dai suggerimenti che trovate alla pagina [Clever Trick Challenge -- Outputting bytea with psql](#) e che si appoggia al supporto di PostgreSQL per i tipi "large object". Per utilizzare questo sistema anzitutto lanciate la riga di comando psql e collegatevi al database.

A differenza dell'approcio python, questo sistema crea il file in locale sul vostro computer.

```
SELECT oid, lowrite(lo_open(oid, 131072), png) As num_bytes
FROM
 (VALUES (lo_create(0),
 ST_AsPNG((SELECT rast FROM aerials.boston WHERE rid=1))
)) As v(oid,png);
-- otterrete qualcosa tipo --
oid | num_bytes
-----+-----
2630819 | 74860

-- prendete nota dell'oid e sostituite c:/test.png con il percorso del file
-- sul vostro computer
\lo_export 2630819 'C:/temp/aerial_samp.png'

-- questo cancella il file dall'archiviazione dei large objects nel database
SELECT lo_unlink(2630819);
```



## Chapter 6

# Using PostGIS Geometry: Building Applications

### 6.1 Using MapServer

The Minnesota MapServer is an internet web-mapping server which conforms to the OpenGIS Web Mapping Server specification.

- The MapServer homepage is at <http://mapserver.org>.
- The OpenGIS Web Map Specification is at <http://www.opengeospatial.org/standards/wms>.

#### 6.1.1 Basic Usage

To use PostGIS with MapServer, you will need to know about how to configure MapServer, which is beyond the scope of this documentation. This section will cover specific PostGIS issues and configuration details.

To use PostGIS with MapServer, you will need:

- Version 0.6 or newer of PostGIS.
- Version 3.5 or newer of MapServer.

MapServer accesses PostGIS/PostgreSQL data like any other PostgreSQL client -- using the `libpq` interface. This means that MapServer can be installed on any machine with network access to the PostGIS server, and use PostGIS as a source of data. The faster the connection between the systems, the better.

1. Compile and install MapServer, with whatever options you desire, including the "--with-postgis" configuration option.
2. In your MapServer map file, add a PostGIS layer. For example:

```
LAYER
 CONNECTIONTYPE postgis
 NAME "widehighways"
 # Connect to a remote spatial database
 CONNECTION "user=dbuser dbname=gisdatabase host=bigserver"
 PROCESSING "CLOSE_CONNECTION=DEFER"
 # Get the lines from the 'geom' column of the 'roads' table
 DATA "geom from roads using srid=4326 using unique gid"
 STATUS ON
 TYPE LINE
 # Of the lines in the extents, only render the wide highways
 FILTER "type = 'highway' and numlanes >= 4"
 CLASS
 # Make the superhighways brighter and 2 pixels wide
```

```

 EXPRESSION ([numlanes] >= 6)
 STYLE
 COLOR 255 22 22
 WIDTH 2
 END
 END
CLASS
 # All the rest are darker and only 1 pixel wide
 EXPRESSION ([numlanes] < 6)
 STYLE
 COLOR 205 92 82
 END
END
END
END

```

In the example above, the PostGIS-specific directives are as follows:

**CONNECTIONTYPE** For PostGIS layers, this is always "postgis".

**CONNECTION** The database connection is governed by the a 'connection string' which is a standard set of keys and values like this (with the default values in <>):

user=<username> password=<password> dbname=<username> hostname=<server> port=<5432>

An empty connection string is still valid, and any of the key/value pairs can be omitted. At a minimum you will generally supply the database name and username to connect with.

**DATA** The form of this parameter is "<geocolumn> from <tablename> using srid=<srid> using unique <primary key>" where the column is the spatial column to be rendered to the map, the SRID is SRID used by the column and the primary key is the table primary key (or any other uniquely-valued column with an index).

You can omit the "using srid" and "using unique" clauses and MapServer will automatically determine the correct values if possible, but at the cost of running a few extra queries on the server for each map draw.

**PROCESSING** Putting in a CLOSE\_CONNECTION=DEFER if you have multiple layers reuses existing connections instead of closing them. This improves speed. Refer to for [MapServer PostGIS Performance Tips](#) for a more detailed explanation.

**FILTER** The filter must be a valid SQL string corresponding to the logic normally following the "WHERE" keyword in a SQL query. So, for example, to render only roads with 6 or more lanes, use a filter of "num\_lanes >= 6".

3. In your spatial database, ensure you have spatial (GiST) indexes built for any the layers you will be drawing.

```
CREATE INDEX [indexname] ON [tablename] USING GIST ([geometrycolumn]);
```

4. If you will be querying your layers using MapServer you will also need to use the "using unique" clause in your DATA statement.

MapServer requires unique identifiers for each spatial record when doing queries, and the PostGIS module of MapServer uses the unique value you specify in order to provide these unique identifiers. Using the table primary key is the best practice.

## 6.1.2 Frequently Asked Questions

1. *When I use an EXPRESSION in my map file, the condition never returns as true, even though I know the values exist in my table.*

Unlike shape files, PostGIS field names have to be referenced in EXPRESSIONS using *lower case*.

```
EXPRESSION ([numlanes] >= 6)
```

2. *The FILTER I use for my Shape files is not working for my PostGIS table of the same data.*

Unlike shape files, filters for PostGIS layers use SQL syntax (they are appended to the SQL statement the PostGIS connector generates for drawing layers in MapServer).

```
FILTER "type = 'highway' and numlanes >= 4"
```

### 3. *My PostGIS layer draws much slower than my Shape file layer, is this normal?*

In general, the more features you are drawing into a given map, the more likely it is that PostGIS will be slower than Shape files. For maps with relatively few features (100s), PostGIS will often be faster. For maps with high feature density (1000s), PostGIS will always be slower. If you are finding substantial draw performance problems, it is possible that you have not built a spatial index on your table.

```
postgis# CREATE INDEX geotable_gix ON geotable USING GIST (geocolumn);
postgis# VACUUM ANALYZE;
```

### 4. *My PostGIS layer draws fine, but queries are really slow. What is wrong?*

For queries to be fast, you must have a unique key for your spatial table and you must have an index on that unique key. You can specify what unique key for mapserver to use with the `USING UNIQUE` clause in your `DATA` line:

```
DATA "geom FROM geotable USING UNIQUE gid"
```

### 5. *Can I use "geography" columns (new in PostGIS 1.5) as a source for MapServer layers?*

Yes! MapServer understands geography columns as being the same as geometry columns, but always using an SRID of 4326. Just make sure to include a "using srid=4326" clause in your `DATA` statement. Everything else works exactly the same as with geometry.

```
DATA "geog FROM geotable USING SRID=4326 USING UNIQUE gid"
```

## 6.1.3 Advanced Usage

The `USING` pseudo-SQL clause is used to add some information to help mapserver understand the results of more complex queries. More specifically, when either a view or a subselect is used as the source table (the thing to the right of "FROM" in a `DATA` definition) it is more difficult for mapserver to automatically determine a unique identifier for each row and also the SRID for the table. The `USING` clause can provide mapserver with these two pieces of information as follows:

```
DATA "geom FROM (
 SELECT
 table1.geom AS geom,
 table1.gid AS gid,
 table2.data AS data
 FROM table1
 LEFT JOIN table2
 ON table1.id = table2.id
) AS new_table USING UNIQUE gid USING SRID=4326"
```

**USING UNIQUE <uniqueid>** MapServer requires a unique id for each row in order to identify the row when doing map queries. Normally it identifies the primary key from the system tables. However, views and subselects don't automatically have an known unique column. If you want to use MapServer's query functionality, you need to ensure your view or subselect includes a uniquely valued column, and declare it with `USING UNIQUE`. For example, you could explicitly select one of the table's primary key values for this purpose, or any other column which is guaranteed to be unique for the result set.



#### Note

"Querying a Map" is the action of clicking on a map to ask for information about the map features in that location. Don't confuse "map queries" with the SQL query in a `DATA` definition.

**USING SRID=<srid>** PostGIS needs to know which spatial referencing system is being used by the geometries in order to return the correct data back to MapServer. Normally it is possible to find this information in the "geometry\_columns" table in the PostGIS database, however, this is not possible for tables which are created on the fly such as subselects and views. So the `USING SRID=` option allows the correct SRID to be specified in the `DATA` definition.

## 6.1.4 Examples

Lets start with a simple example and work our way up. Consider the following MapServer layer definition:

```
LAYER
 CONNECTIONTYPE postgis
 NAME "roads"
 CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
 DATA "geom from roads"
 STATUS ON
 TYPE LINE
 CLASS
 STYLE
 COLOR 0 0 0
 END
 END
END
```

This layer will display all the road geometries in the roads table as black lines.

Now lets say we want to show only the highways until we get zoomed in to at least a 1:100000 scale - the next two layers will achieve this effect:

```
LAYER
 CONNECTIONTYPE postgis
 CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
 PROCESSING "CLOSE_CONNECTION=DEFER"
 DATA "geom from roads"
 MINSCALE 100000
 STATUS ON
 TYPE LINE
 FILTER "road_type = 'highway'"
 CLASS
 COLOR 0 0 0
 END
END
LAYER
 CONNECTIONTYPE postgis
 CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
 PROCESSING "CLOSE_CONNECTION=DEFER"
 DATA "geom from roads"
 MAXSCALE 100000
 STATUS ON
 TYPE LINE
 CLASSITEM road_type
 CLASS
 EXPRESSION "highway"
 STYLE
 WIDTH 2
 COLOR 255 0 0
 END
 END
 CLASS
 STYLE
 COLOR 0 0 0
 END
 END
END
```

The first layer is used when the scale is greater than 1:100000, and displays only the roads of type "highway" as black lines. The FILTER option causes only roads of type "highway" to be displayed.

The second layer is used when the scale is less than 1:100000, and will display highways as double-thick red lines, and other roads as regular black lines.

So, we have done a couple of interesting things using only MapServer functionality, but our DATA SQL statement has remained simple. Suppose that the name of the road is stored in another table (for whatever reason) and we need to do a join to get it and label our roads.

```
LAYER
 CONNECTIONTYPE postgis
 CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
 DATA "geom FROM (SELECT roads.gid AS gid, roads.geom AS geom,
 road_names.name as name FROM roads LEFT JOIN road_names ON
 roads.road_name_id = road_names.road_name_id)
 AS named_roads USING UNIQUE gid USING SRID=4326"
 MAXSCALE 20000
 STATUS ON
 TYPE ANNOTATION
 LABELITEM name
 CLASS
 LABEL
 ANGLE auto
 SIZE 8
 COLOR 0 192 0
 TYPE truetype
 FONT arial
 END
 END
END
```

This annotation layer adds green labels to all the roads when the scale gets down to 1:20000 or less. It also demonstrates how to use an SQL join in a DATA definition.

## 6.2 Java Clients (JDBC)

Java clients can access PostGIS "geometry" objects in the PostgreSQL database either directly as text representations or using the JDBC extension objects bundled with PostGIS. In order to use the extension objects, the "postgis.jar" file must be in your CLASSPATH along with the "postgresql.jar" JDBC driver package.

```
import java.sql.*;
import java.util.*;
import java.lang.*;
import org.postgis.*;

public class JavaGIS {

 public static void main(String[] args) {

 java.sql.Connection conn;

 try {
 /*
 * Load the JDBC driver and establish a connection.
 */
 Class.forName("org.postgresql.Driver");
 String url = "jdbc:postgresql://localhost:5432/database";
 conn = DriverManager.getConnection(url, "postgres", "");
 /*
 * Add the geometry types to the connection. Note that you
 * must cast the connection to the pgsq- specific connection
 * implementation before calling the addDataType() method.
```

```

 */
 ((org.postgresql.PGConnection) conn).addDataType("geometry", Class.forName("org.postgis. ←
 PGgeometry"));
 ((org.postgresql.PGConnection) conn).addDataType("box3d", Class.forName("org.postgis. ←
 PGbox3d"));
 /*
 * Create a statement and execute a select query.
 */
 Statement s = conn.createStatement();
 ResultSet r = s.executeQuery("select geom,id from geomtable");
 while(r.next()) {
 /*
 * Retrieve the geometry as an object then cast it to the geometry type.
 * Print things out.
 */
 PGgeometry geom = (PGgeometry)r.getObject(1);
 int id = r.getInt(2);
 System.out.println("Row " + id + ":");
 System.out.println(geom.toString());
 }
 s.close();
 conn.close();
}
catch(Exception e) {
 e.printStackTrace();
}
}
}

```

The "PGgeometry" object is a wrapper object which contains a specific topological geometry object (subclasses of the abstract class "Geometry") depending on the type: Point, LineString, Polygon, MultiPoint, MultiLineString, MultiPolygon.

```

PGgeometry geom = (PGgeometry)r.getObject(1);
if(geom.getType() == Geometry.POLYGON) {
 Polygon pl = (Polygon)geom.getGeometry();
 for(int r = 0; r < pl.numRings(); r++) {
 LinearRing rng = pl.getRing(r);
 System.out.println("Ring: " + r);
 for(int p = 0; p < rng.numPoints(); p++) {
 Point pt = rng.getPoint(p);
 System.out.println("Point: " + p);
 System.out.println(pt.toString());
 }
 }
}
}

```

The JavaDoc for the extension objects provides a reference for the various data accessor functions in the geometric objects.

## 6.3 C Clients (libpq)

...

### 6.3.1 Text Cursors

...

### 6.3.2 Binary Cursors

...

## Chapter 7

# Consigli per migliori prestazioni

### 7.1 Piccole tabelle contenenti geometrie di grandi dimensioni

#### 7.1.1 Descrizione del problema

Le attuali versioni di PostgreSQL (compresa la versione 8.0) sono affette da un difetto del query optimizer riguardante le tabelle TOAST. Le tabelle TOAST sono una sorta di "spazio aggiuntivo" usato per memorizzare valori di grandi dimensioni (nel senso di dimensioni dei dati) che non possono essere salvati in normali pagine (per esempio lunghi testi, immagini o geometrie con molti vertici). Vedi [la documentazione PostgreSQL sulle tabelle TOAST](#) per maggiori informazioni).

Il problema si presenta nel caso di tabelle contenenti geometrie di grandi dimensioni ma poche righe (per esempio una tabella contenente i confini di tutti gli stati europei ad alta risoluzione). In questo caso infatti la tabella in se è di piccole dimensioni ma usa molto spazio TOAST. Nel nostro esempio la tabella conteneva circa 80 righe e utilizzava solo 3 pagine di dati, ma la tabella TOAST ne utilizzava 8225.

Ora si lanci una query che usi l'operatore && e che [MATCHES] solo poche righe. Il

Per controllare se i propri dati sono interessati da questo bug, si può usare il comando PostgreSQL "EXPLAIN ANALYZE". Per maggiori informazioni e dettagli tecnici consultare il corrispondente thread sulla mailing list di PostgreSQL: <http://archives.postgresql.org/performance/2005-02/msg00030.php>

and newer thread on PostGIS <https://lists.osgeo.org/pipermail/postgis-devel/2017-June/026209.html>

#### 7.1.2 Possibili soluzioni

Gli sviluppatori di PostgreSQL stanno cercando di risolvere il problema rendendo la valutazione della query indipendente dalla tabella TOAST. Per ora ci sono due possibili soluzioni alternative:

La è forzare il query planner ad usare l'indice spaziale usando il comando "SET enable\_seqscan TO off;" prima di lanciare la query. Questo comando impedisce al query planner di usare lo scan sequenziale della tabella se possibile e lo forza quindi ad usare l'indice GIST. Tuttavia il comando deve essere lanciato ad ogni connessione e, per evitare di confondere il query planner in altri casi, il parametro deve essere resettato dopo l'esecuzione della query interessata con il comando "SET enable\_seqscan TO on;" .

Il secondo metodo è rendere lo scan sequenziale così veloce come il query planner si aspetta che sia. Questo può essere raggiunto aggiungendo una colonna addizionale in cui salvare la bounding box di ogni geometria. Nel nostro esempio i comandi sarebbero:

```
SELECT AddGeometryColumn('myschema', 'mytable', 'bbox', '4326', 'GEOMETRY', '2');
UPDATE mytable SET bbox = ST_Envelope(ST_Force_2d(the_geom));
```

Ora la query deve essere modificata in modo da usare l'operatore && con la colonna bbox piuttosto che con la colonna geom\_column:

```
SELECT geom_column
FROM mytable
WHERE bbox && ST_SetSRID('BOX3D(0 0,1 1)::box3d,4326);
```

Ovviamente la colonna `bbox` deve essere mantenuta attuale quando si modificano o si aggiungono geometrie. La via più semplice per fare questo sarebbe con un trigger, oppure l'applicazione può essere modificata in modo da aggiornare anche la colonna `bbox` oppure si può lanciare l'UPDATE precedente dopo ogni modifica.

## 7.2 CLUSTERing di indici geometrici

Per tabelle che vengono per lo più solo lette, e dove un singolo indice è usato dalla maggior parte delle query, PostgreSQL offre il comando `CLUSTER`. Questo comando riordina fisicamente le righe in modo che l'ordine corrisponda a quello dell'indice. Con questo metodo si migliorano le prestazioni per due motivi: primo, il numero delle ricerche nella tabella dei dati è ridotto drasticamente. Secondo, se i dati interessati dalla query sono concentrati in un piccolo intervallo sull'indice, il processo di mettere in cache sarà più efficiente perché le righe saranno distribuite all'interno di poche pagine. (si invita a leggere la documentazione di PostgreSQL riguardante il comando `CLUSTER`).

Attualmente però, PostgreSQL non permette di usare il clustering con indici GIST, perché gli indici GIST ignorano i valori nulli:

```
lwgeom=# CLUSTER my_geom_index ON my_table;
ERROR: cannot cluster when index access method does not handle null values
HINT: You may be able to work around this by marking column "the_geom" NOT NULL.
```

Come suggerito dal messaggio di errore, è possibile aggirare il problema aggiungendo un vincolo "NOT NULL" alla tabella:

```
lwgeom=# ALTER TABLE my_table ALTER COLUMN the_geom SET not null;
ALTER TABLE
```

Ovviamente questo non funzionerà se la colonna `the_geom` già contiene valori nulli. Inoltre il vincolo dev'essere definito usando il comando precedente. Usare un vincolo `CHECK` del tipo "`ALTER TABLE blubb ADD CHECK (geometry is not null);`" non funzionerà.

## 7.3 Evitare la conversione della dimensione

A volte può accadere di avere dati in 3D o 4D, ma di accederli sempre usando funzioni che danno in output solo geometrie 2D come `ST_AsText()` oppure `ST_AsBinary()`. Queste funzioni processano internamente le geometrie eseguendo `ST_Force2D()` e questo può risultare in un peggioramento delle prestazioni significativo nel caso di geometrie di grandi dimensioni. Per evitare questo problema è consigliabile eliminare le dimensioni non utilizzate una volta e per sempre:

```
UPDATE mytable SET the_geom = ST_Force_2d(the_geom);
VACUUM FULL ANALYZE mytable;
```

Se la colonna di tipo `geometry` è stata aggiunta usando la funzione `AddGeometryColumn()`, verrà creato anche un vincolo dimensionale sulla geometria. Per aggirare il vincolo sarà necessario cancellarlo. Ricorda di aggiornare il record nella tabella `geometry_columns` e di ricreare il vincolo successivamente.

Nel caso di grandi tabelle può essere sensato dividere l'UPDATE in porzioni più piccole, usando la clausola `WHERE` con la chiave primaria o un altro criterio flessibile per aggiornare solo una parte della tabella, ed eseguendo un semplice "VACUUM;" tra gli UPDATE. Questo accorgimento ridurrà drasticamente il bisogno lo spazio temporaneo sul disco. Inoltre, se la colonna geometrica contiene geometrie con diverse dimensioni, si può limitare l'UPDATE con "`WHERE dimension(the_geom)>2`", evitando così di riscrivere le geometrie che sono già in 2D.



## 7.4 Mettere a punto la configurazione

Tuning for PostGIS is much like tuning for any PostgreSQL workload. The only additional note to keep in mind is that geometries and rasters are heavy so memory related optimizations generally have more of an impact on PostGIS than other types of PostgreSQL queries.

For general details about optimizing PostgreSQL, refer to [Tuning your PostgreSQL Server](#).

For PostgreSQL 9.4+ all these can be set at the server level without touching postgresql.conf or postgresql.auto.conf by using the ALTER SYSTEM... command.

```
ALTER SYSTEM SET work_mem = '256MB';
-- this will force, non-startup configs to take effect for new connections
SELECT pg_reload_conf();
-- show current setting value
-- use SHOW ALL to see all settings
SHOW work_mem;
```

In addition to these settings, PostGIS also has some custom settings which you can find listed in [Section 8.2](#).

### 7.4.1 Startup

Queste impostazioni sono definite in postgresql.conf:

#### [constraint\\_exclusion](#)

- Default: 1MB
- Generalmente usato per il partizionamento delle tabelle. Con versioni di PostgreSQL inferiori alla 8.4 impostare il parametro su "on" per permettere al query planner di ottimizzare secondo necessità. Da PostgreSQL 8.4, il valore di default è "partition", ideale per versioni 8.4 e superiori perché forza il query planner ad analizzare i vincoli delle tabelle solo se queste sono in una gerarchia di ereditarietà e non essere penalizzate dal planner in caso contrario.

#### [shared\\_buffers](#)

- Default: ~128MB in PostgreSQL 9.6
- Set to about 25% to 40% of available RAM. On windows you may not be able to set as high.

#### [work\\_mem](#) (memoria usata per operazioni di ordinamento e query complesse)

- Default: 1MB
- Sets the maximum number of background processes that the system can support. This parameter can only be set at server start.

### 7.4.2 Runtime

#### [work\\_mem](#) (memoria usata per operazioni di ordinamento e query complesse)

- Default: 1MB
- Aumentare il valore per grandi database, query complesse, abbondanza di RAM
- Diminuire il valore nel caso di molti utenti concorrenti oppure disponibilità di RAM ridotta
- Nel caso di molta RAM e pochi programmatori:

```
SET work_mem TO 1200000;
```

**maintenance\_work\_mem** (usato per VACUUM, CREATE INDEX, etc.)

- Default: 16MB
- Generalmente troppo basso. Tiene occupati i processi Input/Output e blocca oggetti quando viene impegnata la memoria swap.
- Si raccomandano 32MB oppure 256MB su server di produzione con molta RAM, ma dipende dal numero di utenti concorrenti. Nel caso di molta RAM e pochi sviluppatori:

```
SET maintenance_work_mem TO 1200000;
```

**max\_parallel\_workers\_per\_gather** This setting is only available for PostgreSQL 9.6+ and will only affect PostGIS 2.3+, since only PostGIS 2.3+ supports parallel queries. If set to higher than 0, then some queries such as those involving relation functions like `ST_Intersects` can use multiple processes and can run more than twice as fast when doing so. If you have a lot of processors to spare, you should change the value of this to as many processors as you have. Also make sure to bump up `max_worker_processes` to at least as high as this number.

- Default: 1MB
- Sets the maximum number of workers that can be started by a single `Gather` node. Parallel workers are taken from the pool of processes established by `max_worker_processes`. Note that the requested number of workers may not actually be available at run time. If this occurs, the plan will run with fewer workers than expected, which may be inefficient. Setting this value to 0, which is the default, disables parallel query execution.

## Chapter 8

# Guida a PostGIS

Le funzioni elencate sotto sono quelle di cui un utente PostGIS avrà più probabilmente bisogno. Ci sono altre funzioni, di supporto agli oggetti PostGIS, che non sono utili all'utente comune.

**Note**

PostGIS ha iniziato una transizione dalla namin convention esistente a una convenzione SQL-MM-centrica. Di conseguenza, molte funzioni di uso comune sono state rinominate usando il prefisso standard "spatial type" (ST). Le funzioni precedenti sono tuttora disponibili, anche se non elencate nel presente documento. Al loro posto sono presenti le funzioni aggiornate corrispondenti. Le funzioni non ST\_ che mancano in questo documento sono deprecate e verranno eliminate in una futura release, quindi NON VANNO PIÙ USATE.

### 8.1 PostgreSQL PostGIS tipi Geometry/Geography/Box

#### 8.1.1 box2d

box2d — Un rettangolo composto dalle coordinate xmin,ymin,xmax,ymax. Spesso è usato per ritornare l'estensione 2D della geometria.

**Descrizione**

box2d è un tipo di dato spaziale usato per rappresentare in rettangolo contenente una geometria o un insieme di geometrie. In versioni precedenti Postgis 1.4, la funzione ST\_Extent ritorna un box2d.

#### 8.1.2 box3d

box3d — Un parallelepipedo composto dalle coordinate xmin, ymin, zmin, xmax, ymax, zmax. Spesso usato per ritornare l'estensione 3D di una geometria o di una collezione di geometrie.

**Descrizione**

box3d è un tipo spaziale di Postgis usato per rappresentare il parallelepipedo contenente una geometria o un insieme di geometrie. La funzione ST\_3DExtent ritorna un oggetto box3d.

**Comportamento in caso di CAST**

Questa sezione illustra le modalità di CAST - automatici e espliciti - permessi per questo tipo di dato

| Cast verso | Comportamento |
|------------|---------------|
| box        | automatico    |
| box2d      | automatico    |
| geometry   | automatico    |

### 8.1.3 geometry

geometry — Tipi di dati spaziali piani.

#### Descrizione

Il tipo di dato "geometry" è un fondamentale tipo spaziale di Postgis usato per rappresentare una entità in un sistema di coordinate euclideo.

#### Comportamento in caso di CAST

Questa sezione illustra le modalità di CAST - automatici e espliciti - permessi per questo tipo di dato

| Cast verso | Comportamento |
|------------|---------------|
| box        | automatico    |
| box2d      | automatico    |
| box3d      | automatico    |
| bytea      | automatico    |
| geography  | automatico    |
| text       | automatico    |

#### Vedi anche

Section [4.1](#)

### 8.1.4 geometry\_dump

geometry\_dump — Un tipo di dato spaziale composto da due campi: geom (contenente un oggetto geometry) e path[] (un array unidimensionale 1-d contenente la posizione della geometria all'interno della collezione).

#### Descrizione

geometry\_dump è un tipo composto formato da un oggetto geometry, associato al campo .geom, e path[] un array unidimensionale di interi (l'array inizia con 1. Per esempio path[1] ritorna il primo elemento) che definisce il percorso di ogni geometria all'interno della collezione.

#### Vedi anche

Section [14.6](#)

### 8.1.5 geography

geography — Tipi spaziali ellissoidi.

**Descrizione**

geography è un tipo spaziale usato per rappresentare un'entità in un sistema di coordinate sferico valido per l'intero pianeta.

**Comportamento in caso di CAST**

Questa sezione illustra le modalità di CAST - automatici e espliciti - permessi per questo tipo di dato

| Cast verso | Comportamento |
|------------|---------------|
| geometry   | Esplicito     |

**Vedi anche**

Section [14.4](#), Section [4.2](#)

## 8.2 PostGIS Grand Unified Custom Variables (GUCs)

### 8.2.1 postgis.backend

postgis.backend — The backend to service a function where GEOS and SFCGAL overlap. Options: geos or sfcgal. Defaults to geos.

**Description**

This GUC is only relevant if you compiled PostGIS with sfcgal support. By default `geos` backend is used for functions where both GEOS and SFCGAL have the same named function. This variable allows you to override and make sfcgal the backend to service the request.

Availability: 2.1.0

**Examples**

Sets backend just for life of connection

```
set postgis.backend = sfcgal;
```

Sets backend for new connections to database

```
ALTER DATABASE mygisdb SET postgis.backend = sfcgal;
```

**See Also**

Section [8.10](#)

### 8.2.2 postgis.gdal\_datapath

postgis.gdal\_datapath — A configuration option to assign the value of GDAL's GDAL\_DATA option. If not set, the environmentally set GDAL\_DATA variable is used.

## Description

A PostgreSQL GUC variable for setting the value of GDAL's GDAL\_DATA option. The `postgis.gdal_datapath` value should be the complete physical path to GDAL's data files.

This configuration option is of most use for Windows platforms where GDAL's data files path is not hard-coded. This option should also be set when GDAL's data files are not located in GDAL's expected path.



### Note

This option can be set in PostgreSQL's configuration file `postgresql.conf`. It can also be set by connection or transaction.

Availability: 2.2.0



### Note

Additional information about GDAL\_DATA is available at GDAL's [Configuration Options](#).

## Examples

Set and reset `postgis.gdal_datapath`

```
SET postgis.gdal_datapath TO '/usr/local/share/gdal/hidden';
SET postgis.gdal_datapath TO default;
```

Setting on windows for a particular database

```
ALTER DATABASE gisdb
SET postgis.gdal_datapath = 'C:/Program Files/PostgreSQL/9.3/gdal-data';
```

## See Also

[PostGIS\\_GDAL\\_Version](#), [ST\\_Transform](#)

## 8.2.3 postgis.gdal\_enabled\_drivers

`postgis.gdal_enabled_drivers` — A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable GDAL\_SKIP.

## Description

A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable GDAL\_SKIP. This option can be set in PostgreSQL's configuration file: `postgresql.conf`. It can also be set by connection or transaction.

The initial value of `postgis.gdal_enabled_drivers` may also be set by passing the environment variable `POSTGIS_GDAL_ENABLED_DRIVERS` with the list of enabled drivers to the process starting PostgreSQL.

Enabled GDAL specified drivers can be specified by the driver's short-name or code. Driver short-names or codes can be found at [GDAL Raster Formats](#). Multiple drivers can be specified by putting a space between each driver.

**Note**

There are three special codes available for `postgis.gdal_enabled_drivers`. The codes are case-sensitive.

- `DISABLE_ALL` disables all GDAL drivers. If present, `DISABLE_ALL` overrides all other values in `postgis.gdal_enabled_drivers`.
- `ENABLE_ALL` enables all GDAL drivers.
- `VSICURL` enables GDAL's `/vsicurl/` virtual file system.

When `postgis.gdal_enabled_drivers` is set to `DISABLE_ALL`, attempts to use out-db rasters, `ST_FromGDALRaster()`, `ST_AsGDALRaster()`, `ST_AsTIFF()`, `ST_AsJPEG()` and `ST_AsPNG()` will result in error messages.

**Note**

In the standard PostGIS installation, `postgis.gdal_enabled_drivers` is set to `DISABLE_ALL`.

**Note**

Additional information about `GDAL_SKIP` is available at GDAL's [Configuration Options](#).

Availability: 2.2.0

**Examples**

Set and reset `postgis.gdal_enabled_drivers`

Sets backend for all new connections to database

```
ALTER DATABASE mygisdb SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
```

Sets default enabled drivers for all new connections to server. Requires super user access and PostgreSQL 9.4+. Also not that database, session, and user settings override this.

```
ALTER SYSTEM SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
SELECT pg_reload_conf();
```

```
SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
SET postgis.gdal_enabled_drivers = default;
```

Enable all GDAL Drivers

```
SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
```

Disable all GDAL Drivers

```
SET postgis.gdal_enabled_drivers = 'DISABLE_ALL';
```

**See Also**

[ST\\_FromGDALRaster](#), [ST\\_AsGDALRaster](#), [ST\\_AsTIFF](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [postgis.enable\\_outdb\\_rasters](#)

## 8.2.4 `postgis.enable_outdb_rasters`

`postgis.enable_outdb_rasters` — A boolean configuration option to enable access to out-db raster bands.

### Description

A boolean configuration option to enable access to out-db raster bands. This option can be set in PostgreSQL's configuration file: `postgresql.conf`. It can also be set by connection or transaction.

The initial value of `postgis.enable_outdb_rasters` may also be set by passing the environment variable `POSTGIS_ENABLE_OUTDB_RASTERS` with a non-zero value to the process starting PostgreSQL.



#### Note

Even if `postgis.enable_outdb_rasters` is `True`, the GUC `postgis.enable_outdb_rasters` determines the accessible raster formats.



#### Note

In the standard PostGIS installation, `postgis.enable_outdb_rasters` is set to `False`.

Availability: 2.2.0

### Examples

Set and reset `postgis.enable_outdb_rasters`

```
SET postgis.enable_outdb_rasters TO True;
SET postgis.enable_outdb_rasters = default;
SET postgis.enable_outdb_rasters = True;
SET postgis.enable_outdb_rasters = False;
```

### See Also

[postgis.gdal\\_enabled\\_drivers](#)

## 8.3 Funzioni per la gestione del database

### 8.3.1 `AddGeometryColumn`

`AddGeometryColumn` — Aggiunge una colonna di tipo `geometry` in una tabella già esistente. Per default usa il modificatore di tipo per la definizione della geometria piuttosto che dei vincoli. Si può passare alla funzione il parametro `use_typmod` per attivare il vecchio meccanismo basato sui vincoli.

### Synopsis

```
text AddGeometryColumn(varchar table_name, varchar column_name, integer srid, varchar type, integer dimension, boolean use_typmod=true);
text AddGeometryColumn(varchar schema_name, varchar table_name, varchar column_name, integer srid, varchar type, integer dimension, boolean use_typmod=true);
text AddGeometryColumn(varchar catalog_name, varchar schema_name, varchar table_name, varchar column_name, integer srid, varchar type, integer dimension, boolean use_typmod=true);
```



## Descrizione

Aggiunge una colonna di tipo geometry ad una tabella già esistente. `schema_name` è il nome dello schema contenente la tabella. `sr_id` deve essere un numero intero che si riferisce a un record presente nella tabella `SPATIAL_REF_SYS`. `type` deve essere una stringa corrispondente al tipo di geometria, per esempio 'POLYGON' oppure 'MULTILINESTRING'. La funzione produce un errore se lo schema non esiste (oppure non è visibile nel `search_path` attuale), o la SRID specificata, il tipo di geometria o la dimensione sono invalidi.

### Note



Cambiamento nella versione 2.0.0: questa funzione non aggiorna più `geometry_columns` perché `geometry_columns` non è più una tabella ma una vista che estrae automaticamente le informazioni necessarie dal system catalog. Inoltre per default la funzione non crea vincoli ma usa il modificatore di tipi integrato in PostgreSQL. Per esempio: creare una colonna con tipo POINT e con SRID 4326 con questa funzione, ora è equivalente a: `ALTER TABLE some_table ADD COLUMN geom geometry(Point,4326);`  
Cambiamento nella versione 2.0.0: il vecchio funzionamento con i vincoli può essere attivato passando alla funzione l'argomento `use_typmod` impostato su `false`.

### Note



Cambiamento in versione 2.0.0: le viste non possono più essere registrate in `geometry_columns`, a meno che le colonne geometry a cui fanno riferimento non siano state generate con `typmod` e usate senza funzioni wrapper. In questo caso la vista sarà registrata correttamente in `geometry_columns` perché eredita il `typmod` dalla colonna geometry originale. Le viste che usano funzioni che ritornano geometrie verranno registrate correttamente se il tipo dell'output della funzione verrà definito esplicitamente con la funzione `CAST` come `typmod geometry`.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

Miglioramento nella versione 2.0.0: introdotto il parametro `use_typmod`. Se settato su `true` (o se omesso) la funzione genererà una colonna geometry basata su `typmod`. Se settato su `"false"`, la funzione genererà una colonna geometry con basata su vincoli geometrici.

## Esempi

```
-- Creiamo uno schema in cui salvare i dati
CREATE SCHEMA my_schema;
-- Creiamo una semplice tabella
CREATE TABLE my_schema.my_spatial_table (id serial);

-- La descrizione mostra una semplice tabella con un'unica colonna "id"
postgis=# \d my_schema.my_spatial_table
 Table "my_schema.my_spatial_table"
Column | Type | Modifiers
-----+-----+-----
 id | integer | not null default nextval('my_schema.my_spatial_table_id_seq'::regclass)

-- Aggiungiamo una colonna geometry
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geom',4326,'POINT',2);

-- Aggiungiamo un'altra colonna geometry settando il parametro use_typmod = false,
```

```
-- generando quindi una colonna geometry basata su vincoli
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geom_c',4326,'POINT',2, false);

--Di nuovo aggiungiamo un'altra colonna geometry usando il vecchio meccanismo con vincoli
Add a curvopolygon using old constraint behavior
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geomcp_c',4326,'CURVEPOLYGON',2, ←
 false);

-- Descriviamo di nuovo la tabella con le nuove 3 colonne geometry
\d my_schema.my_spatial_table
 addgeometrycolumn

my_schema.my_spatial_table.geomcp_c SRID:4326 TYPE:CURVEPOLYGON DIMS:2
(1 row)
```

| Column   | Type                 | Table "my_schema.my_spatial_table" | Modifiers                                                               |
|----------|----------------------|------------------------------------|-------------------------------------------------------------------------|
| id       | integer              |                                    | not null default nextval('my_schema.my_spatial_table_id_seq'::regclass) |
| geom     | geometry(Point,4326) |                                    |                                                                         |
| geom_c   | geometry             |                                    |                                                                         |
| geomcp_c | geometry             |                                    |                                                                         |

```
Check constraints:
 "enforce_dims_geom_c" CHECK (st_ndims(geom_c) = 2)
 "enforce_dims_geomcp_c" CHECK (st_ndims(geomcp_c) = 2)
 "enforce_geotype_geom_c" CHECK (geometrytype(geom_c) = 'POINT'::text OR geom_c IS NULL)
 "enforce_geotype_geomcp_c" CHECK (geometrytype(geomcp_c) = 'CURVEPOLYGON'::text OR ←
 geomcp_c IS NULL)
 "enforce_srid_geom_c" CHECK (st_srid(geom_c) = 4326)
 "enforce_srid_geomcp_c" CHECK (st_srid(geomcp_c) = 4326)

-- Le colonne geometry sono automaticamente registrate in geometry_columns
SELECT f_geometry_column As col_name, type, srid, coord_dimension As ndims
FROM geometry_columns
WHERE f_table_name = 'my_spatial_table' AND f_table_schema = 'my_schema';
```

| col_name | type         | srid | ndims |
|----------|--------------|------|-------|
| geom     | Point        | 4326 | 2     |
| geom_c   | Point        | 4326 | 2     |
| geomcp_c | CurvePolygon | 4326 | 2     |

## Vedi anche

[DropGeometryColumn](#), [DropGeometryTable](#), [Section 4.3.2](#), [Section 4.3.4](#)

## 8.3.2 DropGeometryColumn

DropGeometryColumn — Rimuove una colonna geometry da una tabella spaziale

### Synopsis

```
text DropGeometryColumn(varchar table_name, varchar column_name);
text DropGeometryColumn(varchar schema_name, varchar table_name, varchar column_name);
text DropGeometryColumn(varchar catalog_name, varchar schema_name, varchar table_name, varchar column_name);
```

## Descrizione

Rimuove una colonna geometry da una tabella spaziale. Il campo `schema_name` deve corrispondere al campo `f_table_schema` in `geometry_columns`.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



### Note

Cambiamento nella versione 2.0.0: questa funzione è mantenuta per retrocompatibilità. Attualmente, essendo `geometry_columns` una vista basata sul system catalog, una colonna geometry può essere rimossa come qualsiasi altra colonna con `ALTER TABLE`

## Esempi

```
SELECT DropGeometryColumn ('my_schema','my_spatial_table','geom');
 ----RESULT output ----
 dropgeometrycolumn

my_schema.my_spatial_table.geom effectively removed.

-- In PostGIS 2.0+ questo comando è equivalente al comando standard
-- alter table. Ambedue i comandi rimuoveranno la colonna da geometry_columns
ALTER TABLE my_schema.my_spatial_table DROP column geom;
```

## Vedi anche

[AddGeometryColumn](#), [DropGeometryTable](#), [Section 4.3.2](#)

## 8.3.3 DropGeometryTable

`DropGeometryTable` — Rimuove una tabella e tutte le sue referenze da `geometry_columns`

## Synopsis

```
boolean DropGeometryTable(varchar table_name);
boolean DropGeometryTable(varchar schema_name, varchar table_name);
boolean DropGeometryTable(varchar catalog_name, varchar schema_name, varchar table_name);
```

## Descrizione

Rimuove una tabella spaziale e tutte le sue referenze da `geometry_columns`. Nota: utilizza la funzione PostgreSQL `current_schema()` se lo schema non è passato come argomento.



### Note

Cambiamento nella versione 2.0.0: questa funzione è mantenuta per retrocompatibilità. Attualmente, essendo `geometry_columns` una vista basata sul system catalog, una tabella spaziale può essere rimossa come qualsiasi altra tabella con `DROP TABLE`

**Esempi**

```
SELECT DropGeometryTable ('my_schema','my_spatial_table');
----RESULT output ---
my_schema.my_spatial_table dropped.

-- Il comando sopra è ora equivalente a --
DROP TABLE my_schema.my_spatial_table;
```

**Vedi anche**

[AddGeometryColumn](#), [DropGeometryColumn](#), [Section 4.3.2](#)

**8.3.4 PostGIS\_Full\_Version**

**PostGIS\_Full\_Version** — Riporta informazioni sulla versione completa di Postgis e sulla configurazione della compilazione.

**Synopsis**

text **PostGIS\_Full\_Version()**;

**Descrizione**

Riporta informazioni sulla versione completa di Postgis e sulla configurazione della compilazione. Effettua anche un confronto tra librerie e script e suggerisce l'aggiornamento dove ce ne sia bisogno.

**Esempi**

```
SELECT PostGIS_Full_Version();
 postgis_full_version

POSTGIS="2.2.0dev r12699" GEOS="3.5.0dev-CAPI-1.9.0 r3989" SFCGAL="1.0.4" PROJ="Rel. 4.8.0, ↵
 6 March 2012"
GDAL="GDAL 1.11.0, released 2014/04/16" LIBXML="2.7.8" LIBJSON="0.12" RASTER
(1 row)
```

**Vedi anche**

[Section 2.10](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

**8.3.5 PostGIS\_GEOS\_Version**

**PostGIS\_GEOS\_Version** — Riporta il numero della versione della libreria GEOS.

**Synopsis**

text **PostGIS\_GEOS\_Version()**;

**Descrizione**

Riporta il numero di versione della libreria GEOS oppure NULL se il supporto a GEOS non è attivato.

## Esempi

```
SELECT PostGIS_GEOS_Version();
 postgis_geos_version

 3.1.0-CAPI-1.5.0
(1 row)
```

## Vedi anche

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 8.3.6 PostGIS\_Lib\_Version

`PostGIS_Lib_Version` — Riporta il numero della versione della libreria libxml2.

## Synopsis

text `PostGIS_Lib_Version()`;

## Descrizione

Riporta il numero della versione della libreria libxml2.

## Esempi

```
SELECT PostGIS_Lib_Version();
 postgis_lib_version

 1.3.3
(1 row)
```

## Vedi anche

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 8.3.7 PostGIS\_LibXML\_Version

`PostGIS_LibXML_Version` — Riporta il numero della versione della libreria libxml2.

## Synopsis

text `PostGIS_LibXML_Version()`;

## Descrizione

Riporta il numero della versione della libreria LibXML2.

Disponibilità: dalla versione 1.5.

---

## Esempi

```
SELECT PostGIS_LibXML_Version();
 postgis_libxml_version

2.7.6
(1 row)
```

## Vedi anche

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Version](#)

### 8.3.8 PostGIS\_Lib\_Build\_Date

PostGIS\_Lib\_Build\_Date — Riporta la data della compilazione della libreria PostGIS.

## Synopsis

text **PostGIS\_Lib\_Build\_Date**();

## Descrizione

Riporta la data della compilazione della libreria PostGIS.

## Esempi

```
SELECT PostGIS_Lib_Build_Date();
 postgis_lib_build_date

2008-06-21 17:53:21
(1 row)
```

### 8.3.9 PostGIS\_Lib\_Version

PostGIS\_Lib\_Version — Riporta il numero di versione della libreria PostGIS.

## Synopsis

text **PostGIS\_Lib\_Version**();

## Descrizione

Riporta il numero di versione della libreria PostGIS.

## Esempi

```
SELECT PostGIS_Lib_Version();
 postgis_lib_version

1.3.3
(1 row)
```

**Vedi anche**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

**8.3.10 PostGIS\_PROJ\_Version**

PostGIS\_PROJ\_Version — Riporta il numero di versione della libreria PROJ4.

**Synopsis**

text **PostGIS\_PROJ\_Version()**;

**Descrizione**

Riporta il numero di versione della libreria PROJ4, oppure NULL se il supporto a PROJ4 non è attivato.

**Esempi**

```
SELECT PostGIS_PROJ_Version();
 postgis_proj_version

Rel. 4.4.9, 29 Oct 2004
(1 row)
```

**Vedi anche**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

**8.3.11 PostGIS\_Scripts\_Build\_Date**

PostGIS\_Scripts\_Build\_Date — Riporta la data della compilazione degli script PostGIS.

**Synopsis**

text **PostGIS\_Scripts\_Build\_Date()**;

**Descrizione**

Riporta la data della compilazione degli script PostGIS.

Disponibilità: dalla versione 1.0.0RC1

**Esempi**

```
SELECT PostGIS_Scripts_Build_Date();
 postgis_scripts_build_date

2007-08-18 09:09:26
(1 row)
```

**Vedi anche**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

### 8.3.12 PostGIS\_Scripts\_Installed

PostGIS\_Scripts\_Installed — Riporta il numero della versione degli script PostGIS installati del database.

**Synopsis**

text **PostGIS\_Scripts\_Installed**();

**Descrizione**

Riporta il numero della versione degli script PostGIS installati del database.

**Note**

Se l'output di questa funzione non corrisponde all'output di [PostGIS\\_Scripts\\_Released](#), probabilmente gli script installati nel database devono essere aggiornati. Vedi la sezione [Aggiornamento](#) per più informazioni.

Disponibilità: dalla versione 0.9.0

**Esempi**

```
SELECT PostGIS_Scripts_Installed();
 postgis_scripts_installed

1.5.0SVN
(1 row)
```

**Vedi anche**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Released](#), [PostGIS\\_Version](#)

### 8.3.13 PostGIS\_Scripts\_Released

PostGIS\_Scripts\_Released — Riporta il numero di versione dello script postgis.sql rilasciato con la libreria PostGIS installata.

**Synopsis**

text **PostGIS\_Scripts\_Released**();

**Descrizione**

Riporta il numero di versione dello script postgis.sql rilasciato con la libreria PostGIS installata.

**Note**

Dalla versione 1.1.0 questa funzione ritorna lo stesso valore di [PostGIS\\_Lib\\_Version](#). Viene mantenuta per retrocompatibilità.

Disponibilità: dalla versione 0.9.0



## Esempi

```
SELECT PostGIS_Scripts_Released();
 postgis_scripts_released

1.3.4SVN
(1 row)
```

## Vedi anche

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Installed](#), [PostGIS\\_Lib\\_Version](#)

### 8.3.14 PostGIS\_Version

**PostGIS\_Version** — Riporta il numero della versione di PostGIS e le opzioni della compilazione.

## Synopsis

text **PostGIS\_Version**();

## Descrizione

Riporta il numero della versione di PostGIS e le opzioni della compilazione.

## Esempi

```
SELECT PostGIS_Version();
 postgis_version

1.3 USE_GEOS=1 USE_PROJ=1 USE_STATS=1
(1 row)
```

## Vedi anche

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#)

### 8.3.15 Populate\_Geometry\_Columns

**Populate\_Geometry\_Columns** — Si accerta che le colonne geometry siano definite con typemod oppure abbiano gli appropriati vincoli spaziali e conseguentemente siano correttamente registrate nella vista `geometry_columns`. Per default la funzione converte tutte le colonne geometry definite senza typemod in geometry con typemod. Per ottenere il vecchio meccanismo con i vincoli spaziali si può settare la variabile `use_typedmod=false`

## Synopsis

text **Populate\_Geometry\_Columns**(boolean use\_typedmod=true);  
int **Populate\_Geometry\_Columns**(oid relation\_oid, boolean use\_typedmod=true);

## Descrizione

Si accerta che le colonne geometry siano definite con typemod oppure abbiano gli appropriati vincoli spaziali e conseguentemente siano correttamente registrate nella vista `geometry_columns`.

For backwards compatibility and for spatial needs such as table inheritance where each child table may have different geometry type, the old check constraint behavior is still supported. If you need the old behavior, you need to pass in the new optional argument as `false use_typmod=false`. When this is done geometry columns will be created with no type modifiers but will have 3 constraints defined. In particular, this means that every geometry column belonging to a table has at least three constraints:

- `enforce_dims_the_geom` - assicura che tutte le geometrie hanno la stessa dimensione (vedi [ST\\_NDims](#))
- `enforce_geotype_the_geom` - assicura che tutte le geometrie sono dello stesso tipo (vedi [GeometryType](#))
- `enforce_srid_the_geom` - assicura che tutte le geometrie hanno la stessa proiezione (vedi [ST\\_SRID](#))

Se alla funzione viene passato l'oid di una tabella, questa cerca di determinare srid, dimensione e tipo della geometria di tutte le colonne geometry della tabella, aggiungendo i vincoli se necessario. In caso di successo, una riga viene inserita nella tabella `geometry_columns`, altrimenti viene lanciata un'eccezione con un messaggio che descrive il problema.

Se alla funzione viene passato l'oid di una vista, questa cerca di determinare srid, dimensione e tipo della geometria di tutte le colonne geometry della vista, inserendo le appropriate righe nella tabella `geometry_columns`. I vincoli spaziali non vengono controllati né definiti.

La variante senza parametri è un semplice wrapper per la variante parametrizzata, che prima svuota e poi riempie la tabella `geometry_columns` per ogni vista e tabella spaziale nel database, aggiungendo gli appropriate vincoli spaziali. La funzione ritorna un sommario con il numero delle colonne geometry trovate e di quelle inserite in `geometry_columns`. La versione parametrizzata ritorna semplicemente il numero di righe inserite nella tabella `geometry_columns`.

Disponibilità: 1.4.0

Cambiamento nella versione 2.0.0: Per default la funzione utilizza ora type modifier invece di controllare i vincoli spaziali. il meccanismo con i vincoli può essere comunque attivato passando il parametro `use_typmod` e settandolo come `false`.

Miglioramento nelle version 2.0.0: Il parametro opzionale `use_typmod` è stato introdotto per permettere di controllare se le colonne devono essere create con typmodifier oppure con i vincoli spaziali.

## Esempi

```
CREATE TABLE public.myspatial_table(gid serial, geom geometry);
INSERT INTO myspatial_table(geom) VALUES(ST_GeomFromText('LINESTRING(1 2, 3 4)',4326));
-- Il comando seguente usa typ modifiers. Per poter funzionare devono essere presenti dati ←
 nella tabella.
SELECT Populate_Geometry_Columns('public.myspatial_table'::regclass);
```

```
populate_geometry_columns
```

```

1
```

```
\d myspatial_table
```

| Table "public.myspatial_table" |                           |                                                      |           |
|--------------------------------|---------------------------|------------------------------------------------------|-----------|
| Column                         | Type                      |                                                      | Modifiers |
| gid                            | integer                   | not null default nextval('myspatial_table_gid_seq':: | ←         |
| geom                           | geometry(LineString,4326) |                                                      |           |

```
-- Il comando seguente modificherà le colonne geometry usando i vincoli spaziali se non ←
-- sono state definite con typmod oppure non hanno già i vincoli spaziali.
--Per poter funzionare devono essere presenti dati nella tabella.
CREATE TABLE public.myspatial_table_cs(gid serial, geom geometry);
INSERT INTO myspatial_table_cs(geom) VALUES(ST_GeomFromText('LINESTRING(1 2, 3 4)',4326));
SELECT Populate_Geometry_Columns('public.myspatial_table_cs'::regclass, false);
populate_geometry_columns

1
\d myspatial_table_cs

 Table "public.myspatial_table_cs"
Column | Type | Modifiers
-----+-----+-----
gid | integer | not null default nextval('myspatial_table_cs_gid_seq'::regclass)
geom | geometry |
Check constraints:
 "enforce_dims_geom" CHECK (st_ndims(geom) = 2)
 "enforce_geotype_geom" CHECK (geometrytype(geom) = 'LINESTRING'::text OR geom IS NULL)
 "enforce_srid_geom" CHECK (st_srid(geom) = 4326)
```

### 8.3.16 UpdateGeometrySRID

**UpdateGeometrySRID** — Updates the SRID of all features in a geometry column, geometry\_columns metadata and srid. If it was enforced with constraints, the constraints will be updated with new srid constraint. If the old was enforced by type definition, the type definition will be changed.

#### Synopsis

```
text UpdateGeometrySRID(varchar table_name, varchar column_name, integer srid);
text UpdateGeometrySRID(varchar schema_name, varchar table_name, varchar column_name, integer srid);
text UpdateGeometrySRID(varchar catalog_name, varchar schema_name, varchar table_name, varchar column_name, integer srid);
```

#### Descrizione

Aggiorna lo SRID di tutti i record in una colonna geometry, aggiornando anche geometry\_columns e il vincolo SRID della colonna. Usa la funzione current\_schema() se lo schema non è passato come argomento.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Esempi

This will change the srid of the roads table to 4326 from whatever it was before

```
SELECT UpdateGeometrySRID('roads', 'geom', 4326);
```

The prior example is equivalent to this DDL statement

```
ALTER TABLE roads
 ALTER COLUMN geom TYPE geometry(MULTILINESTRING, 4326)
 USING ST_SetSRID(geom, 4326);
```

If you got the projection wrong (or brought it in as unknown) in load and you wanted to transform to web mercator all in one shot You can do this with DDL but there is no equivalent PostGIS management function to do so in one go.

```
ALTER TABLE roads
 ALTER COLUMN geom TYPE geometry(MULTILINESTRING, 3857) USING ST_Transform(ST_SetSRID(geom ↵
 , 4326), 3857) ;
```

**Vedi anche**

[UpdateRasterSRID](#), [ST\\_SetSRID](#), [ST\\_Transform](#)

## 8.4 Costruttori geometrici.

### 8.4.1 ST\_BdPolyFromText

**ST\_BdPolyFromText** — Costruisce un poligono a partire da una collezione arbitraria di linee chiuse in forma di multilinee rappresentate come testo Well-Known

#### Synopsis

geometry **ST\_BdPolyFromText**(text WKT, integer srid);

#### Descrizione

Costruisce un poligono a partire da una collezione arbitraria di linee chiuse in forma di multilinee rappresentate come testo Well-Known



#### Note

Ritorna un errore se il testo WKT non è una MULTILINESTRING oppure se l'output è un MULTIPOLYGON; in questo caso si può usare **ST\_BdMPolyFromText** oppure **ST\_BuildArea()** per un approccio specifico postgis.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2

Disponibilità: 1.1.0 - richiede GEOS >= 2.1.0.

#### Esempi

In preparazione

**Vedi anche**

[ST\\_BuildArea](#), [ST\\_BdMPolyFromText](#)

### 8.4.2 ST\_BdMPolyFromText

**ST\_BdMPolyFromText** — Costruisce un MultiPolygon a partire da una collezione arbitraria di linee chiuse sotto forma di MultiLineString in formato Well-Known-Text.

## Synopsis

geometry **ST\_BdMPolyFromText**(text WKT, integer srid);

## Descrizione

Costruisce un poligono a partire da una collezione arbitraria di linee chiuse, poligoni e MultiLineString in formato Well-Known-Text.



### Note

Ritorna un errore se il WKT non è una MULTILINESTRING. L'output è MULTIPOLYGON anche se il risultato è un singolo poligono. Usare **ST\_BdPolyFromText** se si è sicuri che il risultato è un singolo poligono oppure vedere **ST\_BuildArea()** per un approccio specifico postgis.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2

Disponibilità: 1.1.0 - richiede GEOS >= 2.1.0.

## Esempi

In preparazione

## Vedi anche

**ST\_BuildArea**, **ST\_BdPolyFromText**

### 8.4.3 ST\_Box2dFromGeoHash

**ST\_Box2dFromGeoHash** — Return a BOX2D from a GeoHash string.

## Synopsis

box2d **ST\_Box2dFromGeoHash**(text geohash, integer precision=full\_precision\_of\_geohash);

## Descrizione

Return a BOX2D from a GeoHash string.

If no `precision` is specified **ST\_Box2dFromGeoHash** returns a BOX2D based on full precision of the input GeoHash string.

If `precision` is specified **ST\_Box2dFromGeoHash** will use that many characters from the GeoHash to create the BOX2D. Lower precision values results in larger BOX2Ds and larger values increase the precision.

Availability: 2.1.0

**Esempi**

```

SELECT ST_Box2dFromGeoHash('9qqj7nmxncggy4d0dbxqz0');

 st_geomfromgeohash

BOX(-115.172816 36.114646,-115.172816 36.114646)

SELECT ST_Box2dFromGeoHash('9qqj7nmxncggy4d0dbxqz0', 0);

 st_box2dfromgeohash

BOX(-180 -90,180 90)

SELECT ST_Box2dFromGeoHash('9qqj7nmxncggy4d0dbxqz0', 10);

 st_box2dfromgeohash

BOX(-115.17282128334 36.1146408319473,-115.172810554504 36.1146461963654)

```

**Vedi anche**

[ST\\_GeoHash](#), [ST\\_GeomFromGeoHash](#), [ST\\_PointFromGeoHash](#)

**8.4.4 ST\_GeogFromText**

**ST\_GeogFromText** — Ritorna un valore geography sotto forma di Well-Know-Text (WKT) oppure di Extended-Well-Know-Text (EWKT)

**Synopsis**

geography **ST\_GeogFromText**(text EWKT);

**Descrizione**

Returns a geography object from the well-known text or extended well-known representation. SRID 4326 is assumed if unspecified. This is an alias for **ST\_GeographyFromText**. Points are always expressed in long lat form.

**Esempi**

```

--- converting lon lat coords to geography
ALTER TABLE sometable ADD COLUMN geog geography(POINT,4326);
UPDATE sometable SET geog = ST_GeogFromText('SRID=4326;POINT(' || lon || ' ' || lat || ')') ←
;

--- specify a geography point using EPSG:4267, NAD27
SELECT ST_AsEWKT(ST_GeogFromText('SRID=4267;POINT(-77.0092 38.889588)'));

```

**Vedi anche**

[ST\\_AsText](#), [ST\\_GeographyFromText](#)

### 8.4.5 ST\_GeographyFromText

ST\_GeographyFromText — Ritorna un valore geography sotto forma di Well-Know-Text (WKT) oppure di Extended-Well-Know-Text (EWKT)

#### Synopsis

geography **ST\_GeographyFromText**(text EWKT);

#### Descrizione

Returns a geography object from the well-known text representation. SRID 4326 is assumed if unspecified.

#### Vedi anche

[ST\\_GeogFromText](#), [ST\\_AsText](#)

### 8.4.6 ST\_GeogFromWKB

ST\_GeogFromWKB — Crea un oggetto geography a partire da una geometria in Well-Known Binary (WKB) oppure Extended Well-Known Binary (EWKB).

#### Synopsis

geography **ST\_GeogFromWKB**(bytea wkb);

#### Descrizione

La funzione ST\_GeogFromWKB accetta come argomento una geometria PostGIS in formato Well-Known-Binary (WKB) oppure Extended WKB a crea un oggetto dell'appropriato tipo geography. Questa funzione ha un ruolo nella Geometry Factory in SQL.

Se non specificato, lo SRID di default è 4326 (WGS 84 long lat).



This method supports Circular Strings and Curves

#### Esempi

```
--Anche se bytea rep contiene singoli \, these need to be escaped when inserting into a ↵
table
SELECT ST_AsText (
ST_GeogFromWKB(E'\001\002\000\000\000\002\000\000\000\037\205\353Q ↵
 \270~\\\300\323Mb\020X\231C@020X9\264\310~\\\300)\\\217\302\365\230 ↵
 C@')
);
 st_astext

LINESTRING(-113.98 39.198,-113.981 39.195)
(1 row)
```

**Vedi anche**

[ST\\_GeogFromText](#), [ST\\_AsBinary](#)

**8.4.7 ST\_GeomFromTWKB**

**ST\_GeomFromTWKB** — Creates a geometry instance from a TWKB ("[Tiny Well-Known Binary](#)") geometry representation.

**Synopsis**

geometry **ST\_GeomFromTWKB**(bytea twkb);

**Descrizione**

The **ST\_GeomFromTWKB** function, takes a a TWKB ("[Tiny Well-Known Binary](#)") geometry representation (WKB) and creates an instance of the appropriate geometry type.

**Esempi**

```
SELECT ST_AsText(ST_GeomFromTWKB(ST_AsTWKB('LINESTRING(126 34, 127 35)::geometry')));
```

```

 st_astext

LINESTRING(126 34, 127 35)
(1 row)
```

```
SELECT ST_AsEWKT(
 ST_GeomFromTWKB(E'\x620002f7f40dbce4040105')
);
```

```

 st_asewkt

LINESTRING(-113.98 39.198,-113.981 39.195)
(1 row)
```

**Vedi anche**

[ST\\_AsTWKB](#)

**8.4.8 ST\_GeomCollFromText**

**ST\_GeomCollFromText** — Makes a collection Geometry from collection WKT with the given SRID. If SRID is not given, it defaults to 0.

**Synopsis**

geometry **ST\_GeomCollFromText**(text WKT, integer srid);  
 geometry **ST\_GeomCollFromText**(text WKT);



## Descrizione

Makes a collection Geometry from the Well-Known-Text (WKT) representation with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Ritorna null se il WKT in input non è una GEOMETRYCOLLECTION



### Note

Se si è sicuri che tutti i WKT in input sono effettivamente GEOMETRYCOLLECTION, è sconsigliato usare questa funzione. È più lenta di ST\_GeomFromText perché effettua anche una validazione della geometria.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification.

## Esempi

```
SELECT ST_GeomCollFromText('GEOMETRYCOLLECTION(POINT(1 2),LINESTRING(1 2, 3 4))');
```

## Vedi anche

[ST\\_GeomFromText](#), [ST\\_SRID](#)

## 8.4.9 ST\_GeomFromEWKB

ST\_GeomFromEWKB — Ritorna un valore ST\_Geometry a partire da Extended Well-Known Binary (EWKB).

## Synopsis

geometry **ST\_GeomFromEWKB**(bytea EWKB);

## Descrizione

Costruisce una ST\_Geometry PostGIS a partire da OGC Extended Well-Known Binary (EWKB).



### Note

Il EWKB non è uno standard OGC ma uno specifico formato di Postgis che include il codice del sistema di riferimento spaziale (SRID).

Miglioramento nella version 2.0.2: introdotto il supporto per superfici poliedriche e TIN.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

Rappresentazione binaria di LINESTRING(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932) in NAD 83 long lat (4269).



### Note

NOTE: Even though byte arrays are delimited with \ and may have ', we need to escape both out with \ and " if standard\_conforming\_strings is off. So it does not look exactly like its AsEWKB representation.

```
SELECT ST_GeomFromEWKB(E'\001\002\000\000 \255\020\000\000\003\000\000\000\344 ←
J=
\013B\312Q\300n\303(\010\036!E@'\277E'K
\312Q\300\366{b\235*!E@\225|\354.P\312Q
\300p\231\323e1!E@');
```



### Note

In PostgreSQL 9.1+ il parametro standard\_conforming\_strings is settato su on per default, mentre nelle versioni precedenti era settato su off. Questa impostazione può essere cambiata per ogni singola query, a livello del database e a livello dell'intero server. Nell'esempio seguente si può vedere come costruire la query con standard\_conforming\_strings = on. ....

```
set standard_conforming_strings = on;
SELECT ST_GeomFromEWKB('\001\002\000\000 \255\020\000\000\003\000\000\000\344J=\012\013B
\312Q\300n\303(\010\036!E@'\277E'K\012\312Q\300\366{b\235*!E@\225|\354.P\312Q\012\300 ←
p\231\323e1')
```

## Vedi anche

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_GeomFromWKB](#)

## 8.4.10 ST\_GeomFromEWKT

ST\_GeomFromEWKT — Ritorna un valore ST\_Geometry a partire da una rappresentazione Extended Well-Known Text (EWKT).

### Synopsis

geometry **ST\_GeomFromEWKT**(text EWKT);

### Descrizione

Costruisce un oggetto PostGIS ST\_Geometry a partire da una rappresentazione OGC Extended Well-Known Text (EWKT).



### Note

Il formato EWKT non è uno standard OGC ma un formato specifico di PostGIS che include il codice del sistema di riferimento spaziale (SRID).

Miglioramento nella version 2.0.2: introdotto il supporto per superfici poliedriche e TIN.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
SELECT ST_GeomFromEWKT('SRID=4269;LINESTRING(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932)');
SELECT ST_GeomFromEWKT('SRID=4269;MULTILINESTRING((-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932))');

SELECT ST_GeomFromEWKT('SRID=4269;POINT(-71.064544 42.28787)');

SELECT ST_GeomFromEWKT('SRID=4269;POLYGON((-71.1776585052917 42.3902909739571,-71.1776820268866 42.3903701743239,-71.1776063012595 42.3903825660754,-71.1775826583081 42.3903033653531,-71.1776585052917 42.3902909739571))');

SELECT ST_GeomFromEWKT('SRID=4269;MULTIPOLYGON(((-71.1031880899493 42.3152774590236,
-71.1031627617667 42.3152960829043,-71.102923838298 42.3149156848307,
-71.1023097974109 42.3151969047397,-71.1019285062273 42.3147384934248,
-71.102505233663 42.3144722937587,-71.10277487471 42.3141658254797,
-71.103113945163 42.3142739188902,-71.10324876416 42.31402489987,
-71.1033002961013 42.3140393340215,-71.1033488797549 42.3139495090772,
-71.103396240451 42.3138632439557,-71.1041521907712 42.3141153348029,
-71.1041411411543 42.3141545014533,-71.1041287795912 42.3142114839058,
-71.1041188134329 42.3142693656241,-71.1041112482575 42.3143272556118,
-71.1041072845732 42.3143851580048,-71.1041057218871 42.3144430686681,
-71.1041065602059 42.3145009876017,-71.1041097995362 42.3145589148055,
-71.1041166403905 42.3146168544148,-71.1041258822717 42.3146748022936,
-71.1041375307579 42.3147318674446,-71.1041492906949 42.3147711126569,
-71.1041598612795 42.314808571739,-71.1042515013869 42.3151287620809,
-71.1041173835118 42.3150739481917,-71.1040809891419 42.3151344119048,
-71.1040438678912 42.3151191367447,-71.1040194562988 42.3151832057859,
-71.1038734225584 42.3151140942995,-71.1038446938243 42.3151006300338,
-71.1038315271889 42.315094347535,-71.1037393329282 42.315054824985,
-71.1035447555574 42.3152608696313,-71.1033436658644 42.3151648370544,
-71.1032580383161 42.3152269126061,-71.103223066939 42.3152517403219,
-71.1031880899493 42.3152774590236)),
((-71.1043632495873 42.315113108546,-71.1043583974082 42.3151211109857,
-71.1043443253471 42.3150676015829,-71.1043850704575 42.3150793250568,-71.1043632495873 42.315113108546)))');
```

```
-- Linea curva 3d
SELECT ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 150406 3)');
```

```
--Esempio di superficie poliedrica
SELECT ST_GeomFromEWKT('POLYHEDRALSURFACE(
 ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
 ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
```

```
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
)');
```

**Vedi anche**

[ST\\_AsEWKT](#), [ST\\_GeomFromText](#), [ST\\_GeomFromEWKT](#)

**8.4.11 ST\_GeometryFromText**

**ST\_GeometryFromText** — Restituisce un valore **ST\_Geometry** a partire da Well-Known-Text (WKT). È un alias per **ST\_GeomFromText**.

**Synopsis**

```
geometry ST_GeometryFromText(text WKT);
geometry ST_GeometryFromText(text WKT, integer srid);
```

**Descrizione**

This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 5.1.40

**Vedi anche**

[ST\\_GeomFromText](#)

**8.4.12 ST\_GeomFromGeoHash**

**ST\_GeomFromGeoHash** — Return a geometry from a GeoHash string.

**Synopsis**

```
geometry ST_GeomFromGeoHash(text geohash, integer precision=full_precision_of_geohash);
```

**Descrizione**

Return a geometry from a GeoHash string. The geometry will be a polygon representing the GeoHash bounds.

If no *precision* is specified **ST\_GeomFromGeoHash** returns a polygon based on full precision of the input GeoHash string.

If *precision* is specified **ST\_GeomFromGeoHash** will use that many characters from the GeoHash to create the polygon.

Availability: 2.1.0

## Esempi

```
SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxncggy4d0dbxqz0'));
 st_astext

POLYGON((-115.172816 36.114646,-115.172816 36.114646,-115.172816 36.114646,↵
 36.114646,-115.172816 36.114646))

SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxncggy4d0dbxqz0', 4));
 st_astext

POLYGON((-115.3125 36.03515625,-115.3125 36.2109375,-114.9609375 36.2109375,↵
 36.03515625,-115.3125 36.03515625))

SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxncggy4d0dbxqz0', 10));
 st_astext ↵

POLYGON((-115.17282128334 36.1146408319473,-115.17282128334 ↵
 36.1146461963654,-115.172810554504 36.1146461963654,-115.172810554504 ↵
 36.1146408319473,-115.17282128334 36.1146408319473))
```

## Vedi anche

[ST\\_GeoHash](#), [ST\\_Box2dFromGeoHash](#), [ST\\_PointFromGeoHash](#)

### 8.4.13 ST\_GeomFromGML

**ST\_GeomFromGML** — Accetta una geometria in formato GML come input e restituisce un oggetto PostGIS geometry

#### Synopsis

```
geometry ST_GeomFromGML(text geomgml);
geometry ST_GeomFromGML(text geomgml, integer srid);
```

#### Descrizione

Costruisce un oggetto PostGIS ST\_Geometry a partire da una rappresentazione OGC GML

**ST\_GeomFromGML** supporta solo singole geometrie in formato GML. Ritorna un errore se si cerca di usare l'intero documento GML.

Versioni di OGC GML supportate:

- GML 3.2.1 Namespace
- GML 3.1.1 Simple Features profile SF-2 (con retrocompatibilità GML 3.1.0 e 3.0.0)
- GML 2.1.2

OGC GML standards, cf: <http://www.opengeospatial.org/standards/gml>:

Disponibilità: 1.5, richiede libxml2 1.6+

Miglioramento nella version 2.0.2: introdotto il supporto per superfici poliedriche e TIN.

Miglioramento nella versione: 2.0.0 introdotto opzionale parametro SRID.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

In formato GML permette di combinare diverse dimensioni (per esempio la stessa multigeometria può contenere elementi in 2D e 3D contemporaneamente). Siccome le geometrie PostGIS non supportano la combinazione di diverse dimensioni, la funzione ST\_GeomFromGML converte l'intera geometria in 2D se almeno un elemento è in 2D.

Il formato GML supporta la combinazione di diversi SRID all'interno della stessa multigeometria. Siccome le geometrie PostGIS non supportano questa combinazione, la funzione ST\_GeomFromGML riproietta tutte le sottogeometrie nello SRID del nodo root. Se il nodo root non contiene l'attributo srsName, la funzione restituisce un errore.

La funzione ST\_GeomFromGML non richiede dell'indicazione esplicita di un namespace GML. Nell'uso comune una indicazione specifica non è necessaria. Il namespace deve però essere indicato esplicitamente se si vuole usare la feature XLink all'interno di GML.



#### Note

ST\_GeomFromGML non supporta geometrie curve SQL/MM.

### Esempi - Una singola geometria con srsName

```
SELECT ST_GeomFromGML('
 <gml:LineString srsName="EPSG:4269">
 <gml:coordinates>
 -71.16028,42.258729 -71.160837,42.259112 ↵
 -71.161143,42.25932
 </gml:coordinates>
 </gml:LineString
>');
```

### Esempi - uso di XLink

```
SELECT ST_GeomFromGML('
 <gml:LineString xmlns:gml="http://www.opengis.net/gml"
 xmlns:xlink="http://www.w3.org/1999/xlink"
 srsName="urn:ogc:def:crs:EPSG::4269">
 <gml:pointProperty>
 <gml:Point gml:id="p1"
><gml:pos
>42.258729 -71.16028</gml:pos
></gml:Point>
 </gml:pointProperty>
 <gml:pos
>42.259112 -71.160837</gml:pos>
 </gml:pointProperty>
```

```

 <gml:Point xlink:type="simple" xlink:href="#p1"/>
 </gml:pointProperty>
 </gml:LineString
>'););

```

### Esempi - superficie poliedrica

```

SELECT ST_AsEWKT(ST_GeomFromGML('
<gml:PolyhedralSurface>
<gml:polygonPatches>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>0 0 0 0 0 1 0 1 1 0 1 0 0 0 0</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>0 0 0 0 1 0 1 1 0 1 0 0 0 0 0</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>0 0 0 1 0 0 1 0 1 0 0 1 0 0 0</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>1 1 0 1 1 1 1 0 1 1 0 0 1 1 0</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>0 1 0 0 1 1 1 1 1 1 0 0 1 0 0</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing
><gml:posList srsDimension="3"
>0 0 1 1 0 1 1 1 1 0 1 1 0 0 1</gml:posList
></gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 </gml:polygonPatches>
 </gml:PolyhedralSurface

```

```
>')));

-- risultato --
POLYHEDRALSURFACE(((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0)),
((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0)),
((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)),
((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0)),
((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0)),
((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1)))
```

### Vedi anche

Section 2.4.1, [ST\\_AsGML](#), [ST\\_GMLToSQL](#)

## 8.4.14 ST\_GeomFromGeoJSON

**ST\_GeomFromGeoJSON** — Accetta come input la rappresentazione geojson di una geometria e restituisce una geometria PostGIS

### Synopsis

geometry **ST\_GeomFromGeoJSON**(text geomjson);

### Descrizione

Costruisce una geometria PostGIS a partire a una rappresentazione GeoJson

**ST\_GeomFromGeoJSON** funzione solo con frammenti di geometrie GeoJson. Ritorna un errore se si cerca di usare un completo documento json.

Disponibilità: 2.0.0. Richiede - JSON-C >= 0.9



#### Note

Se supporto JSON-C non è attivato, viene restituito un errore invece dell'output. Per attivare il supporto JSON-C, usare `configure --with-jsondir=/path/to/json-c`. Vedi Section 2.4.1 per dettagli.



This function supports 3d and will not drop the z-index.

### Esempi

```
SELECT ST_AsText(ST_GeomFromGeoJSON('{"type":"Point","coordinates":[-48.23456,20.12345]}')) ←
 As wkt;
wkt

POINT(-48.23456 20.12345)
```

```
-- una linestring 3D
SELECT ST_AsText(ST_GeomFromGeoJSON('{"type":"LineString","coordinates" ←
 ":[[1,2,3], [4,5,6], [7,8,9]]}')) As wkt;
wkt

LINESTRING(1 2,4 5,7 8)
```



**Vedi anche**

[ST\\_AsText](#), [ST\\_AsGeoJSON](#), [Section 2.4.1](#)

**8.4.15 ST\_GeomFromKML**

**ST\_GeomFromKML** — Accetta come input una geometria in formato KML e restituisce una geometria PostGIS.

**Synopsis**

geometry **ST\_GeomFromKML**(text geomkml);

**Descrizione**

Costruisce un oggetto PostGIS ST\_Geometry a partire da una geometria in formato OGC KML.

ST\_GeomFromKML accetta solo frammenti di geometrie KML. Restituisce un errore se l'input consiste in un intero documento KML.

Versioni di OGC KML supportate:

- KML 2.2.0 Namespace

OGC KML standards, cf: <http://www.opengeospatial.org/standards/kml>:

Disponibilità: PostGIS 1.5, libxml2 2.6+



This function supports 3d and will not drop the z-index.

**Note**

La funzione ST\_GeomFromKML non supporta geometrie curve SQL/MM.

**Esempi - Una singola geometria con srsName**

```
SELECT ST_GeomFromKML('
 <LineString>
 <coordinates>
 >-71.1663,42.2614
 -71.1667,42.2616</coordinates>
 </LineString>
 >');
```

**Vedi anche**

[Section 2.4.1](#), [ST\\_AsKML](#)

**8.4.16 ST\_GMLToSQL**

**ST\_GMLToSQL** — Restituisce un valore ST\_Geometry a partire da una rappresentazione GML. Questo è solo un alias per la funzione ST\_GeomFromGML.

**Synopsis**

```
geometry ST_GMLToSQL(text geomgml);
geometry ST_GMLToSQL(text geomgml, integer srid);
```

**Descrizione**

This method implements the SQL/MM specification. SQL-MM 3: 5.1.50 (tranne che il supporto per le curve).

Disponibilità: 1.5, richiede libxml2 1.6+

Miglioramento nella versione 2.0.2: introdotto il supporto per superfici poliedriche e TIN.

Miglioramento nella versione: 2.0.0 introdotto opzionale parametro SRID.

**Vedi anche**

Section [2.4.1](#), [ST\\_GeomFromGML](#), [ST\\_AsGML](#)

**8.4.17 ST\_GeomFromText**

**ST\_GeomFromText** — Restituisce un valore ST\_Geometry a partire da una rappresentazione Well-Known-Text (WKT)

**Synopsis**

```
geometry ST_GeomFromText(text WKT);
geometry ST_GeomFromText(text WKT, integer srid);
```

**Descrizione**

Costruisce un oggetto PostGIS ST\_Geometry a partire da geometria in formato OGC Well-Known-Text

**Note**

There are two variants of ST\_GeomFromText function. The first takes no SRID and returns a geometry with no defined spatial reference system (SRID=0). The second takes a SRID as the second argument and returns a geometry that includes this SRID as part of its metadata.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2 - option SRID is from the conformance suite.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.40



This method supports Circular Strings and Curves

**Warning**

Changed: 2.0.0 In prior versions of PostGIS ST\_GeomFromText('GEOMETRYCOLLECTION(EMPTY)') was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards. This should now be written as ST\_GeomFromText('GEOMETRYCOLLECTION EMPTY')

## Esempi

```

SELECT ST_GeomFromText('LINESTRING(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932)');
SELECT ST_GeomFromText('LINESTRING(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932)',4269);

SELECT ST_GeomFromText('MULTILINESTRING((-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932))');

SELECT ST_GeomFromText('POINT(-71.064544 42.28787)');

SELECT ST_GeomFromText('POLYGON((-71.1776585052917 42.3902909739571,-71.1776820268866 42.3903701743239,
-71.1776063012595 42.3903825660754,-71.1775826583081 42.3903033653531,-71.1776585052917 42.3902909739571))');

SELECT ST_GeomFromText('MULTIPOLYGON(((-71.1031880899493 42.3152774590236,
-71.1031627617667 42.3152960829043,-71.102923838298 42.3149156848307,
-71.1023097974109 42.3151969047397,-71.1019285062273 42.3147384934248,
-71.102505233663 42.3144722937587,-71.10277487471 42.3141658254797,
-71.103113945163 42.3142739188902,-71.10324876416 42.31402489987,
-71.1033002961013 42.3140393340215,-71.1033488797549 42.3139495090772,
-71.103396240451 42.3138632439557,-71.1041521907712 42.3141153348029,
-71.1041411411543 42.3141545014533,-71.1041287795912 42.3142114839058,
-71.1041188134329 42.3142693656241,-71.1041112482575 42.3143272556118,
-71.1041072845732 42.3143851580048,-71.1041057218871 42.3144430686681,
-71.1041065602059 42.3145009876017,-71.1041097995362 42.3145589148055,
-71.1041166403905 42.3146168544148,-71.1041258822717 42.3146748022936,
-71.1041375307579 42.3147318674446,-71.1041492906949 42.3147711126569,
-71.1041598612795 42.314808571739,-71.1042515013869 42.3151287620809,
-71.1041173835118 42.3150739481917,-71.1040809891419 42.3151344119048,
-71.1040438678912 42.3151191367447,-71.1040194562988 42.3151832057859,
-71.1038734225584 42.3151140942995,-71.1038446938243 42.3151006300338,
-71.1038315271889 42.315094347535,-71.1037393329282 42.315054824985,
-71.1035447555574 42.3152608696313,-71.1033436658644 42.3151648370544,
-71.1032580383161 42.3152269126061,-71.103223066939 42.3152517403219,
-71.1031880899493 42.3152774590236)),
((-71.1043632495873 42.315113108546,-71.1043583974082 42.3151211109857,
-71.1043443253471 42.3150676015829,-71.1043850704575 42.3150793250568,-71.1043632495873 42.315113108546)))',4326);

SELECT ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)');

```

## Vedi anche

[ST\\_GeomFromEWKT](#), [ST\\_GeomFromWKB](#), [ST\\_SRID](#)

### 8.4.18 ST\_GeomFromWKB

**ST\_GeomFromWKB** — Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID.

#### Synopsis

```

geometry ST_GeomFromWKB(bytea geom);
geometry ST_GeomFromWKB(bytea geom, integer srid);

```

## Descrizione

The `ST_GeomFromWKB` function, takes a well-known binary representation of a geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type. This function plays the role of the Geometry Factory in SQL. This is an alternate name for `ST_WKBToSQL`.

If SRID is not specified, it defaults to 0 (Unknown).



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.7.2 - the optional SRID is from the conformance suite



This method implements the SQL/MM specification. SQL-MM 3: 5.1.41



This method supports Circular Strings and Curves

## Esempi

```
--Anche se bytea rep contiene singoli \, these need to be escaped when inserting into a ↵
table
SELECT ST_AsText(
ST_GeogFromWKB(E'\001\002\000\000\000\002\000\000\000\037\205\353Q ↵
 \270~\\\300\323Mb\020X\231C@\020X9\264\310~\\\300)\\\217\302\365\230 ↵
 C@')
);
 st_astext

LINESTRING(-113.98 39.198,-113.981 39.195)
(1 row)
```

## Vedi anche

[ST\\_WKBToSQL](#), [ST\\_AsBinary](#), [ST\\_GeomFromEWKB](#)

### 8.4.19 ST\_LineFromEncodedPolyline

`ST_LineFromEncodedPolyline` — Creates a LineString from an Encoded Polyline.

## Synopsis

geometry **ST\_LineFromEncodedPolyline**(text polyline, integer precision=5);

## Descrizione

Creates a LineString from an Encoded Polyline string.

See <http://developers.google.com/maps/documentation/utilities/polylinealgorithm>

Disponibilità: PostGIS 1.5, libxml2 2.6+

## Esempi

```
--Create a line string from a polyline
SELECT ST_AsEWKT(ST_LineFromEncodedPolyline('p~iF~ps|U_ulLnnqC_mqNvxq`@'));
--result--
LINESTRING(-120.2 38.5,-120.95 40.7,-126.453 43.252)
```

**Vedi anche**[ST\\_AsEncodedPolyline](#)**8.4.20 ST\_LineFromMultiPoint**

**ST\_LineFromMultiPoint** — Crea una LineString da una geometria MultiPoint.

**Synopsis**

geometry **ST\_LineFromMultiPoint**(geometry aMultiPoint);

**Descrizione**

Crea una LineString da una geometria MultiPoint.



This function supports 3d and will not drop the z-index.

**Esempi**

```
--Crea una 3d line string da un 3d multipoint
SELECT ST_AsEWKT(ST_LineFromMultiPoint(ST_GeomFromEWKT('MULTIPOINT(1 2 3, 4 5 6, 7 8 9)')))) ←
;
--result--
LINESTRING(1 2 3,4 5 6,7 8 9)
```

**Vedi anche**[ST\\_AsEWKT](#), [ST\\_Collect](#), [ST\\_MakeLine](#)**8.4.21 ST\_LineFromText**

**ST\_LineFromText** — Makes a Geometry from WKT representation with the given SRID. If SRID is not given, it defaults to 0.

**Synopsis**

geometry **ST\_LineFromText**(text WKT);  
geometry **ST\_LineFromText**(text WKT, integer srid);

**Descrizione**

Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. If WKT passed in is not a LINESTRING, then null is returned.

**Note**

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite.

**Note**

If you know all your geometries are `LINESTRINGS`, its more efficient to just use `ST_GeomFromText`. This just calls `ST_GeomFromText` and adds additional validation that it returns a linestring.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 7.2.8

**Esempi**

```
SELECT ST_LineFromText('LINESTRING(1 2, 3 4)') AS aline, ST_LineFromText('POINT(1 2)') AS ↵
 null_return;
aline | null_return

01020000000200000000000000000000F ... | t
```

**Vedi anche**

[ST\\_GeomFromText](#)

**8.4.22 ST\_LineFromWKB**

`ST_LineFromWKB` — Makes a `LINESTRING` from WKB with the given SRID

**Synopsis**

```
geometry ST_LineFromWKB(bytea WKB);
geometry ST_LineFromWKB(bytea WKB, integer srid);
```

**Descrizione**

The `ST_LineFromWKB` function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a `LINESTRING` geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. `NULL` is returned if the input `bytea` does not represent a `LINESTRING`.

**Note**

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite.

**Note**

If you know all your geometries are `LINESTRINGS`, its more efficient to just use `ST_GeomFromWKB`. This function just calls `ST_GeomFromWKB` and adds additional validation that it returns a linestring.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 7.2.9

## Esempi

```
SELECT ST_LineFromWKB(ST_AsBinary(ST_GeomFromText('LINESTRING(1 2, 3 4)'))) AS aline,
 ST_LineFromWKB(ST_AsBinary(ST_GeomFromText('POINT(1 2)'))) IS NULL AS ↵
 null_return;
aline | null_return

01020000000020000000000000000000F ... | t
```

## Vedi anche

[ST\\_GeomFromWKB](#), [ST\\_LinestringFromWKB](#)

### 8.4.23 ST\_LinestringFromWKB

**ST\_LinestringFromWKB** — Makes a geometry from WKB with the given SRID.

#### Synopsis

geometry **ST\_LinestringFromWKB**(bytea WKB);  
 geometry **ST\_LinestringFromWKB**(bytea WKB, integer srid);

#### Descrizione

The **ST\_LinestringFromWKB** function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a **LINESTRING** geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. NULL is returned if the input **bytea** does not represent a **LINESTRING** geometry. This an alias for [ST\\_LineFromWKB](#).



#### Note

OGC SPEC 3.2.6.2 - optional SRID is from the conformance suite.



#### Note

If you know all your geometries are **LINESTRING**s, it's more efficient to just use [ST\\_GeomFromWKB](#). This function just calls [ST\\_GeomFromWKB](#) and adds additional validation that it returns a **LINESTRING**.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 7.2.9

**Esempi**

```
SELECT
 ST_LineStringFromWKB(
 ST_AsBinary(ST_GeomFromText('LINESTRING(1 2, 3 4)'))
) AS aline,
 ST_LineStringFromWKB(
 ST_AsBinary(ST_GeomFromText('POINT(1 2)'))
) IS NULL AS null_return;
 aline | null_return

01020000000200000000000000000000F ... | t
```

**Vedi anche**

[ST\\_GeomFromWKB](#), [ST\\_LineFromWKB](#)

**8.4.24 ST\_MakeBox2D**

ST\_MakeBox2D — Crea una BOX2D definita dalle geometrie dei punti dati.

**Synopsis**

box2d **ST\_MakeBox2D**(geometry pointLowLeft, geometry pointUpRight);

**Descrizione**

Creates a BOX2D defined by the given point geometries. This is useful for doing range queries

**Esempi**

```
--Return all features that fall reside or partly reside in a US national atlas coordinate ↵
 bounding box
--It is assumed here that the geometries are stored with SRID = 2163 (US National atlas ↵
 equal area)
SELECT feature_id, feature_name, the_geom
FROM features
WHERE the_geom && ST_SetSRID(ST_MakeBox2D(ST_Point(-989502.1875, 528439.5625),
 ST_Point(-987121.375 ,529933.1875)),2163)
```

**Vedi anche**

[ST\\_MakePoint](#), [ST\\_Point](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

**8.4.25 ST\_3DMakeBox**

ST\_3DMakeBox — Crea una BOX3D definita dalle geometrie dei punti 3d dati.

**Synopsis**

box3d **ST\_3DMakeBox**(geometry point3DLowLeftBottom, geometry point3DUpRightTop);



**Descrizione**

Creates a BOX3D defined by the given 2 3D point geometries.



This function supports 3d and will not drop the z-index.

Changed: 2.0.0 In prior versions this used to be called ST\_MakeBox3D

**Esempi**

```
SELECT ST_3DMakeBox(ST_MakePoint(-989502.1875, 528439.5625, 10),
 ST_MakePoint(-987121.375, 529933.1875, 10)) As abb3d

--bb3d--

BOX3D(-989502.1875 528439.5625 10,-987121.375 529933.1875 10)
```

**Vedi anche**

[ST\\_MakePoint](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

**8.4.26 ST\_MakeLine**

ST\_MakeLine — Crea una LineString da una geometria MultiPoint.

**Synopsis**

```
geometry ST_MakeLine(geometry set geoms);
geometry ST_MakeLine(geometry geom1, geometry geom2);
geometry ST_MakeLine(geometry[] geoms_array);
```

**Descrizione**

ST\_MakeLine comes in 3 forms: a spatial aggregate that takes rows of point, multipoint, or line geometries and returns a line string, a function that takes an array of point, multipoint, or line, and a regular function that takes two point, multipoint, or line geometries. You might want to use a subselect to order points before feeding them to the aggregate version of this function.

Inputs other than point, multipoint, or lines are ignored.

When adding line components common nodes at the beginning of lines are removed from the output. Common nodes in point and multipoint inputs are not removed.



This function supports 3d and will not drop the z-index.

Availability: 2.3.0 - Support for multipoint input elements was introduced

Availability: 2.0.0 - Support for linestring input elements was introduced

Availability: 1.4.0 - ST\_MakeLine(geomarray) was introduced. ST\_MakeLine aggregate functions was enhanced to handle more points faster.

**Examples: Spatial Aggregate version**

This example takes a sequence of GPS points and creates one record for each gps travel where the geometry field is a line string composed of the gps points in the order of the travel.

```
-- For pre-PostgreSQL 9.0 - this usually works,
-- but the planner may on occasion choose not to respect the order of the subquery
SELECT gps.gps_track, ST_MakeLine(gps.the_geom) As newgeom
 FROM (SELECT gps_track,gps_time, the_geom
 FROM gps_points ORDER BY gps_track, gps_time) As gps
 GROUP BY gps.gps_track;
```

```
-- If you are using PostgreSQL 9.0+
-- (you can use the new ORDER BY support for aggregates)
-- this is a guaranteed way to get a correctly ordered linestring
-- Your order by part can order by more than one column if needed
SELECT gps.gps_track, ST_MakeLine(gps.the_geom ORDER BY gps_time) As newgeom
 FROM gps_points As gps
 GROUP BY gps.gps_track;
```

**Examples: Non-Spatial Aggregate version**

First example is a simple one off line string composed of 2 points. The second formulates line strings from 2 points a user draws. The third is a one-off that joins 2 3d points to create a line in 3d space.

```
SELECT ST_AsText(ST_MakeLine(ST_MakePoint(1,2), ST_MakePoint(3,4)));
 st_astext

LINESTRING(1 2,3 4)

SELECT userpoints.id, ST_MakeLine(startpoint, endpoint) As drawn_line
 FROM userpoints ;

SELECT ST_AsEWKT(ST_MakeLine(ST_MakePoint(1,2,3), ST_MakePoint(3,4,5)));
 st_asewkt

LINESTRING(1 2 3,3 4 5)
```

**Examples: Using Array version**

```
SELECT ST_MakeLine(ARRAY(SELECT ST_Centroid(the_geom) FROM visit_locations ORDER BY ↵
 visit_time));

--Making a 3d line with 3 3-d points
SELECT ST_AsEWKT(ST_MakeLine(ARRAY[ST_MakePoint(1,2,3),
 ST_MakePoint(3,4,5), ST_MakePoint(6,6,6)]));
 st_asewkt

LINESTRING(1 2 3,3 4 5,6 6 6)
```

**Vedi anche**

[ST\\_AsEWKT](#), [ST\\_AsText](#), [ST\\_GeomFromText](#), [ST\\_MakePoint](#)

### 8.4.27 ST\_MakeEnvelope

**ST\_MakeEnvelope** — Creates a rectangular Polygon formed from the given minimums and maximums. Input values must be in SRS specified by the SRID.

#### Synopsis

geometry **ST\_MakeEnvelope**(double precision xmin, double precision ymin, double precision xmax, double precision ymax, integer srid=unknown);

#### Descrizione

Creates a rectangular Polygon formed from the minima and maxima. by the given shell. Input values must be in SRS specified by the SRID. If no SRID is specified the unknown spatial reference system is assumed

Availability: 1.5

Enhanced: 2.0: Ability to specify an envelope without specifying an SRID was introduced.

#### Example: Building a bounding box polygon

```
SELECT ST_AsText(ST_MakeEnvelope(10, 10, 11, 11, 4326));

st_asewkt

POLYGON((10 10, 10 11, 11 11, 11 10, 10 10))
```

#### Vedi anche

[ST\\_MakePoint](#), [ST\\_MakeLine](#), [ST\\_MakePolygon](#)

### 8.4.28 ST\_MakePolygon

**ST\_MakePolygon** — Creates a Polygon formed by the given shell. Input geometries must be closed LINESTRINGS.

#### Synopsis

geometry **ST\_MakePolygon**(geometry linestring);

geometry **ST\_MakePolygon**(geometry outerlinestring, geometry[] interiorlinestrings);

#### Descrizione

Creates a Polygon formed by the given shell. Input geometries must be closed LINESTRINGS. Comes in 2 variants.

Variant 1: Takes one closed linestring.

Variant 2: Creates a Polygon formed by the given shell and array of holes. You can construct a geometry array using ST\_Accum or the PostgreSQL ARRAY[] and ARRAY() constructs. Input geometries must be closed LINESTRINGS.



#### Note

This function will not accept a MULTILINESTRING. Use [ST\\_LineMerge](#) or [ST\\_Dump](#) to generate line strings.



This function supports 3d and will not drop the z-index.

**Examples: Single closed LINESTRING**

```
--linea 2d
SELECT ST_MakePolygon(ST_GeomFromText('LINESTRING(75.15 29.53,77 29,77.6 29.5, 75.15 29.53) ←
'));
--se la linestring non è chiusa
--potete aggiungere il punto iniziale per chiuderla
SELECT ST_MakePolygon(ST_AddPoint(foo.open_line, ST_StartPoint(foo.open_line)))
FROM (
SELECT ST_GeomFromText('LINESTRING(75.15 29.53,77 29,77.6 29.5)') As open_line) As foo;

--linea 3d chiusa
SELECT ST_MakePolygon(ST_GeomFromText('LINESTRING(75.15 29.53 1,77 29 1,77.6 29.5 1, 75.15 ←
29.53 1)'));

st_asewkt

POLYGON((75.15 29.53 1,77 29 1,77.6 29.5 1,75.15 29.53 1))

--linea misurata --
SELECT ST_MakePolygon(ST_GeomFromText('LINESTRINGM(75.15 29.53 1,77 29 1,77.6 29.5 2, 75.15 ←
29.53 2)'));

st_asewkt

POLYGONM((75.15 29.53 1,77 29 1,77.6 29.5 2,75.15 29.53 2))
```

**Examples: Outer shell with inner shells****Build a donut with an ant hole**

```
SELECT ST_MakePolygon(
 ST_ExteriorRing(ST_Buffer(foo.line,10)),
 ARRAY[ST_Translate(foo.line,1,1),
 ST_ExteriorRing(ST_Buffer(ST_MakePoint(20,20),1))]
)
FROM
 (SELECT ST_ExteriorRing(ST_Buffer(ST_MakePoint(10,10),10,10))
 As line)
 As foo;
```

Build province boundaries with holes representing lakes in the province from a set of province polygons/multipolygons and water linestrings. This is an example of using PostGIS ST\_Accum.

**Note**

The CASE construct is used because feeding a null array into ST\_MakePolygon results in NULL.

**Note**

A left join is used to guarantee we get all provinces back even if they have no lakes.

```
SELECT p.gid, p.province_name,
 CASE WHEN
 ST_Accum(w.the_geom) IS NULL THEN p.the_geom
```

```

ELSE ST_MakePolygon(ST_LineMerge(ST_Boundary(p.the_geom)), ST_Accum(w. ↵
the_geom)) END
FROM
 provinces p LEFT JOIN waterlines w
 ON (ST_Within(w.the_geom, p.the_geom) AND ST_IsClosed(w.the_geom))
GROUP BY p.gid, p.province_name, p.the_geom;

-- Stesso esempio di cui sopra, ma con una sottoquery correlata
-- e la funzione PostgreSQL ARRAY() che converte il set di record in un vettore

SELECT p.gid, p.province_name, CASE WHEN
 EXISTS(SELECT w.the_geom
 FROM waterlines w
 WHERE ST_Within(w.the_geom, p.the_geom)
 AND ST_IsClosed(w.the_geom))
 THEN
 ST_MakePolygon(ST_LineMerge(ST_Boundary(p.the_geom)),
 ARRAY(SELECT w.the_geom
 FROM waterlines w
 WHERE ST_Within(w.the_geom, p.the_geom)
 AND ST_IsClosed(w.the_geom)))
 ELSE p.the_geom END As the_geom
FROM
 provinces p;
```

**Vedi anche**

[ST\\_Boundary](#), [ST\\_Accum](#), [ST\\_AddPoint](#), [ST\\_GeometryType](#), [ST\\_IsClosed](#), [ST\\_LineMerge](#), [ST\\_BuildArea](#)

**8.4.29 ST\_MakePoint**

**ST\_MakePoint** — Creates a 2D,3DZ or 4D point geometry.

**Synopsis**

geometry **ST\_MakePoint**(double precision x, double precision y);

geometry **ST\_MakePoint**(double precision x, double precision y, double precision z);

geometry **ST\_MakePoint**(double precision x, double precision y, double precision z, double precision m);

**Descrizione**

Creates a 2D,3DZ or 4D point geometry (geometry with measure). **ST\_MakePoint** while not being OGC compliant is generally faster and more precise than [ST\\_GeomFromText](#) and [ST\\_PointFromText](#). It is also easier to use if you have raw coordinates rather than WKT.

**Note**

Note x is longitude and y is latitude

**Note**

Utilizzare [ST\\_MakePointM](#) se dovete creare un punto con x,y,m.



This function supports 3d and will not drop the z-index.

### Esempi

```
--Return point with unknown SRID
SELECT ST_MakePoint(-71.1043443253471, 42.3150676015829);

--Return point marked as WGS 84 long lat
SELECT ST_SetSRID(ST_MakePoint(-71.1043443253471, 42.3150676015829), 4326);

--Return a 3D point (e.g. has altitude)
SELECT ST_MakePoint(1, 2, 1.5);

--Get z of point
SELECT ST_Z(ST_MakePoint(1, 2, 1.5));
result

1.5
```

### Vedi anche

[ST\\_GeomFromText](#), [ST\\_PointFromText](#), [ST\\_SetSRID](#), [ST\\_MakePointM](#)

## 8.4.30 ST\_MakePointM

**ST\_MakePointM** — Creates a point geometry with an x y and m coordinate.

### Synopsis

geometry **ST\_MakePointM**(float x, float y, float m);

### Descrizione

Creates a point with x, y and measure coordinates.



#### Note

Note x is longitude and y is latitude.

### Esempi

We use `ST_AsEWKT` in these examples to show the text representation instead of `ST_AsText` because `ST_AsText` does not support returning M.

```
--Return EWKT representation of point with unknown SRID
SELECT ST_AsEWKT(ST_MakePointM(-71.1043443253471, 42.3150676015829, 10));

--result
 st_asewkt

POINTM(-71.1043443253471 42.3150676015829 10)
```

```
--Return EWKT representation of point with measure marked as WGS 84 long lat
SELECT ST_AsEWKT(ST_SetSRID(ST_MakePointM(-71.1043443253471, 42.3150676015829,10),4326));

 st_asewkt

SRID=4326;POINTM(-71.1043443253471 42.3150676015829 10)

--Return a 3d point (e.g. has altitude)
SELECT ST_MakePoint(1, 2,1.5);

--Get m of point
SELECT ST_M(ST_MakePointM(-71.1043443253471, 42.3150676015829,10));
result

10
```

**Vedi anche**

[ST\\_AsEWKT](#), [ST\\_MakePoint](#), [ST\\_SetSRID](#)

**8.4.31 ST\_MLineFromText**

**ST\_MLineFromText** — Return a specified ST\_MultiLineString value from WKT representation.

**Synopsis**

geometry **ST\_MLineFromText**(text WKT, integer srid);  
 geometry **ST\_MLineFromText**(text WKT);

**Descrizione**

Makes a Geometry from Well-Known-Text (WKT) with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Returns null if the WKT is not a MULTILINESTRING

**Note**

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 9.4.4

**Esempi**

```
SELECT ST_MLineFromText('MULTILINESTRING((1 2, 3 4), (4 5, 6 7))');
```

**Vedi anche**

[ST\\_GeomFromText](#)

### 8.4.32 ST\_MPointFromText

**ST\_MPointFromText** — Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

#### Synopsis

```
geometry ST_MPointFromText(text WKT, integer srid);
geometry ST_MPointFromText(text WKT);
```

#### Descrizione

Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Returns null if the WKT is not a MULTIPOINT



#### Note

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than [ST\\_GeomFromText](#) since it adds an additional validation step.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). 3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 9.2.4

#### Esempi

```
SELECT ST_MPointFromText('MULTIPOINT(1 2, 3 4)');
SELECT ST_MPointFromText('MULTIPOINT(-70.9590 42.1180, -70.9611 42.1223)', 4326);
```

**Vedi anche**

[ST\\_GeomFromText](#)

### 8.4.33 ST\_MPolyFromText

**ST\_MPolyFromText** — Makes a MultiPolygon Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

#### Synopsis

```
geometry ST_MPolyFromText(text WKT, integer srid);
geometry ST_MPolyFromText(text WKT);
```



## Descrizione

Makes a MultiPolygon from WKT with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Throws an error if the WKT is not a MULTIPOLYGON



### Note

If you are absolutely sure all your WKT geometries are multipolygons, don't use this function. It is slower than ST\_GeomFromText since it adds an additional validation step.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 9.6.4

## Esempi

```
SELECT ST_MPolyFromText('MULTIPOLYGON(((0 0 1,20 0 1,20 20 1,0 20 1,0 0 1),(5 5 3,5 7 3,7 7 3,7 5 3,5 5 3)))');
SELECT ST_MPolyFromText('MULTIPOLYGON((-70.916 42.1002,-70.9468 42.0946,-70.9765 42.0872,-70.9754 42.0875,-70.9749 42.0879,-70.9752 42.0881,-70.9754 42.0891,-70.9758 42.0894,-70.9759 42.0897,-70.9759 42.0899,-70.9754 42.0902,-70.9756 42.0906,-70.9753 42.0907,-70.9753 42.0917,-70.9757 42.0924,-70.9755 42.0928,-70.9755 42.0942,-70.9751 42.0948,-70.9755 42.0953,-70.9751 42.0958,-70.9751 42.0962,-70.9759 42.0983,-70.9767 42.0987,-70.9768 42.0991,-70.9771 42.0997,-70.9771 42.1003,-70.9768 42.1005,-70.977 42.1011,-70.9766 42.1019,-70.9768 42.1026,-70.9769 42.1033,-70.9775 42.1042,-70.9773 42.1043,-70.9776 42.1043,-70.9778 42.1048,-70.9773 42.1058,-70.9774 42.1061,-70.9779 42.1065,-70.9782 42.1078,-70.9788 42.1085,-70.9798 42.1087,-70.9806 42.109,-70.9807 42.1093,-70.9806 42.1099,-70.9809 42.1109,-70.9808 42.1112,-70.9798 42.1116,-70.9792 42.1127,-70.979 42.1129,-70.9787 42.1134,-70.979 42.1139,-70.9791 42.1141,-70.9987 42.1116,-71.0022 42.1273,-70.9408 42.1513,-70.9315 42.1165,-70.916 42.1002)))',4326);
```

## Vedi anche

[ST\\_GeomFromText](#), [ST\\_SRID](#)

## 8.4.34 ST\_Point

ST\_Point — Returns an ST\_Point with the given coordinate values. OGC alias for ST\_MakePoint.

## Synopsis

geometry **ST\_Point**(float x\_lon, float y\_lat);

## Descrizione

Returns an ST\_Point with the given coordinate values. MM compliant alias for ST\_MakePoint that takes just an x and y.



This method implements the SQL/MM specification. SQL-MM 3: 6.1.2

**Examples: Geometry**

```
SELECT ST_SetSRID(ST_Point(-71.1043443253471, 42.3150676015829),4326)
```

**Examples: Geography**

```
SELECT CAST(ST_SetSRID(ST_Point(-71.1043443253471, 42.3150676015829),4326) As geography);
```

```
-- lo :: è l'abbreviazione PostgreSQL per il casting.
```

```
SELECT ST_SetSRID(ST_Point(-71.1043443253471, 42.3150676015829),4326)::geography;
```

```
--If your point coordinates are in a different spatial reference from WGS-84 long lat, then ↵
 you need to transform before casting
```

```
-- This example we convert a point in Pennsylvania State Plane feet to WGS 84 and then ↵
 geography
```

```
SELECT ST_Transform(ST_SetSRID(ST_Point(3637510, 3014852),2273),4326)::geography;
```

**Vedi anche**

Section [4.2.1](#), [ST\\_MakePoint](#), [ST\\_SetSRID](#), [ST\\_Transform](#)

**8.4.35 ST\_PointFromGeoHash**

**ST\_PointFromGeoHash** — Return a point from a GeoHash string.

**Synopsis**

point **ST\_PointFromGeoHash**(text geohash, integer precision=full\_precision\_of\_geohash);

**Descrizione**

Return a point from a GeoHash string. The point represents the center point of the GeoHash.

If no `precision` is specified **ST\_PointFromGeoHash** returns a point based on full precision of the input GeoHash string.

If `precision` is specified **ST\_PointFromGeoHash** will use that many characters from the GeoHash to create the point.

Availability: 2.1.0

**Esempi**

```
SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0'));
 st_astext

POINT(-115.172816 36.114646)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 4));
 st_astext

POINT(-115.13671875 36.123046875)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 10));
 st_astext

POINT(-115.172815918922 36.1146435141563)
```

**Vedi anche**

[ST\\_GeoHash](#), [ST\\_Box2dFromGeoHash](#), [ST\\_GeomFromGeoHash](#)

**8.4.36 ST\_PointFromText**

**ST\_PointFromText** — Makes a point Geometry from WKT with the given SRID. If SRID is not given, it defaults to unknown.

**Synopsis**

geometry **ST\_PointFromText**(text WKT);  
geometry **ST\_PointFromText**(text WKT, integer srid);

**Descrizione**

Constructs a PostGIS ST\_Geometry point object from the OGC Well-Known text representation. If SRID is not given, it defaults to unknown (currently 0). If geometry is not a WKT point representation, returns null. If completely invalid WKT, then throws an error.

**Note**

There are 2 variants of ST\_PointFromText function, the first takes no SRID and returns a geometry with no defined spatial reference system. The second takes a spatial reference id as the second argument and returns an ST\_Geometry that includes this srid as part of its meta-data. The srid must be defined in the spatial\_ref\_sys table.

**Note**

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than ST\_GeomFromText since it adds an additional validation step. If you are building points from long lat coordinates and care more about performance and accuracy than OGC compliance, use [ST\\_MakePoint](#) or OGC compliant alias [ST\\_Point](#).



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2 - option SRID is from the conformance suite.



This method implements the SQL/MM specification. SQL-MM 3: 6.1.8

**Esempi**

```
SELECT ST_PointFromText('POINT(-71.064544 42.28787)');
SELECT ST_PointFromText('POINT(-71.064544 42.28787)', 4326);
```

**Vedi anche**

[ST\\_GeomFromText](#), [ST\\_MakePoint](#), [ST\\_Point](#), [ST\\_SRID](#)

**8.4.37 ST\_PointFromWKB**

**ST\_PointFromWKB** — Makes a geometry from WKB with the given SRID

## Synopsis

geometry **ST\_GeomFromWKB**(bytea geom);  
 geometry **ST\_GeomFromWKB**(bytea geom, integer srid);

## Descrizione

The `ST_PointFromWKB` function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a `POINT` geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. `NULL` is returned if the input `bytea` does not represent a `POINT` geometry.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.7.2



This method implements the SQL/MM specification. SQL-MM 3: 6.1.9



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT
 ST_AsText (
 ST_PointFromWKB (
 ST_AsEWKB ('POINT (2 5)'::geometry)
)
);
st_astext

POINT (2 5)
(1 row)

SELECT
 ST_AsText (
 ST_PointFromWKB (
 ST_AsEWKB ('LINESTRING (2 5, 2 6)'::geometry)
)
);
st_astext

(1 row)
```

## Vedi anche

[ST\\_GeomFromWKB](#), [ST\\_LineFromWKB](#)

## 8.4.38 ST\_Polygon

`ST_Polygon` — Returns a polygon built from the specified linestring and SRID.

**Synopsis**

geometry **ST\_Polygon**(geometry aLineString, integer srid);

**Descrizione**

Returns a polygon built from the specified linestring and SRID.

**Note**

ST\_Polygon is similar to first version of ST\_MakePolygon except it also sets the spatial ref sys (SRID) of the polygon. Will not work with MULTILINESTRINGS so use LineMerge to merge multilines. Also does not create polygons with holes. Use ST\_MakePolygon for that.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 8.3.2



This function supports 3d and will not drop the z-index.

**Esempi**

```
--un poligono 2d
SELECT ST_Polygon(ST_GeomFromText('LINESTRING(75.15 29.53,77 29,77.6 29.5, 75.15 29.53)'), 4326);

--risultato--
POLYGON((75.15 29.53,77 29,77.6 29.5,75.15 29.53))

--un poligono 3d
SELECT ST_AsEWKT(ST_Polygon(ST_GeomFromEWKT('LINESTRING(75.15 29.53 1,77 29 1,77.6 29.5 1, 75.15 29.53 1)'), 4326));

risultato

SRID=4326;POLYGON((75.15 29.53 1,77 29 1,77.6 29.5 1,75.15 29.53 1))
```

**Vedi anche**

[ST\\_AsEWKT](#), [ST\\_AsText](#), [ST\\_GeomFromEWKT](#), [ST\\_GeomFromText](#), [ST\\_LineMerge](#), [ST\\_MakePolygon](#)

**8.4.39 ST\_PolygonFromText**

ST\_PolygonFromText — Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

**Synopsis**

geometry **ST\_PolygonFromText**(text WKT);  
 geometry **ST\_PolygonFromText**(text WKT, integer srid);

**Descrizione**

Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. Returns null if WKT is not a polygon.  
OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

**Note**

If you are absolutely sure all your WKT geometries are polygons, don't use this function. It is slower than ST\_GeomFromText since it adds an additional validation step.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2



This method implements the SQL/MM specification. SQL-MM 3: 8.3.6

**Esempi**

```
SELECT ST_PolygonFromText('POLYGON((-71.1776585052917 42.3902909739571,-71.1776820268866 ↵
 42.3903701743239,
-71.1776063012595 42.3903825660754,-71.1775826583081 42.3903033653531,-71.1776585052917 ↵
 42.3902909739571))');
st_polygonfromtext

010300000001000000050000006...
```

```
SELECT ST_PolygonFromText('POINT(1 2)') IS NULL as point_is_notpoly;
point_is_not_poly

t
```

**Vedi anche**

[ST\\_GeomFromText](#)

**8.4.40 ST\_WKBToSQL**

ST\_WKBToSQL — Return a specified ST\_Geometry value from Well-Known Binary representation (WKB). This is an alias name for ST\_GeomFromWKB that takes no srid

**Synopsis**

geometry **ST\_WKBToSQL**(bytea WKB);

**Descrizione**

This method implements the SQL/MM specification. SQL-MM 3: 5.1.36

**Vedi anche**

[ST\\_GeomFromWKB](#)

### 8.4.41 ST\_WKTToSQL

**ST\_WKTToSQL** — Restituisce un valore ST\_Geometry a partire da Well-Known-Text (WKT). È un alias per ST\_GeomFromText

#### Synopsis

```
geometry ST_WKTToSQL(text WKT);
```

#### Descrizione



This method implements the SQL/MM specification. SQL-MM 3: 5.1.34

**Vedi anche**

[ST\\_GeomFromText](#)

## 8.5 Geometry Accessors

### 8.5.1 GeometryType

**GeometryType** — Restituisce il tipo di geometria come stringa. Per esempio: 'LINESTRING', 'POLYGON', 'MULTIPOINT', ecc.

#### Synopsis

```
text GeometryType(geometry geomA);
```

#### Descrizione

Restituisce il tipo di geometria come stringa. Per esempio: 'LINESTRING', 'POLYGON', 'MULTIPOINT', ecc.

OGC SPEC s2.1.1.1 - Returns the name of the instantiable subtype of Geometry of which this Geometry instance is a member. The name of the instantiable subtype of Geometry is returned as a string.



#### Note

Questa funzione indica anche se la geometria viene misurata, restituendo una stringa nella forma 'POINTM'.

Migliorato: Nella 2.0.0 è stato introdotto il supporto per le superfici poliedriche, i triangoli e i TIN.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
SELECT GeometryType(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 29.07)'));
geometrytype

LINESTRING
```

```
SELECT ST_GeometryType(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
))'));
--result
POLYHEDRALSURFACE
```

```
SELECT GeometryType(geom) as result
FROM
 (SELECT
 ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
)), ((
 0 0 0,
 0 1 0,
 1 1 0,
 0 0 0
))
)') AS geom
) AS g;
result

TIN
```

## Si veda anche

[ST\\_GeometryType](#)

## 8.5.2 ST\_Boundary

**ST\_Boundary** — Returns the closure of the combinatorial boundary of this Geometry.

### Synopsis

geometry **ST\_Boundary**(geometry geomA);



Descrizione

Returns the closure of the combinatorial boundary of this Geometry. The combinatorial boundary is defined as described in section 3.12.3.2 of the OGC SPEC. Because the result of this function is a closure, and hence topologically closed, the resulting boundary can be represented using representational geometry primitives as discussed in the OGC SPEC, section 3.12.2.

Eseguito dal modulo GEOS



**Note**  
Prma della 2.0.0, questa funzione dava un'eccezione se usata con GEOMETRYCOLLECTION. A partire dalla 2.0.0 in poi, restituirà invece NULL (input non supportato).

- ✓ This method implements the **OpenGIS Simple Features Implementation Specification for SQL 1.1**. OGC SPEC s2.1.1.1
- ✓ This method implements the SQL/MM specification. SQL-MM 3: 5.1.14
- ✓ This function supports 3d and will not drop the z-index.

Enhanced: 2.1.0 support for Triangle was introduced

Esempi

|                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <p><i>Linestring with boundary points overlaid</i></p> <pre>SELECT ST_Boundary(geom) FROM (SELECT 'LINESTRING(100 150,50 60, 70 80, 160 170)&gt;:::geometry As geom) As f;  -- ST_AsText output MULTIPOINT(100 150,160 170)</pre> |  <p><i>polygon holes with boundary multilinestring</i></p> <pre>SELECT ST_Boundary(geom) FROM (SELECT 'POLYGON (( 10 130, 50 190, 110 190, 140 150, 150 80, 100 10, 20 40, 10 130 ), ( 70 40, 100 50, 120 80, 80 110, 50 90, 70 40 ))&gt;:::geometry As geom) As f;  -- ST_AsText output MULTILINESTRING((10 130,50 190,110 190,140 150,150 80,100 10,20 40,10 130), (70 40,100 50,120 80,80 110,50 90,70 40))</pre> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

```

SELECT ST_AsText(ST_Boundary(ST_GeomFromText('LINESTRING(1 1,0 0, -1 1)')));
st_astext

MULTIPOINT(1 1,-1 1)

SELECT ST_AsText(ST_Boundary(ST_GeomFromText('POLYGON((1 1,0 0, -1 1, 1 1))')));
st_astext

LINESTRING(1 1,0 0,-1 1,1 1)

--Usando un poligono 3d
SELECT ST_AsEWKT(ST_Boundary(ST_GeomFromEWKT('POLYGON((1 1 1,0 0 1, -1 1 1, 1 1 1))')));

st_asewkt

LINESTRING(1 1 1,0 0 1,-1 1 1,1 1 1)

--Usando una multilinestring 3d
SELECT ST_AsEWKT(ST_Boundary(ST_GeomFromEWKT('MULTILINESTRING((1 1 1,0 0 0.5, -1 1 1),(1 1 1,0.5,0 0 0.5, -1 1 0.5, 1 1 0.5))')));

st_asewkt

MULTIPOINT(-1 1 1,1 1 0.75)

```

#### Si veda anche

[ST\\_AsText](#), [ST\\_Dimension](#), [ST\\_GeomFromEWKT](#)

### 8.5.3 ST\_CoordDim

**ST\_CoordDim** — Restituisce la dimensione delle coordinate di ST\_Geometry value.

#### Synopsis

integer **ST\_CoordDim**(geometry geomA);

#### Descrizione

Restituisce la dimensione delle coordinate di ST\_Geometry value.

This is the MM compliant alias name for [ST\\_NDims](#)



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 5.1.3



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
SELECT ST_CoordDim('CIRCULARSTRING(1 2 3, 1 3 4, 5 6 7, 8 9 10, 11 12 13)');
 ---result---
 3

 SELECT ST_CoordDim(ST_Point(1,2));
 --result--
 2
```

## Si veda anche

[ST\\_NDims](#)

### 8.5.4 ST\_Dimension

**ST\_Dimension** — La dimensione inerente a questo oggetto Geometry, che deve essere minore o uguale alla dimensione delle coordinate.

## Synopsis

integer **ST\_Dimension**(geometry g);

## Descrizione

La dimensione inerente a questo oggetto Geometry, che deve essere minore o uguale alla dimensione delle coordinate. La specifica OGC s2.1.1.1 restituisce 0 per POINT, 1 per LINESTRING, 2 per POLYGON, e la maggiore fra le dimensioni dei componenti di una GEOMETRYCOLLECTION. Se la geometria è sconosciuta (vuota), viene restituito il valore NULL.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.2

Miglioramento: nella versione 2.0.0 è stato introdotto il supporto per le supefici poliedriche e i TIN. Non viene più generata un'eccezione se viene data una geometria vuota.



## Note

Prima della 2.0.0, questa funzione dava un'eccezione se usata con una geometria vuota.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
SELECT ST_Dimension('GEOMETRYCOLLECTION(LINESTRING(1 1,0 0),POINT(0 0))');
ST_Dimension

1
```

**Si veda anche**

[ST\\_NDims](#)

### 8.5.5 ST\_EndPoint

**ST\_EndPoint** — Returns the last point of a **LINESTRING** or **CIRCULARLINESTRING** geometry as a **POINT**.

#### Synopsis

boolean **ST\_EndPoint**(geometry g);

#### Descrizione

Restituisce l'ultimo punto di una geometria **LINESTRING** come **POINT** o **NULL** se il parametro di input non è una **LINESTRING**.



This method implements the SQL/MM specification. SQL-MM 3: 7.1.4



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Note



Modifica: La versione 2.0.0 non funziona più con geometrie singole di stringhe multilinea. Nelle versioni precedenti di PostGIS una stringa multilinea con una sola linea avrebbe funzionato tranquillamente con questa funzione, restituendo il punto di inizio. Nella versione 2.0.0 la funzione restituisce **NULL** come per qualsiasi altra stringa multilinea. Il comportamento precedente non era documentato, ma le persone che presumevano di avere i dati memorizzati come **LINESTRING** potrebbero trovare che questi ora restituiscono il valore **NULL**.

#### Esempi

```
postgis=# SELECT ST_AsText(ST_EndPoint('LINESTRING(1 1, 2 2, 3 3)::geometry));
st_astext

POINT(3 3)
(1 row)

postgis=# SELECT ST_EndPoint('POINT(1 1)::geometry') IS NULL AS is_null;
is_null

t
(1 row)

--3d endpoint
SELECT ST_AsEWKT(ST_EndPoint('LINESTRING(1 1 2, 1 2 3, 0 0 5)'));
st_asewkt

POINT(0 0 5)
(1 row)
```

**Si veda anche**[ST\\_PointN](#), [ST\\_StartPoint](#)**8.5.6 ST\_Envelope**

**ST\_Envelope** — Returns a geometry representing the double precision (float8) bounding box of the supplied geometry.

**Synopsis**

geometry **ST\_Envelope**(geometry g1);

**Descrizione**

Returns the float8 minimum bounding box for the supplied geometry, as a geometry. The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MINX, MAXY), (MAXX, MAXY), (MAXX, MINY), (MINX, MINY)). (PostGIS will add a ZMIN/ZMAX coordinate as well).

I casi degeneri (linee verticali, punti) restituiranno una geometria di dimensione inferiore al POLYGON, cioè POINT o LINESTRING.

Disponibilità: il comportamento nella 1.5.0 è stato cambiato per dare in uscita numeri in precisione doppia anziché float4



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.15

**Esempi**

```
SELECT ST_AsText(ST_Envelope('POINT(1 3)::geometry'));
 st_astext

POINT(1 3)
(1 row)

SELECT ST_AsText(ST_Envelope('LINESTRING(0 0, 1 3)::geometry'));
 st_astext

POLYGON((0 0,0 3,1 3,1 0,0 0))
(1 row)

SELECT ST_AsText(ST_Envelope('POLYGON((0 0, 0 1, 1.0000001 1, 1.0000001 0, 0 0))::geometry ←
));
 st_astext

POLYGON((0 0,0 1,1.00000011920929 1,1.00000011920929 0,0 0))
(1 row)
SELECT ST_AsText(ST_Envelope('POLYGON((0 0, 0 1, 1.0000000001 1, 1.0000000001 0, 0 0))':: ←
geometry));
 st_astext

POLYGON((0 0,0 1,1.00000011920929 1,1.00000011920929 0,0 0))
(1 row)
```

```
SELECT Box3D(geom), Box2D(geom), ST_AsText(ST_Envelope(geom)) As envelopewkt
FROM (SELECT 'POLYGON((0 0, 0 1000012333334.34545678, 1.0000001 1, 1.0000001 0, 0 0))'::geometry As geom) As foo;
```

### Si veda anche

[Box2D](#), [Box3D](#)

## 8.5.7 ST\_BoundingDiagonal

**ST\_BoundingDiagonal** — Returns the diagonal of the supplied geometry's bounding box.

### Synopsis

geometry **ST\_BoundingDiagonal**(geometry geom, boolean fits=false);

### Descrizione

Returns the diagonal of the supplied geometry's bounding box as linestring. If the input geometry is empty, the diagonal line is also empty, otherwise it is a 2-points linestring with minimum values of each dimension in its start point and maximum values in its end point.

The returned linestring geometry always retains SRID and dimensionality (Z and M presence) of the input geometry.

The `fits` parameter specifies if the best fit is needed. If false, the diagonal of a somewhat larger bounding box can be accepted (is faster to obtain for geometries with a lot of vertices). In any case the bounding box of the returned diagonal line always covers the input geometry.



#### Note

In degenerate cases (a single vertex in input) the returned linestring will be topologically invalid (no interior). This does not make the return semantically invalid.

Availability: 2.2.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

### Esempi

```
-- Get the minimum X in a buffer around a point
SELECT ST_X(ST_StartPoint(ST_BoundingDiagonal(
 ST_Buffer(ST_MakePoint(0,0),10)
)));
st_x

-10
```

**Si veda anche**

[ST\\_StartPoint](#), [ST\\_EndPoint](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_Z](#), [ST\\_M](#), &&&

**8.5.8 ST\_ExteriorRing**

**ST\_ExteriorRing** — Restituisce una **LINESTRING** che rappresenta l'anello esterno per una geometria **POLYGON**. Restituisce **NULL** se la geometria non è un poligono. Non funziona con **MULTIPOLYGON**

**Synopsis**

geometry **ST\_ExteriorRing**(geometry a\_polygon);

**Descrizione**

Restituisce una **LINESTRING** che rappresenta l'anello esterno per una geometria **POLYGON**. Restituisce **NULL** se la geometria non è un poligono. Non funziona con **MULTIPOLYGON**

**Note**

Funziona solamente con le geometrie di tipo **POLYGON**



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). 2.1.5.1



This method implements the SQL/MM specification. SQL-MM 3: 8.2.3, 8.3.3



This function supports 3d and will not drop the z-index.

**Esempi**

```
--Se avete una tabella di poligoni:
SELECT gid, ST_ExteriorRing(the_geom) AS ering
FROM sometable;

--Se avete una tabella MULTIPOLYGON
--e volete riottenere un MULTILINESTRING composto dagli anelli esteriori mposed of the exterior rings of each polygon
SELECT gid, ST_Collect(ST_ExteriorRing(the_geom)) AS erings
 FROM (SELECT gid, (ST_Dump(the_geom)).geom As the_geom
 FROM sometable) As foo
GROUP BY gid;

--Esempio 3d
SELECT ST_AsEWKT(
 ST_ExteriorRing(
 ST_GeomFromEWKT('POLYGON((0 0 1, 1 1 1, 1 2 1, 1 1 1, 0 0 1))')
)
);

st_asewkt

LINESTRING(0 0 1,1 1 1,1 2 1,1 1 1,0 0 1)
```

**Si veda anche**

[ST\\_InteriorRingN](#), [ST\\_Boundary](#), [ST\\_NumInteriorRings](#)

**8.5.9 ST\_GeometryN**

**ST\_GeometryN** — Restituisce la geometria numero N (a partire da 1) se la geometria è una **GEOMETRYCOLLECTION**, **(MULTI)POINT**, **(MULTI)LINestring**, **MULTICURVE** o **(MULTI)POLYGON**, **POLYHEDRALSURFACE**. Altrimenti restituisce il valore **NULL**.

**Synopsis**

```
geometry ST_GeometryN(geometry geomA, integer n);
```

**Descrizione**

Restituisce la geometria numero N (a partire da 1) se la geometria è una **GEOMETRYCOLLECTION**, **(MULTI)POINT**, **(MULTI)LINestring**, **MULTICURVE** o **(MULTI)POLYGON**, **POLYHEDRALSURFACE**. Altrimenti restituisce il valore **NULL**.

**Note**

L'indice parte da 1, come per le specifiche OGC a partire dalla versione 0.8.0. Le precedenti versioni invece implementavano un indice a partire da zero.

**Note**

Se volete estrarre tutte le geometria, **ST\_Dump** è più efficiente e funziona anche nel caso di geometrie singole.

Migliorato: Nella 2.0.0 è stato introdotto il supporto per le superfici poliedriche, i triangoli e i TIN.

Changed: 2.0.0 Prior versions would return **NULL** for singular geometries. This was changed to return the geometry for **ST\_GeometryN(...,1)** case.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 9.1.5



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



## Esempi standard

```
--Extracting a subset of points from a 3d multipoint
SELECT n, ST_AsEWKT(ST_GeometryN(the_geom, n)) As geomewkt
FROM (
VALUES (ST_GeomFromEWKT('MULTIPOINT(1 2 7, 3 4 7, 5 6 7, 8 9 10)')),
(ST_GeomFromEWKT('MULTICURVE(CIRCULARSTRING(2.5 2.5,4.5 2.5, 3.5 3.5), (10 11, 12 11))'))
)As foo(the_geom)
CROSS JOIN generate_series(1,100) n
WHERE n <= ST_NumGeometries(the_geom);
```

| n | geomewkt                                |
|---|-----------------------------------------|
| 1 | POINT(1 2 7)                            |
| 2 | POINT(3 4 7)                            |
| 3 | POINT(5 6 7)                            |
| 4 | POINT(8 9 10)                           |
| 1 | CIRCULARSTRING(2.5 2.5,4.5 2.5,3.5 3.5) |
| 2 | LINESTRING(10 11,12 11)                 |

```
--Extracting all geometries (useful when you want to assign an id)
SELECT gid, n, ST_GeometryN(the_geom, n)
FROM sometable CROSS JOIN generate_series(1,100) n
WHERE n <= ST_NumGeometries(the_geom);
```

## Esempi con superfici poliedriche, TIN e triangoli

```
-- Esempio con superficie poliedrica
-- Spezza una superficie poliedrica nelle facce che la compongono
SELECT ST_AsEWKT(ST_GeometryN(p_geom,3)) As geom_ewkt
FROM (SELECT ST_GeomFromEWKT('POLYHEDRALSURFACE(
((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
)') AS p_geom) AS a;
```

| geom_ewkt                                |
|------------------------------------------|
| POLYGON((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)) |

```
-- TIN --
SELECT ST_AsEWKT(ST_GeometryN(geom,2)) as wkt
FROM
(SELECT
ST_GeomFromEWKT('TIN (((
0 0 0,
0 0 1,
0 1 0,
0 0 0
)), ((
0 0 0,
0 1 0,
1 1 0,
0 0 0
)))
```

```

)') AS geom
) AS g;
-- result --
 wkt

TRIANGLE((0 0 0,0 1 0,1 1 0,0 0 0))

```

### Si veda anche

[ST\\_Dump](#), [ST\\_NumGeometries](#)

## 8.5.10 ST\_GeometryType

**ST\_GeometryType** — Restituisce il tipo di geometria per il valore **ST\_Geometry**.

### Synopsis

text **ST\_GeometryType**(geometry g1);

### Descrizione

Restituisce il tipo di geometria come stringa. P. es.: 'ST\_Linestring', 'ST\_Polygon', 'ST\_MultiPolygon' ecc. Questa funzione differisce da **GeometryType(geometry)** per il prefisso ST che viene restituito, così come per il fatto che non indica se la geometria è misurata.

Miglioramento: nella versione 2.0.0 è stato introdotto il supporto per le superfici poliedriche.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.4



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

### Esempi

```

SELECT ST_GeometryType(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27
29.31,77.29 29.07)'));
--risultato
ST_LineString

```

```

SELECT ST_GeometryType(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0
0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)
),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)
))'));
--risultato
ST_PolyhedralSurface

```

```

SELECT ST_GeometryType(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
))');
--risultato
ST_PolyhedralSurface

```

```

SELECT ST_GeometryType(geom) as result
FROM
 (SELECT
 ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
)), ((
 0 0 0,
 0 1 0,
 1 1 0,
 0 0 0
))
)') AS geom
) AS g;
result

ST_Tin

```

### Si veda anche

[GeometryType](#)

## 8.5.11 ST\_InteriorRingN

**ST\_InteriorRingN** — Return the Nth interior linestring ring of the polygon geometry. Return NULL if the geometry is not a polygon or the given N is out of range.

### Synopsis

geometry **ST\_InteriorRingN**(geometry a\_polygon, integer n);

### Descrizione

Return the Nth interior linestring ring of the polygon geometry. Return NULL if the geometry is not a polygon or the given N is out of range. index starts at 1.



#### Note

Non funzionerà per i MULTIPOLYGON. Da utilizzare assieme a ST\_Dump per i MULTIPOLYGON



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 8.2.6, 8.3.5



This function supports 3d and will not drop the z-index.

### Esempi

```
SELECT ST_AsText(ST_InteriorRingN(the_geom, 1)) As the_geom
FROM (SELECT ST_BuildArea(
 ST_Collect(ST_Buffer(ST_Point(1,2), 20,3),
 ST_Buffer(ST_Point(1, 2), 10,3))) As the_geom
) as foo
```

### Si veda anche

[ST\\_ExteriorRing](#), [ST\\_BuildArea](#), [ST\\_Collect](#), [ST\\_Dump](#), [ST\\_NumInteriorRing](#), [ST\\_NumInteriorRings](#)

## 8.5.12 ST\_IsCollection

**ST\_IsCollection** — Returns true if all exterior rings are oriented counter-clockwise and all interior rings are oriented clockwise.

### Synopsis

boolean **ST\_IsEmpty**(geometry geomA);

### Descrizione

Returns true if all polygonal components of the input geometry use a counter-clockwise orientation for their exterior ring, and a clockwise direction for all interior rings.

Restituisce TRUE se la geometria è una geometrycollection, un poligono o un punto vuoto, ecc.



#### Note

Closed linestrings are not considered polygonal components, so you would still get a true return by passing a single closed linestring no matter its orientation.



#### Note

If a polygonal geometry does not use reversed orientation for interior rings (i.e., if one or more interior rings are oriented in the same direction as an exterior ring) then both **ST\_IsPolygonCW** and **ST\_IsPolygonCCW** will return false.



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

**Si veda anche**

[ST\\_ForcePolygonCW](#) , [ST\\_Dimension](#), [ST\\_GeomFromEWKT](#)

### 8.5.13 ST\_IsCollection

**ST\_IsCollection** — Returns true if all exterior rings are oriented clockwise and all interior rings are oriented counter-clockwise.

#### Synopsis

boolean **ST\_IsEmpty**(geometry geomA);

#### Descrizione

Returns true if all polygonal components of the input geometry use a clockwise orientation for their exterior ring, and a counter-clockwise direction for all interior rings.

Restituisce TRUE se la geometria è una geometrycollection, un poligono o un punto vuoto, ecc.



#### Note

Closed linestrings are not considered polygonal components, so you would still get a true return by passing a single closed linestring no matter its orientation.



#### Note

If a polygonal geometry does not use reversed orientation for interior rings (i.e., if one or more interior rings are oriented in the same direction as an exterior ring) then both `ST_IsPolygonCW` and `ST_IsPolygonCCW` will return false.



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

**Si veda anche**

[ST\\_ForcePolygonCW](#) , [ST\\_Dimension](#), [ST\\_GeomFromEWKT](#)

### 8.5.14 ST\_IsClosed

**ST\_IsClosed** — Restituisce TRUE se il punto iniziale e quello finale di `LINESTRING` coincidono. Per le superfici poliedriche indica una superficie chiusa (volumetrica).

#### Synopsis

boolean **ST\_IsClosed**(geometry g);

## Descrizione

Restituisce TRUE se il punto iniziale e quello finale di LINESTRING coincidono. Per le superfici poliedriche indicase la superficie è un'area (aperta) o un volume (chiusa).



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 7.1.5, 9.3.3



### Note

SQL-MM definisce il risultato di ST\_IsClosed (NULL) come 0, mentre PostGIS restituisce NULL.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

Miglioramento: nella versione 2.0.0 è stato introdotto il supporto per le superfici poliedriche.



This function supports Polyhedral surfaces.

## Esempi con Stringhe di linee e punti

```
postgis=# SELECT ST_IsClosed('LINESTRING(0 0, 1 1)::geometry');
st_isclosed

f
(1 row)

postgis=# SELECT ST_IsClosed('LINESTRING(0 0, 0 1, 1 1, 0 0)::geometry');
st_isclosed

t
(1 row)

postgis=# SELECT ST_IsClosed('MULTILINESTRING((0 0, 0 1, 1 1, 0 0),(0 0, 1 1))::geometry');
st_isclosed

f
(1 row)

postgis=# SELECT ST_IsClosed('POINT(0 0)::geometry');
st_isclosed

t
(1 row)

postgis=# SELECT ST_IsClosed('MULTIPOINT((0 0), (1 1))::geometry');
st_isclosed

t
(1 row)
```

Esempi con superfici poliedriche

```
-- Un cubo --
SELECT ST_IsClosed(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1
1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)
),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)
))')));

st_isclosed

t

-- Come un cubo, ma senza un lato --
SELECT ST_IsClosed(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0
0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)
),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)))')));

st_isclosed

f
```

Si veda anche

[ST\\_IsRing](#)

8.5.15 ST\_IsCollection

ST\_IsCollection — Restituisce TRUE se l’argomento è una collezione (MULTI\*, GEOMETRYCOLLECTION, ...)

Synopsis

boolean **ST\_IsCollection**(geometry g);

Descrizione

Restituisce TRUE se il tipo di geometria è uno tra:

- GEOMETRYCOLLECTION
- MULTI{POINT,POLYGON,LINestring,CURVE,SURFACE}
- COMPOUNDCURVE



Note

Questa funzione analizza il tipo di geometria. Significa che restituirà TRUE sulle collezioni che sono vuote o contengono un singolo elemento.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
postgis=# SELECT ST_IsCollection('LINESTRING(0 0, 1 1)::geometry');
st_iscollection

f
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT EMPTY)::geometry');
st_iscollection

t
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT((0 0))::geometry');
st_iscollection

t
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT((0 0), (42 42))::geometry');
st_iscollection

t
(1 row)

postgis=# SELECT ST_IsCollection('GEOMETRYCOLLECTION(POINT(0 0))::geometry');
st_iscollection

t
(1 row)
```

## Si veda anche

[ST\\_NumGeometries](#)

## 8.5.16 ST\_IsEmpty

**ST\_IsEmpty** — Restituisce TRUE se la geometria è una geometrycollection, un poligono o un punto vuoto, ecc.

### Synopsis

boolean **ST\_IsEmpty**(geometry geomA);

### Descrizione

Restituisce TRUE se la Geometry è una geometria vuota. Se è TRUE, allora questa Geometry rappresenta una geometria vuota (una collezione, un poligono, un punto, ecc.)



**Note**

SQL-MM definisce il risultato di `ST_IsEmpty(NULL)` come 0, mentre PostGIS restituisce NULL.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.7



This method supports Circular Strings and Curves

**Warning**

Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards

**Esempi**

```
SELECT ST_IsEmpty(ST_GeomFromText('GEOMETRYCOLLECTION EMPTY'));
st_isempty

t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON EMPTY'));
st_isempty

t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))'));
st_isempty

f
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))')) = false;
?column?

t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('CIRCULARSTRING EMPTY'));
st_isempty

t
(1 row)
```

**8.5.17 ST\_IsRing**

**ST\_IsRing** — Returns TRUE if this LINESTRING is both closed and simple.

## Synopsis

boolean **ST\_IsRing**(geometry g);

## Descrizione

Restituisce TRUE se questa LINESTRING è sia **ST\_IsClosed** ( $\text{ST\_StartPoint}((g)) \sim \text{ST\_EndPoint}((g))$ ) che **ST\_IsSimple** (non interseca se stessa).



This method implements the **OpenGIS Simple Features Implementation Specification for SQL 1.1**, 2.1.5.1



This method implements the SQL/MM specification. SQL-MM 3: 7.1.6



### Note

SQL-MM defines the result of **ST\_IsRing** (NULL) to be 0, while PostGIS returns NULL.

## Esempi

```
SELECT ST_IsRing(the_geom), ST_IsClosed(the_geom), ST_IsSimple(the_geom)
FROM (SELECT 'LINESTRING(0 0, 0 1, 1 1, 1 0, 0 0)::geometry AS the_geom) AS foo;
 st_isring | st_isclosed | st_issimple
-----+-----+-----
t | t | t
(1 row)
```

```
SELECT ST_IsRing(the_geom), ST_IsClosed(the_geom), ST_IsSimple(the_geom)
FROM (SELECT 'LINESTRING(0 0, 0 1, 1 0, 1 1, 0 0)::geometry AS the_geom) AS foo;
 st_isring | st_isclosed | st_issimple
-----+-----+-----
f | t | f
(1 row)
```

## Si veda anche

**ST\_IsClosed**, **ST\_IsSimple**, **ST\_StartPoint**, **ST\_EndPoint**

## 8.5.18 ST\_IsSimple

**ST\_IsSimple** — Returns (TRUE) if this Geometry has no anomalous geometric points, such as self intersection or self tangency.

## Synopsis

boolean **ST\_IsSimple**(geometry geomA);

## Descrizione

Returns true if this Geometry has no anomalous geometric points, such as self intersection or self tangency. For more information on the OGC's definition of geometry simplicity and validity, refer to "**Ensuring OpenGIS compliancy of geometries**"

**Note**

SQL-MM defines the result of `ST_IsSimple(NULL)` to be 0, while PostGIS returns NULL.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.8



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_IsSimple(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))'));
st_issimple

t
(1 row)

SELECT ST_IsSimple(ST_GeomFromText('LINESTRING(1 1,2 2,2 3.5,1 3,1 2,2 1)'));
st_issimple

f
(1 row)
```

**Si veda anche**

[ST\\_IsValid](#)

**8.5.19 ST\_IsValid**

`ST_IsValid` — Returns `true` if the `ST_Geometry` is well formed.

**Synopsis**

```
boolean ST_IsValid(geometry g);
boolean ST_IsValid(geometry g, integer flags);
```

**Descrizione**

Test if an `ST_Geometry` value is well formed. For geometries that are invalid, the PostgreSQL NOTICE will provide details of why it is not valid. For more information on the OGC's definition of geometry simplicity and validity, refer to ["Ensuring OpenGIS compliancy of geometries"](#)

**Note**

SQL-MM definisce il risultato di `ST_Valid(NULL)` come 0, mentre PostGIS restituisce NULL.

The version accepting flags is available starting with 2.0.0 and requires GEOS  $\geq$  3.3.0. Such version does not print a NOTICE explaining the invalidity. Allowed flags are documented in [ST\\_IsValidDetail](#).



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 5.1.9



#### Note

Neither OGC-SFS nor SQL-MM specifications include a flag argument for ST\_IsValid. The flag is a PostGIS extension.

## Esempi

```
SELECT ST_IsValid(ST_GeomFromText('LINESTRING(0 0, 1 1)')) As good_line,
 ST_IsValid(ST_GeomFromText('POLYGON((0 0, 1 1, 1 2, 1 1, 0 0))')) As bad_poly
--results
NOTICE: Self-intersection at or near point 0 0
good_line | bad_poly
-----+-----
t | f
```

## Si veda anche

[ST\\_IsSimple](#), [ST\\_IsValidReason](#), [ST\\_IsValidDetail](#), [ST\\_Summary](#)

## 8.5.20 ST\_IsValidReason

ST\_IsValidReason — Returns text stating if a geometry is valid or not and if not valid, a reason why.

### Synopsis

```
text ST_IsValidReason(geometry geomA);
text ST_IsValidReason(geometry geomA, integer flags);
```

### Descrizione

Returns text stating if a geometry is valid or not and if not valid, a reason why.

Useful in combination with ST\_IsValid to generate a detailed report of invalid geometries and reasons.

Allowed flags are documented in [ST\\_IsValidDetail](#).

Availability: 1.4 - requires GEOS  $\geq$  3.1.0.

Availability: 2.0 - requires GEOS  $\geq$  3.3.0 for the version taking flags.

## Esempi

```
--First 3 Rejects from a successful quintuplet experiment
SELECT gid, ST_IsValidReason(the_geom) as validity_info
FROM
 (SELECT ST_MakePolygon(ST_ExteriorRing(e.buff), ST_Accum(f.line)) As the_geom, gid
 FROM (SELECT ST_Buffer(ST_MakePoint(x1*10,y1), z1) As buff, x1*10 + y1*100 + z1*1000 As gid
 FROM generate_series(-4,6) x1
 CROSS JOIN generate_series(2,5) y1
 CROSS JOIN generate_series(1,8) z1
 WHERE x1 > y1*0.5 AND z1 < x1*y1) As e
 INNER JOIN (SELECT ST_Translate(ST_ExteriorRing(ST_Buffer(ST_MakePoint(x1*10,y1),
 z1)),y1*1, z1*2) As line
 FROM generate_series(-3,6) x1
 CROSS JOIN generate_series(2,5) y1
 CROSS JOIN generate_series(1,10) z1
 WHERE x1 > y1*0.75 AND z1 < x1*y1) As f
 ON (ST_Area(e.buff) > 78 AND ST_Contains(e.buff, f.line))
 GROUP BY gid, e.buff) As quintuplet_experiment
WHERE ST_IsValid(the_geom) = false
ORDER BY gid
LIMIT 3;
```

| gid  | validity_info            |
|------|--------------------------|
| 5330 | Self-intersection [32 5] |
| 5340 | Self-intersection [42 5] |
| 5350 | Self-intersection [52 5] |

```
--simple example
SELECT ST_IsValidReason('LINESTRING(220227 150406,2220227 150407,222020 150410)');

st_isvalidreason

Valid Geometry
```

## Si veda anche

[ST\\_IsValid](#), [ST\\_Summary](#)

### 8.5.21 ST\_IsValidDetail

**ST\_IsValidDetail** — Returns a valid\_detail (valid,reason,location) row stating if a geometry is valid or not and if not valid, a reason why and a location where.

#### Synopsis

```
valid_detail ST_IsValidDetail(geometry geom);
valid_detail ST_IsValidDetail(geometry geom, integer flags);
```

#### Descrizione

Returns a valid\_detail row, formed by a boolean (valid) stating if a geometry is valid, a varchar (reason) stating a reason why it is invalid and a geometry (location) pointing out where it is invalid.

Useful to substitute and improve the combination of `ST_IsValid` and `ST_IsValidReason` to generate a detailed report of invalid geometries.

The 'flags' argument is a bitfield. It can have the following values:

- 1: Consider self-intersecting rings forming holes as valid. This is also known as "the ESRI flag". Note that this is against the OGC model.

Availability: 2.0.0 - requires GEOS >= 3.3.0.

## Esempi

```
--First 3 Rejects from a successful quintuplet experiment
SELECT gid, reason(ST_IsValidDetail(the_geom)), ST_AsText(location(ST_IsValidDetail(↵
 the_geom))) as location
FROM
(SELECT ST_MakePolygon(ST_ExteriorRing(e.buff), ST_Accum(f.line)) As the_geom, gid
FROM (SELECT ST_Buffer(ST_MakePoint(x1*10,y1), z1) As buff, x1*10 + y1*100 + z1*1000 As gid
 FROM generate_series(-4,6) x1
 CROSS JOIN generate_series(2,5) y1
 CROSS JOIN generate_series(1,8) z1
 WHERE x1 > y1*0.5 AND z1 < x1*y1) As e
 INNER JOIN (SELECT ST_Translate(ST_ExteriorRing(ST_Buffer(ST_MakePoint(x1*10,y1), ↵
 z1)),y1*1, z1*2) As line
 FROM generate_series(-3,6) x1
 CROSS JOIN generate_series(2,5) y1
 CROSS JOIN generate_series(1,10) z1
 WHERE x1 > y1*0.75 AND z1 < x1*y1) As f
ON (ST_Area(e.buff) > 78 AND ST_Contains(e.buff, f.line))
GROUP BY gid, e.buff) As quintuplet_experiment
WHERE ST_IsValid(the_geom) = false
ORDER BY gid
LIMIT 3;
```

| gid  | reason            | location    |
|------|-------------------|-------------|
| 5330 | Self-intersection | POINT(32 5) |
| 5340 | Self-intersection | POINT(42 5) |
| 5350 | Self-intersection | POINT(52 5) |

```
--simple example
SELECT * FROM ST_IsValidDetail('LINESTRING(220227 150406,220227 150407,22020 150410)');
```

| valid | reason | location |
|-------|--------|----------|
| t     |        |          |

## Si veda anche

[ST\\_IsValid](#), [ST\\_IsValidReason](#)

## 8.5.22 ST\_M

**ST\_M** — Return the M coordinate of the point, or NULL if not available. Input must be a point.

**Synopsis**

```
float ST_M(geometry a_point);
```

**Descrizione**

Return the M coordinate of the point, or NULL if not available. Input must be a point.

**Note**

This is not (yet) part of the OGC spec, but is listed here to complete the point coordinate extractor function list.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification.



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_M(ST_GeomFromEWKT('POINT(1 2 3 4)'));
 st_m

 4
(1 row)
```

**Si veda anche**

[ST\\_GeomFromEWKT](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_Z](#)

**8.5.23 ST\_NDims**

**ST\_NDims** — Returns coordinate dimension of the geometry as a small int. Values are: 2,3 or 4.

**Synopsis**

```
integer ST_NDims(geometry g1);
```

**Descrizione**

Returns the coordinate dimension of the geometry. PostGIS supports 2 - (x,y) , 3 - (x,y,z) or 2D with measure - x,y,m, and 4 - 3D with measure space x,y,z,m



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_NDims(ST_GeomFromText('POINT(1 1)')) As d2point,
 ST_NDims(ST_GeomFromEWKT('POINT(1 1 2)')) As d3point,
 ST_NDims(ST_GeomFromEWKT('POINTM(1 1 0.5)')) As d2pointm;
```

```

 d2point | d3point | d2pointm
-----+-----+-----
 2 | 3 | 3
```

## Si veda anche

[ST\\_CoordDim](#), [ST\\_Dimension](#), [ST\\_GeomFromEWKT](#)

## 8.5.24 ST\_NPoints

**ST\_NPoints** — Return the number of points (vertexes) in a geometry.

### Synopsis

integer **ST\_NPoints**(geometry g1);

### Descrizione

Return the number of points in a geometry. Works for all geometries.

Miglioramento: nella versione 2.0.0 è stato introdotto il supporto per le superfici poliedriche.



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Esempi

```
SELECT ST_NPoints(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 29.07)'));
--result
4

--Poligono nello spazio 3D
SELECT ST_NPoints(ST_GeomFromEWKT('LINESTRING(77.29 29.07 1,77.42 29.26 0,77.27 29.31 -1,77.29 29.07 3)'));
--result
4
```



**Si veda anche**

[ST\\_NumPoints](#)

### 8.5.25 ST\_NRings

**ST\_NRings** — If the geometry is a polygon or multi-polygon returns the number of rings.

#### Synopsis

integer **ST\_NRings**(geometry geomA);

#### Descrizione

If the geometry is a polygon or multi-polygon returns the number of rings. Unlike NumInteriorRings, it counts the outer rings as well.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Esempi

```
SELECT ST_NRings(the_geom) As Nrings, ST_NumInteriorRings(the_geom) As ninterrings
FROM (SELECT ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))') As the_geom) As foo;
```

| nrings | ninterrings |
|--------|-------------|
| 1      | 0           |

(1 row)

**Si veda anche**

[ST\\_NumInteriorRings](#)

### 8.5.26 ST\_NumGeometries

**ST\_NumGeometries** — If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL.

#### Synopsis

integer **ST\_NumGeometries**(geometry geom);

## Descrizione

Returns the number of Geometries. If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL.

Migliorato: Nella 2.0.0 è stato introdotto il supporto per le superfici poliedriche, i triangoli e i TIN.

Changed: 2.0.0 In prior versions this would return NULL if the geometry was not a collection/MULTI type. 2.0.0+ now returns 1 for single geometries e.g POLYGON, LINESTRING, POINT.



This method implements the SQL/MM specification. SQL-MM 3: 9.1.4



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
--Prior versions would have returned NULL for this -- in 2.0.0 this returns 1
SELECT ST_NumGeometries(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 29.07)'));
--result
1

--Geometry Collection Example - multis count as one geom in a collection
SELECT ST_NumGeometries(ST_GeomFromEWKT('GEOMETRYCOLLECTION(MULTIPOINT(-2 3 , -2 2),
LINESTRING(5 5 ,10 10),
POLYGON((-7 4.2,-7.1 5,-7.1 4.3,-7 4.2)))'));
--result
3
```

## Si veda anche

[ST\\_GeometryN](#), [ST\\_Multi](#)

## 8.5.27 ST\_NumInteriorRings

ST\_NumInteriorRings — Return the number of interior rings of a polygon geometry.

### Synopsis

integer **ST\_NumInteriorRings**(geometry a\_polygon);

### Descrizione

Restituisce una LINESTRING che rappresenta l'anello esterno per una geometria POLYGON. Restituisce NULL se la geometria non è un poligono. Non funziona con MULTIPOLYGON



This method implements the SQL/MM specification. SQL-MM 3: 8.2.5

Changed: 2.0.0 - in prior versions it would allow passing a MULTIPOLYGON, returning the number of interior rings of first POLYGON.

**Esempi**

```
--If you have a regular polygon
SELECT gid, field1, field2, ST_NumInteriorRings(the_geom) AS numholes
FROM sometable;

--If you have multipolygons
--And you want to know the total number of interior rings in the MULTIPOLYGON
SELECT gid, field1, field2, SUM(ST_NumInteriorRings(the_geom)) AS numholes
FROM (SELECT gid, field1, field2, (ST_Dump(the_geom)).geom As the_geom
 FROM sometable) As foo
GROUP BY gid, field1,field2;
```

**Si veda anche**[ST\\_NumInteriorRing](#)**8.5.28 ST\_NumInteriorRing**

**ST\_NumInteriorRing** — Return the number of interior rings of a polygon in the geometry. Synonym for **ST\_NumInteriorRings**.

**Synopsis**

integer **ST\_NumInteriorRing**(geometry a\_polygon);

**Si veda anche**[ST\\_NumInteriorRings](#)**8.5.29 ST\_NumPatches**

**ST\_NumPatches** — Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.

**Synopsis**

integer **ST\_NumPatches**(geometry g1);

**Descrizione**

Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries. This is an alias for **ST\_NumGeometries** to support MM naming. Faster to use **ST\_NumGeometries** if you don't care about MM convention.

Availability: 2.0.0



This function supports 3d and will not drop the z-index.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: ?



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_NumPatches(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 ←
 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0) ←
),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1) ←
))''));
--risultato
6
```

**Si veda anche**

[ST\\_GeomFromEWKT](#), [ST\\_NumGeometries](#)

**8.5.30 ST\_NumPoints**

**ST\_NumPoints** — Return the number of points in an **ST\_LineString** or **ST\_CircularString** value.

**Synopsis**

integer **ST\_NumPoints**(geometry g1);

**Descrizione**

Return the number of points in an **ST\_LineString** or **ST\_CircularString** value. Prior to 1.4 only works with Linestrings as the specs state. From 1.4 forward this is an alias for **ST\_NPoints** which returns number of vertexes for not just line strings. Consider using **ST\_NPoints** instead which is multi-purpose and works with many geometry types.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 7.2.4

**Esempi**

```
SELECT ST_NumPoints(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 ←
 29.07)'));
--result
4
```

**Si veda anche**

[ST\\_NPoints](#)

**8.5.31 ST\_PatchN**

**ST\_PatchN** — Return the 1-based Nth geometry (face) if the geometry is a **POLYHEDRALSURFACE**, **POLYHEDRALSURFACEM**. Otherwise, return **NULL**.

## Synopsis

geometry **ST\_PatchN**(geometry geomA, integer n);

## Descrizione

>Return the 1-based Nth geometry (face) if the geometry is a POLYHEDRALSURFACE, POLYHEDRALSURFACEM. Otherwise, return NULL. This returns the same answer as ST\_GeometryN for Polyhedral Surfaces. Using ST\_GeometryN is faster.



### Note

L'indice parte da 1.



### Note

If you want to extract all geometries, of a geometry, ST\_Dump is more efficient.

Availability: 2.0.0



This method implements the SQL/MM specification. SQL-MM 3: ?



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

## Esempi

```
-- Esempio con superficie poliedrica
-- Spezza una superficie poliedrica nelle facce che la compongono
SELECT ST_AsEWKT(ST_GeometryN(p_geom,3)) As geom_ewkt
 FROM (SELECT ST_GeomFromEWKT('POLYHEDRALSURFACE(
((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
)') AS p_geom) AS a;

 geom_ewkt

POLYGON((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0))
```

## Si veda anche

[ST\\_AsEWKT](#), [ST\\_GeomFromEWKT](#), [ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_NumGeometries](#)

## 8.5.32 ST\_PointN

**ST\_PointN** — Return the Nth point in the first LineString or circular LineString in the geometry. Negative values are counted backwards from the end of the LineString. Returns NULL if there is no linestring in the geometry.

## Synopsis

geometry **ST\_PointN**(geometry a\_linestring, integer n);

## Descrizione

Return the Nth point in a single linestring or circular linestring in the geometry. Negative values are counted backwards from the end of the LineString, so that -1 is the last point. Returns NULL if there is no linestring in the geometry.



### Note

L'indice parte da 1, come per le specifiche OGC a partire dalla versione 0.8.0. Le precedenti versioni invece implementavano un indice a partire da zero.



### Note

If you want to get the nth point of each line string in a multilinestring, use in conjunction with ST\_Dump



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 7.2.5, 7.3.5



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



### Note

Changed: 2.0.0 no longer works with single geometry multilinestrings. In older versions of PostGIS -- a single line multilinestring would work happily with this function and return the start point. In 2.0.0 it just returns NULL like any other multilinestring.

Changed: 2.3.0 : negative indexing available (-1 is last point)

## Esempi

```
-- Estrarre tutti i POINT da una LINESTRING
SELECT ST_AsText(
 ST_PointN(
 column1,
 generate_series(1, ST_NPoints(column1))
))
FROM (VALUES ('LINESTRING(0 0, 1 1, 2 2)::geometry')) AS foo;

 st_astext

POINT(0 0)
POINT(1 1)
POINT(2 2)
(3 rows)

--Esempio di stringa circolare
```

```
SELECT ST_AsText(ST_PointN(ST_GeomFromText('CIRCULARSTRING(1 2, 3 2, 1 2)'),2));

st_astext

POINT(3 2)
```

**Si veda anche**

[ST\\_NPoints](#)

### 8.5.33 ST\_NPoints

**ST\_NPoints** — Returns a MultiPoint containing all of the coordinates of a geometry.

#### Synopsis

geometry **ST\_StartPoint**(geometry geomA);

#### Descrizione

Returns a MultiPoint containing all of the coordinates of a geometry. Does not remove points that are duplicated in the input geometry, including start and end points of ring geometries. (If this behavior is undesired, duplicates may be removed using [ST\\_RemoveRepeatedPoints](#)).

M and Z ordinates will be preserved if present.



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.

Availability: 2.3.0

#### Esempi

```
SELECT ST_AsText(ST_Points('POLYGON Z ((30 10 4,10 30 5,40 40 6, 30 10))'));

--result
MULTIPOINT Z (30 10 4,10 30 5,40 40 6, 30 10 4)
```

**Si veda anche**

[ST\\_RemoveRepeatedPoints](#)

### 8.5.34 ST\_SRID

**ST\_SRID** — Returns the spatial reference identifier for the ST\_Geometry as defined in spatial\_ref\_sys table.

#### Synopsis

integer **ST\_SRID**(geometry g1);

## Descrizione

Returns the spatial reference identifier for the ST\_Geometry as defined in spatial\_ref\_sys table. Section [4.3.1](#)



### Note

spatial\_ref\_sys table is a table that catalogs all spatial reference systems known to PostGIS and is used for transformations from one spatial reference system to another. So verifying you have the right spatial reference system identifier is important if you plan to ever transform your geometries.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.5



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)', 4326));
--risultato
4326
```

## Si veda anche

Section [4.3.1](#), [ST\\_GeomFromText](#), [ST\\_SetSRID](#), [ST\\_Transform](#)

## 8.5.35 ST\_StartPoint

ST\_StartPoint — Returns the first point of a LINESTRING geometry as a POINT.

## Synopsis

geometry **ST\_StartPoint**(geometry geomA);

## Descrizione

Returns the first point of a LINESTRING or CIRCULARLINESTRING geometry as a POINT or NULL if the input parameter is not a LINESTRING or CIRCULARLINESTRING.



This method implements the SQL/MM specification. SQL-MM 3: 7.1.3



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



### Note

Modifica: La versione 2.0.0 non funziona più con geometrie singole di stringhe multilinea. Nelle versioni precedenti di PostGIS una stringa multilinea con una sola linea avrebbe funzionato tranquillamente con questa funzione, restituendo il punto di inizio. Nella versione 2.0.0 la funzione restituisce NULL come per qualsiasi altra stringa multilinea. Il comportamento precedente non era documentato, ma le persone che presumevano di avere i dati memorizzati come LINESTRING potrebbero trovare che questi ora restituiscono il valore NULL.



## Esempi

```
SELECT ST_AsText(ST_StartPoint('LINESTRING(0 1, 0 2)::geometry'));
st_astext

POINT(0 1)
(1 row)

SELECT ST_StartPoint('POINT(0 1)::geometry') IS NULL AS is_null;
is_null

t
(1 row)

--3d line
SELECT ST_AsEWKT(ST_StartPoint('LINESTRING(0 1 1, 0 2 2)::geometry'));
st_asewkt

POINT(0 1 1)
(1 row)

-- circular linestring --
SELECT ST_AsText(ST_StartPoint('CIRCULARSTRING(5 2,-3 1.999999, -2 1, -4 2, 5 2)::geometry' ↵
));
st_astext

POINT(5 2)
```

## Si veda anche

[ST\\_EndPoint](#), [ST\\_PointN](#)

## 8.5.36 ST\_Summary

**ST\_Summary** — Returns a text summary of the contents of the geometry.

### Synopsis

```
text ST_Summary(geometry g);
text ST_Summary(geography g);
```

### Descrizione

Returns a text summary of the contents of the geometry.

Flags shown square brackets after the geometry type have the following meaning:

- M: has M ordinate
- Z: has Z ordinate
- B: has a cached bounding box
- G: is geodetic (geography)
- S: has spatial reference system



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Availability: 1.2.2

Enhanced: 2.0.0 added support for geography

Enhanced: 2.1.0 S flag to denote if has a known spatial reference system

Enhanced: 2.2.0 Added support for TIN and Curves

## Esempi

```
=# SELECT ST_Summary(ST_GeomFromText('LINESTRING(0 0, 1 1)')) as geom,
 ST_Summary(ST_GeogFromText('POLYGON((0 0, 1 1, 1 2, 1 1, 0 0))')) geog;
 geom | geog
-----+-----
 LineString[B] with 2 points | Polygon[BGS] with 1 rings
 | ring 0 has 5 points
 :
(1 row)

=# SELECT ST_Summary(ST_GeogFromText('LINESTRING(0 0 1, 1 1 1)')) As geog_line,
 ST_Summary(ST_GeomFromText('SRID=4326;POLYGON((0 0 1, 1 1 2, 1 2 3, 1 1 1, 0 0 1)) ←
 ')) As geom_poly;
 geog_line | geom_poly
-----+-----
 LineString[ZBGS] with 2 points | Polygon[ZBS] with 1 rings
 : ring 0 has 5 points
 :
(1 row)
```

## Si veda anche

[PostGIS\\_DropBBox](#), [PostGIS\\_AddBBox](#), [ST\\_Force3DM](#), [ST\\_Force3DZ](#), [ST\\_Force2D](#), [geography](#)

[ST\\_IsValid](#), [ST\\_IsValid](#), [ST\\_IsValidReason](#), [ST\\_IsValidDetail](#)

## 8.5.37 ST\_X

**ST\_X** — Restituisce la coordinata X del punto, o NULL se non disponibile. L'input deve essere un punto.

### Synopsis

```
float ST_X(geometry a_point);
```

## Descrizione

Restituisce la coordinata X del punto, o NULL se non disponibile. L'input deve essere un punto.



### Note

Se volete recuperare i valori minimo e massimo della x per una qualsiasi geometria, considerate le funzioni ST\_XMin, ST\_XMax.



This method implements the SQL/MM specification. SQL-MM 3: 6.1.3



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_X(ST_GeomFromEWKT('POINT(1 2 3 4)'));
 st_x

 1
(1 row)

SELECT ST_Y(ST_Centroid(ST_GeomFromEWKT('LINESTRING(1 2 3 4, 1 1 1 1)')));
 st_y

 1.5
(1 row)
```

## Si veda anche

[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_XMax](#), [ST\\_XMin](#), [ST\\_Y](#), [ST\\_Z](#)

### 8.5.38 ST\_XMax

ST\_XMax — Returns X maxima of a bounding box 2d or 3d or a geometry.

## Synopsis

```
float ST_XMax(box3d aGeomorBox2DorBox3D);
```

## Descrizione

Returns X maxima of a bounding box 2d or 3d or a geometry.



### Note

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_XMax('BOX3D(1 2 3, 4 5 6)');
st_xmax

4

SELECT ST_XMax(ST_GeomFromText('LINESTRING(1 3 4, 5 6 7)'));
st_xmax

5

SELECT ST_XMax(CAST('BOX(-3 2, 3 4)' As box2d));
st_xmax

3
--NOTA: QUESTO NON FUNZIONA perché cercherà di eseguire il casting automatico della ↔
rappresentazione della stringa a un BOX3D

SELECT ST_XMax('LINESTRING(1 3, 5 6)');

--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_XMax(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 ↔
150406 3)'));
st_xmax

220288.248780547
```

## Si veda anche

[ST\\_XMin](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 8.5.39 ST\_XMin

**ST\_XMin** — Returns X minima of a bounding box 2d or 3d or a geometry.

#### Synopsis

float **ST\_XMin**(box3d aGeomorBox2DorBox3D);

#### Descrizione

Returns X minima of a bounding box 2d or 3d or a geometry.



#### Note

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_XMin('BOX3D(1 2 3, 4 5 6)');
st_xmin

1

SELECT ST_XMin(ST_GeomFromText('LINESTRING(1 3 4, 5 6 7)'));
st_xmin

1

SELECT ST_XMin(CAST('BOX(-3 2, 3 4)' As box2d));
st_xmin

-3
--NOTA: QUESTO NON FUNZIONA perché cercherà di eseguire il casting automatico della ↵
rappresentazione della stringa a un BOX3D
SELECT ST_XMin('LINESTRING(1 3, 5 6)');

--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_XMin(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 ↵
150406 3)'));
st_xmin

220186.995121892
```

## Si veda anche

[ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

## 8.5.40 ST\_Y

**ST\_Y** — Return the Y coordinate of the point, or NULL if not available. Input must be a point.

### Synopsis

float **ST\_Y**(geometry a\_point);

### Descrizione

Return the Y coordinate of the point, or NULL if not available. Input must be a point.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 6.1.4



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_Y(ST_GeomFromEWKT('POINT(1 2 3 4)'));
st_y

 2
(1 row)

SELECT ST_Y(ST_Centroid(ST_GeomFromEWKT('LINESTRING(1 2 3 4, 1 1 1 1)')));
st_y

 1.5
(1 row)
```

**Si veda anche**

[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_X](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_Z](#)

**8.5.41 ST\_YMax**

**ST\_YMax** — Returns Y maxima of a bounding box 2d or 3d or a geometry.

**Synopsis**

float **ST\_YMax**(box3d aGeomorBox2DorBox3D);

**Descrizione**

Returns Y maxima of a bounding box 2d or 3d or a geometry.

**Note**

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

**Esempi**

```
SELECT ST_YMax('BOX3D(1 2 3, 4 5 6)');
st_ymax

 5

SELECT ST_YMax(ST_GeomFromText('LINESTRING(1 3 4, 5 6 7)'));
st_ymax

```

```

6
SELECT ST_YMax(CAST('BOX(-3 2, 3 4)' As box2d));
st_ymax

4
--NOTA: QUESTO NON FUNZIONA perché cercherà di eseguire il casting automatico della ↔
rappresentazione della stringa a un BOX3D
SELECT ST_YMax('LINESTRING(1 3, 5 6)');

--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_YMax(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 ↔
150406 3)'));
st_ymax

150506.126829327

```

### Si veda anche

[ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

## 8.5.42 ST\_YMin

**ST\_YMin** — Returns Y minima of a bounding box 2d or 3d or a geometry.

### Synopsis

float **ST\_YMin**(box3d aGeomorBox2DorBox3D);

### Descrizione

Returns Y minima of a bounding box 2d or 3d or a geometry.



#### Note

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

### Esempi

```

SELECT ST_YMin('BOX3D(1 2 3, 4 5 6)');
st_ymin

2

SELECT ST_YMin(ST_GeomFromText('LINESTRING(1 3 4, 5 6 7)'));

```

```

st_ymin

3

SELECT ST_YMin(CAST('BOX(-3 2, 3 4)' As box2d));
st_ymin

2
--Observe THIS DOES NOT WORK because it will try to autocast the string representation to a ↵
BOX3D
SELECT ST_YMin('LINESTRING(1 3, 5 6)');

--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_YMin(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 ↵
150406 3)'));
st_ymin

150406

```

**Si veda anche**

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

**8.5.43 ST\_Z**

**ST\_Z** — Return the Z coordinate of the point, or NULL if not available. Input must be a point.

**Synopsis**

float **ST\_Z**(geometry a\_point);

**Descrizione**

Return the Z coordinate of the point, or NULL if not available. Input must be a point.



This method implements the SQL/MM specification.



This function supports 3d and will not drop the z-index.

**Esempi**

```

SELECT ST_Z(ST_GeomFromEWKT('POINT(1 2 3 4)'));
st_z

3
(1 row)

```

**Si veda anche**

[ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_ZMax](#), [ST\\_ZMin](#)



### 8.5.44 ST\_ZMax

ST\_ZMax — Returns Z minima of a bounding box 2d or 3d or a geometry.

#### Synopsis

```
float ST_ZMax(box3d aGeomorBox2DorBox3D);
```

#### Descrizione

Returns Z maxima of a bounding box 2d or 3d or a geometry.



#### Note

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Esempi

```
SELECT ST_ZMax('BOX3D(1 2 3, 4 5 6)');
st_zmax

6

SELECT ST_ZMax(ST_GeomFromEWKT('LINESTRING(1 3 4, 5 6 7)'));
st_zmax

7

SELECT ST_ZMax('BOX3D(-3 2 1, 3 4 1)');
st_zmax

1
--Observe THIS DOES NOT WORK because it will try to autocast the string representation to a ↵
BOX3D
SELECT ST_ZMax('LINESTRING(1 3 4, 5 6 7)');
--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_ZMax(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 ↵
150406 3)'));
st_zmax

3
```

#### Si veda anche

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#)

### 8.5.45 ST\_Zmflag

**ST\_Zmflag** — Returns ZM (dimension semantic) flag of the geometries as a small int. Values are: 0=2d, 1=3dm, 2=3dz, 3=4d.

#### Synopsis

smallint **ST\_Zmflag**(geometry geomA);

#### Descrizione

Returns ZM (dimension semantic) flag of the geometries as a small int. Values are: 0=2d, 1=3dm, 2=3dz, 3=4d.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Esempi

```
SELECT ST_Zmflag(ST_GeomFromEWKT('LINESTRING(1 2, 3 4)'));
st_zmflag

0

SELECT ST_Zmflag(ST_GeomFromEWKT('LINESTRINGM(1 2 3, 3 4 3)'));
st_zmflag

1

SELECT ST_Zmflag(ST_GeomFromEWKT('CIRCULARSTRING(1 2 3, 3 4 3, 5 6 3)'));
st_zmflag

2

SELECT ST_Zmflag(ST_GeomFromEWKT('POINT(1 2 3 4)'));
st_zmflag

3
```

#### Si veda anche

[ST\\_CoordDim](#), [ST\\_NDims](#), [ST\\_Dimension](#)

### 8.5.46 ST\_ZMin

**ST\_ZMin** — Returns Z minima of a bounding box 2d or 3d or a geometry.

#### Synopsis

float **ST\_ZMin**(box3d aGeomorBox2DorBox3D);

## Descrizione

Restituisce la minima Z per una bounding box 2d o 3d o per una geometria.



### Note

Although this function is only defined for box3d, it will work for box2d and geometry because of the auto-casting behavior defined for geometries and box2d. However you can not feed it a geometry or box2d text representation, since that will not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_ZMin('BOX3D(1 2 3, 4 5 6)');
st_zmin

3

SELECT ST_ZMin(ST_GeomFromEWKT('LINESTRING(1 3 4, 5 6 7)'));
st_zmin

4

SELECT ST_ZMin('BOX3D(-3 2 1, 3 4 1)');
st_zmin

1
--NOTA: QUESTO NON FUNZIONA perché cercherà di eseguire il casting automatico della
 rappresentazione della stringa a un BOX3D

SELECT ST_ZMin('LINESTRING(1 3 4, 5 6 7)');

--ERROR: BOX3D parser - doesn't start with BOX3D(

SELECT ST_ZMin(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 150406 3)'));
st_zmin

1
```

## Si veda anche

[ST\\_GeomFromEWKT](#), [ST\\_GeomFromText](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#)

## 8.6 Geometry Editors

### 8.6.1 ST\_AddPoint

**ST\_AddPoint** — Add a point to a LineString.

**Synopsis**

geometry **ST\_AddPoint**(geometry linestring, geometry point);

geometry **ST\_AddPoint**(geometry linestring, geometry point, integer position);

**Descrizione**

Adds a point to a LineString before point <position> (0-based index). Third parameter can be omitted or set to -1 for appending.

Availability: 1.1.0



This function supports 3d and will not drop the z-index.

**Esempi**

```
--guarantee all linestrings in a table are closed
--by adding the start point of each linestring to the end of the line ↵
 string
--only for those that are not closed
UPDATE sometable
SET the_geom = ST_AddPoint(the_geom, ST_StartPoint(the_geom))
FROM sometable
WHERE ST_IsClosed(the_geom) = false;

--Adding point to a 3-d line
SELECT ST_AseWKT(ST_AddPoint(ST_GeomFromEWKT('LINESTRING(0 0 1, 1 1 1)'), ↵
 ST_MakePoint(1, 2, 3)));

--result
st_asewkt

LINESTRING(0 0 1,1 1 1,1 2 3)
```

**Si veda anche**

[ST\\_RemovePoint](#), [ST\\_SetPoint](#)

**8.6.2 ST\_Affine**

ST\_Affine — Apply a 3d affine transformation to a geometry.

**Synopsis**

geometry **ST\_Affine**(geometry geomA, float a, float b, float c, float d, float e, float f, float g, float h, float i, float xoff, float yoff, float zoff);

geometry **ST\_Affine**(geometry geomA, float a, float b, float d, float e, float xoff, float yoff);

**Descrizione**

Applies a 3d affine transformation to the geometry to do things like translate, rotate, scale in one step.

Version 1: The call

```
ST_Affine(geom, a, b, c, d, e, f, g, h, i, xoff, yoff, zoff)
```

represents the transformation matrix

```
/ a b c xoff \
| d e f yoff |
| g h i zoff |
\ 0 0 0 1 /
```

and the vertices are transformed as follows:

```
x' = a*x + b*y + c*z + xoff
y' = d*x + e*y + f*z + yoff
z' = g*x + h*y + i*z + zoff
```

All of the translate / scale functions below are expressed via such an affine transformation.

Version 2: Applies a 2d affine transformation to the geometry. The call

```
ST_Affine(geom, a, b, d, e, xoff, yoff)
```

represents the transformation matrix

```
/ a b 0 xoff \ / a b xoff \
| d e 0 yoff | rsp. | d e yoff |
| 0 0 1 0 | \ 0 0 1 /
\ 0 0 0 1 /
```

and the vertices are transformed as follows:

```
x' = a*x + b*y + xoff
y' = d*x + e*y + yoff
z' = z
```

This method is a subcase of the 3D method above.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from Affine to ST\_Affine in 1.2.2



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

#### Esempi

```
--Rotate a 3d line 180 degrees about the z axis. Note this is long-hand for doing ↵
ST_Rotate();
SELECT ST_AsEWKT(ST_Affine(the_geom, cos(pi()), -sin(pi()), 0, sin(pi()), cos(pi()), 0, ↵
 0, 0, 1, 0, 0, 0)) As using_affine,
 ST_AsEWKT(ST_Rotate(the_geom, pi())) As using_rotate
FROM (SELECT ST_GeomFromEWKT('LINESTRING(1 2 3, 1 4 3)') As the_geom) As foo;
using_affine | using_rotate
-----+-----
LINESTRING(-1 -2 3,-1 -4 3) | LINESTRING(-1 -2 3,-1 -4 3)
(1 row)

--Rotate a 3d line 180 degrees in both the x and z axis
SELECT ST_AsEWKT(ST_Affine(the_geom, cos(pi()), -sin(pi()), 0, sin(pi()), cos(pi()), -sin(↵
 pi()), 0, sin(pi()), cos(pi()), 0, 0, 0))
FROM (SELECT ST_GeomFromEWKT('LINESTRING(1 2 3, 1 4 3)') As the_geom) As foo;
st_asewkt

LINESTRING(-1 -2 -3,-1 -4 -3)
(1 row)
```

### Si veda anche

[ST\\_Rotate](#), [ST\\_Scale](#), [ST\\_Translate](#), [ST\\_TransScale](#)

## 8.6.3 ST\_Force2D

ST\_Force2D — Force the geometries into a "2-dimensional mode".

### Synopsis

geometry **ST\_Force2D**(geometry geomA);

### Descrizione

Forces the geometries into a "2-dimensional mode" so that all output representations will only have the X and Y coordinates. This is useful for force OGC-compliant output (since OGC only specifies 2-D geometries).

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_2D.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.

### Esempi

```
SELECT ST_AsEWKT(ST_Force2D(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 ↵
 2)')));
st_asewkt

```

```

CIRCULARSTRING(1 1,2 3,4 5,6 7,5 6)

SELECT ST_AsEWKT(ST_Force2D('POLYGON((0 0 2,0 5 2,5 0 2,0 0 2),(1 1 2,3 1 2,1 3 2,1 1 2))' ←
 '));

 st_asewkt

POLYGON((0 0,0 5,5 0,0 0),(1 1,3 1,1 3,1 1))

```

### Si veda anche

[ST\\_Force3D](#)

## 8.6.4 ST\_Force3D

ST\_Force3D — Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.

### Synopsis

geometry **ST\_Force3D**(geometry geomA);

### Descrizione

Forces the geometries into XYZ mode. This is an alias for ST\_Force\_3DZ. If a geometry has no Z component, then a 0 Z coordinate is tacked on.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3D.



This function supports Polyhedral surfaces.



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.

### Esempi

```

--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force3D(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));
 st_asewkt

CIRCULARSTRING(1 1 2,2 3 2,4 5 2,6 7 2,5 6 2)

SELECT ST_AsEWKT(ST_Force3D('POLYGON((0 0,0 5,5 0,0 0),(1 1,3 1,1 3,1 1))'));
 st_asewkt

POLYGON((0 0 0,0 5 0,5 0 0,0 0 0),(1 1 0,3 1 0,1 3 0,1 1 0))

```

**Si veda anche**

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3DZ](#)

**8.6.5 ST\_Force3DZ**

ST\_Force3DZ — Force the geometries into XYZ mode.

**Synopsis**

geometry **ST\_Force3DZ**(geometry geomA);

**Descrizione**

Forces the geometries into XYZ mode. This is a synonym for ST\_Force3DZ. If a geometry has no Z component, then a 0 Z coordinate is tacked on.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3DZ.



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

**Esempi**

```
--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force3DZ(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));

 st_asewkt

CIRCULARSTRING(1 1 2,2 3 2,4 5 2,6 7 2,5 6 2)

SELECT ST_AsEWKT(ST_Force3DZ('POLYGON((0 0 5,5 0,0 0),(1 1,3 1,1 3,1 1))'));

 st_asewkt

POLYGON((0 0 0,0 5 0,5 0 0,0 0 0),(1 1 0,3 1 0,1 3 0,1 1 0))
```

**Si veda anche**

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#)

**8.6.6 ST\_Force3DM**

ST\_Force3DM — Force the geometries into XYM mode.



**Synopsis**

geometry **ST\_Force3DM**(geometry geomA);

**Descrizione**

Forces the geometries into XYM mode. If a geometry has no M component, then a 0 M coordinate is tacked on. If it has a Z component, then Z is removed

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3DM.



This method supports Circular Strings and Curves

**Esempi**

```
--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force3DM(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));
```

|  | st_asewkt                                      |
|--|------------------------------------------------|
|  | CIRCULARSTRINGM(1 1 0,2 3 0,4 5 0,6 7 0,5 6 0) |

```
SELECT ST_AsEWKT(ST_Force3DM('POLYGON((0 0 1,0 5 1,5 0 1,0 0 1),(1 1 1,3 1 1,1 3 1,1 1 1))'));
```

|  | st_asewkt                                                     |
|--|---------------------------------------------------------------|
|  | POLYGONM((0 0 0,0 5 0,5 0 0,0 0 0),(1 1 0,3 1 0,1 3 0,1 1 0)) |

**Si veda anche**

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#), [ST\\_GeomFromEWKT](#)

**8.6.7 ST\_Force4D**

ST\_Force4D — Force the geometries into XYZM mode.

**Synopsis**

geometry **ST\_Force4D**(geometry geomA);

**Descrizione**

Forces the geometries into XYZM mode. 0 is tacked on for missing Z and M dimensions.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_4D.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force4D(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));
```

|  | st_asewkt                                               |
|--|---------------------------------------------------------|
|  | CIRCULARSTRING(1 1 2 0,2 3 2 0,4 5 2 0,6 7 2 0,5 6 2 0) |

```
SELECT ST_AsEWKT(ST_Force4D('MULTILINESTRINGM((0 0 1,0 5 2,5 0 3,0 0 4),(1 1 1,3 1 1,1 3 1,1 1 1))'));
```

|  | st_asewkt                                                                            |
|--|--------------------------------------------------------------------------------------|
|  | MULTILINESTRING((0 0 0 1,0 5 0 2,5 0 0 3,0 0 0 4),(1 1 0 1,3 1 0 1,1 3 0 1,1 1 0 1)) |

## Si veda anche

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#)

### 8.6.8 ST\_ForcePolygonCCW

**ST\_ForcePolygonCCW** — Orients all exterior rings counter-clockwise and all interior rings clockwise.

#### Synopsis

boolean **ST\_ForceRHR**(geometry g);

#### Descrizione

Forces (Multi)Polygons to use a counter-clockwise orientation for their exterior ring, and a clockwise orientation for their interior rings. Non-polygonal geometries are returned unchanged.



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

## Si veda anche

[ST\\_ForcePolygonCW](#) , [ST\\_Polygonize](#), [ST\\_Reverse](#)

### 8.6.9 ST\_ForceCollection

**ST\_ForceCollection** — Convert the geometry into a GEOMETRYCOLLECTION.

#### Synopsis

geometry **ST\_ForceCollection**(geometry geomA);

## Descrizione

Converts the geometry into a GEOMETRYCOLLECTION. This is useful for simplifying the WKB representation.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Availability: 1.2.2, prior to 1.3.4 this function will crash with Curves. This is fixed in 1.3.4+

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_Collection.



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_AsEWKT(ST_ForceCollection('POLYGON((0 0 1,0 5 1,5 0 1,0 0 1),(1 1 1,3 1 1,1 3 1,1 1 1))'));

```

st\_asewkt

---

```
GEOMETRYCOLLECTION(POLYGON((0 0 1,0 5 1,5 0 1,0 0 1),(1 1 1,3 1 1,1 3 1,1 1 1)))

```

```
SELECT ST_AsText(ST_ForceCollection('CIRCULARSTRING(220227 150406,220227 150407,220227 150406)'));

```

st\_astext

---

```
GEOMETRYCOLLECTION(CIRCULARSTRING(220227 150406,220227 150407,220227 150406))
(1 row)

```

```
-- POLYHEDRAL example --
SELECT ST_AsEWKT(ST_ForceCollection('POLYHEDRALSURFACE(((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0)),
((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0)),
((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)),
((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0)),
((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0)),
((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1)))'));

```

st\_asewkt

---

```
GEOMETRYCOLLECTION(
 POLYGON((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0)),
 POLYGON((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0)),
 POLYGON((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)),
 POLYGON((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0)),
 POLYGON((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0)),
 POLYGON((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1))
)

```

## Si veda anche

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#), [ST\\_GeomFromEWKT](#)

### 8.6.10 ST\_ForcePolygonCW

ST\_ForcePolygonCW — Orients all exterior rings clockwise and all interior rings counter-clockwise.

#### Synopsis

boolean **ST\_ForceRHR**(geometry g);

#### Descrizione

Forces (Multi)Polygons to use a clockwise orientation for their exterior ring, and a counter-clockwise orientation for their interior rings. Non-polygonal geometries are returned unchanged.



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

#### Si veda anche

[ST\\_ForcePolygonCCW](#) , [ST\\_Polygonize](#), [ST\\_Reverse](#)

### 8.6.11 ST\_ForceSFS

ST\_ForceSFS — Force the geometries to use SFS 1.1 geometry types only.

#### Synopsis

geometry **ST\_ForceSFS**(geometry geomA);  
geometry **ST\_ForceSFS**(geometry geomA, text version);

#### Descrizione



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.

### 8.6.12 ST\_ForceRHR

ST\_ForceRHR — Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.

#### Synopsis

boolean **ST\_ForceRHR**(geometry g);

---

## Descrizione

Forces the orientation of the vertices in a polygon to follow a Right-Hand-Rule, in which the area that is bounded by the polygon is to the right of the boundary. In particular, the exterior ring is orientated in a clockwise direction and the interior rings in a counter-clockwise direction. This function is a synonym for [ST\\_ForcePolygonCW](#)



### Note

The above definition of the Right-Hand-Rule conflicts with definitions used in other contexts. To avoid confusion, it is recommended to use [ST\\_ForcePolygonCW](#).

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

## Esempi

```
SELECT ST_AsEWKT(
 ST_ForceRHR(
 'POLYGON((0 0 2, 5 0 2, 0 5 2, 0 0 2),(1 1 2, 1 3 2, 3 1 2, 1 1 2))'
)
);
```

|         | st_asewkt                                                    |
|---------|--------------------------------------------------------------|
|         | POLYGON((0 0 2,0 5 2,5 0 2,0 0 2),(1 1 2,3 1 2,1 3 2,1 1 2)) |
| (1 row) |                                                              |

## Si veda anche

[ST\\_ForcePolygonCCW](#) , [ST\\_AsEWKT](#), [ST\\_Point](#), [ST\\_SRID](#), [ST\\_Transform](#), [UpdateGeometrySRID](#)

### 8.6.13 ST\_ForceCurve

[ST\\_ForceCurve](#) — Upcast a geometry into its curved type, if applicable.

## Synopsis

geometry [ST\\_ForceCurve](#)(geometry g);

## Descrizione

Turns a geometry into its curved representation, if applicable: lines become compoundcurves, multilines become multicurves polygons become curvepolygons multipolygons become multisurfaces. If the geometry input is already a curved representation returns back same as input.

Availability: 2.2.0



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

Esempi

```
SELECT ST_AsText(
 ST_ForceCurve(
 'POLYGON((0 0 2, 5 0 2, 0 5 2, 0 0 2),(1 1 2, 1 3 2, 3 1 2, 1 1 2))'::geometry
)
);
```

| st_astext                                                            |
|----------------------------------------------------------------------|
| CURVEPOLYGON Z ((0 0 2,5 0 2,0 5 2,0 0 2),(1 1 2,1 3 2,3 1 2,1 1 2)) |

(1 row)

Si veda anche

[ST\\_LineToCurve](#)

8.6.14 ST\_LineMerge

ST\_LineMerge — Return a (set of) LineString(s) formed by sewing together a MULTILINESTRING.

Synopsis

geometry **ST\_LineMerge**(geometry amultilinestring);

Descrizione

Returns a (set of) LineString(s) formed by sewing together the constituent line work of a MULTILINESTRING.



**Note**  
Only use with MULTILINESTRING/LINESTRINGs. If you feed a polygon or geometry collection into this function, it will return an empty GEOMETRYCOLLECTION

Availability: 1.1.0



**Note**  
richiede GEOS >= 2.1.0

Esempi

```
SELECT ST_AsText(ST_LineMerge(
 ST_GeomFromText('MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33),(-45 -33,-46 -32))')
));
```

| st_astext                                             |
|-------------------------------------------------------|
| LINESTRING(-29 -27,-30 -29.7,-36 -31,-45 -33,-46 -32) |

(1 row)

```
--If can't be merged - original MULTILINESTRING is returned
SELECT ST_AsText(ST_LineMerge(
ST_GeomFromText('MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33), (-45.2 -33.2,-46 -32))' ↵
'))
);
st_astext

MULTILINESTRING((-45.2 -33.2,-46 -32), (-29 -27,-30 -29.7,-36 -31,-45 -33))
```

### Si veda anche

[ST\\_Segmentize](#), [ST\\_LineSubstring](#)

## 8.6.15 ST\_CollectionExtract

**ST\_CollectionExtract** — Given a (multi)geometry, return a (multi)geometry consisting only of elements of the specified type.

### Synopsis

geometry **ST\_CollectionExtract**(geometry collection, integer type);

### Descrizione

Given a (multi)geometry, returns a (multi)geometry consisting only of elements of the specified type. Sub-geometries that are not the specified type are ignored. If there are no sub-geometries of the right type, an EMPTY geometry will be returned. Only points, lines and polygons are supported. Type numbers are 1 == POINT, 2 == LINESTRING, 3 == POLYGON.

Availability: 1.5.0



#### Note

Prior to 1.5.3 this function returned non-collection inputs untouched, no matter type. In 1.5.3 non-matching single geometries result in a NULL return. In of 2.0.0 every case of missing match results in a typed EMPTY return.



#### Warning

When specifying 3 == POLYGON a multipolygon is returned even when the edges are shared. This results in an invalid multipolygon for many cases such as applying this function on an [ST\\_Split](#) result.

### Esempi

```
-- constant: 1 == POINT, 2 == LINESTRING, 3 == POLYGON
SELECT ST_AsText(ST_CollectionExtract(ST_GeomFromText('GEOMETRYCOLLECTION(↵
GEOMETRYCOLLECTION(POINT(0 0)))'),1));
st_astext

MULTIPOINT(0 0)
(1 row)

SELECT ST_AsText(ST_CollectionExtract(ST_GeomFromText('GEOMETRYCOLLECTION(↵
GEOMETRYCOLLECTION(LINESTRING(0 0, 1 1),LINESTRING(2 2, 3 3)))'),2));
```

```

st_astext

MULTILINESTRING((0 0, 1 1), (2 2, 3 3))
(1 row)

```

**Si veda anche**

[ST\\_Multi](#), [ST\\_Dump](#), [ST\\_CollectionHomogenize](#)

**8.6.16 ST\_CollectionHomogenize**

**ST\_CollectionHomogenize** — Given a geometry collection, return the "simplest" representation of the contents.

**Synopsis**

geometry **ST\_CollectionHomogenize**(geometry collection);

**Descrizione**

Given a geometry collection, returns the "simplest" representation of the contents. Singletons will be returned as singletons. Collections that are homogeneous will be returned as the appropriate multi-type.

**Warning**

When specifying 3 == POLYGON a multipolygon is returned even when the edges are shared. This results in an invalid multipolygon for many cases such as applying this function on an [ST\\_Split](#) result.

Availability: 2.0.0

**Esempi**

```

SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(POINT(0 0))'));

 st_astext

POINT(0 0)
(1 row)

SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(POINT(0 0),POINT(1 1))'));

 st_astext

MULTIPOINT(0 0,1 1)
(1 row)

```

**Si veda anche**

[ST\\_Multi](#), [ST\\_CollectionExtract](#)



### 8.6.17 ST\_Multi

ST\_Multi — Return the geometry as a MULTI\* geometry.

#### Synopsis

geometry **ST\_Multi**(geometry g1);

#### Descrizione

Returns the geometry as a MULTI\* geometry. If the geometry is already a MULTI\*, it is returned unchanged.

#### Esempi

```
SELECT ST_AsText(ST_Multi(ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,
743265 2967450,743265.625 2967416,743238 2967416))')));
 st_astext

MULTIPOLYGON(((743238 2967416,743238 2967450,743265 ↵
2967450,743265.625 2967416,
743238 2967416)))
(1 row)
```

#### Si veda anche

[ST\\_AsText](#)

### 8.6.18 ST\_Normalize

ST\_Normalize — Return the geometry in its canonical form.

#### Synopsis

geometry **ST\_Multi**(geometry g1);

#### Descrizione

Returns the geometry in its normalized/canonical form. May reorder vertices in polygon rings, rings in a polygon, elements in a multi-geometry complex.

Mostly only useful for testing purposes (comparing expected and obtained results).

#### Esempi

```
SELECT ST_AsText(ST_Translate(ST_Collect('CURVEPOLYGON(CIRCULARSTRING(4 3,3.12 0.878,1 ↵
0,-1.121 5.1213,6 7, 8 9,4 3))','POINT(1 3)'),1,2));

GEOMETRYCOLLECTION(CURVEPOLYGON(CIRCULARSTRING(5 5,4.12 2.878,2 2,-0.121 7.1213,7 9,9 11,5 ↵
5)),POINT(2 5))
```

**Si veda anche**

[ST\\_Equals](#),

### 8.6.19 ST\_RemovePoint

ST\_RemovePoint — Remove point from a linestring.

#### Synopsis

geometry **ST\_RemovePoint**(geometry linestring, integer offset);

#### Descrizione

Remove a point from a linestring, given its 0-based index. Useful for turning a closed ring into an open line string

Availability: 1.1.0



This function supports 3d and will not drop the z-index.

#### Esempi

```
--guarantee no LINESTRINGS are closed
--by removing the end point. The below assumes the_geom is of type LINESTRING
UPDATE sometable
 SET the_geom = ST_RemovePoint(the_geom, ST_NPoints(the_geom) - 1)
FROM sometable
WHERE ST_IsClosed(the_geom) = true;
```

**Si veda anche**

[ST\\_AddPoint](#), [ST\\_NPoints](#), [ST\\_NumPoints](#)

### 8.6.20 ST\_Reverse

ST\_Reverse — Return the geometry with vertex order reversed.

#### Synopsis

geometry **ST\_Reverse**(geometry g1);

#### Descrizione

Can be used on any geometry and reverses the order of the vertexes.

Enhanced: 2.4.0 support for curves was introduced.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

## Esempi

```
SELECT ST_AsText(the_geom) as line, ST_AsText(ST_Reverse(the_geom)) As reverseline
FROM
(SELECT ST_MakeLine(ST_MakePoint(1,2),
 ST_MakePoint(1,10)) As the_geom) as foo;
--result
 line | reverseline
-----+-----
LINESTRING(1 2,1 10) | LINESTRING(1 10,1 2)
```

### 8.6.21 ST\_Rotate

**ST\_Rotate** — Rotate a geometry *rotRadians* counter-clockwise about an origin.

#### Synopsis

```
geometry ST_Rotate(geometry geomA, float rotRadians);
geometry ST_Rotate(geometry geomA, float rotRadians, float x0, float y0);
geometry ST_Rotate(geometry geomA, float rotRadians, geometry pointOrigin);
```

#### Descrizione

Rotates geometry *rotRadians* counter-clockwise about the origin. The rotation origin can be specified either as a POINT geometry, or as x and y coordinates. If the origin is not specified, the geometry is rotated about POINT(0 0).

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.0.0 additional parameters for specifying the origin of rotation were added.

Availability: 1.1.2. Name changed from Rotate to ST\_Rotate in 1.2.2



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
--Rotate 180 degrees
SELECT ST_AsEWKT(ST_Rotate('LINESTRING (50 160, 50 50, 100 50)', pi()));
 st_asewkt

LINESTRING(-50 -160,-50 -50,-100 -50)
(1 row)

--Rotate 30 degrees counter-clockwise at x=50, y=160
SELECT ST_AsEWKT(ST_Rotate('LINESTRING (50 160, 50 50, 100 50)', pi()/6, 50, 160));
 st_asewkt

LINESTRING(50 160,105 64.7372055837117,148.301270189222 89.7372055837117)
```

```
(1 row)

--Rotate 60 degrees clockwise from centroid
SELECT ST_AsEWKT(ST_Rotate(geom, -pi()/3, ST_Centroid(geom)))
FROM (SELECT 'LINESTRING (50 160, 50 50, 100 50)::geometry AS geom) AS foo;
 st_asewkt

LINESTRING(116.4225 130.6721,21.1597 75.6721,46.1597 32.3708)
(1 row)
```

### Si veda anche

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

## 8.6.22 ST\_RotateX

**ST\_RotateX** — Rotate a geometry *rotRadians* about the X axis.

### Synopsis

geometry **ST\_RotateX**(geometry *geomA*, float *rotRadians*);

### Descrizione

Rotate a geometry *geomA* - *rotRadians* about the X axis.



#### Note

**ST\_RotateX**(*geomA*, *rotRadians*) è l'abbreviazione di **ST\_Affine**(*geomA*, 1, 0, 0, 0, cos(*rotRadians*), -sin(*rotRadians*), 0, sin(*rotRadians*), cos(*rotRadians*), 0, 0, 0).

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from **RotateX** to **ST\_RotateX** in 1.2.2



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Esempi

```
--Rotate a line 90 degrees along x-axis
SELECT ST_AsEWKT(ST_RotateX(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), pi()/2));
 st_asewkt

LINESTRING(1 -3 2,1 -1 1)
```

**Si veda anche**

[ST\\_Affine](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

**8.6.23 ST\_RotateY**

ST\_RotateY — Rotate a geometry rotRadians about the Y axis.

**Synopsis**

geometry **ST\_RotateY**(geometry geomA, float rotRadians);

**Descrizione**

Rotate a geometry geomA - rotRadians about the y axis.

**Note**

ST\_RotateY(geomA, rotRadians) is short-hand for ST\_Affine(geomA, cos(rotRadians), 0, sin(rotRadians), 0, 1, 0, -sin(rotRadians), 0, cos(rotRadians), 0, 0, 0).

Availability: 1.1.2. Name changed from RotateY to ST\_RotateY in 1.2.2

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Esempi**

```
--Rotate a line 90 degrees along y-axis
SELECT ST_AsEWKT(ST_RotateY(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), pi()/2));
 st_asewkt

LINESTRING(3 2 -1,1 1 -1)
```

**Si veda anche**

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateZ](#)

**8.6.24 ST\_RotateZ**

ST\_RotateZ — Rotate a geometry rotRadians about the Z axis.

**Synopsis**

geometry **ST\_RotateZ**(geometry geomA, float rotRadians);

## Descrizione

Rotate a geometry geomA - rotRadians about the Z axis.



### Note

This is a synonym for ST\_Rotate



### Note

ST\_RotateZ(geomA, rotRadians) is short-hand for SELECT ST\_Affine(geomA, cos(rotRadians), -sin(rotRadians), 0, sin(rotRadians), cos(rotRadians), 0, 0, 0, 1, 0, 0, 0).

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from RotateZ to ST\_RotateZ in 1.2.2



### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
--Rotate a line 90 degrees along z-axis
SELECT ST_AsEWKT(ST_RotateZ(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), pi()/2));
 st_asewkt

LINESTRING(-2 1 3,-1 1 1)

--Rotate a curved circle around z-axis
SELECT ST_AsEWKT(ST_RotateZ(the_geom, pi()/2))
FROM (SELECT ST_LineToCurve(ST_Buffer(ST_GeomFromText('POINT(234 567)'), 3)) As the_geom) ←
 As foo;

CURVEPOLYGON(CIRCULARSTRING(-567 237,-564.87867965644 236.12132034356,-564 ←
234,-569.12132034356 231.87867965644,-567 237))
```

**Si veda anche**

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#)

### 8.6.25 ST\_Scale

**ST\_Scale** — Scale a geometry by given factors.

#### Synopsis

```
geometry ST_Scale(geometry geomA, float XFactor, float YFactor, float ZFactor);
geometry ST_Scale(geometry geomA, float XFactor, float YFactor);
geometry ST_Scale(geometry geom, geometry factor);
```

#### Descrizione

Scales the geometry to a new size by multiplying the ordinates with the corresponding factor parameters.

The version taking a geometry as the `factor` parameter allows passing a 2d, 3dm, 3dz or 4d point to set scaling factor for all supported dimensions. Missing dimensions in the `factor` point are equivalent to no scaling the corresponding dimension.



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.1.0.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.2.0 support for scaling all dimension (geometry parameter) was introduced.



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports M coordinates.

#### Esempi

```
--Version 1: scale X, Y, Z
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 0.75, 0.8));
 st_asewkt

LINESTRING(0.5 1.5 2.4,0.5 0.75 0.8)

--Version 2: Scale X Y
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 0.75));
 st_asewkt
```

```

LINESTRING(0.5 1.5 3,0.5 0.75 1)

--Version 3: Scale X Y Z M
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3 4, 1 1 1 1)'),
 ST_MakePoint(0.5, 0.75, 2, -1)));
 st_asewkt

LINESTRING(0.5 1.5 6 -4,0.5 0.75 2 -1)

```

### Si veda anche

[ST\\_Affine](#), [ST\\_TransScale](#)

## 8.6.26 ST\_Segmentize

**ST\_Segmentize** — Return a modified geometry/geography having no segment longer than the given distance.

### Synopsis

geometry **ST\_Segmentize**(geometry geom, float max\_segment\_length);  
 geography **ST\_Segmentize**(geography geog, float max\_segment\_length);

### Descrizione

Returns a modified geometry having no segment longer than the given `max_segment_length`. Distance computation is performed in 2d only. For geometry, length units are in units of spatial reference. For geography, units are in meters.

Availability: 1.2.2

Enhanced: 2.3.0 Segmentize geography now uses equal length segments

Enhanced: 2.1.0 support for geography was introduced.

Changed: 2.1.0 As a result of the introduction of geography support: The construct `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)', 0.5);` will result in ambiguous function error. You need to have properly typed object e.g. a geometry/geography column, use `ST_GeomFromText`, `ST_GeogFromText` or `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)'::geometry, 0.5);`



#### Note

This will only increase segments. It will not lengthen segments shorter than max length

### Esempi

```

SELECT ST_AsText(ST_Segmentize(
 ST_GeomFromText('MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33), (-45 -33,-46 -32))')
 , 5)
);
st_astext

```



```
MULTILINESTRING((-29 -27,-30 -29.7,-34.886615700134 -30.758766735029,-36 -31,
-40.8809353009198 -32.0846522890933,-45 -33),
(-45 -33,-46 -32))
(1 row)

SELECT ST_AsText(ST_Segmentize(ST_GeomFromText('POLYGON((-29 28, -30 40, -29 28))'),10));
st_astext

POLYGON((-29 28,-29.8304547985374 37.9654575824488,-30 40,-29.1695452014626 ↵
30.0345424175512,-29 28))
(1 row)
```

### Si veda anche

[ST\\_LineSubstring](#)

## 8.6.27 ST\_SetPoint

**ST\_SetPoint** — Replace point of a linestring with a given point.

### Synopsis

geometry **ST\_SetPoint**(geometry linestring, integer zerobasedposition, geometry point);

### Descrizione

Replace point N of linestring with given point. Index is 0-based. Negative index are counted backwards, so that -1 is last point. This is especially useful in triggers when trying to maintain relationship of joints when one vertex moves.

Availability: 1.1.0

Updated 2.3.0 : negative indexing



This function supports 3d and will not drop the z-index.

### Esempi

```
--Change first point in line string from -1 3 to -1 1
SELECT ST_AsText(ST_SetPoint('LINESTRING(-1 2,-1 3)', 0, 'POINT(-1 1)'));
st_astext

LINESTRING(-1 1,-1 3)

---Change last point in a line string (lets play with 3d linestring this time)
SELECT ST_AsEWKT(ST_SetPoint(foo.the_geom, ST_NumPoints(foo.the_geom) - 1, ST_GeomFromEWKT ↵
('POINT(-1 1 3)')))
FROM (SELECT ST_GeomFromEWKT('LINESTRING(-1 2 3,-1 3 4, 5 6 7)') As the_geom) As foo;
st_asewkt

LINESTRING(-1 2 3,-1 3 4,-1 1 3)

SELECT ST_AsText(ST_SetPoint(g, -3, p))
FROM ST_GeomFromText('LINESTRING(0 0, 1 1, 2 2, 3 3, 4 4)') AS g
, ST_PointN(g,1) as p;
```

```

 st_astext

LINESTRING(0 0,1 1,0 0,3 3,4 4)

```

**Si veda anche**

[ST\\_AddPoint](#), [ST\\_NPoints](#), [ST\\_NumPoints](#), [ST\\_PointN](#), [ST\\_RemovePoint](#)

**8.6.28 ST\_SetSRID**

**ST\_SetSRID** — Set the SRID on a geometry to a particular integer value.

**Synopsis**

geometry **ST\_SetSRID**(geometry geom, integer srid);

**Descrizione**

Sets the SRID on a geometry to a particular integer value. Useful in constructing bounding boxes for queries.

**Note**

This function does not transform the geometry coordinates in any way - it simply sets the meta data defining the spatial reference system the geometry is assumed to be in. Use [ST\\_Transform](#) if you want to transform the geometry into a new projection.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method supports Circular Strings and Curves

**Esempi**

-- Mark a point as WGS 84 long lat --

```

SELECT ST_SetSRID(ST_Point(-123.365556, 48.428611),4326) As wgs84long_lat;
-- the ewkt representation (wrap with ST_AsEWKT) -
SRID=4326;POINT(-123.365556 48.428611)

```

-- Mark a point as WGS 84 long lat and then transform to web mercator (Spherical Mercator) --

```

SELECT ST_Transform(ST_SetSRID(ST_Point(-123.365556, 48.428611),4326),3785) As spere_merc;
-- the ewkt representation (wrap with ST_AsEWKT) -
SRID=3785;POINT(-13732990.8753491 6178458.96425423)

```

**Si veda anche**

Section [4.3.1](#), [ST\\_AsEWKT](#), [ST\\_Point](#), [ST\\_SRID](#), [ST\\_Transform](#), [UpdateGeometrySRID](#)

## 8.6.29 ST\_SnapToGrid

ST\_SnapToGrid — Snap all points of the input geometry to a regular grid.

### Synopsis

```
geometry ST_SnapToGrid(geometry geomA, float originX, float originY, float sizeX, float sizeY);
geometry ST_SnapToGrid(geometry geomA, float sizeX, float sizeY);
geometry ST_SnapToGrid(geometry geomA, float size);
geometry ST_SnapToGrid(geometry geomA, geometry pointOrigin, float sizeX, float sizeY, float sizeZ, float sizeM);
```

### Descrizione

Variant 1,2,3: Snap all points of the input geometry to the grid defined by its origin and cell size. Remove consecutive points falling on the same cell, eventually returning NULL if output points are not enough to define a geometry of the given type. Collapsed geometries in a collection are stripped from it. Useful for reducing precision.

Variant 4: Introduced 1.1.0 - Snap all points of the input geometry to the grid defined by its origin (the second argument, must be a point) and cell sizes. Specify 0 as size for any dimension you don't want to snap to a grid.



#### Note

The returned geometry might lose its simplicity (see [ST\\_IsSimple](#)).



#### Note

Before release 1.1.0 this function always returned a 2d geometry. Starting at 1.1.0 the returned geometry will have same dimensionality as the input one with higher dimension values untouched. Use the version taking a second geometry argument to define all grid dimensions.

Availability: 1.0.0RC1

Availability: 1.1.0 - Z and M support



This function supports 3d and will not drop the z-index.

### Esempi

```
--Snap your geometries to a precision grid of 10^-3
UPDATE mytable
 SET the_geom = ST_SnapToGrid(the_geom, 0.001);

SELECT ST_AsText(ST_SnapToGrid(
 ST_GeomFromText('LINESTRING(1.1115678 2.123, 4.111111 3.2374897, ↵
 4.11112 3.23748667)'),
 0.001)
);
 st_astext

LINESTRING(1.112 2.123,4.111 3.237)
--Snap a 4d geometry
SELECT ST_AsEWKT(ST_SnapToGrid(
 ST_GeomFromEWKT('LINESTRING(-1.1115678 2.123 2.3456 1.11111,
 4.111111 3.2374897 3.1234 1.1111, -1.11111112 2.123 2.3456 1.111112)'),
```

```

ST_GeomFromEWKT('POINT(1.12 2.22 3.2 4.4444)'),
0.1, 0.1, 0.1, 0.01));

----- st_asewkt -----
LINESTRING(-1.08 2.12 2.3 1.1144,4.12 3.22 3.1 1.1144,-1.08 2.12 2.3 1.1144)

--With a 4d geometry - the ST_SnapToGrid(geom,size) only touches x and y coords but keeps m ←
and z the same
SELECT ST_AsEWKT(ST_SnapToGrid(ST_GeomFromEWKT('LINESTRING(-1.1115678 2.123 3 2.3456,
4.111111 3.2374897 3.1234 1.1111)'),
0.01));

----- st_asewkt -----
LINESTRING(-1.11 2.12 3 2.3456,4.11 3.24 3.1234 1.1111)

```

### Si veda anche

[ST\\_Snap](#), [ST\\_AsEWKT](#), [ST\\_AsText](#), [ST\\_GeomFromText](#), [ST\\_GeomFromEWKT](#), [ST\\_Simplify](#)

## 8.6.30 ST\_Snap

**ST\_Snap** — Snap segments and vertices of input geometry to vertices of a reference geometry.

### Synopsis

geometry **ST\_Snap**(geometry input, geometry reference, float tolerance);

### Descrizione

Snaps the vertices and segments of a geometry another Geometry's vertices. A snap distance tolerance is used to control where snapping is performed. The result geometry is the input geometry with the vertices snapped. If no snapping occurs then the input geometry is returned unchanged.

Snapping one geometry to another can improve robustness for overlay operations by eliminating nearly-coincident edges (which cause problems during noding and intersection calculation).

Too much snapping can result in invalid topology being created, so the number and location of snapped vertices is decided using heuristics to determine when it is safe to snap. This can result in some potential snaps being omitted, however.

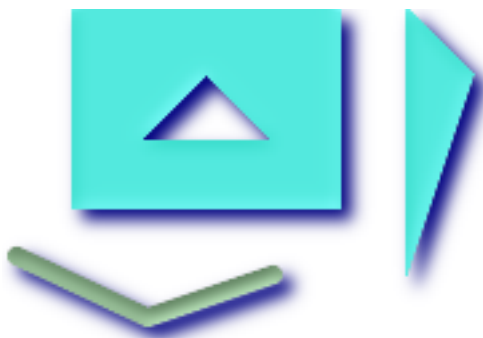


#### Note

The returned geometry might lose its simplicity (see [ST\\_IsSimple](#)) and validity (see [ST\\_IsValid](#)).

Availability: 2.0.0 requires GEOS >= 3.3.0.

### Esempi



*A multipolygon shown with a linestring (before any snapping)*

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <p><i>A multipolygon snapped to linestring to tolerance: 1.01 of distance. The new multipolygon is shown with reference linestring</i></p> <pre>SELECT ST_AsText (   ST_Snap(poly,line, ST_Distance(poly, ↵     line)*1.25) ) AS polysnapped FROM (SELECT   ST_GeomFromText ('MULTIPOLYGON (     (( 26 125, 26 200, 126 200, 126 125, ↵       26 125 ),     ( 51 150, 101 150, 76 175, 51 150 ) ↵   ),   (( 151 100, 151 200, 176 175, 151 ↵     100 )))') As poly,   ST_GeomFromText ('LINESTRING (5 ↵     107, 54 84, 101 100)') As line   ) As foo;</pre> <p>polysnapped</p> | <p><i>A multipolygon snapped to linestring to tolerance: 1.25 of distance. The new multipolygon is shown with reference linestring</i></p> <pre>SELECT ST_AsText (   ST_Snap(poly,line, ST_Distance(poly, ↵     line)*1.25) ) AS polysnapped FROM (SELECT   ST_GeomFromText ('MULTIPOLYGON (     (( 26 125, 26 200, 126 200, 126 125, ↵       26 125 ),     ( 51 150, 101 150, 76 175, 51 150 ) ↵   ),   (( 151 100, 151 200, 176 175, 151 ↵     100 )))') As poly,   ST_GeomFromText ('LINESTRING (5 ↵     107, 54 84, 101 100)') As line   ) As foo;</pre> <p>polysnapped</p> |
| <pre>MULTIPOLYGON(((5 107,26 200,126 200,126 ↵   125,101 100,54 84,5 107), (51 150,101 150,76 175,51 150)),((151 ↵   100,151 200,176 175,151 100)))</pre>                                                                                                                                                                                                                                                                                                                                                                                                                       | <pre>MULTIPOLYGON(((5 107,26 200,126 200,126 ↵   125,101 100,54 84,5 107), (51 150,101 150,76 175,51 150)),((151 ↵   100,151 200,176 175,151 100)))</pre>                                                                                                                                                                                                                                                                                                                                                                                                                       |



*The linestring snapped to the original multipolygon at tolerance 1.01 of distance. The new linestring is shown with reference multipolygon*

```
SELECT ST_AsText (
 ST_Snap(line, poly, ST_Distance(poly, ↵
 line)*1.01)
) AS linesnapped
FROM (SELECT
 ST_GeomFromText('MULTIPOLYGON(
 ((26 125, 26 200, 126 200, 126 125, ↵
 26 125),
 (51 150, 101 150, 76 175, 51 150)) ↵
 ',
 ((151 100, 151 200, 176 175, 151 ↵
 100)))') As poly,
 ST_GeomFromText('LINESTRING (5 ↵
 107, 54 84, 101 100)') As line
) As foo;

 linesnapped

LINESTRING(5 107,26 125,54 84,101 100)
```



*The linestring snapped to the original multipolygon at tolerance 1.25 of distance. The new linestring is shown with reference multipolygon*

```
SELECT ST_AsText (
 ST_Snap(line, poly, ST_Distance(poly, ↵
 line)*1.25)
) AS linesnapped
FROM (SELECT
 ST_GeomFromText('MULTIPOLYGON(
 ((26 125, 26 200, 126 200, 126 125, ↵
 26 125),
 (51 150, 101 150, 76 175, 51 150)) ↵
 ',
 ((151 100, 151 200, 176 175, 151 ↵
 100))') As poly,
 ST_GeomFromText('LINESTRING (5 ↵
 107, 54 84, 101 100)') As line
) As foo;

 linesnapped

LINESTRING(26 125,54 84,101 100)
```

**Si veda anche**

[ST\\_SnapToGrid](#)

### 8.6.31 ST\_Transform

**ST\_Transform** — Return a new geometry with its coordinates transformed to a different spatial reference.

#### Synopsis

```
geometry ST_Rotate(geometry geomA, float rotRadians);
geometry ST_Rotate(geometry geomA, float rotRadians, float x0, float y0);
geometry ST_Rotate(geometry geomA, float rotRadians, geometry pointOrigin);
```

## Descrizione

Returns a new geometry with its coordinates transformed to a different spatial reference system. The destination spatial reference `to_srid` may be identified by a valid SRID integer parameter (i.e. it must exist in the `spatial_ref_sys` table). Alternatively, a spatial reference defined as a PROJ.4 string can be used for `to_proj` and/or `from_proj`, however these methods are not optimized. If the destination spatial reference system is expressed with a PROJ.4 string instead of an SRID, the SRID of the output geometry will be set to zero. With the exception of functions with `from_proj`, input geometries must have a defined SRID.

`ST_Transform` is often confused with `ST_SetSRID()`. `ST_Transform` actually changes the coordinates of a geometry from one spatial reference system to another, while `ST_SetSRID()` simply changes the SRID identifier of the geometry.



### Note

Requires PostGIS be compiled with Proj support. Use [PostGIS\\_Full\\_Version](#) to confirm you have proj support compiled in.



### Note

If using more than one transformation, it is useful to have a functional index on the commonly used transformations to take advantage of index usage.



### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Enhanced: 2.3.0 support for direct PROJ.4 text was introduced.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.6



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Esempi

Change Massachusetts state plane US feet geometry to WGS 84 long lat

```
SELECT ST_AsText(ST_Transform(ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,
743265 2967450,743265.625 2967416,743238 2967416))',2249),4326)) As wgs_geom;

wgs_geom

POLYGON((-71.1776848522251 42.3902896512902,-71.1776843766326 42.3903829478009,
-71.1775844305465 42.3903826677917,-71.1775825927231 42.3902893647987,-71.177684
8522251 42.3902896512902));
(1 row)

--3D Circular String example
SELECT ST_AsEWKT(ST_Transform(ST_GeomFromEWKT('SRID=2249;CIRCULARSTRING(743238 2967416 ↵
1,743238 2967450 2,743265 2967450 3,743265.625 2967416 3,743238 2967416 4)'),4326));
```



```
st_asewkt
```

```
SRID=4326;CIRCULARSTRING(-71.1776848522251 42.3902896512902 1,-71.1776843766326 42.3903829478009 2,
-71.1775844305465 42.3903826677917 3,
-71.1775825927231 42.3902893647987 3,-71.1776848522251 42.3902896512902 4)
```

Example of creating a partial functional index. For tables where you are not sure all the geometries will be filled in, its best to use a partial index that leaves out null geometries which will both conserve space and make your index smaller and more efficient.

```
CREATE INDEX idx_the_geom_26986_parcel
ON parcels
USING gist
(ST_Transform(the_geom, 26986))
WHERE the_geom IS NOT NULL;
```

Examples of using PROJ.4 text to transform with custom spatial references.

```
-- Find intersection of two polygons near the North pole, using a custom Gnomonic projection
-- See http://boundlessgeo.com/2012/02/flattening-the-peel/
WITH data AS (
 SELECT
 ST_GeomFromText('POLYGON((170 50,170 72,-130 72,-130 50,170 50))', 4326) AS p1,
 ST_GeomFromText('POLYGON((-170 68,-170 90,-141 90,-141 68,-170 68))', 4326) AS p2,
 '+proj=gnom +ellps=WGS84 +lat_0=70 +lon_0=-160 +no_defs'::text AS gnom
)
SELECT ST_AsText(
 ST_Transform(
 ST_Intersection(ST_Transform(p1, gnom), ST_Transform(p2, gnom)),
 gnom, 4326))
FROM data;
```

```
st_astext
```

```
POLYGON((-170 74.053793645338,-141 73.4268621378904,-141 68,-170 68,-170 74.053793645338)
)
```

## Configurare il comportamento della trasformazione

Sometimes coordinate transformation involving a grid-shift can fail, for example if PROJ.4 has not been built with grid-shift files or the coordinate does not lie within the range for which the grid shift is defined. By default, PostGIS will throw an error if a grid shift file is not present, but this behaviour can be configured on a per-SRID basis either by testing different `to_proj` values of PROJ.4 text, or altering the `proj4text` value within the `spatial_ref_sys` table.

For example, the `proj4text` parameter `+datum=NAD83` is a shorthand form for the following `+nadgrids` parameter:

```
+nadgrids=@conus,@alaska,@ntv2_0.gsb,@ntv1_can.dat
```

The `@` prefix means no error is reported if the files are not present, but if the end of the list is reached with no file having been appropriate (ie. found and overlapping) then an error is issued.

If, conversely, you wanted to ensure that at least the standard files were present, but that if all files were scanned without a hit a null transformation is applied you could use:

```
+nadgrids=@conus,@alaska,@ntv2_0.gsb,@ntv1_can.dat,null
```

The null grid shift file is a valid grid shift file covering the whole world and applying no shift. So for a complete example, if you wanted to alter PostGIS so that transformations to SRID 4267 that didn't lie within the correct range did not throw an ERROR, you would use the following:

```
UPDATE spatial_ref_sys SET proj4text = '+proj=longlat +ellps=clrk66 +nadgrids=@conus, ↵
 @alaska,@ntv2_0.gsb,@ntv1_can.dat,null +no_defs' WHERE srid = 4267;
```

### Si veda anche

[PostGIS\\_Full\\_Version](#), [ST\\_AsText](#), [ST\\_SetSRID](#), [UpdateGeometrySRID](#)

## 8.6.32 ST\_Translate

ST\_Translate — Translate a geometry by given offsets.

### Synopsis

```
geometry ST_Translate(geometry g1, float deltax, float deltax);
geometry ST_Translate(geometry g1, float deltax, float deltax, float deltaz);
```

### Descrizione

Returns a new geometry whose coordinates are translated delta x,delta y,delta z units. Units are based on the units defined in spatial reference (SRID) for this geometry.



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.2.2



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

### Esempi

Move a point 1 degree longitude

```
SELECT ST_AsText(ST_Translate(ST_GeomFromText('POINT(-71.01 42.37)',4326),1,0)) As ↵
 wgs_transgeomtxt;

 wgs_transgeomtxt

 POINT(-70.01 42.37)
```

Move a linestring 1 degree longitude and 1/2 degree latitude

```
SELECT ST_AsText(ST_Translate(ST_GeomFromText('LINESTRING(-71.01 42.37,-71.11 42.38)',4326) ↵
 ,1,0.5)) As wgs_transgeomtxt;
 wgs_transgeomtxt

 LINESTRING(-70.01 42.87,-70.11 42.88)
```

Move a 3d point

```
SELECT ST_AsEWKT(ST_Translate(CAST('POINT(0 0 0)' As geometry), 5, 12,3));
 st_asewkt

 POINT(5 12 3)
```

#### Move a curve and a point

```
SELECT ST_AsText(ST_Translate(ST_Collect('CURVEPOLYGON(CIRCULARSTRING(4 3,3.12 0.878,1 0,
0,-1.121 5.1213,6 7, 8 9,4 3))','POINT(1 3)'),1,2));

GEOMETRYCOLLECTION(CURVEPOLYGON(CIRCULARSTRING(5 5,4.12 2.878,2 2,-0.121 7.1213,7 9,9 11,5 5)),POINT(2 5))
```

#### Si veda anche

[ST\\_Affine](#), [ST\\_AsText](#), [ST\\_GeomFromText](#)

### 8.6.33 ST\_TransScale

ST\_TransScale — Translate a geometry by given factors and offsets.

#### Synopsis

geometry **ST\_TransScale**(geometry geomA, float deltaX, float deltaY, float XFactor, float YFactor);

#### Descrizione

Translates the geometry using the deltaX and deltaY args, then scales it using the XFactor, YFactor args, working in 2D only.



#### Note

ST\_TransScale(geomA, deltaX, deltaY, XFactor, YFactor) is short-hand for ST\_Affine(geomA, XFactor, 0, 0, 0, YFactor, 0, 0, 0, 1, deltaX\*XFactor, deltaY\*YFactor, 0).



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.1.0.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_AsEWKT(ST_TransScale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 1, 1, 2));

LINESTRING(1.5 6 3,1.5 4 1)

--Buffer a point to get an approximation of a circle, convert to curve and then translate ↵
1,2 and scale it 3,4
SELECT ST_AsText(ST_Transscale(ST_LineToCurve(ST_Buffer('POINT(234 567)', 3)),1,2,3,4));

CURVEPOLYGON(CIRCULARSTRING(714 2276,711.363961030679 2267.51471862576,705 ↵
2264,698.636038969321 2284.48528137424,714 2276))
```

## Si veda anche

[ST\\_Affine](#), [ST\\_Translate](#)

## 8.7 Geometry Outputs

### 8.7.1 ST\_AsBinary

**ST\_AsBinary** — Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.

#### Synopsis

```
bytea ST_AsBinary(geometry g1);
bytea ST_AsBinary(geometry g1, text NDR_or_XDR);
bytea ST_AsBinary(geography g1);
bytea ST_AsBinary(geography g1, text NDR_or_XDR);
```

#### Descrizione

Returns the Well-Known Binary representation of the geometry. There are 2 variants of the function. The first variant takes no endian encoding parameter and defaults to server machine endian. The second variant takes a second argument denoting the encoding - using little-endian ('NDR') or big-endian ('XDR') encoding.

This is useful in binary cursors to pull data out of the database without converting it to a string representation.



#### Note

The WKB spec does not include the SRID. To get the WKB with SRID format use [ST\\_AsEWKB](#)



#### Note

[ST\\_AsBinary](#) is the reverse of [ST\\_GeomFromWKB](#) for geometry. Use [ST\\_GeomFromWKB](#) to convert to a postgres geometry from [ST\\_AsBinary](#) representation.



### Note

The default behavior in PostgreSQL 9.0 has been changed to output bytea in hex encoding. ST\_AsBinary is the reverse of **ST\_GeomFromWKB** for geometry. If your GUI tools require the old behavior, then SET bytea\_output='escape' in your database.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.0.0 support for higher coordinate dimensions was introduced.

Enhanced: 2.0.0 support for specifying endian with geography was introduced.

Availability: 1.5.0 geography support was introduced.

Changed: 2.0.0 Inputs to this function can not be unknown -- must be geometry. Constructs such as `ST_AsBinary('POINT(1 2)')` are no longer valid and you will get an `n_st_asbinary(unknown) is not unique` error. Code like that needs to be changed to `ST_AsBinary('POINT(1 2)'::geometry)`; If that is not possible, then install `legacy.sql`.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.37



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_AsBinary(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));
```

```

 st_asbinary

\001\003\000\000\000\001\000\000\000\005
\000\000\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000\000\000
\000\000\000\360?\000\000\000\000\000\000
\360?\000\000\000\000\000\000\360?\000\000
\000\000\000\000\360?\000\000\000\000\000
\000\000\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000\000
(1 row)

```

```
SELECT ST_AsBinary(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326), 'XDR');
```

[illegible]

**Si veda anche**

[ST\\_GeomFromWKB](#), [ST\\_AsEWKB](#), [ST\\_AsTWKB](#), [ST\\_AsText](#),

**8.7.2 ST\_AsEncodedPolyline**

**ST\_AsEncodedPolyline** — Returns an Encoded Polyline from a LineString geometry.

**Synopsis**

text **ST\_AsEncodedPolyline**(geometry geom, integer precision=5);

**Descrizione**

Returns the geometry as an Encoded Polyline. This is a format very useful if you are using google maps

Availability: 2.2.0

**Esempi****Basic**

```
SELECT ST_AsEncodedPolyline(GeomFromEWKT('SRID=4326;LINESTRING(-120.2 38.5,-120.95 40.7,-126.453 43.252)'));
--result--
|_p~iF~ps|U_ulLnnqC_mqNvxq`@
```

Use in conjunction with geography linestring and geography segmentize, and put on google maps

```
-- the SQL for Boston to San Francisco, segments every 100 KM
SELECT ST_AsEncodedPolyline(
 ST_Segmentize(
 ST_GeogFromText('LINESTRING(-71.0519 42.4935,-122.4483 37.64)'),
 100000)::geometry) As encodedFlightPath;
```

javascript will look something like this where \$ variable you replace with query result

```
<script type="text/javascript" src="http://maps.googleapis.com/maps/api/js?libraries=
 geometry"></script>
<script type="text/javascript">
 flightPath = new google.maps.Polyline({
 path: google.maps.geometry.encoding.decodePath("$encodedFlightPath"),
 map: map,
 strokeColor: '#0000CC',
 strokeOpacity: 1.0,
 strokeWeight: 4
 });
</script>
```

**Si veda anche**

[ST\\_LineFromEncodedPolyline](#), [ST\\_AsGML](#)

### 8.7.3 ST\_AsEWKB

**ST\_AsEWKB** — Return the Well-Known Binary (WKB) representation of the geometry with SRID meta data.

#### Synopsis

```
bytea ST_AsEWKB(geometry g1);
bytea ST_AsEWKB(geometry g1, text NDR_or_XDR);
```

#### Descrizione

Returns the Well-Known Binary representation of the geometry with SRID metadata. There are 2 variants of the function. The first variant takes no endian encoding parameter and defaults to little endian. The second variant takes a second argument denoting the encoding - using little-endian ('NDR') or big-endian ('XDR') encoding.

This is useful in binary cursors to pull data out of the database without converting it to a string representation.



#### Note

The WKB spec does not include the SRID. To get the OGC WKB format use ST\_AsBinary



#### Note

ST\_AsEWKB is the reverse of ST\_GeomFromEWKB. Use ST\_GeomFromEWKB to convert to a postgis geometry from ST\_AsEWKB representation.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

#### Esempi

```
SELECT ST_AsEWKB(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));

 st_asewkb

\001\003\000\000 \346\020\000\000\001\000
\000\000\005\000\000\000\000
\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000
\000\000\360?\000\000\000\000\000\000\360?
\000\000\000\000\000\000\360?\000\000\000\000\000
\000\360?\000\000\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000\000\000\000
(1 row)
```

```
SELECT ST_AsEWKB(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326), 'XDR');
 st_asewkb

\000 \000\000\003\000\000\020\346\000\000\000\001\000\000\000\005\000\000\000\000\
000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000?
\360\000\000\000\000\000\000\000?\360\000\000\000\000\000\000\000?\360\000\000\000\000
\000\000?\360\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000
\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000
```

**Si veda anche**

ST\_AsBinary, ST\_AsEWKT, ST\_AsText, ST\_GeomFromEWKT, ST\_SRID

#### 8.7.4 ST AsEWKT

**ST\_AsEWKT** — Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.

## Synopsis

```
text ST_AsEWKT(geometry g1);
text ST_AsEWKT(geography g1);
```

### Descrizione

Returns the Well-Known Text representation of the geometry prefixed with the SRID.



### Note

The WKT spec does not include the SRID. To get the OGC WKT format use `ST_AsText`.



 WKT format does not maintain precision so to prevent floating truncation, use ST\_AsBinary or ST\_AsEWKB format for transport.



### Note

ST\_AsEWKT is the reverse of **ST\_GeomFromEWKT**. Use **ST\_GeomFromEWKT** to convert to a postgis geometry from ST\_AsEWKT representation.

Enhanced: 2.0.0 support for Geography, Polyhedral surfaces, Triangles and TIN was introduced.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).





Version 1: ST\_AsGeoJSON(geom) / precision=15 version=1 options=0

Version 2: ST\_AsGeoJSON(geom, precision) / version=1 options=0

Version 3: ST\_AsGeoJSON(geom, precision, options) / version=1

Version 4: ST\_AsGeoJSON(gj\_version, geom) / precision=15 options=0

Version 5: ST\_AsGeoJSON(gj\_version, geom, precision) /options=0

Version 6: ST\_AsGeoJSON(gj\_version, geom, precision,options)

Disponibilità: 1.3.4

Availability: 1.5.0 geography support was introduced.

Changed: 2.0.0 support default args and named args.



This function supports 3d and will not drop the z-index.

## Esempi

GeoJSON format is generally more efficient than other formats for use in ajax mapping. One popular javascript client that supports this is Open Layers. Example of its use is [OpenLayers GeoJSON Example](#)

```
SELECT ST_AsGeoJSON(the_geom) from fe_edges limit 1;
 st_asgeojson

{"type":"MultiLineString","coordinates":[[[-89.734634999999997,31.4920720000000000],
[-89.734955999999997,31.492237999999997]]]}
(1 row)
--3d point
SELECT ST_AsGeoJSON('LINESTRING(1 2 3, 4 5 6)');
 st_asgeojson

{"type":"LineString","coordinates":[[1,2,3],[4,5,6]]}
```

## 8.7.6 ST\_AsGML

ST\_AsGML — Return the geometry as a GML version 2 or 3 element.

### Synopsis

text **ST\_AsGML**(geometry geom, integer maxdecimaldigits=15, integer options=0);

text **ST\_AsGML**(geography geog, integer maxdecimaldigits=15, integer options=0);

text **ST\_AsGML**(integer version, geometry geom, integer maxdecimaldigits=15, integer options=0, text nprefix=null, text id=null);

text **ST\_AsGML**(integer version, geography geog, integer maxdecimaldigits=15, integer options=0, text nprefix=null, text id=null);

### Descrizione

Return the geometry as a Geography Markup Language (GML) element. The version parameter, if specified, may be either 2 or 3. If no version parameter is specified then the default is assumed to be 2. The precision argument may be used to reduce the maximum number of decimal places (maxdecimaldigits) used in output (defaults to 15).

GML 2 refer to 2.1.2 version, GML 3 to 3.1.1 version

The 'options' argument is a bitfield. It could be used to define CRS output type in GML output, and to declare data as lat/lon:

- 0: GML Short CRS (e.g EPSG:4326), default value
- 1: GML Long CRS (e.g urn:ogc:def:crs:EPSG::4326)
- 2: For GML 3 only, remove srsDimension attribute from output.
- 4: For GML 3 only, use <LineString> rather than <Curve> tag for lines.
- 16: Declare that datas are lat/lon (e.g srid=4326). Default is to assume that data are planars. This option is useful for GML 3.1.1 output only, related to axis order. So if you set it, it will swap the coordinates so order is lat lon instead of database lon lat.
- 32: Output the box of the geometry (envelope).

The 'namespace prefix' argument may be used to specify a custom namespace prefix or no prefix (if empty). If null or omitted 'gml' prefix is used

Disponibilità: 1.3.2

Availability: 1.5.0 geography support was introduced.

Enhanced: 2.0.0 prefix support was introduced. Option 4 for GML3 was introduced to allow using LineString instead of Curve tag for lines. GML3 Support for Polyhedral surfaces and TINS was introduced. Option 32 was introduced to output the box.

Changed: 2.0.0 use default named args

Enhanced: 2.1.0 id support was introduced, for GML 3.



#### Note

Only version 3+ of ST\_AsGML supports Polyhedral Surfaces and TINS.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

#### Examples: Version 2

```
SELECT ST_AsGML(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));
 st_asgml

 <gml:Polygon srsName="EPSG:4326"
><gml:outerBoundaryIs
><gml:LinearRing
><gml:coordinates
>0,0 0,1 1,1 1,0 0,0</gml:coordinates
></gml:LinearRing
></gml:outerBoundaryIs
></gml:Polygon
>
```

**Esempi: Versione 3**

```
-- Flip coordinates and output extended EPSG (16 | 1)--
SELECT ST_AsGML(3, ST_GeomFromText('POINT(5.234234233242 6.34534534534)',4326), 5, 17);
 st_asgml

 <gml:Point srsName="urn:ogc:def:crs:EPSG::4326"><gml:pos>6.34535 5.23423</
 gml:pos></gml:Point>
```

```
-- Output the envelope (32) --
SELECT ST_AsGML(3, ST_GeomFromText('LINESTRING(1 2, 3 4, 10 20)',4326), 5, 32);
 st_asgml

 <gml:Envelope srsName="EPSG:4326">
 <gml:lowerCorner>1 2</gml:lowerCorner>
 <gml:upperCorner>10 20</gml:upperCorner>
 </gml:Envelope>
```

```
-- Output the envelope (32) , reverse (lat lon instead of lon lat) (16), long srs (1)= 32 | ←
16 | 1 = 49 --
SELECT ST_AsGML(3, ST_GeomFromText('LINESTRING(1 2, 3 4, 10 20)',4326), 5, 49);
 st_asgml

 <gml:Envelope srsName="urn:ogc:def:crs:EPSG::4326">
 <gml:lowerCorner>2 1</gml:lowerCorner>
 <gml:upperCorner>20 10</gml:upperCorner>
 </gml:Envelope>
```

```
-- Polyhedral Example --
SELECT ST_AsGML(3, ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0) ←
),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))'));
 st_asgml

 <gml:PolyhedralSurface>
 <gml:polygonPatches>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">0 0 0 0 1 0 1 1 0 1 0 0 ←
 0 0</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">0 0 0 0 1 0 1 1 0 1 0 0 0 ←
 0 0</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
 <gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">0 0 0 1 0 0 1 0 1 0 0 1 0 ←
 0 0</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
 </gml:PolygonPatch>
```

```

</gml:PolygonPatch>
<gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">1 1 0 1 1 1 1 0 1 1 0 0 1 ←
 1 0</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">0 1 0 0 1 1 1 1 1 1 1 0 0 ←
 1 0</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
 <gml:exterior>
 <gml:LinearRing>
 <gml:posList srsDimension="3">0 0 1 1 0 1 1 1 1 0 1 1 0 ←
 0 1</gml:posList>
 </gml:LinearRing>
 </gml:exterior>
</gml:PolygonPatch>
</gml:polygonPatches>
</gml:PolyhedralSurface>

```

**Si veda anche**

[ST\\_GeomFromGML](#)

### 8.7.7 ST\_AsHEXEWKB

**ST\_AsHEXEWKB** — Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding.

#### Synopsis

```

text ST_AsHEXEWKB(geometry g1, text NDRorXDR);
text ST_AsHEXEWKB(geometry g1);

```

#### Descrizione

Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding. If no encoding is specified, then NDR is used.



#### Note

Availability: 1.2.2



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_AsHEXEWKB(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));
 dà la stessa risposta di

SELECT ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326)::text;

st_ashegewkb

0103000020E6100000010000000500
000000000000000000000000000000
000000000000000000000000000000F03F
000000000000F03F000000000000F03F000000000000F03
F000000000000000000000000000000000000000000000000
```

### 8.7.8 ST\_AsKML

ST\_AsKML — Return the geometry as a KML element. Several variants. Default version=2, default precision=15

#### Synopsis

```
text ST_AsKML(geometry geom, integer maxdecimaldigits=15);
text ST_AsKML(geography geog, integer maxdecimaldigits=15);
text ST_AsKML(integer version, geometry geom, integer maxdecimaldigits=15, text nprefix=NULL);
text ST_AsKML(integer version, geography geog, integer maxdecimaldigits=15, text nprefix=NULL);
```

#### Descrizione

Return the geometry as a Keyhole Markup Language (KML) element. There are several variants of this function. maximum number of decimal places used in output (defaults to 15), version default to 2 and default namespace is no prefix.

Version 1: ST\_AsKML(geom\_or\_geog, maxdecimaldigits) / version=2 / maxdecimaldigits=15

Version 2: ST\_AsKML(version, geom\_or\_geog, maxdecimaldigits, nprefix) maxdecimaldigits=15 / nprefix=NULL



#### Note

Requires PostGIS be compiled with Proj support. Use [PostGIS\\_Full\\_Version](#) to confirm you have proj support compiled in.



#### Note

Availability: 1.2.2 - later variants that include version param came in 1.3.2



#### Note

Enhanced: 2.0.0 - Add prefix namespace. Default is no prefix



#### Note

Changed: 2.0.0 - uses default args and supports named args

**Note**

AsKML output will not work with geometries that do not have an SRID



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_AsKML(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));

 st_askml
 -
 <Polygon
><outerBoundaryIs
><LinearRing
><coordinates
>0,0 0,1 1,1 1,0 0,0</coordinates
></LinearRing
></outerBoundaryIs
></Polygon>

--3d linestring
SELECT ST_AsKML('SRID=4326;LINESTRING(1 2 3, 4 5 6)');
 <LineString
><coordinates
>1,2,3 4,5,6</coordinates
></LineString>
```

**Si veda anche**

[ST\\_AsSVG](#), [ST\\_AsGML](#)

**8.7.9 ST\_AsLatLonText**

**ST\_AsLatLonText** — Return the Degrees, Minutes, Seconds representation of the given point.

**Synopsis**

text **ST\_AsLatLonText**(geometry pt, text format=’');

**Descrizione**

Returns the Degrees, Minutes, Seconds representation of the point.

**Note**

It is assumed the point is in a lat/lon projection. The X (lon) and Y (lat) coordinates are normalized in the output to the "normal" range (-180 to +180 for lon, -90 to +90 for lat).

The text parameter is a format string containing the format for the resulting text, similar to a date format string. Valid tokens are "D" for degrees, "M" for minutes, "S" for seconds, and "C" for cardinal direction (NSEW). DMS tokens may be repeated to indicate desired width and precision ("SSS.SSSS" means "1.0023").

"M", "S", and "C" are optional. If "C" is omitted, degrees are shown with a "-" sign if south or west. If "S" is omitted, minutes will be shown as decimal with as many digits of precision as you specify. If "M" is also omitted, degrees are shown as decimal with as many digits precision as you specify.

If the format string is omitted (or zero-length) a default format will be used.

Availability: 2.0

## Esempi

Default format.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)'));
 st_aslatlonTEXT

2\textdegree{}19'29.928"S 3\textdegree{}14'3.243"W
```

Providing a format (same as the default).

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D\textdegree{}M'S.SSS"C'));
 st_aslatlonTEXT

2\textdegree{}19'29.928"S 3\textdegree{}14'3.243"W
```

Characters other than D, M, S, C and . are just passed through.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D degrees, M minutes, S seconds to the C'));
 st_aslatlonTEXT

2 degrees, 19 minutes, 30 seconds to the S 3 degrees, 14 minutes, 3 seconds to the W
```

Signed degrees instead of cardinal directions.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D\textdegree{}M'S.SSS"));
 st_aslatlonTEXT

-2\textdegree{}19'29.928" -3\textdegree{}14'3.243"
```

Decimal degrees.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D.DDDD degrees C'));
 st_aslatlonTEXT

2.3250 degrees S 3.2342 degrees W
```

Excessively large values are normalized.

```
SELECT (ST_AsLatLonText('POINT (-302.2342342 -792.32498)'));
 st_aslatlonTEXT

72\textdegree{}19'29.928"S 57\textdegree{}45'56.757"E
```

## 8.7.10 ST\_AsSVG

**ST\_AsSVG** — Returns a Geometry in SVG path data given a geometry or geography object.



## Synopsis

```
text ST_AsSVG(geometry geom, integer rel=0, integer maxdecimaldigits=15);
text ST_AsSVG(geography geog, integer rel=0, integer maxdecimaldigits=15);
```

## Descrizione

Return the geometry as Scalar Vector Graphics (SVG) path data. Use 1 as second argument to have the path data implemented in terms of relative moves, the default (or 0) uses absolute moves. Third argument may be used to reduce the maximum number of decimal digits used in output (defaults to 15). Point geometries will be rendered as cx/cy when 'rel' arg is 0, x/y when 'rel' is 1. Multipoint geometries are delimited by commas (","), GeometryCollection geometries are delimited by semicolons (";").



### Note

Availability: 1.2.2. Availability: 1.4.0 Changed in PostGIS 1.4.0 to include L command in absolute path to conform to <http://www.w3.org/TR/SVG/paths.html#PathDataBNF>

Changed: 2.0.0 to use default args and support named args

## Esempi

```
SELECT ST_AsSVG(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));

 st_assvg

M 0 0 L 0 -1 1 -1 1 0 Z
```

## 8.7.11 ST\_AsText

**ST\_AsText** — Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.

## Synopsis

```
text ST_AsText(geometry g1);
text ST_AsText(geography g1);
```

## Descrizione

Returns the Well-Known Text representation of the geometry/geography.



### Note

The WKT spec does not include the SRID. To get the SRID as part of the data, use the non-standard PostGIS **ST\_AsEWKT**



WKT format does not maintain precision so to prevent floating truncation, use **ST\_AsBinary** or **ST\_AsEWKB** format for transport.

**Note**

ST\_AsText is the reverse of [ST\\_GeomFromText](#). Use [ST\\_GeomFromText](#) to convert to a postgis geometry from ST\_AsText representation.

Availability: 1.5 - support for geography was introduced.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.1



This method implements the SQL/MM specification. SQL-MM 3: 5.1.25



This method supports Circular Strings and Curves

**Esempi**

```
SELECT ST_AsText('010300000001000000050000000000000000
000000000000000000000000000000000000000000000000
F03F000000000000F03F000000000000F03F000000000000F03
F0000000000000000000000000000000000000000000000');
```

st\_astext

```

POLYGON((0 0,0 1,1 1,1 0,0 0))
(1 row)
```

**Si veda anche**

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_AsEWKT](#), [ST\\_GeomFromText](#)

**8.7.12 ST\_AsTWKB**

ST\_AsTWKB — Returns the geometry as TWKB, aka "Tiny Well-Known Binary"

**Synopsis**

bytea **ST\_AsTWKB**(geometry g1, integer decimaldigits\_xy=0, integer decimaldigits\_z=0, integer decimaldigits\_m=0, boolean include\_sizes=false, boolean include\_bounding\_boxes=false);

bytea **ST\_AsTWKB**(geometry[] geometries, bigint[] unique\_ids, integer decimaldigits\_xy=0, integer decimaldigits\_z=0, integer decimaldigits\_m=0, boolean include\_sizes=false, boolean include\_bounding\_boxes=false);

**Descrizione**

Returns the geometry in TWKB (Tiny Well-Known Binary) format. TWKB is a [compressed binary format](#) with a focus on minimizing the size of the output.

The decimal digits parameters control how much precision is stored in the output. By default, values are rounded to the nearest unit before encoding. If you want to transfer more precision, increase the number. For example, a value of 1 implies that the first digit to the right of the decimal point will be preserved.

The sizes and bounding boxes parameters control whether optional information about the encoded length of the object and the bounds of the object are included in the output. By default they are not. Do not turn them on unless your client software has a use for them, as they just use up space (and saving space is the point of TWKB).

The array-input form of the function is used to convert a collection of geometries and unique identifiers into a TWKB collection that preserves the identifiers. This is useful for clients that expect to unpack a collection and then access further information about the objects inside. You can create the arrays using the [array\\_agg](#) function. The other parameters operate the same as for the simple form of the function.

**Note**

The format specification is available online at <https://github.com/TWKB/Specification>, and code for building a JavaScript client can be found at <https://github.com/TWKB/twkb.js>.

Enhanced: 2.4.0 memory and speed improvements.

Availability: 2.2.0

**Esempi**

```
SELECT ST_AsTWKB('LINESTRING(1 1,5 5)::geometry');
 st_astwkb

\x0200020202020808
```

To create an aggregate TWKB object including identifiers aggregate the desired geometries and objects first, using "array\_agg()", then call the appropriate TWKB function.

```
SELECT ST_AsTWKB(array_agg(geom), array_agg(gid)) FROM mytable;
 st_astwkb

\x040402020400000202
```

**Si veda anche**

[ST\\_GeomFromTWKB](#), [ST\\_AsEWKB](#), [ST\\_AsEWKT](#), [ST\\_GeomFromText](#)

**8.7.13 ST\_AsX3D**

**ST\_AsX3D** — Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML

**Synopsis**

text **ST\_AsX3D**(geometry g1, integer maxdecimaldigits=15, integer options=0);

**Descrizione**

Returns a geometry as an X3D xml formatted node element <http://www.web3d.org/standards/number/19776-1>. If `maxdecimaldigits` (precision) is not specified then defaults to 15.

**Note**

There are various options for translating PostGIS geometries to X3D since X3D geometry types don't map directly to PostGIS geometry types and some newer X3D types that might be better mappings we have avoided since most rendering tools don't currently support them. These are the mappings we have settled on. Feel free to post a bug ticket if you have thoughts on the idea or ways we can allow people to denote their preferred mappings.

Below is how we currently map PostGIS 2D/3D types to X3D types

The 'options' argument is a bitfield. For PostGIS 2.2+, this is used to denote whether to represent coordinates with X3D GeoCoordinates Geospatial node and also whether to flip the x/y axis. By default, ST\_AsX3D outputs in database form (long,lat or X,Y), but X3D default of lat/lon, y/x may be preferred.

- 0: X/Y in database order (e.g. long/lat = X,Y is standard database order), default value, and non-spatial coordinates (just regular old Coordinate tag).
- 1: Flip X and Y. If used in conjunction with the GeoCoordinate option switch, then output will be default "latitude\_first" and coordinates will be flipped as well.
- 2: Output coordinates in GeoSpatial GeoCoordinates. This option will throw an error if geometries are not in WGS 84 long lat (srid: 4326). This is currently the only GeoCoordinate type supported. [Refer to X3D specs specifying a spatial reference system](#). Default output will be GeoCoordinate geoSystem=' "GD" "WE" "longitude\_first"' . If you prefer the X3D default of GeoCoordinate geoSystem=' "GD" "WE" "latitude\_first"' use (2 + 1) = 3

| PostGIS Type                       | 2D X3D Type                              | 3D X3D Type                                                      |
|------------------------------------|------------------------------------------|------------------------------------------------------------------|
| LINESTRING                         | not yet implemented - will be PolyLine2D | LineSet                                                          |
| MULTILINESTRING                    | not yet implemented - will be PolyLine2D | IndexedLineSet                                                   |
| MULTIPOINT                         | Polypoint2D                              | PointSet                                                         |
| POINT                              | outputs the space delimited coordinates  | outputs the space delimited coordinates                          |
| (MULTI) POLYGON, POLYHEDRALSURFACE | Invalid X3D markup                       | IndexedFaceSet (inner rings currently output as another faceset) |
| TIN                                | TriangleSet2D (Not Yet Implemented)      | IndexedTriangleSet                                               |



#### Note

2D geometry support not yet complete. Inner rings currently just drawn as separate polygons. We are working on these.

Lots of advancements happening in 3D space particularly with [X3D Integration with HTML5](#)

There is also a nice open source X3D viewer you can use to view rendered geometries. Free Wrl <http://freewrl.sourceforge.net/> binaries available for Mac, Linux, and Windows. Use the FreeWRL\_Launcher packaged to view the geometries.

Also check out [PostGIS minimalist X3D viewer](#) that utilizes this function and [x3dDom html/js open source toolkit](#).

Availability: 2.0.0: ISO-IEC-19776-1.2-X3DEncodings-XML

Enhanced: 2.2.0: Support for GeoCoordinates and axis (x/y, long/lat) flipping. Look at options for details.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Example: Create a fully functional X3D document - This will generate a cube that is viewable in FreeWrl and other X3D viewers.**

```
SELECT '<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.0//EN" "http://www.web3d.org/specifications/x3d
-3.0.dtd">
```

```

<X3D>
 <Scene>
 <Transform>
 <Shape>
 <Appearance>
 <Material emissiveColor='0 0 1' />
 </Appearance>
 </Shape>
 </Transform>
 </Scene>
</X3D>
> ' ||
 ST_AsX3D(ST_GeomFromEWKT('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))')) ||
 ' </Shape>
 </Transform>
</Scene>
</X3D>
> ' As x3ddoc;

x3ddoc

<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.0//EN" "http://www.web3d.org/specifications/x3d ←
-3.0.dtd">
<X3D>
 <Scene>
 <Transform>
 <Shape>
 <Appearance>
 <Material emissiveColor='0 0 1' />
 </Appearance>
 </Shape>
 </Transform>
 </Scene>
</X3D>
>
 <IndexedFaceSet coordIndex='0 1 2 3 -1 4 5 6 7 -1 8 9 10 11 -1 12 13 14 15 -1 16 17 ←
18 19 -1 20 21 22 23'>
 <Coordinate point='0 0 0 0 0 1 0 1 1 0 1 0 0 0 0 0 1 0 1 1 0 1 0 0 0 0 0 1 0 0 ←
1 0 1 0 0 1 1 1 0 1 1 1 0 1 1 0 0 0 1 0 0 1 1 1 1 1 1 0 0 0 1 1 0 1 1 1 ←
1 0 1 1' />
 </IndexedFaceSet>
</Shape>
</Transform>
</Scene>
</X3D>
>

```

### Example: An Octagon elevated 3 Units and decimal precision of 6

```

SELECT ST_AsX3D(
ST_Translate(
 ST_Force_3d(
 ST_Buffer(ST_Point(10,10),5, 'quad_segs=2')), 0,0,
 3)
,6) As x3dfrag;

x3dfrag

<IndexedFaceSet coordIndex="0 1 2 3 4 5 6 7">
 <Coordinate point="15 10 3 13.535534 6.464466 3 10 5 3 6.464466 6.464466 3 5 10 3 ←
6.464466 13.535534 3 10 15 3 13.535534 13.535534 3 " />
</IndexedFaceSet>
>

```

**Esempio: TIN**

```

SELECT ST_AsX3D(ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
)), ((
 0 0 0,
 0 1 0,
 1 1 0,
 0 0 0
))
)')) As x3dfrag;

 x3dfrag

<IndexedTriangleSet index='0 1 2 3 4 5'
><Coordinate point='0 0 0 0 0 1 0 1 0 0 0 0 0 1 0 1 1 0' /></IndexedTriangleSet
>

```

**Example: Closed multilinestring (the boundary of a polygon with holes)**

```

SELECT ST_AsX3D(
 ST_GeomFromEWKT('MULTILINESTRING((20 0 10,16 -12 10,0 -16 10,-12 -12 ↵
 10,-20 0 10,-12 16 10,0 24 10,16 16 10,20 0 10),
 (12 0 10,8 8 10,0 12 10,-8 8 10,-8 0 10,-8 -4 10,0 -8 10,8 -4 10,12 0 10))')
) As x3dfrag;

 x3dfrag

<IndexedLineSet coordIndex='0 1 2 3 4 5 6 7 0 -1 8 9 10 11 12 13 14 15 8'>
 <Coordinate point='20 0 10 16 -12 10 0 -16 10 -12 -12 10 -20 0 10 -12 16 10 0 24 10 16 ↵
 16 10 12 0 10 8 8 10 0 12 10 -8 8 10 -8 0 10 -8 -4 10 0 -8 10 8 -4 10 ' />
</IndexedLineSet
>

```

**8.7.14 ST\_GeoHash**

**ST\_GeoHash** — Return a GeoHash representation of the geometry.

**Synopsis**

text **ST\_GeoHash**(geometry geom, integer maxchars=full\_precision\_of\_point);

**Descrizione**

Return a GeoHash representation (<http://en.wikipedia.org/wiki/Geohash>) of the geometry. A GeoHash encodes a point into a text form that is sortable and searchable based on prefixing. A shorter GeoHash is a less precise representation of a point. It can also be thought of as a box, that contains the actual point.

If no `maxchars` is specified `ST_GeoHash` returns a GeoHash based on full precision of the input geometry type. Points return a GeoHash with 20 characters of precision (about enough to hold the full double precision of the input). Other types return a GeoHash with a variable amount of precision, based on the size of the feature. Larger features are represented with less precision, smaller features with more precision. The idea is that the box implied by the GeoHash will always contain the input feature.

If `maxchars` is specified `ST_GeoHash` returns a GeoHash with at most that many characters so a possibly lower precision representation of the input geometry. For non-points, the starting point of the calculation is the center of the bounding box of the geometry.

Disponibilità: 1.4.0



#### Note

`ST_GeoHash` will not work with geometries that are not in geographic (lon/lat) coordinates.



This method supports Circular Strings and Curves

### Esempi

```
SELECT ST_GeoHash(ST_SetSRID(ST_MakePoint(-126,48),4326));

 st_geohash

c0w3hf1s70w3hf1s70w3

SELECT ST_GeoHash(ST_SetSRID(ST_MakePoint(-126,48),4326),5);

 st_geohash

c0w3h
```

### Si veda anche

[ST\\_GeomFromGeoHash](#)

## 8.7.15 ST\_AsGeoJSON

`ST_AsGeoJSON` — Return a Geobuf representation of a set of rows.

### Synopsis

```
bytea ST_AsEWKB(geometry g1);
bytea ST_AsEWKB(geometry g1, text NDR_or_XDR);
```

### Descrizione

Return a Geobuf representation (<https://github.com/mapbox/geobuf>) of a set of rows corresponding to a `FeatureCollection`. Every input geometry is analyzed to determine maximum precision for optimal storage. Note that Geobuf in its current form cannot be streamed so the full output will be assembled in memory.

`row` row data with at least a geometry column.

`geom_name` is the name of the geometry column in the row data. If NULL it will default to the first found geometry column.

Disponibilità: 1.4.0

**Esempi**

```
SELECT encode(ST_AsGeobuf(q, 'geom'), 'base64')
 FROM (SELECT ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))') AS geom) AS q;
st_asgeobuf

GAAiEAoOCgwIBBoIAAAAAgIAAAE=
```

**8.7.16 ST\_AsSVG**

ST\_AsSVG — Transform a geometry into the coordinate space of a [Mapbox Vector Tile](#).

**Synopsis**

```
text ST_AsHEXEWKB(geometry g1, text NDRorXDR);
text ST_AsHEXEWKB(geometry g1);
```

**Descrizione**

Transform a geometry into the coordinate space of a [Mapbox Vector Tile](#) of a set of rows corresponding to a Layer. Makes best effort to keep and even correct validity and might collapse geometry into a lower dimension in the process.

geom is the geometry to transform.

bounds is the geometric bounds of the tile contents without buffer.

extent is the tile extent in tile coordinate space as defined by the [specification](#). If NULL it will default to 4096.

buffer is the buffer distance in tile coordinate space to optionally clip geometries. If NULL it will default to 256.

clip\_geom is a boolean to control if geometries should be clipped or encoded as is. If NULL it will default to true.

Disponibilità: 1.4.0

**Esempi**

```
SELECT ST_AsText(ST_AsMVTGeom(
 ST_GeomFromText('POLYGON ((0 0, 10 0, 10 5, 0 -5, 0 0))'),
 ST_MakeBox2D(ST_Point(0, 0), ST_Point(4096, 4096)),
 4096, 0, false));
st_astext

MULTIPOLYGON(((5 4096,10 4096,10 4091,5 4096)),((5 4096,0 4096,0 4101,5 4096)))
```

**8.7.17 ST\_AsGML**

ST\_AsGML — Return a [Mapbox Vector Tile](#) representation of a set of rows.

**Synopsis**

```
text ST_AsKML(geometry geom, integer maxdecimaldigits=15);
text ST_AsKML(geography geog, integer maxdecimaldigits=15);
text ST_AsKML(integer version, geometry geom, integer maxdecimaldigits=15, text nprefix=NULL);
text ST_AsKML(integer version, geography geog, integer maxdecimaldigits=15, text nprefix=NULL);
```



## Descrizione

Return a **Mapbox Vector Tile** representation of a set of rows corresponding to a Layer. Multiple calls can be concatenated to a tile with multiple Layers. Geometry is assumed to be in tile coordinate space and valid as per **specification**. Typically **ST\_AsSVG** can be used to transform geometry into tile coordinate space. Other row data will be encoded as attributes.

The **Mapbox Vector Tile** format can store features with a different set of attributes per feature. To make use of this feature supply a JSONB column in the row data containing Json objects one level deep. The keys and values in the object will be parsed into feature attributes.



### Important

Do not call with a **GEOMETRYCOLLECTION** as an element in the row. However you can use **ST\_AsSVG** to prep a geometry collection for inclusion.

`row` row data with at least a geometry column.

`name` is the name of the Layer. If NULL it will use the string "default".

`extent` is the tile extent in screen space as defined by the specification. If NULL it will default to 4096.

`geom_name` is the name of the geometry column in the row data. If NULL it will default to the first found geometry column.

Disponibilità: 1.4.0

## Esempi

```
SELECT ST_Asmvt(q, 'test', 4096, 'geom') FROM (SELECT 1 AS c1,
 ST_AsmvtGeom(ST_GeomFromText('POLYGON ((35 10, 45 45, 15 40, 10 20, 35 10), (20 30, 35
 35, 30 20, 20 30))'),
 ST_MakeBox2D(ST_Point(0, 0), ST_Point(4096, 4096)), 4096, 0, false) AS geom) AS q;
 st_asmvt

\ ↵
x1a320a0474657374121d12020000180322150946ec3f1a14453b0a09280f091413121e09091e0f1a026331220228012
```

## Si veda anche

**ST\_AsSVG**

## 8.8 Operatori

### 8.8.1 &&

**&&** — Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.

## Synopsis

```
boolean &&(geometry A , geometry B);
boolean &&(geography A , geography B);
```

## Descrizione

The `&&` operator returns `TRUE` if the 2D bounding box of geometry A intersects the 2D bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Availability: 1.5.0 support for geography was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 && tbl2.column2 AS overlaps
FROM (VALUES
 (1, 'LINESTRING(0 0, 3 3)::geometry),
 (2, 'LINESTRING(0 1, 0 5)::geometry)) AS tbl1,
(VALUES
 (3, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl2;
```

| column1 | column1 | overlaps |
|---------|---------|----------|
| 1       | 3       | t        |
| 2       | 3       | f        |

(2 rows)

## Si veda anche

`!&>`, `&>`, `&<!`, `&<`, `~`, `@`

### 8.8.2 `&&(geometry,box2df)`

`&&(geometry,box2df)` — Returns `TRUE` if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).

## Synopsis

boolean `&<( geometry A , geometry B );`

## Descrizione

The `&&` operator returns `TRUE` if the cached 2D bounding box of geometry A intersects the 2D bounding box B, using float precision. This means that if B is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)

**Note**

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_MakePoint(1,1) && ST_MakeBox2D(ST_MakePoint(0,0), ST_MakePoint(2,2)) AS overlaps;

overlaps

t
(1 row)
```

**Si veda anche**

[&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.8.3 &&(box2df,geometry)**

**&&(box2df,geometry)** — Returns `TRUE` if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.

**Synopsis**

boolean **&<**( geometry A , geometry B );

**Descrizione**

The **&&** operator returns `TRUE` if the 2D bounding box A intersects the cached 2D bounding box of geometry B, using float precision. This means that if A is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)

**Note**

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_MakeBox2D(ST_MakePoint(0,0), ST_MakePoint(2,2)) && ST_MakePoint(1,1) AS overlaps;

overlaps

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.8.4 &&(box2df,box2df)**

[&&\(box2df,box2df\)](#) — Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.

**Synopsis**

boolean [&<\( geometry A , geometry B \);](#)

**Descrizione**

The [&&](#) operator returns TRUE if two 2D bounding boxes A and B intersect each other, using float precision. This means that if A (or B) is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)

**Note**

This operator is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_MakeBox2D(ST_MakePoint(0,0), ST_MakePoint(2,2)) && ST_MakeBox2D(ST_MakePoint(1,1) ←
, ST_MakePoint(3,3)) AS overlaps;

overlaps

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\)](#), [&>](#), [&<|](#), [&<](#), [~](#), [@](#)

8.8.5 &&&

**&&&** — Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.

Synopsis

boolean **&&&**( geometry A , geometry B );

Descrizione

The **&&&** operator returns TRUE if the n-D bounding box of geometry A intersects the n-D bounding box of geometry B.



Note

This operand will make use of any indexes that may be available on the geometries.

Disponibilità: 2.0



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

Examples: 3D LineStrings

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &&& tbl2.column2 AS overlaps_3d,
 tbl1.column2 && tbl2.column2 AS overlaps_2d
FROM (VALUES
 (1, 'LINESTRING Z(0 0 1, 3 3 2)::geometry),
 (2, 'LINESTRING Z(1 2 0, 0 5 -1)::geometry)) AS tbl1,
(VALUES
 (3, 'LINESTRING Z(1 2 1, 4 6 1)::geometry)) AS tbl2;

column1 | column1 | overlaps_3d | overlaps_2d
-----+-----+-----+-----
1 | 3 | t | t
2 | 3 | f | t
```

Examples: 3M LineStrings

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &&& tbl2.column2 AS overlaps_3zm,
 tbl1.column2 && tbl2.column2 AS overlaps_2d
FROM (VALUES
 (1, 'LINESTRING M(0 0 1, 3 3 2)::geometry),
 (2, 'LINESTRING M(1 2 0, 0 5 -1)::geometry)) AS tbl1,
(VALUES
 (3, 'LINESTRING M(1 2 1, 4 6 1)::geometry)) AS tbl2;
```

| column1 | column1 | overlaps_3zm | overlaps_2d |
|---------|---------|--------------|-------------|
| 1       | 3       | t            | t           |
| 2       | 3       | f            | t           |

Si veda anche

&&

8.8.6 &&&

&&& — Returns TRUE if a geometry’s (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).

Synopsis

boolean &<( geometry A , geometry B );

Descrizione

The &&& operator returns TRUE if the cached n-D bounding box of geometry A intersects the n-D bounding box B, using float precision. This means that if B is a (double precision) box3d, it will be internally converted to a float precision 3D bounding box (GIDX)



Note

This operator is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

Esempi

```
SELECT ST_MakePoint(1,1,1) &&& ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) AS overlaps;

overlaps

t
(1 row)
```

**Si veda anche****&&&, &&****8.8.7 &&&**

**&&&** — Returns `TRUE` if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.

**Synopsis**

boolean **&<**( geometry A , geometry B );

**Descrizione**

The **&&&** operator returns `TRUE` if the n-D bounding box A intersects the cached n-D bounding box of geometry B, using float precision. This means that if A is a (double precision) box3d, it will be internally converted to a float precision 3D bounding box (GIDX)

**Note**

This operator is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) &&& ST_MakePoint(1,1,1) AS ↔
 overlaps;

overlaps

t
(1 row)
```

**Si veda anche****&&&, &&****8.8.8 &&&**

**&&&** — Returns `TRUE` if two n-D float precision bounding boxes (GIDX) intersect each other.

## Synopsis

boolean **&<**( geometry A , geometry B );

## Descrizione

The **&&&** operator returns **TRUE** if two n-D bounding boxes A and B intersect each other, using float precision. This means that if A (or B) is a (double precision) box3d, it will be internally converted to a float precision 3D bounding box (GIDX)



### Note

This operator is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) &&& ST_3DMakeBox(ST_MakePoint(1,1,1), ST_MakePoint(3,3,3)) AS overlaps;

overlaps

t
(1 row)
```

## Si veda anche

**&&&**, **&&**

## 8.8.9 &<

**&<** — Returns **TRUE** if A's bounding box overlaps or is to the left of B's.

## Synopsis

boolean **&<**( geometry A , geometry B );



## Descrizione

The `&<` operator returns `TRUE` if the bounding box of geometry A overlaps or is to the left of the bounding box of geometry B, or more accurately, overlaps or is NOT to the right of the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &< tbl2.column2 AS overleft
FROM
 (VALUES
 (1, 'LINESTRING(1 2, 4 6)::geometry) AS tbl1,
 (VALUES
 (2, 'LINESTRING(0 0, 3 3)::geometry),
 (3, 'LINESTRING(0 1, 0 5)::geometry),
 (4, 'LINESTRING(6 0, 6 1)::geometry) AS tbl2;
```

| column1 | column1 | overleft |
|---------|---------|----------|
| 1       | 2       | f        |
| 1       | 3       | f        |
| 1       | 4       | t        |

(3 rows)

## Si veda anche

`&&`, `|&>`, `&>`, `&<|`

### 8.8.10 `&<|`

`&<|` — Returns `TRUE` if A's bounding box overlaps or is below B's.

## Synopsis

boolean `&<|( geometry A , geometry B );`

## Descrizione

The `&<|` operator returns `TRUE` if the bounding box of geometry A overlaps or is below of the bounding box of geometry B, or more accurately, overlaps or is NOT above the bounding box of geometry B.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



### Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &<| tbl2.column2 AS overbelow
FROM
 (VALUES
 (1, 'LINESTRING(6 0, 6 4)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING(0 0, 3 3)::geometry),
 (3, 'LINESTRING(0 1, 0 5)::geometry),
 (4, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl2;

column1 | column1 | overbelow
-----+-----+-----
 1 | 2 | f
 1 | 3 | t
 1 | 4 | t
(3 rows)
```

Si veda anche

[&&](#), [|&>](#), [&>](#), [&<](#)

8.8.11 &>

**&>** — Returns TRUE if A' bounding box overlaps or is to the right of B's.

Synopsis

boolean **&>**( geometry A , geometry B );

Descrizione

The **&>** operator returns TRUE if the bounding box of geometry A overlaps or is to the right of the bounding box of geometry B, or more accurately, overlaps or is NOT to the left of the bounding box of geometry B.



Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &> tbl2.column2 AS overright
FROM
 (VALUES
 (1, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING(0 0, 3 3)::geometry),
 (3, 'LINESTRING(0 1, 0 5)::geometry),
 (4, 'LINESTRING(6 0, 6 1)::geometry)) AS tbl2;

column1 | column1 | overright
-----+-----+-----
 1 | 2 | t
```

```
 1 | 3 | t
 1 | 4 | f
(3 rows)
```

**Si veda anche**

[&&](#), [l&>](#), [&<l](#), [&<](#)

**8.8.12 <<**

<< — Returns TRUE if A's bounding box is strictly to the left of B's.

**Synopsis**

boolean <<( geometry A , geometry B );

**Descrizione**

The << operator returns TRUE if the bounding box of geometry A is strictly to the left of the bounding box of geometry B.



**Note**

This operand will make use of any indexes that may be available on the geometries.

**Esempi**

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 << tbl2.column2 AS left
FROM
 (VALUES
 (1, 'LINESTRING (1 2, 1 5)::geometry) AS tbl1,
 (VALUES
 (2, 'LINESTRING (0 0, 4 3)::geometry),
 (3, 'LINESTRING (6 0, 6 5)::geometry),
 (4, 'LINESTRING (2 2, 5 6)::geometry) AS tbl2;

column1 | column1 | left
-----+-----+-----
 1 | 2 | f
 1 | 3 | t
 1 | 4 | t
(3 rows)
```

**Si veda anche**

[>>](#), [l>>](#), [<<l](#)

**8.8.13 <<l**

<<l — Returns TRUE if A's bounding box is strictly below B's.

Synopsis

boolean <<|( geometry A , geometry B );

Descrizione

The <<| operator returns TRUE if the bounding box of geometry A is strictly below the bounding box of geometry B.



**Note**  
This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 <<| tbl2.column2 AS below
FROM
 (VALUES
 (1, 'LINESTRING (0 0, 4 3)::geometry) AS tbl1,
 (VALUES
 (2, 'LINESTRING (1 4, 1 7)::geometry),
 (3, 'LINESTRING (6 1, 6 5)::geometry),
 (4, 'LINESTRING (2 3, 5 6)::geometry) AS tbl2;
```

| column1 | column1 | below |
|---------|---------|-------|
| 1       | 2       | t     |
| 1       | 3       | f     |
| 1       | 4       | f     |

(3 rows)

Si veda anche

<<, >>, |>>

8.8.14 =

= — Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.

Synopsis

boolean =( geometry A , geometry B );  
boolean =( geography A , geography B );

Descrizione

The = operator returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B. PostgreSQL uses the =, <, and > operators defined for geometries to perform internal orderings and comparison of geometries (ie. in a GROUP BY or ORDER BY clause).

**Note**

Only geometry/geography that are exactly equal in all respects, with the same coordinates, in the same order, are considered equal by this operator. For "spatial equality", that ignores things like coordinate order, and can detect features that cover the same spatial area with different representations, use [ST\\_OrderingEquals](#) or [ST\\_Equals](#)

**Caution**

This operand will NOT make use of any indexes that may be available on the geometries. For an index assisted exact equality test, combine = with &&.

Changed: 2.4.0, in prior versions this was bounding box equality not a geometric equality. If you need bounding box equality, use `~=` instead.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT 'LINESTRING(0 0, 0 1, 1 0)::geometry = 'LINESTRING(1 1, 0 0)::geometry';
?column?

t
(1 row)

SELECT ST_AsText(column1)
FROM (VALUES
 ('LINESTRING(0 0, 1 1)::geometry'),
 ('LINESTRING(1 1, 0 0)::geometry')) AS foo;
 st_astext

LINESTRING(0 0,1 1)
LINESTRING(1 1,0 0)
(2 rows)

-- Nota: il GROUP BY usa lo "=" per confrontare l'equivalenza delle geometrie
SELECT ST_AsText(column1)
FROM (VALUES
 ('LINESTRING(0 0, 1 1)::geometry'),
 ('LINESTRING(1 1, 0 0)::geometry')) AS foo
GROUP BY column1;
 st_astext

LINESTRING(0 0,1 1)
(1 row)

-- In versions prior to 2.0, this used to return true --
SELECT ST_GeomFromText('POINT(1707296.37 4820536.77)') =
 ST_GeomFromText('POINT(1707296.27 4820536.87)') As pt_intersect;

--pt_intersect --
f
```

**Si veda anche**

[ST\\_Equals](#), [ST\\_OrderingEquals](#), [=](#)

### 8.8.15 >>

>> — Returns TRUE if A's bounding box is strictly to the right of B's.

#### Synopsis

boolean >>( geometry A , geometry B );

#### Descrizione

The >> operator returns TRUE if the bounding box of geometry A is strictly to the right of the bounding box of geometry B.



**Note**

This operand will make use of any indexes that may be available on the geometries.

#### Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 >> tbl2.column2 AS right
FROM
 (VALUES
 (1, 'LINESTRING (2 3, 5 6)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING (1 4, 1 7)::geometry),
 (3, 'LINESTRING (6 1, 6 5)::geometry),
 (4, 'LINESTRING (0 0, 4 3)::geometry)) AS tbl2;

column1 | column1 | right
-----+-----+-----
 1 | 2 | t
 1 | 3 | f
 1 | 4 | f
(3 rows)
```

#### Si veda anche

<<, >>, <<|

### 8.8.16 @

@ — Returns TRUE if A's bounding box is contained by B's.

#### Synopsis

boolean @( geometry A , geometry B );

Descrizione

The @ operator returns TRUE if the bounding box of geometry A is completely contained by the bounding box of geometry B.



Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 @ tbl2.column2 AS contained
FROM
 (VALUES
 (1, 'LINESTRING (1 1, 3 3)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING (0 0, 4 4)::geometry),
 (3, 'LINESTRING (2 2, 4 4)::geometry),
 (4, 'LINESTRING (1 1, 3 3)::geometry)) AS tbl2;

column1 | column1 | contained
-----+-----+-----
 1 | 2 | t
 1 | 3 | f
 1 | 4 | t
(3 rows)
```

Si veda anche

~, &&

8.8.17 @(geometry,box2df)

@(geometry,box2df) — Returns TRUE if a geometry’s 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).

Synopsis

boolean @( geometry A , geometry B );

Descrizione

The @ operator returns TRUE if the A geometry’s 2D bounding box is contained the 2D bounding box B, using float precision. This means that if B is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF).



Note

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdices (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

### Esempi

```
SELECT ST_Buffer(ST_GeomFromText('POINT(2 2)'), 1) @ ST_MakeBox2D(ST_MakePoint(0,0), ↔
 ST_MakePoint(5,5)) AS is_contained;
```

```
is_contained

t
(1 row)
```

### Si veda anche

[&&\(geometry,box2df\)](#), [&>](#), [&<|](#), [&<](#), [~](#), [@](#)

### 8.8.18 @(box2df,geometry)

@(box2df,geometry) — Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.

### Synopsis

boolean @( geometry A , geometry B );

### Descrizione

The @ operator returns TRUE if the 2D bounding box A is contained into the B geometry's 2D bounding box, using float precision. This means that if B is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)



#### Note

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdices (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



**Esempi**

```
SELECT ST_MakeBox2D(ST_MakePoint(2,2), ST_MakePoint(3,3)) @ ST_Buffer(ST_GeomFromText(' ↵
POINT(1 1)'), 10) AS is_contained;

is_contained

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\), &>, &<|, &<, ~, @](#)

**8.8.19 @(box2df,box2df)**

@(box2df,box2df) — Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.

**Synopsis**

boolean @( geometry A , geometry B );

**Descrizione**

The @ operator returns TRUE if the 2D bounding box A is contained into the 2D bounding box B, using float precision. This means that if A (or B) is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)

**Note**

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_MakeBox2D(ST_MakePoint(2,2), ST_MakePoint(3,3)) @ ST_MakeBox2D(ST_MakePoint(0,0), ↵
ST_MakePoint(5,5)) AS is_contained;

is_contained

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\), &>, &<|, &<, ~, @](#)

### 8.8.20 |&>

|&> — Returns TRUE if A's bounding box overlaps or is above B's.

#### Synopsis

boolean |&>( geometry A , geometry B );

#### Descrizione

The |&> operator returns TRUE if the bounding box of geometry A overlaps or is above the bounding box of geometry B, or more accurately, overlaps or is NOT below the bounding box of geometry B.



**Note**

This operand will make use of any indexes that may be available on the geometries.

#### Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 |&> tbl2.column2 AS overabove
FROM
 (VALUES
 (1, 'LINESTRING(6 0, 6 4)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING(0 0, 3 3)::geometry),
 (3, 'LINESTRING(0 1, 0 5)::geometry),
 (4, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl2;

column1 | column1 | overabove
-----+-----+-----
 1 | 2 | t
 1 | 3 | f
 1 | 4 | f
(3 rows)
```

#### Si veda anche

[&&](#), [&>](#), [&<|](#), [&<](#)

### 8.8.21 |>>

|>> — Returns TRUE if A's bounding box is strictly above B's.

#### Synopsis

boolean |>>( geometry A , geometry B );

Descrizione

The `|>>` operator returns `TRUE` if the bounding box of geometry A is strictly above the bounding box of geometry B.



Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 |>> tbl2.column2 AS above
FROM
 (VALUES
 (1, 'LINESTRING (1 4, 1 7)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING (0 0, 4 2)::geometry),
 (3, 'LINESTRING (6 1, 6 5)::geometry),
 (4, 'LINESTRING (2 3, 5 6)::geometry)) AS tbl2;
```

| column1 | column1 | above |
|---------|---------|-------|
| 1       | 2       | t     |
| 1       | 3       | f     |
| 1       | 4       | f     |

(3 rows)

Si veda anche

<<, >>, <<|

8.8.22 ~

~ — Returns `TRUE` if A's bounding box contains B's.

Synopsis

boolean `~( geometry A , geometry B );`

Descrizione

The `~` operator returns `TRUE` if the bounding box of geometry A completely contains the bounding box of geometry B.



Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 ~ tbl2.column2 AS contains
FROM
 (VALUES
 (1, 'LINESTRING (0 0, 3 3)::geometry)) AS tbl1,
 (VALUES
 (2, 'LINESTRING (0 0, 4 4)::geometry),
 (3, 'LINESTRING (1 1, 2 2)::geometry),
 (4, 'LINESTRING (0 0, 3 3)::geometry)) AS tbl2;

column1 | column1 | contains
-----+-----+-----
 1 | 2 | f
 1 | 3 | t
 1 | 4 | t
(3 rows)
```

Si veda anche

@, &&

8.8.23 ~(geometry,box2df)

~(geometry,box2df) — Returns TRUE if a geometry’s 2D bonding box contains a 2D float precision bounding box (GIDX).

Synopsis

boolean ~( geometry A , geometry B );

Descrizione

The ~ operator returns TRUE if the 2D bounding box of a geometry A contains the 2D bounding box B, using float precision. This means that if B is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)



**Note**  
This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

Esempi

```
SELECT ST_Buffer(ST_GeomFromText('POINT(1 1)'), 10) ~ ST_MakeBox2D(ST_MakePoint(0,0), ↵
 ST_MakePoint(2,2)) AS contains;

contains

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.8.24 ~(box2df,geometry)**

`~(box2df,geometry)` — Returns `TRUE` if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.

**Synopsis**

boolean `~( geometry A , geometry B );`

**Descrizione**

The `~` operator returns `TRUE` if the 2D bounding box A contains the B geometry's bounding box, using float precision. This means that if A is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)

**Note**

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdices (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

**Esempi**

```
SELECT ST_MakeBox2D(ST_MakePoint(0,0), ST_MakePoint(5,5)) ~ ST_Buffer(ST_GeomFromText('↔
POINT(2 2)'), 1) AS contains;
```

```
contains

t
(1 row)
```

**Si veda anche**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.8.25 ~(box2df,box2df)**

`~(box2df,box2df)` — Returns `TRUE` if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).

## Synopsis

boolean `~( geometry A , geometry B );`

## Descrizione

The `~` operator returns `TRUE` if the 2D bounding box A contains the 2D bounding box B, using float precision. This means that if A is a (double precision) `box2d`, it will be internally converted to a float precision 2D bounding box (`BOX2DF`)



### Note

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Esempi

```
SELECT ST_MakeBox2D(ST_MakePoint(0,0), ST_MakePoint(5,5)) ~ ST_MakeBox2D(ST_MakePoint(2,2), ←
 ST_MakePoint(3,3)) AS contains;

contains

t
(1 row)
```

## Si veda anche

[&&\(geometry,box2df\), &>, &<!, &<, ~, @](#)

## 8.8.26 ~=

`~=` — Returns `TRUE` if A's bounding box is the same as B's.

## Synopsis

boolean `~= ( geometry A , geometry B );`

## Descrizione

The `~=` operator returns `TRUE` if the bounding box of geometry/geography A is the same as the bounding box of geometry/geography B.



### Note

This operand will make use of any indexes that may be available on the geometries.

Availability: 1.5.0 changed behavior



This function supports Polyhedral surfaces.



#### Warning

This operator has changed behavior in PostGIS 1.5 from testing for actual geometric equality to only checking for bounding box equality. To complicate things it also depends on if you have done a hard or soft upgrade which behavior your database has. To find out which behavior your database has you can run the query below. To check for true equality use [ST\\_OrderingEquals](#) or [ST\\_Equals](#).

#### Esempi

```
select 'LINESTRING(0 0, 1 1)::geometry ~= 'LINESTRING(0 1, 1 0)::geometry as equality;
equality |
-----+-----
t |
```

#### Si veda anche

[ST\\_Equals](#), [ST\\_OrderingEquals](#), [=](#)

#### 8.8.27 <->

<-> — Returns the 2D distance between A and B.

#### Synopsis

```
double precision <->(geometry A , geometry B);
double precision <->(geography A , geography B);
```

#### Descrizione

The <-> operator returns the 2D distance between two geometries. Used in the "ORDER BY" clause provides index-assisted nearest-neighbor result sets. For PostgreSQL below 9.5 only gives centroid distance of bounding boxes and for PostgreSQL 9.5+, does true KNN distance search giving true distance between geometries, and distance sphere for geographies.



#### Note

This operand will make use of 2D GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



#### Note

Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;POINT(1011102 450541)::geometry instead of a.geom

Refer to [OpenGeo workshop: Nearest-Neighbour Searching](#) for real live example.

Enhanced: 2.2.0 -- True KNN ("K nearest neighbor") behavior for geometry and geography for PostgreSQL 9.5+. Note for geography KNN is based on sphere rather than spheroid. For PostgreSQL 9.4 and below, geography support is new but only supports centroid box.

Changed: 2.2.0 -- For PostgreSQL 9.5 users, old Hybrid syntax may be slower, so you'll want to get rid of that hack if you are running your code only on PostGIS 2.2+ 9.5+. See examples below.

Availability: 2.0.0 -- Weak KNN provides nearest neighbors based on geometry centroid distances instead of true distances. Exact results for points, inexact for all other types. Available for PostgreSQL 9.1+

## Esempi

```
SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)'::geometry) as d,edabbr, vaabbr
FROM va2005
ORDER BY d limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

Then the KNN raw answer:

```
SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)'::geometry) as d,edabbr, vaabbr
FROM va2005
ORDER BY d limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

If you run "EXPLAIN ANALYZE" on the two queries you would see a performance improvement for the second.

For users running with PostgreSQL < 9.5, use a hybrid query to find the true nearest neighbors. First a CTE query using the index-assisted KNN, then an exact query to get correct ordering:

```
WITH index_query AS (
 SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)'::geometry) as d,edabbr, vaabbr
 FROM va2005
 ORDER BY geom <-> 'SRID=3005;POINT(1011102 450541)'::geometry LIMIT 100)
SELECT *
```



```
FROM index_query
ORDER BY d limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

Si veda anche

[ST\\_DWithin](#), [ST\\_Distance](#), [<#>](#)

8.8.28 `|=`

`|=` — Returns the distance between A and B trajectories at their closest point of approach.

Synopsis

double precision `|=`( geometry A , geometry B );

Descrizione

The `|=` operator returns the 3D distance between two trajectories (See [ST\\_IsValidTrajectory](#)). This is the same as [ST\\_DistanceCPA](#) but as an operator it can be used for doing nearest neighbor searches using an N-dimensional index (requires PostgreSQL 9.5.0 or higher).



**Note**  
This operand will make use of ND GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



**Note**  
Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;LINESTRINGM(0 0 0,0 0 1)>::geometry instead of a.geom

Availability: 2.2.0. Index-supported only available for PostgreSQL 9.5+

## Esempi

```
-- Save a literal query trajectory in a psql variable...
\set qt 'ST_AddMeasure(ST_MakeLine(ST_MakePointM(-350,300,0),ST_MakePointM(-410,490,0)) ↔
,10,20) '
-- Run the query !
SELECT track_id, dist FROM (
 SELECT track_id, ST_DistanceCPA(tr,:qt) dist
 FROM trajectories
 ORDER BY tr || :qt
 LIMIT 5
) foo;
 track_id dist
-----+-----
 395 | 0.576496831518066
 380 | 5.06797130410151
 390 | 7.72262293958322
 385 | 9.8004461358071
 405 | 10.9534397988433
(5 rows)
```

## Si veda anche

[ST\\_DistanceCPA](#), [ST\\_ClosestPointOfApproach](#), [ST\\_IsValidTrajectory](#)

### 8.8.29 <#>

<#> — Returns the 2D distance between A and B bounding boxes.

## Synopsis

double precision <#>( geometry A , geometry B );

## Descrizione

The <#> operator returns distance between two floating point bounding boxes, possibly reading them from a spatial index (PostgreSQL 9.1+ required). Useful for doing nearest neighbor **approximate** distance ordering.



### Note

This operand will make use of any indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



### Note

Index only kicks in if one of the geometries is a constant e.g. ORDER BY (ST\_GeomFromText('POINT(1 2)') <#> geom) instead of g1.geom <#>.

Availability: 2.0.0 -- KNN only available for PostgreSQL 9.1+

Esempi

```
SELECT *
FROM (
SELECT b.tlid, b.mtfcc,
 b.geom <#
> ST_GeomFromText('LINESTRING(746149 2948672,745954 2948576,
 745787 2948499,745740 2948468,745712 2948438,
 745690 2948384,745677 2948319)',2249) As b_dist,
 ST_Distance(b.geom, ST_GeomFromText('LINESTRING(746149 2948672,745954 ←
 2948576,
 745787 2948499,745740 2948468,745712 2948438,
 745690 2948384,745677 2948319)',2249)) As act_dist
FROM bos_roads As b
ORDER BY b_dist, b.tlid
LIMIT 100) As foo
ORDER BY act_dist, tlid LIMIT 10;
```

| tlid      | mtfcc | b_dist           | act_dist         |
|-----------|-------|------------------|------------------|
| 85732027  | S1400 | 0                | 0                |
| 85732029  | S1400 | 0                | 0                |
| 85732031  | S1400 | 0                | 0                |
| 85734335  | S1400 | 0                | 0                |
| 85736037  | S1400 | 0                | 0                |
| 624683742 | S1400 | 0                | 128.528874268666 |
| 85719343  | S1400 | 260.839270432962 | 260.839270432962 |
| 85741826  | S1400 | 164.759294123275 | 260.839270432962 |
| 85732032  | S1400 | 277.75           | 311.830282365264 |
| 85735592  | S1400 | 222.25           | 311.830282365264 |

(10 rows)

Si veda anche

[ST\\_DWithin](#), [ST\\_Distance](#), [<->](#)

8.8.30 <<->>

<<->> — Returns the n-D distance between the centroids of A and B bounding boxes.

Synopsis

double precision <<->>( geometry A , geometry B );

Descrizione

The <<->> operator returns the n-D (euclidean) distance between the centroids of the bounding boxes of two geometries. Useful for doing nearest neighbor **approximate** distance ordering.



Note

This operand will make use of n-D GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.

**Note**

Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;POINT(1011102 450541)::geometry instead of a.geom

Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+

**Si veda anche**

<<#>>, <->

**8.8.31 <<#>>**

<<#>> — Returns the n-D distance between A and B bounding boxes.

**Synopsis**

double precision <<#>>( geometry A , geometry B );

**Descrizione**

The <<#>> operator returns distance between two floating point bounding boxes, possibly reading them from a spatial index (PostgreSQL 9.1+ required). Useful for doing nearest neighbor **approximate** distance ordering.

**Note**

This operand will make use of any indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.

**Note**

Index only kicks in if one of the geometries is a constant e.g. ORDER BY (ST\_GeomFromText('POINT(1 2)') <<#>> geom) instead of g1.geom <<#>>.

Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+

**Si veda anche**

<<->>, <#>

**8.9 Relazioni e misure spaziali****8.9.1 ST\_3DClosestPoint**

ST\_3DClosestPoint — Returns the 3-dimensional point on g1 that is closest to g2. This is the first point of the 3D shortest line.

**Synopsis**

geometry **ST\_3DClosestPoint**(geometry g1, geometry g2);

Descrizione

Returns the 3-dimensional point on g1 that is closest to g2. This is the first point of the 3D shortest line. The 3D length of the 3D shortest line is the 3D distance.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

Disponibilità: 2.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

Esempi

linestring and point -- both 3d and 2d closest point

```
SELECT ST_AsEWKT(ST_3DClosestPoint(line,pt)) AS cp3d_line_pt,
 ST_AsEWKT(ST_ClosestPoint(line,pt)) As cp2d_line_pt
FROM (SELECT 'POINT(100 100 30)::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)::':: geometry As line
) As foo;
```

| cp3d_line_pt                                              | cp2d_line_pt                             |
|-----------------------------------------------------------|------------------------------------------|
| POINT(54.6993798867619 128.935022917228 11.5475869506606) | POINT(73.0769230769231 115.384615384615) |

linestring and multipoint -- both 3d and 2d closest point

```
SELECT ST_AsEWKT(ST_3DClosestPoint(line,pt)) AS cp3d_line_pt,
 ST_AsEWKT(ST_ClosestPoint(line,pt)) As cp2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000)::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900)::':: geometry As line
) As foo;
```

| cp3d_line_pt                                              | cp2d_line_pt |
|-----------------------------------------------------------|--------------|
| POINT(54.6993798867619 128.935022917228 11.5475869506606) | POINT(50 75) |

Multilinestring and polygon both 3d and 2d closest point

```
SELECT ST_AsEWKT(ST_3DClosestPoint(poly, mline)) As cp3d,
 ST_AsEWKT(ST_ClosestPoint(poly, mline)) As cp2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, 100 100 5, 175 150 5))') As poly,
 ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 100 1, 175 155 1), (1 10 2, 5 20 1))') As mline) As foo;
```

| cp3d                                      | cp2d         |
|-------------------------------------------|--------------|
| POINT(39.993580415989 54.1889925532825 5) | POINT(20 40) |

**Si veda anche**

[ST\\_AsEWKT](#), [ST\\_ClosestPoint](#), [ST\\_3DDistance](#), [ST\\_3DShortestLine](#)

**8.9.2 ST\_3DDistance**

**ST\_3DDistance** — For geometry type Returns the 3-dimensional cartesian minimum distance (based on spatial ref) between two geometries in projected units.

**Synopsis**

float **ST\_3DDistance**(geometry g1, geometry g2);

**Descrizione**

For geometry type returns the 3-dimensional minimum cartesian distance between two geometries in projected units (spatial ref units).



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This method implements the SQL/MM specification. SQL-MM ?



This method is also provided by SFCGAL backend.

Disponibilità: 2.0

Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

**Esempi**

```
-- Geometry example - units in meters (SRID: 2163 US National Atlas Equal area) (3D point ←
 and line compared 2D point and line)
-- Note: currently no vertical datum support so Z is not transformed and assumed to be same ←
 units as final.
SELECT ST_3DDistance(
 ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 4)'), ←
 ,2163),
 ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45 ←
 15, -72.123 42.1546 20)'),2163)
) As dist_3d,
ST_Distance(
 ST_Transform(ST_GeomFromText('POINT(-72.1235 42.3521)',4326),2163),
 ST_Transform(ST_GeomFromText('LINESTRING(-72.1260 42.45, -72.123 ←
 42.1546)', 4326),2163)
) As dist_2d;

dist_3d | dist_2d
-----+-----
127.295059324629 | 126.66425605671
```

```

SELECT ST_AsEWKT(ST_3DLongestLine(poly, mline)) As lol3d,
 ST_AsEWKT(ST_LongestLine(poly, mline)) As lol2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, 100 5, 100 5, 175 150 5))') As poly,
 ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 100 1, 175 155 1),
 (1 10 2, 5 20 1))') As mline) As foo;
-----+-----
lol3d | lol2d
-----+-----
LINESTRING(175 150 5,1 10 2) | LINESTRING(175 150,1 10)

```

### Si veda anche

[ST\\_Distance](#), [ST\\_3DClosestPoint](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_3DShortestLine](#), [ST\\_Transform](#)

## 8.9.3 ST\_3DDWithin

**ST\_3DDWithin** — For 3d (z) geometry type Returns true if two geometries 3d distance is within number of units.

### Synopsis

boolean **ST\_3DDWithin**(geometry g1, geometry g2, double precision distance\_of\_srid);

### Descrizione

For geometry type returns true if the 3d distance between two objects is within distance\_of\_srid specified projected units (spatial ref units).



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This method implements the SQL/MM specification. SQL-MM ?

Disponibilità: 2.0

### Esempi

```

-- Geometry example - units in meters (SRID: 2163 US National Atlas Equal area) (3D point
-- and line compared 2D point and line)
-- Note: currently no vertical datum support so Z is not transformed and assumed to be same
-- units as final.
SELECT ST_3DDWithin(
 ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 4)')
 ,2163),
 ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45
 15, -72.123 42.1546 20)') ,2163),
 126.8
) As within_dist_3d,
ST_DWithin(
 ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 4)')
 ,2163),

```

```
ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45 15, -72.123 42.1546 20)'),2163),
126.8
) As within_dist_2d;

within_dist_3d | within_dist_2d
-----+-----
f | t
```

Si veda anche

[ST\\_3DDistance](#), [ST\\_Distance](#), [ST\\_DWithin](#), [ST\\_3DMaxDistance](#), [ST\\_Transform](#)

8.9.4 ST\_3DDFullyWithin

ST\_3DDFullyWithin — Returns true if all of the 3D geometries are within the specified distance of one another.

Synopsis

boolean **ST\_3DDFullyWithin**(geometry g1, geometry g2, double precision distance);

Descrizione

Returns true if the 3D geometries are fully within the specified distance of one another. The distance is specified in units defined by the spatial reference system of the geometries. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID.



Note

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.

Disponibilità: 2.0



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

Esempi

```
postgis=# SELECT ST_DFullyWithin(geom_a, geom_b, 10) as DFullyWithin10, ST_DWithin(geom_a, geom_b, 10) as DWithin10, ST_DFullyWithin(geom_a, geom_b, 20) as DFullyWithin20 from
(select ST_GeomFromText('POINT(1 1)') as geom_a,ST_GeomFromText('LINESTRING(1 5, 2 7, 1 9, 14 12)') as geom_b) t1;

DFullyWithin10 | DWithin10 | DFullyWithin20 |
-----+-----+-----+
f | t | t |
```



Si veda anche

[ST\\_3DMaxDistance](#), [ST\\_3DDWithin](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#)

8.9.5 ST\_3DIntersects

ST\_3DIntersects — Returns TRUE if the Geometries "spatially intersect" in 3d - only for points, linestrings, polygons, polyhedral surface (area). With SFCGAL backend enabled also supports TINS

Synopsis

boolean **ST\_3DIntersects**( geometry geomA , geometry geomB );

Descrizione

Overlaps, Touches, Within all imply spatial intersection. If any of the aforementioned returns true, then the geometries also spatially intersect. Disjoint implies false for spatial intersection.

Disponibilità: 2.0



**Note**  
This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.



**Note**  
In order to take advantage of support for TINS, you need to enable the SFCGAL backend. This can be done at session time with: `set postgis.backend = sfcgal;` or at the database or system level. Database level can be done with `ALTER DATABASE gisdb SET postgis.backend = sfcgal;`.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This method is also provided by SFCGAL backend.



This method implements the SQL/MM specification. SQL-MM 3: ?

Geometry Examples

```
SELECT ST_3DIntersects(pt, line), ST_Intersects(pt,line)
 FROM (SELECT 'POINT(0 0 2)::geometry As pt,
 'LINESTRING (0 0 1, 0 2 3) '::geometry As line) As foo;
 st_3dintersects | st_intersects
-----+-----
f | t
(1 row)
```

## TIN Examples

```
set postgis.backend = sfcgal;
SELECT ST_3DIntersects('TIN(((0 0,1 0,0 1,0 0)))'::geometry, 'POINT(.1 .1)'::geometry);
st_3dintersects

t
```

## Si veda anche

[ST\\_Intersects](#)

## 8.9.6 ST\_3DLongestLine

**ST\_3DLongestLine** — Returns the 3-dimensional longest line between two geometries

### Synopsis

geometry **ST\_3DLongestLine**(geometry g1, geometry g2);

### Descrizione

Returns the 3-dimensional longest line between two geometries. The function will only return the first longest line if more than one. The line returned will always start in g1 and end in g2. The 3D length of the line this function returns will always be the same as [ST\\_3DMaxDistance](#) returns for g1 and g2.

Disponibilità: 2.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

### Esempi

linestring and point -- both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(line,pt)) AS lol3d_line_pt,
 ST_AsEWKT(ST_LongestLine(line,pt)) As lol2d_line_pt
FROM (SELECT 'POINT(100 100 30)'::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)'::
geometry As line
) As foo;
```

| lol3d_line_pt                     |  | lol2d_line_pt              |
|-----------------------------------|--|----------------------------|
| -----+-----                       |  |                            |
| LINESTRING(50 75 1000,100 100 30) |  | LINESTRING(98 190,100 100) |

linestring and multipoint -- both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(line,pt)) AS lol3d_line_pt,
 ST_AsEWKT(ST_LongestLine(line,pt)) As lol2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000) '::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900) ':: geometry As line
) As foo;
```

| lol3d_line_pt                   | lol2d_line_pt            |
|---------------------------------|--------------------------|
| LINESTRING(98 190 1,50 74 1000) | LINESTRING(98 190,50 74) |

Multilinestring and polygon both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(poly, mline)) As lol3d,
 ST_AsEWKT(ST_LongestLine(poly, mline)) As lol2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, 100 100 5, 175 150 5))') As poly,
 ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 100 1, 175 155 1),
 (1 10 2, 5 20 1))') As mline) As foo;
```

| lol3d                        | lol2d                    |
|------------------------------|--------------------------|
| LINESTRING(175 150 5,1 10 2) | LINESTRING(175 150,1 10) |

Si veda anche

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_3DShortestLine](#), [ST\\_3DMaxDistance](#)

8.9.7 ST\_3DMaxDistance

ST\_3DMaxDistance — For geometry type Returns the 3-dimensional cartesian maximum distance (based on spatial ref) between two geometries in projected units.

Synopsis

```
float ST_3DMaxDistance(geometry g1, geometry g2);
```

Descrizione

For geometry type returns the 3-dimensional maximum cartesian distance between two geometries in projected units (spatial ref units).



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

Disponibilità: 2.0

Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

## Esempi

```
-- Geometry example - units in meters (SRID: 2163 US National Atlas Equal area) (3D point ↔
 and line compared 2D point and line)
-- Note: currently no vertical datum support so Z is not transformed and assumed to be same ↔
 units as final.
SELECT ST_3DMaxDistance(
 ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 10000)'),2163),
 ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45 15, -72.123 42.1546 20)'),2163)
) As dist_3d,
ST_MaxDistance(
 ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 10000)'),2163),
 ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45 15, -72.123 42.1546 20)'),2163)
) As dist_2d;

dist_3d | dist_2d
-----+-----
24383.7467488441 | 22247.8472107251
```

## Si veda anche

[ST\\_Distance](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_Transform](#)

### 8.9.8 ST\_3DShortestLine

**ST\_3DShortestLine** — Returns the 3-dimensional shortest line between two geometries

#### Synopsis

geometry **ST\_3DShortestLine**(geometry g1, geometry g2);

#### Descrizione

Returns the 3-dimensional shortest line between two geometries. The function will only return the first shortest line if more than one, that the function finds. If g1 and g2 intersects in just one point the function will return a line with both start and end in that intersection-point. If g1 and g2 are intersecting with more than one point the function will return a line with start and end in the same point but it can be any of the intersecting points. The line returned will always start in g1 and end in g2. The 3D length of the line this function returns will always be the same as [ST\\_3DDistance](#) returns for g1 and g2.

Disponibilità: 2.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

## Esempi

linestring and point -- both 3d and 2d shortest line

```
SELECT ST_AsEWKT(ST_3DShortestLine(line,pt)) AS shl3d_line_pt,
 ST_AsEWKT(ST_ShortestLine(line,pt)) As shl2d_line_pt
FROM (SELECT 'POINT(100 100 30)::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)::geometry As line
) As foo;

shl3d_line_pt ↵
|
shl2d_line_pt
-----+-----
LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | ↵
LINESTRING(73.0769230769231 115.384615384615,100 100)
```

linestring and multipoint -- both 3d and 2d shortest line

```
SELECT ST_AsEWKT(ST_3DShortestLine(line,pt)) AS shl3d_line_pt,
 ST_AsEWKT(ST_ShortestLine(line,pt)) As shl2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000)::geometry As pt,
 'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900)::geometry As line
) As foo;

shl3d_line_pt | ↵
shl2d_line_pt
-----+-----
LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | LINESTRING ↵
(50 75,50 74)
```

Multilinestring and polygon both 3d and 2d shortest line

```
SELECT ST_AsEWKT(ST_3DClosestPoint(poly, mline)) As cp3d,
 ST_AsEWKT(ST_ClosestPoint(poly, mline)) As cp2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, ↵
100 100 5, 175 150 5))') As poly,
 ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 ↵
100 1, 175 155 1),
 (1 10 2, 5 20 1))') As mline) As foo;
cp3d | cp2d
-----+-----
POINT(39.993580415989 54.1889925532825 5) | POINT(20 40)
```

Si veda anche

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_3DMaxDistance](#)

8.9.9 ST\_Area

**ST\_Area** — Returns the area of the surface if it is a Polygon or MultiPolygon. For geometry, a 2D Cartesian area is determined with units specified by the SRID. For geography, area is determined on a curved surface with units in square meters.

## Synopsis

```
float ST_Area(geometry g1);
float ST_Area(geography geog, boolean use_spheroid=true);
```

## Descrizione

Returns the area of the geometry if it is a Polygon or MultiPolygon. Return the area measurement of an ST\_Surface or ST\_MultiSurface value. For geometry, a 2D Cartesian area is determined with units specified by the SRID. For geography, by default area is determined on a spheroid with units in square meters. To measure around the faster but less accurate sphere, use ST\_Area(geog,false).

Enhanced: 2.0.0 - support for 2D polyhedral surfaces was introduced.

Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj >= 4.9.0 to take advantage of the new feature.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 8.1.2, 9.5.3



This function supports Polyhedral surfaces.



### Note

For polyhedral surfaces, only supports 2D polyhedral surfaces (not 2.5D). For 2.5D, may give a non-zero answer, but only for the faces that sit completely in XY plane.



This method is also provided by SFCGAL backend.

## Esempi

Return area in square feet for a plot of Massachusetts land and multiply by conversion to get square meters. Note this is in square feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_Area(the_geom) As sqft, ST_Area(the_geom)*POWER(0.3048,2) As sqm
 FROM (SELECT
 ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,
 743265 2967450,743265.625 2967416,743238 2967416))',2249)) As foo(←
 the_geom);
```

| sqft    | sqm         |
|---------|-------------|
| 928.625 | 86.27208552 |

Return area square feet and transform to Massachusetts state plane meters (EPSG:26986) to get square meters. Note this is in square feet because 2249 is Massachusetts State Plane Feet and transformed area is in square meters since EPSG:26986 is state plane Massachusetts meters

```
SELECT ST_Area(the_geom) As sqft, ST_Area(ST_Transform(the_geom,26986)) As sqm
 FROM (SELECT
 ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,
 743265 2967450,743265.625 2967416,743238 2967416))',2249)) As foo(←
 the_geom);
```

| sqft    | sqm              |
|---------|------------------|
| 928.625 | 86.2724304199219 |

Return area square feet and square meters using geography data type. Note that we transform to our geometry to geography (before you can do that make sure your geometry is in WGS 84 long lat 4326). Geography always measures in meters. This is just for demonstration to compare. Normally your table will be stored in geography data type already.

```
SELECT ST_Area(the_geog)/POWER(0.3048,2) As sqft_spheroid, ST_Area(the_geog,false)/POWER(
 (0.3048,2) As sqft_sphere, ST_Area(the_geog) As sqm_spheroid
FROM (SELECT
 geography(
 ST_Transform(
 ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,743265
 2967450,743265.625 2967416,743238 2967416))',
 2249
) , 4326
)
) As foo(the_geog);
sqft_spheroid | sqft_sphere | sqm_spheroid
-----+-----+-----
928.684403538925 | 927.049336105925 | 86.2776042893529

--if your data is in geography already
SELECT ST_Area(the_geog)/POWER(0.3048,2) As sqft, ST_Area(the_geog) As sqm
FROM somegeogtable;
```

#### Si veda anche

[ST\\_GeomFromText](#), [ST\\_GeographyFromText](#), [ST\\_SetSRID](#), [ST\\_Transform](#)

### 8.9.10 ST\_Azimuth

**ST\_Azimuth** — Returns the north-based azimuth as the angle in radians measured clockwise from the vertical on pointA to pointB.

#### Synopsis

```
float ST_Azimuth(geometry pointA, geometry pointB);
float ST_Azimuth(geography pointA, geography pointB);
```

#### Descrizione

Returns the azimuth in radians of the segment defined by the given point geometries, or NULL if the two points are coincident. The azimuth is angle is referenced from north, and is positive clockwise: North = 0; East =  $\pi/2$ ; South =  $\pi$ ; West =  $3\pi/2$ .

For the geography type, the forward azimuth is solved as part of the inverse geodesic problem.

The azimuth is mathematical concept defined as the angle between a reference plane and a point, with angular units in radians. Units can be converted to degrees using a built-in PostgreSQL function `degrees()`, as shown in the example.

Disponibilità: 1.1.0

Enhanced: 2.0.0 support for geography was introduced.

Enhanced: 2.2.0 measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj  $\geq 4.9.0$  to take advantage of the new feature.

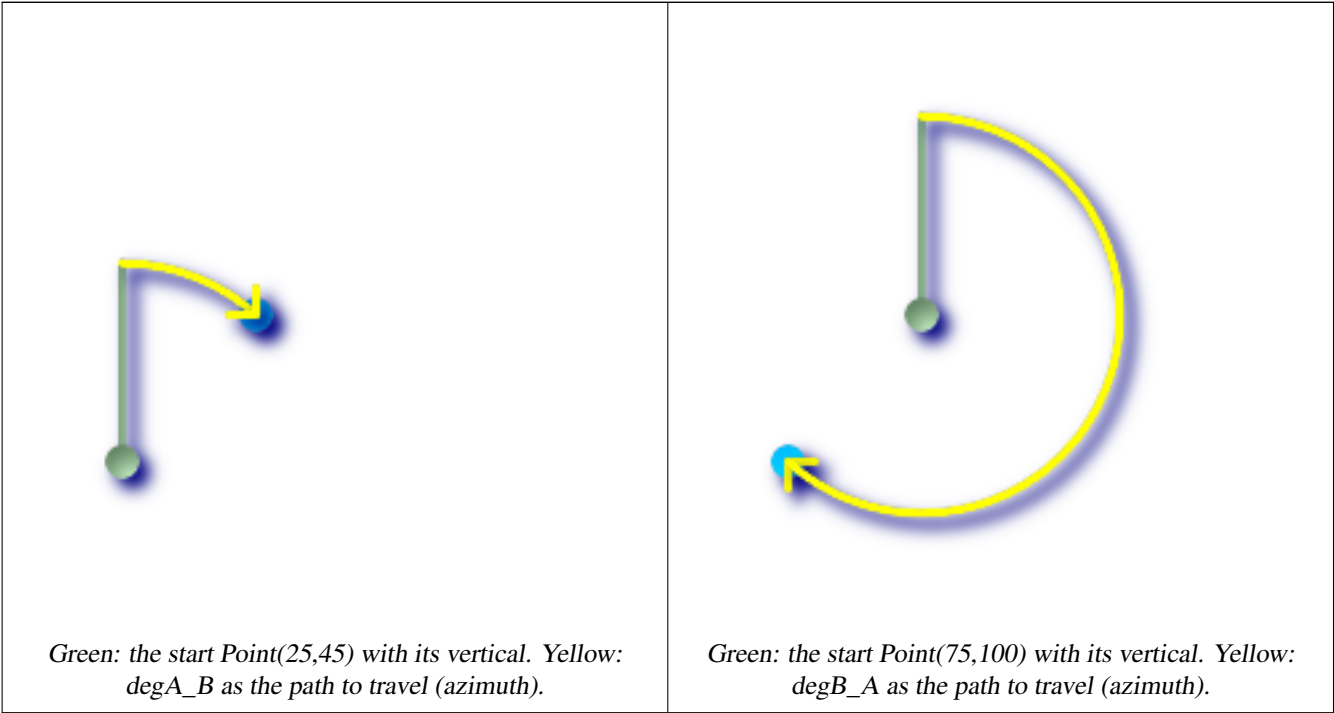
Azimuth is especially useful in conjunction with `ST_Translate` for shifting an object along its perpendicular axis. See `upgis_lineshift` [Plpgsqlfunctions PostGIS wiki section](#) for example of this.

Esempi

Geometry Azimuth in degrees

```
SELECT degrees(ST_Azimuth(ST_Point(25, 45), ST_Point(75, 100))) AS degA_B,
 degrees(ST_Azimuth(ST_Point(75, 100), ST_Point(25, 45))) AS degB_A;
```

| degA_b           | degB_a           |
|------------------|------------------|
| 42.2736890060937 | 222.273689006094 |



Si veda anche

[ST\\_Point](#), [ST\\_Translate](#), [ST\\_Project](#), [PostgreSQL Math Functions](#)

8.9.11 ST\_Centroid

ST\_Centroid — Returns the geometric center of a geometry.

Synopsis

```
float ST_Length(geometry a_2dlinestring);
float ST_Length(geography geog, boolean use_spheroid=true);
```

Descrizione

Computes the geometric center of a geometry, or equivalently, the center of mass of the geometry as a POINT. For [MULTI]POINTS, this is computed as the arithmetic mean of the input coordinates. For [MULTI]LINESTRINGS, this is computed as the weighted length of each line segment. For [MULTI]POLYGONS, "weight" is thought in terms of area. If an empty geometry is supplied, an empty GEOMETRYCOLLECTION is returned. If NULL is supplied, NULL is returned. If CIRCULARSTRING or COMPOUNDCURVE are supplied, they are converted to linestring with CurveToLine first, then same than for LINESTRING



New in 2.3.0 : support CIRCULARSTRING and COMPOUNDCURVE (using CurveToLine)

Availability: 2.4.0 support for geography was introduced.

The centroid is equal to the centroid of the set of component Geometries of highest dimension (since the lower-dimension geometries contribute zero "weight" to the centroid).



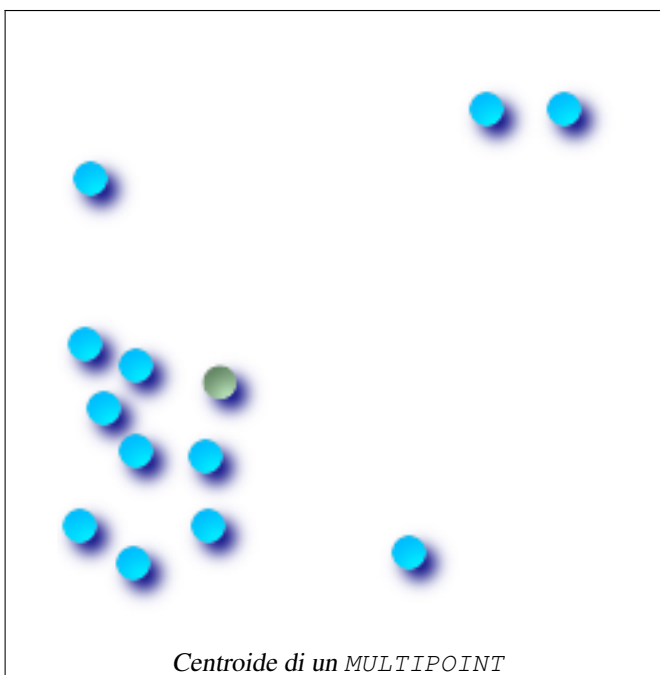
This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 8.1.4, 9.5.5

## Esempi

In each of the following illustrations, the green dot represents the centroid of the source geometry.



*Centroide di un MULTIPOINT*



*Centroide di una LINESTRING*



*Centroide di un POLYGON*



*Centroide di una GEOMETRYCOLLECTION*

```

SELECT ST_AsText(ST_Centroid('MULTIPOINT (-1 0, -1 2, -1 3, -1 4, -1 7, 0 1, 0 3, 1 1, 2 0, 6 0, 7 8, 9 8, 10 6)'));
```

|                                          | st_astext |
|------------------------------------------|-----------|
| POINT(2.30769230769231 3.30769230769231) |           |

```

(1 row)

SELECT ST_AsText(ST_centroid(g))
FROM ST_GeomFromText('CIRCULARSTRING(0 2, -1 1,0 0, 0.5 0, 1 0, 2 1, 1 2, 0.5 2, 0 2)')
AS g ;
```

|              |
|--------------|
| POINT(0.5 1) |
|--------------|

```

SELECT ST_AsText(ST_centroid(g))
FROM ST_GeomFromText('COMPOUNDCURVE(CIRCULARSTRING(0 2, -1 1,0 0),(0 0, 0.5 0, 1 0),
CIRCULARSTRING(1 0, 2 1, 1 2),(1 2, 0.5 2, 0 2))') AS g;
```

|              |
|--------------|
| POINT(0.5 1) |
|--------------|

**Si veda anche**

[ST\\_PointOnSurface](#)

### 8.9.12 ST\_ClosestPoint

**ST\_ClosestPoint** — Returns the 2-dimensional point on g1 that is closest to g2. This is the first point of the shortest line.

#### Synopsis

geometry **ST\_ClosestPoint**(geometry g1, geometry g2);

#### Descrizione

Returns the 2-dimensional point on g1 that is closest to g2. This is the first point of the shortest line.



#### Note

If you have a 3D Geometry, you may prefer to use [ST\\_3DClosestPoint](#).

Disponibilità: 1.5.0

#### Esempi

*Closest between point and linestring is the point itself, but closest point between a linestring and point is the point on line string that is closest.*

```
SELECT ST_AsText(ST_ClosestPoint(pt,line) ↔
) AS cp_pt_line,
 ST_AsText(ST_ClosestPoint(line,pt ↔
)) AS cp_line_pt
FROM (SELECT 'POINT(100 100) '::geometry ↔
 As pt,
 'LINESTRING (20 80, 98 ↔
 190, 110 180, 50 75) '::geometry As line
) As foo;
```

|            |  |   |
|------------|--|---|
| cp_pt_line |  | ↔ |
| cp_line_pt |  | ↔ |

---

|                |  |                                               |
|----------------|--|-----------------------------------------------|
| POINT(100 100) |  | POINT(73.0769230769231 ↔<br>115.384615384615) |
|----------------|--|-----------------------------------------------|

*closest point on polygon A to polygon B*

```
SELECT ST_AsText (
 ST_ClosestPoint (
 ST_GeomFromText (' ↔
 POLYGON((175 150, 20 40, 50 60, 125 100, 175 150 ↔
 ST_Buffer(↔
 ST_GeomFromText('POINT(110 170)'), 20)
) As ptwkt;
) As ptwkt;
```

|       |  |   |
|-------|--|---|
| ptwkt |  | ↔ |
|-------|--|---|

---

|                        |  |                   |
|------------------------|--|-------------------|
| POINT(140.752120669087 |  | 125.695053378061) |
|------------------------|--|-------------------|

**Si veda anche**

[ST\\_3DClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_MaxDistance](#)

**8.9.13 ST\_ClusterDBSCAN**

ST\_ClusterDBSCAN — Windowing function that returns integer id for the cluster each input geometry is in based on 2D implementation of Density-based spatial clustering of applications with noise (DBSCAN) algorithm.

**Synopsis**

geography **ST\_Project**(geography g1, float distance, float azimuth);

## Descrizione

Returns cluster number for each input geometry, based on a 2D implementation of the **Density-based spatial clustering of applications with noise (DBSCAN)** algorithm. Unlike **ST\_ClusterKMeans**, it does not require the number of clusters to be specified, but instead uses the desired distance (`eps`) and `density(minpoints)` parameters to construct each cluster.

An input geometry will be added to a cluster if it is either:

- A "core" geometry, that is within `eps` distance (Cartesian) of at least `minpoints` input geometries (including itself) or
- A "border" geometry, that is within `eps` distance of a core geometry.

Note that border geometries may be within `eps` distance of core geometries in more than one cluster; in this case, either assignment would be correct, and the border geometry will be arbitrarily assigned to one of the available clusters. In these cases, it is possible for a correct cluster to be generated with fewer than `minpoints` geometries. When assignment of a border geometry is ambiguous, repeated calls to `ST_ClusterDBSCAN` will produce identical results if an `ORDER BY` clause is included in the window definition, but cluster assignments may differ from other implementations of the same algorithm.



### Note

Input geometries that do not meet the criteria to join any other cluster will be assigned a cluster number of `NULL`.

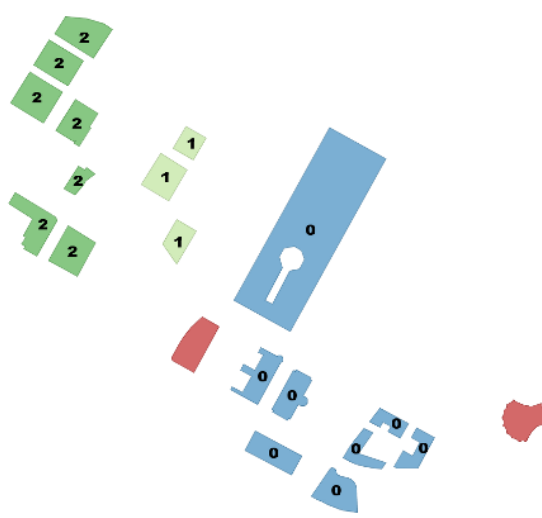
---

Disponibilità: 2.0

## Esempi

Assigning a cluster number to each polygon within 50 meters of each other. Require at least 2 polygons per cluster

---



*within 50 meters at least 2 per cluster. singletons have NULL for cid*

```
SELECT name, ST_ClusterDBSCAN(geom, eps ↵
:= 50, minpoints := 2) over () AS cid
FROM boston_polys
WHERE name > '' AND building > ''
AND ST_DWithin(geom,
ST_Transform(
ST_GeomFromText('POINT ↵
(-71.04054 42.35141)', 4326), 26986),
500);
```

| bucket    | name                                |  | ↵ |
|-----------|-------------------------------------|--|---|
|           | Manulife Tower                      |  | ↵ |
| 0         |                                     |  |   |
|           | Park Lane Seaport I                 |  | ↵ |
| 0         |                                     |  |   |
|           | Park Lane Seaport II                |  | ↵ |
| 0         |                                     |  |   |
|           | Renaissance Boston Waterfront Hotel |  | ↵ |
| 0         |                                     |  |   |
|           | Seaport Boston Hotel                |  | ↵ |
| 0         |                                     |  |   |
|           | Seaport Hotel & World Trade Center  |  | ↵ |
| 0         |                                     |  |   |
|           | Waterside Place                     |  | ↵ |
| 0         |                                     |  |   |
|           | World Trade Center East             |  | ↵ |
| 0         |                                     |  |   |
|           | 100 Northern Avenue                 |  | ↵ |
| 1         |                                     |  |   |
|           | 100 Pier 4                          |  | ↵ |
| 1         |                                     |  |   |
|           | The Institute of Contemporary Art   |  | ↵ |
| 1         |                                     |  |   |
|           | 101 Seaport                         |  | ↵ |
| 2         |                                     |  |   |
|           | District Hall                       |  | ↵ |
| 2         |                                     |  |   |
|           | One Marina Park Drive               |  | ↵ |
| 2         |                                     |  |   |
|           | Twenty Two Liberty                  |  | ↵ |
| 2         |                                     |  |   |
|           | Vertex                              |  | ↵ |
| 2         |                                     |  |   |
|           | Vertex                              |  | ↵ |
| 2         |                                     |  |   |
|           | Watermark Seaport                   |  | ↵ |
| 2         |                                     |  |   |
|           | Blue Hills Bank Pavilion            |  | ↵ |
| NULL      |                                     |  |   |
|           | World Trade Center West             |  | ↵ |
| NULL      |                                     |  |   |
| (20 rows) |                                     |  |   |

Combining parcels with the same cluster number into a single geometry. This uses named argument calling

```
SELECT cid, ST_Collect(geom) AS cluster_geom, array_agg(parcel_id) AS ids_in_cluster FROM (
 SELECT parcel_id, ST_ClusterDBSCAN(geom, eps := 0.5, minpoints := 5) over () AS cid, ↵
 geom
 FROM parcels) sq
GROUP BY cid;
```

Si veda anche

ST\_DWithin, ST\_Covers, ST\_ExteriorRing, ST\_Within

### 8.9.14 ST\_3DIntersects

**ST\_3DIntersects** — Aggregate. Returns an array with the connected components of a set of geometries

#### Synopsis

geometry **ST\_Centroid**(geometry g1);

#### Descrizione

**ST\_ClusterIntersecting** is an aggregate function that returns an array of GeometryCollections, where each GeometryCollection represents an interconnected set of geometries.

Disponibilità: 2.0

#### Esempi

```
WITH testdata AS
 (SELECT unnest(ARRAY['LINESTRING (0 0, 1 1)::geometry',
 'LINESTRING (5 5, 4 4)::geometry',
 'LINESTRING (6 6, 7 7)::geometry',
 'LINESTRING (0 0, -1 -1)::geometry',
 'POLYGON ((0 0, 4 0, 4 4, 0 4, 0 0))::geometry']) AS geom)

SELECT ST_AsText(unnest(ST_ClusterIntersecting(geom))) FROM testdata;

--result

st_astext

GEOMETRYCOLLECTION(LINESTRING(0 0,1 1),LINESTRING(5 5,4 4),LINESTRING(0 0,-1 -1),POLYGON((0 0,4 0,4 4,0 4,0 0)))
GEOMETRYCOLLECTION(LINESTRING(6 6,7 7))
```

#### Si veda anche

[ST\\_ClusterDBSCAN](#), [ST\\_CoveredBy](#), [ST\\_Within](#)

### 8.9.15 ST\_ClusterKMeans

**ST\_ClusterKMeans** — Windowing function that returns integer id for the cluster each input geometry is in.

#### Synopsis

boolean **ST\_Contains**(geometry geomA, geometry geomB);

#### Descrizione

Returns 2D distance based **k-means** cluster number for each input geometry. The distance used for clustering is the distance between the centroids of the geometries.

Disponibilità: 2.0

## Esempi

Generate dummy set of parcels for examples

```
CREATE TABLE parcels AS
SELECT lpad((row_number() over())::text,3,'0') As parcel_id, geom,
('{residential, commercial}'::text[])[1 + mod(row_number()OVER(),2)] As type
FROM
 ST_Subdivide(ST_Buffer('LINESTRING(40 100, 98 100, 100 150, 60 90)'::geometry,
 40, 'endcap=square'),12) As geom;
```



*Original Parcels*

```
-- Partitioning parcel clusters by type
SELECT ST_ClusterKMeans(geom,3) over (PARTITION BY type) AS cid, parcel_id, type
FROM parcels;
-- result
cid | parcel_id | type
-----+-----+-----
 1 | 005 | commercial
 1 | 003 | commercial
 2 | 007 | commercial
 0 | 001 | commercial
 1 | 004 | residential
 0 | 002 | residential
 2 | 006 | residential
(7 rows)
```

**Si veda anche**

[ST\\_ClusterDBSCAN](#), [ST\\_Covers](#), [ST\\_ExteriorRing](#), [ST\\_Within](#)

### 8.9.16 ST\_Within

**ST\_Within** — Aggregate. Returns an array of GeometryCollections, where each GeometryCollection represents a set of geometries separated by no more than the specified distance.

**Synopsis**

geometry **ST\_ClosestPoint**(geometry g1, geometry g2);

**Descrizione**

ST\_ClusterWithin is an aggregate function that returns an array of GeometryCollections, where each GeometryCollection represents a set of geometries separated by no more than the specified distance. (Distances are Cartesian distances in the units of the SRID.)

Disponibilità: 2.0

**Esempi**

```
WITH testdata AS
 (SELECT unnest(ARRAY['LINESTRING (0 0, 1 1)::geometry',
 'LINESTRING (5 5, 4 4)::geometry',
 'LINESTRING (6 6, 7 7)::geometry',
 'LINESTRING (0 0, -1 -1)::geometry',
 'POLYGON ((0 0, 4 0, 4 4, 0 4, 0 0))::geometry']) AS geom)

SELECT ST_AsText(unnest(ST_ClusterWithin(geom, 1.4))) FROM testdata;

--result

st_astext

GEOMETRYCOLLECTION(LINESTRING(0 0,1 1),LINESTRING(5 5,4 4),LINESTRING(0 0,-1 -1),POLYGON((0 0,4 0,4 4,0 4,0 0)))
GEOMETRYCOLLECTION(LINESTRING(6 6,7 7))
```

**Si veda anche**

[ST\\_ClusterDBSCAN](#), [ST\\_CoveredBy](#), [ST\\_Within](#)

**8.9.17 ST\_Contains**

ST\_Contains — Returns true if and only if no points of B lie in the exterior of A, and at least one point of the interior of B lies in the interior of A.

**Synopsis**

boolean **ST\_Contains**(geometry geomA, geometry geomB);

**Descrizione**

Geometry A contains Geometry B if and only if no points of B lie in the exterior of A, and at least one point of the interior of B lies in the interior of A. An important subtlety of this definition is that A does not contain its boundary, but A does contain itself. Contrast that to [ST\\_ContainsProperly](#) where geometry A does not Contain Properly itself.

Returns TRUE if geometry B is completely inside geometry A. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID. ST\_Contains is the inverse of ST\_Within. So ST\_Contains(A,B) implies ST\_Within(B,A) except in the case of invalid geometries where the result is always false regardless or not defined.

Eseguito dal modulo GEOS



Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.

**Important**

Do not call with a `GEOMETRYCOLLECTION` as an argument

---

**Important**

Do not use this function with invalid geometries. You will get unexpected results.

---

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_Contains`.

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3 - same as `within(geometry B, geometry A)`

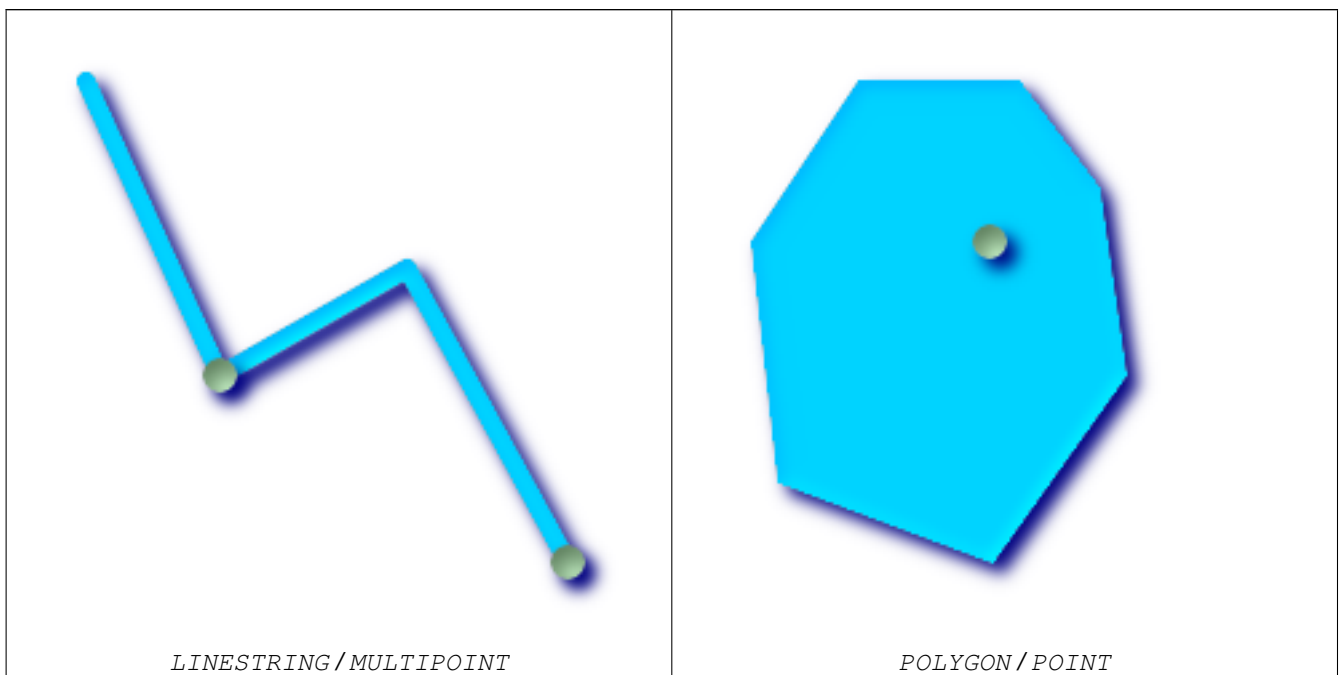


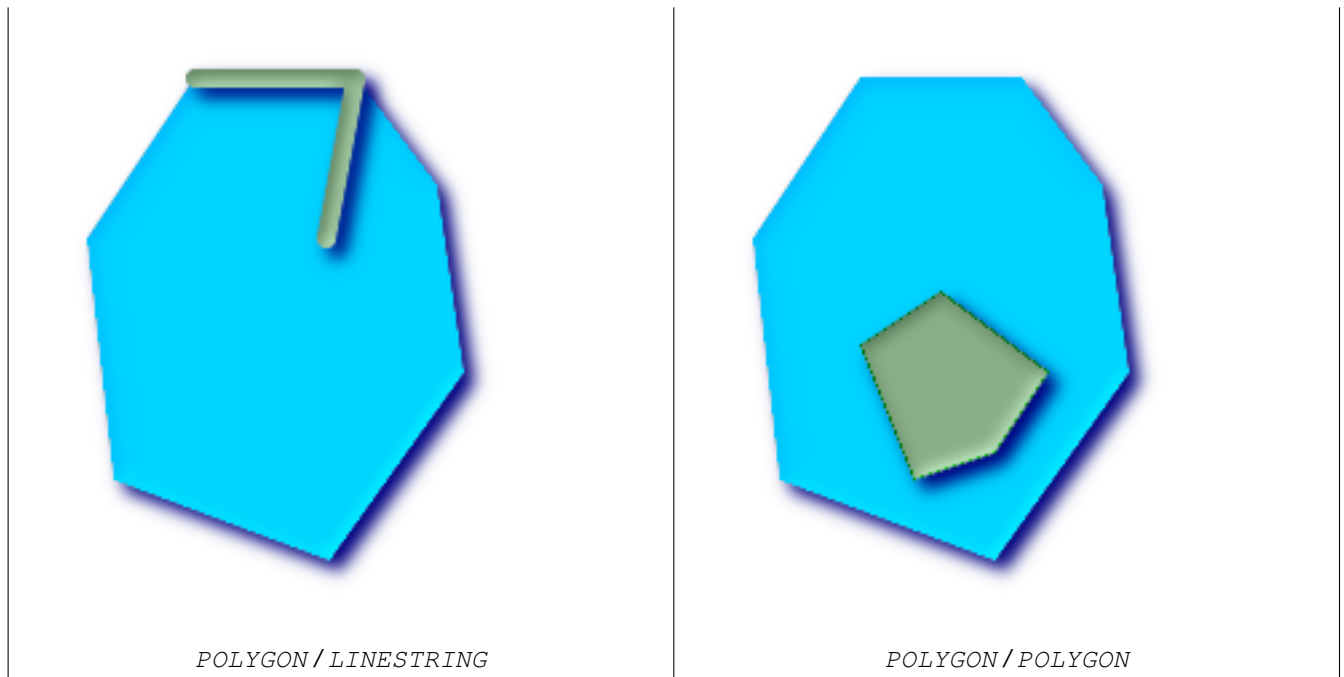
This method implements the SQL/MM specification. SQL-MM 3: 5.1.31

There are certain subtleties to `ST_Contains` and `ST_Within` that are not intuitively obvious. For details check out [Subtleties of OGC Covers, Contains, Within](#)

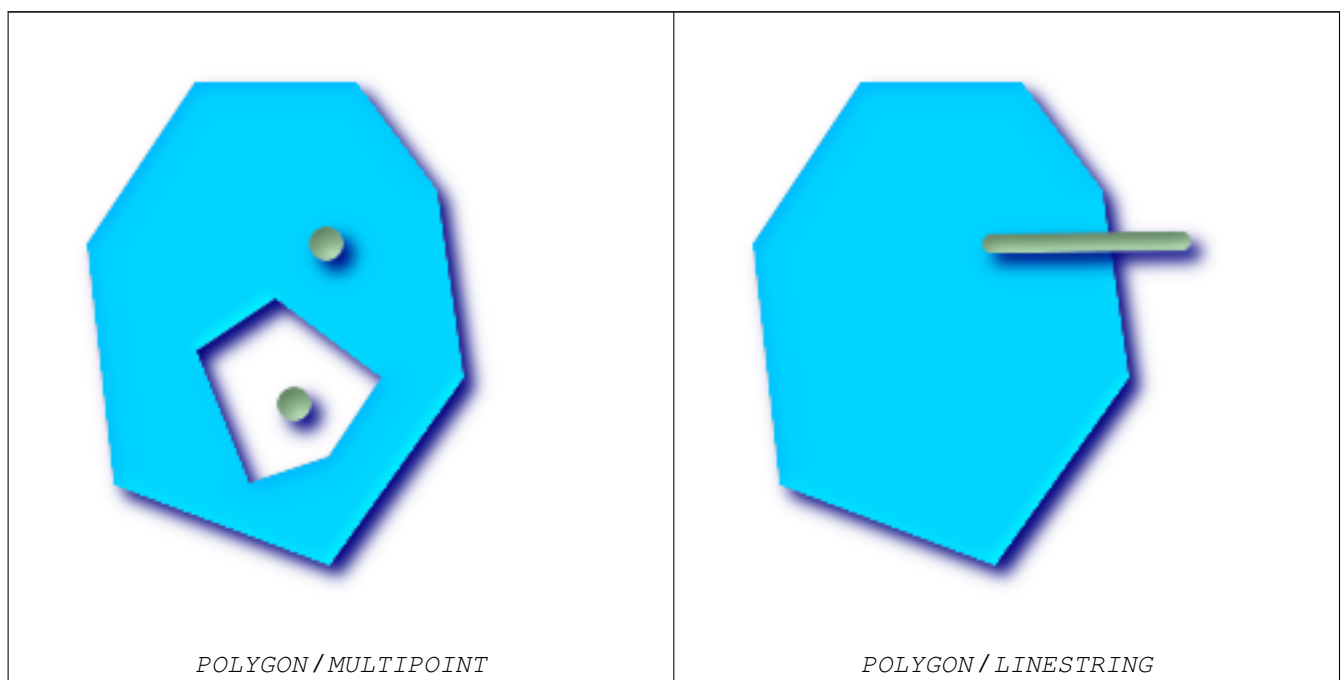
## Esempi

The `ST_Contains` predicate returns `TRUE` in all the following illustrations.





The `ST_Contains` predicate returns `FALSE` in all the following illustrations.



```
-- A circle within a circle
SELECT ST_Contains(smallc, bigc) As smallcontainsbig,
 ST_Contains(bigc, smallc) As bigcontainssmall,
 ST_Contains(bigc, ST_Union(smallc, bigc)) as bigcontainsunion,
 ST_Equals(bigc, ST_Union(smallc, bigc)) as bigisunion,
 ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
 ST_Contains(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;

-- Result
```

```

smallcontainsbig | bigcontainssmall | bigcontainsunion | bigisunion | bigcoversexterior | ↔
bigcontainsexterior
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
f | t | t | t | t | f

-- Example demonstrating difference between contains and contains properly
SELECT ST_GeometryType(geomA) As geomtype, ST_Contains(geomA,geomA) AS acontainsa, ↔
 ST_ContainsProperly(geomA, geomA) AS acontainspropa,
 ST_Contains(geomA, ST_Boundary(geomA)) As acontainsba, ST_ContainsProperly(geomA, ↔
 ST_Boundary(geomA)) As acontainspropba
FROM (VALUES (ST_Buffer(ST_Point(1,1), 5,1)),
 (ST_MakeLine(ST_Point(1,1), ST_Point(-1,-1))),
 (ST_Point(1,1))
) As foo(geomA);

geomtype | acontainsa | acontainspropa | acontainsba | acontainspropba
-----+-----+-----+-----+-----+-----+
ST_Polygon | t | f | f | f
ST_LineString | t | f | f | f
ST_Point | t | t | f | f

```

#### Si veda anche

[ST\\_Boundary](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Within](#)

### 8.9.18 ST\_ContainsProperly

**ST\_ContainsProperly** — Returns true if B intersects the interior of A but not the boundary (or exterior). A does not contain properly itself, but does contain itself.

#### Synopsis

boolean **ST\_ContainsProperly**(geometry geomA, geometry geomB);

#### Descrizione

Returns true if B intersects the interior of A but not the boundary (or exterior).

A does not contain properly itself, but does contain itself.

Every point of the other geometry is a point of this geometry's interior. The DE-9IM Intersection Matrix for the two geometries matches [T\*\*FF\*FF\*] used in [ST\\_Relate](#)

#### Note



From JTS docs slightly reworded: The advantage to using this predicate over [ST\\_Contains](#) and [ST\\_Intersects](#) is that it can be computed efficiently, with no need to compute topology at individual points. An example use case for this predicate is computing the intersections of a set of geometries with a large polygonal geometry. Since intersection is a fairly slow operation, it can be more efficient to use containsProperly to filter out test geometries which lie wholly inside the area. In these cases the intersection is known a priori to be exactly the original test geometry.

Availability: 1.4.0 - requires GEOS >= 3.1.0.



**Important**  
Do not call with a `GEOMETRYCOLLECTION` as an argument



**Important**  
Do not use this function with invalid geometries. You will get unexpected results.

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_ContainsProperly`.

Esempi

```
--a circle within a circle
SELECT ST_ContainsProperly(smallc, bigc) As smallcontainspropbig,
 ST_ContainsProperly(bigc,smallc) As bigcontainspropsmall,
 ST_ContainsProperly(bigc, ST_Union(smallc, bigc)) as bigcontainspropunion,
 ST_Equals(bigc, ST_Union(smallc, bigc)) as bigisunion,
 ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
 ST_ContainsProperly(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;
--Result
smallcontainspropbig | bigcontainspropsmall | bigcontainspropunion | bigisunion | bigcoversexterior | bigcontainsexterior
-----+-----+-----+-----+-----+-----
f | t | f | t | f | t ←

--example demonstrating difference between contains and contains properly
SELECT ST_GeometryType(geomA) As geomtype, ST_Contains(geomA,geomA) AS acontainsa,
 ST_ContainsProperly(geomA, geomA) AS acontainspropa,
 ST_Contains(geomA, ST_Boundary(geomA)) As acontainsba, ST_ContainsProperly(geomA,
 ST_Boundary(geomA)) As acontainspropba
FROM (VALUES (ST_Buffer(ST_Point(1,1), 5,1)),
 (ST_MakeLine(ST_Point(1,1), ST_Point(-1,-1))),
 (ST_Point(1,1))
) As foo(geomA);

geomtype | acontainsa | acontainspropa | acontainsba | acontainspropba
-----+-----+-----+-----+-----
ST_Polygon | t | f | f | f
ST_LineString | t | f | f | f
ST_Point | t | t | f | f
```

Si veda anche

[ST\\_GeometryType](#), [ST\\_Boundary](#), [ST\\_Contains](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Relate](#), [ST\\_Within](#)

8.9.19 ST\_Covers

`ST_Covers` — Returns 1 (TRUE) if no point in Geometry B is outside Geometry A

Synopsis

boolean **ST\_Covers**(geometry geomA, geometry geomB);  
boolean **ST\_Covers**(geography geogpolyA, geography geogpointB);

Descrizione

Returns 1 (TRUE) if no point in Geometry/Geography B is outside Geometry/Geography A  
Eseguito dal modulo GEOS



**Important**  
Do not call with a GEOMETRYCOLLECTION as an argument



**Important**  
Do not use this function with invalid geometries. You will get unexpected results.

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_Covers`.

Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type

Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.

Availability: 1.5 - support for geography was introduced.

Availability: 1.2.2 - requires GEOS >= 3.0

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Non è uno standard OGC, ma è presente anche in Oracle.

There are certain subtleties to `ST_Contains` and `ST_Within` that are not intuitively obvious. For details check out [Subtleties of OGC Covers, Contains, Within](#)

Esempi

Geometry example

```
--a circle covering a circle
SELECT ST_Covers(smallc,smallc) As smallinsmall,
 ST_Covers(smallc, bigc) As smallcoversbig,
 ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
 ST_Contains(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;
--Result
smallinsmall | smallcoversbig | bigcoversexterior | bigcontainsexterior
-----+-----+-----+-----
t | f | t | f
(1 row)
```

Geography Example

```
-- a point with a 300 meter buffer compared to a point, a point and its 10 meter buffer
SELECT ST_Covers(geog_poly, geog_pt) As poly_covers_pt,
 ST_Covers(ST_Buffer(geog_pt,10), geog_pt) As buff_10m_covers_cent
FROM (SELECT ST_Buffer(ST_GeogFromText('SRID=4326;POINT(-99.327 31.4821)'), 300) As ←
 geog_poly,
 ST_GeogFromText('SRID=4326;POINT(-99.33 31.483)') As ←
 geog_pt) As foo;
```

| poly_covers_pt | buff_10m_covers_cent |
|----------------|----------------------|
| f              | t                    |

### Si veda anche

[ST\\_Contains](#), [ST\\_CoveredBy](#), [ST\\_Within](#)

## 8.9.20 ST\_CoveredBy

**ST\_CoveredBy** — Returns 1 (TRUE) if no point in Geometry/Geography A is outside Geometry/Geography B

### Synopsis

boolean **ST\_CoveredBy**(geometry geomA, geometry geomB);  
 boolean **ST\_CoveredBy**(geography geogA, geography geogB);

### Descrizione

Returns 1 (TRUE) if no point in Geometry/Geography A is outside Geometry/Geography B

Eseguito dal modulo GEOS



#### Important

Do not call with a `GEOMETRYCOLLECTION` as an argument



#### Important

Do not use this function with invalid geometries. You will get unexpected results.

Availability: 1.2.2 - requires GEOS >= 3.0

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_CoveredBy`.

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Non è uno standard OGC, ma è presente anche in Oracle.

There are certain subtleties to `ST_Contains` and `ST_Within` that are not intuitively obvious. For details check out [Subtleties of OGC Covers, Contains, Within](#)

Esempi

```
--a circle coveredby a circle
SELECT ST_CoveredBy(smallc,smallc) As smallinsmall,
 ST_CoveredBy(smallc, bigc) As smallcoveredbybig,
 ST_CoveredBy(ST_ExteriorRing(bigc), bigc) As exteriorcoveredbybig,
 ST_Within(ST_ExteriorRing(bigc),bigc) As exeriorwithinbig
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;
--Result
smallinsmall | smallcoveredbybig | exteriorcoveredbybig | exeriorwithinbig
-----+-----+-----+-----
t | t | t | f
(1 row)
```

Si veda anche

[ST\\_Contains](#), [ST\\_Covers](#), [ST\\_ExteriorRing](#), [ST\\_Within](#)

8.9.21 ST\_Crosses

ST\_Crosses — Returns TRUE if the supplied geometries have some, but not all, interior points in common.

Synopsis

boolean **ST\_Crosses**(geometry g1, geometry g2);

Descrizione

ST\_Crosses takes two geometry objects and returns TRUE if their intersection "spatially cross", that is, the geometries have some, but not all interior points in common. The intersection of the interiors of the geometries must not be the empty set and must have a dimensionality less than the maximum dimension of the two input geometries. Additionally, the intersection of the two geometries must not equal either of the  geometries. Otherwise, it returns FALSE.

In mathematical terms, this is expressed as:

$$a.Crosses(b) \Leftrightarrow (dim(I(a) \cap I(b)) < max(dim(I(a)), dim(I(b)))) \wedge (a \cap b \neq a) \wedge (a \cap b \neq b)$$

The DE-9IM Intersection Matrix for the two geometries is:

- T\*T\*\*\*\*\* (per casi Point/Line, Point/Area, e Line/Area)
- T\*\*\*\*\*T\*\* (for Line/Point, Area/Point, and Area/Line situations)
- 0\*\*\*\*\* (for Line/Line situations)

For any other combination of dimensions this predicate returns false.

The OpenGIS Simple Features Specification defines this predicate only for Point/Line, Point/Area, Line/Line, and Line/Area situations. JTS / GEOS extends the definition to apply to Line/Point, Area/Point and Area/Line situations as well. This makes the relation symmetric.



**Important**  
Do not call with a GEOMETRYCOLLECTION as an argument

**Note**

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.



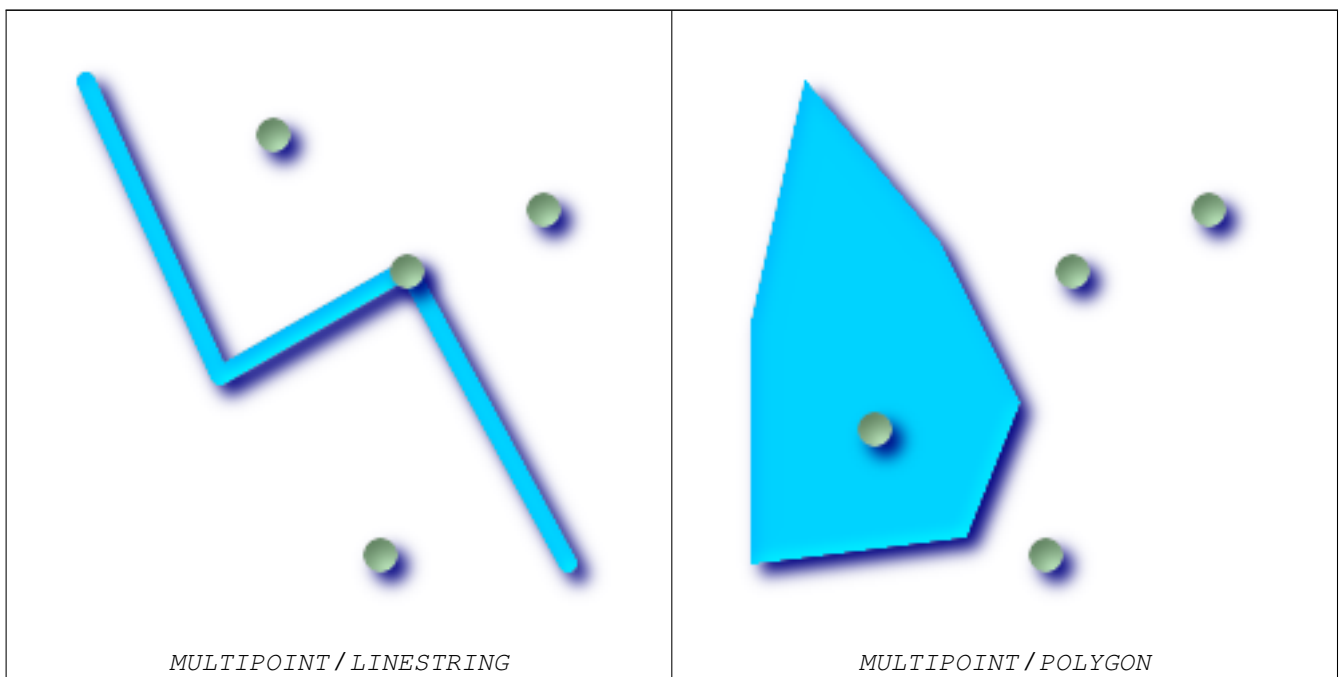
This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.13.3



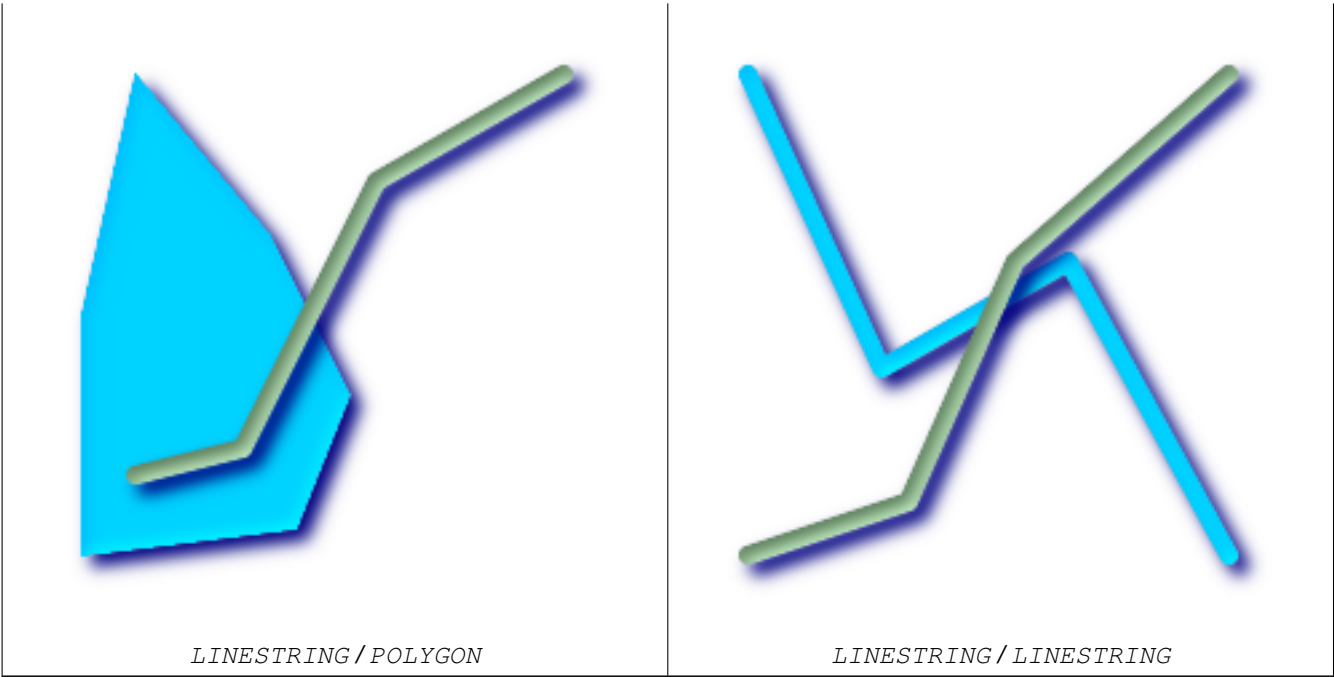
This method implements the SQL/MM specification. SQL-MM 3: 5.1.29

**Esempi**

The following illustrations all return TRUE.







Consider a situation where a user has two tables: a table of roads and a table of highways.

|                                                                                                                                                        |                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>CREATE TABLE roads (<br/>  id serial NOT NULL,<br/>  the_geom geometry,<br/>  CONSTRAINT roads_pkey PRIMARY KEY ( ↔<br/>    road_id)<br/>);</pre> | <pre>CREATE TABLE highways (<br/>  id serial NOT NULL,<br/>  the_gem geometry,<br/>  CONSTRAINT roads_pkey PRIMARY KEY ( ↔<br/>    road_id)<br/>);</pre> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|

To determine a list of roads that cross a highway, use a query similiar to:

```
SELECT roads.id
FROM roads, highways
WHERE ST_Crosses(roads.the_geom, highways.the_geom);
```

8.9.22 ST\_LineCrossingDirection

ST\_LineCrossingDirection — Given 2 linestrings, returns a number between -3 and 3 denoting what kind of crossing behavior. 0 is no crossing.

Synopsis

integer ST\_LineCrossingDirection(geometry linestringA, geometry linestringB);

Descrizione

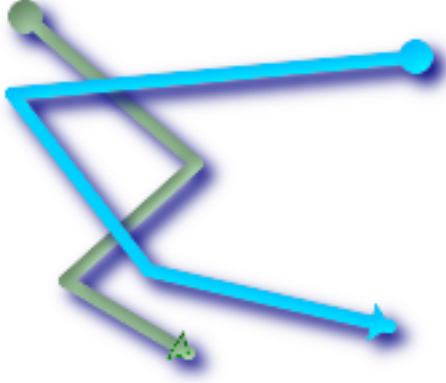
Given 2 linestrings, returns a number between -3 and 3 denoting what kind of crossing behavior. 0 is no crossing. This is only supported for LINESTRING

Definition of integer constants is as follows:

- 0: LINE NO CROSS
- -1: LINE CROSS LEFT
- 1: LINE CROSS RIGHT
- -2: LINE MULTICROSS END LEFT
- 2: LINE MULTICROSS END RIGHT
- -3: LINE MULTICROSS END SAME FIRST LEFT
- 3: LINE MULTICROSS END SAME FIRST RIGHT

Disponibilità: 1.4.0

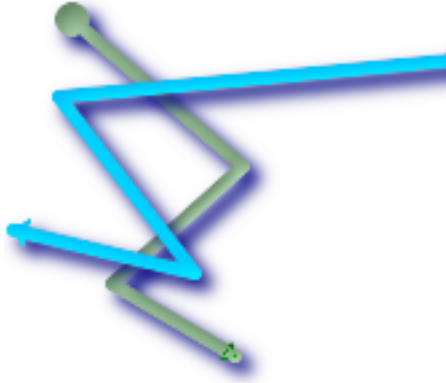
Esempi



*Line 1 (green), Line 2 ball is start point, triangle are end points. Query below.*

```
SELECT ST_LineCrossingDirection(foo.line1 ↔
, foo.line2) As l1_cross_l2 ,
 ST_LineCrossingDirection(foo. ↔
line2, foo.line1) As l2_cross_l1
FROM (
SELECT
 ST_GeomFromText('LINESTRING(25 169,89 ↔
114,40 70,86 43)') As line1,
 ST_GeomFromText('LINESTRING(171 154,20 ↔
140,71 74,161 53)') As line2
) As foo;
```

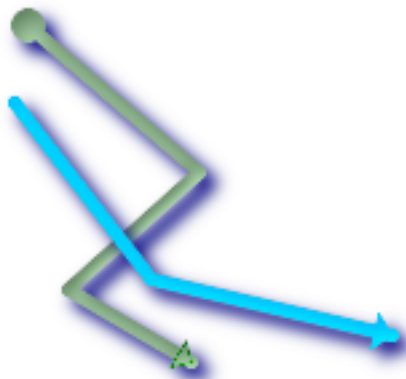
| l1_cross_l2 | l2_cross_l1 |
|-------------|-------------|
| 3           | -3          |



*Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.*

```
SELECT ST_LineCrossingDirection(foo.line1 ↔
, foo.line2) As l1_cross_l2 ,
 ST_LineCrossingDirection(foo. ↔
line2, foo.line1) As l2_cross_l1
FROM (
SELECT
 ST_GeomFromText('LINESTRING(25 169,89 ↔
114,40 70,86 43)') As line1,
 ST_GeomFromText('LINESTRING (171 154, ↔
20 140, 71 74, 2.99 90.16)') As line2
) As foo;
```

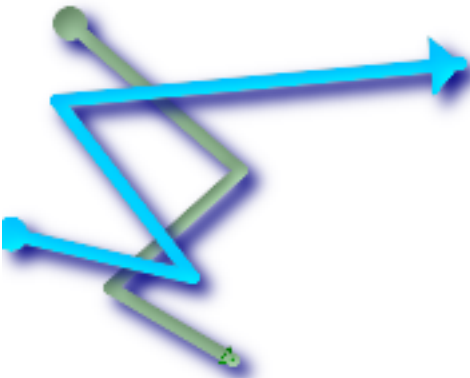
| l1_cross_l2 | l2_cross_l1 |
|-------------|-------------|
| 2           | -2          |



Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.

```
SELECT
 ST_LineCrossingDirection(foo. ↵
 line1, foo.line2) As l1_cross_l2 ,
 ST_LineCrossingDirection(foo. ↵
 line2, foo.line1) As l2_cross_l1
FROM (
 SELECT
 ST_GeomFromText('LINESTRING(25 169,89 ↵
 114,40 70,86 43)') As line1,
 ST_GeomFromText('LINESTRING (20 140, 71 ↵
 74, 161 53)') As line2
) As foo;

l1_cross_l2 | l2_cross_l1
-----+-----
-1 | 1
```



Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.

```
SELECT ST_LineCrossingDirection(foo.line1 ↵
 , foo.line2) As l1_cross_l2 ,
 ST_LineCrossingDirection(foo. ↵
 line2, foo.line1) As l2_cross_l1
FROM (SELECT
 ST_GeomFromText('LINESTRING(25 ↵
 169,89 114,40 70,86 43)') As line1,
 ST_GeomFromText('LINESTRING(2.99 ↵
 90.16,71 74,20 140,171 154)') As line2
) As foo;

l1_cross_l2 | l2_cross_l1
-----+-----
-2 | 2
```

```
SELECT s1.gid, s2.gid, ST_LineCrossingDirection(s1.the_geom, s2.the_geom)
 FROM streets s1 CROSS JOIN streets s2 ON (s1.gid != s2.gid AND s1.the_geom && s2. ↵
 the_geom)
WHERE ST_CrossingDirection(s1.the_geom, s2.the_geom)
> 0;
```

Si veda anche

[ST\\_Crosses](#)

8.9.23 ST\_Disjoint

ST\_Disjoint — Returns TRUE if the Geometries do not "spatially intersect" - if they do not share any space together.

## Synopsis

boolean **ST\_Disjoint**( geometry A , geometry B );

## Descrizione

Overlaps, Touches, Within all imply geometries are not spatially disjoint. If any of the aforementioned returns true, then the geometries are not spatially disjoint. Disjoint implies false for spatial intersection.



### Important

Do not call with a `GEOMETRYCOLLECTION` as an argument

Eseguito dal modulo GEOS



### Note

This function call does not use indexes



### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 //s2.1.13.3 - a.Relate(b, 'FF\*FF\*\*\*\*')



This method implements the SQL/MM specification. SQL-MM 3: 5.1.26

## Esempi

```
SELECT ST_Disjoint('POINT(0 0)::geometry, 'LINESTRING (2 0, 0 2) '::geometry);
st_disjoint

t
(1 row)
SELECT ST_Disjoint('POINT(0 0)::geometry, 'LINESTRING (0 0, 0 2) '::geometry);
st_disjoint

f
(1 row)
```

## Si veda anche

[ST\\_Intersects](#) `ST_Intersects`

## 8.9.24 ST\_Distance

**ST\_Distance** — For geometry type Returns the 2D Cartesian distance between two geometries in projected units (based on spatial ref). For geography type defaults to return minimum geodesic distance between two geographies in meters.

## Synopsis

```
float ST_Distance(geometry g1, geometry g2);
float ST_Distance(geography gg1, geography gg2);
float ST_Distance(geography gg1, geography gg2, boolean use_spheroid);
```

## Descrizione

For geometry type returns the minimum 2D Cartesian distance between two geometries in projected units (spatial ref units). For geography type defaults to return the minimum geodesic distance between two geographies in meters. If use\_spheroid is false, a faster sphere calculation is used instead of a spheroid.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 5.1.23



This method supports Circular Strings and Curves



This method is also provided by SFCGAL backend.

Availability: 1.5.0 geography support was introduced in 1.5. Speed improvements for planar to better handle large or many vertex geometries

Enhanced: 2.1.0 improved speed for geography. See [Making Geography faster](#) for details.

Enhanced: 2.1.0 - support for curved geometries was introduced.

Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj >= 4.9.0 to take advantage of the new feature.

## Basic Geometry Examples

```
--Geometry example - units in planar degrees 4326 is WGS 84 long lat unit=degrees
SELECT ST_Distance(
 ST_GeomFromText('POINT(-72.1235 42.3521)',4326),
 ST_GeomFromText('LINESTRING(-72.1260 42.45, -72.123 42.1546)', 4326)
);
st_distance

0.00150567726382282

-- Geometry example - units in meters (SRID: 26986 Massachusetts state plane meters) (most ←
 accurate for Massachusetts)
SELECT ST_Distance(
 ST_Transform(ST_GeomFromText('POINT(-72.1235 42.3521)',4326),26986) ←
 ,
 ST_Transform(ST_GeomFromText('LINESTRING(-72.1260 42.45, -72.123 ←
 42.1546)', 4326),26986)
);
st_distance

123.797937878454

-- Geometry example - units in meters (SRID: 2163 US National Atlas Equal area) (least ←
 accurate)
SELECT ST_Distance(
 ST_Transform(ST_GeomFromText('POINT(-72.1235 42.3521)',4326),2163),
```

```

 ST_Transform(ST_GeomFromText('LINESTRING(-72.1260 42.45, -72.123 42.1546)', 4326), 2163)
);

st_distance

126.664256056812

```

## Geography Examples

```

-- same as geometry example but note units in meters - use sphere for slightly faster less accurate
SELECT ST_Distance(gg1, gg2) As spheroid_dist, ST_Distance(gg1, gg2, false) As sphere_dist
FROM (SELECT
 ST_GeogFromText('SRID=4326;POINT(-72.1235 42.3521)') As gg1,
 ST_GeogFromText('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)') As gg2
) As foo ;

spheroid_dist | sphere_dist
-----+-----
123.802076746848 | 123.475736916397

```

## Si veda anche

[ST\\_3DDistance](#), [ST\\_Boundary](#), [ST\\_Contains](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Relate](#), [ST\\_Within](#)

## 8.9.25 ST\_MinimumClearance

**ST\_MinimumClearance** — Returns the minimum clearance of a geometry, a measure of a geometry's robustness.

### Synopsis

```
float ST_Perimeter2D(geometry geomA);
```

### Descrizione

It is not uncommon to have a geometry that, while meeting the criteria for validity according to `ST_IsValid` (polygons) or `ST_IsSimple` (lines), would become invalid if one of the vertices moved by a slight distance, as can happen during conversion to text-based formats (such as WKT, KML, GML GeoJSON), or binary formats that do not use double-precision floating point coordinates (MapInfo TAB).

A geometry's "minimum clearance" is the smallest distance by which a vertex of the geometry could be moved to produce an invalid geometry. It can be thought of as a quantitative measure of a geometry's robustness, where increasing values of minimum clearance indicate increasing robustness.

If a geometry has a minimum clearance of  $\epsilon$ , it can be said that:

- No two distinct vertices in the geometry are separated by less than  $\epsilon$ .
- No vertex is closer than  $\epsilon$  to a line segment of which it is not an endpoint.

If no minimum clearance exists for a geometry (for example, a single point, or a multipoint whose points are identical), then `ST_MinimumClearance` will return Infinity.

Availability: 2.3.0 - requires GEOS  $\geq$  3.6.0

**Esempi**

```
SELECT ST_MinimumClearance('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))');
st_minimumclearance

0.00032
```

**Si veda anche**

[ST\\_MinimumClearanceLine](#)

**8.9.26 ST\_MinimumClearanceLine**

**ST\_MinimumClearanceLine** — Returns the two-point LineString spanning a geometry's minimum clearance.

**Synopsis**

geometry **ST\_PointOnSurface**(geometry g1);

**Descrizione**

Returns the two-point LineString spanning a geometry's minimum clearance. If the geometry does not have a minimum clearance, `LINestring EMPTY` will be returned.

Availability: 2.3.0 - requires GEOS >= 3.6.0

**Esempi**

```
SELECT ST_AsText(ST_MinimumClearanceLine('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))'));
st_astext

LINestring(0.5 0.00032,0.5 0)
```

**Si veda anche**

[ST\\_MinimumClearance](#)

**8.9.27 ST\_HausdorffDistance**

**ST\_HausdorffDistance** — Returns the Hausdorff distance between two geometries. Basically a measure of how similar or dissimilar 2 geometries are. Units are in the units of the spatial reference system of the geometries.

**Synopsis**

```
float ST_HausdorffDistance(geometry g1, geometry g2);
float ST_HausdorffDistance(geometry g1, geometry g2, float densifyFrac);
```

## Descrizione

Implements algorithm for computing a distance metric which can be thought of as the "Discrete Hausdorff Distance". This is the Hausdorff distance restricted to discrete points for one of the geometries. [Wikipedia article on Hausdorff distance](#) [Martin Davis note on how Hausdorff Distance calculation was used to prove correctness of the CascadePolygonUnion approach](#).

When densifyFrac is specified, this function performs a segment densification before computing the discrete hausdorff distance. The densifyFrac parameter sets the fraction by which to densify each segment. Each segment will be split into a number of equal-length subsegments, whose fraction of the total length is closest to the given fraction.



### Note

The current implementation supports only vertices as the discrete locations. This could be extended to allow an arbitrary density of points to be used.



### Note

This algorithm is NOT equivalent to the standard Hausdorff distance. However, it computes an approximation that is correct for a large subset of useful cases. One important part of this subset is Linestrings that are roughly parallel to each other, and roughly equal in length. This is a useful metric for line matching.

Availability: 1.5.0 - requires GEOS >= 3.2.0

## Esempi

For each building, find the parcel that best represents it. First we require the parcel intersect with the geometry. DISTINCT ON guarantees we get each building listed only once, the ORDER BY .. ST\_HausdorffDistance gives us a preference of parcel that is most similar to the building.

```
SELECT DISTINCT ON(buildings.gid) buildings.gid, parcels.parcel_id
FROM buildings INNER JOIN parcels ON ST_Intersects(buildings.geom, parcels.geom)
ORDER BY buildings.gid, ST_HausdorffDistance(buildings.geom, parcels.geom);
```

```
postgis=# SELECT ST_HausdorffDistance(
 'LINESTRING (0 0, 2 0)::geometry',
 'MULTIPOINT (0 1, 1 0, 2 1)::geometry');
 st_hausdorffdistance

1
(1 row)
```

```
postgis=# SELECT st_hausdorffdistance('LINESTRING (130 0, 0 0, 0 150)::geometry', '↔
LINESTRING (10 10, 10 150, 130 10)::geometry', 0.5);
 st_hausdorffdistance

70
(1 row)
```

## Si veda anche

[ST\\_Distance](#)

## 8.9.28 ST\_Distance

**ST\_Distance** — Returns the Fréchet distance between two geometries. This is a measure of similarity between curves that takes into account the location and ordering of the points along the curves. Units are in the units of the spatial reference system of the geometries.



## Synopsis

boolean **ST\_DFullyWithin**(geometry g1, geometry g2, double precision distance);

## Descrizione

Implements algorithm for computing the Fréchet distance restricted to discrete points for both geometries, based on [Computing Discrete Fréchet Distance](#). The Fréchet distance is a measure of similarity between curves that takes into account the location and ordering of the points along the curves. Therefore it is often better than the Hausdorff distance.

When the optional densifyFrac is specified, this function performs a segment densification before computing the discrete Fréchet distance. The densifyFrac parameter sets the fraction by which to densify each segment. Each segment will be split into a number of equal-length subsegments, whose fraction of the total length is closest to the given fraction.



### Note

The current implementation supports only vertices as the discrete locations. This could be extended to allow an arbitrary density of points to be used.



### Note

The smaller densifyFrac we specify, the more accurate Fréchet distance we get. But, the computation time and the memory usage increase with the square of the number of subsegments.

Disponibilità: 2.0

## Esempi

```
postgis=# SELECT st_hausdorffdistance('LINESTRING (130 0, 0 0, 0 150)'::geometry, '↔
LINESTRING (10 10, 10 150, 130 10)'::geometry, 0.5);
st_hausdorffdistance

70
(1 row)
```

```
postgis=# SELECT st_hausdorffdistance('LINESTRING (130 0, 0 0, 0 150)'::geometry, '↔
LINESTRING (10 10, 10 150, 130 10)'::geometry, 0.5);
st_hausdorffdistance

70
(1 row)
```

## Si veda anche

[ST\\_HausdorffDistance](#)

## 8.9.29 ST\_MaxDistance

**ST\_MaxDistance** — Returns the 2-dimensional largest distance between two geometries in projected units.

## Synopsis

float **ST\_MaxDistance**(geometry g1, geometry g2);

## Descrizione



### Note

Returns the 2-dimensional maximum distance between two geometries in projected units. If g1 and g2 is the same geometry the function will return the distance between the two vertices most far from each other in that geometry.

Disponibilità: 1.5.0

## Esempi

Basic furthest distance the point is to any part of the line

```
postgis=# SELECT ST_MaxDistance('POINT(0 0)::geometry', 'LINESTRING (2 0, 0 2) '::geometry ↵
);
 st_maxdistance

2
(1 row)

postgis=# SELECT ST_MaxDistance('POINT(0 0)::geometry', 'LINESTRING (2 2, 2 2) '::geometry ↵
);
 st_maxdistance

2.82842712474619
(1 row)
```

## Si veda anche

[ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_DFullyWithin](#)

## 8.9.30 ST\_DistanceSphere

**ST\_DistanceSphere** — Returns minimum distance in meters between two lon/lat geometries. Uses a spherical earth and radius derived from the spheroid defined by the SRID. Faster than **ST\_DistanceSpheroid** [ST\\_DistanceSpheroid](#), but less accurate. PostGIS versions prior to 1.5 only implemented for points.

## Synopsis

```
float ST_DistanceSphere(geometry geomlonlatA, geometry geomlonlatB);
```

## Descrizione

Returns minimum distance in meters between two lon/lat points. Uses a spherical earth and radius derived from the spheroid defined by the SRID. Faster than [ST\\_DistanceSpheroid](#), but less accurate. PostGIS Versions prior to 1.5 only implemented for points.

Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points.

Changed: 2.2.0 In prior versions this used to be called `ST_Distance_Sphere`

## Esempi

```
SELECT round(CAST(ST_DistanceSphere(ST_Centroid(the_geom), ST_GeomFromText('POINT(-118 38) ←
',4326)) As numeric),2) As dist_meters,
round(CAST(ST_Distance(ST_Transform(ST_Centroid(the_geom),32611),
ST_Transform(ST_GeomFromText('POINT(-118 38)', 4326),32611)) As numeric),2) As ←
As dist_utm11_meters,
round(CAST(ST_Distance(ST_Centroid(the_geom), ST_GeomFromText('POINT(-118 38)', 4326)) As ←
numeric),5) As dist_degrees,
round(CAST(ST_Distance(ST_Transform(the_geom,32611),
ST_Transform(ST_GeomFromText('POINT(-118 38)', 4326),32611)) As numeric),2) As ←
As min_dist_line_point_meters
FROM
(SELECT ST_GeomFromText('LINESTRING(-118.584 38.374,-118.583 38.5)', 4326) As ←
the_geom) as foo;
dist_meters | dist_utm11_meters | dist_degrees | min_dist_line_point_meters
-----+-----+-----+-----
70424.47 | 70438.00 | 0.72900 | 65871.18
```

## Si veda anche

[ST\\_Distance](#), [ST\\_DistanceSpheroid](#)

### 8.9.31 ST\_DistanceSpheroid

**ST\_DistanceSpheroid** — Returns the minimum distance between two lon/lat geometries given a particular spheroid. PostGIS versions prior to 1.5 only support points.

## Synopsis

```
float ST_DistanceSpheroid(geometry geomlonlatA, geometry geomlonlatB, spheroid measurement_spheroid);
```

## Descrizione

Returns minimum distance in meters between two lon/lat geometries given a particular spheroid. See the explanation of spheroids given for [ST\\_LengthSpheroid](#). PostGIS version prior to 1.5 only support points.



### Note

This function currently does not look at the SRID of a geometry and will always assume its represented in the coordinates of the passed in spheroid. Prior versions of this function only support points.

Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points.

Changed: 2.2.0 In prior versions this used to be called ST\_Distance\_Spheroid

## Esempi

```
SELECT round(CAST(
ST_DistanceSpheroid(ST_Centroid(the_geom), ST_GeomFromText('POINT(-118 38) ←
',4326), 'SPHEROID["WGS 84",6378137,298.257223563]')
As numeric),2) As dist_meters_spheroid,
```

```
round(CAST(ST_DistanceSphere(ST_Centroid(the_geom), ST_GeomFromText('POINT (-118 38)',4326)) As numeric),2) As dist_meters_sphere,
round(CAST(ST_Distance(ST_Transform(ST_Centroid(the_geom),32611),
ST_Transform(ST_GeomFromText('POINT(-118 38)', 4326),32611)) As numeric),2) As dist_utm11_meters
FROM
(SELECT ST_GeomFromText('LINESTRING(-118.584 38.374,-118.583 38.5)', 4326) As the_geom) as foo;
dist_meters_spheroid | dist_meters_sphere | dist_utm11_meters
-----+-----+-----
70454.92 | 70424.47 | 70438.00
```

Si veda anche

[ST\\_Distance](#), [ST\\_DistanceSphere](#)

### 8.9.32 ST\_DFullyWithin

ST\_DFullyWithin — Returns true if all of the geometries are within the specified distance of one another

#### Synopsis

boolean **ST\_DFullyWithin**(geometry g1, geometry g2, double precision distance);

#### Descrizione

Returns true if the geometries is fully within the specified distance of one another. The distance is specified in units defined by the spatial reference system of the geometries. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID.



**Note**

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.

Disponibilità: 1.5.0

#### Esempi

```
postgis=# SELECT ST_DFullyWithin(geom_a, geom_b, 10) as DFullyWithin10, ST_DWithin(geom_a, geom_b, 10) as DWithin10, ST_DFullyWithin(geom_a, geom_b, 20) as DFullyWithin20 from
(select ST_GeomFromText('POINT(1 1)') as geom_a,ST_GeomFromText('LINESTRING (1 5, 2 7, 1 9, 14 12)') as geom_b) t1;

DFullyWithin10 | DWithin10 | DFullyWithin20 |
-----+-----+-----
f | t | t |
```

Si veda anche

[ST\\_MaxDistance](#), [ST\\_DWithin](#)

### 8.9.33 ST\_DWithin

**ST\_DWithin** — Returns true if the geometries are within the specified distance of one another. For geometry units are in those of spatial reference and For geography units are in meters and measurement is defaulted to use\_spheroid=true (measure around spheroid), for faster check, use\_spheroid=false to measure along sphere.

#### Synopsis

```
boolean ST_DWithin(geometry g1, geometry g2, double precision distance_of_srid);
boolean ST_DWithin(geography gg1, geography gg2, double precision distance_meters);
boolean ST_DWithin(geography gg1, geography gg2, double precision distance_meters, boolean use_spheroid);
```

#### Descrizione

Returns true if the geometries are within the specified distance of one another.

For Geometries: The distance is specified in units defined by the spatial reference system of the geometries. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID.

For geography units are in meters and measurement is defaulted to use\_spheroid=true, for faster check, use\_spheroid=false to measure along sphere.



#### Note

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.



#### Note

Prior to 1.3, ST\_Expand was commonly used in conjunction with && and ST\_Distance to achieve the same effect and in pre-1.3.4 this function was basically short-hand for that construct. From 1.3.4, ST\_DWithin uses a more short-circuit distance function which should make it more efficient than prior versions for larger buffer regions.



#### Note

Use ST\_3DDWithin if you have 3D geometries.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).

Availability: 1.5.0 support for geography was introduced

Enhanced: 2.1.0 improved speed for geography. See [Making Geography faster](#) for details.

Enhanced: 2.1.0 support for curved geometries was introduced.

#### Esempi

```
--Find the nearest hospital to each school
--that is within 3000 units of the school.
-- We do an ST_DWithin search to utilize indexes to limit our search list
-- that the non-indexable ST_Distance needs to process
--If the units of the spatial reference is meters then units would be meters
SELECT DISTINCT ON (s.gid) s.gid, s.school_name, s.the_geom, h.hospital_name
```

```

 FROM schools s
 LEFT JOIN hospitals h ON ST_DWithin(s.the_geom, h.the_geom, 3000)
 ORDER BY s.gid, ST_Distance(s.the_geom, h.the_geom);

--The schools with no close hospitals
--Find all schools with no hospital within 3000 units
--away from the school. Units is in units of spatial ref (e.g. meters, feet, degrees)
SELECT s.gid, s.school_name
 FROM schools s
 LEFT JOIN hospitals h ON ST_DWithin(s.the_geom, h.the_geom, 3000)
 WHERE h.gid IS NULL;

```

### Si veda anche

[ST\\_Distance](#), [ST\\_Expand](#)

## 8.9.34 ST\_Equals

ST\_Equals — Returns true if the given geometries represent the same geometry. Directionality is ignored.

### Synopsis

boolean **ST\_Equals**(geometry A, geometry B);

### Descrizione

Returns TRUE if the given Geometries are "spatially equal". Use this for a 'better' answer than '='. Note by spatially equal we mean ST\_Within(A,B) = true and ST\_Within(B,A) = true and also mean ordering of points can be different but represent the same geometry structure. To verify the order of points is consistent, use ST\_OrderingEquals (it must be noted ST\_OrderingEquals is a little more stringent than simply verifying order of points are the same).



#### Important

This function will return false if either geometry is invalid except in the case where they are binary equal.



#### Important

Do not call with a GEOMETRYCOLLECTION as an argument.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2



This method implements the SQL/MM specification. SQL-MM 3: 5.1.24

Changed: 2.2.0 Returns true even for invalid geometries if they are binary equal

## Esempi

```
SELECT ST_Equals(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
 ST_GeomFromText('LINESTRING(0 0, 5 5, 10 10)'));

 st_equals

t
(1 row)

SELECT ST_Equals(ST_Reverse(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
 ST_GeomFromText('LINESTRING(0 0, 5 5, 10 10)'));

 st_equals

t
(1 row)
```

## Si veda anche

[ST\\_IsValid](#), [ST\\_OrderingEquals](#), [ST\\_Reverse](#), [ST\\_Within](#)

### 8.9.35 ST\_GeometricMedian

**ST\_GeometricMedian** — Returns the geometric median of a MultiPoint.

#### Synopsis

geography **ST\_Project**(geography g1, float distance, float azimuth);

#### Descrizione

Computes the approximate geometric median of a MultiPoint geometry using the Weiszfeld algorithm. The geometric median provides a centrality measure that is less sensitive to outlier points than the centroid. The algorithm will iterate until the distance change between successive iterations is less than the supplied `tolerance` parameter. If this condition has not been met after `max_iterations` iterations, the function will produce an error and exit, unless `fail_if_not_converged` is set to false. If a tolerance value is not provided, a default tolerance value will be calculated based on the extent of the input geometry.

Disponibilità: 2.0



This function supports 3d and will not drop the z-index.

Esempi



Comparison of the centroid (turquoise point) and geometric median (red point) of a four-point MultiPoint (yellow points).

```
WITH test AS (
SELECT 'MULTIPOINT((0 0), (1 1), (2 2), (200 200))'::geometry geom)
SELECT
 ST_AsText(ST_Centroid(geom)) centroid,
 ST_AsText(ST_GeometricMedian(geom)) median
FROM test;
 centroid | median
-----+-----
POINT(50.75 50.75) | POINT(1.9761550281255 1.9761550281255)
(1 row)
```

Si veda anche

[ST\\_Centroid](#)

8.9.36 ST\_HasArc

ST\_HasArc — Returns true if a geometry or geometry collection contains a circular string

Synopsis

boolean **ST\_HasArc**(geometry geomA);

Descrizione

Returns true if a geometry or geometry collection contains a circular string

Availability: 1.2.3?

- ✓ This function supports 3d and will not drop the z-index.
- ✓ This method supports Circular Strings and Curves



## Esempi

```
SELECT ST_HasArc(ST_Collect('LINESTRING(1 2, 3 4, 5 6)', 'CIRCULARSTRING(1 1, 2 3, 4 5, 6 6, 7, 5 6)'));
 st_hasarc
 -
t
```

## Si veda anche

[ST\\_CurveToLine](#), [ST\\_LineToCurve](#)

## 8.9.37 ST\_Intersects

**ST\_Intersects** — Returns TRUE if the Geometries/Geography "spatially intersect in 2D" - (share any portion of space) and FALSE if they don't (they are Disjoint). For geography -- tolerance is 0.00001 meters (so any points that close are considered to intersect)

### Synopsis

```
boolean ST_Intersects(geometry geomA , geometry geomB);
boolean ST_Intersects(geography geogA , geography geogB);
```

### Descrizione

If a geometry or geography shares any portion of space then they intersect. For geography -- tolerance is 0.00001 meters (so any points that are close are considered to intersect)

Overlaps, Touches, Within all imply spatial intersection. If any of the aforementioned returns true, then the geometries also spatially intersect. Disjoint implies false for spatial intersection.



#### Important

Do not call with a `GEOMETRYCOLLECTION` as an argument for geometry version. The geography version supports `GEOMETRYCOLLECTION` since its a thin wrapper around distance implementation.

Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.

Performed by the GEOS module (for geometry), geography is native

Availability: 1.5 support for geography was introduced.



#### Note

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries.



#### Note

For geography, this function has a distance tolerance of about 0.00001 meters and uses the sphere rather than spheroid calculation.

**Note**

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 //s2.1.13.3 - ST\_Intersects(g1, g2) --> Not (ST\_Disjoint(g1, g2))



This method implements the SQL/MM specification. SQL-MM 3: 5.1.27



This method is also provided by SFCGAL backend.

**Geometry Examples**

```
SELECT ST_Intersects('POINT(0 0)::geometry, 'LINESTRING (2 0, 0 2) '::geometry);
st_intersects

f
(1 row)
SELECT ST_Intersects('POINT(0 0)::geometry, 'LINESTRING (0 0, 0 2) '::geometry);
st_intersects

t
(1 row)
```

**Geography Examples**

```
SELECT ST_Intersects(
 ST_GeographyFromText('SRID=4326;LINESTRING(-43.23456 72.4567,-43.23456 72.4568)'),
 ST_GeographyFromText('SRID=4326;POINT(-43.23456 72.4567772)')
);

st_intersects

t
```

**Si veda anche**

[ST\\_3DIntersects](#), [ST\\_Disjoint](#)

**8.9.38 ST\_Length**

**ST\_Length** — Returns the 2D length of the geometry if it is a LineString or MultiLineString. geometry are in units of spatial reference and geography are in meters (default spheroid)

**Synopsis**

```
float ST_Length(geometry a_2dlinestring);
float ST_Length(geography geog, boolean use_spheroid=true);
```

## Descrizione

For geometry: Returns the 2D Cartesian length of the geometry if it is a LineString, MultiLineString, ST\_Curve, ST\_MultiCurve. 0 is returned for areal geometries. For areal geometries use **ST\_Perimeter**. For geometry types, units for length measures are specified by the spatial reference system of the geometry.

For geography types, the calculations are performed using the inverse geodesic problem, where length units are in meters. If PostGIS is compiled with PROJ version 4.8.0 or later, the spheroid is specified by the SRID, otherwise it is exclusive to WGS84. If `use_spheroid=false`, then calculations will approximate a sphere instead of a spheroid.

Currently for geometry this is an alias for ST\_Length2D, but this may change to support higher dimensions.



### Warning

Changed: 2.0.0 Breaking change -- in prior versions applying this to a MULTI/POLYGON of type geography would give you the perimeter of the POLYGON/MULTIPOLYGON. In 2.0.0 this was changed to return 0 to be in line with geometry behavior. Please use ST\_Perimeter if you want the perimeter of a polygon



### Note

For geography measurement defaults spheroid measurement. To use the faster less accurate sphere use ST\_Length(gg,false);



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.5.1



This method implements the SQL/MM specification. SQL-MM 3: 7.1.2, 9.3.4

Availability: 1.5.0 geography support was introduced in 1.5.



This method is also provided by SFCGAL backend.

## Geometry Examples

Return length in feet for line string. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_Length(ST_GeomFromText('LINESTRING(743238 2967416,743238 2967450,743265 2967450,
743265.625 2967416,743238 2967416)',2249));
st_length

122.630744000095

--Transforming WGS 84 LineString to Massachusetts state plane meters
SELECT ST_Length(
 ST_Transform(
 ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45, -72.1240 42.45666, ↵
 -72.123 42.1546)'),
 26986
)
);
st_length

34309.4563576191
```

## Geography Examples

Return length of WGS 84 geography line

```
-- default calculation is using a sphere rather than spheroid
SELECT ST_Length(the_geog) As length_spheroid, ST_Length(the_geog,false) As length_sphere
FROM (SELECT ST_GeographyFromText(
'SRID=4326;LINESTRING(-72.1260 42.45, -72.1240 42.45666, -72.123 42.1546)') As the_geog)
As foo;
length_spheroid | length_sphere
-----+-----
34310.5703627288 | 34346.2060960742
```

### Si veda anche

[ST\\_GeographyFromText](#), [ST\\_GeomFromEWKT](#), [ST\\_LengthSpheroid](#), [ST\\_Perimeter](#), [ST\\_Transform](#)

## 8.9.39 ST\_Length2D

**ST\_Length2D** — Returns the 2-dimensional length of the geometry if it is a linestring or multi-linestring. This is an alias for `ST_Length`

### Synopsis

```
float ST_Length2D(geometry a_2dlinestring);
```

### Descrizione

Returns the 2-dimensional length of the geometry if it is a linestring or multi-linestring. This is an alias for `ST_Length`

### Si veda anche

[ST\\_Length](#), [ST\\_3DLength](#)

## 8.9.40 ST\_3DLength

**ST\_3DLength** — Returns the 3-dimensional or 2-dimensional length of the geometry if it is a linestring or multi-linestring.

### Synopsis

```
float ST_3DLength(geometry a_3dlinestring);
```

### Descrizione

Returns the 3-dimensional or 2-dimensional length of the geometry if it is a linestring or multi-linestring. For 2-d lines it will just return the 2-d length (same as `ST_Length` and `ST_Length2D`)



This function supports 3d and will not drop the z-index.

Changed: 2.0.0 In prior versions this used to be called `ST_Length3D`

## Esempi

Return length in feet for a 3D cable. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_3DLength(ST_GeomFromText('LINESTRING(743238 2967416 1,743238 2967450 1,743265
 2967450 3,
 743265.625 2967416 3,743238 2967416 3)',2249));
ST_3DLength

122.704716741457
```

## Si veda anche

[ST\\_Length](#), [ST\\_Length2D](#)

### 8.9.41 ST\_LengthSpheroid

**ST\_LengthSpheroid** — Calculates the 2D or 3D length/perimeter of a geometry on an ellipsoid. This is useful if the coordinates of the geometry are in longitude/latitude and a length is desired without reprojection.

## Synopsis

boolean **ST\_Contains**(geometry geomA, geometry geomB);

## Descrizione

Calculates the length/perimeter of a geometry on an ellipsoid. This is useful if the coordinates of the geometry are in longitude/latitude and a length is desired without reprojection. The ellipsoid is a separate database type and can be constructed as follows:

```
SPHEROID [<NAME>, <SEMI-MAJOR
 AXIS>, <INVERSE FLATTENING>]
```

```
SPHEROID["GRS_1980",6378137,298.257222101]
```

Availability: 1.2.2

Changed: 2.2.0 In prior versions this used to be called `ST_Length_Spheroid` and used to have a `ST_3DLength_Spheroid` alias



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_LengthSpheroid(geometry_column,
 'SPHEROID["GRS_1980",6378137,298.257222101]')
FROM geometry_table;

SELECT ST_LengthSpheroid(the_geom, sph_m) As tot_len,
ST_LengthSpheroid(ST_GeometryN(the_geom,1), sph_m) As len_line1,
ST_LengthSpheroid(ST_GeometryN(the_geom,2), sph_m) As len_line2
FROM (SELECT ST_GeomFromText('MULTILINESTRING((-118.584
 38.374,-118.583 38.5),
 (-71.05957 42.3589 , -71.061 43))') As the_geom,
CAST('SPHEROID["GRS_1980",6378137,298.257222101]' As spheroid) As sph_m) as foo;
```



```

SELECT ST_Length2D_Spheroid(geometry_column,
 'SPHEROID["GRS_1980",6378137,298.257222101]')
FROM geometry_table;

SELECT ST_Length2D_Spheroid(the_geom, sph_m) As tot_len,
ST_Length2D_Spheroid(ST_GeometryN(the_geom,1), sph_m) As len_line1,
ST_Length2D_Spheroid(ST_GeometryN(the_geom,2), sph_m) As len_line2
FROM (SELECT ST_GeomFromText('MULTILINESTRING((-118.584 38.374, -118.583 38.5),
(-71.05957 42.3589 , -71.061 43))') As the_geom,
CAST('SPHEROID["GRS_1980",6378137,298.257222101]' As spheroid) As sph_m) as foo;
 tot_len | len_line1 | len_line2
-----+-----+-----
85204.5207562955 | 13986.8725229309 | 71217.6482333646

--3D Observe same answer
SELECT ST_Length2D_Spheroid(the_geom, sph_m) As tot_len,
ST_Length2D_Spheroid(ST_GeometryN(the_geom,1), sph_m) As len_line1,
ST_Length2D_Spheroid(ST_GeometryN(the_geom,2), sph_m) As len_line2
FROM (SELECT ST_GeomFromEWKT('MULTILINESTRING((-118.584 38.374 20, -118.583 38.5 30),
(-71.05957 42.3589 75, -71.061 43 90))') As the_geom,
CAST('SPHEROID["GRS_1980",6378137,298.257222101]' As spheroid) As sph_m) as foo;
 tot_len | len_line1 | len_line2
-----+-----+-----
85204.5207562955 | 13986.8725229309 | 71217.6482333646

```

**Si veda anche**

[ST\\_GeometryN](#), [ST\\_LengthSpheroid](#)

### 8.9.43 ST\_LongestLine

**ST\_LongestLine** — Returns the 2-dimensional longest line points of two geometries. The function will only return the first longest line if more than one, that the function finds. The line returned will always start in g1 and end in g2. The length of the line this function returns will always be the same as `st_maxdistance` returns for g1 and g2.

#### Synopsis

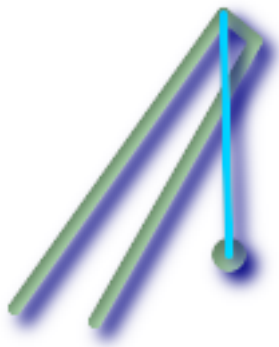
```
geometry ST_LongestLine(geometry g1, geometry g2);
```

#### Descrizione

Returns the 2-dimensional longest line between the points of two geometries.

Disponibilità: 1.5.0

#### Esempi

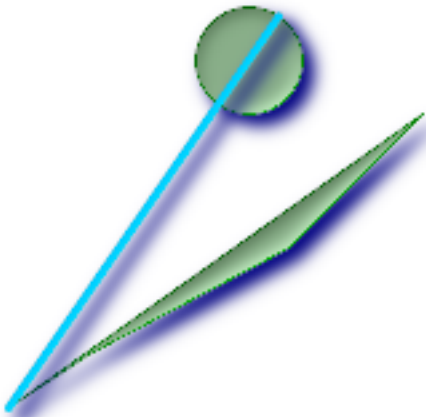


*Longest line between point and line*

```
SELECT ST_AsText (
 ST_LongestLine('POINT(100 100) ':: geometry,
 'LINESTRING (20 80, 98 190, 110 180, 50 75) '::geometry)
) As lline;

lline

LINESTRING(100 100,98 190)
```



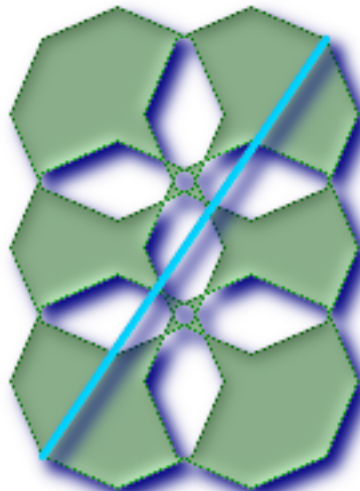
*longest line between polygon and polygon*

```
SELECT ST_AsText (
 ST_LongestLine(
 ST_GeomFromText ('POLYGON ((175 150, 20 40, 50 60, 125 100, 175 150))'),
 ST_Buffer(ST_GeomFromText ('POINT(110 170)'), 20)
) As llinewkt;

lline

LINESTRING(20 40,121.111404660392 186.629392246051)
```





*longest straight distance to travel from one part of an elegant city to the other Note the max distance = to the length of the line.*

```
SELECT ST_AsText(ST_LongestLine(c.the_geom, c.the_geom)) As llinewkt,
 ST_MaxDistance(c.the_geom,c.the_geom) As max_dist,
 ST_Length(ST_LongestLine(c.the_geom, c.the_geom)) As lenll
FROM (SELECT ST_BuildArea(ST_Collect(the_geom)) As the_geom
 FROM (SELECT ST_Translate(ST_SnapToGrid(ST_Buffer(ST_Point(50 ,generate_series ↵
(50,190, 50)
),40, 'quad_segs=2'),1), x, 0) As the_geom
 FROM generate_series(1,100,50) As x) AS foo
) As c;
```

| llinewkt                  | max_dist         | lenll            |
|---------------------------|------------------|------------------|
| LINESTRING(23 22,129 178) | 188.605408193933 | 188.605408193933 |

Si veda anche

[ST\\_MaxDistance](#), [ST\\_ShortestLine](#), [ST\\_LongestLine](#)

8.9.44 ST\_OrderingEquals

ST\_OrderingEquals — Returns true if the given geometries represent the same geometry and points are in the same directional order.

Synopsis

boolean ST\_OrderingEquals(geometry A, geometry B);

Descrizione

ST\_OrderingEquals compares two geometries and returns t (TRUE) if the geometries are equal and the coordinates are in the same order; otherwise it returns f (FALSE).

**Note**

This function is implemented as per the ArcSDE SQL specification rather than SQL-MM. [http://edndoc.esri.com/arcsde/9.1/sql\\_api/sqlapi3.htm#ST\\_OrderingEquals](http://edndoc.esri.com/arcsde/9.1/sql_api/sqlapi3.htm#ST_OrderingEquals)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.43

**Esempi**

```
SELECT ST_OrderingEquals(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
 ST_GeomFromText('LINESTRING(0 0, 5 5, 10 10)'));
 st_orderingequals

f
(1 row)

SELECT ST_OrderingEquals(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
 ST_GeomFromText('LINESTRING(0 0, 0 0, 10 10)'));
 st_orderingequals

t
(1 row)

SELECT ST_OrderingEquals(ST_Reverse(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
 ST_GeomFromText('LINESTRING(0 0, 0 0, 10 10)'));
 st_orderingequals

f
(1 row)
```

**Si veda anche**

[ST\\_Equals](#), [ST\\_Reverse](#)

**8.9.45 ST\_Overlaps**

**ST\_Overlaps** — Returns TRUE if the Geometries share space, are of the same dimension, but are not completely contained by each other.

**Synopsis**

boolean **ST\_Overlaps**(geometry A, geometry B);

**Descrizione**

Returns TRUE if the Geometries "spatially overlap". By that we mean they intersect, but one does not completely contain another. Eseguito dal modulo GEOS

**Note**

Do not call with a GeometryCollection as an argument

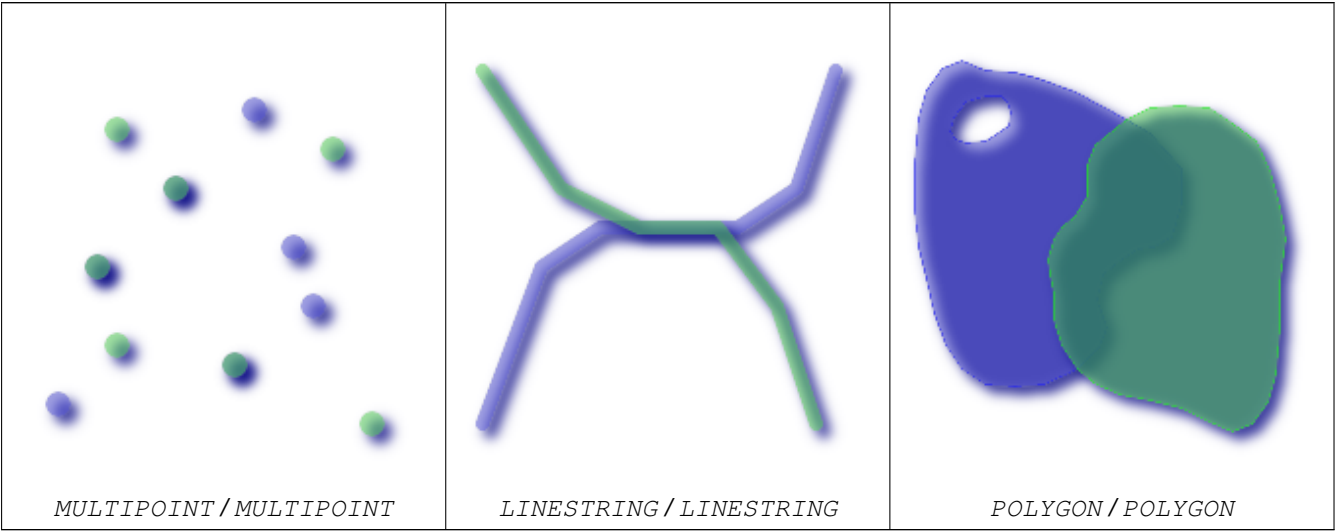
This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_Overlaps`.

NOTE: this is the "allowable" version that returns a boolean, not an integer.

- ✓ This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3
- ✓ This method implements the SQL/MM specification. SQL-MM 3: 5.1.32

Esempi

The following illustrations all return TRUE.



```
--a point on a line is contained by the line and is of a lower dimension, and therefore ↵
does not overlap the line
nor crosses

SELECT ST_Overlaps(a,b) As a_overlap_b,
 ST_Crosses(a,b) As a_crosses_b,
 ST_Intersects(a, b) As a_intersects_b, ST_Contains(b,a) As b_contains_a
FROM (SELECT ST_GeomFromText('POINT(1 0.5)') As a, ST_GeomFromText('LINESTRING(1 0, 1 1, 3 ↵
5)') As b)
 As foo

a_overlap_b | a_crosses_b | a_intersects_b | b_contains_a
-----+-----+-----+-----
f | f | t | t

--a line that is partly contained by circle, but not fully is defined as intersecting and ↵
crossing,
-- but since of different dimension it does not overlap
SELECT ST_Overlaps(a,b) As a_overlap_b, ST_Crosses(a,b) As a_crosses_b,
 ST_Intersects(a, b) As a_intersects_b,
 ST_Contains(a,b) As a_contains_b
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 0.5)'), 3) As a, ST_GeomFromText(' ↵
LINESTRING(1 0, 1 1, 3 5)') As b)
 As foo;

a_overlap_b | a_crosses_b | a_intersects_b | a_contains_b
-----+-----+-----+-----
```

```
f | t | t | f

-- a 2-dimensional bent hot dog (aka buffered line string) that intersects a circle,
-- but is not fully contained by the circle is defined as overlapping since they ↵
-- are of the same dimension,
-- but it does not cross, because the intersection of the 2 is of the same dimension
-- as the maximum dimension of the 2

SELECT ST_Overlaps(a,b) As a_overlap_b, ST_Crosses(a,b) As a_crosses_b, ST_Intersects(a, b) ↵
 As a_intersects_b,
ST_Contains(b,a) As b_contains_a,
ST_Dimension(a) As dim_a, ST_Dimension(b) as dim_b, ST_Dimension(ST_Intersection(a,b)) As ↵
 dima_intersection_b
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 0.5)'), 3) As a,
 ST_Buffer(ST_GeomFromText('LINESTRING(1 0, 1 1, 3 5)'),0.5) As b)
 As foo;

a_overlap_b | a_crosses_b | a_intersects_b | b_contains_a | dim_a | dim_b | ↵
-----+-----+-----+-----+-----+-----+-----↵
t | f | t | f | 2 | 2 | 2
```

Si veda anche

[ST\\_Contains](#), [ST\\_Crosses](#), [ST\\_Dimension](#), [ST\\_Intersects](#)

8.9.46 ST\_Perimeter

ST\_Perimeter — Return the length measurement of the boundary of an ST\_Surface or ST\_MultiSurface geometry or geography. (Polygon, MultiPolygon). geometry measurement is in units of spatial reference and geography is in meters.

Synopsis

```
float ST_Perimeter(geometry g1);
float ST_Perimeter(geography geog, boolean use_spheroid=true);
```

Descrizione

Returns the 2D perimeter of the geometry/geography if it is a ST\_Surface, ST\_MultiSurface (Polygon, MultiPolygon). 0 is returned for non-areal geometries. For linear geometries use [ST\\_Length](#). For geometry types, units for perimeter measures are specified by the spatial reference system of the geometry.

For geography types, the calculations are performed using the inverse geodesic problem, where perimeter units are in meters. If PostGIS is compiled with PROJ version 4.8.0 or later, the spheroid is specified by the SRID, otherwise it is exclusive to WGS84. If use\_spheroid=false, then calculations will approximate a sphere instead of a spheroid.

Currently this is an alias for ST\_Perimeter2D, but this may change to support higher dimensions.

 This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.5.1

 This method implements the SQL/MM specification. SQL-MM 3: 8.1.3, 9.5.4

Availability 2.0.0: Support for geography was introduced

**Examples: Geometry**

Return perimeter in feet for Polygon and MultiPolygon. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_Perimeter(ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,743265 2967450,
743265.625 2967416,743238 2967416))', 2249));
st_perimeter

122.630744000095
(1 row)

SELECT ST_Perimeter(ST_GeomFromText('MULTIPOLYGON(((763104.471273676 2949418.44119003,
763104.477769673 2949418.42538203,
763104.189609677 2949418.22343004,763104.471273676 2949418.44119003))),
((763104.471273676 2949418.44119003,763095.804579742 2949436.33850239,
763086.132105649 2949451.46730207,763078.452329651 2949462.11549407,
763075.354136904 2949466.17407812,763064.362142565 2949477.64291974,
763059.953961626 2949481.28983009,762994.637609571 2949532.04103014,
762990.568508415 2949535.06640477,762986.710889563 2949539.61421415,
763117.237897679 2949709.50493431,763235.236617789 2949617.95619822,
763287.718121842 2949562.20592617,763111.553321674 2949423.91664605,
763104.471273676 2949418.44119003)))', 2249));
st_perimeter

845.227713366825
(1 row)
```

**Examples: Geography**

Return perimeter in meters and feet for Polygon and MultiPolygon. Note this is geography (WGS 84 long lat)

```
SELECT ST_Perimeter(geog) As per_meters, ST_Perimeter(geog)/0.3048 As per_ft
FROM ST_GeogFromText('POLYGON((-71.1776848522251 42.3902896512902,-71.1776843766326 ↵
42.3903829478009,
-71.1775844305465 42.3903826677917,-71.1775825927231 42.3902893647987,-71.1776848522251 ↵
42.3902896512902))) As geog;

per_meters | per_ft
-----+-----
37.3790462565251 | 122.634666195949

-- MultiPolygon example --
SELECT ST_Perimeter(geog) As per_meters, ST_Perimeter(geog,false) As per_sphere_meters, ↵
ST_Perimeter(geog)/0.3048 As per_ft
FROM ST_GeogFromText('MULTIPOLYGON(((71.1044543107478 42.340674480411,-71.1044542869917 ↵
42.3406744369506,
-71.1044553562977 42.340673886454,-71.1044543107478 42.340674480411)),
((-71.1044543107478 42.340674480411,-71.1044860600303 42.3407237015564,-71.1045215770124 ↵
42.3407653385914,
-71.1045498002983 42.3407946553165,-71.1045611902745 42.3408058316308,-71.1046016507427 ↵
42.340837442371,
-71.104617893173 42.3408475056957,-71.1048586153981 42.3409875993595,-71.1048736143677 ↵
42.3409959528211,
-71.1048878050242 42.3410084812078,-71.1044020965803 42.3414730072048,
-71.1039672113619 42.3412202916693,-71.1037740497748 42.3410666421308,
-71.1044280218456 42.3406894151355,-71.1044543107478 42.340674480411))) As geog;

per_meters | per_sphere_meters | per_ft
-----+-----+-----
```

```
257.634283683311 | 257.412311446337 | 845.256836231335
```

#### Si veda anche

[ST\\_GeogFromText](#), [ST\\_GeomFromText](#), [ST\\_Length](#)

### 8.9.47 ST\_Perimeter2D

**ST\_Perimeter2D** — Returns the 2-dimensional perimeter of the geometry, if it is a polygon or multi-polygon. This is currently an alias for **ST\_Perimeter**.

#### Synopsis

```
float ST_Perimeter2D(geometry geomA);
```

#### Descrizione

Returns the 2-dimensional perimeter of the geometry, if it is a polygon or multi-polygon.



#### Note

This is currently an alias for **ST\_Perimeter**. In future versions **ST\_Perimeter** may return the highest dimension perimeter for a geometry. This is still under consideration

#### Si veda anche

[ST\\_Perimeter](#)

### 8.9.48 ST\_3DPerimeter

**ST\_3DPerimeter** — Returns the 3-dimensional perimeter of the geometry, if it is a polygon or multi-polygon.

#### Synopsis

```
float ST_3DPerimeter(geometry geomA);
```

#### Descrizione

Returns the 3-dimensional perimeter of the geometry, if it is a polygon or multi-polygon. If the geometry is 2-dimensional, then the 2-dimensional perimeter is returned.



This function supports 3d and will not drop the z-index.

Changed: 2.0.0 In prior versions this used to be called **ST\_Perimeter3D**

## Esempi

Perimeter of a slightly elevated polygon in the air in Massachusetts state plane feet

```
SELECT ST_3DPerimeter(the_geom), ST_Perimeter2d(the_geom), ST_Perimeter(the_geom) FROM
 (SELECT ST_GeomFromEWKT('SRID=2249;POLYGON((743238 2967416 2,743238 ↵
 2967450 1,
743265.625 2967416 1,743238 2967416 2))') As the_geom) As foo;
```

| ST_3DPerimeter   | st_perimeter2d   | st_perimeter     |
|------------------|------------------|------------------|
| 105.465793597674 | 105.432997272188 | 105.432997272188 |

## Si veda anche

[ST\\_GeomFromEWKT](#), [ST\\_Perimeter](#), [ST\\_Perimeter2D](#)

## 8.9.49 ST\_PointOnSurface

**ST\_PointOnSurface** — Returns a `POINT` guaranteed to lie on the surface.

### Synopsis

geometry **ST\_PointOnSurface**(geometry g1);

### Descrizione

Returns a `POINT` guaranteed to intersect a surface.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s3.2.14.2 // s3.2.18.2



This method implements the SQL/MM specification. SQL-MM 3: 8.1.5, 9.5.6. According to the specs, `ST_PointOnSurface` works for surface geometries (`POLYGONS`, `MULTIPOLYGONS`, `CURVED POLYGONS`). So PostGIS seems to be extending what the spec allows here. Most databases Oracle, DB II, ESRI SDE seem to only support this function for surfaces. SQL Server 2008 like PostGIS supports for all common geometries.



This function supports 3d and will not drop the z-index.

## Esempi

```
SELECT ST_AsText(ST_PointOnSurface('POINT(0 5)::geometry'));
 st_astext

POINT(0 5)
(1 row)

SELECT ST_AsText(ST_PointOnSurface('LINESTRING(0 5, 0 10)::geometry'));
 st_astext

POINT(0 5)
(1 row)
```

```

SELECT ST_AsText(ST_PointOnSurface('POLYGON((0 0, 0 5, 5 5, 5 0, 0 0))'::geometry));
 st_astext

POINT(2.5 2.5)
(1 row)

SELECT ST_AsEWKT(ST_PointOnSurface(ST_GeomFromEWKT('LINESTRING(0 5 1, 0 0 1, 0 10 2)')));
 st_asewkt

POINT(0 0 1)
(1 row)

```

**Si veda anche**

[ST\\_Centroid](#), [ST\\_PointInsideCircle](#)

**8.9.50 ST\_Project**

**ST\_Project** — Returns a `POINT` projected from a start point using a distance in meters and bearing (azimuth) in radians.

**Synopsis**

geography **ST\_Project**(geography g1, float distance, float azimuth);

**Descrizione**

Returns a `POINT` projected along a geodesic from a start point using an azimuth (bearing) measured in radians and distance measured in meters. This is also called a direct geodesic problem.

The azimuth is sometimes called the heading or the bearing in navigation. It is measured relative to true north (azimuth zero). East is azimuth 90 ( $\pi/2$ ), south is azimuth 180 ( $\pi$ ), west is azimuth 270 ( $3\pi/2$ ).

The distance is given in meters.

Disponibilità: 2.0

Enhanced: 2.4.0 Allow negative distance and non-normalized azimuth.

**Example: Using degrees - projected point 100,000 meters and bearing 45 degrees**

```

SELECT ST_AsText(ST_Project('POINT(0 0)'::geography, 100000, radians(45.0)));
 st_astext

POINT(0.635231029125537 0.639472334729198)
(1 row)

```

**Si veda anche**

[ST\\_Azimuth](#), [ST\\_Distance](#), [PostgreSQL Math Functions](#)

**8.9.51 ST\_Relate**

**ST\_Relate** — Returns true if this Geometry is spatially related to another Geometry, by testing for intersections between the Interior, Boundary and Exterior of the two geometries as specified by the values in the intersectionMatrixPattern. If no intersectionMatrixPattern is passed in, then returns the maximum intersectionMatrixPattern that relates the 2 geometries.



## Synopsis

```
boolean ST_Relate(geometry geomA, geometry geomB, text intersectionMatrixPattern);
text ST_Relate(geometry geomA, geometry geomB);
text ST_Relate(geometry geomA, geometry geomB, integer BoundaryNodeRule);
```

## Descrizione

Version 1: Takes geomA, geomB, intersectionMatrix and Returns 1 (TRUE) if this Geometry is spatially related to another Geometry, by testing for intersections between the Interior, Boundary and Exterior of the two geometries as specified by the values in the [DE-9IM matrix pattern](#).

This is especially useful for testing compound checks of intersection, crosses, etc in one step.

Do not call with a GeometryCollection as an argument



### Note

This is the "allowable" version that returns a boolean, not an integer. This is defined in OGC spec



### Note

This DOES NOT automatically include an index call. The reason for that is some relationships are anti e.g. Disjoint. If you are using a relationship pattern that requires intersection, then include the && index call.

Version 2: Takes geomA and geomB and returns the [Section 4.3.6](#)

Version 3: same as version 2, but allows to specify a boundary node rule (1:OGC/MOD2, 2:Endpoint, 3:MultivalentEndpoint, 4:MonovalentEndpoint)



### Note

Do not call with a GeometryCollection as an argument

not in OGC spec, but implied. see s2.1.13.2

Eseguito dal modulo GEOS



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.25

Enhanced: 2.0.0 - added support for specifying boundary node rule (requires GEOS >= 3.0).

## Esempi

```
--Find all compounds that intersect and not touch a poly (interior intersects)
SELECT l.* , b.name As poly_name
 FROM polys As b
 INNER JOIN compounds As l
 ON (p.the_geom && b.the_geom
 AND ST_Relate(l.the_geom, b.the_geom, 'T*****'));
```

```

SELECT ST_Relate(ST_GeometryFromText('POINT(1 2)'), ST_Buffer(ST_GeometryFromText('POINT(1 2)'),2));
st_relate

0FFFFFF212

SELECT ST_Relate(ST_GeometryFromText('LINESTRING(1 2, 3 4)'), ST_GeometryFromText('LINESTRING(5 6, 7 8)'));
st_relate

FF1FF0102

SELECT ST_Relate(ST_GeometryFromText('POINT(1 2)'), ST_Buffer(ST_GeometryFromText('POINT(1 2)'),2), '0FFFFFF212');
st_relate

t

SELECT ST_Relate(ST_GeometryFromText('POINT(1 2)'), ST_Buffer(ST_GeometryFromText('POINT(1 2)'),2), '*FF*FF212');
st_relate

t

```

**Si veda anche**

[ST\\_Crosses](#), [Section 4.3.6](#), [ST\\_Disjoint](#), [ST\\_Intersects](#), [ST\\_Touches](#)

**8.9.52 ST\_RelateMatch**

**ST\_RelateMatch** — Returns true if intersectionMatrixPattern1 implies intersectionMatrixPattern2

**Synopsis**

boolean **ST\_RelateMatch**(text intersectionMatrix, text intersectionMatrixPattern);

**Descrizione**

Takes intersectionMatrix and intersectionMatrixPattern and Returns true if the intersectionMatrix satisfies the intersectionMatrixPattern. For more information refer to [Section 4.3.6](#).

Availability: 2.0.0 - requires GEOS >= 3.3.0.

**Esempi**

```

SELECT ST_RelateMatch('101202FFF', 'TTTTTFFFF') ;
-- result --
t
--example of common intersection matrix patterns and example matrices
-- comparing relationships of involving one invalid geometry and (a line and polygon that intersect at interior and boundary)
SELECT mat.name, pat.name, ST_RelateMatch(mat.val, pat.val) As satisfied
FROM
 (VALUES ('Equality', 'T1FF1FFF1'),
 ('Overlaps', 'T*T***T**'),

```

```
 ('Within', 'T*F**F***'),
 ('Disjoint', 'FF*FF****') As pat(name,val)
CROSS JOIN
 (
 VALUES ('Self intersections (invalid)', '111111111'),
 ('IE2_BI1_BB0_BE1_EI1_EE2', 'FF2101102'),
 ('IB1_IE1_BB0_BE0_EI2_EI1_EE2', 'F11F00212')
) As mat(name,val);
```

#### Si veda anche

Section [4.3.6](#), [ST\\_Relate](#)

### 8.9.53 ST\_ShortestLine

**ST\_ShortestLine** — Returns the 2-dimensional shortest line between two geometries

#### Synopsis

geometry **ST\_ShortestLine**(geometry g1, geometry g2);

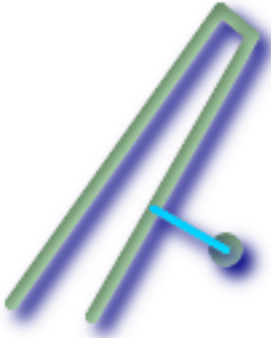
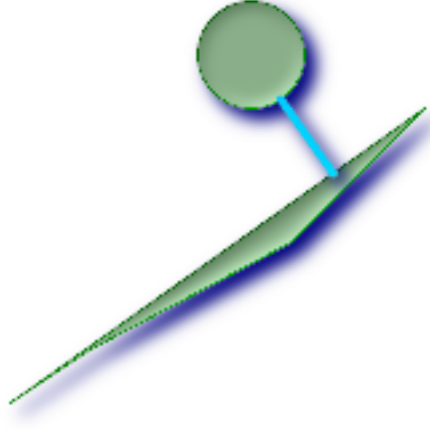
#### Descrizione

Returns the 2-dimensional shortest line between two geometries. The function will only return the first shortest line if more than one, that the function finds. If g1 and g2 intersects in just one point the function will return a line with both start and end in that intersection-point. If g1 and g2 are intersecting with more than one point the function will return a line with start and end in the same point but it can be any of the intersecting points. The line returned will always start in g1 and end in g2. The length of the line this function returns will always be the same as **ST\_Distance** returns for g1 and g2.

Disponibilità: 1.5.0

#### Esempi

---

|                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <p><i>Shortest line between point and linestring</i></p> <pre>SELECT ST_AsText (   ST_ShortestLine('POINT(100 100) ←     '::geometry,     'LINESTRING (20 80, 98 ←       190, 110 180, 50 75 )'::geometry) ) As sline;  sline ----- LINESTRING(100 100,73.0769230769231 ←   115.384615384615)</pre> |  <p><i>shortest line between polygon and polygon</i></p> <pre>SELECT ST_AsText (   ST_ShortestLine(     ST_GeomFromText(' ←       POLYGON((175 150, 20 40, 50 60, 125         ST_Buffer( ←           ST_GeomFromText('POINT(110 170)'), 2         )       ) As slinewkt;  LINESTRING(140.752120669087 ←   125.695053378061,121.111404660392 15</pre> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Si veda anche

[ST\\_ClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_MaxDistance](#)

8.9.54 ST\_Touches

ST\_Touches — Returns TRUE if the geometries have at least one point in common, but their interiors do not intersect.

Synopsis

boolean **ST\_Touches**(geometry g1, geometry g2);

Descrizione

Returns TRUE if the only points in common between *g1* and *g2* lie in the union of the boundaries of *g1* and *g2*. The `ST_Touches` relation applies to all Area/Area, Line/Line, Line/Area, Point/Area and Point/Line pairs of relationships, but *not* to the Point/Point pair.

In mathematical terms, this predicate is expressed as:

$$a.Touches(b) \Leftrightarrow (I(a) \cap I(b) = \emptyset) \wedge (a \cap b) \neq \emptyset$$

The allowable DE-9IM Intersection Matrices for the two geometries are:

- FT\*\*\*\*\*
- F\*\*T\*\*\*\*\*
- F\*\*\*T\*\*\*\*\*



**Important**  
Do not call with a `GEOMETRYCOLLECTION` as an argument



**Note**  
This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid using an index, use `_ST_Touches` instead.



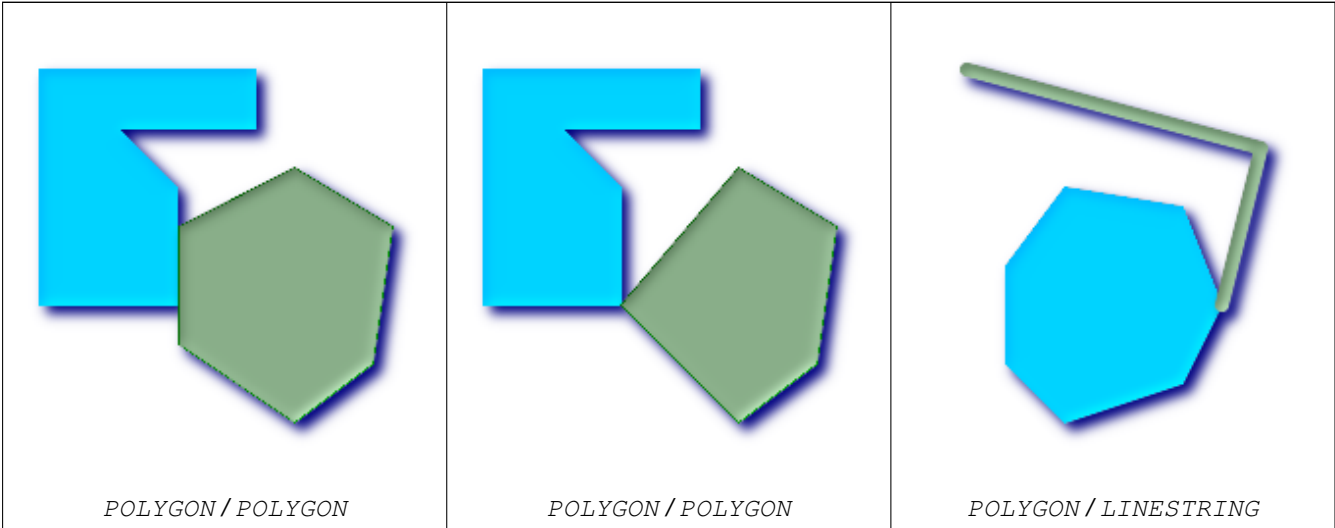
This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3

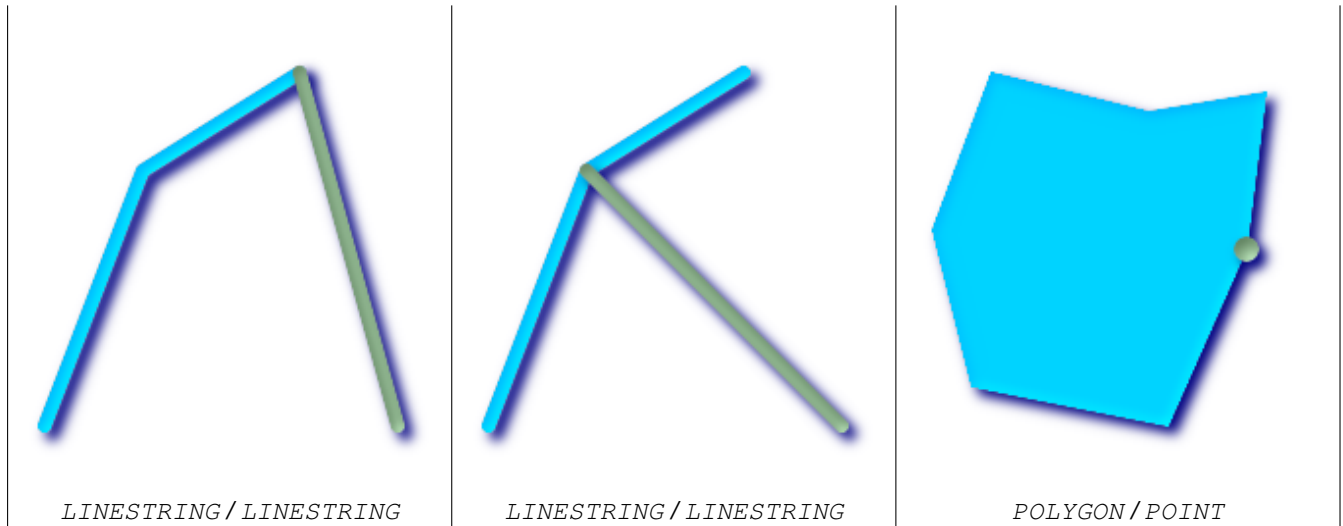


This method implements the SQL/MM specification. SQL-MM 3: 5.1.28

**Esempi**

The `ST_Touches` predicate returns `TRUE` in all the following illustrations.





```
SELECT ST_Touches('LINESTRING(0 0, 1 1, 0 2)::geometry, 'POINT(1 1)::geometry');
st_touches

f
(1 row)

SELECT ST_Touches('LINESTRING(0 0, 1 1, 0 2)::geometry, 'POINT(0 2)::geometry');
st_touches

t
(1 row)
```

### 8.9.55 ST\_Within

**ST\_Within** — Returns true if the geometry A is completely inside geometry B

#### Synopsis

boolean **ST\_Within**(geometry A, geometry B);

#### Descrizione

Returns TRUE if geometry A is completely inside geometry B. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID. It is a given that if **ST\_Within**(A,B) is true and **ST\_Within**(B,A) is true, then the two geometries are considered spatially equal.

Eseguito dal modulo GEOS

Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.



#### Important

Do not call with a `GEOMETRYCOLLECTION` as an argument



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

This function call will automatically include a bounding box comparison that will make use of any indexes that are available on the geometries. To avoid index use, use the function `_ST_Within`.

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3 - a.Relate(b, 'T\*\*F\*\*F\*\*\*')



This method implements the SQL/MM specification. SQL-MM 3: 5.1.30

**Esempi**

```
--a circle within a circle
SELECT ST_Within(smallc,smallc) As smallinsmall,
 ST_Within(smallc, bigc) As smallinbig,
 ST_Within(bigc,smallc) As biginsmall,
 ST_Within(ST_Union(smallc, bigc), bigc) as unioninbig,
 ST_Within(bigc, ST_Union(smallc, bigc)) as beginunion,
 ST_Equals(bigc, ST_Union(smallc, bigc)) as bigisunion
FROM
(
SELECT ST_Buffer(ST_GeomFromText('POINT(50 50)'), 20) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(50 50)'), 40) As bigc) As foo;
--Result
smallinsmall | smallinbig | biginsmall | unioninbig | beginunion | bigisunion
-----+-----+-----+-----+-----+-----
t | t | f | t | t | t
(1 row)
```



**Si veda anche**

[ST\\_Contains](#), [ST\\_Equals](#), [ST\\_IsValid](#)

## 8.10 SFCGAL Functions

### 8.10.1 postgis\_sfcgal\_version

postgis\_sfcgal\_version — Returns the version of SFCGAL in use

#### Synopsis

text **postgis\_sfcgal\_version**(void);

#### Descrizione

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### 8.10.2 ST\_Extrude

ST\_Extrude — Estrude una superficie a volume

#### Synopsis

geometry **ST\_Extrude**(geometry geom, float x, float y, float z);

#### Descrizione

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



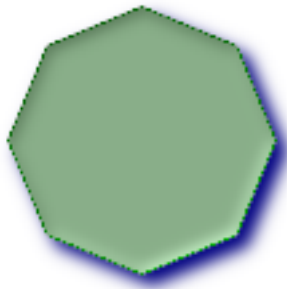
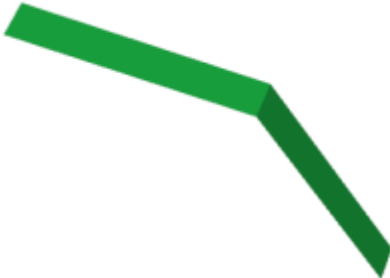
This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

---



Examples

3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

|                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>SELECT ST_Buffer(ST_GeomFromText('POINT ↵ (100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  <p><i>Original octagon formed from buffering point</i></p> | <pre>ST_Extrude(ST_Buffer(ST_GeomFromText(' ↵ POINT(100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  <p><i>Hexagon extruded 30 units along Z produces a PolyhedralSurfaceZ</i></p> |
| <pre>SELECT ST_GeomFromText('LINESTRING(50 50, ↵ 100 90, 95 150)')</pre>  <p><i>Original linestring</i></p>                                            | <pre>SELECT ST_Extrude( ST_GeomFromText('LINESTRING(50 50, 100 ↵ 90, 95 150)'),0,0,10));</pre>  <p><i>LineString Extruded along Z produces a PolyhedralSurfaceZ</i></p>       |

**See Also**[ST\\_AsX3D](#)**8.10.3 ST\_StraightSkeleton**

ST\_StraightSkeleton — Compute a straight skeleton from a geometry

**Synopsis**

geometry **ST\_StraightSkeleton**(geometry geom);

**Descrizione**

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



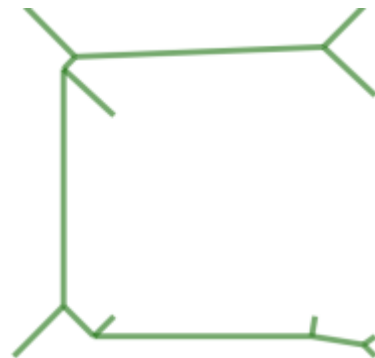
This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Examples**

```
SELECT ST_StraightSkeleton(ST_GeomFromText('POLYGON ((190 190, 10 190, 10 10, 190 10, 190 ←
20, 160 30, 60 30, 60 130, 190 140, 190 190))'));
```



*Original polygon*



*Straight Skeleton of polygon*

### 8.10.4 ST\_ApproximateMedialAxis

ST\_ApproximateMedialAxis — Compute the approximate medial axis of an areal geometry.

#### Synopsis

geometry **ST\_ApproximateMedialAxis**(geometry geom);

#### Descrizione

Return an approximate medial axis for the areal input based on its straight skeleton. Uses an SFCGAL specific API when built against a capable version (1.2.0+). Otherwise the function is just a wrapper around ST\_StraightSkeleton (slower case).

Availability: 2.2.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

#### Examples

```
SELECT ST_ApproximateMedialAxis(ST_GeomFromText('POLYGON ((190 190, 10 190, 10 10, 190 10, ↵
190 20, 160 30, 60 30, 60 130, 190 140, 190 190))'));
```



*A polygon and its approximate medial axis*

**See Also**

[ST\\_StraightSkeleton](#)

### 8.10.5 ST\_IsPlanar

ST\_IsPlanar — Verifica se una superficie è planare o meno.

**Synopsis**

boolean **ST\_IsPlanar**(geometry geom);

**Descrizione**

Availability: 2.2.0: This was documented in 2.1.0 but got accidentally left out in 2.1 release.



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### 8.10.6 ST\_Orientation

ST\_Orientation — Determina l'orientazione di una superficie.

**Synopsis**

integer **ST\_Orientation**(geometry geom);

**Descrizione**

The function only applies to polygons. It returns -1 if the polygon is counterclockwise oriented and 1 if the polygon is clockwise oriented.

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.

### 8.10.7 ST\_ForceLHR

ST\_ForceLHR — Forza l'orientazione di tipo LHR

**Synopsis**

geometry **ST\_ForceLHR**(geometry geom);

---

**Descrizione**

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**8.10.8 ST\_MinkowskiSum**

ST\_MinkowskiSum — Performs Minkowski sum

**Synopsis**

geometry **ST\_MinkowskiSum**(geometry geom1, geometry geom2);

**Descrizione**

This function performs a 2D minkowski sum of a point, line or polygon with a polygon.

A minkowski sum of two geometries A and B is the set of all points that are the sum of any point in A and B. Minkowski sums are often used in motion planning and computer-aided design. More details on [Wikipedia Minkowski addition](#).

The first parameter can be any 2D geometry (point, linestring, polygon). If a 3D geometry is passed, it will be converted to 2D by forcing Z to 0, leading to possible cases of invalidity. The second parameter must be a 2D polygon.

Implementation utilizes [CGAL 2D Minkowskism](#).

Availability: 2.1.0

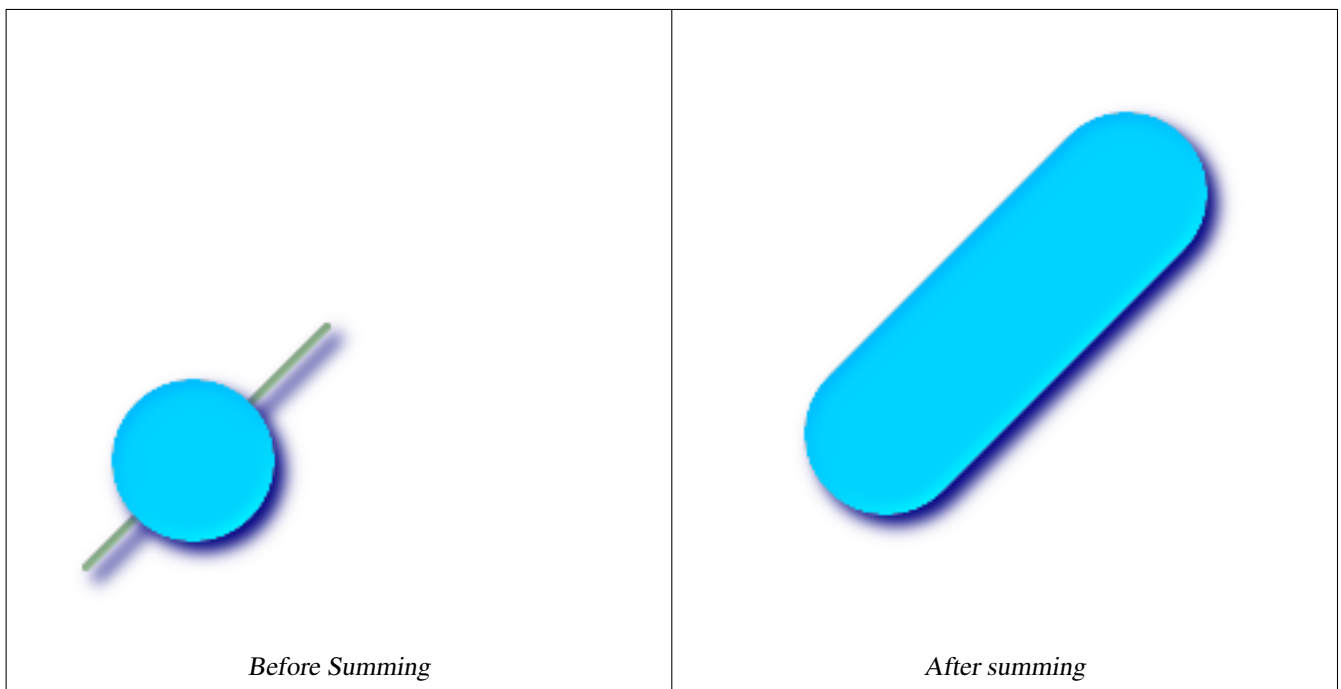


This method needs SFCGAL backend.

**Examples**

Minkowski Sum of Linestring and circle polygon where Linestring cuts thru the circle

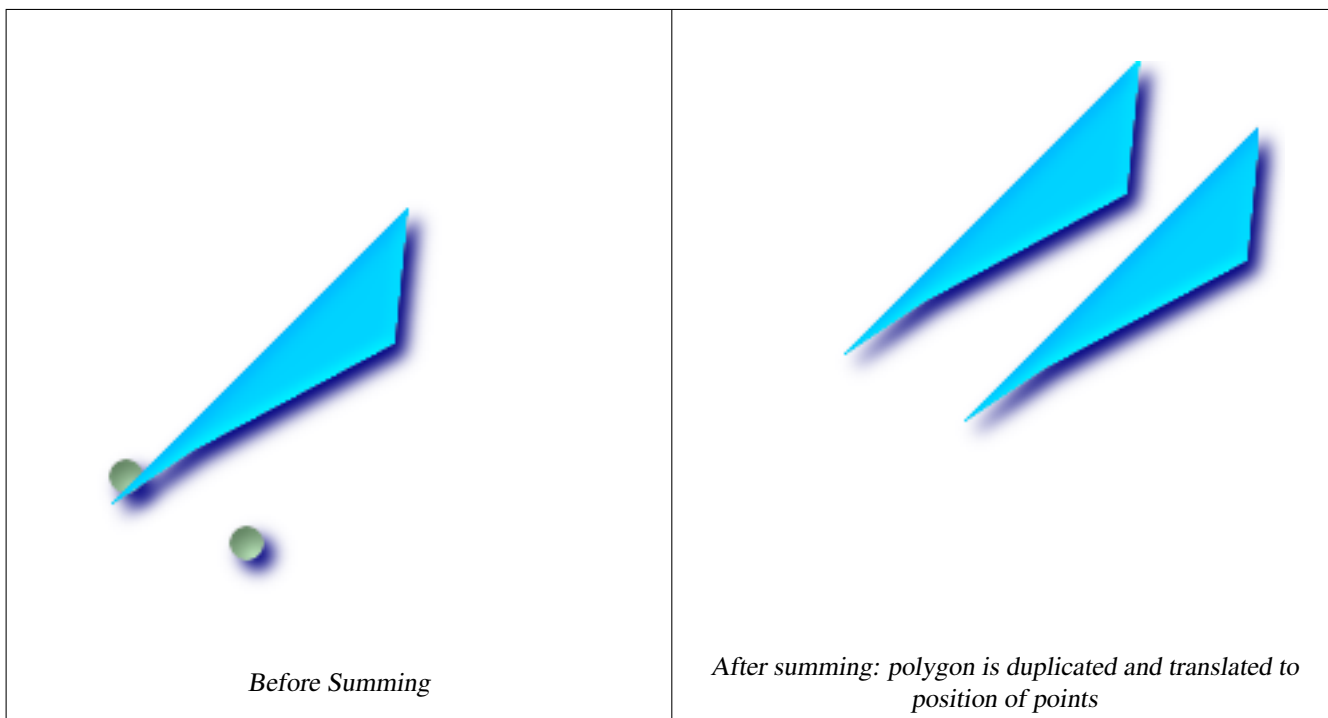
---



```
SELECT ST_MinkowskiSum(line, circle))
FROM (SELECT
 ST_MakeLine(ST_MakePoint(10, 10),ST_MakePoint(100, 100)) As line,
 ST_Buffer(ST_GeomFromText('POINT(50 50)'), 30) As circle) As foo;

-- wkt --
MULTIPOLYGON(((30 59.9999999999999,30.5764415879031 54.1472903395161,32.2836140246614 ↵
 48.5194970290472,35.0559116309237 43.3328930094119,38.7867965644036 ↵
 38.7867965644035,43.332893009412 35.0559116309236,48.5194970290474 ↵
 32.2836140246614,54.1472903395162 30.5764415879031,60.0000000000001 30,65.8527096604839 ↵
 30.5764415879031,71.4805029709527 32.2836140246614,76.6671069905881 ↵
 35.0559116309237,81.2132034355964 38.7867965644036,171.213203435596 ↵
 128.786796564404,174.944088369076 133.332893009412,177.716385975339 ↵
 138.519497029047,179.423558412097 144.147290339516,180 150,179.423558412097 ↵
 155.852709660484,177.716385975339 161.480502970953,174.944088369076 ↵
 166.667106990588,171.213203435596 171.213203435596,166.667106990588 174.944088369076,
 161.480502970953 177.716385975339,155.852709660484 179.423558412097,150 ↵
 180,144.147290339516 179.423558412097,138.519497029047 177.716385975339,133.332893009412 ↵
 174.944088369076,128.786796564403 171.213203435596,38.7867965644035 ↵
 81.2132034355963,35.0559116309236 76.667106990588,32.2836140246614 ↵
 71.4805029709526,30.5764415879031 65.8527096604838,30 59.9999999999999)))
```

### Minkowski Sum of a polygon and multipoint



```
SELECT ST_MinkowskiSum(mp, poly)
FROM (SELECT 'MULTIPOINT(25 50,70 25)::geometry As mp,
 'POLYGON((130 150, 20 40, 50 60, 125 100, 130 150))::geometry As poly
) As foo

-- wkt --
MULTIPOLYGON(
 ((70 115,100 135,175 175,225 225,70 115)),
 ((120 65,150 85,225 125,275 175,120 65))
)
```

### 8.10.9 ST\_3DIntersection

ST\_3DIntersection — Perform 3D intersection

#### Synopsis

geometry **ST\_3DIntersection**(geometry geom1, geometry geom2);

#### Descrizione

Return a geometry that is the shared portion between geom1 and geom2.

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

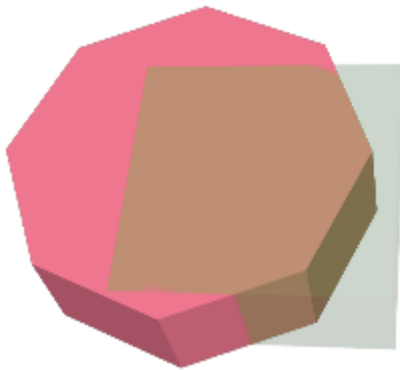


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

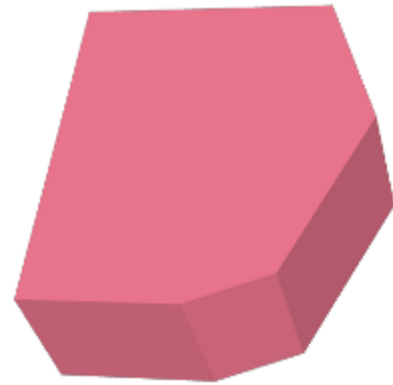
3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

```
SELECT ST_Extrude(ST_Buffer(←
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(←
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2;
```



*Original 3D geometries overlaid. geom2 is shown semi-transparent*

```
SELECT ST_3DIntersection(geom1,geom2)
FROM (SELECT ST_Extrude(ST_Buffer(←
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(←
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2) As ←
 t;
```



*Intersection of geom1 and geom2*

## 3D linestrings and polygons

```
SELECT ST_AsText(ST_3DIntersection(linestring, polygon)) As wkt
FROM ST_GeomFromText('LINESTRING Z (2 2 6,1.5 1.5 7,1 1 8,0.5 0.5 8,0 0 10)') AS ←
 linestring
CROSS JOIN ST_GeomFromText('POLYGON((0 0 8, 0 1 8, 1 1 8, 1 0 8, 0 0 8))') AS polygon;

wkt

LINESTRING Z (1 1 8,0.5 0.5 8)
```

## Cube (closed Polyhedral Surface) and Polygon Z

```
SELECT ST_AsText(ST_3DIntersection(
 ST_GeomFromText('POLYHEDRALSURFACE Z(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)) ←
 ,
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))'),
 'POLYGON Z ((0 0 0, 0 0 0.5, 0 0.5 0.5, 0 0.5 0, 0 0 0))'::geometry))

TIN Z (((0 0 0,0 0 0.5,0 0.5 0.5,0 0 0)),((0 0.5 0,0 0 0,0 0.5 0.5,0 0.5 0)))
```



Intersection of 2 solids that result in volumetric intersection is also a solid (ST\_Dimension returns 3)

```
SELECT ST_AsText(ST_3DIntersection(ST_Extrude(ST_Buffer('POINT(10 20) '::geometry,10,1) ←
,0,0,30),
ST_Extrude(ST_Buffer('POINT(10 20) '::geometry,10,1),2,0,10)));
```

POLYHEDRALSURFACE Z ((13.33333333333333 13.33333333333333 10,20 20 0,20 20 ←  
10,13.33333333333333 13.33333333333333 10)),  
(20 20 10,16.66666666666667 23.33333333333333 10,13.33333333333333 13.33333333333333 ←  
10,20 20 10)),  
(20 20 0,16.66666666666667 23.33333333333333 10,20 20 10,20 20 0)),  
(13.33333333333333 13.33333333333333 10,10 10 0,20 20 0,13.33333333333333 ←  
13.33333333333333 10)),  
(16.66666666666667 23.33333333333333 10,12 28 10,13.33333333333333 13.33333333333333 ←  
10,16.66666666666667 23.33333333333333 10)),  
(20 20 0,9.999999999999995 30 0,16.66666666666667 23.33333333333333 10,20 20 0)),  
(10 10 0,9.999999999999995 30 0,20 20 0,10 10 0)),((13.33333333333333 ←  
13.33333333333333 10,12 12 10,10 10 0,13.33333333333333 13.33333333333333 10)),  
(12 28 10,12 12 10,13.33333333333333 13.33333333333333 10,12 28 10)),  
(16.66666666666667 23.33333333333333 10,9.999999999999995 30 0,12 28 ←  
10,16.66666666666667 23.33333333333333 10)),  
(10 10 0,0 20 0,9.999999999999995 30 0,10 10 0)),  
(12 12 10,11 11 10,10 10 0,12 12 10)),((12 28 10,11 11 10,12 12 10,12 28 10)),  
(9.999999999999995 30 0,11 29 10,12 28 10,9.999999999999995 30 0)),((0 20 0,2 20 ←  
10,9.999999999999995 30 0,0 20 0)),  
(10 10 0,2 20 10,0 20 0,10 10 0)),((11 11 10,2 20 10,10 10 0,11 11 10)),((12 28 ←  
10,11 29 10,11 11 10,12 28 10)),  
(9.999999999999995 30 0,2 20 10,11 29 10,9.999999999999995 30 0)),((11 11 10,11 29 ←  
10,2 20 10,11 11 10)))

#### 8.10.10 ST\_3DDifference

ST\_3DDifference — Perform 3D difference

## Synopsis

```
geometry ST_3DDifference(geometry geom1, geometry geom2);
```

### Descrizione

Returns that part of geom1 that is not part of geom2.

Availability: 2.2.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

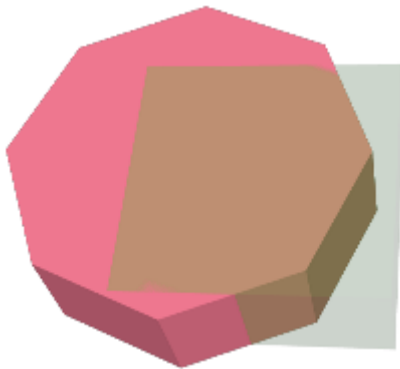


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

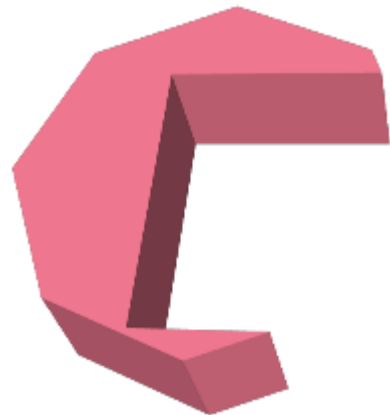
3D images were generated using PostGIS **ST\_AsX3D** and rendering in HTML using **X3Dom HTML Javascript rendering library**.

```
SELECT ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2;
```



*Original 3D geometries overlaid. geom2 is the part that will be removed.*

```
SELECT ST_3DDifference(geom1,geom2)
FROM (SELECT ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2) As ↵
t;
```



*What's left after removing geom2*

#### See Also

[ST\\_Extrude](#), [ST\\_AsX3D](#), [ST\\_3DIntersection](#) [ST\\_3DUnion](#)

### 8.10.11 ST\_3DUnion

ST\_3DUnion — Perform 3D union

#### Synopsis

geometry **ST\_3DUnion**(geometry geom1, geometry geom2);

#### Descrizione

Availability: 2.2.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

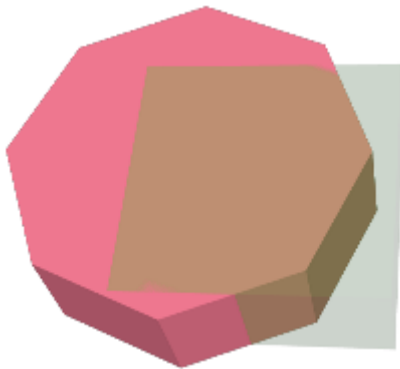


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

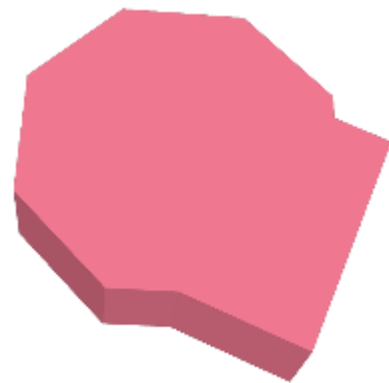
3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

```
SELECT ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2;
```



*Original 3D geometries overlaid. geom2 is the one with transparency.*

```
SELECT ST_3DUnion(geom1,geom2)
FROM (SELECT ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2'),0,0,30) AS geom1,
 ST_Extrude(ST_Buffer(↵
 ST_GeomFromText('POINT(80 80)'),
 50, 'quad_segs=1'),0,0,30) AS geom2) As ↵
t;
```



*Union of geom1 and geom2*

## See Also

[ST\\_Extrude](#), [ST\\_AsX3D](#), [ST\\_3DIntersection](#) [ST\\_3DDifference](#)

## 8.10.12 ST\_3DArea

**ST\_3DArea** — Computes area of 3D surface geometries. Will return 0 for solids.

### Synopsis

```
float ST_3DArea(geometry geom1);
```

### Descrizione

Availability: 2.1.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Examples

Note: By default a PolyhedralSurface built from WKT is a surface geometry, not solid. It therefore has surface area. Once converted to a solid, no area.

```
SELECT ST_3DArea(geom) As cube_surface_area,
 ST_3DArea(ST_MakeSolid(geom)) As solid_surface_area
FROM (SELECT 'POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
 ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
 ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))'::geometry) As f(geom);

cube_surface_area | solid_surface_area
-----+-----
6 | 0
```

See Also

[ST\\_Area](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#), [ST\\_Area](#)

8.10.13 ST\_Tessellate

ST\_Tessellate — Perform surface Tessellation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS

Synopsis

geometry **ST\_Tessellate**(geometry geom);

Descrizione

Takes as input a surface such a MULTI(POLYGON) or POLYHEDRALSURFACE and returns a TIN representation via the process of tessellation using triangles.

Availability: 2.1.0

-  This method needs SFCGAL backend.
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Examples

---

```
SELECT ST_Tessellate(ST_MakeSolid(ST_GeomFromText('POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
 ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
 ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))', 3))) As tin;

tin

POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
 ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
 ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))
```

---

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>SELECT ST_GeomFromText('POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 1 0, 0 0 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)))</pre>  <p><i>Original Cube</i></p> | <pre>SELECT ST_Tessellate(ST_GeomFromText('POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 1 0, 0 0 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)))</pre> <p><i>ST_AsText output:</i></p> <pre>SELECT ST_AsText(ST_GeomFromText('POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0), (0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 1 0, 0 0 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0), (1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0), (0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), (0 0 1, 1 0 1, 1 1 1, 1 0 0, 0 1 0)))</pre>  <p><i>Tessellated Cube with triangles colored</i></p> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

```
SELECT 'POLYGON ((10 190, 10 70, 80 70, ↵
 80 130, 50 160, 120 160,
```



Original polygon

```
SELECT
 ST_Tessellate('POLYGON ((10 190, ↵
 10 70, 80 70, 80 130, 50 160, 120 160, 120 190, 10 190))',:geometry);
ST_AsText output
TEXT('POLYGON ((80 130,50 160,80 70,80 130)),((50 ↵
 160,10 190,10 70,50 160)),
 ((80 70,50 160,10 70,80 70)) ↵
 ,((120 160,120 190,50 160,120 190)),
 ((120 190,10 190,50 160,120 190)))')

```



Tessellated Polygon

8.10.14 ST\_Volume

ST\_Volume — Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.

Synopsis

float **ST\_Volume**(geometry geom1);

Descrizione

Availability: 2.2.0

- ✓ This method needs SFCGAL backend.
- ✓ This function supports 3d and will not drop the z-index.
- ✓ This function supports Polyhedral surfaces.
- ✓ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Example

When closed surfaces are created with WKT, they are treated as areal rather than solid. To make them solid, you need to use **ST\_MakeSolid**. Areal geometries have no volume. Here is an example to demonstrate.

```
SELECT ST_Volume(geom) As cube_surface_vol,
 ST_Volume(ST_MakeSolid(geom)) As solid_surface_vol
FROM (SELECT 'POLYHEDRALSURFACE(((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
 ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
 ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
 ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
 ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
 ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)))'::geometry) As f(geom);

cube_surface_vol | solid_surface_vol
-----+-----
0 | 1
```

See Also

[ST\\_3DArea](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#)

8.10.15 ST\_MakeSolid

**ST\_MakeSolid** — Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.

Synopsis

geometry**ST\_MakeSolid**(geometry geom1);

Descrizione

Availability: 2.2.0

-  This method needs SFCGAL backend.
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

8.10.16 ST\_IsSolid

**ST\_IsSolid** — Test if the geometry is a solid. No validity check is performed.

Synopsis

boolean**ST\_IsSolid**(geometry geom1);

**Descrizione**

Availability: 2.2.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## 8.11 Geometry Processing

### 8.11.1 ST\_Buffer

**ST\_Buffer** — (T) Returns a geometry covering all points within a given distance from the input geometry.

**Synopsis**

```
geometry ST_Buffer(geometry g1, float radius_of_buffer);
geometry ST_Buffer(geometry g1, float radius_of_buffer, integer num_seg_quarter_circle);
geometry ST_Buffer(geometry g1, float radius_of_buffer, text buffer_style_parameters);
geography ST_Buffer(geography g1, float radius_of_buffer_in_meters);
```

**Descrizione**

Returns a geometry/geography that represents all points whose distance from this Geometry/geography is less than or equal to distance.

Geometry: Calculations are in the Spatial Reference System of the geometry. Introduced in 1.5 support for different end cap and mitre settings to control shape.

**Note**

Negative radii: For polygons, a negative radius can be used, which will shrink the polygon rather than expanding it.

**Note**

Geography: For geography this is really a thin wrapper around the geometry implementation. It first determines the best SRID that fits the bounding box of the geography object (favoring UTM, Lambert Azimuthal Equal Area (LAEA) north/south pole, and falling back on mercator in worst case scenario) and then buffers in that planar spatial ref and retransforms back to WGS84 geography.



For geography this may not behave as expected if object is sufficiently large that it falls between two UTM zones or crosses the dateline

Availability: 1.5 - **ST\_Buffer** was enhanced to support different endcaps and join types. These are useful for example to convert road linestrings into polygon roads with flat or square edges instead of rounded edges. Thin wrapper for geography was added. - requires GEOS >= 3.2 to take advantage of advanced geometry functionality.



The optional third parameter (currently only applies to geometry) can either specify number of segments used to approximate a quarter circle (integer case, defaults to 8) or a list of blank-separated key=value pairs (string case) to tweak operations as follows:

- 'quad\_segs=#' : number of segments used to approximate a quarter circle (defaults to 8).
- 'endcap=round|flat|square' : endcap style (defaults to "round", needs GEOS-3.2 or higher for a different value). 'butt' is also accepted as a synonym for 'flat'.
- 'join=round|mitre|bevel' : join style (defaults to "round", needs GEOS-3.2 or higher for a different value). 'miter' is also accepted as a synonym for 'mitre'.
- 'mitre\_limit=#.#' : mitre ratio limit (only affects mitered join style). 'miter\_limit' is also accepted as a synonym for 'mitre\_limit'.

Units of radius are measured in units of the spatial reference system.

The inputs can be POINTS, MULTIPOINTS, LINESTRINGS, MULTILINESTRINGS, POLYGONS, MULTIPOLYGONS, and GeometryCollections.

**Note**

This function ignores the third dimension (z) and will always give a 2-d buffer even when presented with a 3d-geometry.

---

Eseguito dal modulo GEOS



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.17

**Note**

People often make the mistake of using this function to try to do radius searches. Creating a buffer to a radius search is slow and pointless. Use [ST\\_DWithin](#) instead.

---

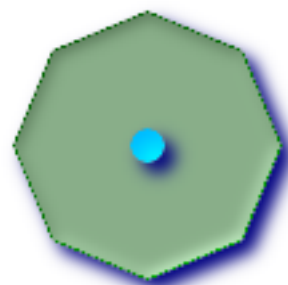
## Esempi

---



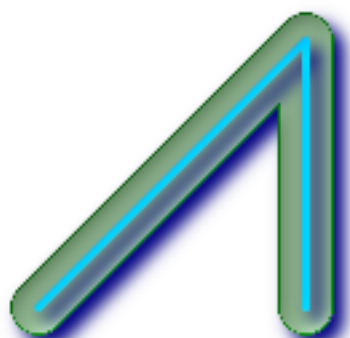
*quad\_segs=8 (default)*

```
SELECT ST_Buffer(
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=8');
```



*quad\_segs=2 (lame)*

```
SELECT ST_Buffer(
 ST_GeomFromText('POINT(100 90)'),
 50, 'quad_segs=2');
```



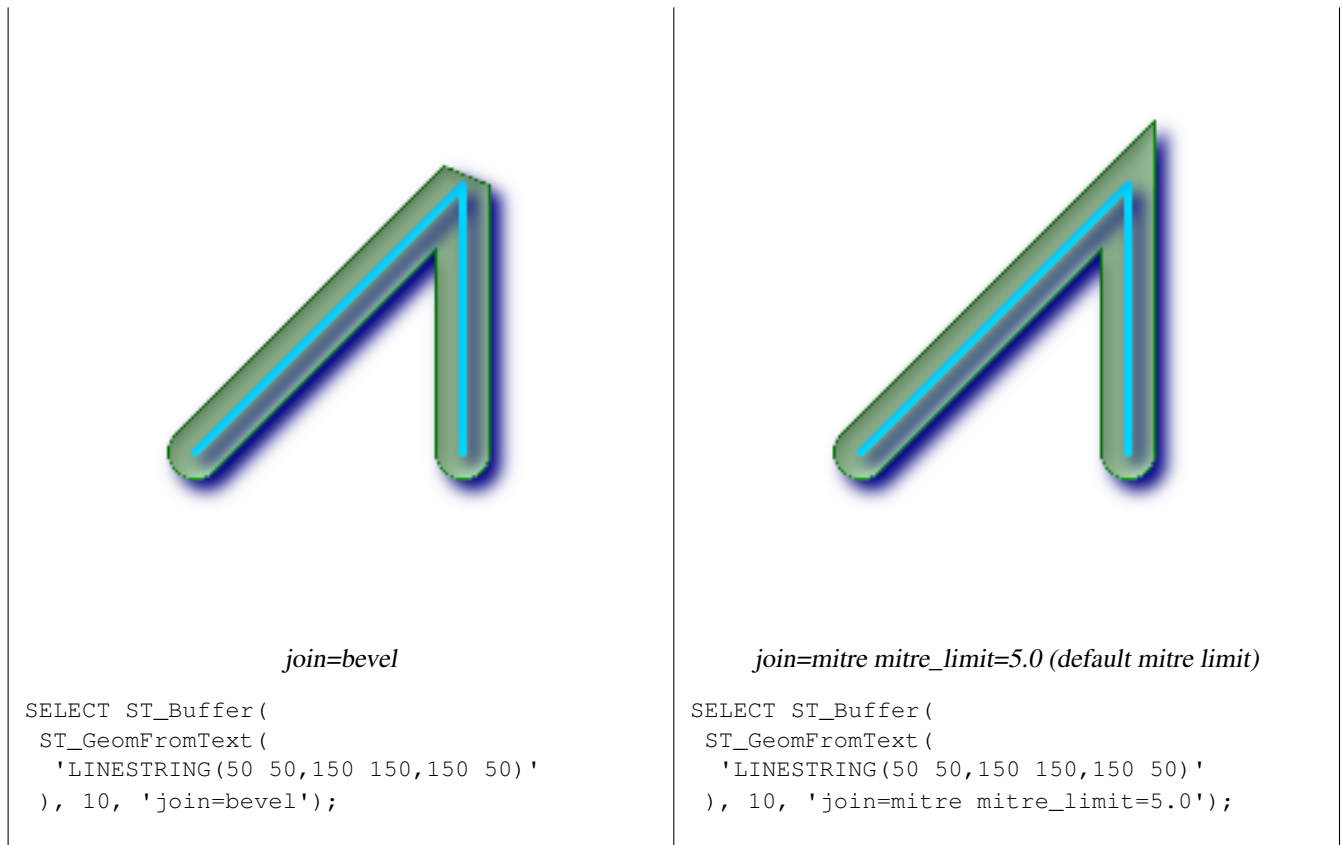
*endcap=round join=round (default)*

```
SELECT ST_Buffer(
 ST_GeomFromText(
 'LINESTRING(50 50,150 150,150 50)'
), 10, 'endcap=round join=round');
```



*endcap=square*

```
SELECT ST_Buffer(
 ST_GeomFromText(
 'LINESTRING(50 50,150 150,150 50)'
), 10, 'endcap=square join=round');
```



```
--A buffered point approximates a circle
-- A buffered point forcing approximation of (see diagram)
-- 2 points per quarter circle is poly with 8 sides (see diagram)
SELECT ST_NPoints(ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50)) As ←
 promisingcircle_pcount,
ST_NPoints(ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50, 2)) As lamecircle_pcount;

promisingcircle_pcount | lamecircle_pcount
-----+-----
33 | 9

--A lighter but lamer circle
-- only 2 points per quarter circle is an octagon
--Below is a 100 meter octagon
-- Note coordinates are in NAD 83 long lat which we transform
to Mass state plane meter and then buffer to get measurements in meters;
SELECT ST_AsText(ST_Buffer(
 ST_Transform(
 ST_SetSRID(ST_MakePoint(-71.063526, 42.35785), 4269), 26986)
 ,100,2)) As octagon;

POLYGON((236057.59057465 900908.759918696,236028.301252769 900838.049240578,235
957.59057465 900808.759918696,235886.879896532 900838.049240578,235857.59057465
900908.759918696,235886.879896532 900979.470596815,235957.59057465 901008.759918
696,236028.301252769 900979.470596815,236057.59057465 900908.759918696))
```

#### Si veda anche

[ST\\_Collect](#), [ST\\_DWithin](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_Union](#)

### 8.11.2 ST\_BuildArea

**ST\_BuildArea** — Creates an areal geometry formed by the constituent linework of given geometry

#### Synopsis

geometry **ST\_BuildArea**(geometry A);

#### Descrizione

Creates an areal geometry formed by the constituent linework of given geometry. The return type can be a Polygon or Multi-Polygon, depending on input. If the input lineworks do not form polygons NULL is returned. The inputs can be LINESTRINGS, MULTILINESTRINGS, POLYGONS, MULTIPOLYGONS, and GeometryCollections.

This function will assume all inner geometries represent holes



#### Note

Input linework must be correctly noded for this function to work properly

Availability: 1.1.0 - requires GEOS >= 2.1.0.

#### Esempi



*This will create a donut*

```
SELECT ST_BuildArea(ST_Collect(smallc,bigc))
FROM (SELECT
 ST_Buffer(
 ST_GeomFromText('POINT(100 90)'), 25) As smallc,
 ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As bigc) As foo;
```



*This will create a gaping hole inside the circle with prongs sticking out*

```
SELECT ST_BuildArea(ST_Collect(line,circle))
FROM (SELECT
 ST_Buffer(
 ST_MakeLine(ST_MakePoint(10, 10),ST_MakePoint(190, 190)),
 5) As line,
 ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;

--this creates the same gaping hole
--but using linestrings instead of polygons
SELECT ST_BuildArea(
 ST_Collect(ST_ExteriorRing(line),ST_ExteriorRing(circle))
)
FROM (SELECT ST_Buffer(
 ST_MakeLine(ST_MakePoint(10, 10),ST_MakePoint(190, 190))
 ,5) As line,
 ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;
```

#### Si veda anche

[ST\\_Node](#), [ST\\_MakePolygon](#), [ST\\_BdPolyFromText](#), [ST\\_BdMPolyFromText](#) wrappers to this function with standard OGC interface

### 8.11.3 ST\_ClipByBox2D

**ST\_ClipByBox2D** — Returns the portion of a geometry falling within a rectangle.

#### Synopsis

geometry **ST\_ClipByBox2D**(geometry geom, box2d box);

## Descrizione

Clips a geometry by a 2D box in a fast but possibly dirty way. The output geometry is not guaranteed to be valid (self-intersections for a polygon may be introduced). Topologically invalid input geometries do not result in exceptions being thrown.

Eseguito dal modulo GEOS



### Note

Requires GEOS 3.5.0+

Availability: 2.2.0 - requires GEOS >= 3.5.0.

## Esempi

```
-- Rely on implicit cast from geometry to box2d for the second parameter
SELECT ST_ClipByBox2D(the_geom, ST_MakeEnvelope(0,0,10,10)) FROM mytab;
```

## Si veda anche

[ST\\_Intersection](#), [ST\\_MakeBox2D](#), [ST\\_MakeEnvelope](#)

### 8.11.4 ST\_Collect

**ST\_Collect** — Return a specified ST\_Geometry value from a collection of other geometries.

## Synopsis

```
geometry ST_Collect(geometry set g1field);
geometry ST_Collect(geometry g1, geometry g2);
geometry ST_Collect(geometry[] g1_array);
```

## Descrizione

Output type can be a MULTI\* or a GEOMETRYCOLLECTION. Comes in 2 variants. Variant 1 collects 2 geometries. Variant 2 is an aggregate function that takes a set of geometries and collects them into a single ST\_Geometry.

Aggregate version: This function returns a GEOMETRYCOLLECTION or a MULTI object from a set of geometries. The ST\_Collect() function is an "aggregate" function in the terminology of PostgreSQL. That means that it operates on rows of data, in the same way the SUM() and AVG() functions do. For example, "SELECT ST\_Collect(GEOM) FROM GEOMTABLE GROUP BY ATTRCOLUMN" will return a separate GEOMETRYCOLLECTION for each distinct value of ATTRCOLUMN.

Non-Aggregate version: This function returns a geometry being a collection of two input geometries. Output type can be a MULTI\* or a GEOMETRYCOLLECTION.

### Note



ST\_Collect and ST\_Union are often interchangeable except that ST\_Collect will always return a GeometryCollection or MULTI geometry and ST\_Union may return single geometries when it dissolves boundaries. ST\_Union will also split linestrings at node intersections, whereas ST\_Collect will never split linestrings and in turn just return as MULTILINESTRING. To prevent ST\_Collect from returning a Geometry Collection when collecting MULTI geometries, one can use the below trick that utilizes [ST\\_Dump](#) to expand the MULTIs out to singles and then regroup them.

Availability: 1.4.0 - ST\_Collect(geomarray) was introduced. ST\_Collect was enhanced to handle more geometries faster.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves This method supports Circular Strings and Curves, but will never return a MULTICURVE or MULTI as one would expect and PostGIS does not currently support those.

## Esempi

### Aggregate example

```
SELECT stusps,
 ST_Multi(ST_Collect(f.the_geom)) as singlegeom
FROM (SELECT stusps, (ST_Dump(the_geom)).geom As the_geom
 FROM
 somestatetable) As f
GROUP BY stusps
```

### Non-Aggregate example

```
SELECT ST_AsText(ST_Collect(ST_GeomFromText('POINT(1 2)'),
 ST_GeomFromText('POINT(-2 3)')));

st_astext

MULTIPOINT(1 2,-2 3)

--Recupera punti 2D
SELECT ST_AsText(ST_Collect(ST_GeomFromText('POINT(1 2)'),
 ST_GeomFromText('POINT(1 2)')));

st_astext

MULTIPOINT(1 2,1 2)

--recupera punti 3D
SELECT ST_AsEWKT(ST_Collect(ST_GeomFromEWKT('POINT(1 2 3)'),
 ST_GeomFromEWKT('POINT(1 2 4)')));

 st_asewkt

MULTIPOINT(1 2 3,1 2 4)

--esempio con curve
SELECT ST_AsText(ST_Collect(ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)'),
 ST_GeomFromText('CIRCULARSTRING(220227 150406,220227 150407,220227 150406)')));

GEOMETRYCOLLECTION(CIRCULARSTRING(220268 150415,220227 150505,220227 150406),
CIRCULARSTRING(220227 150406,220227 150407,220227 150406))

--nuova costruzione di ST_Collect array
SELECT ST_Collect(ARRAY(SELECT the_geom FROM sometable));

SELECT ST_AsText(ST_Collect(ARRAY[ST_GeomFromText('LINESTRING(1 2, 3 4)'),
 ST_GeomFromText('LINESTRING(3 4, 4 5)')])) As wktcollect;

--wkt collect --
```

```
MULTILINESTRING((1 2,3 4),(3 4,4 5))
```

**Si veda anche**

[ST\\_Dump](#), [ST\\_Union](#)

### 8.11.5 ST\_ConcaveHull

**ST\_ConcaveHull** — The concave hull of a geometry represents a possibly concave geometry that encloses all geometries within the set. You can think of it as shrink wrapping.

#### Synopsis

geometry **ST\_ConcaveHull**(geometry geomA, float target\_percent, boolean allow\_holes=false);

#### Descrizione

The concave hull of a geometry represents a possibly concave geometry that encloses all geometries within the set. Defaults to false for allowing polygons with holes. The result is never higher than a single polygon.

The target\_percent is the target percent of area of convex hull the PostGIS solution will try to approach before giving up or exiting. One can think of the concave hull as the geometry you get by vacuum sealing a set of geometries. The target\_percent of 1 will give you the same answer as the convex hull. A target\_percent between 0 and 0.99 will give you something that should have a smaller area than the convex hull. This is different from a convex hull which is more like wrapping a rubber band around the set of geometries.

It is usually used with MULTI and Geometry Collections. Although it is not an aggregate - you can use it in conjunction with ST\_Collect or ST\_Union to get the concave hull of a set of points/linestring/polygons ST\_ConcaveHull(ST\_Collect(somepointfield), 0.80).

It is much slower to compute than convex hull but encloses the geometry better and is also useful for image recognition.

Eseguito dal modulo GEOS



#### Note

Note - If you are using with points, linestrings, or geometry collections use ST\_Collect. If you are using with polygons, use ST\_Union since it may fail with invalid geometries.



#### Note

Note - The smaller you make the target percent, the longer it takes to process the concave hull and more likely to run into topological exceptions. Also the more floating points and number of points you accrue. First try a 0.99 which does a first hop, is usually very fast, sometimes as fast as computing the convex hull, and usually gives much better than 99% of shrink since it almost always overshoots. Second hope of 0.98 it slower, others get slower usually quadratically. To reduce precision and float points, use [ST\\_SimplifyPreserveTopology](#) or [ST\\_SnapToGrid](#) after ST\_ConcaveHull. ST\_SnapToGrid is a bit faster, but could result in invalid geometries where as ST\_SimplifyPreserveTopology almost always preserves the validity of the geometry.

More real world examples and brief explanation of the technique are shown [http://www.bostongis.com/postgis\\_concavehull.snippet](http://www.bostongis.com/postgis_concavehull.snippet)

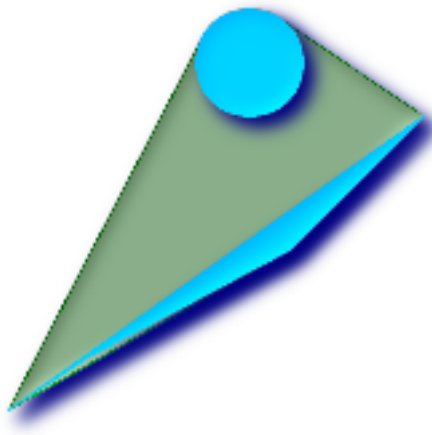
Also check out Simon Greener's article on demonstrating ConcaveHull introduced in Oracle 11G R2. [http://www.spatialdbadvisor.com/oracle\\_spatial\\_tips\\_tricks/172/concave-hull-geometries-in-oracle-11gr2](http://www.spatialdbadvisor.com/oracle_spatial_tips_tricks/172/concave-hull-geometries-in-oracle-11gr2). The solution we get at 0.75 target percent of convex hull is similar to the shape Simon gets with Oracle SDO\_CONCAVEHULL\_BOUNDARY.

Disponibilità: 2.0



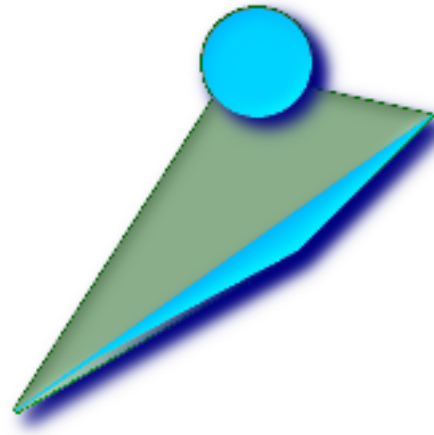
## Esempi

```
--Get estimate of infected area based on point observations
SELECT d.disease_type,
 ST_ConcaveHull(ST_Collect(d.pnt_geom), 0.99) As geom
FROM disease_obs As d
GROUP BY d.disease_type;
```



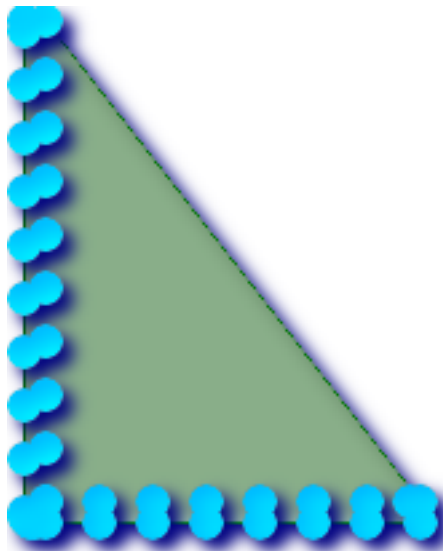
*ST\_ConcaveHull of 2 polygons encased in target 100%  
shrink concave hull*

```
SELECT
 ST_DelaunayTriangles(
 ST_Union(ST_GeomFromText ↵
 ('POLYGON((175 150, 20 40, ↵
 50 60, 125 100, ↵
 175 150))'),
 ST_Buffer(ST_GeomFromText ↵
 ('POINT(110 170)'), 20)
),0.001,1)
 As dtriag;
```



*-- geometries overlaid with concavehull at target 90% of  
convex hull area*

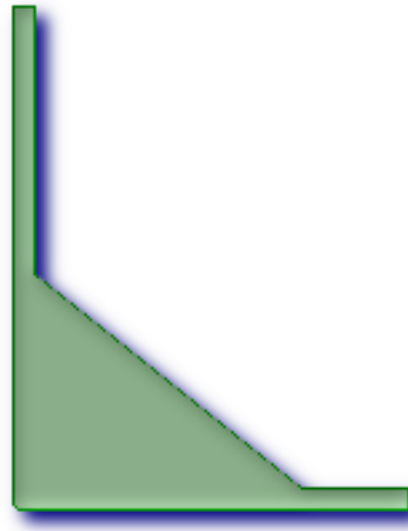
```
SELECT
 ST_DelaunayTriangles(
 ST_Union(ST_GeomFromText ↵
 ('POLYGON((175 150, 20 40, ↵
 50 60, 125 100, ↵
 175 150))'),
 ST_Buffer(ST_GeomFromText ↵
 ('POINT(110 170)'), 20)
),0.001,1)
 As dtriag;
```



*L Shape points overlaid with convex hull*

```
-- this produces a table of 42 points ←
 that form an L shape
SELECT (ST_DumpPoints(ST_GeomFromText(
'MULTIPOINT(14 14,34 14,54 14,74 14,94 ←
 14,114 14,134 14,
150 14,154 14,154 6,134 6,114 6,94 6,74 ←
 6,54 6,34 6,
14 6,10 6,8 6,7 7,6 8,6 10,6 30,6 50,6 ←
 70,6 90,6 110,6 130,
6 150,6 170,6 190,6 194,14 194,14 174,14 ←
 154,14 134,14 114,
14 94,14 74,14 54,14 34,14 14)'))).geom
 INTO TABLE l_shape;

SELECT ST_ConvexHull(ST_Collect(geom))
FROM l_shape;
```



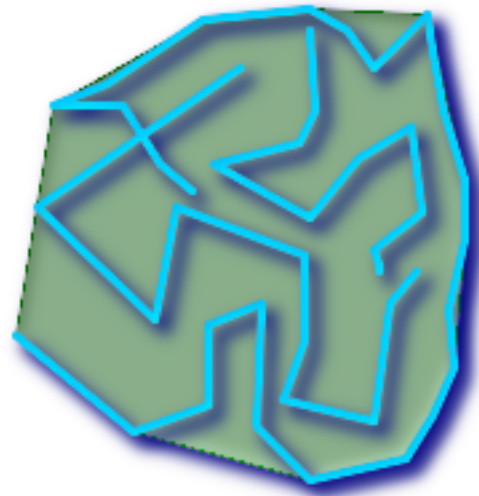
*ST\_ConcaveHull of L points at target 99% of convex hull*

```
SELECT ST_ConcaveHull(ST_Collect(geom), ←
 0.99)
FROM l_shape;
```



*Concave Hull of L points at target 80% convex hull area*

```
-- Concave Hull L shape points
-- at target 80% of convexhull
SELECT ST_ConcaveHull(ST_Collect(↵
 geom), 0.80)
FROM l_shape;
```



*multilinestring overlaid with Convex hull*



*multilinestring with overlaid with Concave hull of  
linestrings at 99% target -- first hop*

```
SELECT ST_ConcaveHull(ST_GeomFromText('↵
 MULTILINESTRING((106 164,30 112,74 70,82
 130 62,122 40,156 32,162 76,172 ↵
 88),
 (132 178,134 148,128 136,96 128,132 ↵
 108,150 130,
 170 142,174 110,156 96,158 90,158 88),
 (22 64,66 28,94 38,94 68,114 76,112 30,
 132 10,168 18,178 34,186 52,184 74,190 ↵
 100,
 190 122,182 148,178 170,176 184,156 ↵
 164,146 178,
 132 186,92 182,56 158,36 150,62 150,76 ↵
 128,88 118))'),0.99)
```

**Si veda anche**

[ST\\_Collect](#), [ST\\_ConvexHull](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_SnapToGrid](#)

**8.11.6 ST\_ConvexHull**

**ST\_ConvexHull** — The convex hull of a geometry represents the minimum convex geometry that encloses all geometries within the set.

**Synopsis**

geometry **ST\_ConvexHull**(geometry geomA);

**Descrizione**

The convex hull of a geometry represents the minimum convex geometry that encloses all geometries within the set.

One can think of the convex hull as the geometry you get by wrapping an elastic band around a set of geometries. This is different from a concave hull which is analogous to shrink-wrapping your geometries.

It is usually used with MULTI and Geometry Collections. Although it is not an aggregate - you can use it in conjunction with [ST\\_Collect](#) to get the convex hull of a set of points. `ST_ConvexHull(ST_Collect(somepointfield))`.

It is often used to determine an affected area based on a set of point observations.

Eseguito dal modulo GEOS



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.16



This function supports 3d and will not drop the z-index.

**Esempi**

```
--Get estimate of infected area based on point observations
SELECT d.disease_type,
 ST_ConvexHull(ST_Collect(d.the_geom)) As the_geom
FROM disease_obs As d
GROUP BY d.disease_type;
```



*Convex Hull of a MultiLineString and a MultiPoint seen together with the MultiLineString and MultiPoint*

```
SELECT ST_AsText(ST_ConvexHull(
 ST_Collect(
 ST_GeomFromText('MULTILINESTRING((100 190,10 8),(150 10, 20 30))'),
 ST_GeomFromText('MULTIPOINT(50 5, 150 30, 50 10, 10 10)')
)));
---st_astext---
POLYGON((50 5,10 8,10 10,100 190,150 30,150 10,50 5))
```

#### Si veda anche

[ST\\_Collect](#), [ST\\_ConcaveHull](#), [ST\\_MinimumBoundingCircle](#)

### 8.11.7 ST\_CurveToLine

ST\_CurveToLine — Converte un CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON

#### Synopsis

```
geometry ST_Collect(geometry set g1field);
geometry ST_Collect(geometry g1, geometry g2);
geometry ST_Collect(geometry[] g1_array);
```

#### Descrizione

Converts a CIRCULAR STRING to regular LINESTRING or CURVEPOLYGON to POLYGON. Useful for outputting to devices that can't support CIRCULARSTRING geometry types

Converts a given geometry to a linear geometry. Each curved geometry or segment is converted into a linear approximation using the given `tolerance` and options (32 segments per quadrant and no options by default).

The `tolerance\_type` argument determines interpretation of the `tolerance` argument. It can take the following values:

- 0 (default): Tolerance is max segments per quadrant.
- 1: Tolerance is max-deviation of line from curve, in source units.

- 2: Tolerance is max-angle, in radians, between generating radii.

The 'flags' argument is a bitfield. 0 by default. Supported bits are:

- 1: Symmetric (orientation independent) output.
- 2: Retain angle, avoids reducing angles (segment lengths) when producing symmetric output. Has no effect when Symmetric flag is off.

Availability: 1.2.2?

Enhanced: 2.4.0 added support for max-deviation and max-angle tolerance, and for symmetric output.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 7.1.7



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_AsText(ST_CurveToLine(ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)')));
```

--Result --

```
LINESTRING(220268 150415,220269.95064912 150416.539364228,220271.823415575 150418.17258804,220273.613787707 150419.895736857,
220275.317452352 150421.704659462,220276.930305234 150423.594998003,220278.448460847 150425.562198489,
220279.868261823 150427.60152176,220281.186287736 150429.708054909,220282.399363347 150431.876723113,
220283.50456625 150434.10230186,220284.499233914 150436.379429536,220285.380970099 150438.702620341,220286.147650624 150441.066277505,
220286.797428488 150443.464706771,220287.328738321 150445.892130112,220287.740300149 150448.342699654,
220288.031122486 150450.810511759,220288.200504713 150453.289621251,220288.248038775 150455.77405574,
220288.173610157 150458.257830005,220287.977398166 150460.734960415,220287.659875492 150463.199479347,
220287.221807076 150465.64544956,220286.664248262 150468.066978495,220285.988542259 150470.458232479,220285.196316903 150472.81345077,
220284.289480732 150475.126959442,220283.270218395 150477.39318505,220282.140985384 150479.606668057,
220280.90450212 150481.762075989,220279.5637474 150483.85421628,220278.12195122 150485.87804878,
220276.582586992 150487.828697901,220274.949363179 150489.701464356,220273.226214362 150491.491836488,
220271.417291757 150493.195501133,220269.526953216 150494.808354014,220267.559752731 150496.326509628,
220265.520429459 150497.746310603,220263.41389631 150499.064336517,220261.245228106 150500.277412127,
220259.019649359 150501.38261503,220256.742521683 150502.377282695,220254.419330878 150503.259018879,
220252.055673714 150504.025699404,220249.657244448 150504.675477269,220247.229821107 150505.206787101,
```

```

220244.779251566 150505.61834893,220242.311439461 150505.909171266,220239.832329968 ↵
150506.078553494,
220237.347895479 150506.126087555,220234.864121215 150506.051658938,220232.386990804 ↵
150505.855446946,
220229.922471872 150505.537924272,220227.47650166 150505.099855856,220225.054972724 ↵
150504.542297043,
220222.663718741 150503.86659104,220220.308500449 150503.074365683,
220217.994991777 150502.167529512,220215.72876617 150501.148267175,
220213.515283163 150500.019034164,220211.35987523 150498.7825509,
220209.267734939 150497.441796181,220207.243902439 150496,
220205.293253319 150494.460635772,220203.420486864 150492.82741196,220201.630114732 ↵
150491.104263143,
220199.926450087 150489.295340538,220198.313597205 150487.405001997,220196.795441592 ↵
150485.437801511,
220195.375640616 150483.39847824,220194.057614703 150481.291945091,220192.844539092 ↵
150479.123276887,220191.739336189 150476.89769814,
220190.744668525 150474.620570464,220189.86293234 150472.297379659,220189.096251815 ↵
150469.933722495,
220188.446473951 150467.535293229,220187.915164118 150465.107869888,220187.50360229 ↵
150462.657300346,
220187.212779953 150460.189488241,220187.043397726 150457.710378749,220186.995863664 ↵
150455.22594426,
220187.070292282 150452.742169995,220187.266504273 150450.265039585,220187.584026947 ↵
150447.800520653,
220188.022095363 150445.35455044,220188.579654177 150442.933021505,220189.25536018 ↵
150440.541767521,
220190.047585536 150438.18654923,220190.954421707 150435.873040558,220191.973684044 ↵
150433.60681495,
220193.102917055 150431.393331943,220194.339400319 150429.237924011,220195.680155039 ↵
150427.14578372,220197.12195122 150425.12195122,
220198.661315447 150423.171302099,220200.29453926 150421.298535644,220202.017688077 ↵
150419.508163512,220203.826610682 150417.804498867,
220205.716949223 150416.191645986,220207.684149708 150414.673490372,220209.72347298 ↵
150413.253689397,220211.830006129 150411.935663483,
220213.998674333 150410.722587873,220216.22425308 150409.61738497,220218.501380756 ↵
150408.622717305,220220.824571561 150407.740981121,
220223.188228725 150406.974300596,220225.586657991 150406.324522731,220227 150406)

--3d example
SELECT ST_AsEWKT(ST_CurveToLine(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 ↵
150505 2,220227 150406 3)')));
Output

LINESTRING(220268 150415 1,220269.95064912 150416.539364228 1.0181172856673,
220271.823415575 150418.17258804 1.03623457133459,220273.613787707 150419.895736857 ↵
1.05435185700189,....AD INFINITUM
220225.586657991 150406.324522731 1.32611114201132,220227 150406 3)

--use only 2 segments to approximate quarter circle
SELECT ST_AsText(ST_CurveToLine(ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 ↵
150505,220227 150406)'),2));
st_astext

LINESTRING(220268 150415,220287.740300149 150448.342699654,220278.12195122 ↵
150485.87804878,
220244.779251566 150505.61834893,220207.243902439 150496,220187.50360229 150462.657300346,
220197.12195122 150425.12195122,220227 150406)

```

**Si veda anche**

[ST\\_LineToCurve](#)

### 8.11.8 ST\_DelaunayTriangles

ST\_DelaunayTriangles — Return a Delaunay triangulation around the given input points.

#### Synopsis

geometry **ST\_DelaunayTriangles**(geometry g1, float tolerance, int4 flags);

#### Descrizione

Return a **Delaunay triangulation** around the vertices of the input geometry. Output is a COLLECTION of polygons (for flags=0) or a MULTILINESTRING (for flags=1) or TIN (for flags=2). The tolerance, if any, is used to snap input vertices together.

Availability: 2.1.0 - requires GEOS >= 3.4.0.



This function supports 3d and will not drop the z-index.

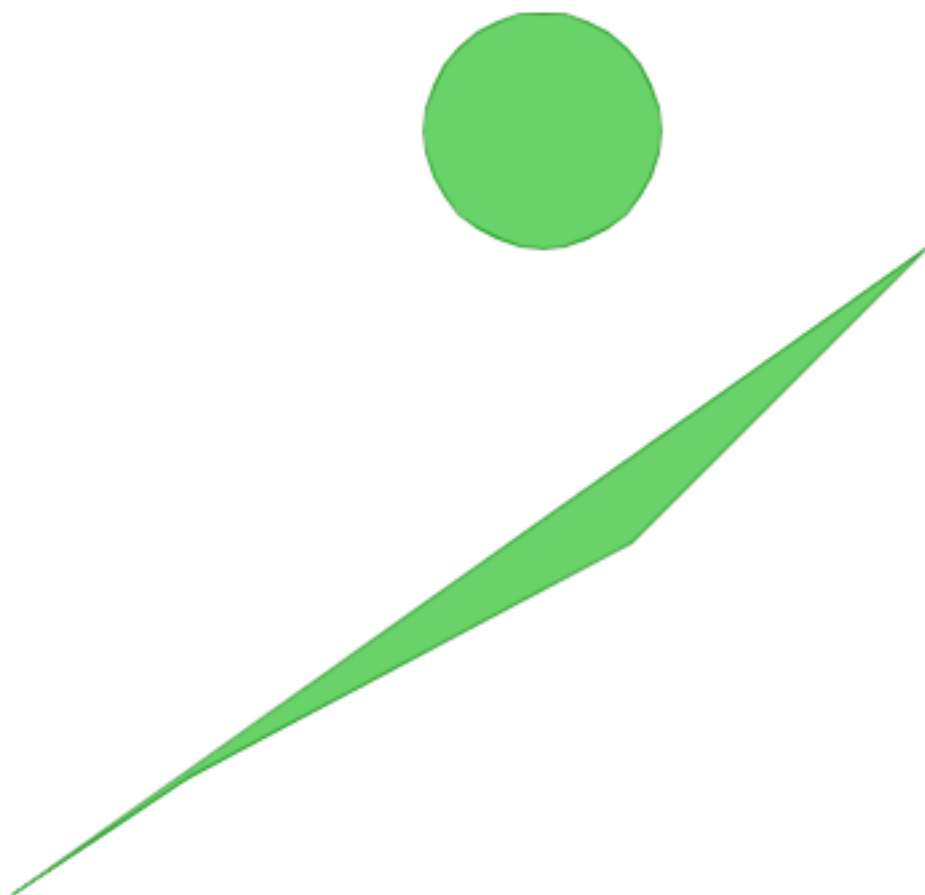


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

#### 2D Examples

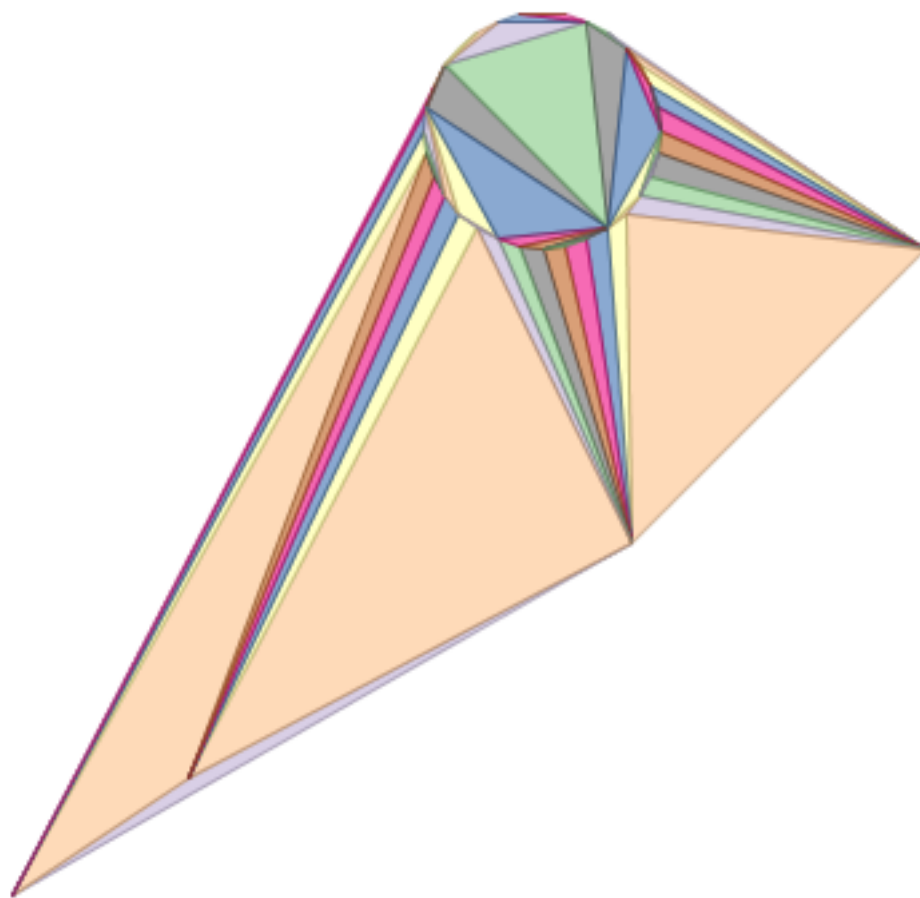
---





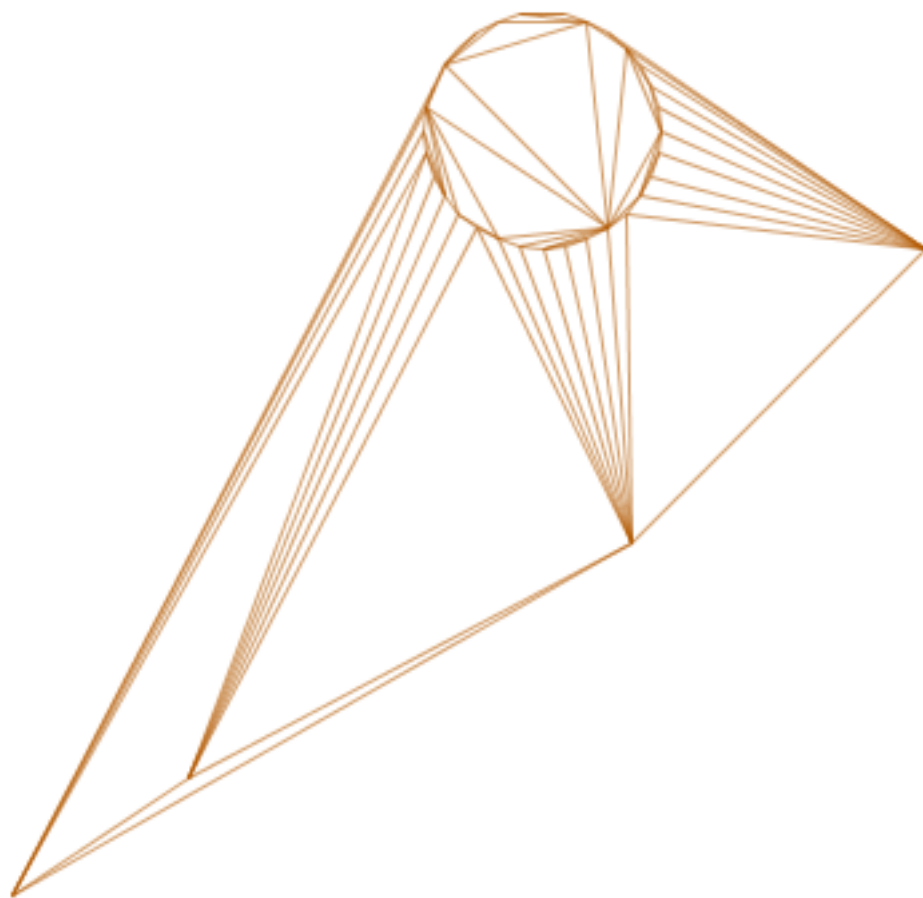
*Original polygons*

```
--la geometria originale --
ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
 50 60, 125 100, 175 150))'),
ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
)
```



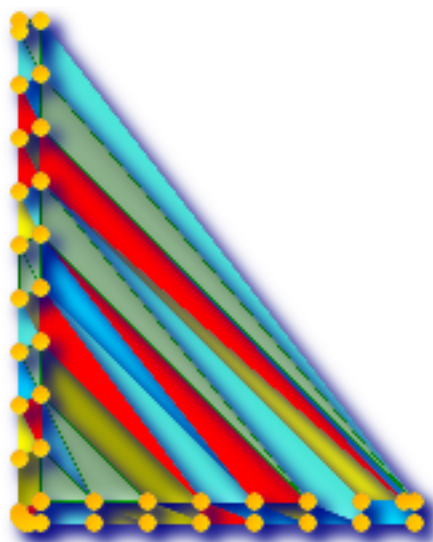
*ST\_DelaunayTriangles of 2 polygons: delaunay triangle polygons each triangle themed in different color*

```
SELECT
 ST_DelaunayTriangles(
 ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
 50 60, 125 100, 175 150))'),
 ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
), 0.001, 1)
As dtriag;
```



*-- delaunay triangles as multilinestring*

```
SELECT
 ST_DelaunayTriangles(
 ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
 50 60, 125 100, 175 150))'),
 ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
),0.001,1)
 As dtriag;
```



*-- delaunay triangles of 45 points as 55 triangle polygons*

```
-- this produces a table of 42 points that form an L shape
SELECT (ST_DumpPoints(ST_GeomFromText (
'MULTIPOINT(14 14,34 14,54 14,74 14,94 14,114 14,134 14,
150 14,154 14,154 6,134 6,114 6,94 6,74 6,54 6,34 6,
14 6,10 6,8 6,7 7,6 8,6 10,6 30,6 50,6 70,6 90,6 110,6 130,
6 150,6 170,6 190,6 194,14 194,14 174,14 154,14 134,14 114,
14 94,14 74,14 54,14 34,14 14)'))).geom
 INTO TABLE l_shape;
-- output as individual polygon triangles
SELECT ST_AsText((ST_Dump(geom)).geom) As wkt
FROM (SELECT ST_DelaunayTriangles(ST_Collect(geom)) As geom
FROM l_shape) As foo;

---wkt ---
POLYGON((6 194,6 190,14 194,6 194))
POLYGON((14 194,6 190,14 174,14 194))
POLYGON((14 194,14 174,154 14,14 194))
POLYGON((154 14,14 174,14 154,154 14))
POLYGON((154 14,14 154,150 14,154 14))
POLYGON((154 14,150 14,154 6,154 14))
:
:
```

### 3D Examples

```
-- 3D multipoint --
SELECT ST_AsText(ST_DelaunayTriangles(ST_GeomFromText (
'MULTIPOINT Z(14 14 10,
150 14 100,34 6 25, 20 10 150)')) As wkt;

-----wkt-----
GEOMETRYCOLLECTION Z (POLYGON Z ((14 14 10,20 10 150,34 6 25,14 14 10))
,POLYGON Z ((14 14 10,34 6 25,150 14 100,14 14 10)))
```

**Si veda anche**

[ST\\_ConcaveHull](#), [ST\\_Dump](#)

**8.11.9 ST\_Difference**

**ST\_Difference** — Returns a geometry that represents that part of geometry A that does not intersect with geometry B.

**Synopsis**

geometry **ST\_Difference**(geometry geomA, geometry geomB);

**Descrizione**

Returns a geometry that represents that part of geometry A that does not intersect with geometry B. One can think of this as GeometryA - ST\_Intersection(A,B). If A is completely contained in B then an empty geometry collection is returned.

**Note**

Note - order matters. B - A will always return a portion of B

Eseguito dal modulo GEOS

**Note**

Do not call with a GeometryCollection as an argument



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3

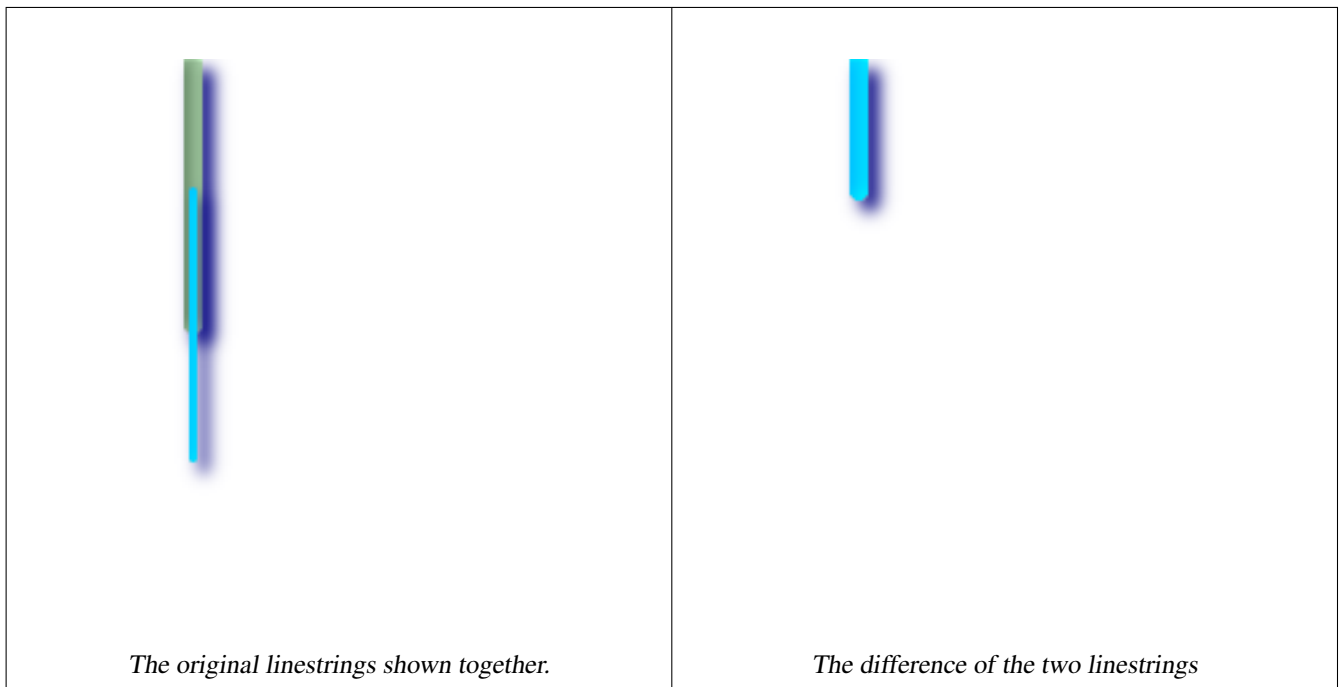


This method implements the SQL/MM specification. SQL-MM 3: 5.1.20



This function supports 3d and will not drop the z-index. However it seems to only consider x y when doing the difference and tacks back on the Z-Index

**Esempi**



```
--Safe for 2d. This is same geometries as what is shown for st_symdifference
```

```
SELECT ST_AsText(
 ST_Difference(
 ST_GeomFromText('LINESTRING(50 100, 50 200)'),
 ST_GeomFromText('LINESTRING(50 50, 50 150)')
)
);
```

```
st_astext

LINESTRING(50 150,50 200)
```

```
--When used in 3d doesn't quite do the right thing
```

```
SELECT ST_AsEWKT(ST_Difference(ST_GeomFromEWKT('MULTIPOINT(-118.58 38.38 5,-118.60 38.329 6,-118.614 38.281 7)'), ST_GeomFromEWKT('POINT(-118.614 38.281 5)')));
st_asewkt

MULTIPOINT(-118.6 38.329 6,-118.58 38.38 5)
```

**Si veda anche**

**ST\_SymDifference**

### 8.11.10 ST\_Dump

**ST\_Dump** — Returns a set of geometry\_dump (geom,path) rows, that make up a geometry g1.

#### Synopsis

```
geometry_dump[] ST_Dump(geometry g1);
```

## Descrizione

This is a set-returning function (SRF). It returns a set of `geometry_dump` rows, formed by a geometry (`geom`) and an array of integers (`path`). When the input geometry is a simple type (`POINT`, `LINESTRING`, `POLYGON`) a single record will be returned with an empty path array and the input geometry as `geom`. When the input geometry is a collection or multi it will return a record for each of the collection components, and the path will express the position of the component inside the collection.

`ST_Dump` is useful for expanding geometries. It is the reverse of a `GROUP BY` in that it creates new rows. For example it can be used to expand `MULTIPOLYGONS` into `POLYGONS`.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: PostGIS 1.0.0RC1. Requires PostgreSQL 7.3 or higher.



### Note

Prior to 1.3.4, this function crashes if used with geometries that contain `CURVES`. This is fixed in 1.3.4+



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

## Esempi standard

```
SELECT sometable.field1, sometable.field1,
 (ST_Dump(sometable.the_geom)).geom AS the_geom
FROM sometable;

-- Break a compound curve into its constituent linestrings and circularstrings
SELECT ST_AsEWKT(a.geom), ST_HasArc(a.geom)
FROM (SELECT (ST_Dump(p_geom)).geom AS geom
 FROM (SELECT ST_GeomFromEWKT('COMPOUNDCURVE(CIRCULARSTRING(0 0, 1 1, 1 0),(1 0, 0 1))') AS p_geom) AS b
) AS a;
 st_asewkt | st_hasarc
-----+-----
CIRCULARSTRING(0 0,1 1,1 0) | t
LINESTRING(1 0,0 1) | f
(2 rows)
```

## Polyhedral Surfaces, TIN and Triangle Examples

```
-- Polyhedral surface example
-- Break a Polyhedral surface into its faces
SELECT (a.p_geom).path[1] As path, ST_AsEWKT((a.p_geom).geom) As geom_ewkt
FROM (SELECT ST_Dump(ST_GeomFromEWKT('POLYHEDRALSURFACE(
((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)), ((1 1 0, 1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
)')) AS p_geom) AS a;
```

```
)')) AS p_geom) AS a;

path | geom_ewkt
-----+-----
1 | POLYGON((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0))
2 | POLYGON((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0))
3 | POLYGON((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0))
4 | POLYGON((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0))
5 | POLYGON((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0))
6 | POLYGON((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1))

-- TIN --
SELECT (g.gdump).path, ST_AsEWKT((g.gdump).geom) as wkt
FROM
 (SELECT
 ST_Dump(ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
)), ((
 0 0 0,
 0 1 0,
 1 1 0,
 0 0 0
))
)')) AS gdump
) AS g;
-- result --
path | wkt
-----+-----
{1} | TRIANGLE((0 0 0,0 0 1,0 1 0,0 0 0))
{2} | TRIANGLE((0 0 0,0 1 0,1 1 0,0 0 0))
```

Si veda anche

[geometry\\_dump](#), [Section 14.6](#), [ST\\_Collect](#), [ST\\_Collect](#), [ST\\_GeometryN](#)

8.11.11 ST\_DumpPoints

ST\_DumpPoints — Returns a set of geometry\_dump (geom,path) rows of all points that make up a geometry.

Synopsis

```
geometry_dump[]ST_DumpPoints(geometry geom);
```

Descrizione

This set-returning function (SRF) returns a set of geometry\_dump rows formed by a geometry (geom) and an array of integers (path).

The geom component of geometry\_dump are all the POINTs that make up the supplied geometry

The path component of geometry\_dump (an integer[]) is an index reference enumerating the POINTs of the supplied geometry. For example, if a LINESTRING is supplied, a path of {i} is returned where i is the nth coordinate in the LINESTRING. If a POLYGON is supplied, a path of {i, j} is returned where i is the ring number (1 is outer; inner rings follow) and j enumerates the POINTs (again 1-based index).



Enhanced: 2.1.0 Faster speed. Reimplemented as native-C.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Disponibilità: 1.5.0

- ✓ This method supports Circular Strings and Curves
- ✓ This function supports Polyhedral surfaces.
- ✓ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
- ✓ This function supports 3d and will not drop the z-index.

**Classic Explode a Table of LineStrings into nodes**

```
SELECT edge_id, (dp).path[1] As index, ST_AsText((dp).geom) As wktnode
FROM (SELECT 1 As edge_id
 , ST_DumpPoints(ST_GeomFromText('LINESTRING(1 2, 3 4, 10 10)')) AS dp
 UNION ALL
 SELECT 2 As edge_id
 , ST_DumpPoints(ST_GeomFromText('LINESTRING(3 5, 5 6, 9 10)')) AS dp
) As foo;
edge_id | index | wktnode
-----+-----+-----
1 | 1 | POINT(1 2)
1 | 2 | POINT(3 4)
1 | 3 | POINT(10 10)
2 | 1 | POINT(3 5)
2 | 2 | POINT(5 6)
2 | 3 | POINT(9 10)
```

**Standard Geometry Examples**



```

SELECT path, ST_AsText(geom)
FROM (
 SELECT (ST_DumpPoints(g.geom)).*
 FROM
 (SELECT
 'GEOMETRYCOLLECTION(
 POINT (0 1),
 LINESTRING (0 3, 3 4),
 POLYGON ((2 0, 2 3, 0 2, 2 0)),
 POLYGON ((3 0, 3 3, 6 3, 6 0, 3 0),
 (5 1, 4 2, 5 2, 5 1)),
 MULTIPOLYGON (
 ((0 5, 0 8, 4 8, 4 5, 0 5),
 (1 6, 3 6, 2 7, 1 6)),
 ((5 4, 5 8, 6 7, 5 4))
)
)'::geometry AS geom
) AS g
) j;

```

| path      | st_astext  |
|-----------|------------|
| {1,1}     | POINT(0 1) |
| {2,1}     | POINT(0 3) |
| {2,2}     | POINT(3 4) |
| {3,1,1}   | POINT(2 0) |
| {3,1,2}   | POINT(2 3) |
| {3,1,3}   | POINT(0 2) |
| {3,1,4}   | POINT(2 0) |
| {4,1,1}   | POINT(3 0) |
| {4,1,2}   | POINT(3 3) |
| {4,1,3}   | POINT(6 3) |
| {4,1,4}   | POINT(6 0) |
| {4,1,5}   | POINT(3 0) |
| {4,2,1}   | POINT(5 1) |
| {4,2,2}   | POINT(4 2) |
| {4,2,3}   | POINT(5 2) |
| {4,2,4}   | POINT(5 1) |
| {5,1,1,1} | POINT(0 5) |
| {5,1,1,2} | POINT(0 8) |
| {5,1,1,3} | POINT(4 8) |
| {5,1,1,4} | POINT(4 5) |
| {5,1,1,5} | POINT(0 5) |
| {5,1,2,1} | POINT(1 6) |
| {5,1,2,2} | POINT(3 6) |
| {5,1,2,3} | POINT(2 7) |
| {5,1,2,4} | POINT(1 6) |
| {5,2,1,1} | POINT(5 4) |
| {5,2,1,2} | POINT(5 8) |
| {5,2,1,3} | POINT(6 7) |
| {5,2,1,4} | POINT(5 4) |

(29 rows)

### Polyhedral Surfaces, TIN and Triangle Examples

```

SELECT path, ST_AsText(geom)
FROM (
 SELECT (ST_DumpPoints(g.geom)).*
 FROM

```

```

(SELECT
 'GEOMETRYCOLLECTION(
 POINT (0 1),
 LINESTRING (0 3, 3 4),
 POLYGON ((2 0, 2 3, 0 2, 2 0)),
 POLYGON ((3 0, 3 3, 6 3, 6 0, 3 0),
 (5 1, 4 2, 5 2, 5 1)),
 MULTIPOLYGON (
 ((0 5, 0 8, 4 8, 4 5, 0 5)),
 (1 6, 3 6, 2 7, 1 6)),
 ((5 4, 5 8, 6 7, 5 4))
)
)'::geometry AS geom
) AS g
) j;

```

| path      | st_astext  |
|-----------|------------|
| {1,1}     | POINT(0 1) |
| {2,1}     | POINT(0 3) |
| {2,2}     | POINT(3 4) |
| {3,1,1}   | POINT(2 0) |
| {3,1,2}   | POINT(2 3) |
| {3,1,3}   | POINT(0 2) |
| {3,1,4}   | POINT(2 0) |
| {4,1,1}   | POINT(3 0) |
| {4,1,2}   | POINT(3 3) |
| {4,1,3}   | POINT(6 3) |
| {4,1,4}   | POINT(6 0) |
| {4,1,5}   | POINT(3 0) |
| {4,2,1}   | POINT(5 1) |
| {4,2,2}   | POINT(4 2) |
| {4,2,3}   | POINT(5 2) |
| {4,2,4}   | POINT(5 1) |
| {5,1,1,1} | POINT(0 5) |
| {5,1,1,2} | POINT(0 8) |
| {5,1,1,3} | POINT(4 8) |
| {5,1,1,4} | POINT(4 5) |
| {5,1,1,5} | POINT(0 5) |
| {5,1,2,1} | POINT(1 6) |
| {5,1,2,2} | POINT(3 6) |
| {5,1,2,3} | POINT(2 7) |
| {5,1,2,4} | POINT(1 6) |
| {5,2,1,1} | POINT(5 4) |
| {5,2,1,2} | POINT(5 8) |
| {5,2,1,3} | POINT(6 7) |
| {5,2,1,4} | POINT(5 4) |

(29 rows)

```

-- TIN --
SELECT (g.gdump).path, ST_AseWKT((g.gdump).geom) as wkt
FROM
 (SELECT
 ST_Dump(ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
))), ((
 0 0 0,
 0 1 0,
 1 1 0,

```

```

 0 0 0
))
 ')) AS gdump
) AS g;
-- result --
path | wkt
-----+-----
{1} | TRIANGLE((0 0 0,0 0 1,0 1 0,0 0 0))
{2} | TRIANGLE((0 0 0,0 1 0,1 1 0,0 0 0))

-- TIN --
SELECT (g.gdump).path, ST_AsEWKT((g.gdump).geom) as wkt
FROM
 (SELECT
 ST_Dump(ST_GeomFromEWKT('TIN (((
 0 0 0,
 0 0 1,
 0 1 0,
 0 0 0
)), ((
 0 0 0,
 0 1 0,
 1 1 0,
 0 0 0
))
 ')) AS gdump
) AS g;
-- result --
path | wkt
-----+-----
{1} | TRIANGLE((0 0 0,0 0 1,0 1 0,0 0 0))
{2} | TRIANGLE((0 0 0,0 1 0,1 1 0,0 0 0))
```

**Si veda anche**

[geometry\\_dump](#), [Section 14.6](#), [ST\\_Dump](#), [ST\\_DumpRings](#)

**8.11.12 ST\_DumpRings**

**ST\_DumpRings** — Returns a set of `geometry_dump` rows, representing the exterior and interior rings of a polygon.

**Synopsis**

`geometry_dump[] ST_DumpRings(geometry a_polygon);`

**Descrizione**

This is a set-returning function (SRF). It returns a set of `geometry_dump` rows, defined as an `integer[]` and a `geometry`, aliased "path" and "geom" respectively. The "path" field holds the polygon ring index containing a single integer: 0 for the shell, >0 for holes. The "geom" field contains the corresponding ring as a polygon.

Availability: PostGIS 1.1.3. Requires PostgreSQL 7.3 or higher.



**Note**

This only works for POLYGON geometries. It will not work for MULTIPOLYGONS



This function supports 3d and will not drop the z-index.

### Esempi

```
SELECT sometable.field1, sometable.field1,
 (ST_DumpRings(sometable.the_geom)).geom As the_geom
FROM sometableOfpolys;

SELECT ST_AsEWKT(geom) As the_geom, path
FROM ST_DumpRings(
 ST_GeomFromEWKT('POLYGON((-8149064 5133092 1,-8149064 5132986 1,-8148996 1,
 5132839 1,-8148972 5132767 1,-8148958 5132508 1,-8148941 5132466 1,
 1,-8148924 5132394 1,
 -8148903 5132210 1,-8148930 5131967 1,-8148992 5131978 1,-8149237 5132093 1,
 1,-8149404 5132211 1,-8149647 5132310 1,-8149757 5132394 1,
 -8150305 5132788 1,-8149064 5133092 1),
 (-8149362 5132394 1,-8149446 5132501 1,-8149548 5132597 1,-8149695 5132675 1,
 1,-8149362 5132394 1))')
) as foo;
```

| path | the_geom                                                                                                                                                                                                                                                                                                                       |
|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| {0}  | POLYGON((-8149064 5133092 1,-8149064 5132986 1,-8148996 5132839 1,-8148972 5132767 1,-8148958 5132508 1, -8148941 5132466 1,-8148924 5132394 1, -8148903 5132210 1,-8148930 5131967 1, -8148992 5131978 1,-8149237 5132093 1, -8149404 5132211 1,-8149647 5132310 1,-8149757 5132394 1,-8150305 5132788 1,-8149064 5133092 1)) |
| {1}  | POLYGON((-8149362 5132394 1,-8149446 5132501 1, -8149548 5132597 1,-8149695 5132675 1,-8149362 5132394 1))                                                                                                                                                                                                                     |

### Si veda anche

[geometry\\_dump](#), [Section 14.6](#), [ST\\_Dump](#), [ST\\_ExteriorRing](#), [ST\\_InteriorRingN](#)

### 8.11.13 ST\_FlipCoordinates

**ST\_FlipCoordinates** — Returns a version of the given geometry with X and Y axis flipped. Useful for people who have built latitude/longitude features and need to fix them.

#### Synopsis

```
geometry ST_FlipCoordinates(geometry geom);
```

#### Descrizione

Returns a version of the given geometry with X and Y axis flipped.

Disponibilità: 2.0



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.



This function supports **M** coordinates.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Esempio

```
SELECT ST_AsEWKT(ST_FlipCoordinates(GeomFromEWKT('POINT(1 2)')));
 st_asewkt

POINT(2 1)
```

### Si veda anche

[ST\\_SwapOrdinates](#)

## 8.11.14 ST\_RemoveRepeatedPoints

**ST\_RemoveRepeatedPoints** — Converts a polygon or multi-polygon into a multi-point composed of randomly location points within the original areas.

### Synopsis

geometry **ST\_MakeValid**(geometry input);

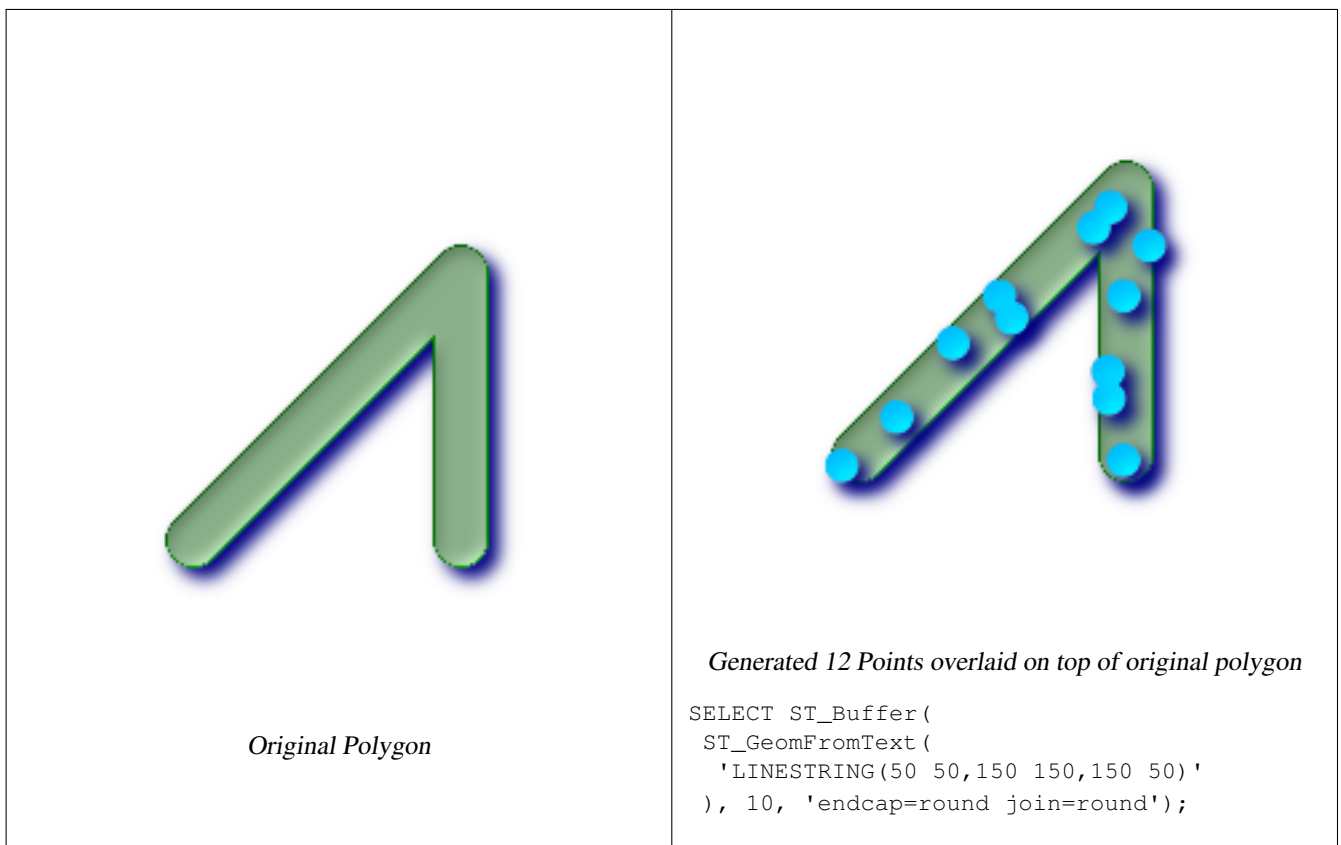
### Descrizione

**ST\_GeneratePoints** generates pseudo-random points until the requested number are found within the input area.

Disponibilità: 2.0

### Esempi

---



### 8.11.15 ST\_Intersection

**ST\_Intersection** — (T) Returns a geometry that represents the shared portion of geomA and geomB.

#### Synopsis

geometry **ST\_Intersection**( geometry geomA , geometry geomB );  
 geography **ST\_Intersection**( geography geogA , geography geogB );

#### Descrizione

Returns a geometry that represents the point set intersection of the Geometries.

In other words - that portion of geometry A and geometry B that is shared between the two geometries.

If the geometries do not share any space (are disjoint), then an empty geometry collection is returned.

ST\_Intersection in conjunction with ST\_Intersects is very useful for clipping geometries such as in bounding box, buffer, region queries where you only want to return that portion of a geometry that sits in a country or region of interest.

#### Note



Geography: For geography this is really a thin wrapper around the geometry implementation. It first determines the best SRID that fits the bounding box of the 2 geography objects (if geography objects are within one half zone UTM but not same UTM will pick one of those) (favoring UTM or Lambert Azimuthal Equal Area (LAEA) north/south pole, and falling back on mercator in worst case scenario) and then intersection in that best fit planar spatial ref and retransforms back to WGS84 geography.

**Important**

Do not call with a `GEOMETRYCOLLECTION` as an argument

**Warning**

This function will drop the M coordinate values if present.

**Warning**

If working with 3D geometries, you may want to use SFGCAL based `ST_3DIntersection` which does a proper 3D intersection for 3D geometries. Although this function works with Z-coordinate, it does an averaging of Z-Coordinate values when `postgis.backend=geos`. `postgis.backend=sfcgal`, it will return a 2D geometry regardless ignoring the Z-Coordinate. Refer to `postgis.backend` for details.

Eseguito dal modulo GEOS



This method is also provided by SFCGAL backend.

Availability: 1.5 support for geography data type was introduced.



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.18

**Esempi**

```
SELECT ST_AsText(ST_Intersection('POINT(0 0)::geometry, 'LINESTRING (2 0, 0 2)'::
 geometry));
st_astext

GEOMETRYCOLLECTION EMPTY
(1 row)
SELECT ST_AsText(ST_Intersection('POINT(0 0)::geometry, 'LINESTRING (0 0, 0 2)'::
 geometry));
st_astext

POINT(0 0)
(1 row)

---Clip all lines (trails) by country (here we assume country geom are POLYGON or
MULTIPOLYGONS)
-- NOTE: we are only keeping intersections that result in a LINESTRING or MULTILINESTRING
because we don't
-- care about trails that just share a point
-- the dump is needed to expand a geometry collection into individual single MULT* parts
-- the below is fairly generic and will work for polys, etc. by just changing the where
clause
SELECT clipped.gid, clipped.f_name, clipped_geom
FROM (SELECT trails.gid, trails.f_name, (ST_Dump(ST_Intersection(country.the_geom, trails.
 the_geom))).geom As clipped_geom
FROM country
 INNER JOIN trails
```



```

 ON ST_Intersects(country.the_geom, trails.the_geom)) As clipped
 WHERE ST_Dimension(clipped.clipped_geom) = 1 ;

--For polys e.g. polygon landmarks, you can also use the sometimes faster hack that ↔
-- buffering anything by 0.0
-- except a polygon results in an empty geometry collection
-- (so a geometry collection containing polys, lines and points)
-- buffered by 0.0 would only leave the polygons and dissolve the collection shell
SELECT poly.gid, ST_Multi(ST_Buffer(
 ST_Intersection(country.the_geom, poly.the_geom),
 0.0)
) As clipped_geom
FROM country
 INNER JOIN poly
 ON ST_Intersects(country.the_geom, poly.the_geom)
 WHERE Not ST_IsEmpty(ST_Buffer(ST_Intersection(country.the_geom, poly.the_geom) ↔
 ,0.0));

```

### Examples: 2.5Dish

Geos is the default backend if not set. Note this is not a true intersection, compare to the same example using [ST\\_3DIntersection](#).

```

set postgis.backend=geos;
select ST_AsText(ST_Intersection(linestring, polygon)) As wkt
from ST_GeomFromText('LINESTRING Z (2 2 6,1.5 1.5 7,1 1 8,0.5 0.5 8,0 0 10)') AS ↔
 linestring
 CROSS JOIN ST_GeomFromText('POLYGON((0 0 8, 0 1 8, 1 1 8, 1 0 8, 0 0 8))') AS polygon;

 st_astext

LINESTRING Z (1 1 8,0.5 0.5 8,0 0 10)

```

If your PostGIS is compiled with sfcgal support, have option of using sfcgal, but note it basically cases down both geometries to 2D before doing intersection and returns the ST\_Force2D equivalent result which is a 2D geometry

```

set postgis.backend=sfcgal;
select ST_AsText(ST_Intersection(linestring, polygon)) As wkt
from ST_GeomFromText('LINESTRING Z (2 2 6,1.5 1.5 7,1 1 8,0.5 0.5 8,0 0 10)') AS ↔
 linestring
 CROSS JOIN ST_GeomFromText('POLYGON((0 0 8, 0 1 8, 1 1 8, 1 0 8, 0 0 8))') AS polygon;

 wkt

MULTILINESTRING((0.5 0.5,0 0),(1 1,0.5 0.5))

```

### Si veda anche

[ST\\_3DIntersection](#), [ST\\_Difference](#), [ST\\_Dimension](#), [ST\\_Dump](#), [ST\\_Force2D](#), [ST\\_SymDifference](#), [ST\\_Intersects](#), [ST\\_Multi](#)

## 8.11.16 ST\_LineToCurve

ST\_LineToCurve — Converte un CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON

### Synopsis

geometry **ST\_LineToCurve**(geometry geomANoncircular);

Descrizione

Converts plain LINESTRING/POLYGON to CIRCULAR STRINGs and Curved Polygons. Note much fewer points are needed to describe the curved equivalent.



**Note**  
If the input LINESTRING/POLYGON is not curved enough to clearly represent a curve, the function will return the same input geometry.

Availability: 1.2.2?



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves

Esempi

```
-- 2D Example
SELECT ST_AsText(ST_LineToCurve(foo.the_geom)) As curvedastext,ST_AsText(foo.the_geom) As non_curvedastext
FROM (SELECT ST_Buffer('POINT(1 3)::geometry, 3) As the_geom) As foo;
```

| curvedastext                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | non_curvedastext |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|
| CURVEPOLYGON(CIRCULARSTRING(4 3,3.12132034355964 0.878679656440359,   POLYGON((4 3,3.94235584120969 2.41472903395162,3.77163859753386 1.85194970290473,1 0,-1.12132034355965 5.12132034355963,4 3))   3.49440883690764 2.66671069905881 0.505591163092366,2.148050290.228361402466141,1.58527096604839 0.0576441587903094,1 0,0.414729033951621 0.0576441587903077,-0.148050290.228361402466137,-0.666710699058802 0.505591163092361,-1.121320340.878679656440353,-1.49440883690763 1.33328930094119,-1.7716385971.85194970290472--ETC-- ,3.94235584120969 3.58527096604839,4 3)) |                  |

```
--3D example
SELECT ST_AsText(ST_LineToCurve(geom)) As curved, ST_AsText(geom) AS not_curved
FROM (SELECT ST_Translate(ST_Force3D(ST_Boundary(ST_Buffer(ST_Point(1,3), 2,2))),0,0,3) AS geom) AS foo;
```

| curved | not_curved |
|--------|------------|
|--------|------------|

```

CIRCULARSTRING Z (3 3 3,-1 2.999999999999999 3,3 3 3) | LINESTRING Z (3 3 3,2.4142135623731 ←
1.58578643762691 3,1 1 3,
| -0.414213562373092 ←
1.5857864376269 3,-1 ←
2.999999999999999 3,
| -0.414213562373101 4.41421356237309 ←
3,
| 0.999999999999999 5 ←
3,2.41421356237309 4.4142135623731 ←
3,3 3 3)
(1 row)

```

### Si veda anche

[ST\\_CurveToLine](#)

## 8.11.17 ST\_MakeValid

**ST\_MakeValid** — Attempts to make an invalid geometry valid without losing vertices.

### Synopsis

geometry **ST\_MakeValid**(geometry input);

### Descrizione

The function attempts to create a valid representation of a given invalid geometry without losing any of the input vertices. Already-valid geometries are returned without further intervention.

Supported inputs are: POINTS, MULTIPOINTS, LINESTRINGS, MULTILINESTRINGS, POLYGONS, MULTIPOLYGONS and GEOMETRYCOLLECTIONS containing any mix of them.

In case of full or partial dimensional collapses, the output geometry may be a collection of lower-to-equal dimension geometries or a geometry of lower dimension.

Single polygons may become multi-geometries in case of self-intersections.

Availability: 2.0.0, requires GEOS-3.3.0

Enhanced: 2.0.1, speed improvements requires GEOS-3.3.4

Enhanced: 2.1.0 added support for GEOMETRYCOLLECTION and MULTIPOINT.



This function supports 3d and will not drop the z-index.

### Si veda anche

[ST\\_IsValid](#) [ST\\_CollectionExtract](#)

## 8.11.18 ST\_MemUnion

**ST\_MemUnion** — Same as **ST\_Union**, only memory-friendly (uses less memory and more processor time).

### Synopsis

geometry **ST\_MemUnion**(geometry set geomfield);

## Descrizione

Some useful description here.



### Note

Same as ST\_Union, only memory-friendly (uses less memory and more processor time). This aggregate function works by unioning the geometries one at a time to previous result as opposed to ST\_Union aggregate which first creates an array and then unions



This function supports 3d and will not drop the z-index.

## Esempi

```
Si veda ST_Union
```

## Si veda anche

[ST\\_Union](#)

### 8.11.19 ST\_MinimumBoundingCircle

ST\_MinimumBoundingCircle — Returns the smallest circle polygon that can fully contain a geometry. Default uses 48 segments per quarter circle.

## Synopsis

geometry **ST\_MinimumBoundingCircle**(geometry geomA, integer num\_segs\_per\_qt\_circ=48);

## Descrizione

Returns the smallest circle polygon that can fully contain a geometry.



### Note

The circle is approximated by a polygon with a default of 48 segments per quarter circle. Because the polygon is an approximation of the minimum bounding circle, some points in the input geometry may not be contained within the polygon. The approximation can be improved by increasing the number of segments, with little performance penalty. For applications where a polygonal approximation is not suitable, ST\_MinimumBoundingRadius may be used.

It is often used with MULTI and Geometry Collections. Although it is not an aggregate - you can use it in conjunction with ST\_Collect to get the minimum bounding circle of a set of geometries. ST\_MinimumBoundingCircle(ST\_Collect(somepointfield)).

The ratio of the area of a polygon divided by the area of its Minimum Bounding Circle is often referred to as the Roeck test.

Availability: 1.4.0 - requires GEOS

## Si veda anche

[ST\\_Collect](#), [ST\\_Union](#)

## Esempi

```
SELECT d.disease_type,
 ST_MinimumBoundingCircle(ST_Collect(d.the_geom)) As the_geom
FROM disease_obs As d
GROUP BY d.disease_type;
```



*Minimum bounding circle of a point and linestring. Using 8 segs to approximate a quarter circle*

```
SELECT ST_AsText(ST_MinimumBoundingCircle(
 ST_Collect(
 ST_GeomFromEWKT('LINESTRING(55 75,125 150)'),
 ST_Point(20, 80)), 8
)) As wktmbc;
```

wktmbc

```

POLYGON((135.59714732062 115,134.384753327498 102.690357210921,130.79416296937 ↵
 90.8537670908995,124.963360620072 79.9451031602111,117.116420743937 ↵
 70.3835792560632,107.554896839789 62.5366393799277,96.6462329091006 ↵
 56.70583703063,84.8096427890789 53.115246672502,72.5000000000001 ↵
 51.9028526793802,60.1903572109213 53.1152466725019,48.3537670908996 ↵
 56.7058370306299,37.4451031602112 62.5366393799276,27.8835792560632 ↵
 70.383579256063,20.0366393799278 79.9451031602109,14.20583703063 ↵
 90.8537670908993,10.615246672502 102.690357210921,9.40285267938019 115,10.6152466725019 ↵
 127.309642789079,14.2058370306299 139.1462329091,20.0366393799275 ↵
 150.054896839789,27.883579256063 159.616420743937,
 37.4451031602108 167.463360620072,48.3537670908992 173.29416296937,60.190357210921 ↵
 176.884753327498,
 72.4999999999998 178.09714732062,84.8096427890786 176.884753327498,96.6462329091003 ↵
 173.29416296937,107.554896839789 167.463360620072,
 117.116420743937 159.616420743937,124.963360620072 150.054896839789,130.79416296937 ↵
 139.146232909101,134.384753327498 127.309642789079,135.59714732062 115))
```

**Si veda anche**

[ST\\_Collect](#), [ST\\_Union](#)

8.11.20 ST\_MinimumBoundingCircle

ST\_MinimumBoundingCircle — Returns the center point and radius of the smallest circle that can fully contain a geometry.

Synopsis

```
geometry_dump[]ST_DumpPoints(geometry geom);
```

Descrizione

Returns a record containing the center point and radius of the smallest circle that can fully contain a geometry.

Can be used in conjunction with **ST\_Collect** to get the minimum bounding circle of a set of geometries.

Disponibilità: 2.0

Si veda anche

**ST\_Collect**, **ST\_Union**

Esempi

```
SELECT ST_AsText(center), radius FROM ST_MinimumBoundingRadius('POLYGON((26426 65078,26531 65242,26075 65136,26096 65427,26426 65078))');
```

| st_astext                                | radius           |
|------------------------------------------|------------------|
| POINT(26284.8418027133 65267.1145090825) | 247.436045591407 |

8.11.21 ST\_Polygonize

ST\_Polygonize — Aggregate. Creates a GeometryCollection containing possible polygons formed from the constituent linework of a set of geometries.

Synopsis

```
geometry ST_Polygonize(geometry set geomfield);
geometry ST_Polygonize(geometry[] geom_array);
```

Descrizione

Creates a GeometryCollection containing possible polygons formed from the constituent linework of a set of geometries.



**Note**  
Geometry Collections are often difficult to deal with with third party tools, so use ST\_Polygonize in conjunction with **ST\_Dump** to dump the polygons out into individual polygons.



**Note**  
Input linework must be correctly noded for this function to work properly

Availability: 1.0.0RC1 - requires GEOS >= 2.1.0.

**Examples: Polygonizing single linestrings**

```
SELECT ST_AsEWKT(ST_Polygonize(the_geom_4269)) As geomtextrep
FROM (SELECT the_geom_4269 FROM ma.suffolk_edges ORDER BY tlid LIMIT 45) As foo;
```

geomtextrep

```

SRID=4269;GEOMETRYCOLLECTION(POLYGON((-71.040878 42.285678,-71.040943 42.2856,-71.04096 ↔
42.285752,-71.040878 42.285678)),
POLYGON((-71.17166 42.353675,-71.172026 42.354044,-71.17239 42.354358,-71.171794 ↔
42.354971,-71.170511 42.354855,
-71.17112 42.354238,-71.17166 42.353675)))
(1 row)
```

--Use ST\_Dump to dump out the polygonize geoms into individual polygons

```
SELECT ST_AsEWKT((ST_Dump(foofoo.polycoll)).geom) As geomtextrep
FROM (SELECT ST_Polygonize(the_geom_4269) As polycoll
 FROM (SELECT the_geom_4269 FROM ma.suffolk_edges
 ORDER BY tlid LIMIT 45) As foo) As foofoo;
```

geomtextrep

```

SRID=4269;POLYGON((-71.040878 42.285678,-71.040943 42.2856,-71.04096 42.285752,
-71.040878 42.285678))
SRID=4269;POLYGON((-71.17166 42.353675,-71.172026 42.354044,-71.17239 42.354358
,-71.171794 42.354971,-71.170511 42.354855,-71.17112 42.354238,-71.17166 42.353675))
(2 rows)
```

**Si veda anche**[ST\\_Node](#), [ST\\_Dump](#)**8.11.22 ST\_Node**

ST\_Node — Node a set of linestrings.

**Synopsis**

geometry **ST\_Node**(geometry geom);

**Descrizione**

Fully node a set of linestrings using the least possible number of nodes while preserving all of the input ones.



This function supports 3d and will not drop the z-index.

Availability: 2.0.0 - requires GEOS >= 3.3.0.

**Note**

Due to a bug in GEOS up to 3.3.1 this function fails to node self-intersecting lines. This is fixed with GEOS 3.3.2 or higher.

**Note**

Changed: 2.4.0 this function uses GEOSNode internally instead of GEOSUnaryUnion. This may cause the resulting linestrings to have a different order and direction compared to Postgis < 2.4.

**Esempi**

```
SELECT ST_AsEWKT(
 ST_Node('LINESTRINGZ(0 0 0, 10 10 10, 0 10 5, 10 0 3)::geometry')
) As output;
output

MULTILINESTRING((0 0 0,5 5 4.5),(5 5 4.5,10 10 10,0 10 5,5 5 4.5),(5 5 4.5,10 0 3))
```

**Si veda anche**

[ST\\_UnaryUnion](#)

**8.11.23 ST\_OffsetCurve**

**ST\_OffsetCurve** — Return an offset line at a given distance and side from an input line. Useful for computing parallel lines about a center line

**Synopsis**

geometry **ST\_OffsetCurve**(geometry line, float signed\_distance, text style\_parameters=’');

**Descrizione**

Return an offset line at a given distance and side from an input line. All points of the returned geometries are not further than the given distance from the input geometry.

For positive distance the offset will be at the left side of the input line and retain the same direction. For a negative distance it'll be at the right side and in the opposite direction.

Availability: 2.0 - requires GEOS >= 3.2, improved with GEOS >= 3.3

The optional third parameter allows specifying a list of blank-separated key=value pairs to tweak operations as follows:

- 'quad\_segs=#' : number of segments used to approximate a quarter circle (defaults to 8).
- 'join=round|mitre|bevel' : join style (defaults to "round"). 'miter' is also accepted as a synonym for 'mitre'.
- 'mitre\_limit=#.#' : mitre ratio limit (only affects mitred join style). 'miter\_limit' is also accepted as a synonym for 'mitre\_limit'.

Units of distance are measured in units of the spatial reference system.

The inputs can only be LINESTRINGS.

Eseguito dal modulo GEOS

**Note**

This function ignores the third dimension (z) and will always give a 2-d result even when presented with a 3d-geometry.



## Esempi

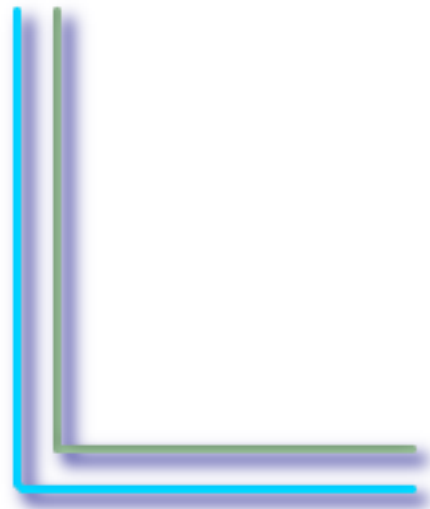
### Compute an open buffer around roads

```
SELECT ST_Union(
 ST_OffsetCurve(f.the_geom, f.width/2, 'quad_segs=4 join=round'),
 ST_OffsetCurve(f.the_geom, -f.width/2, 'quad_segs=4 join=round')
) as track
FROM someroadstable;
```



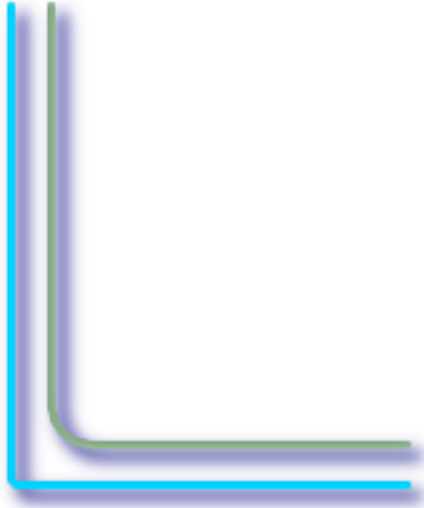
*15, 'quad\_segs=4 join=round' original line and its offset 15 units.*

```
SELECT ST_AsText(ST_OffsetCurve(↵
 ST_GeomFromText(
'LINESTRING(164 16,144 16,124 16,104 ↵
 16,84 16,64 16,
 44 16,24 16,20 16,18 16,17 17,
 16 18,16 20,16 40,16 60,16 80,16 ↵
 100,
 16 120,16 140,16 160,16 180,16 ↵
 195)'),
 15, 'quad_segs=4 join=round'));
--output --
LINESTRING(164 1,18 1,12.2597485145237 ↵
 2.1418070123307,
 7.39339828220179 ↵
 5.39339828220179,
 5.39339828220179 ↵
 7.39339828220179,
 2.14180701233067 ↵
 12.2597485145237,1 18,1 195)
```



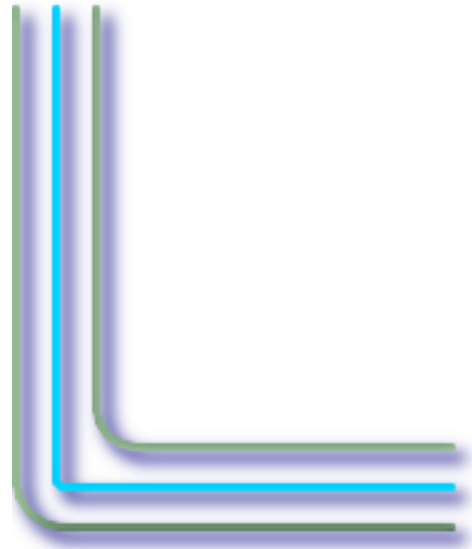
*-15, 'quad\_segs=4 join=round' original line and its offset -15 units*

```
SELECT ST_AsText(ST_OffsetCurve(geom,
 -15, 'quad_segs=4 join=round')) ↵
 As notsocurvy
 FROM ST_GeomFromText(
'LINESTRING(164 16,144 16,124 16,104 ↵
 16,84 16,64 16,
 44 16,24 16,20 16,18 16,17 17,
 16 18,16 20,16 40,16 60,16 80,16 ↵
 100,
 16 120,16 140,16 160,16 180,16 ↵
 195)') As geom;
-- notsocurvy --
LINESTRING(31 195,31 31,164 31)
```



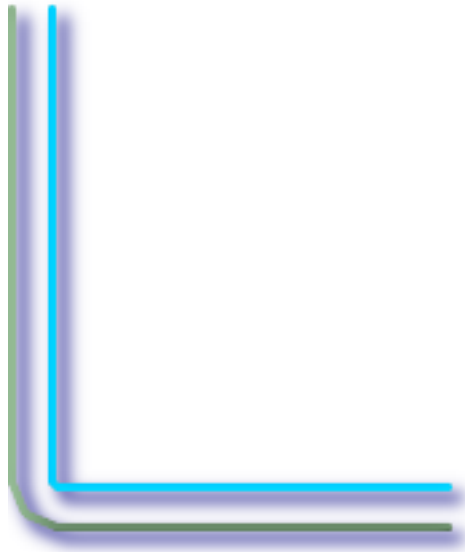
*double-offset to get more curvy, note the first reverses direction, so  $-30 + 15 = -15$*

```
SELECT ST_AsText(ST_OffsetCurve(↵
 ST_OffsetCurve(geom,↵
 -30, 'quad_segs=4 join=round'),↵
 -15, 'quad_segs=4 join=round')) As morecurvy
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104↵
 16,84 16,64 16,↵
 44 16,24 16,20 16,18 16,17 17,↵
 16 18,16 20,16 40,16 60,16 80,16↵
 100,↵
 16 120,16 140,16 160,16 180,16↵
 195)') As geom;
-- morecurvy --
LINESTRING(164 31,46 31,40.2597485145236↵
 32.1418070123307,↵
 35.3933982822018 35.3933982822018,↵
 32.1418070123307 40.2597485145237,31↵
 46,31 195)
```



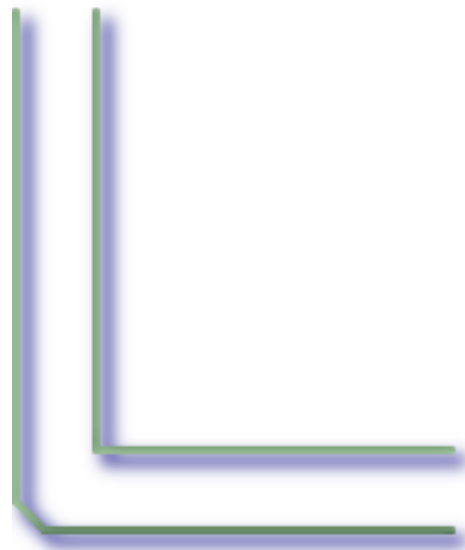
*double-offset to get more curvy,combined with regular offset 15 to get parallel lines. Overlaid with original.*

```
SELECT ST_AsText(ST_Collect(↵
 ST_OffsetCurve(geom, 15, '↵
 quad_segs=4 join=round'),↵
 ST_OffsetCurve(ST_OffsetCurve(↵
 geom,↵
 -30, 'quad_segs=4 join=round'),↵
 -15, 'quad_segs=4 join=round')↵
)
) As parallel_curves
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104↵
 16,84 16,64 16,↵
 44 16,24 16,20 16,18 16,17 17,↵
 16 18,16 20,16 40,16 60,16 80,16↵
 100,↵
 16 120,16 140,16 160,16 180,16↵
 195)') As geom;
-- parallel curves --
MULTILINESTRING((164 1,18↵
 1,12.2597485145237 2.1418070123307,↵
 7.39339828220179↵
 5.39339828220179,5.39339828220179 7.39339828220179,↵
 2.14180701233067 12.2597485145237,1 18,1↵
 195),↵
 (164 31,46 31,40.2597485145236↵
 32.1418070123307,35.3933982822018 35.3933982822018,↵
 32.1418070123307 40.2597485145237,31↵
 46,31 195))
```



15, 'quad\_segs=4 join=bevel' shown with original line

```
SELECT ST_AsText(ST_OffsetCurve(↵
 ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
 16,84 16,64 16,↵
 44 16,24 16,20 16,18 16,17 17,↵
 16 18,16 20,16 40,16 60,16 80,16 ↵
 100,↵
 16 120,16 140,16 160,16 180,16 ↵
 195)'),↵
 15, 'quad_segs=4 join=↵
 bevel')));↵
-- output --↵
LINESTRING(164 1,18 1,7.39339828220179 ↵
 5.39339828220179,↵
 5.39339828220179 ↵
 7.39339828220179,1 18,1 195)
```



15,-15 collected, join=mitre mitre\_limit=2.1

```
SELECT ST_AsText(ST_Collect(↵
 ST_OffsetCurve(geom, 15, '↵
 quad_segs=4 join=mitre mitre_limit=2.2'),↵
 ST_OffsetCurve(geom, -15, '↵
 quad_segs=4 join=mitre mitre_limit=2.2')↵
))↵
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
 16,84 16,64 16,↵
 44 16,24 16,20 16,18 16,17 17,↵
 16 18,16 20,16 40,16 60,16 80,16 ↵
 100,↵
 16 120,16 140,16 160,16 180,16 ↵
 195)'),↵
 As geom;↵
-- output --↵
MULTILINESTRING((164 1,11.7867965644036 ↵
 1,1 11.7867965644036,1 195),↵
 (31 195,31 31,164 31))
```

Si veda anche

[ST\\_Buffer](#)

### 8.11.24 ST\_RemoveRepeatedPoints

**ST\_RemoveRepeatedPoints** — Returns a version of the given geometry with duplicated points removed.

#### Synopsis

geometry **ST\_RemoveRepeatedPoints**(geometry geom, float8 tolerance);

#### Descrizione

Returns a version of the given geometry with duplicated points removed. Will actually do something only with (multi)lines, (multi)polygons and multipoints but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-

object basis you can also feed a GeometryCollection to this function.

If the tolerance parameter is provided, vertices within the tolerance of one another will be considered the "same" for the purposes of removal.

Availability: 2.2.0



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.

**Si veda anche**

[ST\\_Simplify](#)

### 8.11.25 ST\_SharedPaths

**ST\_SharedPaths** — Returns a collection containing paths shared by the two input linestrings/multilinestrings.

#### Synopsis

```
geometry ST_SharedPaths(geometry lineal1, geometry lineal2);
```

#### Descrizione

Returns a collection containing paths shared by the two input geometries. Those going in the same direction are in the first element of the collection, those going in the opposite direction are in the second element. The paths themselves are given in the direction of the first geometry.

Availability: 2.0.0 requires GEOS >= 3.3.0.

#### Examples: Finding shared paths



*A multilinestring and a linestring*



*The shared path of multilinestring and linestring overlaid with original geometries.*

```
SELECT ST_AsText (
 ST_SharedPaths (
 ST_GeomFromText ('MULTILINESTRING((26 125,26 200,126 200,126 125,26 125),
 (51 150,101 150,76 175,51 150))'),
 ST_GeomFromText ('LINESTRING(151 100,126 156.25,126 125,90 161, 76 175)')
)
) As wkt
```

wkt

```

GEOMETRYCOLLECTION(MULTILINESTRING((126 156.25,126 125),
(101 150,90 161),(90 161,76 175)),MULTILINESTRING EMPTY)
```

```
SELECT ST_AsText (
 ST_SharedPaths (
 ST_GeomFromText ('MULTILINESTRING((26 125,26 200,126 200,126 125,26 125),
 (51 150,101 150,76 175,51 150))'),
 ST_GeomFromText ('LINESTRING(151 100,126 156.25,126 125,90 161, 76 175)')
)
) As wkt
```

wkt

```

GEOMETRYCOLLECTION(MULTILINESTRING((126 156.25,126 125),
(101 150,90 161),(90 161,76 175)),MULTILINESTRING EMPTY)
```

**Si veda anche**

[ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_NumGeometries](#)

### 8.11.26 ST\_ShiftLongitude

**ST\_ShiftLongitude** — Toggle geometry coordinates between -180..180 and 0..360 ranges.

## Synopsis

geometry **ST\_ShiftLongitude**(geometry geomA);

## Descrizione

Reads every point/vertex in every component of every feature in a geometry, and if the longitude coordinate is <0, adds 360 to it. The result would be a 0-360 version of the data to be plotted in a 180 centric map



### Note

This is only useful for data in long lat e.g. 4326 (WGS 84 long lat)



Pre-1.3.4 bug prevented this from working for MULTIPOINT. 1.3.4+ works with MULTIPOINT as well.



This function supports 3d and will not drop the z-index.

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.

NOTE: this function was renamed from "ST\_Shift\_Longitude" in 2.2.0



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi

```
--3d points
SELECT ST_AsEWKT(ST_ShiftLongitude(ST_GeomFromEWKT('SRID=4326;POINT(-118.58 38.38 10)'))) ↔
 As geomA,
 ST_AsEWKT(ST_ShiftLongitude(ST_GeomFromEWKT('SRID=4326;POINT(241.42 38.38 10)'))) ↔
 As geomB
geomA geomB

SRID=4326;POINT(241.42 38.38 10) SRID=4326;POINT(-118.58 38.38 10)

--regular line string
SELECT ST_AsText(ST_ShiftLongitude(ST_GeomFromText('LINESTRING(-118.58 38.38, -118.20 ↔
 38.45)')))
st_astext

LINESTRING(241.42 38.38,241.8 38.45)
```

## Si veda anche

[ST\\_WrapX](#)

## 8.11.27 ST\_WrapX

**ST\_WrapX** — Wrap a geometry around an X value.

## Synopsis

geometry **ST\_ConcaveHull**(geometry geomA, float target\_percent, boolean allow\_holes=false);

## Descrizione

This function splits the input geometries and then moves every resulting component falling on the right (for negative 'move') or on the left (for positive 'move') of given 'wrap' line in the direction specified by the 'move' parameter, finally re-unioning the pieces together.



### Note

This is useful to "recenter" long-lat input to have features of interest not spawned from one side to the other.

Disponibilità: 2.0



This function supports 3d and will not drop the z-index.

## Esempi

```
-- Move all components of the given geometries whose bounding box
-- falls completely on the left of x=0 to +360
select ST_WrapX(the_geom, 0, 360);

-- Move all components of the given geometries whose bounding box
-- falls completely on the left of x=-30 to +360
select ST_WrapX(the_geom, -30, 360);
```

## Si veda anche

[ST\\_ShiftLongitude](#)

## 8.11.28 ST\_Simplify

**ST\_Simplify** — Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm.

## Synopsis

geometry **ST\_ConcaveHull**(geometry geomA, float target\_percent, boolean allow\_holes=false);

## Descrizione

Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

The "preserve collapsed" flag will retain objects that would otherwise be too small given the tolerance. For example, a 1m long line simplified with a 10m tolerance. If the preserve flag is given, the line will not disappear. This flag is useful for rendering engines, to avoid having large numbers of very small objects disappear from a map leaving surprising gaps.



### Note

Note that returned geometry might lose its simplicity (see [ST\\_IsSimple](#))



### Note

Note topology may not be preserved and may result in invalid geometries. Use (see [ST\\_SimplifyPreserveTopology](#)) to preserve topology.

Availability: 1.2.2

## Esempi

A circle simplified too much becomes a triangle, medium an octagon,

```
SELECT ST_Npoints(the_geom) As np_before, ST_NPoints(ST_Simplify(the_geom,0.1)) As np01_notbadcircle, ST_NPoints(ST_Simplify(the_geom,0.5)) As np05_notquitecircle, ST_NPoints(ST_Simplify(the_geom,1)) As np1_octagon, ST_NPoints(ST_Simplify(the_geom,10)) As np10_triangle, (ST_Simplify(the_geom,100) is null) As np100_geometrygoesaway
FROM (SELECT ST_Buffer('POINT(1 3)', 10,12) As the_geom) As foo;
--result
np_before | np01_notbadcircle | np05_notquitecircle | np1_octagon | np10_triangle | np100_geometrygoesaway
-----+-----+-----+-----+-----+-----
49 | 33 | 17 | 9 | 4 | t
```

**Si veda anche**

ST\_IsSimple, ST\_SimplifyPreserveTopology, Topology ST\_Simplify

### 8.11.29 ST\_SimplifyPreserveTopology

**ST\_SimplifyPreserveTopology** — Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will avoid creating derived geometries (polygons in particular) that are invalid.

## Synopsis

```
geometry ST_SimplifyPreserveTopology(geometry geomA, float tolerance);
```

### Descrizione

Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will avoid creating derived geometries (polygons in particular) that are invalid. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

Eseguito dal modulo GEOS





**Note**  
Requires GEOS 3.0.0+

Availability: 1.3.3

Esempi

Same example as Simplify, but we see Preserve Topology prevents oversimplification. The circle can at most become a square.

```
SELECT ST_Npoints(the_geom) As np_before, ST_NPoints(ST_SimplifyPreserveTopology(the_geom ↵
,0.1)) As np01_notbadcircle, ST_NPoints(ST_SimplifyPreserveTopology(the_geom,0.5)) As ↵
np05_notquitecircle,
ST_NPoints(ST_SimplifyPreserveTopology(the_geom,1)) As np1_octagon, ST_NPoints(↵
ST_SimplifyPreserveTopology(the_geom,10)) As np10_square,
ST_NPoints(ST_SimplifyPreserveTopology(the_geom,100)) As np100_stillsquare
FROM (SELECT ST_Buffer('POINT(1 3)', 10,12) As the_geom) As foo;

--result--
np_before | np01_notbadcircle | np05_notquitecircle | np1_octagon | np10_square | ↵
np100_stillsquare
-----+-----+-----+-----+-----+-----+-----
 49 | 33 | 17 | 9 | 5 ↵
 | 5 | | | |
```

Si veda anche

[ST\\_Simplify](#)

8.11.30 ST\_SimplifyVW

ST\_SimplifyVW — Returns a "simplified" version of the given geometry using the Visvalingam-Whyatt algorithm

Synopsis

geometry **ST\_SimplifyVW**(geometry geomA, float tolerance);

Descrizione

Returns a "simplified" version of the given geometry using the Visvalingam-Whyatt algorithm. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.



**Note**  
Note that returned geometry might lose its simplicity (see [ST\\_IsSimple](#))



**Note**  
Note topology may not be preserved and may result in invalid geometries. Use (see [ST\\_SimplifyPreserveTopology](#)) to preserve topology.

**Note**

This function handles 3D and the third dimension will affect the result.

Availability: 2.2.0

**Esempi**

A LineString is simplified with a minimum area threshold of 30.

```
select ST_AsText(ST_SimplifyVW(geom,30)) simplified
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry geom) As foo;
-result
simplified
-----+-----+
LINESTRING(5 2,7 25,10 10)
```

**Si veda anche**

[ST\\_SetEffectiveArea](#), [ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#), Topology [ST\\_Simplify](#)

**8.11.31 ST\_SetEffectiveArea**

**ST\_SetEffectiveArea** — Sets the effective area for each vertex, storing the value in the M ordinate. A simplified geometry can then be generated by filtering on the M ordinate.

**Synopsis**

geometry **ST\_OffsetCurve**(geometry line, float signed\_distance, text style\_parameters=’');

**Descrizione**

Sets the effective area for each vertex, using the Visvalingam-Whyatt algorithm. The effective area is stored as the M-value of the vertex. If the optional "threshold" parameter is used, a simplified geometry will be returned, containing only vertices with an effective area greater than or equal to the threshold value.

This function can be used for server-side simplification when a threshold is specified. Another option is to use a threshold value of zero. In this case, the full geometry will be returned with effective areas as M-values, which can be used by the client to simplify very quickly.

Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

**Note**

Note that returned geometry might lose its simplicity (see [ST\\_IsSimple](#))

**Note**

Note topology may not be preserved and may result in invalid geometries. Use (see [ST\\_SimplifyPreserveTopology](#)) to preserve topology.

**Note**

The output geometry will lose all previous information in the M-values

**Note**

This function handles 3D and the third dimension will affect the effective area

Availability: 2.2.0

**Esempi**

Calculating the effective area of a LineString. Because we use a threshold value of zero, all vertices in the input geometry are returned.

```
select ST_AsText(ST_SetEffectiveArea(geom)) all_pts, ST_AsText(ST_SetEffectiveArea(geom,30) ←
) thrshld_30
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry geom) As foo;
--result
all_pts | thrshld_30
-----+-----+
LINESTRING M (5 2 3.40282346638529e+38,3 8 29,6 20 1.5,7 25 49.5,10 10 3.40282346638529e ←
+38) | LINESTRING M (5 2 3.40282346638529e+38,7 25 49.5,10 10 3.40282346638529e+38)
```

**Si veda anche**

[ST\\_SimplifyVW](#)

**8.11.32 ST\_Split**

**ST\_Split** — Returns a collection of geometries resulting by splitting a geometry.

**Synopsis**

geometry **ST\_Split**(geometry input, geometry blade);

**Descrizione**

The function supports splitting a line by (multi)point, (multi)line or (multi)polygon boundary, a (multi)polygon by line. The returned geometry is always a collection.

Think of this function as the opposite of **ST\_Union**. Theoretically applying **ST\_Union** to the elements of the returned collection should always yield the original geometry.

Disponibilità: 2.0

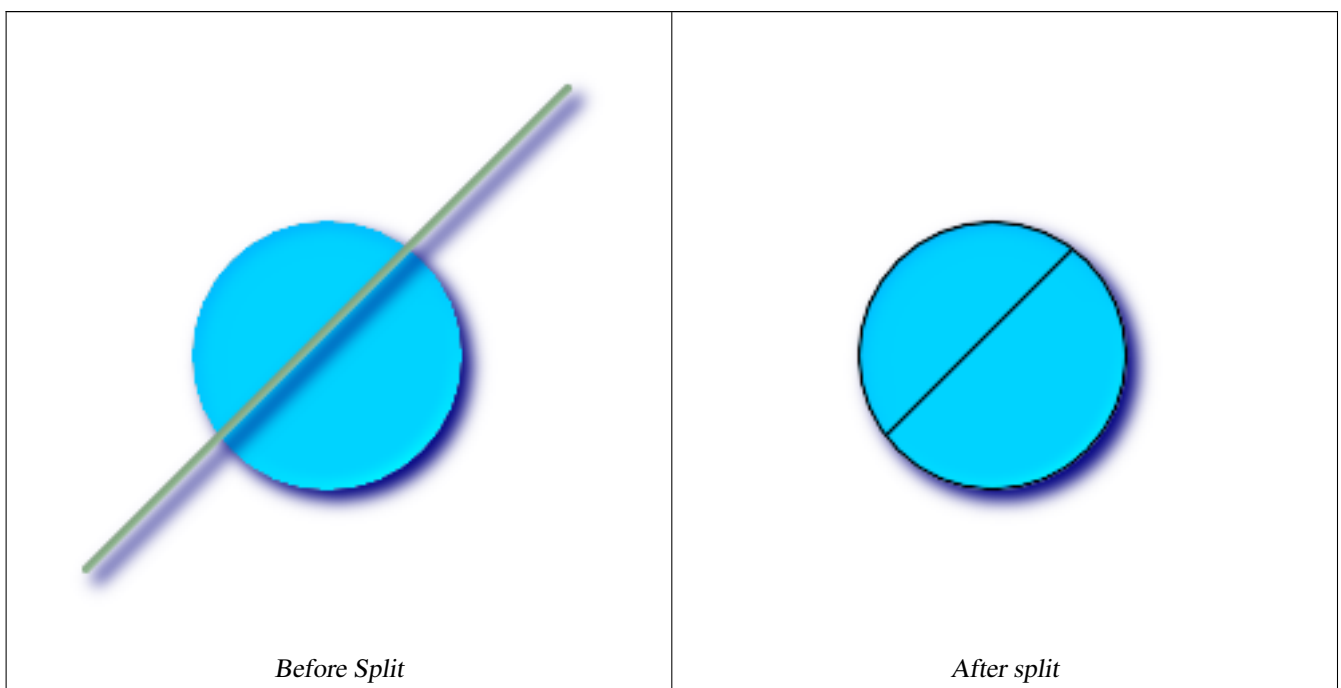
Changed: 2.2.0 support for splitting a line by a multiline, a multipoint or (multi)polygon boundary was introduced.

**Note**

To improve the robustness of `ST_Split` it may be convenient to `ST_Snap` the input to the blade in advance using a very low tolerance. Otherwise the internally used coordinate grid may cause tolerance problems, where coordinates of input and blade do not fall onto each other and the input is not being split correctly (see [#2192](#)).

**Note**

When a (multi)polygon is passed as as the blade, its linear component (the boundary) is used for cutting the input.

**Esempi****Polygon Cut by Line**

```
-- this creates a geometry collection consisting of the 2 halves of the polygon
-- this is similar to the example we demonstrated in ST_BuildArea
SELECT ST_Split(circle, line)
FROM (SELECT
 ST_MakeLine(ST_MakePoint(10, 10),ST_MakePoint(190, 190)) As line,
 ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;

-- result --
GEOMETRYCOLLECTION(POLYGON((150 90,149.039264020162 80.2454838991936,146.193976625564 70.8658283817455,...), POLYGON(...)))

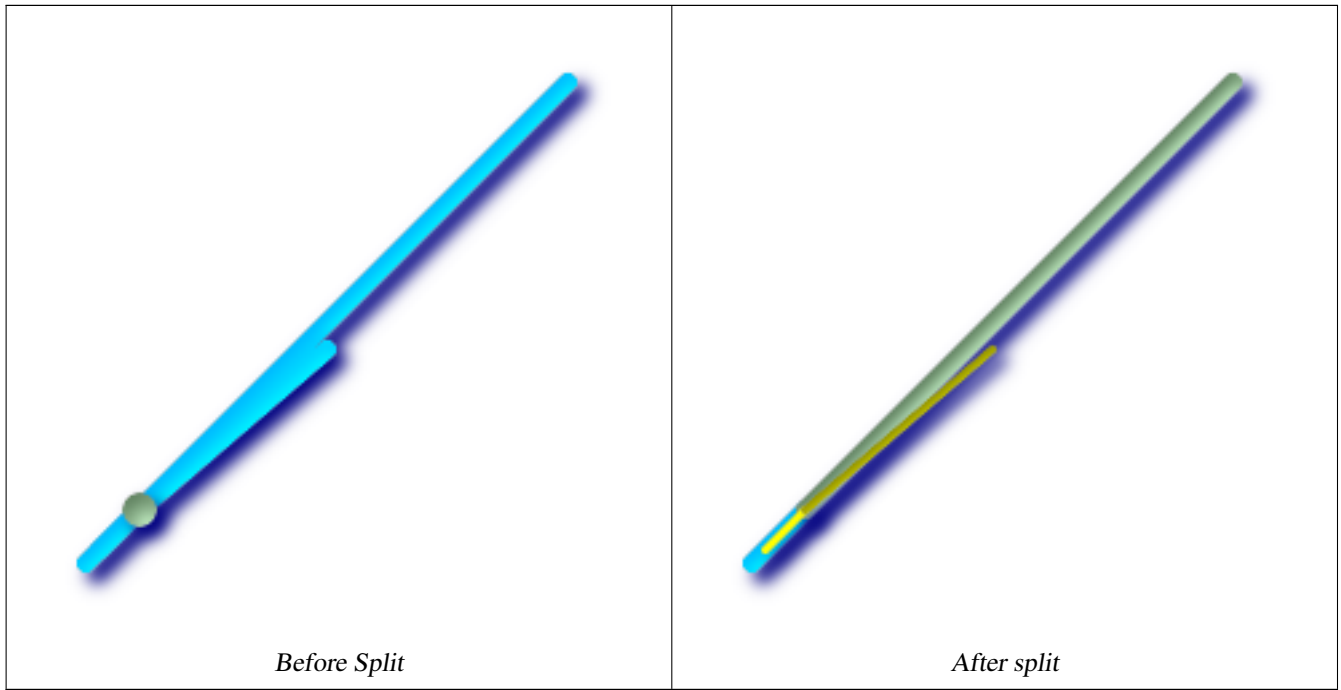
-- To convert to individual polygons, you can use ST_Dump or ST_GeometryN
SELECT ST_AsText((ST_Dump(ST_Split(circle, line))).geom) As wkt
FROM (SELECT
 ST_MakeLine(ST_MakePoint(10, 10),ST_MakePoint(190, 190)) As line,
 ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;

-- result --
wkt
```

```

POLYGON((150 90,149.039264020162 80.2454838991936,..))
POLYGON((60.1371179574584 60.1371179574584,58.4265193848728 ←
 62.2214883490198,53.8060233744357 ..))
```

### Multilinestring Cut by point



```
SELECT ST_AsText(ST_Split(mline, pt)) As wktcut
 FROM (SELECT
 ST_GeomFromText('MULTILINESTRING((10 10, 190 190), (15 15, 30 30, 100 90))') As mline,
 ST_Point(30,30) As pt) As foo;

wktcut

GEOMETRYCOLLECTION(
 LINESTRING(10 10,30 30),
 LINESTRING(30 30,190 190),
 LINESTRING(15 15,30 30),
 LINESTRING(30 30,100 90)
)
```

### Si veda anche

[ST\\_AsText](#), [ST\\_BuildArea](#), [ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_Union](#), [ST\\_Subdivide](#)

### 8.11.33 ST\_SymDifference

**ST\_SymDifference** — Returns a geometry that represents the portions of A and B that do not intersect. It is called a symmetric difference because  $ST\_SymDifference(A,B) = ST\_SymDifference(B,A)$ .

#### Synopsis

geometry **ST\_SymDifference**(geometry geomA, geometry geomB);

## Descrizione

Returns a geometry that represents the portions of A and B that do not intersect. It is called a symmetric difference because  $ST\_SymDifference(A,B) = ST\_SymDifference(B,A)$ . One can think of this as  $ST\_Union(geomA,geomB) - ST\_Intersection(A,B)$ .

Eseguito dal modulo GEOS



### Note

Do not call with a GeometryCollection as an argument



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3

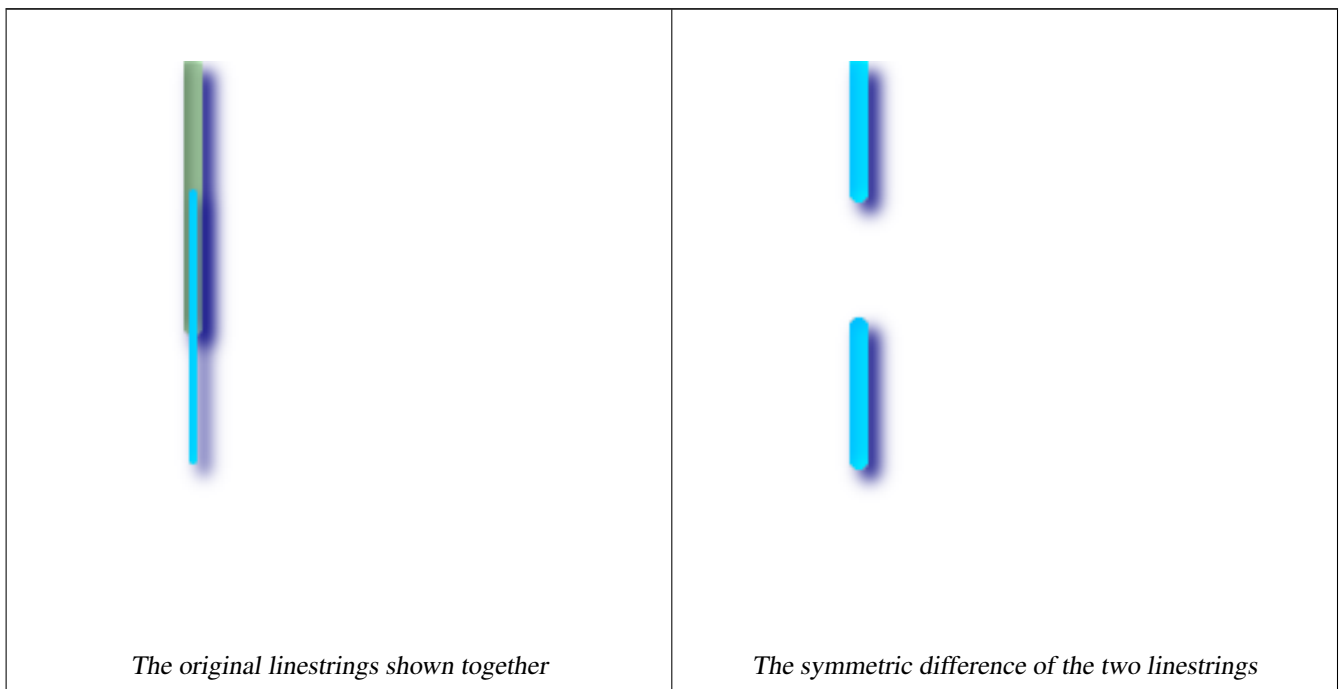


This method implements the SQL/MM specification. SQL-MM 3: 5.1.21



This function supports 3d and will not drop the z-index. However it seems to only consider x y when doing the difference and tacks back on the Z-Index

## Esempi



```
--Safe for 2d - symmetric difference of 2 linestrings
SELECT ST_AsText (
 ST_SymDifference (
 ST_GeomFromText('LINESTRING(50 100, 50 200)'),
 ST_GeomFromText('LINESTRING(50 50, 50 150)')
)
);

st_astext

```

```
MULTILINESTRING((50 150,50 200),(50 50,50 100))
```

```
--When used in 3d doesn't quite do the right thing
SELECT ST_AsEWKT(ST_SymDifference(ST_GeomFromEWKT('LINESTRING(1 2 1, 1 4 2)'),
 ST_GeomFromEWKT('LINESTRING(1 1 3, 1 3 4)'))))

st_astext

MULTILINESTRING((1 3 2.75,1 4 2),(1 1 3,1 2 2.25))
```

### Si veda anche

[ST\\_Difference](#), [ST\\_Intersection](#), [ST\\_Union](#)

## 8.11.34 ST\_Subdivide

**ST\_Subdivide** — Returns a set of geometry where no geometry in the set has more than the specified number of vertices.

### Synopsis

setof geometry **ST\_Subdivide**(geometry geom, integer max\_vertices=256);

### Descrizione

Turns a single geometry into a set in which each element has fewer than the maximum allowed number of vertices. Useful for converting excessively large polygons and other objects into small portions that fit within the database page size. Uses the same envelope clipping as **ST\_ClipByBox2D** does, recursively subdividing the input geometry until all portions have less than the maximum vertex count. Minimum vertex count allowed is 8 and if you try to specify lower than 8, it will throw an error.

Clipping performed by the GEOS module.



#### Note

Requires GEOS 3.5.0+

Availability: 2.2.0 requires GEOS >= 3.5.0.

### Esempi

```
-- Create a new subdivided table suitable for joining to the original
CREATE TABLE subdivided_geoms AS
SELECT pkey, ST_Subdivide(geom) AS geom
FROM original_geoms;
```

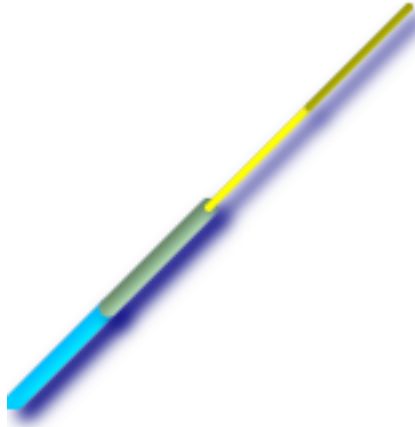


### Subdivide max 10 vertices

```
SELECT row_number() OVER() As rn, ST_AsText(geom) As wkt
FROM (SELECT ST_SubDivide('POLYGON((132 10,119 23,85 35,68 29,66 28,49 42,32 56,22 64,32 110,40 119,36 150,
57 158,75 171,92 182,114 184,132 186,146 178,176 184,179 162,184 141,190 122,
190 100,185 79,186 56,186 52,178 34,168 18,147 13,132 10))'::geometry,10)) As f(geom);
```

| rn | wkt                                                                                                                                                                                                               |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | POLYGON((22 64,29.3913043478263 98.0000000000001,106.0000000000001 98.0000000000001,106.0000000000001 27.5882352941173,85 35,68 29,66 28,49 42,32 56,22 64))                                                      |
| 2  | POLYGON((29.3913043478263 98.0000000000001,32 110,40 119,36 150,57 158,75 11,92 182,106.0000000000001 183.2727272727,106.0000000000001 98.0000000000001,29.913043478263 98.0000000000001))                        |
| 3  | POLYGON((106.0000000000001 27.5882352941173,106.0000000000001 98.0000000000000,189.52380952381 98.0000000000001,185 79,186 56,186 52,178 34,168 18,147 13,132 0,119 23,106.0000000000001 27.5882352941173))       |
| 4  | POLYGON((106.0000000000001 98.0000000000001,106.0000000000001 183.2727272727,114 184,132 186,146 178,176 184,179 162,184 141,190 122,190 100,189.5238095238 98.0000000000001,106.0000000000001 98.0000000000001)) |





*Useful in conjunction with ST\_Segmentize to create additional vertices that can then be used for splitting*

```
SELECT ST_AsText(ST_SubDivide(ST_Segmentize('LINESTRING(0 0, 100 100, 150 150)':'::
 geometry,10),8));

LINESTRING(0 0,7.07106781186547 7.07106781186547,14.1421356237309 ↵
 14.1421356237309,21.2132034355964 21.2132034355964,28.2842712474619 ↵
 28.2842712474619,35.3553390593274 35.3553390593274,37.4999999999998 37.4999999999998)
LINESTRING(37.4999999999998 37.4999999999998,42.4264068711929 ↵
 42.4264068711929,49.4974746830583 49.4974746830583,56.5685424949238 ↵
 56.5685424949238,63.6396103067893 63.6396103067893,70.7106781186548 ↵
 70.7106781186548,74.9999999999998 74.9999999999998)
LINESTRING(74.9999999999998 74.9999999999998,77.7817459305202 ↵
 77.7817459305202,84.8528137423857 84.8528137423857,91.9238815542512 ↵
 91.9238815542512,98.9949493661167 98.9949493661167,100 100,107.071067811865 ↵
 107.071067811865,112.4999999999998 112.4999999999998)
LINESTRING(112.4999999999998 112.4999999999998,114.142135623731 ↵
 114.142135623731,121.213203435596 121.213203435596,128.284271247462 ↵
 128.284271247462,135.355339059327 135.355339059327,142.426406871193 ↵
 142.426406871193,149.497474683058 149.497474683058,149.9999999999998 149.9999999999998)
```

**Si veda anche**

[ST\\_AsText](#), [ST\\_ClipByBox2D](#), [ST\\_Segmentize](#), [ST\\_Split](#)

### 8.11.35 ST\_SwapOrdinates

**ST\_SwapOrdinates** — Returns a version of the given geometry with given ordinate values swapped.

#### Synopsis

geometry **ST\_SwapOrdinates**(geometry geom, cstring ords);

#### Descrizione

Returns a version of the given geometry with given ordinates swapped.

The `ords` parameter is a 2-characters string naming the ordinates to swap. Valid names are: x,y,z and m.

Availability: 2.2.0



This method supports Circular Strings and Curves



This function supports 3d and will not drop the z-index.



This function supports M coordinates.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Esempio

```
-- Scale M value by 2
SELECT ST_AsText(
 ST_SwapOrdinates(
 ST_Scale(
 ST_SwapOrdinates(g, 'xm'),
 2, 1
),
 'xm'
)
) FROM (SELECT 'POINT ZM (0 0 0 2)::geometry g) foo;

POINT ZM (0 0 0 4)
```

### Si veda anche

[ST\\_FlipCoordinates](#)

## 8.11.36 ST\_Union

**ST\_Union** — Returns a geometry that represents the point set union of the Geometries.

### Synopsis

```
geometry ST_Union(geometry set g1field);
geometry ST_Union(geometry g1, geometry g2);
geometry ST_Union(geometry[] g1_array);
```

### Descrizione

Output type can be a MULTI\*, single geometry, or Geometry Collection. Comes in 2 variants. Variant 1 unions 2 geometries resulting in a new geometry with no intersecting regions. Variant 2 is an aggregate function that takes a set of geometries and unions them into a single ST\_Geometry resulting in no intersecting regions.

Aggregate version: This function returns a MULTI geometry or NON-MULTI geometry from a set of geometries. The ST\_Union() function is an "aggregate" function in the terminology of PostgreSQL. That means that it operates on rows of data, in the same way the SUM() and AVG() functions do and like most aggregates, it also ignores NULL geometries.

Non-Aggregate version: This function returns a geometry being a union of two input geometries. Output type can be a MULTI\*, NON-MULTI or GEOMETRYCOLLECTION. If any are NULL, then NULL is returned.

**Note**

ST\_Collect and ST\_Union are often interchangeable. ST\_Union is in general orders of magnitude slower than ST\_Collect because it tries to dissolve boundaries and reorder geometries to ensure that a constructed Multi\* doesn't have intersecting regions.

Eseguito dal modulo GEOS

NOTE: this function was formerly called GeomUnion(), which was renamed from "Union" because UNION is an SQL reserved word.

Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geomarray) was introduced and also faster aggregate collection in PostgreSQL. If you are using GEOS 3.1.0+ ST\_Union will use the faster Cascaded Union algorithm described in <http://blog.cleverelephant.ca/2009/01/must-faster-unions-in-postgis-14.html>



This method implements the [OpenGIS Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3

**Note**

Aggregate version is not explicitly defined in OGC SPEC.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.19 the z-index (elevation) when polygons are involved.

**Esempi****Aggregate example**

```
SELECT stusps,
 ST_Multi(ST_Union(f,the_geom)) as singlegeom
 FROM sometable As f
GROUP BY stusps
```

**Non-Aggregate example**

```
SELECT ST_AsText(ST_Union(ST_GeomFromText('POINT(1 2)'),
 ST_GeomFromText('POINT(-2 3)')))

st_astext

MULTIPOINT(-2 3,1 2)

SELECT ST_AsText(ST_Union(ST_GeomFromText('POINT(1 2)'),
 ST_GeomFromText('POINT(1 2)')));

st_astext

POINT(1 2)

--3d example - sort of supports 3d (and with mixed dimensions!)
SELECT ST_AsEWKT(st_union(the_geom))
FROM
 (SELECT ST_GeomFromEWKT('POLYGON((-7 4.2,-7.1 4.2,-7.1 4.3,
-7 4.2))') as the_geom
 UNION ALL
 SELECT ST_GeomFromEWKT('POINT(5 5 5)') as the_geom
```

```

UNION ALL
 SELECT ST_GeomFromEWKT('POINT(-2 3 1)') as the_geom
UNION ALL
SELECT ST_GeomFromEWKT('LINESTRING(5 5 5, 10 10 10)') as the_geom) as foo;

st_asewkt

GEOMETRYCOLLECTION(POINT(-2 3 1),LINESTRING(5 5 5,10 10 10),POLYGON((-7 4.2 5,-7.1 4.2 5,-7.1 4.3 5,-7 4.2 5)));

--3d example not mixing dimensions
SELECT ST_AsEWKT(st_union(the_geom))
FROM
(SELECT ST_GeomFromEWKT('POLYGON((-7 4.2 2,-7.1 4.2 3,-7.1 4.3 2,-7 4.2 2))') as the_geom
UNION ALL
SELECT ST_GeomFromEWKT('POINT(5 5 5)') as the_geom
UNION ALL
 SELECT ST_GeomFromEWKT('POINT(-2 3 1)') as the_geom
UNION ALL
SELECT ST_GeomFromEWKT('LINESTRING(5 5 5, 10 10 10)') as the_geom) as foo;

st_asewkt

GEOMETRYCOLLECTION(POINT(-2 3 1),LINESTRING(5 5 5,10 10 10),POLYGON((-7 4.2 2,-7.1 4.2 3,-7.1 4.3 2,-7 4.2 2)));

--Examples using new Array construct
SELECT ST_Union(ARRAY(SELECT the_geom FROM sometable));

SELECT ST_AsText(ST_Union(ARRAY[ST_GeomFromText('LINESTRING(1 2, 3 4)'),
 ST_GeomFromText('LINESTRING(3 4, 4 5)')])) As wktunion;

--wktunion---
MULTILINESTRING((3 4,4 5),(1 2,3 4))

```

## Si veda anche

[ST\\_Collect](#) [ST\\_UnaryUnion](#)

### 8.11.37 ST\_UnaryUnion

**ST\_UnaryUnion** — Like **ST\_Union**, but working at the geometry component level.

#### Synopsis

geometry **ST\_UnaryUnion**(geometry geom);

#### Descrizione

Unlike **ST\_Union**, **ST\_UnaryUnion** does dissolve boundaries between components of a multipolygon (invalid) and does perform union between the components of a geometrycollection. Each components of the input geometry is assumed to be valid, so you won't get a valid multipolygon out of a bow-tie polygon (invalid).

You may use this function to node a set of linestrings. You may mix **ST\_UnaryUnion** with **ST\_Collect** to fine-tune how many geometries at once you want to dissolve to be nice on both memory size and CPU time, finding the balance between **ST\_Union** and **ST\_MemUnion**.



This function supports 3d and will not drop the z-index.

Availability: 2.0.0 - requires GEOS >= 3.3.0.

#### Si veda anche

[ST\\_Union](#), [ST\\_MemUnion](#), [ST\\_Collect](#), [ST\\_Node](#)

### 8.11.38 ST\_CurveToLine

**ST\_CurveToLine** — Returns the boundaries between the cells of the Voronoi diagram constructed from the vertices of a geometry.

#### Synopsis

geometry **ST\_OffsetCurve**(geometry line, float signed\_distance, text style\_parameters=’’);

#### Descrizione

**ST\_VoronoiLines** computes a two-dimensional **Voronoi diagram** from the vertices of the supplied geometry and returns the boundaries between cells in that diagram as a **MultiLineString**.

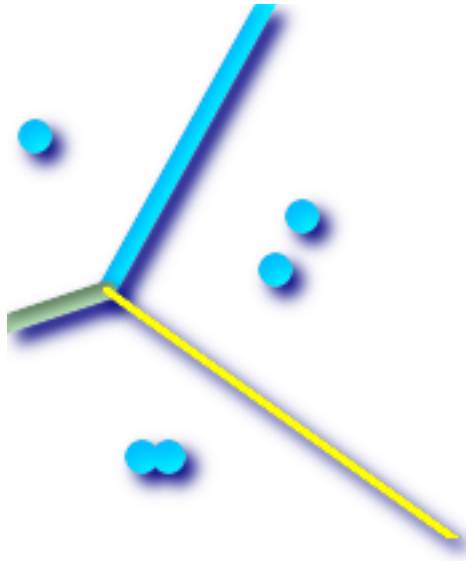
Optional parameters:

- 'tolerance' : The distance within which vertices will be considered equivalent. Robustness of the algorithm can be improved by supplying a nonzero tolerance distance. (default = 0.0)
- 'extend\_to' : If a geometry is supplied as the "extend\_to" parameter, the diagram will be extended to cover the envelope of the "extend\_to" geometry, unless that envelope is smaller than the default envelope. (default = NULL)

Availability: 2.3.0 - requires GEOS >= 3.5.0.

#### Esempi

---



*Voronoi lines with tolerance of 30 units*

```
SELECT ST_VoronoiLines(geom, 30) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100, 10 150, 110 120)'::geometry As geom) ↔
 As g

-- ST_AsText output
MULTILINESTRING((135.555555555556 270, 36.8181818181818 92.2727272727273) ↔
, (36.8181818181818 92.2727272727273, -110 43.3333333333333), (230 ↔
-45.7142857142858, 36.8181818181818 92.2727272727273))
```

#### Si veda anche

[ST\\_DelaunayTriangles](#), [ST\\_Intersection](#), [ST\\_Union](#)

### 8.11.39 ST\_Polygonize

**ST\_Polygonize** — Returns the cells of the Voronoi diagram constructed from the vertices of a geometry.

#### Synopsis

geometry **ST\_OffsetCurve**(geometry line, float signed\_distance, text style\_parameters=’');

#### Descrizione

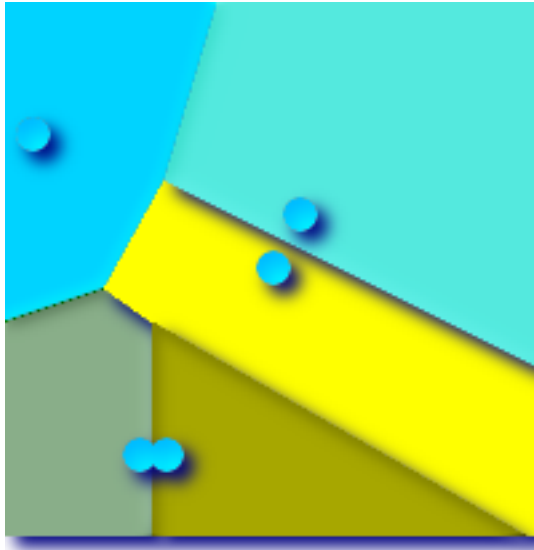
**ST\_VoronoiPolygons** computes a two-dimensional **Voronoi diagram** from the vertices of the supplied geometry. The result is a GeometryCollection of Polygons that covers an envelope larger than the extent of the input vertices.

Optional parameters:

- ‘tolerance’ : The distance within which vertices will be considered equivalent. Robustness of the algorithm can be improved by supplying a nonzero tolerance distance. (default = 0.0)
- ‘extend\_to’ : If a geometry is supplied as the “extend\_to” parameter, the diagram will be extended to cover the envelope of the “extend\_to” geometry, unless that envelope is smaller than the default envelope. (default = NULL)

Availability: 2.3.0 - requires GEOS >= 3.5.0.

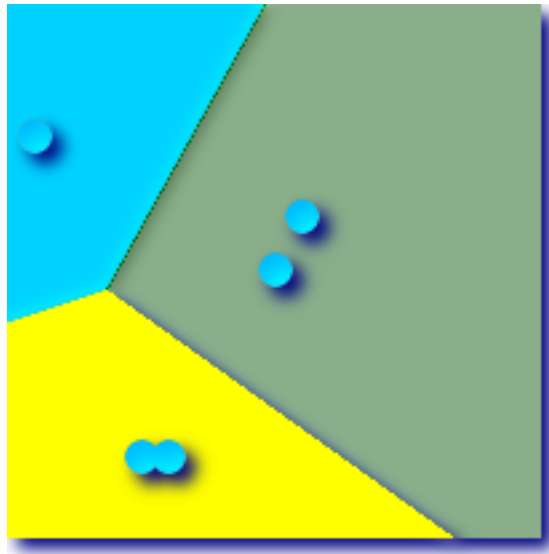
## Esempi



*Points overlaid on top of Voronoi diagram*

```
SELECT
 ST_VoronoiPolygons(geom) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry As geom) ↔
 As g;

-- ST_AsText output
GEOMETRYCOLLECTION(POLYGON((-110 43.3333333333333,-110 270,100.5 270,59.3478260869565 ↔
 132.826086956522,36.8181818181818 92.2727272727273,-110 43.3333333333333)),
POLYGON((55 -90,-110 -90,-110 43.3333333333333,36.8181818181818 92.2727272727273,55 ↔
 79.2857142857143,55 -90)),
POLYGON((230 47.5,230 -20.7142857142857,55 79.2857142857143,36.8181818181818 ↔
 92.2727272727273,59.3478260869565 132.826086956522,230 47.5)),POLYGON((230 ↔
 -20.7142857142857,230 -90,55 -90,55 79.2857142857143,230 -20.7142857142857)),
POLYGON((100.5 270,230 270,230 47.5,59.3478260869565 132.826086956522,100.5 270)))
```

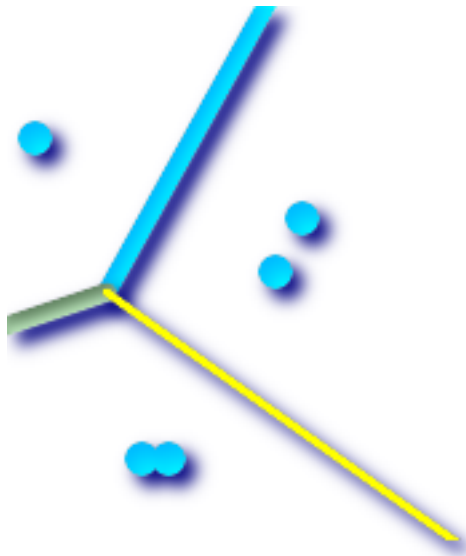


*Voronoi with tolerance of 30 units*

```
SELECT ST_VoronoiPolygons(geom, 30) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry As geom) ↔
 As g;

-- ST_AsText output
GEOMETRYCOLLECTION(POLYGON((-110 43.3333333333333,-110 270,100.5 270,59.3478260869565 ↔
 132.826086956522,36.8181818181818 92.2727272727273,-110 43.3333333333333)),
POLYGON((230 47.5,230 -45.7142857142858,36.8181818181818 ↔
 92.2727272727273,59.3478260869565 132.826086956522,230 47.5)),POLYGON((230 ↔
 -45.7142857142858,230 -90,-110 -90,-110 43.3333333333333,36.8181818181818 ↔
 92.2727272727273,230 -45.7142857142858)),
POLYGON((100.5 270,230 270,230 47.5,59.3478260869565 132.826086956522,100.5 270)))
```





*Voronoi with tolerance of 30 units as MultiLineString*

```
SELECT ST_VoronoiLines(geom, 30) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry As geom) ↔
 As g

-- ST_AsText output
MULTILINESTRING((135.555555555556 270,36.8181818181818 92.2727272727273) ↔
, (36.8181818181818 92.2727272727273,-110 43.3333333333333), (230 ↔
-45.7142857142858,36.8181818181818 92.2727272727273))
```

**Si veda anche**

[ST\\_DelaunayTriangles](#), [ST\\_Intersection](#), [ST\\_Union](#)

## 8.12 Sistemi di riferimento lineare

### 8.12.1 ST\_LineInterpolatePoint

**ST\_LineInterpolatePoint** — Returns a point interpolated along a line. Second argument is a float8 between 0 and 1 representing fraction of total length of linestring the point has to be located.

#### Synopsis

```
geometry ST_LineInterpolatePoint(geometry a_linestring, float8 a_fraction);
```

#### Descrizione

Returns a point interpolated along a line. First argument must be a LINESTRING. Second argument is a float8 between 0 and 1 representing fraction of total linestring length the point has to be located.

See [ST\\_LineLocatePoint](#) for computing the line location nearest to a Point.

**Note**

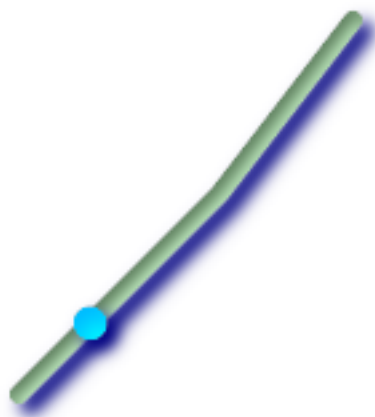
Since release 1.1.1 this function also interpolates M and Z values (when present), while prior releases set them to 0.0.

Availability: 0.8.2, Z and M supported added in 1.1.1

Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Interpolate\_Point.



This function supports 3d and will not drop the z-index.

**Esempi**

*A linestring with the interpolated point at 20% position (0.20)*

```
--Return point 20% along 2d line
SELECT ST_AsEWKT(ST_LineInterpolatePoint(the_line, 0.20))
 FROM (SELECT ST_GeomFromEWKT('LINESTRING(25 50, 100 125, 150 190)') as the_line) As foo;
 st_asewkt

POINT(51.5974135047432 76.5974135047432)
```

```
--Return point mid-way of 3d line
SELECT ST_AsEWKT(ST_LineInterpolatePoint(the_line, 0.5))
 FROM (SELECT ST_GeomFromEWKT('LINESTRING(1 2 3, 4 5 6, 6 7 8)') as the_line) As foo;
 st_asewkt

POINT(3.5 4.5 5.5)
```

```
--find closest point on a line to a point or other geometry
SELECT ST_AsText(ST_LineInterpolatePoint(foo.the_line, ST_LineLocatePoint(foo.the_line,
 ST_GeomFromText('POINT(4 3)'))))
FROM (SELECT ST_GeomFromText('LINESTRING(1 2, 4 5, 6 7)') As the_line) As foo;
 st_astext
```

```

POINT(3 4)
```

### Si veda anche

[ST\\_AsText](#), [ST\\_AsEWKT](#), [ST\\_Length](#), [ST\\_LineLocatePoint](#)

## 8.12.2 ST\_LineLocatePoint

**ST\_LineLocatePoint** — Returns a float between 0 and 1 representing the location of the closest point on LineString to the given Point, as a fraction of total 2d line length.

### Synopsis

```
float8 ST_LineLocatePoint(geometry a_linestring, geometry a_point);
```

### Descrizione

Returns a float between 0 and 1 representing the location of the closest point on LineString to the given Point, as a fraction of total **2d line** length.

You can use the returned location to extract a Point ([ST\\_LineInterpolatePoint](#)) or a substring ([ST\\_LineSubstring](#)).

This is useful for approximating numbers of addresses

Disponibilità: 1.1.0

Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Locate\_Point.

### Esempi

```
--Rough approximation of finding the street number of a point along the street
--Note the whole foo thing is just to generate dummy data that looks
--like house centroids and street
--We use ST_DWithin to exclude
--houses too far away from the street to be considered on the street
SELECT ST_AsText(house_loc) As as_text_house_loc,
 startstreet_num +
 CAST((endstreet_num - startstreet_num)
 * ST_LineLocatePoint(street_line, house_loc) As integer) As ↵
 street_num
FROM
 (SELECT ST_GeomFromText('LINESTRING(1 2, 3 4)') As street_line,
 ST_MakePoint(x*1.01,y*1.03) As house_loc, 10 As startstreet_num,
 20 As endstreet_num
 FROM generate_series(1,3) x CROSS JOIN generate_series(2,4) As y)
As foo
WHERE ST_DWithin(street_line, house_loc, 0.2);

as_text_house_loc | street_num
-----+-----
POINT(1.01 2.06) | 10
POINT(2.02 3.09) | 15
POINT(3.03 4.12) | 20

--find closest point on a line to a point or other geometry
```

```
SELECT ST_AsText(ST_LineInterpolatePoint(foo.the_line, ST_LineLocatePoint(foo.the_line, ←
 ST_GeomFromText('POINT(4 3)'))))
FROM (SELECT ST_GeomFromText('LINESTRING(1 2, 4 5, 6 7)') As the_line) As foo;
 st_astext

POINT(3 4)
```

**Si veda anche**

[ST\\_DWithin](#), [ST\\_Length2D](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineSubstring](#)

### 8.12.3 ST\_LineSubstring

**ST\_LineSubstring** — Return a linestring being a substring of the input one starting and ending at the given fractions of total 2d length. Second and third arguments are float8 values between 0 and 1.

#### Synopsis

geometry **ST\_LineSubstring**(geometry a\_linestring, float8 startfraction, float8 endfraction);

#### Descrizione

Return a linestring being a substring of the input one starting and ending at the given fractions of total 2d length. Second and third arguments are float8 values between 0 and 1. This only works with LINESTRINGS. To use with contiguous MULTILINESTRINGS use in conjunction with [ST\\_LineMerge](#).

If 'start' and 'end' have the same value this is equivalent to [ST\\_LineInterpolatePoint](#).

See [ST\\_LineLocatePoint](#) for computing the line location nearest to a Point.



#### Note

Since release 1.1.1 this function also interpolates M and Z values (when present), while prior releases set them to unspecified values.

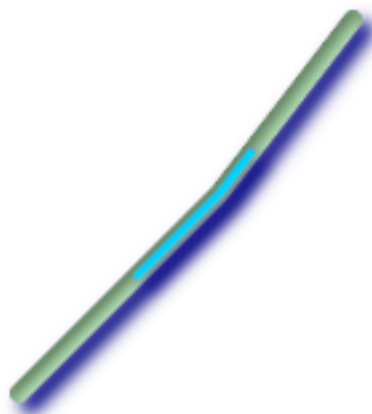
Availability: 1.1.0, Z and M supported added in 1.1.1

Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Substring.



This function supports 3d and will not drop the z-index.

## Esempi



*A linestring seen with 1/3 midrange overlaid (0.333, 0.666)*

```
--Return the approximate 1/3 mid-range part of a linestring
SELECT ST_AsText(ST_Line_SubString(ST_GeomFromText('LINESTRING(25 50, 100 125, 150 190)'), ←
 0.333, 0.666));
```

st\_astext ←

---

```
LINESTRING(69.2846934853974 94.2846934853974,100 125,111.700356260683 140.210463138888)

--The below example simulates a while loop in
--SQL using PostgreSQL generate_series() to cut all
--linestrings in a table to 100 unit segments
-- of which no segment is longer than 100 units
-- units are measured in the SRID units of measurement
-- It also assumes all geometries are LINESTRING or contiguous MULTILINESTRING
--and no geometry is longer than 100 units*10000
--for better performance you can reduce the 10000
--to match max number of segments you expect

SELECT field1, field2, ST_LineSubstring(the_geom, 100.00*n/length,
 CASE
 WHEN 100.00*(n+1) < length THEN 100.00*(n+1)/length
 ELSE 1
 END) As the_geom
FROM
 (SELECT sometable.field1, sometable.field2,
 ST_LineMerge(sometable.the_geom) AS the_geom,
 ST_Length(sometable.the_geom) As length
 FROM sometable
) AS t
CROSS JOIN generate_series(0,10000) AS n
WHERE n*100.00/length < 1;
```

## Si veda anche

[ST\\_Length](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineMerge](#)

### 8.12.4 ST\_LocateAlong

**ST\_LocateAlong** — Return a derived geometry collection value with elements that match the specified measure. Polygonal elements are not supported.

#### Synopsis

geometry **ST\_LocateAlong**(geometry geom\_with\_measure, float8 a\_measure, float8 offset);

#### Descrizione

Return a derived geometry collection value with elements that match the specified measure. Polygonal elements are not supported.

If an offset is provided, the resultant will be offset to the left or right of the input line by the specified number of units. A positive offset will be to the left, and a negative one to the right.

Semantic is specified by: ISO/IEC CD 13249-3:200x(E) - Text for Continuation CD Editing Meeting

Availability: 1.1.0 by old name ST\_Locate\_Along\_Measure.

Changed: 2.0.0 in prior versions this used to be called ST\_Locate\_Along\_Measure. The old name has been deprecated and will be removed in the future but is still available.



#### Note

Use this function only for geometries with an M component



This function supports M coordinates.

#### Esempi

```
SELECT ST_AsText(the_geom)
 FROM
 (SELECT ST_LocateAlong(
 ST_GeomFromText('MULTILINESTRINGM((1 2 3, 3 4 2, 9 4 3),
 (1 2 3, 5 4 5))'),3) As the_geom) As foo;

 st_asewkt

MULTIPOINT M (1 2 3)

--Le collezioni di geometrie sono bestie difficili, per cui ne facciamo un dump
--per renderle più digeribili
SELECT ST_AsText((ST_Dump(the_geom)).geom)
 FROM
 (SELECT ST_LocateAlong(
 ST_GeomFromText('MULTILINESTRINGM((1 2 3, 3 4 2, 9 4 3),
 (1 2 3, 5 4 5))'),3) As the_geom) As foo;

 st_asewkt

POINTM(1 2 3)
POINTM(9 4 3)
POINTM(1 2 3)
```

**Si veda anche**

[ST\\_Dump](#), [ST\\_LocateBetween](#)

### 8.12.5 ST\_LocateBetween

**ST\_LocateBetween** — Return a derived geometry collection value with elements that match the specified range of measures inclusively. Polygonal elements are not supported.

#### Synopsis

geometry **ST\_LocateBetween**(geometry geomA, float8 measure\_start, float8 measure\_end, float8 offset);

#### Descrizione

Return a derived geometry collection value with elements that match the specified range of measures inclusively. Polygonal elements are not supported.

Semantic is specified by: ISO/IEC CD 13249-3:200x(E) - Text for Continuation CD Editing Meeting

Availability: 1.1.0 by old name `ST_Locate_Between_Measures`.

Changed: 2.0.0 - in prior versions this used to be called `ST_Locate_Between_Measures`. The old name has been deprecated and will be removed in the future but is still available for backward compatibility.



This function supports M coordinates.

#### Esempi

```
SELECT ST_AsText(the_geom)
 FROM
 (SELECT ST_LocateBetween(
 ST_GeomFromText('MULTILINESTRING M ((1 2 3, 3 4 2, 9 4 3),
 (1 2 3, 5 4 5))'),1.5, 3) As the_geom) As foo;

 st_asewkt

GEOMETRYCOLLECTION M (LINESTRING M (1 2 3,3 4 2,9 4 3),POINT M (1 2 3))

--Geometry collections are difficult animals so dump them
--to make them more digestable
SELECT ST_AsText((ST_Dump(the_geom)).geom)
 FROM
 (SELECT ST_LocateBetween(
 ST_GeomFromText('MULTILINESTRING M ((1 2 3, 3 4 2, 9 4 3),
 (1 2 3, 5 4 5))'),1.5, 3) As the_geom) As foo;

 st_asewkt

LINESTRING M (1 2 3,3 4 2,9 4 3)
POINT M (1 2 3)
```

**Si veda anche**

[ST\\_Dump](#), [ST\\_LocateAlong](#)

### 8.12.6 ST\_LocateBetweenElevations

**ST\_LocateBetweenElevations** — Return a derived geometry (collection) value with elements that intersect the specified range of elevations inclusively. Only 3D, 4D LINESTRINGS and MULTILINESTRINGS are supported.

#### Synopsis

geometry **ST\_LocateBetweenElevations**(geometry geom\_mline, float8 elevation\_start, float8 elevation\_end);

#### Descrizione

Return a derived geometry (collection) value with elements that intersect the specified range of elevations inclusively. Only 3D, 3DM LINESTRINGS and MULTILINESTRINGS are supported.

Disponibilità: 1.4.0



This function supports 3d and will not drop the z-index.

#### Esempi

```
SELECT ST_AsEWKT(ST_LocateBetweenElevations(
 ST_GeomFromEWKT('LINESTRING(1 2 3, 4 5 6)'),2,4)) As ewelev;

MULTILINESTRING((1 2 3,2 3 4))

SELECT ST_AsEWKT(ST_LocateBetweenElevations(
 ST_GeomFromEWKT('LINESTRING(1 2 6, 4 5 -1, 7 8 9)'),6,9)) As ewelev ←
;

ewelev

GEOMETRYCOLLECTION(POINT(1 2 6),LINESTRING(6.1 7.1 6,7 8 9))

--Geometry collections are difficult animals so dump them
--to make them more digestable
SELECT ST_AsEWKT((ST_Dump(the_geom)).geom)
FROM
 (SELECT ST_LocateBetweenElevations(
 ST_GeomFromEWKT('LINESTRING(1 2 6, 4 5 -1, 7 8 9)'),6,9) As ←
 the_geom) As foo;

st_asewkt

POINT(1 2 6)
LINESTRING(6.1 7.1 6,7 8 9)
```

#### Si veda anche

[ST\\_Dump](#)

### 8.12.7 ST\_InterpolatePoint

**ST\_InterpolatePoint** — Return the value of the measure dimension of a geometry at the point closed to the provided point.



**Synopsis**

float8 **ST\_InterpolatePoint**(geometry line, geometry point);

**Descrizione**

Return the value of the measure dimension of a geometry at the point closed to the provided point.

Availability: 2.0.0



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_InterpolatePoint('LINESTRING M (0 0 0, 10 0 20)', 'POINT(5 5)');
 st_interpolatepoint

10
```

**Si veda anche**

[ST\\_AddMeasure](#), [ST\\_LocateAlong](#), [ST\\_LocateBetween](#)

**8.12.8 ST\_AddMeasure**

**ST\_AddMeasure** — Return a derived geometry with measure elements linearly interpolated between the start and end points.

**Synopsis**

geometry **ST\_AddMeasure**(geometry geom\_mline, float8 measure\_start, float8 measure\_end);

**Descrizione**

Return a derived geometry with measure elements linearly interpolated between the start and end points. If the geometry has no measure dimension, one is added. If the geometry has a measure dimension, it is over-written with new values. Only LINESTRINGS and MULTILINESTRINGS are supported.

Disponibilità: 1.5.0



This function supports 3d and will not drop the z-index.

**Esempi**

```
SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRING(1 0, 2 0, 4 0)'),1,4)) As ewelev;
 ewelev

LINESTRINGM(1 0 1,2 0 2,4 0 4)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRING(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
 ewelev
```

```

LINESTRING(1 0 4 10,2 0 4 20,4 0 4 40)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRINGM(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
 ewelev

LINESTRINGM(1 0 10,2 0 20,4 0 40)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('MULTILINESTRINGM((1 0 4, 2 0 4, 4 0 4),(1 0 4, 2 0 4, 4 0 4)'),10,70)) As ←
 ewelev;
 ewelev

MULTILINESTRINGM((1 0 10,2 0 20,4 0 40),(1 0 40,2 0 50,4 0 70))

```

## 8.13 Temporal Support

### 8.13.1 ST\_IsValidTrajectory

**ST\_IsValidTrajectory** — Returns `true` if the geometry is a valid trajectory.

#### Synopsis

boolean **ST\_IsValidTrajectory**(geometry line);

#### Description

Tell if a geometry encodes a valid trajectory. Valid trajectories are encoded as **LINESTRING** with M value growing from each vertex to the next.

Valid trajectories are expected as input to some spatio-temporal queries like [ST\\_ClosestPointOfApproach](#)

Availability: 2.2.0



This function supports 3d and will not drop the z-index.

#### Examples

```

-- A valid trajectory
SELECT ST_IsValidTrajectory(ST_MakeLine(
 ST_MakePointM(0,0,1),
 ST_MakePointM(0,1,2))
);
t

-- An invalid trajectory
SELECT ST_IsValidTrajectory(ST_MakeLine(ST_MakePointM(0,0,1), ST_MakePointM(0,1,0)));
NOTICE: Measure of vertex 1 (0) not bigger than measure of vertex 0 (1)
st_isvalidtrajectory

f

```

**See Also**[ST\\_ClosestPointOfApproach](#)**8.13.2 ST\_ClosestPointOfApproach**

**ST\_ClosestPointOfApproach** — Returns the measure at which points interpolated along two lines are closest.

**Synopsis**

```
float8 ST_ClosestPointOfApproach(geometry track1, geometry track2);
```

**Description**

Returns the smallest measure at which point interpolated along the given lines are at the smallest distance. Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). Null is returned if the trajectories do not overlap on the M range.

See [ST\\_LocateAlong](#) for getting the actual points at the given measure.

Availability: 2.2.0



This function supports 3d and will not drop the z-index.

**Examples**

```
-- Return the time in which two objects moving between 10:00 and 11:00
-- are closest to each other and their distance at that point
WITH inp AS (SELECT
 ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5) '::geometry,
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) a,
 ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2) '::geometry,
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) b
), cpa AS (
 SELECT ST_ClosestPointOfApproach(a,b) m FROM inp
), points AS (
 SELECT ST_Force3DZ(ST_GeometryN(ST_LocateAlong(a,m),1)) pa,
 ST_Force3DZ(ST_GeometryN(ST_LocateAlong(b,m),1)) pb
 FROM inp, cpa
)
SELECT to_timestamp(m) t,
 ST_Distance(pa,pb) distance
FROM points, cpa;
```

| t                             | distance         |
|-------------------------------|------------------|
| 2015-05-26 10:45:31.034483+02 | 1.96036833151395 |

**See Also**

[ST\\_IsValidTrajectory](#), [ST\\_DistanceCPA](#), [ST\\_LocateAlong](#), [ST\\_AddMeasure](#)

### 8.13.3 ST\_DistanceCPA

**ST\_DistanceCPA** — Returns the distance between closest points of approach in two trajectories.

#### Synopsis

```
float8 ST_DistanceCPA(geometry track1, geometry track2);
```

#### Description

Returns the minimum distance two moving objects have ever been each-other. Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). Null is returned if the trajectories do not overlap on the M range.

Availability: 2.2.0



This function supports 3d and will not drop the z-index.

#### Examples

```
-- Return the minimum distance of two objects moving between 10:00 and 11:00
WITH inp AS (SELECT
 ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry',
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) a,
 ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry',
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) b
)
SELECT ST_DistanceCPA(a,b) distance FROM inp;

 distance

1.96036833151395
```

#### See Also

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_AddMeasure](#), [ST\\_Distance](#)

### 8.13.4 ST\_CPAWithin

**ST\_CPAWithin** — Returns true if the trajectories' closest points of approach are within the specified distance.

#### Synopsis

```
float8 ST_CPAWithin(geometry track1, geometry track2, float8 maxdist);
```

## Description

Checks whether two moving objects have ever been within the specified max distance.

Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). False is returned if the trajectories do not overlap on the M range.

Availability: 2.2.0



This function supports 3d and will not drop the z-index.

## Examples

```
WITH inp AS (SELECT
 ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry',
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) a,
 ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry',
 extract(epoch from '2015-05-26 10:00'::timestampz),
 extract(epoch from '2015-05-26 11:00'::timestampz)
) b
)
SELECT ST_CPWithin(a,b,2), ST_DistanceCPA(a,b) distance FROM inp;
```

| st_cpwithin | distance         |
|-------------|------------------|
| t           | 1.96521473776207 |

## See Also

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_DistanceCPA](#), [ST\\_Distance](#)

## 8.14 Long Transactions Support

This module and associated pl/pgsql functions have been implemented to provide long locking support required by [Web Feature Service](#) specification.



### Note

Users must use [serializable transaction level](#) otherwise locking mechanism would break.

### 8.14.1 AddAuth

AddAuth — Add an authorization token to be used in current transaction.

### Synopsis

```
boolean AddAuth(text auth_token);
```

**Description**

Add an authorization token to be used in current transaction.

Creates/adds to a temp table called temp\_lock\_have\_table the current transaction identifier and authorization token key.

Availability: 1.1.3

**Examples**

```
SELECT LockRow('towns', '353', 'priscilla');
 BEGIN TRANSACTION;
 SELECT AddAuth('joey');
 UPDATE towns SET the_geom = ST_Translate(the_geom,2,2) WHERE gid = 353;
 COMMIT;

---Error--
ERROR: UPDATE where "gid" = '353' requires authorization 'priscilla'
```

**See Also**

[LockRow](#)

**8.14.2 CheckAuth**

CheckAuth — Creates trigger on a table to prevent/allow updates and deletes of rows based on authorization token.

**Synopsis**

integer **CheckAuth**(text a\_schema\_name, text a\_table\_name, text a\_key\_column\_name);

integer **CheckAuth**(text a\_table\_name, text a\_key\_column\_name);

**Description**

Creates trigger on a table to prevent/allow updates and deletes of rows based on authorization token. Identify rows using <rowid\_col> column.

If a\_schema\_name is not passed in, then searches for table in current schema.

**Note**

If an authorization trigger already exists on this table function errors.  
If Transaction support is not enabled, function throws an exception.

Availability: 1.1.3

**Examples**

```
SELECT CheckAuth('public', 'towns', 'gid');
 result

 0
```

**See Also**[EnableLongTransactions](#)

### 8.14.3 DisableLongTransactions

**DisableLongTransactions** — Disable long transaction support. This function removes the long transaction support metadata tables, and drops all triggers attached to lock-checked tables.

**Synopsis**

```
text DisableLongTransactions();
```

**Description**

Disable long transaction support. This function removes the long transaction support metadata tables, and drops all triggers attached to lock-checked tables.

Drops meta table called `authorization_table` and a view called `authorized_tables` and all triggers called `check_authtrigger`

Availability: 1.1.3

**Examples**

```
SELECT DisableLongTransactions();
--result--
Long transactions support disabled
```

**See Also**[EnableLongTransactions](#)

### 8.14.4 EnableLongTransactions

**EnableLongTransactions** — Enable long transaction support. This function creates the required metadata tables, needs to be called once before using the other functions in this section. Calling it twice is harmless.

**Synopsis**

```
text EnableLongTransactions();
```

**Description**

Enable long transaction support. This function creates the required metadata tables, needs to be called once before using the other functions in this section. Calling it twice is harmless.

Creates a meta table called `authorization_table` and a view called `authorized_tables`

Availability: 1.1.3

---

## Examples

```
SELECT EnableLongTransactions();
--result--
Long transactions support enabled
```

## See Also

[DisableLongTransactions](#)

## 8.14.5 LockRow

LockRow — Set lock/authorization for specific row in table

### Synopsis

```
integer LockRow(text a_schema_name, text a_table_name, text a_row_key, text an_auth_token, timestamp expire_dt);
integer LockRow(text a_table_name, text a_row_key, text an_auth_token, timestamp expire_dt);
integer LockRow(text a_table_name, text a_row_key, text an_auth_token);
```

### Description

Set lock/authorization for specific row in table <authid> is a text value, <expires> is a timestamp defaulting to now()+1hour. Returns 1 if lock has been assigned, 0 otherwise (already locked by other auth)

Availability: 1.1.3

## Examples

```
SELECT LockRow('public', 'towns', '2', 'joey');
LockRow

1

--Joey has already locked the record and Priscilla is out of luck
SELECT LockRow('public', 'towns', '2', 'priscilla');
LockRow

0
```

## See Also

[UnlockRows](#)

## 8.14.6 UnlockRows

UnlockRows — Remove all locks held by specified authorization id. Returns the number of locks released.

### Synopsis

```
integer UnlockRows(text auth_token);
```

---



**Description**

Remove all locks held by specified authorization id. Returns the number of locks released.

Availability: 1.1.3

**Examples**

```
SELECT LockRow('towns', '353', 'priscilla');
 SELECT LockRow('towns', '2', 'priscilla');
 SELECT UnlockRows('priscilla');
 UnlockRows

 2
```

**See Also**

[LockRow](#)

## 8.15 Funzioni varie

### 8.15.1 ST\_Accum

ST\_Accum — Aggregate. Constructs an array of geometries.

**Synopsis**

geometry[] **ST\_Accum**(geometry set geomfield);

**Descrizione**

Aggregate. Constructs an array of geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Esempi**

```
SELECT (ST_Accum(the_geom)) As all_em, ST_AsText((ST_Accum(the_geom))[1]) As grabone,
(ST_Accum(the_geom))[2:4] as grab_rest
 FROM (SELECT ST_MakePoint(a*CAST(random()*10 As integer), a*CAST(←
 random()*10 As integer), a*CAST(random()*10 As integer)) As ←
 the_geom
 FROM generate_series(1,4) a) As foo;
```

```

all_em|grabone | grab_rest
-----+
{0101000080000000000000000000000014400000000000000244000000000000001040:
01010000800000000000000000000000
0001840000000000000000002C400000000000000003040:
01010000800000000000000000000000354000000000000000384000000000000001840:
010100008000000000000000000000004040000000000000003C40000000000000003040} |
POINT(5 10) | {010100008000000000000000000000001840000000000000002C400000000000000003040:
01010000800000000000000000000000354000000000000000384000000000000001840:
010100008000000000000000000000004040000000000000003C40000000000000003040}
(1 row)

```

### Vedi anche

[ST\\_Collect](#)

## 8.15.2 Box2D

**Box2D** — Returns a BOX2D representing the maximum extents of the geometry.

### Synopsis

box2d **Box2D**(geometry geomA);

### Descrizione

Returns a BOX2D representing the maximum extents of the geometry.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Esempi

```

SELECT Box2D(ST_GeomFromText('LINESTRING(1 2, 3 4, 5 6)'));
 box2d

 BOX(1 2,5 6)

SELECT Box2D(ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)'));
 box2d

 BOX(220186.984375 150406,220288.25 150506.140625)

```

**Vedi anche**[Box3D](#), [ST\\_GeomFromText](#)**8.15.3 Box3D**

**Box3D** — Returns a BOX3D representing the maximum extents of the geometry.

**Synopsis**

`box3d` **Box3D**(geometry geomA);

**Descrizione**

Returns a BOX3D representing the maximum extents of the geometry.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



This function supports 3d and will not drop the z-index.

**Esempi**

```

SELECT Box3D(ST_GeomFromEWKT('LINESTRING(1 2 3, 3 4 5, 5 6 5)'));
 Box3d

 BOX3D(1 2 3,5 6 5)

SELECT Box3D(ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 1,220227 ↵
 150406 1)'));
 Box3d

 BOX3D(220227 150406 1,220268 150415 1)

```

**Vedi anche**[Box2D](#), [ST\\_GeomFromEWKT](#)**8.15.4 ST\_EstimatedExtent**

**ST\_EstimatedExtent** — Return the 'estimated' extent of the given spatial table. The estimated is taken from the geometry column's statistics. The current schema will be used if not specified.

## Synopsis

```
geometry ST_Expand(geometry g1, float units_to_expand);
box2d ST_Expand(box2d g1, float units_to_expand);
box3d ST_Expand(box3d g1, float units_to_expand);
```

## Descrizione

Return the 'estimated' extent of the given spatial table. The estimated is taken from the geometry column's statistics. The current schema will be used if not specified. The default behavior is to also use statistics collected from children tables (tables with INHERITS) if available. If 'parent\_only' is set to TRUE, only statistics for the given table are used and children tables are ignored.

For PostgreSQL>=8.0.0 statistics are gathered by VACUUM ANALYZE and resulting extent will be about 95% of the real one.



### Note

In absence of statistics (empty table or no ANALYZE called) this function returns NULL. Prior to version 1.5.4 an exception was thrown instead.

For PostgreSQL<8.0.0 statistics are gathered by update\_geometry\_stats() and resulting extent will be exact.

Availability: 1.0.0

Modificato nella versione 2.1.0. Sino alla versione 2.0.x questa funzione si chiamava ST\_Estimated\_Extent.



This method supports Circular Strings and Curves

## Esempi

```
SELECT ST_EstimatedExtent('ny', 'edges', 'the_geom');
--result--
BOX(-8877653 4912316,-8010225.5 5589284)

SELECT ST_EstimatedExtent('feature_poly', 'the_geom');
--result--
BOX(-124.659652709961 24.6830825805664,-67.7798080444336 49.0012092590332)
```

## Vedi anche

[ST\\_Extent](#)

## 8.15.5 ST\_Expand

**ST\_Expand** — Returns bounding box expanded in all directions from the bounding box of the input geometry. Uses double-precision

## Synopsis

```
geometry ST_Expand(geometry geom, float units_to_expand);
geometry ST_Expand(geometry geom, float dx, float dy, float dz=0, float dm=0);
box2d ST_Expand(box2d box, float units_to_expand);
box2d ST_Expand(box2d box, float dx, float dy);
box3d ST_Expand(box3d box, float units_to_expand);
box3d ST_Expand(box3d box, float dx, float dy, float dz=0);
```

## Descrizione

This function returns a bounding box expanded from the bounding box of the input, either by specifying a single distance with which the box should be expanded in all directions, or by specifying an expansion distance for each direction. Uses double-precision. Can be very useful for distance queries, or to add a bounding box filter to a query to take advantage of a spatial index.

In addition to the geometry version of ST\_Expand, which is the most commonly used, variants are provided that accept and produce internal BOX2D and BOX3D data types.

ST\_Expand is similar in concept to ST\_Buffer, except while buffer expands the geometry in all directions, ST\_Expand expands the bounding box an x,y,z unit amount.

Units are in the units of the spatial reference system in use denoted by the SRID.



### Note

Pre 1.3, ST\_Expand was used in conjunction with distance to do indexable queries. Something of the form `the_geom && ST_Expand('POINT(10 20)', 10) AND ST_Distance(the_geom, 'POINT(10 20)') < 10` Post 1.2, this was replaced with the easier ST\_DWithin construct.



### Note

Availability: 1.5.0 behavior changed to output double precision instead of float4 coordinates.  
Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.  
Enhanced: 2.3.0 support was added to expand a box by different amounts in different dimensions.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Esempi



### Note

Examples below use US National Atlas Equal Area (SRID=2163) which is a meter projection

```
--10 meter expanded box around bbox of a linestring
SELECT CAST(ST_Expand(ST_GeomFromText('LINESTRING(2312980 110676,2312923 110701,2312892 110714)', 2163),10) As box2d);
 st_expand

BOX(2312882 110666,2312990 110724)

--10 meter expanded 3d box of a 3d box
SELECT ST_Expand(CAST('BOX3D(778783 2951741 1,794875 2970042.61545891 10)' As box3d),10)
 st_expand

BOX3D(778773 2951731 -9,794885 2970052.61545891 20)

--10 meter geometry astext rep of a expand box around a point geometry
SELECT ST_AsEWKT(ST_Expand(ST_GeomFromEWKT('SRID=2163;POINT(2312980 110676)'),10));
 st_asewkt ←
```

```
SRID=2163;POLYGON((2312970 110666,2312970 110686,2312990 110686,2312990 110666,2312970 110666))
```

Vedi anche

[ST\\_AsEWKT](#), [ST\\_Buffer](#), [ST\\_DWithin](#), [ST\\_GeomFromEWKT](#), [ST\\_GeomFromText](#), [ST\\_SRID](#)

## 8.15.6 ST\_Extent

**ST\_Extent** — an aggregate function that returns the bounding box that bounds rows of geometries.

### Synopsis

box2d **ST\_Extent**(geometry set geomfield);

### Descrizione

**ST\_Extent** returns a bounding box that encloses a set of geometries. The **ST\_Extent** function is an "aggregate" function in the terminology of SQL. That means that it operates on lists of data, in the same way the **SUM()** and **AVG()** functions do.

Since it returns a bounding box, the spatial Units are in the units of the spatial reference system in use denoted by the SRID

**ST\_Extent** is similar in concept to Oracle Spatial/Locator's **SDO\_AGGR\_MBR**



#### Note

Since **ST\_Extent** returns a bounding box, the SRID meta-data is lost. Use **ST\_SetSRID** to force it back into a geometry with SRID meta data. The coordinates are in the units of the spatial ref of the original geometries.



#### Note

**ST\_Extent** will return boxes with only an x and y component even with (x,y,z) coordinate geometries. To maintain x,y,z use **ST\_3DExtent** instead.



#### Note

Availability: 1.4.0

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Esempi



**Note**  
Examples below use Massachusetts State Plane ft (SRID=2249)

```
SELECT ST_Extent(the_geom) as bextent FROM sometable;
 st_bextent

BOX(739651.875 2908247.25,794875.8125 2970042.75)

-- restituisce l'estensione di ciascuna categoria di geometrie
SELECT ST_Extent(the_geom) as bextent
FROM sometable
GROUP BY category ORDER BY category;

 bextent | name
-----+-----
BOX(778783.5625 2951741.25,794875.8125 2970042.75) | A
BOX(751315.8125 2919164.75,765202.6875 2935417.25) | B
BOX(739651.875 2917394.75,756688.375 2935866) | C

--riporta il risultato a una geometria
-- e visualizza la rappresentazione come testo di quella geometria
SELECT ST_SetSRID(ST_Extent(the_geom),2249) as bextent FROM sometable;

 bextent -----
SRID=2249;POLYGON((739651.875 2908247.25,739651.875 2970042.75,794875.8125 2970042.75,
794875.8125 2908247.25,739651.875 2908247.25))
```

Vedi anche

[ST\\_AsEWKT](#), [ST\\_3DExtent](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

8.15.7 ST\_3DExtent

ST\_3DExtent — an aggregate function that returns the box3D bounding box that bounds rows of geometries.

Synopsis

box3d **ST\_3DExtent**(geometry set geomfield);

Descrizione

ST\_3DExtent returns a box3d (includes Z coordinate) bounding box that encloses a set of geometries. The ST\_3DExtent function is an "aggregate" function in the terminology of SQL. That means that it operates on lists of data, in the same way the SUM() and AVG() functions do.

Since it returns a bounding box, the spatial Units are in the units of the spatial reference system in use denoted by the SRID

**Note**

Since ST\_3DExtent returns a bounding box, the SRID meta-data is lost. Use ST\_SetSRID to force it back into a geometry with SRID meta data. The coordinates are in the units of the spatial ref of the original geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Modificato nella versione 2.0.0. Nelle versioni precedenti era chiamato ST\_Extent3D



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Esempi**

```
SELECT ST_3DExtent(foo.the_geom) As b3extent
FROM (SELECT ST_MakePoint(x,y,z) As the_geom
 FROM generate_series(1,3) As x
 CROSS JOIN generate_series(1,2) As y
 CROSS JOIN generate_series(0,2) As Z) As foo;

 b3extent

BOX3D(1 1 0,3 2 2)

--Ottieni l'estensione di varie stringhe circolari con elevazione
SELECT ST_3DExtent(foo.the_geom) As b3extent
FROM (SELECT ST_Translate(ST_Force_3DZ(ST_LineToCurve(ST_Buffer(ST_MakePoint(x,y),1))),0,0, ←
 z) As the_geom
 FROM generate_series(1,3) As x
 CROSS JOIN generate_series(1,2) As y
 CROSS JOIN generate_series(0,2) As Z) As foo;

 b3extent

BOX3D(1 0 0,4 2 2)
```

**Vedi anche**

[ST\\_Extent](#), [ST\\_Force3DZ](#)

**8.15.8 Find\_SRID**

**Find\_SRID** — The syntax is `find_srid(a_db_schema, a_table, a_column)` and the function returns the integer SRID of the specified column by searching through the GEOMETRY\_COLUMNS table.

**Synopsis**

integer **Find\_SRID**(varchar a\_schema\_name, varchar a\_table\_name, varchar a\_geomfield\_name);



## Descrizione

The syntax is `find_srid(<db/schema>, <table>, <column>)` and the function returns the integer SRID of the specified column by searching through the `GEOMETRY_COLUMNS` table. If the geometry column has not been properly added with the `AddGeometryColumns()` function, this function will not work either.

## Esempi

```
SELECT Find_SRID('public', 'tiger_us_state_2007', 'the_geom_4269');
find_srid

4269
```

## Vedi anche

[ST\\_SRID](#)

## 8.15.9 ST\_MemSize

`ST_MemSize` — Restituisce lo spazio occupato da una geometria (in byte).

## Synopsis

integer **ST\_MemSize**(geometry geomA);

## Descrizione

Restituisce lo spazio occupato da una geometria (in byte).

This is a nice compliment to PostgreSQL built in functions `pg_column_size`, `pg_size_pretty`, `pg_relation_size`, `pg_total_relation_size`.

---

### Note



`pg_relation_size` which gives the byte size of a table may return byte size lower than `ST_MemSize`. This is because `pg_relation_size` does not add toasted table contribution and large geometries are stored in TOAST tables.

`pg_total_relation_size` - includes, the table, the toasted tables, and the indexes.

`pg_column_size` returns how much space a geometry would take in a column considering compression, so may be lower than `ST_MemSize`

---



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Changed: 2.2.0 name changed to `ST_MemSize` to follow naming convention. In prior versions this function was called `ST_Mem_Size`, old name deprecated though still available.

---

Esempi

```
--Return how much byte space Boston takes up in our Mass data set
SELECT pg_size_pretty(SUM(ST_MemSize(the_geom))) as totgeomsum,
pg_size_pretty(SUM(CASE WHEN town = 'BOSTON' THEN ST_MemSize(the_geom) ELSE 0 END)) As bossum,
CAST(SUM(CASE WHEN town = 'BOSTON' THEN ST_MemSize(the_geom) ELSE 0 END)*1.00 /
 SUM(ST_MemSize(the_geom))*100 As numeric(10,2)) As perbos
FROM towns;
```

| totgeomsum | bossum | perbos |
|------------|--------|--------|
| -----      | -----  | -----  |
| 1522 kB    | 30 kB  | 1.99   |

```
SELECT ST_MemSize(ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)'));

```

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```
--What percentage of our table is taken up by just the geometry
SELECT pg_total_relation_size('public.neighborhoods') As fulltable_size, sum(ST_MemSize(the_geom)) As geomsize,
sum(ST_MemSize(the_geom))*1.00/pg_total_relation_size('public.neighborhoods')*100 As pergeom
FROM neighborhoods;
fulltable_size geomsize pergeom

```

|        |       |                         |
|--------|-------|-------------------------|
| 262144 | 96238 | 36.71188354492187500000 |
|--------|-------|-------------------------|

Vedi anche

8.15.10 ST\_PointInsideCircle

ST\_PointInsideCircle — Is the point geometry inside the circle defined by center\_x, center\_y, radius

Synopsis

boolean **ST\_PointInsideCircle**(geometry a\_point, float center\_x, float center\_y, float radius);

Descrizione

The syntax for this functions is ST\_PointInsideCircle(<geometry>,<circle\_center\_x>,<circle\_center\_y>,<radius>). Returns the true if the geometry is a point and is inside the circle. Returns false otherwise.



**Note**  
Come suggerito dal nome, funziona solo per i punti

Availability: 1.2

Changed: 2.2.0 In prior versions this used to be called ST\_Point\_Inside\_Circle

## Esempi

```
SELECT ST_PointInsideCircle(ST_Point(1,2), 0.5, 2, 3);
 st_pointinsidecircle

t
```

## Vedi anche

[ST\\_DWithin](#)

## 8.16 Exceptional Functions

These functions are rarely used functions that should only be used if your data is corrupted in someway. They are used for troubleshooting corruption and also fixing things that should under normal circumstances, never happen.

### 8.16.1 PostGIS\_AddBBox

PostGIS\_AddBBox — Add bounding box to the geometry.

#### Synopsis

geometry **PostGIS\_AddBBox**(geometry geomA);

#### Description

Add bounding box to the geometry. This would make bounding box based queries faster, but will increase the size of the geometry.



#### Note

Bounding boxes are automatically added to geometries so in general this is not needed unless the generated bounding box somehow becomes corrupted or you have an old install that is lacking bounding boxes. Then you need to drop the old and readd.



This method supports Circular Strings and Curves

#### Examples

```
UPDATE sometable
SET the_geom = PostGIS_AddBBox(the_geom)
WHERE PostGIS_HasBBox(the_geom) = false;
```

#### See Also

[PostGIS\\_DropBBox](#), [PostGIS\\_HasBBox](#)

### 8.16.2 PostGIS\_DropBBox

PostGIS\_DropBBox — Drop the bounding box cache from the geometry.

#### Synopsis

geometry **PostGIS\_DropBBox**(geometry geomA);

#### Description

Drop the bounding box cache from the geometry. This reduces geometry size, but makes bounding-box based queries slower. It is also used to drop a corrupt bounding box. A tale-tell sign of a corrupt cached bounding box is when your ST\_Intersects and other relation queries leave out geometries that rightfully should return true.

#### Note



Bounding boxes are automatically added to geometries and improve speed of queries so in general this is not needed unless the generated bounding box somehow becomes corrupted or you have an old install that is lacking bounding boxes. Then you need to drop the old and readd. This kind of corruption has been observed in 8.3-8.3.6 series whereby cached bboxes were not always recalculated when a geometry changed and upgrading to a newer version without a dump reload will not correct already corrupted boxes. So one can manually correct using below and readd the bbox or do a dump reload.



This method supports Circular Strings and Curves

#### Examples

```
--This example drops bounding boxes where the cached box is not correct
--The force to ST_AsBinary before applying Box2D forces a ↔
--recalculation of the box, and Box2D applied to the table ↔
--geometry always
--returns the cached bounding box.
UPDATE sometable
SET the_geom = PostGIS_DropBBox(the_geom)
WHERE Not (Box2D(ST_AsBinary(the_geom)) = Box2D(the_geom));

UPDATE sometable
SET the_geom = PostGIS_AddBBox(the_geom)
WHERE Not PostGIS_HasBBOX(the_geom);
```

#### See Also

[PostGIS\\_AddBBox](#), [PostGIS\\_HasBBox](#), [Box2D](#)

### 8.16.3 PostGIS\_HasBBox

PostGIS\_HasBBox — Returns TRUE if the bbox of this geometry is cached, FALSE otherwise.

#### Synopsis

boolean **PostGIS\_HasBBox**(geometry geomA);

## Description

Returns TRUE if the bbox of this geometry is cached, FALSE otherwise. Use [PostGIS\\_AddBBox](#) and [PostGIS\\_DropBBox](#) to control caching.



This method supports Circular Strings and Curves

## Examples

```
SELECT the_geom
FROM sometable WHERE PostGIS_HasBBox(the_geom) = false;
```

## See Also

[PostGIS\\_AddBBox](#), [PostGIS\\_DropBBox](#)

## Chapter 9

## Raster Reference

Le funzioni riportate sotto sono quelle che un utente di PostGIS Raster si troverà a utilizzare più frequentemente e che sono disponibili in PostGIS Raster. Esistono altre funzioni che sono di supporto agli oggetti raster e che non servono a un utilizzo generale.

Il tipo `raster` è un nuovo tipo di dati PostGIS per archiviare e analizzare dati raster.

For loading rasters from raster files please refer to Section 5.1

For the examples in this reference we will be using a raster table of dummy rasters - Formed with the following code

```
CREATE TABLE dummy_rast(rid integer, rast raster);
INSERT INTO dummy_rast(rid, rast)
VALUES (1,
('01' -- little endian (uint8 ndr)
||
'0000' -- version (uint16 0)
||
'0000' -- nBands (uint16 0)
||
'00000000000000040' -- scaleX (float64 2)
||
'00000000000000840' -- scaleY (float64 3)
||
'000000000000E03F' -- ipX (float64 0.5)
||
'000000000000E03F' -- ipY (float64 0.5)
||
'0000000000000000' -- skewX (float64 0)
||
'0000000000000000' -- skewY (float64 0)
||
'00000000' -- SRID (int32 0)
||
'0A00' -- width (uint16 10)
||
'1400' -- height (uint16 20)
)::raster
),
-- Raster: 5 x 5 pixels, 3 bands, PT_8BUI pixel type, NODATA = 0
(2, ('01000003009A9999999999A93F9A9999999999A9BF000000E02B274A' ||
'410000000077195641000000000000000000000000000000000000000000000000 ←
FFFFFFFFFF050005000400FDFFDFEFDFEFDFEFDF9FAFEF' ||
' ←
EFCF9FBFDFEFDFCFCAFEFEFE04004E627AADD16076B4F9FE6370A9F5FE59637AB0E54F58617087040046566487A1506C
')::raster);
```

## 9.1 Raster Support Data types

### 9.1.1 geomval

**geomval** — A spatial datatype with two fields - **geom** (holding a geometry object) and **val** (holding a double precision pixel value from a raster band).

#### Descrizione

**geomval** is a compound data type consisting of a geometry object referenced by the **.geom** field and **val**, a double precision value that represents the pixel value at a particular geometric location in a raster band. It is used by the **ST\_DumpAsPolygon** and Raster intersection family of functions as an output type to explode a raster band into geometry polygons.

#### Si veda anche

Section [14.6](#)

### 9.1.2 addbandarg

**addbandarg** — A composite type used as input into the **ST\_AddBand** function defining the attributes and initial value of the new band.

#### Descrizione

A composite type used as input into the **ST\_AddBand** function defining the attributes and initial value of the new band.

**index integer** 1-based value indicating the position where the new band will be added amongst the raster's bands. If NULL, the new band will be added at the end of the raster's bands.

**pixeltype text** Pixel type of the new band. One of defined pixel types as described in [ST\\_BandPixelType](#).

**initialvalue double precision** Initial value that all pixels of new band will be set to.

**nodataval double precision** NODATA value of the new band. If NULL, the new band will not have a NODATA value assigned.

#### Si veda anche

[ST\\_AddBand](#)

### 9.1.3 rastbandarg

**rastbandarg** — A composite type for use when needing to express a raster and a band index of that raster.

#### Descrizione

A composite type for use when needing to express a raster and a band index of that raster.

**rast raster** The raster in question/

**nband integer** 1-based value indicating the band of raster

---

**Si veda anche**

[ST\\_MapAlgebra](#)

### 9.1.4 raster

raster — raster spatial data type.

#### Descrizione

raster is a spatial data type used to represent raster data such as those imported from jpegs, tiffs, pngs, digital elevation models. Each raster has 1 or more bands each having a set of pixel values. Rasters can be georeferenced.



#### Note

Requires PostGIS be compiled with GDAL support. Currently rasters can be implicitly converted to geometry type, but the conversion returns the [ST\\_ConvexHull](#) of the raster. This auto casting may be removed in the near future so don't rely on it.

#### Casting Behavior

This section lists the automatic as well as explicit casts allowed for this data type

| Cast To  | Behavior  |
|----------|-----------|
| geometry | automatic |

**Si veda anche**

Chapter [9](#)

### 9.1.5 reclassarg

reclassarg — A composite type used as input into the ST\_Reclass function defining the behavior of reclassification.

#### Descrizione

A composite type used as input into the ST\_Reclass function defining the behavior of reclassification.

**nband integer** The band number of band to reclassify.

**reclassexpr text** range expression consisting of comma delimited range:map\_range mappings. : to define mapping that defines how to map old band values to new band values. ( means >, ) means less than, ] < or equal, [ means > or equal

1. [a-b] = a <= x <= b
2. (a-b) = a < x <= b
3. [a-b) = a <= x < b
4. (a-b) = a < x < b

( notation is optional so a-b means the same as (a-b)

**pixeltype text** One of defined pixel types as described in [ST\\_BandPixelType](#)

**nodataval double precision** Value to treat as no data. For image outputs that support transparency, these will be blank.



**Example: Reclassify band 2 as an 8BUI where 255 is nodata value**

```
SELECT ROW(2, '0-100:1-10, 101-500:11-150,501 - 10000: 151-254', '8BUI', 255)::reclassarg;
```

**Example: Reclassify band 1 as an 1BB and no nodata value defined**

```
SELECT ROW(1, '0-100]:0, (100-255:1', '1BB', NULL)::reclassarg;
```

**Si veda anche**[ST\\_Reclass](#)**9.1.6 summarystats**

**summarystats** — A composite type returned by the `ST_SummaryStats` and `ST_SummaryStatsAgg` functions.

**Descrizione**

A composite type returned by the [ST\\_SummaryStats](#) and [ST\\_SummaryStatsAgg](#) functions.

**count integer** Number of pixels counted for the summary statistics.

**sum double precision** Sum of all counted pixel values.

**mean double precision** Arithmetic mean of all counted pixel values.

**stddev double precision** Standard deviation of all counted pixel values.

**min double precision** Minimum value of counted pixel values.

**max double precision** Maximum value of counted pixel values.

**Si veda anche**[ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)**9.1.7 unionarg**

**unionarg** — A composite type used as input into the `ST_Union` function defining the bands to be processed and behavior of the UNION operation.

**Descrizione**

A composite type used as input into the `ST_Union` function defining the bands to be processed and behavior of the UNION operation.

**nband integer** 1-based value indicating the band of each input raster to be processed.

**uniontype text** Type of UNION operation. One of defined types as described in [ST\\_Union](#).

**Si veda anche**[ST\\_Union](#)

## 9.2 Raster Management

### 9.2.1 AddRasterConstraints

**AddRasterConstraints** — Adds raster constraints to a loaded raster table for a specific column that constrains spatial ref, scaling, blocksize, alignment, bands, band type and a flag to denote if raster column is regularly blocked. The table must be loaded with data for the constraints to be inferred. Returns true if the constraint setting was accomplished and if issues a notice.

#### Synopsis

```
boolean AddRasterConstraints(name rasttable, name rastcolumn, boolean srid, boolean scale_x, boolean scale_y, boolean
blocksize_x, boolean blocksize_y, boolean same_alignment, boolean regular_blocking, boolean num_bands=true, boolean
pixel_types=true, boolean nodata_values=true, boolean out_db=true, boolean extent=true);
boolean AddRasterConstraints(name rasttable, name rastcolumn, text[] VARIADIC constraints);
boolean AddRasterConstraints(name rastschema, name rasttable, name rastcolumn, text[] VARIADIC constraints);
boolean AddRasterConstraints(name rastschema, name rasttable, name rastcolumn, boolean srid=true, boolean scale_x=true,
boolean scale_y=true, boolean blocksize_x=true, boolean blocksize_y=true, boolean same_alignment=true, boolean regular_blocking=false,
boolean num_bands=true, boolean pixel_types=true, boolean nodata_values=true, boolean out_db=true, boolean extent=true);
```

#### Descrizione

Generates constraints on a raster column that are used to display information in the `raster_columns` raster catalog. The `rastschema` is the name of the table schema the table resides in. The `srid` must be an integer value reference to an entry in the `SPATIAL_REF_SYS` table.

`raster2pgsql` loader uses this function to register raster tables

Valid constraint names to pass in: refer to Section 5.2.1 for more details.

- `blocksize` sets both X and Y blocksize
- `blocksize_x` sets X tile (width in pixels of each tile)
- `blocksize_y` sets Y tile (height in pixels of each tile)
- `extent` computes extent of whole table and applies constraint all rasters must be within that extent
- `num_bands` number of bands
- `pixel_types` reads array of pixel types for each band ensure all band n have same pixel type
- `regular_blocking` sets spatially unique (no two rasters can be spatially the same) and coverage tile (raster is aligned to a coverage) constraints
- `same_alignment` ensures they all have same alignment meaning any two tiles you compare will return true for. Refer to [ST\\_SameAlignment](#).
- `srid` ensures all have same srid
- More -- any listed as inputs into the above functions



#### Note

This function infers the constraints from the data already present in the table. As such for it to work, you must create the raster column first and then load it with data.



### Note

If you need to load more data in your tables after you have already applied constraints, you may want to run the `DropRasterConstraints` if the extent of your data has changed.

Disponibilità: 2.0

**Examples: Apply all possible constraints on column based on data**

```
CREATE TABLE myrasters(rid SERIAL primary key, rast raster);
INSERT INTO myrasters(rast)
SELECT ST_AddBand(ST_MakeEmptyRaster(1000, 1000, 0.3, -0.3, 2, 2, 0, 0,4326), 1, '8BSI':: ←
 text, -129, NULL);

SELECT AddRasterConstraints('myrasters'::name, 'rast'::name);

-- verify if registered correctly in the raster_columns view --
SELECT srid, scale_x, scale_y, blocksize_x, blocksize_y, num_bands, pixel_types, ←
 nodata_values
 FROM raster_columns
 WHERE r_table_name = 'myrasters';

srid | scale_x | scale_y | blocksize_x | blocksize_y | num_bands | pixel_types | ←
nodata_values
-----+-----+-----+-----+-----+-----+-----+-----+
4326 | 2 | 2 | 1000 | 1000 | 1 | {8BSI} | {0}
```

### Examples: Apply single constraint

```
CREATE TABLE public.myrasters2(rid SERIAL primary key, rast raster);
INSERT INTO myrasters2(rast)
SELECT ST_AddBand(ST_MakeEmptyRaster(1000, 1000, 0.3, -0.3, 2, 2, 0, 0,4326), 1, '8BSI':: ↵
 text, -129, NULL);

SELECT AddRasterConstraints('public'::name, 'myrasters2'::name, 'rast'::name,' ↵
 regular_blocking', 'blocksize');
-- get notice--
NOTICE: Adding regular blocking constraint
NOTICE: Adding blocksize-X constraint
NOTICE: Adding blocksize-Y constraint
```

**Si veda anche**

Section 5.2.1, ST\_AddBand, ST\_MakeEmptyRaster, DropRasterConstraints, ST\_BandPixelType, ST\_SRID

### 9.2.2 DropRasterConstraints

**DropRasterConstraints** — Drops PostGIS raster constraints that refer to a raster table column. Useful if you need to reload data or update your raster column data.



## Synopsis

boolean **AddOverviewConstraints**(name ovschema, name ovtable, name ovcolumn, name refschema, name reftable, name refcolumn, int ovfactor);

boolean **AddOverviewConstraints**(name ovtable, name ovcolumn, name reftable, name refcolumn, int ovfactor);

## Descrizione

Adds constraints on a raster column that are used to display information in the `raster_overviews` raster catalog.

The `ovfactor` parameter represents the scale multiplier in the overview column: higher overview factors have lower resolution.

When the `ovschema` and `refschema` parameters are omitted, the first table found scanning the `search_path` will be used.

Disponibilità: 2.0

## Esempi

```
CREATE TABLE res1 AS SELECT
ST_AddBand(
 ST_MakeEmptyRaster(1000, 1000, 0, 0, 2),
 1, '8BSI'::text, -129, NULL
) r1;

CREATE TABLE res2 AS SELECT
ST_AddBand(
 ST_MakeEmptyRaster(500, 500, 0, 0, 4),
 1, '8BSI'::text, -129, NULL
) r2;

SELECT AddOverviewConstraints('res2', 'r2', 'res1', 'r1', 2);

-- verify if registered correctly in the raster_overviews view --
SELECT o_table_name ot, o_raster_column oc,
 r_table_name rt, r_raster_column rc,
 overview_factor f
FROM raster_overviews WHERE o_table_name = 'res2';
 ot | oc | rt | rc | f
-----+-----+-----+-----+---
 res2 | r2 | res1 | r1 | 2
(1 row)
```

## Si veda anche

Section 5.2.2, [DropOverviewConstraints](#), [ST\\_CreateOverview](#), [AddRasterConstraints](#)

## 9.2.4 DropOverviewConstraints

`DropOverviewConstraints` — Untag a raster column from being an overview of another.

## Synopsis

boolean **DropOverviewConstraints**(name ovschema, name ovtable, name ovcolumn);

boolean **DropOverviewConstraints**(name ovtable, name ovcolumn);

**Descrizione**

Remove from a raster column the constraints used to show it as being an overview of another in the `raster_overviews` raster catalog.

When the `ovschema` parameter is omitted, the first table found scanning the `search_path` will be used.

Disponibilità: 2.0

**Si veda anche**

Section [5.2.2](#), [AddOverviewConstraints](#), [DropRasterConstraints](#)

**9.2.5 PostGIS\_GDAL\_Version**

`PostGIS_GDAL_Version` — Reports the version of the GDAL library in use by PostGIS.

**Synopsis**

```
text PostGIS_GDAL_Version();
```

**Descrizione**

Reports the version of the GDAL library in use by PostGIS. Will also check and report if GDAL can find its data files.

**Esempi**

```
SELECT PostGIS_Raster_Lib_Version();
postgis_raster_lib_version

2.0.0
```

**Si veda anche**

[postgis.gdal\\_datapath](#)

**9.2.6 PostGIS\_Raster\_Lib\_Build\_Date**

`PostGIS_Raster_Lib_Build_Date` — Reports full raster library build date.

**Synopsis**

```
text PostGIS_Raster_Lib_Build_Date();
```

**Descrizione**

Reports raster build date

### Esempi

```
SELECT PostGIS_Raster_Lib_Build_Date();
postgis_raster_lib_build_date

2010-04-28 21:15:10
```

### Si veda anche

[PostGIS\\_Raster\\_Lib\\_Version](#)

## 9.2.7 PostGIS\_Raster\_Lib\_Version

PostGIS\_Raster\_Lib\_Version — Reports full raster version and build configuration infos.

### Synopsis

text **PostGIS\_Raster\_Lib\_Version()**;

### Descrizione

Reports full raster version and build configuration infos.

### Esempi

```
SELECT PostGIS_Raster_Lib_Version();
postgis_raster_lib_version

2.0.0
```

### Si veda anche

[PostGIS\\_Lib\\_Version](#)

## 9.2.8 ST\_GDALDrivers

ST\_GDALDrivers — Returns a list of raster formats supported by your lib gdal. These are the formats you can output your raster using ST\_AsGDALRaster.

### Synopsis

setof record **ST\_GDALDrivers**(integer OUT idx, text OUT short\_name, text OUT long\_name, text OUT create\_options);

### Descrizione

Returns a list of raster formats short\_name, long\_name and creator options of each format supported by your lib gdal. Use the short\_name as input in the format parameter of [ST\\_AsGDALRaster](#). Options vary depending on what drivers your libgdal was compiled with. create\_options returns an xml formatted set of CreationOptionList/Option consisting of name and optional type, description and set of VALUE for each creator option for the specific driver.

Changed: 2.0.6, 2.1.3 - by default no drivers are enabled, unless GUC or Environment variable gdal\_enabled\_drivers is set.

Availability: 2.0.0 - requires GDAL >= 1.6.0.

---

**Examples: List of Drivers**

```
SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SELECT short_name, long_name
FROM st_gdaldrivers()
ORDER BY short_name;
```

| short_name      | long_name                            |
|-----------------|--------------------------------------|
| AAIGrid         | Arc/Info ASCII Grid                  |
| ARG             | Azavea Raster Grid format            |
| DTED            | DTED Elevation Raster                |
| EHdr            | ESRI .hdr Labelled                   |
| FIT             | FIT Image                            |
| GIF             | Graphics Interchange Format (.gif)   |
| GPKG            | GeoPackage                           |
| GS7BG           | Golden Software 7 Binary Grid (.grd) |
| GSAG            | Golden Software ASCII Grid (.grd)    |
| GSBG            | Golden Software Binary Grid (.grd)   |
| GTiff           | GeoTIFF                              |
| HF2             | HF2/HFZ heightfield raster           |
| HFA             | Erdas Imagine Images (.img)          |
| ILWIS           | ILWIS Raster Map                     |
| INGR            | Intergraph Raster                    |
| JPEG            | JPEG JFIF                            |
| KMLSUPEROVERLAY | Kml Super Overlay                    |
| LCP             | FARSITE v.4 Landscape File (.lcp)    |
| MFF             | Vexcel MFF Raster                    |
| NITF            | National Imagery Transmission Format |
| PNG             | Portable Network Graphics            |
| R               | R Object Data Store                  |
| RST             | Idrisi Raster A.1                    |
| SAGA            | SAGA GIS Binary Grid (.sdatt)        |
| SRTMHGT         | SRTMHGT File Format                  |
| USGSDEM         | USGS Optional ASCII DEM (and CDED)   |
| VRT             | Virtual Raster                       |
| WMS             | OGC Web Map Service                  |
| XPM             | X11 PixMap Format                    |
| XYZ             | ASCII Gridded XYZ                    |
| ZMap            | ZMap Plus Grid                       |

(31 rows)

**Example: List of options for each driver**

```
-- Output the create options XML column of JPEG as a table --
-- Note you can use these creator options in ST_AsGDALRaster options argument
SELECT (xpath('@name', g.opt))[1]::text As oname,
 (xpath('@type', g.opt))[1]::text As otype,
 (xpath('@description', g.opt))[1]::text As descrip
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers()
WHERE short_name = 'JPEG') As g;
```

| oname              | otype   | descrip                                |
|--------------------|---------|----------------------------------------|
| PROGRESSIVE        | boolean | whether to generate a progressive JPEG |
| QUALITY            | int     | good=100, bad=0, default=75            |
| WORLDFILE          | boolean | whether to generate a worldfile        |
| INTERNAL_MASK      | boolean | whether to generate a validity mask    |
| COMMENT            | string  | Comment                                |
| SOURCE_ICC_PROFILE | string  | ICC profile encoded in Base64          |



|                  |         |                                                                                              |
|------------------|---------|----------------------------------------------------------------------------------------------|
| EXIF_THUMBNAIL   | boolean | whether to generate an EXIF thumbnail(overview).<br>By default its max dimension will be 128 |
| THUMBNAIL_WIDTH  | int     | Forced thumbnail width                                                                       |
| THUMBNAIL_HEIGHT | int     | Forced thumbnail height                                                                      |

(9 rows)

```
-- raw xml output for creator options for GeoTiff --
```

```
SELECT create_options
```

```
FROM st_gdaldrivers()
```

```
WHERE short_name = 'GTiff';
```

```
<CreationOptionList>
```

```
 <Option name="COMPRESS" type="string-select">
```

```
 <Value>NONE</Value>
```

```
 <Value>LZW</Value>
```

```
 <Value>PACKBITS</Value>
```

```
 <Value>JPEG</Value>
```

```
 <Value>CCITTRLE</Value>
```

```
 <Value>CCITTFAX3</Value>
```

```
 <Value>CCITTFAX4</Value>
```

```
 <Value>DEFLATE</Value>
```

```
 </Option>
```

```
 <Option name="PREDICTOR" type="int" description="Predictor Type"/>
```

```
 <Option name="JPEG_QUALITY" type="int" description="JPEG quality 1-100" default="75"/>
```

```
 <Option name="ZLEVEL" type="int" description="DEFLATE compression level 1-9" default =
```

```
 "6"/>
```

```
 <Option name="NBITS" type="int" description="BITS for sub-byte files (1-7), sub-uint16 (
```

```
 9-15), sub-uint32 (17-31)"/>
```

```
 <Option name="INTERLEAVE" type="string-select" default="PIXEL">
```

```
 <Value>BAND</Value>
```

```
 <Value>PIXEL</Value>
```

```
 </Option>
```

```
 <Option name="TILED" type="boolean" description="Switch to tiled format"/>
```

```
 <Option name="TFW" type="boolean" description="Write out world file"/>
```

```
 <Option name="RPB" type="boolean" description="Write out .RPB (RPC) file"/>
```

```
 <Option name="BLOCKXSIZE" type="int" description="Tile Width"/>
```

```
 <Option name="BLOCKYSIZE" type="int" description="Tile/Strip Height"/>
```

```
 <Option name="PHOTOMETRIC" type="string-select">
```

```
 <Value>MINISBLACK</Value>
```

```
 <Value>MINISWHITE</Value>
```

```
 <Value>PALETTE</Value>
```

```
 <Value>RGB</Value>
```

```
 <Value>CMYK</Value>
```

```
 <Value>YCBCR</Value>
```

```
 <Value>CIELAB</Value>
```

```
 <Value>ICCLAB</Value>
```

```
 <Value>ITULAB</Value>
```

```
 </Option>
```

```
 <Option name="SPARSE_OK" type="boolean" description="Can newly created files have
```

```
 missing blocks?" default="FALSE"/>
```

```
 <Option name="ALPHA" type="boolean" description="Mark first extrasample as being alpha
```

```
 "/>
```

```
 <Option name="PROFILE" type="string-select" default="GDALGeoTIFF">
```

```
 <Value>GDALGeoTIFF</Value>
```

```
 <Value>GeoTIFF</Value>
```

```
 <Value>BASELINE</Value>
```

```
 </Option>
```

```
 <Option name="PIXELTYPE" type="string-select">
```

```
 <Value>DEFAULT</Value>
```

```
 <Value>SIGNEDBYTE</Value>
```

```
 </Option>
```

```
 <Option name="BIGTIFF" type="string-select" description="Force creation of BigTIFF file
```

```

 ">
 <Value>YES</Value>
 <Value>NO</Value>
 <Value>IF_NEEDED</Value>
 <Value>IF_SAFER</Value>
 </Option>
 <Option name="ENDIANNESS" type="string-select" default="NATIVE" description="Force ↵
 endianness of created file. For DEBUG purpose mostly">
 <Value>NATIVE</Value>
 <Value>INVERTED</Value>
 <Value>LITTLE</Value>
 <Value>BIG</Value>
 </Option>
 <Option name="COPY_SRC_OVERVIEWS" type="boolean" default="NO" description="Force copy ↵
 of overviews of source dataset (CreateCopy())"/>
</CreationOptionList>

```

```
-- Output the create options XML column for GTiff as a table --
```

```

SELECT (xpath('@name', g.opt))[1]::text As oname,
 (xpath('@type', g.opt))[1]::text As otype,
 (xpath('@description', g.opt))[1]::text As descrip,
 array_to_string(xpath('Value/text()', g.opt),', ' ') As vals
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers())
WHERE short_name = 'GTiff') As g;

```

| oname                                                         | otype         | descrip                                                 | vals           |
|---------------------------------------------------------------|---------------|---------------------------------------------------------|----------------|
| COMPRESS                                                      | string-select |                                                         | NONE, LZW, ↵   |
| PACKBITS, JPEG, CCITTRLE, CCITTFAX3, CCITTFAX4, DEFLATE       |               |                                                         |                |
| PREDICTOR                                                     | int           | Predictor Type ↵                                        |                |
| JPEG_QUALITY                                                  | int           | JPEG quality 1-100 ↵                                    |                |
| ZLEVEL                                                        | int           | DEFLATE compression level 1-9 ↵                         |                |
| NBITS                                                         | int           | BITS for sub-byte files (1-7), sub-uint16 (9-15), sub ↵ |                |
| -uint32 (17-31)                                               |               |                                                         |                |
| INTERLEAVE                                                    | string-select |                                                         | BAND, PIXEL    |
| TILED                                                         | boolean       | Switch to tiled format ↵                                |                |
| TFW                                                           | boolean       | Write out world file ↵                                  |                |
| RPB                                                           | boolean       | Write out .RPB (RPC) file ↵                             |                |
| BLOCKXSIZE                                                    | int           | Tile Width ↵                                            |                |
| BLOCKYSIZE                                                    | int           | Tile/Strip Height ↵                                     |                |
| PHOTOMETRIC                                                   | string-select |                                                         | MINISBLACK, ↵  |
| MINISWHITE, PALETTE, RGB, CMYK, YCBCR, CIELAB, ICCLAB, ITULAB |               |                                                         |                |
| SPARSE_OK                                                     | boolean       | Can newly created files have missing blocks? ↵          |                |
| ALPHA                                                         | boolean       | Mark first extrasample as being alpha ↵                 |                |
| PROFILE                                                       | string-select |                                                         | GDALGeoTIFF, ↵ |

|                    |                               |                                                         |                              |
|--------------------|-------------------------------|---------------------------------------------------------|------------------------------|
| GeoTIFF, BASELINE  |                               |                                                         |                              |
| PIXELTYPE          | string-select                 | ↵                                                       | DEFAULT, ↵                   |
| SIGNEDBYTE         |                               |                                                         |                              |
| BIGTIFF            | string-select                 | Force creation of BigTIFF file ↵                        | YES, NO, IF_NEEDED, IF_SAFER |
| ENDIANNESS         | string-select                 | Force endianness of created file. For DEBUG purpose ↵   |                              |
| mostly             | NATIVE, INVERTED, LITTLE, BIG |                                                         |                              |
| COPY_SRC_OVERVIEWS | boolean                       | Force copy of overviews of source dataset (CreateCopy ↵ |                              |
| ( )                |                               |                                                         |                              |
| (19 rows)          |                               |                                                         |                              |

Si veda anche

[ST\\_AsGDALRaster](#), [ST\\_SRID](#), [postgis.gdal\\_enabled\\_drivers](#)

### 9.2.9 UpdateRasterSRID

UpdateRasterSRID — Change the SRID of all rasters in the user-specified column and table.

#### Synopsis

raster **UpdateRasterSRID**(name schema\_name, name table\_name, name column\_name, integer new\_srid);  
raster **UpdateRasterSRID**(name table\_name, name column\_name, integer new\_srid);

#### Descrizione

Change the SRID of all rasters in the user-specified column and table. The function will drop all appropriate column constraints (extent, alignment and SRID) before changing the SRID of the specified column's rasters.



**Note**

The data (band pixel values) of the rasters are not touched by this function. Only the raster's metadata is changed.

Availability: 2.1.0

Si veda anche

[UpdateGeometrySRID](#)

### 9.2.10 ST\_CreateOverview

ST\_CreateOverview — Create an reduced resolution version of a given raster coverage.

#### Synopsis

regclass **ST\_CreateOverview**(regclass tab, name col, int factor, text algo='NearestNeighbor');

## Descrizione

Create an overview table with resampled tiles from the source table. Output tiles will have the same size of input tiles and cover the same spatial extent with a lower resolution (pixel size will be  $1/\text{factor}$  of the original in both directions).

The overview table will be made available in the `raster_oversiews` catalog and will have raster constraints enforced.

Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.2.0

## Esempi

Output to generally better quality but slower to product format

```
SELECT ST_CreateOverview('mydata.mytable'::regclass, 'rast', 2, 'Lanczos');
```

Output to faster to process default nearest neighbor

```
SELECT ST_CreateOverview('mydata.mytable'::regclass, 'rast', 2);
```

## Si veda anche

[ST\\_Retile](#), [AddOverviewConstraints](#), [AddRasterConstraints](#), [Section 5.2.2](#)

## 9.3 Raster Constructors

### 9.3.1 ST\_AddBand

**ST\_AddBand** — Returns a raster with the new band(s) of given type added with given initial value in the given index location. If no index is specified, the band is added to the end.

#### Synopsis

- (1) raster **ST\_AddBand**(raster rast, addbandarg[] addbandargset);
- (2) raster **ST\_AddBand**(raster rast, integer index, text pixeltype, double precision initialvalue=0, double precision nodataval=NULL);
- (3) raster **ST\_AddBand**(raster rast, text pixeltype, double precision initialvalue=0, double precision nodataval=NULL);
- (4) raster **ST\_AddBand**(raster torast, raster fromrast, integer fromband=1, integer torastindex=at\_end);
- (5) raster **ST\_AddBand**(raster torast, raster[] fromrasts, integer fromband=1, integer torastindex=at\_end);
- (6) raster **ST\_AddBand**(raster rast, integer index, text outdbfile, integer[] outdbindex, double precision nodataval=NULL);
- (7) raster **ST\_AddBand**(raster rast, text outdbfile, integer[] outdbindex, integer index=at\_end, double precision nodataval=NULL);

## Descrizione

Returns a raster with a new band added in given position (index), of given type, of given initial value, and of given nodata value. If no index is specified, the band is added to the end. If no `fromband` is specified, band 1 is assumed. Pixel type is a string representation of one of the pixel types specified in [ST\\_BandPixelType](#). If an existing index is specified all subsequent bands  $\geq$  that index are incremented by 1. If an initial value greater than the max of the pixel type is specified, then the initial value is set to the highest value allowed by the pixel type.

For the variant that takes an array of [addbandarg](#) (Variant 1), a specific `addbandarg`'s index value is relative to the raster at the time when the band described by that `addbandarg` is being added to the raster. See the Multiple New Bands example below.

For the variant that takes an array of rasters (Variant 5), if `torast` is `NULL` then the `fromband` band of each raster in the array is accumulated into a new raster.

For the variants that take `outdbfile` (Variants 6 and 7), the value must include the full path to the raster file. The file must also be accessible to the postgres server process.

Enhanced: 2.1.0 support for `addbandarg` added.

Enhanced: 2.1.0 support for new out-db bands added.

**Examples: Single New Band**

```
-- Add another band of type 8 bit unsigned integer with pixels initialized to 200
UPDATE dummy_rast
 SET rast = ST_AddBand(rast,'8BUI'::text,200)
WHERE rid = 1;
```

```
-- Create an empty raster 100x100 units, with upper left right at 0, add 2 bands (band 1 ←
 is 0/1 boolean bit switch, band2 allows values 0-15)
-- uses addbandargs
INSERT INTO dummy_rast(rid,rast)
 VALUES(10, ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 1, -1, 0, 0, 0),
 ARRAY[
 ROW(1, '1BB'::text, 0, NULL),
 ROW(2, '4BUI'::text, 0, NULL)
]::addbandarg[]
)
);
```

```
-- output meta data of raster bands to verify all is right --
SELECT (bmd).*
```

```
FROM (SELECT ST_BandMetaData(rast,generate_series(1,2)) As bmd
 FROM dummy_rast WHERE rid = 10) AS foo;
```

```
--result --
pixeltype | nodatavalue | isoutdb | path
-----+-----+-----+-----
1BB | | f |
4BUI | | f |
```

```
-- output meta data of raster -
SELECT (rmd).width, (rmd).height, (rmd).numbands
FROM (SELECT ST_MetaData(rast) As rmd
 FROM dummy_rast WHERE rid = 10) AS foo;
```

```
-- result --
upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | ←
numbands
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | 0 | 100 | 100 | 1 | -1 | 0 | 0 | 0 | ←
2
```

**Examples: Multiple New Bands**

```
SELECT
 *
FROM ST_BandMetadata(
 ST_AddBand(
 ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0),
 ARRAY[
```

```

 ROW(NULL, '8BUI', 255, 0),
 ROW(NULL, '16BUI', 1, 2),
 ROW(2, '32BUI', 100, 12),
 ROW(2, '32BF', 3.14, -1)
]::addbandarg[]
),
ARRAY[]::integer[]
);

```

| bandnum | pixeltype | nodatavalue | isoutdb | path |
|---------|-----------|-------------|---------|------|
| 1       | 8BUI      | 0           | f       |      |
| 2       | 32BF      | -1          | f       |      |
| 3       | 32BUI     | 12          | f       |      |
| 4       | 16BUI     | 2           | f       |      |

```

-- Aggregate the 1st band of a table of like rasters into a single raster
-- with as many bands as there are test_types and as many rows (new rasters) as there are ←
mice
-- NOTE: The ORDER BY test_type is only supported in PostgreSQL 9.0+
-- for 8.4 and below it usually works to order your data in a subselect (but not guaranteed ←
)
-- The resulting raster will have a band for each test_type alphabetical by test_type
-- For mouse lovers: No mice were harmed in this exercise
SELECT
 mouse,
 ST_AddBand(NULL, array_agg(rast ORDER BY test_type), 1) As rast
FROM mice_studies
GROUP BY mouse;

```

### Examples: New Out-db band

```

SELECT
 *
FROM ST_BandMetadata(
 ST_AddBand(
 ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0),
 ARRAY[
 ROW(NULL, '8BUI', 255, 0),
 ROW(NULL, '16BUI', 1, 2),
 ROW(2, '32BUI', 100, 12),
 ROW(2, '32BF', 3.14, -1)
]::addbandarg[]
),
 ARRAY[]::integer[]
);

```

| bandnum | pixeltype | nodatavalue | isoutdb | path |
|---------|-----------|-------------|---------|------|
| 1       | 8BUI      | 0           | f       |      |
| 2       | 32BF      | -1          | f       |      |
| 3       | 32BUI     | 12          | f       |      |
| 4       | 16BUI     | 2           | f       |      |

### Si veda anche

[ST\\_BandMetaData](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [ST\\_MetaData](#), [ST\\_NumBands](#), [ST\\_Reclass](#)

### 9.3.2 ST\_AsRaster

ST\_AsRaster — Converts a PostGIS geometry to a PostGIS raster.

#### Synopsis

```
raster ST_AsRaster(geometry geom, raster ref, text pixeltype, double precision value=1, double precision nodataval=0, boolean touched=false);
raster ST_AsRaster(geometry geom, raster ref, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, double precision gridx, double precision gridy, text pixeltype, double precision value=1, double precision nodataval=0, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, double precision gridx=NULL, double precision gridy=NULL, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text pixeltype, double precision value=1, double precision nodataval=0, double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text[] pixeltype, double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx, double precision gridy, text pixeltype, double precision value=1, double precision nodataval=0, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx=NULL, double precision gridy=NULL, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text pixeltype, double precision value=1, double precision nodataval=0, double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text[] pixeltype, double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
```

#### Descrizione

Converts a PostGIS geometry to a PostGIS raster. The many variants offers three groups of possibilities for setting the alignment and pixel size of the resulting raster.

The first group, composed of the two first variants, produce a raster having the same alignment (*scalex*, *scaley*, *gridx* and *gridy*), pixel type and nodata value as the provided reference raster. You generally pass this reference raster by joining the table containing the geometry with the table containing the reference raster.

The second group, composed of four variants, let you set the dimensions of the raster by providing the parameters of a pixel size (*scalex* & *scaley* and *skewx* & *skewy*). The width & height of the resulting raster will be adjusted to fit the extent of the geometry. In most cases, you must cast integer *scalex* & *scaley* arguments to double precision so that PostgreSQL choose the right variant.

The third group, composed of four variants, let you fix the dimensions of the raster by providing the dimensions of the raster (*width* & *height*). The parameters of the pixel size (*scalex* & *scaley* and *skewx* & *skewy*) of the resulting raster will be adjusted to fit the extent of the geometry.

The two first variants of each of those two last groups let you specify the alignment with an arbitrary corner of the alignment grid (*gridx* & *gridy*) and the two last variants takes the upper left corner (*upperleftx* & *upperlefty*).

Each group of variant allows producing a one band raster or a multiple bands raster. To produce a multiple bands raster, you must provide an array of pixel types (*pixeltype*[]), an array of initial values (*value*) and an array of nodata values (*nodataval*). If not provided *pixeltype* defaults to 8BUI, values to 1 and *nodataval* to 0.

The output raster will be in the same spatial reference as the source geometry. The only exception is for variants with a reference raster. In this case the resulting raster will get the same SRID as the reference raster.

The optional `touched` parameter defaults to false and maps to the GDAL `ALL_TOUCHED` rasterization option, which determines if pixels touched by lines or polygons will be burned. Not just those on the line render path, or whose center point is within the polygon.

This is particularly useful for rendering jpegs and pngs of geometries directly from the database when using in combination with `ST_AsPNG` and other `ST_AsGDALRaster` family of functions.

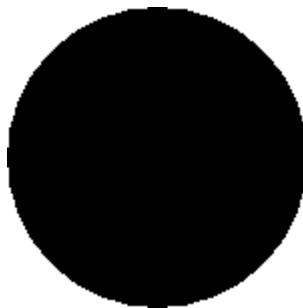
Availability: 2.0.0 - requires GDAL >= 1.6.0.



#### Note

Not yet capable of rendering complex geometry types such as curves, TINS, and PolyhedralSurfaces, but should be able too once GDAL can.

### Examples: Output geometries as PNG files



*black circle*

```
-- this will output a black circle taking up 150 x 150 pixels --
SELECT ST_AsPNG(ST_AsRaster(ST_Buffer(ST_Point(1,5),10),150, 150, '2BUI'));
```



*example from buffer rendered with just PostGIS*

```
-- the bands map to RGB bands - the value (118,154,118) - teal --
SELECT ST_AsPNG(
 ST_AsRaster(
 ST_Buffer(
 ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 10,'join=bevel ↵
 '),
 200,200,ARRAY['8BUI', '8BUI', '8BUI'], ARRAY[118,154,118], ARRAY ↵
 [0,0,0]));
```



**Si veda anche**

[ST\\_BandPixelType](#), [ST\\_Buffer](#), [ST\\_GDALDrivers](#), [ST\\_AsGDALRaster](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [ST\\_SRID](#)

**9.3.3 ST\_Band**

**ST\_Band** — Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters.

**Synopsis**

```
raster ST_Band(raster rast, integer[] nbands = ARRAY[1]);
raster ST_Band(raster rast, integer nband);
raster ST_Band(raster rast, text nbands, character delimiter=,);
```

**Descrizione**

Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters or export of only selected bands of a raster or rearranging the order of bands in a raster. If no band is specified, band 1 is assumed. Used as a helper function in various functions such as for deleting a band.

**Warning**

For the `nbands` as text variant of function, the default delimiter is `,`, which means you can ask for `'1,2,3'` and if you wanted to use a different delimiter you would do `ST_Band(rast, '1@2@3', '@')`. For asking for multiple bands, we strongly suggest you use the array form of this function e.g. `ST_Band(rast, '{1,2,3}'::int[])`; since the `text` list of bands form may be removed in future versions of PostGIS.

Disponibilità: 2.0

**Esempi**

```
-- Make 2 new rasters: 1 containing band 1 of dummy, second containing band 2 of dummy and ←
 then reclassified as a 2BUI
SELECT ST_NumBands(rast1) As numb1, ST_BandPixelType(rast1) As pix1,
 ST_NumBands(rast2) As numb2, ST_BandPixelType(rast2) As pix2
FROM (
 SELECT ST_Band(rast) As rast1, ST_Reclass(ST_Band(rast,3), '100-200':1, [200-254:2', '2 ←
 BUI') As rast2
 FROM dummy_rast
 WHERE rid = 2) As foo;
```

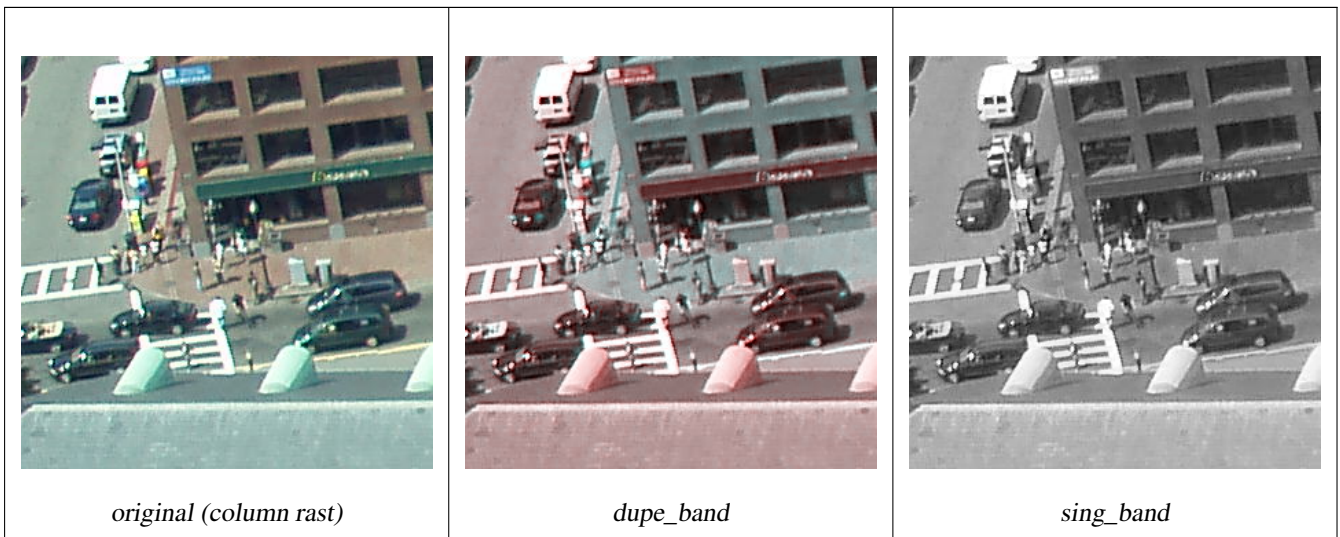
```
numb1 | pix1 | numb2 | pix2
-----+-----+-----+-----
 1 | 8BUI | 1 | 2BUI
```

```
-- Return bands 2 and 3. Using array cast syntax
SELECT ST_NumBands(ST_Band(rast, '{2,3}'::int[])) As num_bands
 FROM dummy_rast WHERE rid=2;
```

```
num_bands

2
```

```
-- Return bands 2 and 3. Use array to define bands
SELECT ST_NumBands(ST_Band(rast, ARRAY[2,3])) As num_bands
 FROM dummy_rast
WHERE rid=2;
```



```
--Make a new raster with 2nd band of original and 1st band repeated twice,
and another with just the third band
SELECT rast, ST_Band(rast, ARRAY[2,1,1]) As dupe_band,
 ST_Band(rast, 3) As sing_band
FROM samples.than_chunked
WHERE rid=35;
```

**Si veda anche**

[ST\\_AddBand](#), [ST\\_NumBands](#), [ST\\_Reclass](#), [Chapter 9](#)

### 9.3.4 ST\_MakeEmptyRaster

**ST\_MakeEmptyRaster** — Cover georeferenced area with a grid of empty raster tiles.

#### Synopsis

raster **ST\_Rescale**(raster rast, double precision scalexy, text algorithm=NearestNeighbour, double precision maxerr=0.125);  
 raster **ST\_Rescale**(raster rast, double precision scalex, double precision scaley, text algorithm=NearestNeighbour, double precision maxerr=0.125);

#### Descrizione

Create a set of raster tiles with **ST\_MakeEmptyRaster**. Grid dimension is width & height. Tile dimension is tilewidth & tileheight. The covered georeferenced area is from upper left corner (upperleftx, upperlefty) to lower right corner (upperleftx + width \* scalex, upperlefty + height \* scaley).



#### Note

Note that scaley is generally negative for rasters and scalex is generally positive. So lower right corner will have a lower y value and higher x value than the upper left corner.

Disponibilità: 2.0

## Examples Basic

Create 16 tiles in a 4x4 grid to cover the WGS84 area from upper left corner (22, 77) to lower right corner (55, 33).

```
SELECT (ST_MetaData(tile)).* FROM ST_MakeEmptyCoverage(1, 1, 4, 4, 22, 33, (55 - 22)/(4)::float, (33 - 77)/(4)::float, 0., 0., 4326) tile;
```

| upperleftx   upperlefty   width   height   scalex   scaley   skewx   skewy   srid   numbands |   |
|----------------------------------------------------------------------------------------------|---|
| 22   33   1   1   8.25   -11   0   0   4326                                                  | ↔ |
| 30.25   0   33   1   8.25   -11   0   0   4326                                               | ↔ |
| 38.5   0   33   1   8.25   -11   0   0   4326                                                | ↔ |
| 46.75   0   33   1   8.25   -11   0   0   4326                                               | ↔ |
| 22   0   22   1   8.25   -11   0   0   4326                                                  | ↔ |
| 30.25   0   22   1   8.25   -11   0   0   4326                                               | ↔ |
| 38.5   0   22   1   8.25   -11   0   0   4326                                                | ↔ |
| 46.75   0   22   1   8.25   -11   0   0   4326                                               | ↔ |
| 22   0   11   1   8.25   -11   0   0   4326                                                  | ↔ |
| 30.25   0   11   1   8.25   -11   0   0   4326                                               | ↔ |
| 38.5   0   11   1   8.25   -11   0   0   4326                                                | ↔ |
| 46.75   0   11   1   8.25   -11   0   0   4326                                               | ↔ |
| 22   0   0   1   8.25   -11   0   0   4326                                                   | ↔ |
| 30.25   0   0   1   8.25   -11   0   0   4326                                                | ↔ |
| 38.5   0   0   1   8.25   -11   0   0   4326                                                 | ↔ |
| 46.75   0   0   1   8.25   -11   0   0   4326                                                | ↔ |

## Si veda anche

[ST\\_MakeEmptyRaster](#)

### 9.3.5 ST\_MakeEmptyRaster

**ST\_MakeEmptyRaster** — Returns an empty raster (having no bands) of given dimensions (width & height), upperleft X and Y, pixel size and rotation (scalex, scaley, skewx & skewy) and reference system (srid). If a raster is passed in, returns a new raster with the same size, alignment and SRID. If srid is left out, the spatial ref is set to unknown (0).

## Synopsis

```
raster ST_MakeEmptyRaster(raster rast);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8 scalex, float8 scaley, float8 skewx, float8 skewy, integer srid=unknown);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8 pixelsize);
```

Descrizione

Returns an empty raster (having no band) of given dimensions (width & height) and georeferenced in spatial (or world) coordinates with upper left X (upperleftx), upper left Y (upperlefty), pixel size and rotation (scalex, scaley, skewx & skewy) and reference system (srid).

The last version use a single parameter to specify the pixel size (pixelsize). scalex is set to this argument and scaley is set to the negative value of this argument. skewx and skewy are set to 0.

If an existing raster is passed in, it returns a new raster with the same meta data settings (without the bands).

If no srid is specified it defaults to 0. After you create an empty raster you probably want to add bands to it and maybe edit it. Refer to [ST\\_AddBand](#) to define bands and [ST\\_SetValue](#) to set initial pixel values.

Esempi

```
SELECT rid, (foo.md).*
FROM (SELECT rid, ST_MetaData(rast) As md
FROM dummy_rast) As foo;
```

| rid                                                               | upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid |   |
|-------------------------------------------------------------------|------------|------------|-------|--------|--------|--------|-------|-------|------|---|
| numbands                                                          |            |            |       |        |        |        |       |       |      | ↔ |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- |            |            |       |        |        |        |       |       |      |   |
| 1                                                                 | 0.5        | 0.5        | 10    | 20     | 2      | 3      |       |       | 0    | ↔ |
|                                                                   | 0          | 0          |       |        |        |        |       |       |      |   |
| 2                                                                 | 3427927.75 | 5793244    | 5     | 5      | 0.05   | -0.05  |       |       | 0    | ↔ |
|                                                                   | 0          | 0          |       |        |        |        |       |       |      |   |
|                                                                   |            | 3          |       |        |        |        |       |       |      |   |

Si veda anche

[ST\\_AddBand](#), [ST\\_MetaData](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SetValue](#), [ST\\_SkewX](#), , [ST\\_SkewY](#)

9.3.6 ST\_Tile

ST\_Tile — Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.

Synopsis

```
setof raster ST_Tile(raster rast, int[] nband, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);
setof raster ST_Tile(raster rast, integer nband, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);
setof raster ST_Tile(raster rast, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);
```

Descrizione

Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.

If padwithnodata = FALSE, edge tiles on the right and bottom sides of the raster may have different dimensions than the rest of the tiles. If padwithnodata = TRUE, all tiles will have the same dimensions with the possibility that edge tiles being padded with NODATA values. If raster band(s) do not have NODATA value(s) specified, one can be specified by setting nodataval.

**Note**

If a specified band of the input raster is out-of-db, the corresponding band in the output rasters will also be out-of-db.

Availability: 2.1.0

**Esempi**

```
WITH foo AS (
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 1, 0), 2, '8BUI', 10, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 2, 0), 2, '8BUI', 20, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 3, 0), 2, '8BUI', 30, 0) AS rast UNION ALL

 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 4, 0), 2, '8BUI', 40, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 3, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 5, 0), 2, '8BUI', 50, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 6, 0), 2, '8BUI', 60, 0) AS rast UNION ALL

 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 7, 0), 2, '8BUI', 70, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 3, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 8, 0), 2, '8BUI', 80, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 9, 0), 2, '8BUI', 90, 0) AS rast
), bar AS (
 SELECT ST_Union(rast) AS rast FROM foo
), baz AS (
 SELECT ST_Tile(rast, 3, 3, TRUE) AS rast FROM bar
)
SELECT
 ST_DumpValues(rast)
FROM baz;
```

st\_dumpvalues

```

(1,"{{1,1,1},{1,1,1},{1,1,1}}")
(2,"{{10,10,10},{10,10,10},{10,10,10}}")
(1,"{{2,2,2},{2,2,2},{2,2,2}}")
(2,"{{20,20,20},{20,20,20},{20,20,20}}")
(1,"{{3,3,3},{3,3,3},{3,3,3}}")
(2,"{{30,30,30},{30,30,30},{30,30,30}}")
(1,"{{4,4,4},{4,4,4},{4,4,4}}")
(2,"{{40,40,40},{40,40,40},{40,40,40}}")
(1,"{{5,5,5},{5,5,5},{5,5,5}}")
(2,"{{50,50,50},{50,50,50},{50,50,50}}")
(1,"{{6,6,6},{6,6,6},{6,6,6}}")
(2,"{{60,60,60},{60,60,60},{60,60,60}}")
(1,"{{7,7,7},{7,7,7},{7,7,7}}")
(2,"{{70,70,70},{70,70,70},{70,70,70}}")
(1,"{{8,8,8},{8,8,8},{8,8,8}}")
(2,"{{80,80,80},{80,80,80},{80,80,80}}")
(1,"{{9,9,9},{9,9,9},{9,9,9}}")
(2,"{{90,90,90},{90,90,90},{90,90,90}}")
(18 rows)
```

```

WITH foo AS (
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 1, 0), 2, '8BUI', 10, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 3, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 2, 0), 2, '8BUI', 20, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 3, 0), 2, '8BUI', 30, 0) AS rast UNION ALL

 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 4, 0), 2, '8BUI', 40, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 3, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 5, 0), 2, '8BUI', 50, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, -3, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 6, 0), 2, '8BUI', 60, 0) AS rast UNION ALL

 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 7, 0), 2, '8BUI', 70, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 3, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 8, 0), 2, '8BUI', 80, 0) AS rast UNION ALL
 SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 6, -6, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 9, 0), 2, '8BUI', 90, 0) AS rast
), bar AS (
 SELECT ST_Union(rast) AS rast FROM foo
), baz AS (
 SELECT ST_Tile(rast, 3, 3, 2) AS rast FROM bar
)
SELECT
 ST_DumpValues(rast)
FROM baz;

 st_dumpvalues

(1,"{{10,10,10},{10,10,10},{10,10,10}}")
(1,"{{20,20,20},{20,20,20},{20,20,20}}")
(1,"{{30,30,30},{30,30,30},{30,30,30}}")
(1,"{{40,40,40},{40,40,40},{40,40,40}}")
(1,"{{50,50,50},{50,50,50},{50,50,50}}")
(1,"{{60,60,60},{60,60,60},{60,60,60}}")
(1,"{{70,70,70},{70,70,70},{70,70,70}}")
(1,"{{80,80,80},{80,80,80},{80,80,80}}")
(1,"{{90,90,90},{90,90,90},{90,90,90}}")
(9 rows)

```

#### Si veda anche

[ST\\_Union](#), [ST\\_Retile](#)

### 9.3.7 ST\_Retile

ST\_Retile — Return a set of configured tiles from an arbitrarily tiled raster coverage.

#### Synopsis

SETOF raster **ST\_Retile**(regclass tab, name col, geometry ext, float8 sfx, float8 sfy, int tw, int th, text algo='NearestNeighbor');

Descrizione

Return a set of tiles having the specified scale (*sfx*, *sfy*) and max size (*tw*, *th*) and covering the specified extent (*ext*) with data coming from the specified raster coverage (*tab*, *col*).

Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.2.0

Si veda anche

[ST\\_CreateOverview](#)

9.3.8 ST\_FromGDALRaster

ST\_FromGDALRaster — Returns a raster from a supported GDAL raster file.

Synopsis

raster **ST\_FromGDALRaster**(bytea gdaldata, integer srid=NULL);

Descrizione

Returns a raster from a supported GDAL raster file. *gdaldata* is of type *bytea* and should be the contents of the GDAL raster file.

If *srid* is NULL, the function will try to automatically assign the SRID from the GDAL raster. If *srid* is provided, the value provided will override any automatically assigned SRID.

Availability: 2.1.0

Esempi

```
WITH foo AS (
 SELECT ST_AsPNG(ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 0.1, -0.1, 0, 0, 4326), 1, '8BUI', 1, 0), 2, '8BUI', 2, 0), 3, '8BUI', 3, 0)) AS png
),
bar AS (
 SELECT 1 AS rid, ST_FromGDALRaster(png) AS rast FROM foo
 UNION ALL
 SELECT 2 AS rid, ST_FromGDALRaster(png, 3310) AS rast FROM foo
)
SELECT
 rid,
 ST_Metadata(rast) AS metadata,
 ST_SummaryStats(rast, 1) AS stats1,
 ST_SummaryStats(rast, 2) AS stats2,
 ST_SummaryStats(rast, 3) AS stats3
FROM bar
ORDER BY rid;
```

| rid | metadata                  | stats1        | stats2        | stats3         |
|-----|---------------------------|---------------|---------------|----------------|
| 1   | (0,0,2,2,1,-1,0,0,0,3)    | (4,4,1,0,1,1) | (4,8,2,0,2,2) | (4,12,3,0,3,3) |
| 2   | (0,0,2,2,1,-1,0,0,3310,3) | (4,4,1,0,1,1) | (4,8,2,0,2,2) | (4,12,3,0,3,3) |

(2 rows)

Si veda anche

[ST\\_AsGDALRaster](#)

## 9.4 Raster Accessors

### 9.4.1 ST\_GeoReference

**ST\_GeoReference** — Returns the georeference meta data in GDAL or ESRI format as commonly seen in a world file. Default is GDAL.

#### Synopsis

text **ST\_GeoReference**(raster rast, text format=GDAL);

#### Descrizione

Returns the georeference meta data including carriage return in GDAL or ESRI format as commonly seen in a [world file](#). Default is GDAL if no type specified. type is string 'GDAL' or 'ESRI'.

Difference between format representations is as follows:

GDAL:

```
scalex
skewy
skewx
scaley
upperleftx
upperlefty
```

ESRI:

```
scalex
skewy
skewx
scaley
upperleftx + scalex*0.5
upperlefty + scaley*0.5
```

#### Esempi

```
SELECT ST_GeoReference(rast, 'ESRI') As esri_ref, ST_GeoReference(rast, 'GDAL') As gdal_ref
FROM dummy_rast WHERE rid=1;
```

| esri_ref     |   | gdal_ref     |
|--------------|---|--------------|
| 2.0000000000 |   | 2.0000000000 |
| 0.0000000000 | : | 0.0000000000 |
| 0.0000000000 | : | 0.0000000000 |
| 3.0000000000 | : | 3.0000000000 |
| 1.5000000000 | : | 0.5000000000 |
| 2.0000000000 | : | 0.5000000000 |



**Si veda anche**

[ST\\_SetGeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#)

**9.4.2 ST\_Height**

**ST\_Height** — Returns the height of the raster in pixels.

**Synopsis**

integer **ST\_Height**(raster rast);

**Descrizione**

Returns the height of the raster.

**Esempi**

```
SELECT rid, ST_Height(rast) As rastheight
FROM dummy_rast;
```

| rid | rastheight |
|-----|------------|
| 1   | 20         |
| 2   | 5          |

**Si veda anche**

[ST\\_Width](#)

**9.4.3 ST\_IsEmpty**

**ST\_IsEmpty** — Returns true if the raster is empty (width = 0 and height = 0). Otherwise, returns false.

**Synopsis**

boolean **ST\_IsEmpty**(raster rast);

**Descrizione**

Returns true if the raster is empty (width = 0 and height = 0). Otherwise, returns false.

Disponibilità: 2.0

**Esempi**

```
SELECT ST_IsEmpty(ST_MakeEmptyRaster(100, 100, 0, 0, 0, 0, 0, 0))
st_isempty |
-----+
f |
```

```
SELECT ST_IsEmpty(ST_MakeEmptyRaster(0, 0, 0, 0, 0, 0, 0, 0))
st_isempty |
-----+
t |
```

**Si veda anche**[ST\\_HasNoBand](#)**9.4.4 ST\_MemSize**

**ST\_MemSize** — Returns the amount of space (in bytes) the raster takes.

**Synopsis**

integer **ST\_MemSize**(raster rast);

**Descrizione**

Returns the amount of space (in bytes) the raster takes.

This is a nice compliment to PostgreSQL built in functions `pg_column_size`, `pg_size_pretty`, `pg_relation_size`, `pg_total_relation_size`.

**Note**

`pg_relation_size` which gives the byte size of a table may return byte size lower than `ST_MemSize`. This is because `pg_relation_size` does not add toasted table contribution and large geometries are stored in TOAST tables. `pg_column_size` might return lower because it returns the compressed size. `pg_total_relation_size` - includes, the table, the toasted tables, and the indexes.

Availability: 2.2.0

**Esempi**

```
SELECT ST_MemSize(ST_AsRaster(ST_Buffer(ST_Point(1,5),10,1000),150, 150, '8BUI')) As ↵
 rast_mem;

 rast_mem
 -
 22568
```

Si veda anche

9.4.5 ST\_MetaData

ST\_MetaData — Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc.

Synopsis

record **ST\_MetaData**(raster rast);

Descrizione

Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc. Columns returned: upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | numbands

Esempi

```
SELECT rid, (foo.md).*
FROM (SELECT rid, ST_MetaData(rast) As md
FROM dummy_rast) As foo;
```

| rid      | upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | ↔ |
|----------|------------|------------|-------|--------|--------|--------|-------|-------|------|---|
| numbands |            |            |       |        |        |        |       |       |      |   |
| 1        | 0.5        | 0.5        | 10    | 20     | 2      | 3      |       |       | 0    | ↔ |
| 2        | 3427927.75 | 5793244    | 5     | 5      | 0.05   | -0.05  |       |       | 0    | ↔ |
|          | 0          | 0          | 3     |        |        |        |       |       |      |   |

Si veda anche

ST\_BandMetaData, ST\_NumBands

9.4.6 ST\_NumBands

ST\_NumBands — Returns the number of bands in the raster object.

Synopsis

integer **ST\_NumBands**(raster rast);

Descrizione

Returns the number of bands in the raster object.

Esempi

```
SELECT rid, ST_NumBands(rast) As numbands
FROM dummy_rast;
```

| rid | numbands |
|-----|----------|
| 1   | 0        |
| 2   | 3        |

Si veda anche

[ST\\_Value](#)

9.4.7 ST\_PixelHeight

ST\_PixelHeight — Returns the pixel height in geometric units of the spatial reference system.

Synopsis

```
double precision ST_PixelHeight(raster rast);
```

Descrizione

Returns the height of a pixel in geometric units of the spatial reference system. In the common case where there is no skew, the pixel height is just the scale ratio between geometric coordinates and raster pixels.

Refer to [ST\\_PixelWidth](#) for a diagrammatic visualization of the relationship.

Examples: Rasters with no skew

```
SELECT ST_Height(rast) As rastheight, ST_PixelHeight(rast) As pixheight,
 ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
 ST_SkewY(rast) As skewy
FROM dummy_rast;
```

| rastheight | pixheight | scalex | scaley | skewx | skewy |
|------------|-----------|--------|--------|-------|-------|
| 20         | 3         | 2      | 3      | 0     | 0     |
| 5          | 0.05      | 0.05   | -0.05  | 0     | 0     |

Examples: Rasters with skew different than 0

```
SELECT ST_Height(rast) As rastheight, ST_PixelHeight(rast) As pixheight,
 ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
 ST_SkewY(rast) As skewy
FROM (SELECT ST_SetSKew(rast,0.5,0.5) As rast
 FROM dummy_rast) As skewed;
```

| rastheight | pixheight         | scalex | scaley | skewx | skewy |
|------------|-------------------|--------|--------|-------|-------|
| 20         | 3.04138126514911  | 2      | 3      | 0.5   | 0.5   |
| 5          | 0.502493781056044 | 0.05   | -0.05  | 0.5   | 0.5   |

Si veda anche

[ST\\_PixelWidth](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

9.4.8 ST\_PixelWidth

ST\_PixelWidth — Returns the pixel width in geometric units of the spatial reference system.

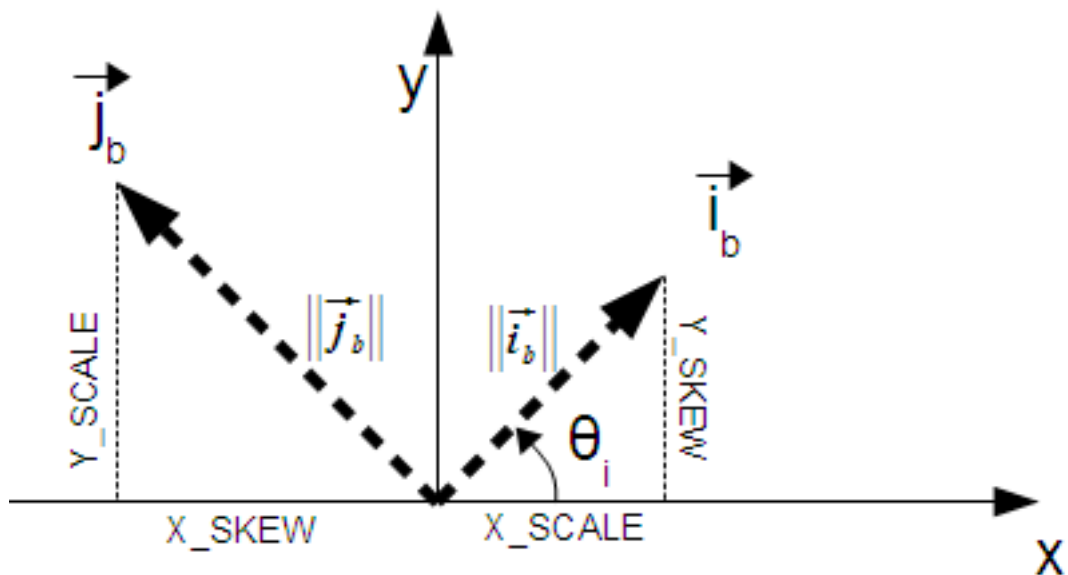
Synopsis

double precision **ST\_PixelWidth**(raster rast);

Descrizione

Returns the width of a pixel in geometric units of the spatial reference system. In the common case where there is no skew, the pixel width is just the scale ratio between geometric coordinates and raster pixels.

The following diagram demonstrates the relationship:



Pixel Width: Pixel size in the i direction  
Pixel Height: Pixel size in the j direction

Examples: Rasters with no skew

```
SELECT ST_Width(rast) As rastwidth, ST_PixelWidth(rast) As pixwidth,
 ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
 ST_SkewY(rast) As skewy
FROM dummy_rast;
```

| rastwidth | pixwidth | scalex | scaley | skewx | skewy |
|-----------|----------|--------|--------|-------|-------|
| 10        | 2        | 2      | 3      | 0     | 0     |
| 5         | 0.05     | 0.05   | -0.05  | 0     | 0     |

**Examples: Rasters with skew different than 0**

```
SELECT ST_Width(rast) As rastwidth, ST_PixelWidth(rast) As pixwidth,
 ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
 ST_SkewY(rast) As skewy
FROM (SELECT ST_SetSkew(rast,0.5,0.5) As rast
 FROM dummy_rast) As skewed;
```

| rastwidth | pixwidth          | scalex | scaley | skewx | skewy |
|-----------|-------------------|--------|--------|-------|-------|
| 10        | 2.06155281280883  | 2      | 3      | 0.5   | 0.5   |
| 5         | 0.502493781056044 | 0.05   | -0.05  | 0.5   | 0.5   |

**Si veda anche**

[ST\\_PixelHeight](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

**9.4.9 ST\_ScaleX**

**ST\_ScaleX** — Returns the X component of the pixel width in units of coordinate reference system.

**Synopsis**

```
float8 ST_ScaleX(raster rast);
```

**Descrizione**

Returns the X component of the pixel width in units of coordinate reference system. Refer to [World File](#) for more details.

Changed: 2.0.0. In WKTRaster versions this was called ST\_PixelSizeX.

**Esempi**

```
SELECT rid, ST_ScaleX(rast) As rastpixwidth
FROM dummy_rast;
```

| rid | rastpixwidth |
|-----|--------------|
| 1   | 2            |
| 2   | 0.05         |

**Si veda anche**

[ST\\_Width](#)

**9.4.10 ST\_ScaleY**

**ST\_ScaleY** — Returns the Y component of the pixel height in units of coordinate reference system.

**Synopsis**

```
float8 ST_ScaleY(raster rast);
```

## Descrizione

Returns the Y component of the pixel height in units of coordinate reference system. May be negative. Refer to [World File](#) for more details.

Changed: 2.0.0. In WKTRaster versions this was called ST\_PixelSizeY.

## Esempi

```
SELECT rid, ST_ScaleY(rast) As rastpixheight
FROM dummy_rast;
```

| rid | rastpixheight |
|-----|---------------|
| 1   | 3             |
| 2   | -0.05         |

## Si veda anche

[ST\\_Height](#)

## 9.4.11 ST\_RasterToWorldCoord

**ST\_RasterToWorldCoord** — Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.

## Synopsis

record **ST\_RasterToWorldCoord**(raster rast, integer xcolumn, integer yrow);

## Descrizione

Returns the upper left corner as geometric X and Y (longitude and latitude) given a column and row. Returned X and Y are in geometric units of the georeferenced raster. Numbering of column and row starts at 1 but if either parameter is passed a zero, a negative number or a number greater than the respective dimension of the raster, it will return coordinates outside of the raster assuming the raster's grid is applicable outside the raster's bounds.

Availability: 2.1.0

## Esempi

```
-- non-skewed raster
SELECT
 rid,
 (ST_RasterToWorldCoord(rast,1, 1)).*,
 (ST_RasterToWorldCoord(rast,2, 2)).*
FROM dummy_rast
```

| rid | longitude  | latitude | longitude | latitude   |
|-----|------------|----------|-----------|------------|
| 1   | 0.5        | 0.5      | 2.5       | 3.5        |
| 2   | 3427927.75 | 5793244  | 3427927.8 | 5793243.95 |

```
-- skewed raster
SELECT
 rid,
 (ST_RasterToWorldCoord(rast, 1, 1)).*,
 (ST_RasterToWorldCoord(rast, 2, 3)).*
FROM (
 SELECT
 rid,
 ST_SetSkew(rast, 100.5, 0) As rast
 FROM dummy_rast
) As foo

rid | longitude | latitude | longitude | latitude
-----+-----+-----+-----+-----
1 | 0.5 | 0.5 | 203.5 | 6.5
2 | 3427927.75 | 5793244 | 3428128.8 | 5793243.9
```

Si veda anche

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#)

9.4.12 ST\_RasterToWorldCoordX

ST\_RasterToWorldCoordX — Returns the geometric X coordinate upper left of a raster, column and row. Numbering of columns and rows starts at 1.

Synopsis

float8 ST\_RasterToWorldCoordX(raster rast, integer xcolumn);  
float8 ST\_RasterToWorldCoordX(raster rast, integer xcolumn, integer yrow);

Descrizione

Returns the upper left X coordinate of a raster column row in geometric units of the georeferenced raster. Numbering of columns and rows starts at 1 but if you pass in a negative number or number higher than number of columns in raster, it will give you coordinates outside of the raster file to left or right with the assumption that the skew and pixel sizes are same as selected raster.



**Note** For non-skewed rasters, providing the X column is sufficient. For skewed rasters, the georeferenced coordinate is a function of the ST\_ScaleX and ST\_SkewX and row and column. An error will be raised if you give just the X column for a skewed raster.

Changed: 2.1.0 In prior versions, this was called ST\_Raster2WorldCoordX

Esempi

```
-- non-skewed raster providing column is sufficient
SELECT rid, ST_RasterToWorldCoordX(rast,1) As xlcoord,
 ST_RasterToWorldCoordX(rast,2) As x2coord,
 ST_ScaleX(rast) As pixelx
FROM dummy_rast;
```



| rid | x1coord    | x2coord   | pixelx |
|-----|------------|-----------|--------|
| 1   | 0.5        | 2.5       | 2      |
| 2   | 3427927.75 | 3427927.8 | 0.05   |

```
-- for fun lets skew it
SELECT rid, ST_RasterToWorldCoordX(rast, 1, 1) As x1coord,
 ST_RasterToWorldCoordX(rast, 2, 3) As x2coord,
 ST_ScaleX(rast) As pixelx
FROM (SELECT rid, ST_SetSkew(rast, 100.5, 0) As rast FROM dummy_rast) As foo;
```

| rid | x1coord    | x2coord   | pixelx |
|-----|------------|-----------|--------|
| 1   | 0.5        | 203.5     | 2      |
| 2   | 3427927.75 | 3428128.8 | 0.05   |

### Si veda anche

[ST\\_ScaleX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#), [ST\\_SkewX](#)

### 9.4.13 ST\_RasterToWorldCoordY

**ST\_RasterToWorldCoordY** — Returns the geometric Y coordinate upper left corner of a raster, column and row. Numbering of columns and rows starts at 1.

#### Synopsis

```
float8 ST_RasterToWorldCoordY(raster rast, integer yrow);
float8 ST_RasterToWorldCoordY(raster rast, integer xcolumn, integer yrow);
```

#### Descrizione

Returns the upper left Y coordinate of a raster column row in geometric units of the georeferenced raster. Numbering of columns and rows starts at 1 but if you pass in a negative number or number higher than number of columns/rows in raster, it will give you coordinates outside of the raster file to left or right with the assumption that the skew and pixel sizes are same as selected raster tile.



#### Note

For non-skewed rasters, providing the Y column is sufficient. For skewed rasters, the georeferenced coordinate is a function of the `ST_ScaleY` and `ST_SkewY` and row and column. An error will be raised if you give just the Y row for a skewed raster.

Changed: 2.1.0 In prior versions, this was called `ST_Raster2WorldCoordY`

#### Esempi

```
-- non-skewed raster providing row is sufficient
SELECT rid, ST_RasterToWorldCoordY(rast,1) As y1coord,
 ST_RasterToWorldCoordY(rast,3) As y2coord,
 ST_ScaleY(rast) As pixely
FROM dummy_rast;
```

```
rid | ylcoord | y2coord | pixely
-----+-----+-----+-----
1 | 0.5 | 6.5 | 3
2 | 5793244 | 5793243.9 | -0.05
```

```
-- for fun lets skew it
SELECT rid, ST_RasterToWorldCoordY(rast,1,1) As ylcoord,
 ST_RasterToWorldCoordY(rast,2,3) As y2coord,
 ST_ScaleY(rast) As pixely
FROM (SELECT rid, ST_SetSkew(rast,0,100.5) As rast FROM dummy_rast) As foo;
```

```
rid | ylcoord | y2coord | pixely
-----+-----+-----+-----
1 | 0.5 | 107 | 3
2 | 5793244 | 5793344.4 | -0.05
```

**Si veda anche**

[ST\\_ScaleY](#), [ST\\_RasterToWorldCoordX](#), [ST\\_SetSkew](#), [ST\\_SkewY](#)

### 9.4.14 ST\_Rotation

**ST\_Rotation** — Returns the rotation of the raster in radian.

**Synopsis**

```
float8 ST_Rotation(raster rast);
```

**Descrizione**

Returns the uniform rotation of the raster in radian. If a raster does not have uniform rotation, NaN is returned. Refer to [World File](#) for more details.

**Esempi**

```
SELECT rid, ST_Rotation(ST_SetScale(ST_SetSkew(rast, sqrt(2)), sqrt(2))) as rot FROM ↵
dummy_rast;
```

```
rid | rot
-----+-----
1 | 0.785398163397448
2 | 0.785398163397448
```

**Si veda anche**

[ST\\_SetRotation](#), [ST\\_SetScale](#), [ST\\_SetSkew](#)

### 9.4.15 ST\_SkewX

**ST\_SkewX** — Returns the georeference X skew (or rotation parameter).

Synopsis

float8 **ST\_SkewX**(raster rast);

Descrizione

Returns the georeference X skew (or rotation parameter). Refer to [World File](#) for more details.

Esempi

```
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
 ST_GeoReference(rast) as georef
FROM dummy_rast;
```

| rid | skewx | skewy | georef                                                                                                              |
|-----|-------|-------|---------------------------------------------------------------------------------------------------------------------|
| 1   | 0     | 0     | 2.0000000000<br>: 0.0000000000<br>: 0.0000000000<br>: 3.0000000000<br>: 0.5000000000<br>: 0.5000000000<br>:         |
| 2   | 0     | 0     | 0.0500000000<br>: 0.0000000000<br>: 0.0000000000<br>: -0.0500000000<br>: 3427927.7500000000<br>: 5793244.0000000000 |

Si veda anche

[ST\\_GeoReference](#), [ST\\_SkewY](#), [ST\\_SetSkew](#)

9.4.16 ST\_SkewY

ST\_SkewY — Returns the georeference Y skew (or rotation parameter).

Synopsis

float8 **ST\_SkewY**(raster rast);

Descrizione

Returns the georeference Y skew (or rotation parameter). Refer to [World File](#) for more details.

Esempi

```
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
 ST_GeoReference(rast) as georef
FROM dummy_rast;
```

| rid | skewx | skewy | georef |
|-----|-------|-------|--------|
|-----|-------|-------|--------|

```
-----+-----+-----+-----
 1 | 0 | 0 | 2.0000000000
 : 0.0000000000
 : 0.0000000000
 : 3.0000000000
 : 0.5000000000
 : 0.5000000000
 :
 2 | 0 | 0 | 0.0500000000
 : 0.0000000000
 : 0.0000000000
 : -0.0500000000
 : 3427927.7500000000
 : 5793244.0000000000
```

**Si veda anche**

[ST\\_GeoReference](#), [ST\\_SkewX](#), [ST\\_SetSkew](#)

**9.4.17 ST\_SRID**

**ST\_SRID** — Returns the spatial reference identifier of the raster as defined in spatial\_ref\_sys table.

**Synopsis**

integer **ST\_SRID**(raster rast);

**Descrizione**

Returns the spatial reference identifier of the raster object as defined in the spatial\_ref\_sys table.



**Note**

From PostGIS 2.0+ the srid of a non-georeferenced raster/geometry is 0 instead of the prior -1.

**Esempi**

```
SELECT ST_SRID(rast) As srid
FROM dummy_rast WHERE rid=1;

srid

0
```

**Si veda anche**

Section [4.3.1](#), [ST\\_SRID](#)

**9.4.18 ST\_Summary**

**ST\_Summary** — Returns a text summary of the contents of the raster.

**Synopsis**

text **ST\_Summary**(raster rast);

**Descrizione**

Returns a text summary of the contents of the raster.

Availability: 2.1.0

**Esempi**

```
SELECT ST_Summary(
 ST_AddBand(
 ST_AddBand(
 ST_AddBand(
 ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0)
 , 1, '8BUI', 1, 0
)
 , 2, '32BF', 0, -9999
)
 , 3, '16BSI', 0, NULL
)
);
```

| st_summary                                                                                                                                                                                                                                                        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Raster of 10x10 pixels has 3 bands and extent of BOX(0 -10,10 0)+<br>band 1 of pixtype 8BUI is in-db with NODATA value of 0 +<br>band 2 of pixtype 32BF is in-db with NODATA value of -9999 +<br>band 3 of pixtype 16BSI is in-db with no NODATA value<br>(1 row) |

**Si veda anche**

[ST\\_MetaData](#), [ST\\_BandMetaData](#), [ST\\_Summary](#) [ST\\_Extent](#)

**9.4.19 ST\_UpperLeftX**

**ST\_UpperLeftX** — Returns the upper left X coordinate of raster in projected spatial ref.

**Synopsis**

float8 **ST\_UpperLeftX**(raster rast);

**Descrizione**

Returns the upper left X coordinate of raster in projected spatial ref.

**Esempi**

```
SELECT rid, ST_UpperLeftX(rast) As ulx
FROM dummy_rast;
```

| rid | ulx        |
|-----|------------|
| 1   | 0.5        |
| 2   | 3427927.75 |

**Si veda anche**

[ST\\_UpperLeftY](#), [ST\\_GeoReference](#), [Box3D](#)

**9.4.20 ST\_UpperLeftY**

**ST\_UpperLeftY** — Returns the upper left Y coordinate of raster in projected spatial ref.

**Synopsis**

```
float8 ST_UpperLeftY(raster rast);
```

**Descrizione**

Returns the upper left Y coordinate of raster in projected spatial ref.

**Esempi**

```
SELECT rid, ST_UpperLeftY(rast) As uly
FROM dummy_rast;
```

| rid | uly     |
|-----|---------|
| 1   | 0.5     |
| 2   | 5793244 |

**Si veda anche**

[ST\\_UpperLeftX](#), [ST\\_GeoReference](#), [Box3D](#)

**9.4.21 ST\_Width**

**ST\_Width** — Returns the width of the raster in pixels.

**Synopsis**

```
integer ST_Width(raster rast);
```

**Descrizione**

Returns the width of the raster in pixels.

**Esempi**

```
SELECT ST_Width(rast) As rastwidth
FROM dummy_rast WHERE rid=1;
```

```
rastwidth

10
```

**Si veda anche**

[ST\\_Height](#)

**9.4.22 ST\_WorldToRasterCoord**

**ST\_WorldToRasterCoord** — Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.

**Synopsis**

```
record ST_WorldToRasterCoord(raster rast, geometry pt);
record ST_WorldToRasterCoord(raster rast, double precision longitude, double precision latitude);
```

**Descrizione**

Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry. This function works regardless of whether or not the geometric X and Y or point geometry is outside the extent of the raster. Geometric X and Y must be expressed in the spatial reference coordinate system of the raster.

Availability: 2.1.0

**Esempi**

```
SELECT
 rid,
 (ST_WorldToRasterCoord(rast, 3427927.8, 20.5)).*,
 (ST_WorldToRasterCoord(rast, ST_GeomFromText('POINT(3427927.8 20.5)', ST_SRID(rast)))
).*
FROM dummy_rast;
```

| rid | columnx | rowy      | columnx | rowy      |
|-----|---------|-----------|---------|-----------|
| 1   | 1713964 | 7         | 1713964 | 7         |
| 2   | 2       | 115864471 | 2       | 115864471 |

**Si veda anche**

[ST\\_WorldToRasterCoordX](#), [ST\\_WorldToRasterCoordY](#), [ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

**9.4.23 ST\_WorldToRasterCoordX**

**ST\_WorldToRasterCoordX** — Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.

## Synopsis

```
integer ST_WorldToRasterCoordX(raster rast, geometry pt);
integer ST_WorldToRasterCoordX(raster rast, double precision xw);
integer ST_WorldToRasterCoordX(raster rast, double precision xw, double precision yw);
```

## Descrizione

Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw). A point, or (both xw and yw world coordinates are required if a raster is skewed). If a raster is not skewed then xw is sufficient. World coordinates are in the spatial reference coordinate system of the raster.

Changed: 2.1.0 In prior versions, this was called ST\_World2RasterCoordX

## Esempi

```
SELECT rid, ST_WorldToRasterCoordX(rast,3427927.8) As xcoord,
 ST_WorldToRasterCoordX(rast,3427927.8,20.5) As xcoord_xwyw,
 ST_WorldToRasterCoordX(rast,ST_GeomFromText('POINT(3427927.8 20.5)',ST_SRID ←
 (rast))) As ptxcoord
FROM dummy_rast;
```

| rid | xcoord  | xcoord_xwyw | ptxcoord |
|-----|---------|-------------|----------|
| 1   | 1713964 | 1713964     | 1713964  |
| 2   | 1       | 1           | 1        |

## Si veda anche

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

### 9.4.24 ST\_WorldToRasterCoordY

**ST\_WorldToRasterCoordY** — Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.

## Synopsis

```
integer ST_WorldToRasterCoordY(raster rast, geometry pt);
integer ST_WorldToRasterCoordY(raster rast, double precision xw);
integer ST_WorldToRasterCoordY(raster rast, double precision xw, double precision yw);
```

## Descrizione

Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw). A point, or (both xw and yw world coordinates are required if a raster is skewed). If a raster is not skewed then xw is sufficient. World coordinates are in the spatial reference coordinate system of the raster.

Changed: 2.1.0 In prior versions, this was called ST\_World2RasterCoordY



Esempi

```
SELECT rid, ST_WorldToRasterCoordY(rast,20.5) As ycoord,
 ST_WorldToRasterCoordY(rast,3427927.8,20.5) As ycoord_xwyw,
 ST_WorldToRasterCoordY(rast,ST_GeomFromText('POINT(3427927.8 20.5)',ST_SRID ←
 (rast))) As ptycoord
FROM dummy_rast;
```

| rid | ycoord    | ycoord_xwyw | ptycoord  |
|-----|-----------|-------------|-----------|
| 1   | 7         | 7           | 7         |
| 2   | 115864471 | 115864471   | 115864471 |

Si veda anche

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

9.5 Raster Band Accessors

9.5.1 ST\_BandMetaData

ST\_BandMetaData — Returns basic meta data for a specific raster band. band num 1 is assumed if none-specified.

Synopsis

record **ST\_BandMetaData**(raster rast, integer bandnum=1);

Descrizione

Returns basic meta data about a raster band. Columns returned pixeltype | nodatavalue | isoutdb | path.



**Note**  
If raster contains no bands then an error is thrown.



**Note**  
If band has no NODATA value, nodatavalue will be NULL.

Esempi

```
SELECT rid, (foo.md).*
FROM (SELECT rid, ST_BandMetaData(rast,1) As md
FROM dummy_rast WHERE rid=2) As foo;
```

| rid | pixeltype | nodatavalue | isoutdb | path |
|-----|-----------|-------------|---------|------|
| 2   | 8BUI      | 0           | f       |      |

**Si veda anche**

[ST\\_MetaData](#), [ST\\_BandPixelType](#)

### 9.5.2 ST\_BandNoDataValue

**ST\_BandNoDataValue** — Returns the value in a given band that represents no data. If no band num 1 is assumed.

#### Synopsis

double precision **ST\_BandNoDataValue**(raster rast, integer bandnum=1);

#### Descrizione

Returns the value that represents no data for the band

#### Esempi

```
SELECT ST_BandNoDataValue(rast,1) As bnval1,
 ST_BandNoDataValue(rast,2) As bnval2, ST_BandNoDataValue(rast,3) As bnval3
FROM dummy_rast
WHERE rid = 2;
```

| bnval1 | bnval2 | bnval3 |
|--------|--------|--------|
| 0      | 0      | 0      |

**Si veda anche**

[ST\\_NumBands](#)

### 9.5.3 ST\_BandIsNoData

**ST\_BandIsNoData** — Returns true if the band is filled with only nodata values.

#### Synopsis

boolean **ST\_BandIsNoData**(raster rast, integer band, boolean forceChecking=true);

boolean **ST\_BandIsNoData**(raster rast, boolean forceChecking=true);

#### Descrizione

Returns true if the band is filled with only nodata values. Band 1 is assumed if not specified. If the last argument is TRUE, the entire band is checked pixel by pixel. Otherwise, the function simply returns the value of the isnodata flag for the band. The default value for this parameter is FALSE, if not specified.

Disponibilità: 2.0



#### Note

If the flag is dirty (this is, the result is different using TRUE as last parameter and not using it) you should update the raster to set this flag to true, by using [ST\\_SetBandIsNodata\(\)](#), or [ST\\_SetBandNodataValue\(\)](#) with TRUE as last argument. See [ST\\_SetBandIsNoData](#).

## Esempi

```
-- Create dummy table with one raster column
create table dummy_rast (rid integer, rast raster);

-- Add raster with two bands, one pixel/band. In the first band, nodatavalue = pixel value ←
 = 3.
-- In the second band, nodatavalue = 13, pixel value = 4
insert into dummy_rast values(1,
(
'01' -- little endian (uint8 ndr)
||
'0000' -- version (uint16 0)
||
'0200' -- nBands (uint16 0)
||
'17263529ED684A3F' -- scaleX (float64 0.000805965234044584)
||
'F9253529ED684ABF' -- scaleY (float64 -0.00080596523404458)
||
'1C9F33CE69E352C0' -- ipX (float64 -75.5533328537098)
||
'718F0E9A27A44840' -- ipY (float64 49.2824585505576)
||
'ED50EB853EC32B3F' -- skewX (float64 0.000211812383858707)
||
'7550EB853EC32B3F' -- skewY (float64 0.000211812383858704)
||
'E6100000' -- SRID (int32 4326)
||
'0100' -- width (uint16 1)
||
'0100' -- height (uint16 1)
||
'6' -- hasnodatavalue and isnodata value set to true.
||
'2' -- first band type (4BUI)
||
'03' -- novalue==3
||
'03' -- pixel(0,0)==3 (same that nodata)
||
'0' -- hasnodatavalue set to false
||
'5' -- second band type (16BSI)
||
'0D00' -- novalue==13
||
'0400' -- pixel(0,0)==4
)::raster
);

select st_bandisnodata(rast, 1) from dummy_rast where rid = 1; -- Expected true
select st_bandisnodata(rast, 2) from dummy_rast where rid = 1; -- Expected false
```

## Si veda anche

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_SetBandIsNoData](#)

### 9.5.4 ST\_BandPath

**ST\_BandPath** — Returns system file path to a band stored in file system. If no bandnum specified, 1 is assumed.

#### Synopsis

```
text ST_BandPath(raster rast, integer bandnum=1);
```

#### Descrizione

Returns system file path to a band. Throws an error if called with an in db band.

#### Esempi

---

Si veda anche

### 9.5.5 ST\_BandPixelType

**ST\_BandPixelType** — Returns the type of pixel for given band. If no bandnum specified, 1 is assumed.

#### Synopsis

```
text ST_BandPixelType(raster rast, integer bandnum=1);
```

#### Descrizione

Returns the value that represents no data for the band

There are 11 pixel types. Pixel Types supported are as follows:

- 1BB - 1-bit boolean
  - 2BUI - 2-bit unsigned integer
  - 4BUI - 4-bit unsigned integer
  - 8BSI - 8-bit signed integer
  - 8BUI - 8-bit unsigned integer
  - 16BSI - 16-bit signed integer
  - 16BUI - 16-bit unsigned integer
  - 32BSI - 32-bit signed integer
  - 32BUI - 32-bit unsigned integer
  - 32BF - 32-bit float
  - 64BF - 64-bit float
-

Esempi

```
SELECT ST_BandPixelType(rast,1) As btype1,
 ST_BandPixelType(rast,2) As btype2, ST_BandPixelType(rast,3) As btype3
FROM dummy_rast
WHERE rid = 2;

 btype1 | btype2 | btype3
-----+-----+-----
 8BUI | 8BUI | 8BUI
```

Si veda anche

[ST\\_NumBands](#)

9.5.6 ST\_HasNoBand

ST\_HasNoBand — Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.

Synopsis

boolean **ST\_HasNoBand**(raster rast, integer bandnum=1);

Descrizione

Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.

Disponibilità: 2.0

Esempi

```
SELECT rid, ST_HasNoBand(rast) As hb1, ST_HasNoBand(rast,2) as hb2,
 ST_HasNoBand(rast,4) as hb4, ST_NumBands(rast) As numbands
FROM dummy_rast;

rid | hb1 | hb2 | hb4 | numbands
-----+-----+-----+-----+-----
 1 | t | t | t | 0
 2 | f | f | t | 3
```

Si veda anche

[ST\\_NumBands](#)

9.6 Raster Pixel Accessors and Setters

9.6.1 ST\_PixelAsPolygon

ST\_PixelAsPolygon — Returns the polygon geometry that bounds the pixel for a particular row and column.

Synopsis

geometry **ST\_PixelAsPolygon**(raster rast, integer columnx, integer rowy);

Descrizione

Returns the polygon geometry that bounds the pixel for a particular row and column.

Disponibilità: 2.0

Esempi

```
-- get raster pixel polygon
SELECT i, j, ST_AsText(ST_PixelAsPolygon(foo.rast, i, j)) As blpgeom
FROM dummy_rast As foo
 CROSS JOIN generate_series(1,2) As i
 CROSS JOIN generate_series(1,1) As j
WHERE rid=2;
```

| i | j | blpgeom                                                                 |
|---|---|-------------------------------------------------------------------------|
| 1 | 1 | POLYGON((3427927.75 5793244,3427927.8 5793244,3427927.8 5793243.95,...  |
| 2 | 1 | POLYGON((3427927.8 5793244,3427927.85 5793244,3427927.85 5793243.95, .. |

Si veda anche

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_Intersection](#), [ST\\_AsText](#)

9.6.2 ST\_PixelAsPolygons

**ST\_PixelAsPolygons** — Returns the polygon geometry that bounds every pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel.

Synopsis

setof record **ST\_PixelAsPolygons**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

Descrizione

Returns the polygon geometry that bounds every pixel of a raster band along with the value (double precision), the X and the Y raster coordinates (integers) of each pixel.



**Note**  
ST\_PixelAsPolygons returns one polygon geometry for every pixel. This is different than ST\_DumpAsPolygons where each geometry represents one or more pixels with the same pixel value.



**Note**  
When exclude\_nodata\_value = TRUE, only those pixels whose values are not NODATA are returned as polygons.

Disponibilità: 2.0

Enhanced: 2.1.0 `exclude_nodata_value` optional argument was added.

Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.

Esempi

```
-- get raster pixel polygon
SELECT (gv).x, (gv).y, (gv).val, ST_AsText((gv).geom) geom
FROM (SELECT ST_PixelAsPolygons(
 ST_SetValue(ST_SetValue(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 0.001, ←
 -0.001, 0.001, 0.001, 4269),
 '8BUI'::text, 1, 0),
 2, 2, 10),
 1, 1, NULL)
) gv
) foo;
```

| x | y | val | geom                                                                   |
|---|---|-----|------------------------------------------------------------------------|
| 1 | 1 |     | POLYGON((0 0,0.001 0.001,0.002 0,0.001 -0.001,0 0))                    |
| 1 | 2 | 1   | POLYGON((0.001 -0.001,0.002 0,0.003 -0.001,0.002 -0.002,0.001 -0.001)) |
| 2 | 1 | 1   | POLYGON((0.001 0.001,0.002 0.002,0.003 0.001,0.002 0,0.001 0.001))     |
| 2 | 2 | 10  | POLYGON((0.002 0,0.003 0.001,0.004 0,0.003 -0.001,0.002 0))            |

Si veda anche

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_AsText](#)

9.6.3 ST\_PixelAsPoint

`ST_PixelAsPoint` — Returns a point geometry of the pixel’s upper-left corner.

Synopsis

geometry `ST_PixelAsPoint`(raster rast, integer columnx, integer rowy);

Descrizione

Returns a point geometry of the pixel’s upper-left corner.

Availability: 2.1.0

Esempi

```
SELECT ST_AsText(ST_PixelAsPoint(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

| st_astext      |
|----------------|
| POINT(0.5 0.5) |

Si veda anche

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

9.6.4 ST\_PixelAsPoints

**ST\_PixelAsPoints** — Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel’s upper-left corner.

Synopsis

geometry **ST\_PixelAsPoints**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

Descrizione

Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel’s upper-left corner.



Note

When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

Availability: 2.1.0

Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.

Esempi

```
SELECT x, y, val, ST_AsText(geom) FROM (SELECT (ST_PixelAsPoints(rast, 1)).* FROM ↵
 dummy_rast WHERE rid = 2) foo;
```

| x | y | val | st_astext                    |
|---|---|-----|------------------------------|
| 1 | 1 | 253 | POINT(3427927.75 5793244)    |
| 2 | 1 | 254 | POINT(3427927.8 5793244)     |
| 3 | 1 | 253 | POINT(3427927.85 5793244)    |
| 4 | 1 | 254 | POINT(3427927.9 5793244)     |
| 5 | 1 | 254 | POINT(3427927.95 5793244)    |
| 1 | 2 | 253 | POINT(3427927.75 5793243.95) |
| 2 | 2 | 254 | POINT(3427927.8 5793243.95)  |
| 3 | 2 | 254 | POINT(3427927.85 5793243.95) |
| 4 | 2 | 253 | POINT(3427927.9 5793243.95)  |
| 5 | 2 | 249 | POINT(3427927.95 5793243.95) |
| 1 | 3 | 250 | POINT(3427927.75 5793243.9)  |
| 2 | 3 | 254 | POINT(3427927.8 5793243.9)   |
| 3 | 3 | 254 | POINT(3427927.85 5793243.9)  |
| 4 | 3 | 252 | POINT(3427927.9 5793243.9)   |
| 5 | 3 | 249 | POINT(3427927.95 5793243.9)  |
| 1 | 4 | 251 | POINT(3427927.75 5793243.85) |
| 2 | 4 | 253 | POINT(3427927.8 5793243.85)  |
| 3 | 4 | 254 | POINT(3427927.85 5793243.85) |
| 4 | 4 | 254 | POINT(3427927.9 5793243.85)  |
| 5 | 4 | 253 | POINT(3427927.95 5793243.85) |
| 1 | 5 | 252 | POINT(3427927.75 5793243.8)  |
| 2 | 5 | 250 | POINT(3427927.8 5793243.8)   |



```
3 | 5 | 254 | POINT(3427927.85 5793243.8)
4 | 5 | 254 | POINT(3427927.9 5793243.8)
5 | 5 | 254 | POINT(3427927.95 5793243.8)
```

**Si veda anche**

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

**9.6.5 ST\_PixelAsCentroid**

**ST\_PixelAsCentroid** — Returns the centroid (point geometry) of the area represented by a pixel.

**Synopsis**

geometry **ST\_PixelAsCentroid**(raster rast, integer columnx, integer rowy);

**Descrizione**

Returns the centroid (point geometry) of the area represented by a pixel.

Availability: 2.1.0

**Esempi**

```
SELECT ST_AsText(ST_PixelAsCentroid(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;

 st_astext

POINT(1.5 2)
```

**Si veda anche**

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroids](#)

**9.6.6 ST\_PixelAsCentroids**

**ST\_PixelAsCentroids** — Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.

**Synopsis**

geometry **ST\_PixelAsCentroids**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

Descrizione

Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.



**Note**  
When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

Availability: 2.1.0  
Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.

Esempi

```
SELECT x, y, val, ST_AsText(geom) FROM (SELECT (ST_PixelAsCentroids(rast, 1)).* FROM ↵
dummy_rast WHERE rid = 2) foo;
```

| x | y | val | st_astext                      |
|---|---|-----|--------------------------------|
| 1 | 1 | 253 | POINT(3427927.775 5793243.975) |
| 2 | 1 | 254 | POINT(3427927.825 5793243.975) |
| 3 | 1 | 253 | POINT(3427927.875 5793243.975) |
| 4 | 1 | 254 | POINT(3427927.925 5793243.975) |
| 5 | 1 | 254 | POINT(3427927.975 5793243.975) |
| 1 | 2 | 253 | POINT(3427927.775 5793243.925) |
| 2 | 2 | 254 | POINT(3427927.825 5793243.925) |
| 3 | 2 | 254 | POINT(3427927.875 5793243.925) |
| 4 | 2 | 253 | POINT(3427927.925 5793243.925) |
| 5 | 2 | 249 | POINT(3427927.975 5793243.925) |
| 1 | 3 | 250 | POINT(3427927.775 5793243.875) |
| 2 | 3 | 254 | POINT(3427927.825 5793243.875) |
| 3 | 3 | 254 | POINT(3427927.875 5793243.875) |
| 4 | 3 | 252 | POINT(3427927.925 5793243.875) |
| 5 | 3 | 249 | POINT(3427927.975 5793243.875) |
| 1 | 4 | 251 | POINT(3427927.775 5793243.825) |
| 2 | 4 | 253 | POINT(3427927.825 5793243.825) |
| 3 | 4 | 254 | POINT(3427927.875 5793243.825) |
| 4 | 4 | 254 | POINT(3427927.925 5793243.825) |
| 5 | 4 | 253 | POINT(3427927.975 5793243.825) |
| 1 | 5 | 252 | POINT(3427927.775 5793243.775) |
| 2 | 5 | 250 | POINT(3427927.825 5793243.775) |
| 3 | 5 | 254 | POINT(3427927.875 5793243.775) |
| 4 | 5 | 254 | POINT(3427927.925 5793243.775) |
| 5 | 5 | 254 | POINT(3427927.975 5793243.775) |

Si veda anche

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#)

9.6.7 ST\_Value

**ST\_Value** — Returns the value of a given band in a given columnx, rowy pixel or at a particular geometric point. Band numbers start at 1 and assumed to be 1 if not specified. If `exclude_nodata_value` is set to false, then all pixels include `nodata` pixels are considered to intersect and return value. If `exclude_nodata_value` is not passed in then reads it from metadata of raster.

## Synopsis

double precision **ST\_Value**(raster rast, geometry pt, boolean exclude\_nodata\_value=true);  
 double precision **ST\_Value**(raster rast, integer bandnum, geometry pt, boolean exclude\_nodata\_value=true);  
 double precision **ST\_Value**(raster rast, integer columnx, integer rowy, boolean exclude\_nodata\_value=true);  
 double precision **ST\_Value**(raster rast, integer bandnum, integer columnx, integer rowy, boolean exclude\_nodata\_value=true);

## Descrizione

Returns the value of a given band in a given columnx, rowy pixel or at a given geometry point. Band numbers start at 1 and band is assumed to be 1 if not specified. If `exclude_nodata_value` is set to true, then only non `nodata` pixels are considered. If `exclude_nodata_value` is set to false, then all pixels are considered.

Enhanced: 2.0.0 `exclude_nodata_value` optional argument was added.

## Esempi

```
-- get raster values at particular postgis geometry points
-- the srid of your geometry should be same as for your raster
SELECT rid, ST_Value(rast, foo.pt_geom) As b1pval, ST_Value(rast, 2, foo.pt_geom) As b2pval
FROM dummy_rast CROSS JOIN (SELECT ST_SetSRID(ST_Point(3427927.77, 5793243.76), 0) As
 pt_geom) As foo
WHERE rid=2;
```

| rid | b1pval | b2pval |
|-----|--------|--------|
| 2   | 252    | 79     |

```
-- general fictitious example using a real table
SELECT rid, ST_Value(rast, 3, sometable.geom) As b3pval
FROM sometable
WHERE ST_Intersects(rast, sometable.geom);
```

```
SELECT rid, ST_Value(rast, 1, 1, 1) As b1pval,
 ST_Value(rast, 2, 1, 1) As b2pval, ST_Value(rast, 3, 1, 1) As b3pval
FROM dummy_rast
WHERE rid=2;
```

| rid | b1pval | b2pval | b3pval |
|-----|--------|--------|--------|
| 2   | 253    | 78     | 70     |

```
--- Get all values in bands 1,2,3 of each pixel ---
SELECT x, y, ST_Value(rast, 1, x, y) As b1val,
 ST_Value(rast, 2, x, y) As b2val, ST_Value(rast, 3, x, y) As b3val
FROM dummy_rast CROSS JOIN
generate_series(1, 1000) As x CROSS JOIN generate_series(1, 1000) As y
WHERE rid = 2 AND x <= ST_Width(rast) AND y <= ST_Height(rast);
```

| x | y | b1val | b2val | b3val |
|---|---|-------|-------|-------|
| 1 | 1 | 253   | 78    | 70    |
| 1 | 2 | 253   | 96    | 80    |
| 1 | 3 | 250   | 99    | 90    |
| 1 | 4 | 251   | 89    | 77    |
| 1 | 5 | 252   | 79    | 62    |
| 2 | 1 | 254   | 98    | 86    |
| 2 | 2 | 254   | 118   | 108   |

```
:
:
```

```
--- Get all values in bands 1,2,3 of each pixel --
SELECT x, y, ST_Value(rast, 1, x, y) As b1val,
 ST_Value(rast, 2, x, y) As b2val, ST_Value(rast, 3, x, y) As b3val
FROM dummy_rast CROSS JOIN
generate_series(1, 1000) As x CROSS JOIN generate_series(1, 1000) As y
WHERE rid = 2 AND x <= ST_Width(rast) AND y <= ST_Height(rast);
```

| x | y | b1val | b2val | b3val |
|---|---|-------|-------|-------|
| 1 | 1 | 253   | 78    | 70    |
| 1 | 2 | 253   | 96    | 80    |
| 1 | 3 | 250   | 99    | 90    |
| 1 | 4 | 251   | 89    | 77    |
| 1 | 5 | 252   | 79    | 62    |
| 2 | 1 | 254   | 98    | 86    |
| 2 | 2 | 254   | 118   | 108   |
| : |   |       |       |       |
| : |   |       |       |       |

```
--- Get a polygon formed by union of all pixels
 that fall in a particular value range and intersect particular polygon --
SELECT ST_AsText(ST_Union(pixpolyg)) As shadow
FROM (SELECT ST_Translate(ST_MakeEnvelope(
 ST_UpperLeftX(rast), ST_UpperLeftY(rast),
 ST_UpperLeftX(rast) + ST_ScaleX(rast),
 ST_UpperLeftY(rast) + ST_ScaleY(rast), 0
), ST_ScaleX(rast)*x, ST_ScaleY(rast)*y
) As pixpolyg, ST_Value(rast, 2, x, y) As b2val
FROM dummy_rast CROSS JOIN
generate_series(1,1000) As x CROSS JOIN generate_series(1,1000) As y
WHERE rid = 2
 AND x <= ST_Width(rast) AND y <= ST_Height(rast)) As foo
WHERE
 ST_Intersects(
 pixpolyg,
 ST_GeomFromText('POLYGON((3427928 5793244,3427927.75 5793243.75,3427928
 5793243.75,3427928 5793244))',0)
) AND b2val != 254;

 shadow

MULTIPOLYGON(((3427928 5793243.9,3427928 5793243.85,3427927.95 5793243.85,3427927.95
 5793243.9,
 3427927.95 5793243.95,3427928 5793243.95,3427928.05 5793243.95,3427928.05
 5793243.9,3427928 5793243.9)),((3427927.95 5793243.9,3427927.95 579324
 3.85,3427927.9 5793243.85,3427927.85 5793243.85,3427927.85 5793243.9,3427927.9
 5793243.9,3427927.9 5793243.95,
 3427927.95 5793243.95,3427927.95 5793243.9)),((3427927.85 5793243.75,3427927.85
 5793243.7,3427927.8 5793243.7,3427927.8 5793243.75
 ,3427927.8 5793243.8,3427927.8 5793243.85,3427927.85 5793243.85,3427927.85
 5793243.8,3427927.85 5793243.75))),
 ((3427928.05 5793243.75,3427928.05 5793243.7,3427928 5793243.7,3427927.95
 5793243.7,3427927.95 5793243.75,3427927.95 5793243.8,3427
 927.95 5793243.85,3427928 5793243.85,3427928 5793243.8,3427928.05 5793243.8,
 3427928.05 5793243.75)),((3427927.95 5793243.75,3427927.95 5793243.7,3427927.9
 5793243.7,3427927.85 5793243.7,
 3427927.85 5793243.75,3427927.85 5793243.8,3427927.85 5793243.85,3427927.9 5793243.85,
```

```
3427927.95 5793243.85,3427927.95 5793243.8,3427927.95 5793243.75)))
```

```
--- Checking all the pixels of a large raster tile can take a long time.
--- You can dramatically improve speed at some lose of precision by orders of magnitude
-- by sampling pixels using the step optional parameter of generate_series.
-- This next example does the same as previous but by checking 1 for every 4 (2x2) pixels ←
-- and putting in the last checked
-- putting in the checked pixel as the value for subsequent 4

SELECT ST_AsText(ST_Union(pixpolyg)) As shadow
FROM (SELECT ST_Translate(ST_MakeEnvelope(
 ST_UpperLeftX(rast), ST_UpperLeftY(rast),
 ST_UpperLeftX(rast) + ST_ScaleX(rast)*2,
 ST_UpperLeftY(rast) + ST_ScaleY(rast)*2, 0
), ST_ScaleX(rast)*x, ST_ScaleY(rast)*y
) As pixpolyg, ST_Value(rast, 2, x, y) As b2val
 FROM dummy_rast CROSS JOIN
generate_series(1,1000,2) As x CROSS JOIN generate_series(1,1000,2) As y
WHERE rid = 2
 AND x <= ST_Width(rast) AND y <= ST_Height(rast)) As foo
WHERE
 ST_Intersects(
 pixpolyg,
 ST_GeomFromText('POLYGON((3427928 5793244,3427927.75 5793243.75,3427928 ←
 5793243.75,3427928 5793244))',0)
) AND b2val != 254;

 shadow

MULTIPOLYGON(((3427927.9 5793243.85,3427927.8 5793243.85,3427927.8 5793243.95,
3427927.9 5793243.95,3427928 5793243.95,3427928.1 5793243.95,3427928.1 5793243.85,3427928 ←
5793243.85,3427927.9 5793243.85))),
((3427927.9 5793243.65,3427927.8 5793243.65,3427927.8 5793243.75,3427927.8 ←
5793243.85,3427927.9 5793243.85,
3427928 5793243.85,3427928 5793243.75,3427928.1 5793243.75,3427928.1 5793243.65,3427928 ←
5793243.65,3427927.9 5793243.65)))
```

### Si veda anche

[ST\\_SetValue](#), [ST\\_DumpAsPolygons](#), [ST\\_NumBands](#), [ST\\_PixelAsPolygon](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#), [ST\\_SRID](#), [ST\\_AsText](#), [ST\\_Point](#), [ST\\_MakeEnvelope](#), [ST\\_Intersects](#), [ST\\_Intersection](#)

### 9.6.8 ST\_NearestValue

**ST\_NearestValue** — Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.

#### Synopsis

```
double precision ST_NearestValue(raster rast, integer bandnum, geometry pt, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, geometry pt, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, integer bandnum, integer columnx, integer rowy, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, integer columnx, integer rowy, boolean exclude_nodata_value=true);
```

## Descrizione

Returns the nearest non-NODATA value of a given band in a given columnx, rowy pixel or at a specific geometric point. If the columnx, rowy pixel or the pixel at the specified geometric point is NODATA, the function will find the nearest pixel to the columnx, rowy pixel or geometric point whose value is not NODATA.

Band numbers start at 1 and bandnum is assumed to be 1 if not specified. If `exclude_nodata_value` is set to false, then all pixels include nodata pixels are considered to intersect and return value. If `exclude_nodata_value` is not passed in then reads it from metadata of raster.

Availability: 2.1.0



### Note

ST\_NearestValue is a drop-in replacement for ST\_Value.

## Esempi

```
-- un pixel 2x2 ha valore
SELECT
 ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
 SELECT
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 1, ARRAY[
 [0, 1, 1, 1, 1],
 [1, 1, 1, 0, 1],
 [1, 0, 1, 1, 1],
 [1, 1, 1, 1, 0],
 [1, 1, 0, 1, 1]
]::double precision[],
 1
) AS rast
) AS foo

 st_neighborhood

{{NULL,1,1},{1,1,NULL},{1,1,1}}
```

```
-- pixel 2x3 is NODATA
SELECT
 ST_Value(rast, 2, 3) AS value,
 ST_NearestValue(rast, 2, 3) AS nearestvalue
FROM (
 SELECT
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, ←
 -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
)
)
)
)
)
)
) AS foo
```

```

),
1, 1, 0.
),
2, 3, 0.
),
3, 5, 0.
),
4, 2, 0.
),
5, 4, 0.
) AS rast
) AS foo

value | nearestvalue
-----+-----
| 1
```

Si veda anche

[ST\\_Neighborhood](#), [ST\\_Value](#)

9.6.9 ST\_Neighborhood

**ST\_Neighborhood** — Returns a 2-D double precision array of the non-NODATA values around a given band’s pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.

Synopsis

double precision[][] **ST\_Neighborhood**(raster rast, integer bandnum, integer columnX, integer rowY, integer distanceX, integer distanceY, boolean exclude\_nodata\_value=true);  
double precision[][] **ST\_Neighborhood**(raster rast, integer columnX, integer rowY, integer distanceX, integer distanceY, boolean exclude\_nodata\_value=true);  
double precision[][] **ST\_Neighborhood**(raster rast, integer bandnum, geometry pt, integer distanceX, integer distanceY, boolean exclude\_nodata\_value=true);  
double precision[][] **ST\_Neighborhood**(raster rast, geometry pt, integer distanceX, integer distanceY, boolean exclude\_nodata\_value=true);

Descrizione

Returns a 2-D double precision array of the non-NODATA values around a given band’s pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster. The distanceX and distanceY parameters define the number of pixels around the specified pixel in the X and Y axes, e.g. I want all values within 3 pixel distance along the X axis and 2 pixel distance along the Y axis around my pixel of interest. The center value of the 2-D array will be the value at the pixel specified by the columnX and rowY or the geometric point.

Band numbers start at 1 and bandnum is assumed to be 1 if not specified. If exclude\_nodata\_value is set to false, then all pixels include nodata pixels are considered to intersect and return value. If exclude\_nodata\_value is not passed in then reads it from metadata of raster.

**Note**

The number of elements along each axis of the returning 2-D array is 2 \* (distanceX|distanceY) + 1. So for a distanceX and distanceY of 1, the returning array will be 3x3.

**Note**

The 2-D array output can be passed to any of the raster processing builtin functions, e.g. ST\_Min4ma, ST\_Sum4ma, ST\_Mean4ma.

Availability: 2.1.0

**Esempi**

```
-- un pixel 2x2 ha valore
SELECT
 ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
 SELECT
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 1, ARRAY[
 [0, 1, 1, 1, 1],
 [1, 1, 1, 0, 1],
 [1, 0, 1, 1, 1],
 [1, 1, 1, 1, 0],
 [1, 1, 0, 1, 1]
]::double precision[],
 1
) AS rast
) AS foo

 st_neighborhood

{{NULL,1,1},{1,1,NULL},{1,1,1}}
```

```
-- un pixel 2x2 ha valore
SELECT
 ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
 SELECT
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 1, ARRAY[
 [0, 1, 1, 1, 1],
 [1, 1, 1, 0, 1],
 [1, 0, 1, 1, 1],
 [1, 1, 1, 1, 0],
 [1, 1, 0, 1, 1]
]::double precision[],
 1
) AS rast
) AS foo

 st_neighborhood

{{NULL,1,1},{1,1,NULL},{1,1,1}}
```



```
-- un pixel 2x2 ha valore
SELECT
 ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
 SELECT
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 1, ARRAY[
 [0, 1, 1, 1, 1],
 [1, 1, 1, 0, 1],
 [1, 0, 1, 1, 1],
 [1, 1, 1, 1, 0],
 [1, 1, 0, 1, 1]
]::double precision[],
 1
) AS rast
) AS foo

 st_neighborhood

{{NULL,1,1},{1,1,NULL},{1,1,1}}
```

#### Si veda anche

[ST\\_NearestValue](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

### 9.6.10 ST\_SetValue

**ST\_SetValue** — Returns modified raster resulting from setting the value of a given band in a given columnx, rowy pixel or the pixels that intersect a particular geometry. Band numbers start at 1 and assumed to be 1 if not specified.

#### Synopsis

```
raster ST_SetValue(raster rast, integer bandnum, geometry geom, double precision newvalue);
raster ST_SetValue(raster rast, geometry geom, double precision newvalue);
raster ST_SetValue(raster rast, integer bandnum, integer columnx, integer rowy, double precision newvalue);
raster ST_SetValue(raster rast, integer columnx, integer rowy, double precision newvalue);
```

#### Descrizione

Returns modified raster resulting from setting the specified pixels' values to new value for the designated band given the raster's row and column or a geometry. If no band is specified, then band 1 is assumed.

Enhanced: 2.1.0 Geometry variant of `ST_SetValue()` now supports any geometry type, not just point. The geometry variant is a wrapper around the `geomval[]` variant of `ST_SetValues()`

#### Esempi

```
-- Geometry example
SELECT (foo.geomval).val, ST_AsText(ST_Union((foo.geomval).geom))
FROM (SELECT ST_DumpAsPolygons(
 ST_SetValue(rast,1,
```

```

 ST_Point(3427927.75, 5793243.95),
 50)
) As geomval
FROM dummy_rast
where rid = 2) As foo
WHERE (foo.geomval).val < 250
GROUP BY (foo.geomval).val;

val | st_astext
-----+-----
 50 | POLYGON((3427927.75 5793244,3427927.75 5793243.95,3427927.8 579324 ...
249 | POLYGON((3427927.95 5793243.95,3427927.95 5793243.85,3427928 57932 ...

```

```

-- Store the changed raster --
UPDATE dummy_rast SET rast = ST_SetValue(rast,1, ST_Point(3427927.75, 5793243.95) ↔
,100)
WHERE rid = 2 ;

```

### Si veda anche

[ST\\_Value](#), [ST\\_DumpAsPolygons](#)

## 9.6.11 ST\_SetValues

**ST\_SetValues** — Returns modified raster resulting from setting the values of a given band.

### Synopsis

```

raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][] newvalueset, boolean[][]
noset=NULL, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][] newvalueset, double precision
nosetvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, integer width, integer height, double precision
newvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer columnx, integer rowy, integer width, integer height, double precision newvalue, boolean
keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, geomval[] geomvalset, boolean keepnodata=FALSE);

```

### Descrizione

Returns modified raster resulting from setting specified pixels to new value(s) for the designated band.

If `keepnodata` is `TRUE`, those pixels whose values are `NODATA` will not be set with the corresponding value in `newvalue` set.

For Variant 1, the specific pixels to be set are determined by the `columnx`, `rowy` pixel coordinates and the dimensions of the `newvalueset` array. `noset` can be used to prevent pixels with values present in `newvalueset` from being set (due to PostgreSQL not permitting ragged/jagged arrays). See example Variant 1.

Variant 2 is like Variant 1 but with a simple double precision `nosetvalue` instead of a boolean `noset` array. Elements in `newvalueset` with the `nosetvalue` value will be skipped. See example Variant 2.

For Variant 3, the specific pixels to be set are determined by the `columnx`, `rowy` pixel coordinates, `width` and `height`. See example Variant 3.

Variant 4 is the same as Variant 3 with the exception that it assumes that the first band's pixels of `rast` will be set.

For Variant 5, an array of `geomval` is used to determine the specific pixels to be set. If all the geometries in the array are of type POINT or MULTIPOINT, the function uses a shortcut where the longitude and latitude of each point is used to set a pixel directly. Otherwise, the geometries are converted to rasters and then iterated through in one pass. See example Variant 5.

Availability: 2.1.0

### Examples: Variant 1

```
/*
The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 1 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | => | 1 | 9 | 9 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 9 | 9 |
+ - + - + - + + - + - + - +
*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
 SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 2, 2, ARRAY[[9, 9], [9, 9]]::double precision[][]
)
) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----
 1 | 1 | 1
 1 | 2 | 1
 1 | 3 | 1
 2 | 1 | 1
 2 | 2 | 9
 2 | 3 | 9
 3 | 1 | 1
 3 | 2 | 9
 3 | 3 | 9
```

```
/*
The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 9 | 9 | 9 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | => | 9 | | 9 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 9 | 9 | 9 |
+ - + - + - + + - + - + - +
```

```

*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 1, 1, ARRAY[[9, 9, 9], [9, NULL, 9], [9, 9, 9]]::double precision[]
)
) AS poly
) foo
ORDER BY 1, 2;

```

| x | y | val |
|---|---|-----|
| 1 | 1 | 9   |
| 1 | 2 | 9   |
| 1 | 3 | 9   |
| 2 | 1 | 9   |
| 2 | 2 |     |
| 2 | 3 | 9   |
| 3 | 1 | 9   |
| 3 | 2 | 9   |
| 3 | 3 | 9   |

```

/*
The ST_SetValues() does the following...

```

|                                                                                                                |    |                                                                                                                |
|----------------------------------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------|
| <pre> + - + - + - +   1   1   1   + - + - + - +   1   1   1   + - + - + - +   1   1   1   + - + - + - + </pre> | => | <pre> + - + - + - +   9   9   9   + - + - + - +   1       9   + - + - + - +   9   9   9   + - + - + - + </pre> |
|----------------------------------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------|

```

*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 1, 1,
 ARRAY[[9, 9, 9], [9, NULL, 9], [9, 9, 9]]::double precision
)
) AS poly
) foo

```

```
ORDER BY 1, 2;
```

| x | y | val |
|---|---|-----|
| 1 | 1 | 9   |
| 1 | 2 | 1   |
| 1 | 3 | 9   |
| 2 | 1 | 9   |
| 2 | 2 |     |
| 2 | 3 | 9   |
| 3 | 1 | 9   |
| 3 | 2 | 9   |
| 3 | 3 | 9   |

```
/*
The ST_SetValues() does the following...
```

|               |    |               |
|---------------|----|---------------|
| + - + - + - + |    | + - + - + - + |
| 1   1         |    | 9   9         |
| + - + - + - + |    | + - + - + - + |
| 1   1   1     | => | 1     9       |
| + - + - + - + |    | + - + - + - + |
| 1   1   1     |    | 9   9   9     |
| + - + - + - + |    | + - + - + - + |

```
*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_SetValue(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 1, 1, NULL
),
 1, 1, 1,
 ARRAY[[9, 9, 9], [9, NULL, 9], [9, 9, 9]]::double precision ←
 [],
 ARRAY[[false], [true]]::boolean[],
 TRUE
)
) AS poly
) foo
ORDER BY 1, 2;
```

| x | y | val |
|---|---|-----|
| 1 | 1 |     |
| 1 | 2 | 1   |
| 1 | 3 | 9   |
| 2 | 1 | 9   |
| 2 | 2 |     |
| 2 | 3 | 9   |
| 3 | 1 | 9   |
| 3 | 2 | 9   |
| 3 | 3 | 9   |

**Examples: Variant 2**

```

/*
The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | | 1 | 1 | 1 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | => | 1 | 9 | 9 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | | 1 | 9 | 9 | 1 |
+ - + - + - + + - + - + - +

*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
 SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 1, 1, ARRAY[[-1, -1, -1], [-1, 9, 9], [-1, 9, 9]]::double ↵
 precision[[]], -1
)
) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----
 1 | 1 | 1
 1 | 2 | 1
 1 | 3 | 1
 2 | 1 | 1
 2 | 2 | 9
 2 | 3 | 9
 3 | 1 | 1
 3 | 2 | 9
 3 | 3 | 9

```

```

/*
This example is like the previous one. Instead of nosetvalue = -1, nosetvalue = NULL

The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | | 1 | 1 | 1 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | => | 1 | 9 | 9 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | 1 | | 1 | 9 | 9 | 1 |
+ - + - + - + + - + - + - +

*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val

```

```

FROM (
SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 1, 1, ARRAY[NULL, NULL, NULL], [NULL, 9, 9], [NULL, 9, 9]]:: ↵
 double precision[][], NULL::double precision
)
) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----
 1 | 1 | 1
 1 | 2 | 1
 1 | 3 | 1
 2 | 1 | 1
 2 | 2 | 9
 2 | 3 | 9
 3 | 1 | 1
 3 | 2 | 9
 3 | 3 | 9

```

### Examples: Variant 3

```

/*
The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 1 | 1 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | => | 1 | 9 | 9 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 9 | 9 |
+ - + - + - + + - + - + - +
*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 2, 2, 2, 2, 2, 9
)
) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----

```

```

1 | 1 | 1
1 | 2 | 1
1 | 3 | 1
2 | 1 | 1
2 | 2 | 9
2 | 3 | 9
3 | 1 | 1
3 | 2 | 9
3 | 3 | 9

```

```

/*
The ST_SetValues() does the following...

+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 1 | 1 |
+ - + - + - + + - + - + - +
| 1 | | 1 | => | 1 | | 9 |
+ - + - + - + + - + - + - +
| 1 | 1 | 1 | | 1 | 9 | 9 |
+ - + - + - + + - + - + - +

*/
SELECT
 (poly).x,
 (poly).y,
 (poly).val
FROM (
 SELECT
 ST_PixelAsPolygons(
 ST_SetValues(
 ST_SetValue(
 ST_AddBand(
 ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
 1, '8BUI', 1, 0
),
 1, 2, 2, NULL
),
 1, 2, 2, 2, 2, 9, TRUE
)
) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----
1 | 1 | 1
1 | 2 | 1
1 | 3 | 1
2 | 1 | 1
2 | 2 | 9
2 | 3 | 9
3 | 1 | 1
3 | 2 | 9
3 | 3 | 9

```

### Examples: Variant 5

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 0, 0) AS rast
), bar AS (

```



```

SELECT 1 AS gid, 'SRID=0;POINT(2.5 -2.5)::geometry geom UNION ALL
SELECT 2 AS gid, 'SRID=0;POLYGON((1 -1, 4 -1, 4 -4, 1 -4, 1 -1))::geometry geom ←
UNION ALL
SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))':: ←
geometry geom UNION ALL
SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)::geometry
)
SELECT
 rid, gid, ST_DumpValues(ST_SetValue(rast, 1, geom, gid))
FROM foo t1
CROSS JOIN bar t2
ORDER BY rid, gid;

```

| rid | gid | st_dumpvalues                                                                                                                                     |
|-----|-----|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | 1   | (1, "{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,1,NULL, ←<br>NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL}}") |
| 1   | 2   | (1, "{NULL,NULL,NULL,NULL,NULL},{NULL,2,2,2,NULL},{NULL,2,2,2,NULL},{NULL ←<br>,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}}")                         |
| 1   | 3   | (1, "{3,3,3,3,3},{3,NULL,NULL,NULL,NULL},{3,NULL,NULL,NULL,NULL},{3,NULL,NULL, ←<br>NULL,NULL},{NULL,NULL,NULL,NULL,NULL}}")                      |
| 1   | 4   | (1, "{4,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL, ←<br>NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,4}}")    |

(4 rows)

The following shows that geomvals later in the array can overwrite prior geomvals

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 0, 0) AS rast
), bar AS (
 SELECT 1 AS gid, 'SRID=0;POINT(2.5 -2.5)::geometry geom UNION ALL
 SELECT 2 AS gid, 'SRID=0;POLYGON((1 -1, 4 -1, 4 -4, 1 -4, 1 -1))::geometry geom ←
 UNION ALL
 SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))':: ←
 geometry geom UNION ALL
 SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)::geometry
)
SELECT
 t1.rid, t2.gid, t3.gid, ST_DumpValues(ST_SetValues(rast, 1, ARRAY[ROW(t2.geom, t2. ←
 gid), ROW(t3.geom, t3.gid)]::geomval[]))
FROM foo t1
CROSS JOIN bar t2
CROSS JOIN bar t3
WHERE t2.gid = 1
 AND t3.gid = 2
ORDER BY t1.rid, t2.gid, t3.gid;

```

| rid | gid | gid | st_dumpvalues                                                                                                             |
|-----|-----|-----|---------------------------------------------------------------------------------------------------------------------------|
| 1   | 1   | 2   | (1, "{NULL,NULL,NULL,NULL,NULL},{NULL,2,2,2,NULL},{NULL,2,2,2,NULL},{ ←<br>NULL,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}}") |

(1 row)

This example is the opposite of the prior example

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
 BUI', 0, 0) AS rast
), bar AS (

```

```
SELECT 1 AS gid, 'SRID=0;POINT(2.5 -2.5)::geometry geom UNION ALL
SELECT 2 AS gid, 'SRID=0;POLYGON((1 -1, 4 -1, 4 -4, 1 -4, 1 -1))::geometry geom ↵
UNION ALL
SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))':: ↵
geometry geom UNION ALL
SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)::geometry
)
SELECT
 t1.rid, t2.gid, t3.gid, ST_DumpValues(ST_SetValues(rast, 1, ARRAY[ROW(t2.geom, t2. ↵
gid), ROW(t3.geom, t3.gid)]::geomval[]))
FROM foo t1
CROSS JOIN bar t2
CROSS JOIN bar t3
WHERE t2.gid = 2
 AND t3.gid = 1
ORDER BY t1.rid, t2.gid, t3.gid;
```

| rid | gid | gid | st_dumpvalues                                                                                                                    |
|-----|-----|-----|----------------------------------------------------------------------------------------------------------------------------------|
| 1   | 2   | 1   | (1, "{ {NULL,NULL,NULL,NULL,NULL}, {NULL,2,2,2,NULL}, {NULL,2,1,2,NULL}, { ↵<br>NULL,2,2,2,NULL}, {NULL,NULL,NULL,NULL,NULL} }") |

(1 row)

Si veda anche

[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_PixelAsPolygons](#)

9.6.12 ST\_DumpValues

ST\_DumpValues — Get the values of the specified band as a 2-dimension array.

Synopsis

setof record **ST\_DumpValues**( raster rast , integer[] nband=NULL , boolean exclude\_nodata\_value=true );  
double precision[][] **ST\_DumpValues**( raster rast , integer nband , boolean exclude\_nodata\_value=true );

Descrizione

Get the values of the specified band as a 2-dimension array (first index is row, second is column). If nband is NULL or not provided, all raster bands are processed.

Availability: 2.1.0

Esempi

```
WITH foo AS (
 SELECT ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, ↵
0), 1, '8BUI'::text, 1, 0), 2, '32BF'::text, 3, -9999), 3, '16BSI', 0, 0) AS ↵
rast
)
SELECT
 (ST_DumpValues(rast)).*
FROM foo;
```

| nband | valarray |
|-------|----------|
|-------|----------|

```
-----+-----
1 | {{1,1,1},{1,1,1},{1,1,1}}
2 | {{3,3,3},{3,3,3},{3,3,3}}
3 | {{NULL,NULL,NULL},{NULL,NULL,NULL},{NULL,NULL,NULL}}
(3 rows)
```

```
WITH foo AS (
 SELECT ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI'::text, 1, 0), 2, '32BF'::text, 3, -9999), 3, '16BSI', 0, 0) AS rast
)
SELECT
 (ST_DumpValues(rast, ARRAY[3, 1])).*
FROM foo;

nband | valarray
-----+-----
3 | {{NULL,NULL,NULL},{NULL,NULL,NULL},{NULL,NULL,NULL}}
1 | {{1,1,1},{1,1,1},{1,1,1}}
(2 rows)
```

```
WITH foo AS (
 SELECT ST_SetValue(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI', 1, 0), 1, 2, 5) AS rast
)
SELECT
 (ST_DumpValues(rast, 1))[2][1]
FROM foo;

st_dumpvalues

5
(1 row)
```

**Si veda anche**

[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_SetValues](#)

**9.6.13 ST\_PixelOfValue**

ST\_PixelOfValue — Get the columnx, rowy coordinates of the pixel whose value equals the search value.

**Synopsis**

setof record **ST\_PixelOfValue**( raster rast , integer nband , double precision[] search , boolean exclude\_nodata\_value=true );  
setof record **ST\_PixelOfValue**( raster rast , double precision[] search , boolean exclude\_nodata\_value=true );  
setof record **ST\_PixelOfValue**( raster rast , integer nband , double precision search , boolean exclude\_nodata\_value=true );  
setof record **ST\_PixelOfValue**( raster rast , double precision search , boolean exclude\_nodata\_value=true );

**Descrizione**

Get the columnx, rowy coordinates of the pixel whose value equals the search value. If no band is specified, then band 1 is assumed.

Availability: 2.1.0

Esempi

```
SELECT
 (pixels).*
FROM (
 SELECT
 ST_PixelOfValue(
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_AddBand(
 ST_MakeEmptyRaster ←
 (5, 5, -2, 2, 1, ←
 -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 0
),
 2, 3, 0
),
 3, 5, 0
),
 4, 2, 0
),
 5, 4, 255
),
 1, ARRAY[1, 255]) AS pixels
) AS foo
```

| val | x | y |
|-----|---|---|
| 1   | 1 | 2 |
| 1   | 1 | 3 |
| 1   | 1 | 4 |
| 1   | 1 | 5 |
| 1   | 2 | 1 |
| 1   | 2 | 2 |
| 1   | 2 | 4 |
| 1   | 2 | 5 |
| 1   | 3 | 1 |
| 1   | 3 | 2 |
| 1   | 3 | 3 |
| 1   | 3 | 4 |
| 1   | 4 | 1 |
| 1   | 4 | 3 |
| 1   | 4 | 4 |
| 1   | 4 | 5 |
| 1   | 5 | 1 |
| 1   | 5 | 2 |
| 1   | 5 | 3 |
| 255 | 5 | 4 |
| 1   | 5 | 5 |

## 9.7 Raster Editors

### 9.7.1 ST\_SetGeoReference

**ST\_SetGeoReference** — Set Georeference 6 georeference parameters in a single call. Numbers should be separated by white space. Accepts inputs in GDAL or ESRI format. Default is GDAL.

#### Synopsis

raster **ST\_SetGeoReference**(raster rast, text georefcoords, text format=GDAL);  
 raster **ST\_SetGeoReference**(raster rast, double precision upperleftx, double precision upperlefty, double precision scalex, double precision scaley, double precision skewx, double precision skewy);

#### Descrizione

Set Georeference 6 georeference parameters in a single call. Accepts inputs in 'GDAL' or 'ESRI' format. Default is GDAL. If 6 coordinates are not provided will return null.

Difference between format representations is as follows:

GDAL:

```
scalex skewy skewx scaley upperleftx upperlefty
```

ESRI:

```
scalex skewy skewx scaley upperleftx + scalex*0.5 upperlefty + scaley*0.5
```



#### Note

If the raster has out-db bands, changing the georeference may result in incorrect access of the band's externally stored data.

Enhanced: 2.1.0 Addition of **ST\_SetGeoReference**(raster, double precision, ...) variant

#### Esempi

```
WITH foo AS (
 SELECT ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0) AS rast
)
SELECT
 0 AS rid, (ST_Metadata(rast)).*
FROM foo
UNION ALL
SELECT
 1, (ST_Metadata(ST_SetGeoReference(rast, '10 0 0 -10 0.1 0.1', 'GDAL'))).*
FROM foo
UNION ALL
SELECT
 2, (ST_Metadata(ST_SetGeoReference(rast, '10 0 0 -10 5.1 -4.9', 'ESRI'))).*
FROM foo
UNION ALL
SELECT
 3, (ST_Metadata(ST_SetGeoReference(rast, 1, 1, 10, -10, 0.001, 0.001))).*
FROM foo
```

| rid | upperleftx<br>skewy | srid | numbands | upperlefty         | width | height | scalex | scaley | skewx | ↔ |
|-----|---------------------|------|----------|--------------------|-------|--------|--------|--------|-------|---|
| 0   | 0                   | 0    | 0        | 0                  | 5     | 5      | 1      | -1     | 0     | ↔ |
| 1   | 0                   | 0    | 0.1      | 0.1                | 5     | 5      | 10     | -10    | 0     | ↔ |
| 2   | 0.0999999999999996  | 0    | 0        | 0.0999999999999996 | 5     | 5      | 10     | -10    | 0     | ↔ |
| 3   | 0.001               | 0    | 1        | 1                  | 5     | 5      | 10     | -10    | 0.001 | ↔ |

Si veda anche

[ST\\_GeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

9.7.2 ST\_SetRotation

ST\_SetRotation — Set the rotation of the raster in radian.

Synopsis

float8 **ST\_SetRotation**(raster rast, float8 rotation);

Descrizione

Uniformly rotate the raster. Rotation is in radian. Refer to [World File](#) for more details.

Esempi

```
SELECT
 ST_ScaleX(rast1), ST_ScaleY(rast1), ST_SkewX(rast1), ST_SkewY(rast1),
 ST_ScaleX(rast2), ST_ScaleY(rast2), ST_SkewX(rast2), ST_SkewY(rast2)
FROM (
 SELECT ST_SetRotation(rast, 15) AS rast1, rast as rast2 FROM dummy_rast
) AS foo;
```

| st_scalex           | st_scaley           | st_skewx           | st_skewy           | ↔ |
|---------------------|---------------------|--------------------|--------------------|---|
| st_scalex           | st_scaley           | st_skewx           | st_skewy           |   |
| -1.51937582571764   | -2.27906373857646   | 1.95086352047135   | 1.30057568031423   | ↔ |
| 2                   | 3                   | 0                  | 0                  |   |
| -0.0379843956429411 | -0.0379843956429411 | 0.0325143920078558 | 0.0325143920078558 | ↔ |
| 0.05                | -0.05               | 0                  | 0                  |   |

Si veda anche

[ST\\_Rotation](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

9.7.3 ST\_SetScale

ST\_SetScale — Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height.

Synopsis

raster **ST\_SetScale**(raster rast, float8 xy);  
raster **ST\_SetScale**(raster rast, float8 x, float8 y);

Descrizione

Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height. If only one unit passed in, assumed X and Y are the same number.



**Note**  
ST\_SetScale is different from **ST\_Rescale** in that ST\_SetScale do not resample the raster to match the raster extent. It only changes the metadata (or georeference) of the raster to correct an originally mis-specified scaling. ST\_Rescale results in a raster having different width and height computed to fit the geographic extent of the input raster. ST\_SetScale do not modify the width, nor the height of the raster.

Changed: 2.0.0 In WKTRaster versions this was called ST\_SetPixelSize. This was changed in 2.0.0.

Esempi

```
UPDATE dummy_rast
 SET rast = ST_SetScale(rast, 1.5)
WHERE rid = 2;
```

```
SELECT ST_ScaleX(rast) As pixx, ST_ScaleY(rast) As pixy, Box3D(rast) As newbox
FROM dummy_rast
WHERE rid = 2;
```

| pixx | pixy | newbox                                            |
|------|------|---------------------------------------------------|
| 1.5  | 1.5  | BOX(3427927.75 5793244 0, 3427935.25 5793251.5 0) |

```
UPDATE dummy_rast
 SET rast = ST_SetScale(rast, 1.5, 0.55)
WHERE rid = 2;
```

```
SELECT ST_ScaleX(rast) As pixx, ST_ScaleY(rast) As pixy, Box3D(rast) As newbox
FROM dummy_rast
WHERE rid = 2;
```

| pixx | pixy | newbox                                         |
|------|------|------------------------------------------------|
| 1.5  | 0.55 | BOX(3427927.75 5793244 0,3427935.25 5793247 0) |

Si veda anche

**ST\_ScaleX**, **ST\_ScaleY**, **Box3D**

9.7.4 ST\_SetSkew

ST\_SetSkew — Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value.

Synopsis

raster **ST\_SetSkew**(raster rast, float8 skewxy);  
raster **ST\_SetSkew**(raster rast, float8 skewx, float8 skewy);

Descrizione

Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value. Refer to [World File](#) for more details.

Esempi

```
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
 ST_GeoReference(rast) as georef
FROM dummy_rast;
```

| rid                     | skewx | skewy | georef                                                                                                              |
|-------------------------|-------|-------|---------------------------------------------------------------------------------------------------------------------|
| -----+-----+-----+----- |       |       |                                                                                                                     |
| 1                       | 0     | 0     | 2.0000000000<br>: 0.0000000000<br>: 0.0000000000<br>: 3.0000000000<br>: 0.5000000000<br>: 0.5000000000<br>:         |
| 2                       | 0     | 0     | 0.0500000000<br>: 0.0000000000<br>: 0.0000000000<br>: -0.0500000000<br>: 3427927.7500000000<br>: 5793244.0000000000 |

```
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
 ST_GeoReference(rast) as georef
FROM dummy_rast;
```

| rid                     | skewx | skewy | georef                                                                                                              |
|-------------------------|-------|-------|---------------------------------------------------------------------------------------------------------------------|
| -----+-----+-----+----- |       |       |                                                                                                                     |
| 1                       | 0     | 0     | 2.0000000000<br>: 0.0000000000<br>: 0.0000000000<br>: 3.0000000000<br>: 0.5000000000<br>: 0.5000000000<br>:         |
| 2                       | 0     | 0     | 0.0500000000<br>: 0.0000000000<br>: 0.0000000000<br>: -0.0500000000<br>: 3427927.7500000000<br>: 5793244.0000000000 |

Si veda anche

[ST\\_GeoReference](#), [ST\\_SetGeoReference](#), [ST\\_SkewX](#), [ST\\_SkewY](#)



### 9.7.5 ST\_SetSRID

ST\_SetSRID — Sets the SRID of a raster to a particular integer srid defined in the spatial\_ref\_sys table.

#### Synopsis

raster **ST\_SetSRID**(raster rast, integer srid);

#### Descrizione

Sets the SRID on a raster to a particular integer value.



#### Note

This function does not transform the raster in any way - it simply sets meta data defining the spatial ref of the coordinate reference system that it's currently in. Useful for transformations later.

#### Si veda anche

Section [4.3.1](#), [ST\\_SRID](#)

### 9.7.6 ST\_SetUpperLeft

ST\_SetUpperLeft — Sets the value of the upper left corner of the pixel of the raster to projected X and Y coordinates.

#### Synopsis

raster **ST\_SetUpperLeft**(raster rast, double precision x, double precision y);

#### Descrizione

Set the value of the upper left corner of raster to the projected X and Y coordinates

#### Esempi

```
SELECT ST_SetUpperLeft (rast, -71.01, 42.37)
FROM dummy_rast
WHERE rid = 2;
```

#### Si veda anche

[ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

### 9.7.7 ST\_Resample

ST\_Resample — Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.

## Synopsis

raster **ST\_Resample**(raster rast, integer width, integer height, double precision gridx=NULL, double precision gridy=NULL, double precision skewx=0, double precision skewy=0, text algorithm=NearestNeighbour, double precision maxerr=0.125);  
 raster **ST\_Resample**(raster rast, double precision scalex=0, double precision scaley=0, double precision gridx=NULL, double precision gridy=NULL, double precision skewx=0, double precision skewy=0, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
 raster **ST\_Resample**(raster rast, raster ref, text algorithm=NearestNeighbour, double precision maxerr=0.125, boolean usescale=true);  
 raster **ST\_Resample**(raster rast, raster ref, boolean usescale, text algorithm=NearestNeighbour, double precision maxerr=0.125);

## Descrizione

Resample a raster using a specified resampling algorithm, new dimensions (width & height), a grid corner (gridx & gridy) and a set of raster georeferencing attributes (scalex, scaley, skewx & skewy) defined or borrowed from another raster. If using a reference raster, the two rasters must have the same SRID.

New pixel values are computed using the NearestNeighbor (English or American spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor which is the fastest but produce the worst interpolation.

A maxerror percent of 0.125 is used if no `maxerr` is specified.



### Note

Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Parameter `srId` removed. Variants with a reference raster no longer applies the reference raster's SRID. Use `ST_Transform()` to reproject raster. Works on rasters with no SRID.

## Esempi

```
SELECT ST_Width(mass_stm) As w_before, ST_Width(wgs_84) As w_after,
 ST_Height(mass_stm) As h_before, ST_Height(wgs_84) As h_after
FROM
 (SELECT rast As mass_stm, ST_Transform(rast,4326) As wgs_84
 , ST_Transform(rast,4326, 'Bilinear') AS wgs_84_bilin
 FROM aerals.o_2_boston
 WHERE ST_Intersects(rast,
 ST_Transform(ST_MakeEnvelope(-71.128, 42.2392,-71.1277, 42.2397, 4326),26986))
 LIMIT 1) As foo;
```

| w_before | w_after | h_before | h_after |
|----------|---------|----------|---------|
| 200      | 228     | 200      | 170     |

## Si veda anche

[ST\\_Rescale](#), [ST\\_Resize](#), [ST\\_Transform](#)

### 9.7.8 ST\_Rescale

**ST\_Rescale** — Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

## Synopsis

raster **ST\_Rescale**(raster rast, double precision scalexy, text algorithm=NearestNeighbour, double precision maxerr=0.125);  
 raster **ST\_Rescale**(raster rast, double precision scalex, double precision scaley, text algorithm=NearestNeighbour, double precision maxerr=0.125);

## Descrizione

Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`scalex` and `scaley` define the new pixel size. `scaley` must often be negative to get well oriented raster.

When the new `scalex` or `scaley` is not a divisor of the raster width or height, the extent of the resulting raster is expanded to encompass the extent of the provided raster. If you want to be sure to retain exact input extent see [ST\\_Resize](#)

A `maxerror` percent of 0.125 is used if no `maxerr` is specified.



### Note

Refer to: [GDAL Warp resampling methods](#) for more details.



### Note

`ST_Rescale` is different from [ST\\_SetScale](#) in that `ST_SetScale` do not resample the raster to match the raster extent. `ST_SetScale` only changes the metadata (or georeference) of the raster to correct an originally mis-specified scaling. `ST_Rescale` results in a raster having different width and height computed to fit the geographic extent of the input raster. `ST_SetScale` do not modify the width, nor the height of the raster.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

## Esempi

A simple example rescaling a raster from a pixel size of 0.001 degree to a pixel size of 0.0015 degree.

```
-- the original raster pixel size
SELECT ST_PixelWidth(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, 0, 0, ↵
 4269), '8BUI'::text, 1, 0)) width

width

0.001

-- the rescaled raster raster pixel size
SELECT ST_PixelWidth(ST_Rescale(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, ↵
 -0.001, 0, 0, 4269), '8BUI'::text, 1, 0), 0.0015)) width

width

0.0015
```

## Si veda anche

[ST\\_Resize](#), [ST\\_Resample](#), [ST\\_SetScale](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_Transform](#)

### 9.7.9 ST\_Reskew

**ST\_Reskew** — Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

#### Synopsis

```
raster ST_Reskew(raster rast, double precision skewxy, text algorithm=NearestNeighbour, double precision maxerr=0.125);
raster ST_Reskew(raster rast, double precision skewx, double precision skewy, text algorithm=NearestNeighbour, double precision maxerr=0.125);
```

#### Descrizione

Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`skewx` and `skewy` define the new skew.

The extent of the new raster will encompass the extent of the provided raster.

A `maxerror` percent of 0.125 if no `maxerr` is specified.



#### Note

Refer to: [GDAL Warp resampling methods](#) for more details.



#### Note

**ST\_Reskew** is different from **ST\_SetSkew** in that **ST\_SetSkew** do not resample the raster to match the raster extent. **ST\_SetSkew** only changes the metadata (or georeference) of the raster to correct an originally mis-specified skew. **ST\_Reskew** results in a raster having different width and height computed to fit the geographic extent of the input raster. **ST\_SetSkew** do not modify the width, nor the height of the raster.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

#### Esempi

A simple example reskewing a raster from a skew of 0.0 to a skew of 0.0015.

```
-- the original raster non-rotated
SELECT ST_Rotation(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, 0, 0, 4269) ←
, '8BUI'::text, 1, 0));

-- result
0

-- the reskewed raster raster rotation
SELECT ST_Rotation(ST_Reskew(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, ←
0, 0, 4269), '8BUI'::text, 1, 0), 0.0015));

-- result
-0.982793723247329
```

**Si veda anche**

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_SetSkew](#), [ST\\_SetRotation](#), [ST\\_SkewX](#), [ST\\_SkewY](#), [ST\\_Transform](#)

**9.7.10 ST\_SnapToGrid**

**ST\_SnapToGrid** — Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

**Synopsis**

```
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, text algorithm=NearestNeighbour, double
precision maxerr=0.125, double precision scalex=DEFAULT 0, double precision scaley=DEFAULT 0);
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, double precision scalex, double precision
scaley, text algorithm=NearestNeighbour, double precision maxerr=0.125);
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, double precision scalexy, text algorithm=NearestNeig
double precision maxerr=0.125);
```

**Descrizione**

Resample a raster by snapping it to a grid defined by an arbitrary pixel corner (gridx & gridy) and optionally a pixel size (scalex & scaley). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`gridx` and `gridy` define any arbitrary pixel corner of the new grid. This is not necessarily the upper left corner of the new raster and it does not have to be inside or on the edge of the new raster extent.

You can optionally define the pixel size of the new grid with `scalex` and `scaley`.

The extent of the new raster will encompass the extent of the provided raster.

A maxerror percent of 0.125 if no `maxerr` is specified.

**Note**

Refer to: [GDAL Warp resampling methods](#) for more details.

**Note**

Use [ST\\_Resample](#) if you need more control over the grid parameters.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

**Esempi**

A simple example snapping a raster to a slightly different grid.

```
-- the original raster upper left X
SELECT ST_UpperLeftX(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, -0.001, 0, 0, 4269) ←
, '8BUI'::text, 1, 0));
-- result
0
```

```
-- the upper left of raster after snapping
SELECT ST_UpperLeftX(ST_SnapToGrid(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, ←
 -0.001, 0, 0, 4269), '8BUI'::text, 1, 0), 0.0002, 0.0002));

--result
-0.0008
```

### Si veda anche

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

## 9.7.11 ST\_Resize

**ST\_Resize** — Resize a raster to a new width/height

### Synopsis

raster **ST\_Resize**(raster rast, integer width, integer height, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
 raster **ST\_Resize**(raster rast, double precision percentwidth, double precision percentheight, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
 raster **ST\_Resize**(raster rast, text width, text height, text algorithm=NearestNeighbor, double precision maxerr=0.125);

### Descrizione

Resize a raster to a new width/height. The new width/height can be specified in exact number of pixels or a percentage of the raster's width/height. The extent of the the new raster will be the same as the extent of the provided raster.

New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

Variant 1 expects the actual width/height of the output raster.

Variant 2 expects decimal values between zero (0) and one (1) indicating the percentage of the input raster's width/height.

Variant 3 takes either the actual width/height of the output raster or a textual percentage ("20%") indicating the percentage of the input raster's width/height.

Availability: 2.1.0 Requires GDAL 1.6.1+

### Esempi

```
WITH foo AS (
SELECT
 1 AS rid,
 ST_Resize(
 ST_AddBand(
 ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
 , 1, '8BUI', 255, 0
)
 , '50%', '500') AS rast
UNION ALL
SELECT
 2 AS rid,
 ST_Resize(
 ST_AddBand(
 ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
```

```

 , 1, '8BUI', 255, 0
)
 , 500, 100) AS rast
UNION ALL
SELECT
 3 AS rid,
 ST_Resize(
 ST_AddBand(
 ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
 , 1, '8BUI', 255, 0
)
 , 0.25, 0.9) AS rast
), bar AS (
 SELECT rid, ST_Metadatas(rast) AS meta, rast FROM foo
)
SELECT rid, (meta).* FROM bar

rid | upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | ←
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
 1 | 0 | 0 | 500 | 500 | 1 | -1 | 0 | 0 | 0 | ←
 1
 2 | 0 | 0 | 500 | 100 | 1 | -1 | 0 | 0 | 0 | ←
 1
 3 | 0 | 0 | 250 | 900 | 1 | -1 | 0 | 0 | 0 | ←
 1
(3 rows)
```

**Si veda anche**

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_Reskew](#), [ST\\_SnapToGrid](#)

**9.7.12 ST\_Transform**

**ST\_Transform** — Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.

**Synopsis**

raster **ST\_Transform**(raster rast, integer srid, text algorithm=NearestNeighbor, double precision maxerr=0.125, double precision scalex, double precision scaley);  
raster **ST\_Transform**(raster rast, integer srid, double precision scalex, double precision scaley, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
raster **ST\_Transform**(raster rast, raster alignto, text algorithm=NearestNeighbor, double precision maxerr=0.125);

**Descrizione**

Reprojects a raster in a known spatial reference system to another known spatial reference system using specified pixel warping algorithm. Uses 'NearestNeighbor' if no algorithm is specified and maxerror percent of 0.125 if no maxerr is specified.

Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

ST\_Transform is often confused with ST\_SetSRID(). ST\_Transform actually changes the coordinates of a raster (and resamples the pixel values) from one spatial reference system to another, while ST\_SetSRID() simply changes the SRID identifier of the raster.

Unlike the other variants, Variant 3 requires a reference raster as `alignto`. The transformed raster will be transformed to the spatial reference system (SRID) of the reference raster and be aligned (`ST_SameAlignment = TRUE`) to the reference raster.

Note

If you find your transformation support is not working right, you may need to set the environment variable `PROJSO` to the `.so` or `.dll` projection library your PostGIS is using. This just needs to have the name of the file. So for example on windows, you would in Control Panel -> System -> Environment Variables add a system variable called `PROJSO` and set it to `libproj.dll` (if you are using proj 4.6.1). You'll have to restart your PostgreSQL service/daemon after this change.

Availability: 2.0.0 Requires GDAL 1.6.1+

Enhanced: 2.1.0 Addition of `ST_Transform(rast, alignto)` variant

Esempi

```
SELECT ST_Width(mass_stm) As w_before, ST_Width(wgs_84) As w_after,
 ST_Height(mass_stm) As h_before, ST_Height(wgs_84) As h_after
FROM
 (SELECT rast As mass_stm, ST_Transform(rast,4326) As wgs_84
 , ST_Transform(rast,4326, 'Bilinear') AS wgs_84_bilin
 FROM aerials.o_2_boston
 WHERE ST_Intersects(rast,
 ST_Transform(ST_MakeEnvelope(-71.128, 42.2392,-71.1277, 42.2397, 4326),26986))
 LIMIT 1) As foo;
```

| w_before | w_after | h_before | h_after |
|----------|---------|----------|---------|
| 200      | 228     | 200      | 170     |

|                                                                                     |                                                                                      |                                                                                                       |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
|  |  |                  |
| original mass state plane meters<br>(mass_stm)                                      | After transform to wgs 84 long lat<br>(wgs_84)                                       | After transform to wgs 84 long lat<br>with bilinear algorithm instead of NN<br>default (wgs_84_bilin) |

Examples: Variant 3

The following shows the difference between using `ST_Transform(raster, srid)` and `ST_Transform(raster, alignto)`

```
WITH foo AS (
```



```

SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 600000, 100, -100, 0, 0, 2163), 1, '16BUI', 1, 0) AS rast UNION ALL
SELECT 1, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 600000, 100, -100, 0, 0, 2163), 1, '16BUI', 2, 0) AS rast UNION ALL
SELECT 2, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 600000, 100, -100, 0, 0, 2163), 1, '16BUI', 3, 0) AS rast UNION ALL

SELECT 3, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599800, 100, -100, 0, 0, 2163), 1, '16BUI', 10, 0) AS rast UNION ALL
SELECT 4, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599800, 100, -100, 0, 0, 2163), 1, '16BUI', 20, 0) AS rast UNION ALL
SELECT 5, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599800, 100, -100, 0, 0, 2163), 1, '16BUI', 30, 0) AS rast UNION ALL

SELECT 6, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599600, 100, -100, 0, 0, 2163), 1, '16BUI', 100, 0) AS rast UNION ALL
SELECT 7, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599600, 100, -100, 0, 0, 2163), 1, '16BUI', 200, 0) AS rast UNION ALL
SELECT 8, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599600, 100, -100, 0, 0, 2163), 1, '16BUI', 300, 0) AS rast
), bar AS (
 SELECT
 ST_Transform(rast, 4269) AS alignto
 FROM foo
 LIMIT 1
), baz AS (
 SELECT
 rid,
 rast,
 ST_Transform(rast, 4269) AS not_aligned,
 ST_Transform(rast, alignto) AS aligned
 FROM foo
 CROSS JOIN bar
)
SELECT
 ST_SameAlignment(rast) AS rast,
 ST_SameAlignment(not_aligned) AS not_aligned,
 ST_SameAlignment(aligned) AS aligned
FROM baz

rast | not_aligned | aligned
-----+-----+-----
t | f | t

```

**Si veda anche**

[ST\\_Transform](#), [ST\\_SetSRID](#)

## 9.8 Raster Band Editors

### 9.8.1 ST\_SetBandNoDataValue

**ST\_SetBandNoDataValue** — Sets the value for the given band that represents no data. Band 1 is assumed if no band is specified. To mark a band as having no nodata value, set the nodata value = NULL.

## Synopsis

raster **ST\_SetBandNoDataValue**(raster rast, double precision nodatavalue);  
 raster **ST\_SetBandNoDataValue**(raster rast, integer band, double precision nodatavalue, boolean forcechecking=false);

## Descrizione

Sets the value that represents no data for the band. Band 1 is assumed if not specified. This will affect results from **ST\_Polygon**, **ST\_DumpAsPolygons**, and the **ST\_PixelAs...**() functions.

## Esempi

```
-- change just first band no data value
UPDATE dummy_rast
 SET rast = ST_SetBandNoDataValue(rast,1, 254)
WHERE rid = 2;

-- change no data band value of bands 1,2,3
UPDATE dummy_rast
 SET rast =
 ST_SetBandNoDataValue(
 ST_SetBandNoDataValue(
 ST_SetBandNoDataValue(
 rast,1, 254)
 ,2,99),
 3,108)
 WHERE rid = 2;

-- wipe out the nodata value this will ensure all pixels are considered for all processing ↔
 functions
UPDATE dummy_rast
 SET rast = ST_SetBandNoDataValue(rast,1, NULL)
WHERE rid = 2;
```

## Si veda anche

**ST\_BandNoDataValue**, **ST\_NumBands**

## 9.8.2 ST\_SetBandIsNoData

**ST\_SetBandIsNoData** — Sets the isnodata flag of the band to TRUE.

## Synopsis

raster **ST\_SetBandIsNoData**(raster rast, integer band=1);

## Descrizione

Sets the isnodata flag for the band to true. Band 1 is assumed if not specified. This function should be called only when the flag is considered dirty. That is, when the result calling **ST\_BandIsNoData** is different using TRUE as last argument and without using it

Disponibilità: 2.0

## Esempi

```
-- Create dummy table with one raster column
create table dummy_rast (rid integer, rast raster);

-- Add raster with two bands, one pixel/band. In the first band, nodatavalue = pixel value ←
 = 3.
-- In the second band, nodatavalue = 13, pixel value = 4
insert into dummy_rast values(1,
(
'01' -- little endian (uint8 ndr)
||
'0000' -- version (uint16 0)
||
'0200' -- nBands (uint16 0)
||
'17263529ED684A3F' -- scaleX (float64 0.000805965234044584)
||
'F9253529ED684ABF' -- scaleY (float64 -0.00080596523404458)
||
'1C9F33CE69E352C0' -- ipX (float64 -75.5533328537098)
||
'718F0E9A27A44840' -- ipY (float64 49.2824585505576)
||
'ED50EB853EC32B3F' -- skewX (float64 0.000211812383858707)
||
'7550EB853EC32B3F' -- skewY (float64 0.000211812383858704)
||
'E6100000' -- SRID (int32 4326)
||
'0100' -- width (uint16 1)
||
'0100' -- height (uint16 1)
||
'4' -- hasnodatavalue set to true, isnodata value set to false (when it should be true)
||
'2' -- first band type (4BUI)
||
'03' -- novalue==3
||
'03' -- pixel(0,0)==3 (same that nodata)
||
'0' -- hasnodatavalue set to false
||
'5' -- second band type (16BSI)
||
'0D00' -- novalue==13
||
'0400' -- pixel(0,0)==4
)::raster
);

select st_bandisnodata(rast, 1) from dummy_rast where rid = 1; -- Expected false
select st_bandisnodata(rast, 1, TRUE) from dummy_rast where rid = 1; -- Expected true

-- The isnodata flag is dirty. We are going to set it to true
update dummy_rast set rast = st_setbandisnodata(rast, 1) where rid = 1;

select st_bandisnodata(rast, 1) from dummy_rast where rid = 1; -- Expected true
```

Si veda anche

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_BandIsNoData](#)

## 9.9 Raster Band Statistics and Analytics

### 9.9.1 ST\_Count

**ST\_Count** — Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the nodata value.

#### Synopsis

```
bigint ST_Count(raster rast, integer nband=1, boolean exclude_nodata_value=true);
bigint ST_Count(raster rast, boolean exclude_nodata_value);
bigint ST_Count(text rastertable, text rastercolumn, integer nband=1, boolean exclude_nodata_value=true);
bigint ST_Count(text rastertable, text rastercolumn, boolean exclude_nodata_value);
```

#### Descrizione

Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified `nband` defaults to 1.



**Note**

If `exclude_nodata_value` is set to true, will only count pixels with value not equal to the `nodata` value of the raster. Set `exclude_nodata_value` to false to get count all pixels

Disponibilità: 2.0



**Warning**

The `ST_Count(rastertable, rastercolumn, ...)` variants are deprecated as of 2.2.0. Use [ST\\_CountAgg](#) instead.

#### Esempi

```
--example will count all pixels not 249 and one will count all pixels. --
SELECT rid, ST_Count(ST_SetBandNoDataValue(rast,249)) As exclude_nodata,
 ST_Count(ST_SetBandNoDataValue(rast,249),false) As include_nodata
FROM dummy_rast WHERE rid=2;

rid | exclude_nodata | include_nodata
-----+-----+-----
 2 | 23 | 25
```

Si veda anche

[ST\\_CountAgg](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)

### 9.9.2 ST\_CountAgg

**ST\_CountAgg** — Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the NODATA value.

#### Synopsis

```
bigint ST_CountAgg(raster rast, integer nband, boolean exclude_nodata_value, double precision sample_percent);
bigint ST_CountAgg(raster rast, integer nband, boolean exclude_nodata_value);
bigint ST_CountAgg(raster rast, boolean exclude_nodata_value);
```

#### Descrizione

Returns the number of pixels in a given band of a set of rasters. If no band is specified `nband` defaults to 1.

If `exclude_nodata_value` is set to true, will only count pixels with value not equal to the NODATA value of the raster. Set `exclude_nodata_value` to false to get count all pixels

By default will sample all pixels. To get faster response, set `sample_percent` to value between zero (0) and one (1)

Availability: 2.2.0

#### Esempi

```
-- un pixel 2x2 ha valore
SELECT
 ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
 SELECT
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
 '8BUI'::text, 1, 0
),
 1, 1, 1, ARRAY[
 [0, 1, 1, 1, 1],
 [1, 1, 1, 0, 1],
 [1, 0, 1, 1, 1],
 [1, 1, 1, 1, 0],
 [1, 1, 0, 1, 1]
]::double precision[],
 1
) AS rast
) AS foo

 st_neighborhood

{{NULL,1,1},{1,1,NULL},{1,1,1}}
```

#### Si veda anche

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)

### 9.9.3 ST\_Histogram

**ST\_Histogram** — Returns a set of record summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.

Synopsis

SETOF record **ST\_Histogram**(raster rast, integer nband=1, boolean exclude\_nodata\_value=true, integer bins=autocomputed, double precision[] width=NULL, boolean right=false);  
SETOF record **ST\_Histogram**(raster rast, integer nband, integer bins, double precision[] width=NULL, boolean right=false);  
SETOF record **ST\_Histogram**(raster rast, integer nband, boolean exclude\_nodata\_value, integer bins, boolean right);  
SETOF record **ST\_Histogram**(raster rast, integer nband, integer bins, boolean right);  
SETOF record **ST\_Histogram**(text rastertable, text rastercolumn, integer nband, integer bins, boolean right);  
SETOF record **ST\_Histogram**(text rastertable, text rastercolumn, integer nband, boolean exclude\_nodata\_value, integer bins, boolean right);  
SETOF record **ST\_Histogram**(text rastertable, text rastercolumn, integer nband=1, boolean exclude\_nodata\_value=true, integer bins=autocomputed, double precision[] width=NULL, boolean right=false);  
SETOF record **ST\_Histogram**(text rastertable, text rastercolumn, integer nband=1, integer bins, double precision[] width=NULL, boolean right=false);

Descrizione

Returns set of records consisting of min, max, count, percent for a given raster band for each bin. If no band is specified nband defaults to 1.



**Note**  
By default only considers pixel values not equal to the `nodata` value . Set `exclude_nodata_value` to `false` to get count all pixels.

**width** **double precision[]** width: an array indicating the width of each category/bin. If the number of bins is greater than the number of widths, the widths are repeated.

Example: 9 bins, widths are [a, b, c] will have the output be [a, b, c, a, b, c, a, b, c]

**bins** **integer** Number of breakouts -- this is the number of records you'll get back from the function if specified. If not specified then the number of breakouts is autocomputed.

**right** **boolean** compute the histogram from the right rather than from the left (default). This changes the criteria for evaluating a value x from [a, b) to (a, b]

Disponibilità: 2.0

Example: Single raster tile - compute histograms for bands 1, 2, 3 and autocompute bins

```
SELECT band, (stats).*
FROM (SELECT rid, band, ST_Histogram(rast, band) As stats
 FROM dummy_rast CROSS JOIN generate_series(1,3) As band
 WHERE rid=2) As foo;
```

| band | min   | max   | count | percent |
|------|-------|-------|-------|---------|
| 1    | 249   | 250   | 2     | 0.08    |
| 1    | 250   | 251   | 2     | 0.08    |
| 1    | 251   | 252   | 1     | 0.04    |
| 1    | 252   | 253   | 2     | 0.08    |
| 1    | 253   | 254   | 18    | 0.72    |
| 2    | 78    | 113.2 | 11    | 0.44    |
| 2    | 113.2 | 148.4 | 4     | 0.16    |
| 2    | 148.4 | 183.6 | 4     | 0.16    |
| 2    | 183.6 | 218.8 | 1     | 0.04    |

|   |  |       |  |       |  |    |  |      |
|---|--|-------|--|-------|--|----|--|------|
| 2 |  | 218.8 |  | 254   |  | 5  |  | 0.2  |
| 3 |  | 62    |  | 100.4 |  | 11 |  | 0.44 |
| 3 |  | 100.4 |  | 138.8 |  | 5  |  | 0.2  |
| 3 |  | 138.8 |  | 177.2 |  | 4  |  | 0.16 |
| 3 |  | 177.2 |  | 215.6 |  | 1  |  | 0.04 |
| 3 |  | 215.6 |  | 254   |  | 4  |  | 0.16 |

**Example: Just band 2 but for 6 bins**

```
SELECT (stats).*
FROM (SELECT rid, ST_Histogram(rast, 2,6) As stats
 FROM dummy_rast
 WHERE rid=2) As foo;
```

| min                     |  | max        |  | count |  | percent |
|-------------------------|--|------------|--|-------|--|---------|
| -----+-----+-----+----- |  |            |  |       |  |         |
| 78                      |  | 107.333333 |  | 9     |  | 0.36    |
| 107.333333              |  | 136.666667 |  | 6     |  | 0.24    |
| 136.666667              |  | 166        |  | 0     |  | 0       |
| 166                     |  | 195.333333 |  | 4     |  | 0.16    |
| 195.333333              |  | 224.666667 |  | 1     |  | 0.04    |
| 224.666667              |  | 254        |  | 5     |  | 0.2     |
| (6 rows)                |  |            |  |       |  |         |

-- Same as previous but we explicitly control the pixel value range of each bin.

```
SELECT (stats).*
FROM (SELECT rid, ST_Histogram(rast, 2,6,ARRAY[0.5,1,4,100,5]) As stats
 FROM dummy_rast
 WHERE rid=2) As foo;
```

| min                     |  | max   |  | count |  | percent  |
|-------------------------|--|-------|--|-------|--|----------|
| -----+-----+-----+----- |  |       |  |       |  |          |
| 78                      |  | 78.5  |  | 1     |  | 0.08     |
| 78.5                    |  | 79.5  |  | 1     |  | 0.04     |
| 79.5                    |  | 83.5  |  | 0     |  | 0        |
| 83.5                    |  | 183.5 |  | 17    |  | 0.0068   |
| 183.5                   |  | 188.5 |  | 0     |  | 0        |
| 188.5                   |  | 254   |  | 6     |  | 0.003664 |
| (6 rows)                |  |       |  |       |  |          |

**Si veda anche**

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)

**9.9.4 ST\_Quantile**

**ST\_Quantile** — Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster’s 25%, 50%, 75% percentile.

**Synopsis**

```
SETOF record ST_Quantile(raster rast, integer nband=1, boolean exclude_nodata_value=true, double precision[] quantiles=NULL);
SETOF record ST_Quantile(raster rast, double precision[] quantiles);
SETOF record ST_Quantile(raster rast, integer nband, double precision[] quantiles);
double precision ST_Quantile(raster rast, double precision quantile);
```

double precision **ST\_Quantile**(raster rast, boolean exclude\_nodata\_value, double precision quantile=NULL);  
 double precision **ST\_Quantile**(raster rast, integer nband, double precision quantile);  
 double precision **ST\_Quantile**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision quantile);  
 double precision **ST\_Quantile**(raster rast, integer nband, double precision quantile);  
 SETOF record **ST\_Quantile**(text rastertable, text rastercolumn, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] quantiles=NULL);  
 SETOF record **ST\_Quantile**(text rastertable, text rastercolumn, integer nband, double precision[] quantiles);

## Descrizione

Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.



### Note

If `exclude_nodata_value` is set to false, will also count pixels with no data.

Disponibilità: 2.0

## Esempi

```
UPDATE dummy_rast SET rast = ST_SetBandNoDataValue(rast,249) WHERE rid=2;
--Example will consider only pixels of band 1 that are not 249 and in named quantiles --
```

```
SELECT (pvq).*
FROM (SELECT ST_Quantile(rast, ARRAY[0.25,0.75]) As pvq
 FROM dummy_rast WHERE rid=2) As foo
ORDER BY (pvq).quantile;
```

| quantile | value |
|----------|-------|
| 0.25     | 253   |
| 0.75     | 254   |

```
SELECT ST_Quantile(rast, 0.75) As value
FROM dummy_rast WHERE rid=2;
```

| value |
|-------|
| 254   |

```
--real live example. Quantile of all pixels in band 2 intersecting a geometry
SELECT rid, (ST_Quantile(rast,2)).* As pvc
FROM o_4_boston
WHERE ST_Intersects(rast,
 ST_GeomFromText('POLYGON((224486 892151,224486 892200,224706 892200,224706 892151,224486 892151))',26986)
)
ORDER BY value, quantile,rid
;
```

| rid | quantile | value |
|-----|----------|-------|
| 1   | 0        | 0     |
| 2   | 0        | 0     |



|    |  |      |  |     |
|----|--|------|--|-----|
| 14 |  | 0    |  | 1   |
| 15 |  | 0    |  | 2   |
| 14 |  | 0.25 |  | 37  |
| 1  |  | 0.25 |  | 42  |
| 15 |  | 0.25 |  | 47  |
| 2  |  | 0.25 |  | 50  |
| 14 |  | 0.5  |  | 56  |
| 1  |  | 0.5  |  | 64  |
| 15 |  | 0.5  |  | 66  |
| 2  |  | 0.5  |  | 77  |
| 14 |  | 0.75 |  | 81  |
| 15 |  | 0.75 |  | 87  |
| 1  |  | 0.75 |  | 94  |
| 2  |  | 0.75 |  | 106 |
| 14 |  | 1    |  | 199 |
| 1  |  | 1    |  | 244 |
| 2  |  | 1    |  | 255 |
| 15 |  | 1    |  | 255 |

**Si veda anche**

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#), [ST\\_SetBandNoDataValue](#)

**9.9.5 ST\_SummaryStats**

**ST\_SummaryStats** — Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.

**Synopsis**

```
summarystats ST_SummaryStats(raster rast, boolean exclude_nodata_value);
summarystats ST_SummaryStats(raster rast, integer nband, boolean exclude_nodata_value);
summarystats ST_SummaryStats(text rastertable, text rastercolumn, boolean exclude_nodata_value);
summarystats ST_SummaryStats(text rastertable, text rastercolumn, integer nband=1, boolean exclude_nodata_value=true);
```

**Descrizione**

Returns **summarystats** consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. If no band is specified nband defaults to 1.

**Note**

By default only considers pixel values not equal to the `nodata_value`. Set `exclude_nodata_value` to `false` to get count of all pixels.

**Note**

By default will sample all pixels. To get faster response, set `sample_percent` to lower than 1

Disponibilità: 2.0

**Warning**

The `ST_SummaryStats(rastertable, rastercolumn, ...)` variants are deprecated as of 2.2.0. Use `ST_SummaryStatsAgg` instead.

**Example: Single raster tile**

```
SELECT rid, band, (stats).*
FROM (SELECT rid, band, ST_SummaryStats(rast, band) As stats
 FROM dummy_rast CROSS JOIN generate_series(1,3) As band
 WHERE rid=2) As foo;
```

| rid | band | count | sum  | mean       | stddev    | min | max |
|-----|------|-------|------|------------|-----------|-----|-----|
| 2   | 1    | 23    | 5821 | 253.086957 | 1.248061  | 250 | 254 |
| 2   | 2    | 25    | 3682 | 147.28     | 59.862188 | 78  | 254 |
| 2   | 3    | 25    | 3290 | 131.6      | 61.647384 | 62  | 254 |

**Example: Summarize pixels that intersect buildings of interest**

This example took 574ms on PostGIS windows 64-bit with all of Boston Buildings and aerial Tiles (tiles each 150x150 pixels ~ 134,000 tiles), ~102,000 building records

```
WITH
-- our features of interest
feat AS (SELECT gid As building_id, geom_26986 As geom FROM buildings AS b
 WHERE gid IN(100, 103,150)
),
-- clip band 2 of raster tiles to boundaries of builds
-- then get stats for these clipped regions
b_stats AS
 (SELECT building_id, (stats).*
FROM (SELECT building_id, ST_SummaryStats(ST_Clip(rast,2,geom)) As stats
 FROM aerials.boston
 INNER JOIN feat
 ON ST_Intersects(feats.geom,rast)
) As foo
)
-- finally summarize stats
SELECT building_id, SUM(count) As num_pixels
 , MIN(min) As min_pval
 , MAX(max) As max_pval
 , SUM(mean*count)/SUM(count) As avg_pval
 FROM b_stats
WHERE count > 0
 GROUP BY building_id
 ORDER BY building_id;
```

| building_id | num_pixels | min_pval | max_pval | avg_pval         |
|-------------|------------|----------|----------|------------------|
| 100         | 1090       | 1        | 255      | 61.0697247706422 |
| 103         | 655        | 7        | 182      | 70.5038167938931 |
| 150         | 895        | 2        | 252      | 185.642458100559 |

**Example: Raster coverage**

```
-- stats for each band --
SELECT band, (stats).*
FROM (SELECT band, ST_SummaryStats('o_4_boston','rast', band) As stats
 FROM generate_series(1,3) As band) As foo;
```

| band | count   | sum    | mean             | stddev           | min | max |
|------|---------|--------|------------------|------------------|-----|-----|
| 1    | 8450000 | 725799 | 82.7064349112426 | 45.6800222638537 | 0   | 255 |
| 2    | 8450000 | 700487 | 81.4197705325444 | 44.2161184161765 | 0   | 255 |
| 3    | 8450000 | 575943 | 74.682739408284  | 44.2143885481407 | 0   | 255 |

```
-- For a table -- will get better speed if set sampling to less than 100%
-- Here we set to 25% and get a much faster answer
SELECT band, (stats).*
FROM (SELECT band, ST_SummaryStats('o_4_boston','rast', band,true,0.25) As stats
 FROM generate_series(1,3) As band) As foo;
```

| band | count   | sum    | mean             | stddev           | min | max |
|------|---------|--------|------------------|------------------|-----|-----|
| 1    | 2112500 | 180686 | 82.6890480473373 | 45.6961043857248 | 0   | 255 |
| 2    | 2112500 | 174571 | 81.448503668639  | 44.2252623171821 | 0   | 255 |
| 3    | 2112500 | 144364 | 74.6765884023669 | 44.2014869384578 | 0   | 255 |

Si veda anche

[summarystats](#), [ST\\_SummaryStatsAgg](#), [ST\\_Count](#), [ST\\_Clip](#)

9.9.6 ST\_SummaryStatsAgg

ST\_SummaryStatsAgg — Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.

Synopsis

summarystats **ST\_SummaryStatsAgg**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision sample\_percent);  
summarystats **ST\_SummaryStatsAgg**(raster rast, boolean exclude\_nodata\_value, double precision sample\_percent);  
summarystats **ST\_SummaryStatsAgg**(raster rast, integer nband, boolean exclude\_nodata\_value);

Descrizione

Returns **summarystats** consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. If no band is specified nband defaults to 1.



**Note**  
By default only considers pixel values not equal to the NODATA value. Set `exclude_nodata_value` to `False` to get count of all pixels.



**Note**  
By default will sample all pixels. To get faster response, set `sample_percent` to value between 0 and 1

Availability: 2.2.0

## Esempi

```
WITH foo AS (
 SELECT
 rast.rast
 FROM (
 SELECT ST_SetValue(
 ST_SetValue(
 ST_SetValue(
 ST_AddBand(
 ST_MakeEmptyRaster(10, 10, 10, 10, 2, 2, 0, 0,
 0,0)
 , 1, '64BF', 0, 0
)
 , 1, 1, 1, -10
)
 , 1, 5, 4, 0
)
 , 1, 5, 5, 3.14159
) AS rast
) AS rast
 FULL JOIN (
 SELECT generate_series(1, 10) AS id
) AS id
 ON 1 = 1
)
SELECT
 (stats).count,
 round((stats).sum::numeric, 3),
 round((stats).mean::numeric, 3),
 round((stats).stddev::numeric, 3),
 round((stats).min::numeric, 3),
 round((stats).max::numeric, 3)
FROM (
 SELECT
 ST_SummaryStatsAgg(rast, 1, TRUE, 1) AS stats
 FROM foo
) bar;
```

| count | round   | round  | round | round   | round |
|-------|---------|--------|-------|---------|-------|
| 20    | -68.584 | -3.429 | 6.571 | -10.000 | 3.142 |

(1 row)

## Si veda anche

[summarystats](#), [ST\\_SummaryStats](#), [ST\\_Count](#), [ST\\_Clip](#)

### 9.9.7 ST\_ValueCount

**ST\_ValueCount** — Returns a set of records containing a pixel band value and count of the number of pixels in a given band of a raster (or a raster coverage) that have a given set of values. If no band is specified defaults to band 1. By default nodata value pixels are not counted. and all other values in the pixel are output and pixel band values are rounded to the nearest integer.

## Synopsis

SETOF record **ST\_ValueCount**(raster rast, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] searchvalues=NULL, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(raster rast, integer nband, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(raster rast, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

bigint **ST\_ValueCount**(raster rast, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(raster rast, integer nband, double precision searchvalue, double precision roundto=0);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] searchvalues=NULL, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, boolean exclude\_nodata\_value, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, double precision searchvalue, double precision roundto=0);

## Descrizione

Returns a set of records with columns `value count` which contain the pixel band value and count of pixels in the raster tile or raster coverage of selected band.

If no band is specified `nband` defaults to 1. If no `searchvalues` are specified, will return all pixel values found in the raster or raster coverage. If one `searchvalue` is given, will return an integer instead of records denoting the count of pixels having that pixel band value



### Note

If `exclude_nodata_value` is set to false, will also count pixels with no data.

Disponibilità: 2.0

## Esempi

```
UPDATE dummy_rast SET rast = ST_SetBandNoDataValue(rast,249) WHERE rid=2;
--Example will count only pixels of band 1 that are not 249. --
```

```
SELECT (pvc).*
FROM (SELECT ST_ValueCount(rast) As pvc
 FROM dummy_rast WHERE rid=2) As foo
 ORDER BY (pvc).value;
```

| value | count |
|-------|-------|
| 250   | 2     |
| 251   | 1     |
| 252   | 2     |
| 253   | 6     |
| 254   | 12    |

```
-- Example will coount all pixels of band 1 including 249 --
```

```
SELECT (pvc).*
FROM (SELECT ST_ValueCount(rast,1,false) As pvc
 FROM dummy_rast WHERE rid=2) As foo
```

```
ORDER BY (pvc).value;
```

| value | count |
|-------|-------|
| 249   | 2     |
| 250   | 2     |
| 251   | 1     |
| 252   | 2     |
| 253   | 6     |
| 254   | 12    |

```
-- Example will count only non-nodata value pixels of band 2
SELECT (pvc).*
FROM (SELECT ST_ValueCount(rast,2) As pvc
 FROM dummy_rast WHERE rid=2) As foo
 ORDER BY (pvc).value;
```

| value | count |
|-------|-------|
| 78    | 1     |
| 79    | 1     |
| 88    | 1     |
| 89    | 1     |
| 96    | 1     |
| 97    | 1     |
| 98    | 1     |
| 99    | 2     |
| 112   | 2     |

```
:
```

```
--real live example. Count all the pixels in an aerial raster tile band 2 intersecting a ←
geometry
-- and return only the pixel band values that have a count > 500
SELECT (pvc).value, SUM((pvc).count) As total
FROM (SELECT ST_ValueCount(rast,2) As pvc
 FROM o_4_boston
 WHERE ST_Intersects(rast,
 ST_GeomFromText('POLYGON((224486 892151,224486 892200,224706 892200,224706 ←
 892151,224486 892151))',26986)
)
) As foo
 GROUP BY (pvc).value
 HAVING SUM((pvc).count) > 500
 ORDER BY (pvc).value;
```

| value | total |
|-------|-------|
| 51    | 502   |
| 54    | 521   |

```
-- Just return count of pixels in each raster tile that have value of 100 of tiles that ←
intersect a specific geometry --
SELECT rid, ST_ValueCount(rast,2,100) As count
FROM o_4_boston
WHERE ST_Intersects(rast,
 ST_GeomFromText('POLYGON((224486 892151,224486 892200,224706 892200,224706 ←
 892151,224486 892151))',26986)
) ;
```

| rid | count |
|-----|-------|
|-----|-------|

|    |  |    |
|----|--|----|
| 1  |  | 56 |
| 2  |  | 95 |
| 14 |  | 37 |
| 15 |  | 64 |

Si veda anche

[ST\\_Count](#), [ST\\_SetBandNoDataValue](#)

## 9.10 Raster Outputs

### 9.10.1 ST\_AsBinary

`ST_AsBinary` — Return the Well-Known Binary (WKB) representation of the raster.

#### Synopsis

bytea `ST_AsBinary`(raster rast, boolean outasin=FALSE);

#### Descrizione

Returns the Binary representation of the raster. If `outasin` is TRUE, out-db bands are treated as in-db. Refer to raster/doc/RFC2-WellKnownBinaryFormat located in the PostGIS source folder for details of the representation.

This is useful in binary cursors to pull data out of the database without converting it to a string representation.



**Note**

By default, WKB output contains the external file path for out-db bands. If the client does not have access to the raster file underlying an out-db band, set `outasin` to TRUE.

Enhanced: 2.1.0 Addition of `outasin`

#### Esempi

```
SELECT ST_AsBinary(rast) As rastbin FROM dummy_rast WHERE rid=1;

 rastbin

\001\000\000\000\000\000\000\000\000\000\000\000\000\000@000\000\000\000\000\000\000\010@000\000\000\000\000\000\000\340?000\000\000\000\000\000\000\340?000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\000\012\000\000\000\012\000\024\000
```

### 9.10.2 ST\_AsGDALRaster

`ST_AsGDALRaster` — Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use `ST_GDALDrivers()` to get a list of formats supported by your library.

#### Synopsis

bytea `ST_AsGDALRaster`(raster rast, text format, text[] options=NULL, integer srid=sameassource);

## Descrizione

Returns the raster tile in the designated format. Arguments are itemized below:

- `format` format to output. This is dependent on the drivers compiled in your libgdal library. Generally available are 'JPEG', 'GTiff', 'PNG'. Use [ST\\_GDALDrivers](#) to get a list of formats supported by your library.
- `options` text array of GDAL options. Valid options are dependent on the format. Refer to [GDAL Raster format options](#) for more details.
- `srs` The proj4text or srttext (from `spatial_ref_sys`) to embed in the image

Availability: 2.0.0 - requires GDAL >= 1.6.0.

## JPEG Output Example, multiple tiles as single raster

```
SELECT ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50']) As rastjpg
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);
```

## Using PostgreSQL Large Object Support to export raster

One way to export raster into another format is using [PostgreSQL large object export functions](#). We'll repeat the prior example but also exporting. Note for this you'll need to have super user access to db since it uses server side lo functions. It will also export to path on server network. If you need export locally, use the psql equivalent `lo_` functions which export to the local file system instead of the server file system.

```
DROP TABLE IF EXISTS tmp_out ;

CREATE TABLE tmp_out AS
SELECT lo_from_bytea(0,
 ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50'])
) AS loid
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);

SELECT lo_export(loid, '/tmp/dummy.jpg')
FROM tmp_out;

SELECT lo_unlink(loid)
FROM tmp_out;
```

## Esempio di uscita GTIFF

```
SELECT ST_AsGDALRaster(rast, 'GTiff') As rastjpg
FROM dummy_rast WHERE rid=2;

-- Producit GeoTiff con compressione JPEG e qualità 90%
SELECT ST_AsGDALRaster(rast, 'GTiff',
 ARRAY['COMPRESS=JPEG', 'JPEG_QUALITY=90'],
 4269) As rasttiff
FROM dummy_rast WHERE rid=2;
```

## Si veda anche

Section [5.3](#), [ST\\_GDALDrivers](#), [ST\\_SRID](#)



### 9.10.3 ST\_AsJPEG

**ST\_AsJPEG** — Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.

#### Synopsis

```
bytea ST_AsJPEG(raster rast, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer nband, integer quality);
bytea ST_AsJPEG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, integer quality);
```

#### Descrizione

Returns the selected bands of the raster as a single Joint Photographic Exports Group Image (JPEG). Use **ST\_AsGDALRaster** if you need to export as less common raster types. If no band is specified and 1 or more than 3 bands, then only the first band is used. If 3 bands then all 3 bands are used. There are many variants of the function with many options. These are itemized below:

- `nband` is for single band exports.
- `nbands` is an array of bands to export (note that max is 3 for JPEG) and the order of the bands is RGB. e.g `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue
- `quality` number from 0 to 100. The higher the number the crisper the image.
- `options` text Array of GDAL options as defined for JPEG (look at `create_options` for JPEG **ST\_GDALDrivers**). For JPEG valid ones are `PROGRESSIVE ON` or `OFF` and `QUALITY` a range from 0 to 100 and default to 75. Refer to **GDAL Raster format options** for more details.

Availability: 2.0.0 - requires GDAL >= 1.6.0.

#### Examples: Output

```
-- output first 3 bands 75% quality
SELECT ST_AsJPEG(rast) As rastjpg
FROM dummy_rast WHERE rid=2;

-- output only first band as 90% quality
SELECT ST_AsJPEG(rast,1,90) As rastjpg
FROM dummy_rast WHERE rid=2;

-- output first 3 bands (but make band 2 Red, band 1 green, and band 3 blue, progressive ↵
and 90% quality
SELECT ST_AsJPEG(rast,ARRAY[2,1,3],ARRAY['QUALITY=90','PROGRESSIVE=ON']) As rastjpg
FROM dummy_rast WHERE rid=2;
```

#### Si veda anche

Section 5.3, **ST\_GDALDrivers**, **ST\_AsGDALRaster**, **ST\_AsPNG**, **ST\_AsTIFF**

### 9.10.4 ST\_AsPNG

**ST\_AsPNG** — Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.

## Synopsis

```
bytea ST_AsPNG(raster rast, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer nband, integer compression);
bytea ST_AsPNG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer[] nbands, integer compression);
bytea ST_AsPNG(raster rast, integer[] nbands, text[] options=NULL);
```

## Descrizione

Returns the selected bands of the raster as a single Portable Network Graphics Image (PNG). Use [ST\\_AsGDALRaster](#) if you need to export as less common raster types. If no band is specified, then the first 3 bands are exported. There are many variants of the function with many options. If no `srid` is specified then the `srid` of the raster is used. These are itemized below:

- `nband` is for single band exports.
- `nbands` is an array of bands to export (note that max is 4 for PNG) and the order of the bands is RGBA. e.g. `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue
- `compression` number from 1 to 9. The higher the number the greater the compression.
- `options` text Array of GDAL options as defined for PNG (look at `create_options` for PNG of [ST\\_GDALDrivers](#)). For PNG valid one is only `ZLEVEL` (amount of time to spend on compression -- default 6) e.g. `ARRAY['ZLEVEL=9']`. `WORLDFILE` is not allowed since the function would have to output two outputs. Refer to [GDAL Raster format options](#) for more details.

Availability: 2.0.0 - requires GDAL >= 1.6.0.

## Esempi

```
SELECT ST_AsPNG(rast) As rastpng
FROM dummy_rast WHERE rid=2;

-- esporta le prime tre bande e assegna la banda 3 al rosso, la banda 1 al verde e la banda ←
 2 al blu
SELECT ST_AsPNG(rast, ARRAY[3,1,2]) As rastpng
FROM dummy_rast WHERE rid=2;
```

## Si veda anche

[ST\\_AsGDALRaster](#), [ST\\_ColorMap](#), [ST\\_GDALDrivers](#), [Section 5.3](#)

### 9.10.5 ST\_AsTIFF

**ST\_AsTIFF** — Return the raster selected bands as a single TIFF image (byte array). If no band is specified, then will try to use all bands.

## Synopsis

```
bytea ST_AsTIFF(raster rast, text[] options="", integer srid=sameassource);
bytea ST_AsTIFF(raster rast, text compression="", integer srid=sameassource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text compression="", integer srid=sameassource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text[] options, integer srid=sameassource);
```

## Descrizione

Returns the selected bands of the raster as a single Tagged Image File Format (TIFF). If no band is specified, will try to use all bands. This is a wrapper around **ST\_AsGDALRaster**. Use **ST\_AsGDALRaster** if you need to export as less common raster types. There are many variants of the function with many options. If no spatial reference SRS text is present, the spatial reference of the raster is used. These are itemized below:

- `nbands` is an array of bands to export (note that max is 3 for PNG) and the order of the bands is RGB. e.g `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue
- `compression` Compression expression -- JPEG90 (or some other percent), LZW, JPEG, DEFLATE9.
- `options` text Array of GDAL create options as defined for GTiff (look at `create_options` for GTiff of **ST\_GDALDrivers**). or refer to **GDAL Raster format options** for more details.
- `srid` srid of `spatial_ref_sys` of the raster. This is used to populate the georeference information

Availability: 2.0.0 - requires GDAL >= 1.6.0.

### Examples: Use jpeg compression 90%

```
SELECT ST_AsTIFF(rast, 'JPEG90') As rasttiff
FROM dummy_rast WHERE rid=2;
```

## Si veda anche

**ST\_GDALDrivers**, **ST\_AsGDALRaster**, **ST\_SRID**

## 9.11 Raster Processing

### 9.11.1 Map Algebra

#### 9.11.1.1 ST\_Clip

**ST\_Clip** — Returns the raster clipped by the input geometry. If band number not is specified, all bands are processed. If `crop` is not specified or TRUE, the output raster is cropped.

## Synopsis

```
raster ST_Clip(raster rast, integer[] nband, geometry geom, double precision[] nodataval=NULL, boolean crop=TRUE);
raster ST_Clip(raster rast, integer nband, geometry geom, double precision nodataval, boolean crop=TRUE);
raster ST_Clip(raster rast, integer nband, geometry geom, boolean crop);
raster ST_Clip(raster rast, geometry geom, double precision[] nodataval=NULL, boolean crop=TRUE);
raster ST_Clip(raster rast, geometry geom, double precision nodataval, boolean crop=TRUE);
raster ST_Clip(raster rast, geometry geom, boolean crop);
```

## Descrizione

Returns a raster that is clipped by the input geometry `geom`. If band index is not specified, all bands are processed.

Rasters resulting from `ST_Clip` must have a nodata value assigned for areas clipped, one for each band. If none are provided and the input raster do not have a nodata value defined, nodata values of the resulting raster are set to `ST_MinPossibleValue(ST_BandPixelType(rast, band))`. When the number of nodata value in the array is smaller than the number of band, the last one in the array is used for the remaining bands. If the number of nodata value is greater than the number of band, the extra nodata values are ignored. All variants accepting an array of nodata values also accept a single value which will be assigned to each band.

If `crop` is not specified, true is assumed meaning the output raster is cropped to the intersection of the `geom` and `rast` extents. If `crop` is set to false, the new raster gets the same extent as `rast`.

Disponibilità: 2.0

Enhanced: 2.1.0 Rewritten in C

Examples here use Massachusetts aerial data available on MassGIS site [MassGIS Aerial Orthos](#). Coordinates are in Massachusetts State Plane Meters.

## Examples: 1 band clipping

```
-- Clip the first band of an aerial tile by a 20 meter buffer.
SELECT ST_Clip(rast, 1,
 ST_Buffer(ST_Centroid(ST_Envelope(rast)),20)
) from aerials.boston
WHERE rid = 4;
```

```
-- Demonstrate effect of crop on final dimensions of raster
-- Note how final extent is clipped to that of the geometry
-- if crop = true
SELECT ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, true))) As xmax_w_trim,
 ST_XMax(clipper) As xmax_clipper,
 ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, false))) As xmax_wo_trim,
 ST_XMax(ST_Envelope(rast)) As xmax_rast_orig
FROM (SELECT rast, ST_Buffer(ST_Centroid(ST_Envelope(rast)),6) As clipper
 FROM aerials.boston
WHERE rid = 6) As foo;
```

| xmax_w_trim      | xmax_clipper     | xmax_wo_trim     | xmax_rast_orig   |
|------------------|------------------|------------------|------------------|
| 230657.436173996 | 230657.436173996 | 230666.436173996 | 230666.436173996 |



*Full raster tile before clipping*



*After Clipping*

#### Examples: 1 band clipping with no crop and add back other bands unchanged

```
-- Same example as before, but we need to set crop to false to be able to use ST_AddBand
-- because ST_AddBand requires all bands be the same Width and height
SELECT ST_AddBand(ST_Clip(rast, 1,
 ST_Buffer(ST_Centroid(ST_Envelope(rast)),20),false
), ARRAY[ST_Band(rast,2),ST_Band(rast,3)]) from aerials.boston
WHERE rid = 6;
```



*Full raster tile before clipping*



*After Clipping - surreal*

#### Examples: Clip all bands

```
-- Clip all bands of an aerial tile by a 20 meter buffer.
-- Only difference is we don't specify a specific band to clip
-- so all bands are clipped
SELECT ST_Clip(rast,
 ST_Buffer(ST_Centroid(ST_Envelope(rast)), 20),
```

```

 false
) from aerials.boston
WHERE rid = 4;

```



*Full raster tile before clipping*



*After Clipping*

#### Si veda anche

[ST\\_AddBand](#), [ST\\_MapAlgebra](#), [ST\\_Intersection](#)

#### 9.11.1.2 ST\_ColorMap

**ST\_ColorMap** — Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.

#### Synopsis

raster **ST\_ColorMap**(raster rast, integer nband=1, text colormap=grayscale, text method=INTERPOLATE);

raster **ST\_ColorMap**(raster rast, text colormap, text method=INTERPOLATE);

#### Descrizione

Apply a `colormap` to the band at `nband` of `rast` resulting a new raster comprised of up to four 8BUI bands. The number of 8BUI bands in the new raster is determined by the number of color components defined in `colormap`.

If `nband` is not specified, then band 1 is assumed.

`colormap` can be a keyword of a pre-defined colormap or a set of lines defining the value and the color components.

Valid pre-defined `colormap` keyword:

- `grayscale` or `greyscale` for a one 8BUI band raster of shades of gray.
- `pseudocolor` for a four 8BUI (RGBA) band raster with colors going from blue to green to red.
- `fire` for a four 8BUI (RGBA) band raster with colors going from black to red to pale yellow.

- `bluered` for a four 8BUI (RGBA) band raster with colors going from blue to pale white to red.

Users can pass a set of entries (one per line) to `colormap` to specify custom colormaps. Each entry generally consists of five values: the pixel value and corresponding Red, Green, Blue, Alpha components (color components between 0 and 255). Percent values can be used instead of pixel values where 0% and 100% are the minimum and maximum values found in the raster band. Values can be separated with commas (','), tabs, colons (':') and/or spaces. The pixel value can be set to `nv`, `null` or `nodata` for the NODATA value. An example is provided below.

```
5 0 0 0 255
4 100:50 55 255
1 150,100 150 255
0% 255 255 255 255
nv 0 0 0 0
```

The syntax of `colormap` is similar to that of the color-relief mode of GDAL `gdaldem`.

Valid keywords for `method`:

- `INTERPOLATE` to use linear interpolation to smoothly blend the colors between the given pixel values
- `EXACT` to strictly match only those pixels values found in the colormap. Pixels whose value does not match a colormap entry will be set to 0 0 0 0 (RGBA)
- `NEAREST` to use the colormap entry whose value is closest to the pixel value



#### Note

A great reference for colormaps is [ColorBrewer](#).



#### Warning

The resulting bands of new raster will have no NODATA value set. Use `ST_SetBandNoDataValue` to set a NODATA value if one is needed.

Availability: 2.1.0

## Esempi

This is a junk table to play with

```
-- setup test raster table --
DROP TABLE IF EXISTS funky_shapes;
CREATE TABLE funky_shapes(rast raster);

INSERT INTO funky_shapes(rast)
WITH ref AS (
 SELECT ST_MakeEmptyRaster(200, 200, 0, 200, 1, -1, 0, 0) AS rast
)
SELECT
 ST_Union(rast)
FROM (
 SELECT
 ST_AsRaster(
 ST_Rotate(
 ST_Buffer(
 ST_GeomFromText('LINESTRING(0 2,50 50,150 150,125 50)'),

```

```

 i*2
),
 pi() * i * 0.125, ST_Point(50,50)
),
 ref.rast, '8BUI'::text, i * 5
) AS rast
FROM ref
CROSS JOIN generate_series(1, 10, 3) AS i
) AS shapes;
```

```

SELECT
 ST_NumBands(rast) As n_orig,
 ST_NumBands(ST_ColorMap(rast,1, 'greyscale')) As ngrey,
 ST_NumBands(ST_ColorMap(rast,1, 'pseudocolor')) As npseudo,
 ST_NumBands(ST_ColorMap(rast,1, 'fire')) As nfire,
 ST_NumBands(ST_ColorMap(rast,1, 'bluered')) As nbluered,
 ST_NumBands(ST_ColorMap(rast,1, '
100% 255 0 0
80% 160 0 0
50% 130 0 0
30% 30 0 0
20% 60 0 0
0% 0 0 0
nv 255 255 255
 ')) As nred
FROM funky_shapes;
```

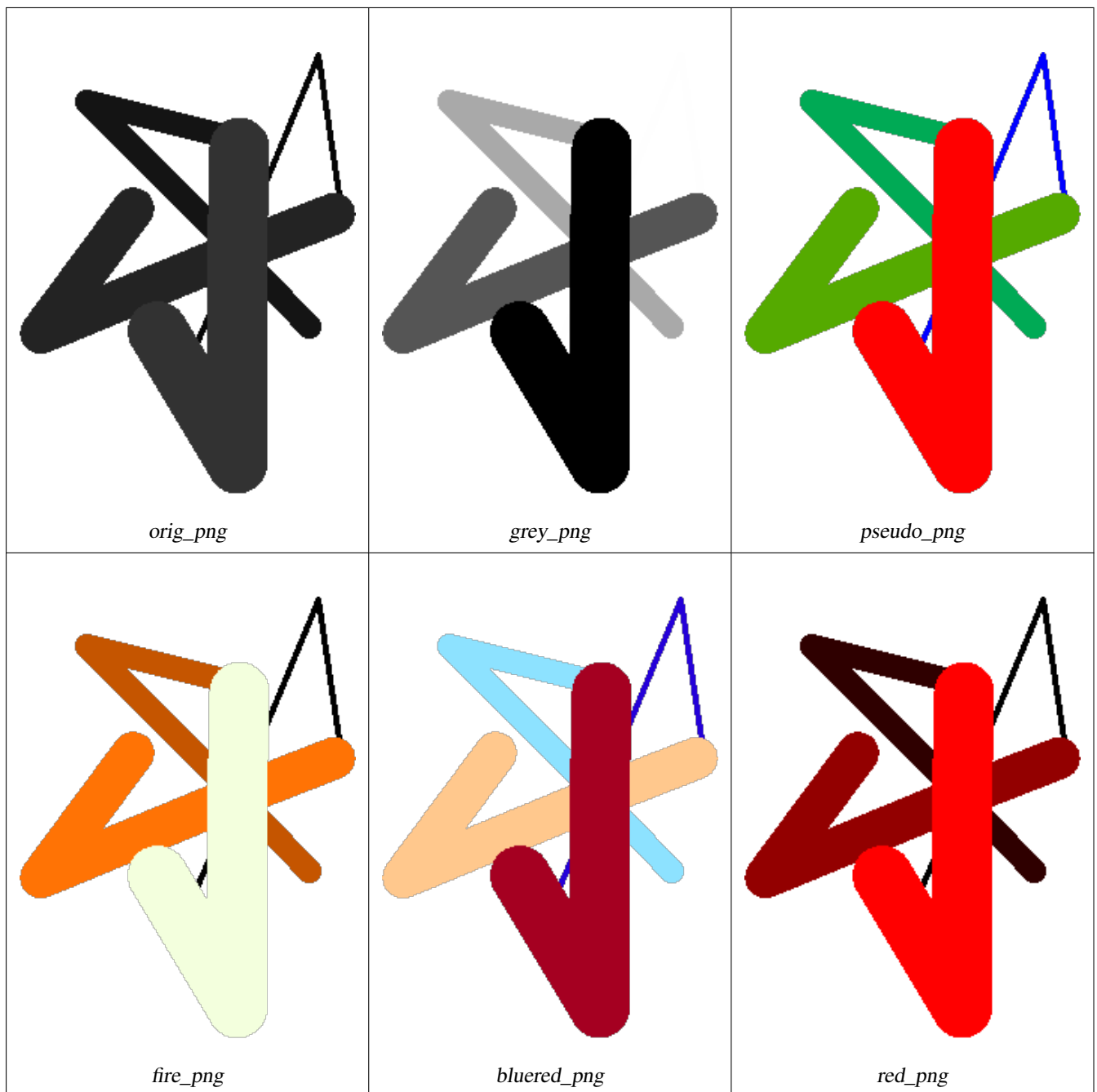
| n_orig | ngrey | npseudo | nfire | nbluered | nred |
|--------|-------|---------|-------|----------|------|
| 1      | 1     | 4       | 4     | 4        | 3    |

**Examples: Compare different color map looks using ST\_AsPNG**

```

SELECT
 ST_AsPNG(rast) As orig_png,
 ST_AsPNG(ST_ColorMap(rast,1, 'greyscale')) As grey_png,
 ST_AsPNG(ST_ColorMap(rast,1, 'pseudocolor')) As pseudo_png,
 ST_AsPNG(ST_ColorMap(rast,1, 'nfire')) As fire_png,
 ST_AsPNG(ST_ColorMap(rast,1, 'bluered')) As bluered_png,
 ST_AsPNG(ST_ColorMap(rast,1, '
100% 255 0 0
80% 160 0 0
50% 130 0 0
30% 30 0 0
20% 60 0 0
0% 0 0 0
nv 255 255 255
 ')) As red_png
FROM funky_shapes;
```





#### Si veda anche

[ST\\_AsPNG](#), [ST\\_AsRaster](#), [ST\\_MapAlgebra](#), [ST\\_NumBands](#), [ST\\_Reclass](#), [ST\\_SetBandNoDataValue](#), [ST\\_Union](#)

#### 9.11.1.3 ST\_Intersection

`ST_Intersection` — Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.

## Synopsis

```
setof geomval ST_Intersection(geometry geom, raster rast, integer band_num=1);
setof geomval ST_Intersection(raster rast, geometry geom);
setof geomval ST_Intersection(raster rast, integer band_num, geometry geom);
raster ST_Intersection(raster rast1, raster rast2, double precision[] nodataval);
raster ST_Intersection(raster rast1, raster rast2, text returnband='BOTH', double precision[] nodataval=NULL);
raster ST_Intersection(raster rast1, integer band_num1, raster rast2, integer band_num2, double precision[] nodataval);
raster ST_Intersection(raster rast1, integer band_num1, raster rast2, integer band_num2, text returnband='BOTH', double precision[] nodataval=NULL);
```

## Descrizione

Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.

The first three variants, returning a setof geomval, works in vector space. The raster is first vectorized (using `ST_DumpAsPolygon`) into a set of geomval rows and those rows are then intersected with the geometry using the `ST_Intersection(geometry, geometry)` PostGIS function. Geometries intersecting only with a nodata value area of a raster returns an empty geometry. They are normally excluded from the results by the proper usage of `ST_Intersect` in the `WHERE` clause.

You can access the geometry and the value parts of the resulting set of geomval by surrounding them with parenthesis and adding `'geom'` or `'.val'` at the end of the expression. e.g. `(ST_Intersection(rast, geom)).geom`

The other variants, returning a raster, works in raster space. They are using the two rasters version of `ST_MapAlgebraExpr` to perform the intersection.

The extent of the resulting raster corresponds to the geometrical intersection of the two raster extents. The resulting raster includes `'BAND1'`, `'BAND2'` or `'BOTH'` bands, following what is passed as the `returnband` parameter. Nodata value areas present in any band results in nodata value areas in every bands of the result. In other words, any pixel intersecting with a nodata value pixel becomes a nodata value pixel in the result.

Rasters resulting from `ST_Intersection` must have a nodata value assigned for areas not intersecting. You can define or replace the nodata value for any resulting band by providing a `nodataval[]` array of one or two nodata values depending if you request `'BAND1'`, `'BAND2'` or `'BOTH'` bands. The first value in the array replace the nodata value in the first band and the second value replace the nodata value in the second band. If one input band do not have a nodata value defined and none are provided as an array, one is chosen using the `ST_MinPossibleValue` function. All variant accepting an array of nodata value can also accept a single value which will be assigned to each requested band.

In all variants, if no band number is specified band 1 is assumed. If you need an intersection between a raster and geometry that returns a raster, refer to [ST\\_Clip](#).



### Note

To get more control on the resulting extent or on what to return when encountering a nodata value, use the two rasters version of [ST\\_MapAlgebraExpr](#).



### Note

To compute the intersection of a raster band with a geometry in raster space, use [ST\\_Clip](#). `ST_Clip` works on multiple bands rasters and does not return a band corresponding to the rasterized geometry.



### Note

`ST_Intersection` should be used in conjunction with `ST_Intersects` and an index on the raster column and/or the geometry column.

Enhanced: 2.0.0 - Intersection in the raster space was introduced. In earlier pre-2.0.0 versions, only intersection performed in vector space were supported.

Examples: Geometry, Raster -- resulting in geometry vals

```
SELECT
 foo.rid,
 foo.gid,
 ST_AsText((foo.geomval).geom) As geomwkt,
 (foo.geomval).val
FROM (
 SELECT
 A.rid,
 g.gid,
 ST_Intersection(A.rast, g.geom) As geomval
 FROM dummy_rast AS A
 CROSS JOIN (
 VALUES
 (1, ST_Point(3427928, 5793243.85)),
 (2, ST_GeomFromText('LINESTRING(3427927.85 5793243.75,3427927.8 5793243.75,3427927.8 5793243.8)')),
 (3, ST_GeomFromText('LINESTRING(1 2, 3 4)'))
) As g(gid,geom)
 WHERE A.rid = 2
) As foo;
```

| rid | gid | geomwkt                                                         | ↔ |
|-----|-----|-----------------------------------------------------------------|---|
|     |     | val                                                             |   |
| 2   | 1   | POINT(3427928 5793243.85)                                       | ↔ |
| 2   | 1   | POINT(3427928 5793243.85)                                       | ↔ |
| 2   | 2   | POINT(3427927.85 5793243.75)                                    | ↔ |
| 2   | 2   | POINT(3427927.8 5793243.8)                                      | ↔ |
| 2   | 2   | POINT(3427927.8 5793243.8)                                      | ↔ |
| 2   | 2   | LINESTRING(3427927.8 5793243.75,3427927.8 5793243.8)            | ↔ |
| 2   | 2   | MULTILINESTRING((3427927.8 5793243.8,3427927.8 5793243.75),...) | ↔ |
| 2   | 3   | GEOMETRYCOLLECTION EMPTY                                        |   |

Si veda anche

[geomval](#), [ST\\_Intersects](#), [ST\\_MapAlgebraExpr](#), [ST\\_Clip](#), [ST\\_AsText](#)

9.11.1.4 ST\_MapAlgebra

ST\_MapAlgebra — Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.

Synopsis

raster **ST\_MapAlgebra**(rastbandarg[] rastbandargset, regprocedure callbackfunc, text pixeltype=NULL, text extnttype=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer[] nband, regprocedure callbackfunc, text pixeltype=NULL, text extnttype=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer nband, regprocedure callbackfunc, text pixeltype=NULL, text extnttype=FIRST,

raster customextent=NULL, integer distancecx=0, integer distancecy=0, text[] VARIADIC userargs=NULL);  
 raster **ST\_MapAlgebra**(raster rast1, integer nband1, raster rast2, integer nband2, regprocedure callbackfunc, text pixeltype=NULL, text extenttype=INTERSECTION, raster customextent=NULL, integer distancecx=0, integer distancecy=0, text[] VARIADIC userargs=NULL);

### Descrizione

Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.

**rast,rast1,rast2, rastbandargset** Rasters on which the map algebra process is evaluated.

`rastbandargset` allows the use of a map algebra operation on many rasters and/or many bands. See example Variant 1.

**nband, nband1, nband2** Band numbers of the raster to be evaluated. `nband` can be an integer or integer[] denoting the bands. `nband1` is band on `rast1` and `nband2` is band on `rast2` for the 2 raster/2band case.

**callbackfunc** The `callbackfunc` parameter must be the name and signature of an SQL or PL/pgSQL function, cast to a regprocedure. An example PL/pgSQL function example is:

```
CREATE OR REPLACE FUNCTION sample_callbackfunc(value double precision[][][], position integer[][], VARIADIC userargs text[])
 RETURNS double precision
 AS $$
 BEGIN
 RETURN 0;
 END;
 $$ LANGUAGE 'plpgsql' IMMUTABLE;
```

The `callbackfunc` must have three arguments: a 3-dimension double precision array, a 2-dimension integer array and a variadic 1-dimension text array. The first argument `value` is the set of values (as double precision) from all input rasters. The three dimensions (where indexes are 1-based) are: raster #, row y, column x. The second argument `position` is the set of pixel positions from the output raster and input rasters. The outer dimension (where indexes are 0-based) is the raster #. The position at outer dimension index 0 is the output raster's pixel position. For each outer dimension, there are two elements in the inner dimension for X and Y. The third argument `userargs` is for passing through any user-specified arguments.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'sample_callbackfunc(double precision[], integer[], text[])'::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

**mask** An n-dimensional array (matrix) of numbers used to filter what cells get passed to map algebra call-back function. 0 means a neighbor cell value should be treated as no-data and 1 means value should be treated as data. If weight is set to true, then the values, are used as multipliers to multiple the pixel value of that value in the neighborhood position.

**weighted** boolean (true/false) to denote if a mask value should be weighted (multiplied by original value) or not (only applies to proto that takes a mask).

**pixeltype** If `pixeltype` is passed in, the one band of the new raster will be of that pixeltype. If `pixeltype` is passed NULL or left out, the new raster band will have the same pixeltype as the specified band of the first raster (for extent types: INTERSECTION, UNION, FIRST, CUSTOM) or the specified band of the appropriate raster (for extent types: SECOND, LAST). In doubt, always specify `pixeltype`.

The resulting pixel type of the output raster must be one listed in [ST\\_BandPixelType](#) or left out or set to NULL.

**extenttype** Possible values are INTERSECTION (default), UNION, FIRST (default for one raster variants), SECOND, LAST, CUSTOM.

**customextent** If `extenttype` is `CUSTOM`, a raster must be provided for `customextent`. See example 4 of Variant 1.

**distancex** The distance in pixels from the reference cell in x direction. So width of resulting matrix would be  $2 * \text{distancex} + 1$ . If not specified only the reference cell is considered (neighborhood of 0).

**distancey** The distance in pixels from reference cell in y direction. Height of resulting matrix would be  $2 * \text{distancey} + 1$ . If not specified only the reference cell is considered (neighborhood of 0).

**userargs** The third argument to the `callbackfunc` is a variadic text array. All trailing text arguments are passed through to the specified `callbackfunc`, and are contained in the `userargs` argument.



#### Note

For more information about the `VARIADIC` keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).



#### Note

The `text[]` argument to the `callbackfunc` is required, regardless of whether you choose to pass any arguments to the callback function for processing or not.

Variant 1 accepts an array of `rastbandarg` allowing the use of a map algebra operation on many rasters and/or many bands. See example Variant 1.

Variants 2 and 3 operate upon one or more bands of one raster. See example Variant 2 and 3.

Variant 4 operate upon two rasters with one band per raster. See example Variant 4.

Availability: 2.2.0: Ability to add a mask

Availability: 2.1.0

### Examples: Variant 1

#### One raster, one band

```
WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16 ←
 BUI', 1, 0) AS rast
)
SELECT
 ST_MapAlgebra(
 ARRAY[ROW(rast, 1)]::rastbandarg[],
 'sample_callbackfunc(double precision[], int[], text[])::regprocedure
) AS rast
FROM foo
```

#### One raster, several bands

```
WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast
)
SELECT
 ST_MapAlgebra(
 ARRAY[ROW(rast, 3), ROW(rast, 1), ROW(rast, 3), ROW(rast, 2)]::rastbandarg ←
 [],
 'sample_callbackfunc(double precision[], int[], text[])::regprocedure
) AS rast
FROM foo
```

## Several rasters, several bands

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast ←
 UNION ALL
 SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, -1, 0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI', 300, 0) AS rast
)
SELECT
 ST_MapAlgebra(
 ARRAY[ROW(t1.rast, 3), ROW(t2.rast, 1), ROW(t2.rast, 3), ROW(t1.rast, 2)]::rastbandarg[],
 'sample_callbackfunc(double precision[], int[], text[])::regprocedure'
) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
 AND t2.rid = 2

```

Complete example of tiles of a coverage with neighborhood. This query only works with PostgreSQL 9.1 or higher.

```

WITH foo AS (
 SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16 ←
 BUI', 1, 0) AS rast UNION ALL
 SELECT 1, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, 0, 1, -1, 0, 0, 0), 1, '16BUI', 2, ←
 0) AS rast UNION ALL
 SELECT 2, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, 0, 1, -1, 0, 0, 0), 1, '16BUI', 3, ←
 0) AS rast UNION ALL

 SELECT 3, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 10, 0) AS rast UNION ALL
 SELECT 4, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 20, 0) AS rast UNION ALL
 SELECT 5, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 30, 0) AS rast UNION ALL

 SELECT 6, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 100, 0) AS rast UNION ALL
 SELECT 7, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 200, 0) AS rast UNION ALL
 SELECT 8, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 300, 0) AS rast
)
SELECT
 t1.rid,
 ST_MapAlgebra(
 ARRAY[ROW(ST_Union(t2.rast), 1)]::rastbandarg[],
 'sample_callbackfunc(double precision[], int[], text[])::regprocedure,
 '32BUI',
 'CUSTOM', t1.rast,
 1, 1
) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 4
 AND t2.rid BETWEEN 0 AND 8
 AND ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rid, t1.rast

```

Example like the prior one for tiles of a coverage with neighborhood but works with PostgreSQL 9.0.

```

WITH src AS (
 SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16 ←
 BUI', 1, 0) AS rast UNION ALL
 SELECT 1, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, 0, 1, -1, 0, 0, 0), 1, '16BUI', 2, ←
 0) AS rast UNION ALL
 SELECT 2, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, 0, 1, -1, 0, 0, 0), 1, '16BUI', 3, ←
 0) AS rast UNION ALL

 SELECT 3, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 10, 0) AS rast UNION ALL
 SELECT 4, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 20, 0) AS rast UNION ALL
 SELECT 5, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, -2, 1, -1, 0, 0, 0), 1, '16BUI', ←
 30, 0) AS rast UNION ALL

 SELECT 6, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 100, 0) AS rast UNION ALL
 SELECT 7, ST_AddBand(ST_MakeEmptyRaster(2, 2, 2, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 200, 0) AS rast UNION ALL
 SELECT 8, ST_AddBand(ST_MakeEmptyRaster(2, 2, 4, -4, 1, -1, 0, 0, 0), 1, '16BUI', ←
 300, 0) AS rast
)
WITH foo AS (
 SELECT
 t1.rid,
 ST_Union(t2.rast) AS rast
 FROM src t1
 JOIN src t2
 ON ST_Intersects(t1.rast, t2.rast)
 AND t2.rid BETWEEN 0 AND 8
 WHERE t1.rid = 4
 GROUP BY t1.rid
), bar AS (
 SELECT
 t1.rid,
 ST_MapAlgebra(
 ARRAY[ROW(t2.rast, 1)]::rastbandarg[],
 'raster_nmapalgebra_test(double precision[], int[], text[])':: ←
 regprocedure,
 '32BUI',
 'CUSTOM', t1.rast,
 1, 1
) AS rast
 FROM src t1
 JOIN foo t2
 ON t1.rid = t2.rid
)
SELECT
 rid,
 (ST_Metadatas(rast)),
 (ST_BandMetadatas(rast, 1)),
 ST_Value(rast, 1, 1, 1)
FROM bar;

```

## Examples: Variants 2 and 3

### One raster, several bands

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast

```

```

)
SELECT
 ST_MapAlgebra(
 rast, ARRAY[3, 1, 3, 2]::integer[],
 'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
) AS rast
FROM foo

```

### One raster, one band

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast
)
SELECT
 ST_MapAlgebra(
 rast, 2,
 'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
) AS rast
FROM foo

```

### Examples: Variant 4

#### Two rasters, two bands

```

WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast ←
 UNION ALL
 SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI', 300, 0) AS rast
)
SELECT
 ST_MapAlgebra(
 t1.rast, 2,
 t2.rast, 1,
 'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
 AND t2.rid = 2

```

### Examples: Using Masks

```

WITH foo AS (SELECT
 ST_SetBandNoDataValue(
ST_SetValue(ST_SetValue(ST_AsRaster(
 ST_Buffer(
 ST_GeomFromText('LINESTRING(50 50,100 90,100 50)'), 5,'join=bevel') ←
 ,
 200,200,ARRAY['8BUI'], ARRAY[100], ARRAY[0]), ST_Buffer('POINT(70 ←
 70)'::geometry,10,'quad_segs=1') ,50),
 'LINESTRING(20 20, 100 100, 150 98)'::geometry,1),0) AS rast)
SELECT 'original' AS title, rast
FROM foo
UNION ALL
SELECT 'no mask mean value' AS title, ST_MapAlgebra(rast,1,'ST_mean4ma(double precision[], ←
 int[], text[])'::regprocedure) AS rast

```

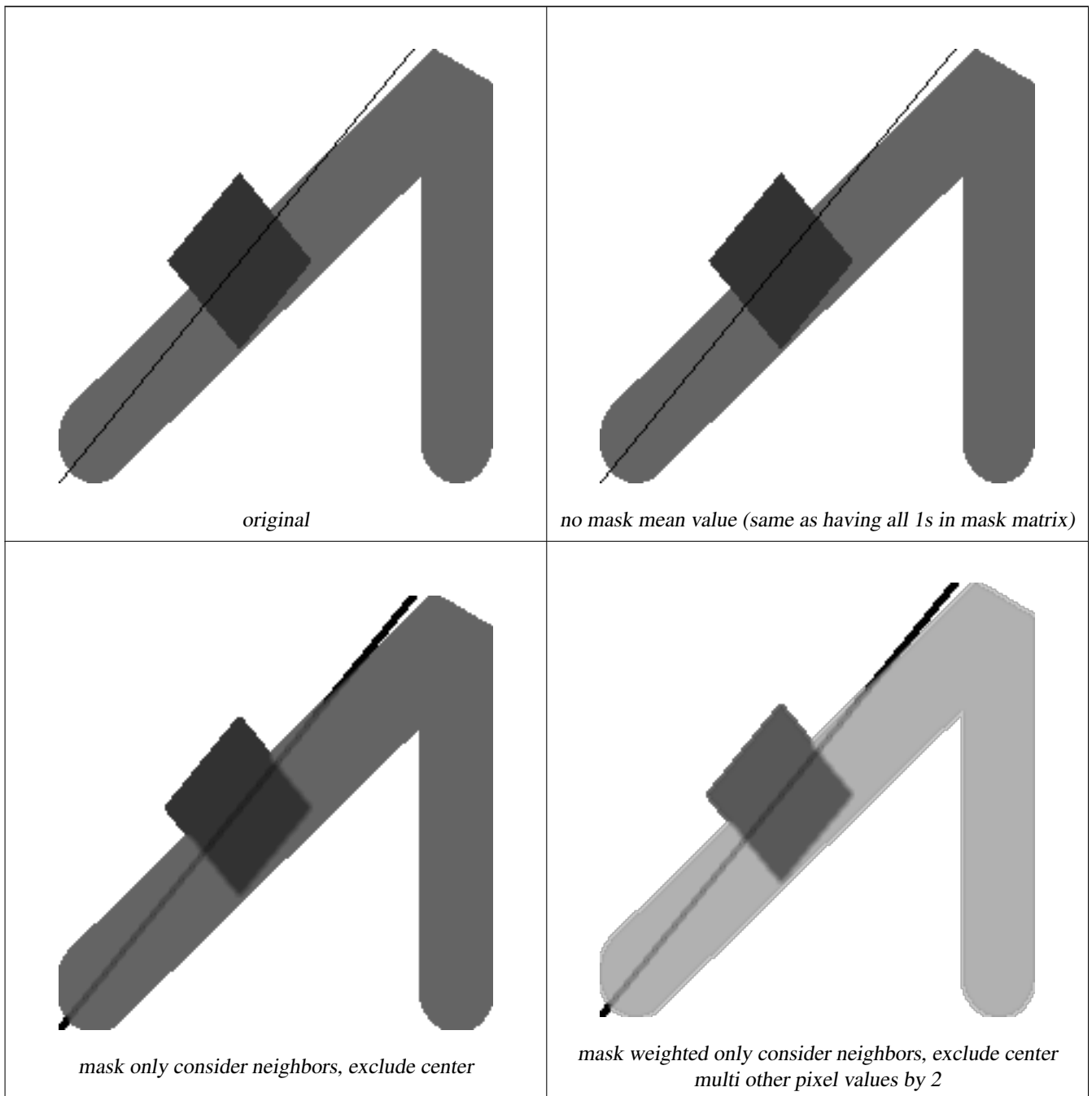


```

FROM foo
UNION ALL
SELECT 'mask only consider neighbors, exclude center' AS title, ST_MapAlgebra(rast,1,' ←
 ST_mean4ma(double precision[], int[], text[])'::regprocedure,
 '{{1,1,1}, {1,0,1}, {1,1,1}}'::double precision[], false) As rast
FROM foo

UNION ALL
SELECT 'mask weighted only consider neighbors, exclude center multi otehr pixel values by ←
 2' AS title, ST_MapAlgebra(rast,1,'ST_mean4ma(double precision[], int[], text[])':: ←
 regprocedure,
 '{{2,2,2}, {2,0,2}, {2,2,2}}'::double precision[], true) As rast
FROM foo;

```



**Si veda anche**

[rastbandarg](#), [ST\\_Union](#), [ST\\_MapAlgebra](#)

**9.11.1.5 ST\_MapAlgebra**

**ST\_MapAlgebra** — Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.

**Synopsis**

```
raster ST_MapAlgebra(raster rast, integer nband, text pixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast, text pixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast1, integer nband1, raster rast2, integer nband2, text expression, text pixeltype=NULL, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
raster ST_MapAlgebra(raster rast1, raster rast2, text expression, text pixeltype=NULL, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
```

**Descrizione**

Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.

Availability: 2.1.0

**Description: Variants 1 and 2 (one raster)**

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation defined by the `expression` on the input raster (`rast`). If `nband` is not provided, band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that pixeltype. If `pixeltype` is passed NULL, then the new raster band will have the same pixeltype as the input `rast` band.

- Keywords permitted for `expression`

1. `[rast]` - Pixel value of the pixel of interest
2. `[rast.val]` - Pixel value of the pixel of interest
3. `[rast.x]` - 1-based pixel column of the pixel of interest
4. `[rast.y]` - 1-based pixel row of the pixel of interest

**Description: Variants 3 and 4 (two raster)**

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation to the two bands defined by the `expression` on the two input raster bands `rast1`, (`rast2`). If no `band1`, `band2` is specified band 1 is assumed. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster. The resulting raster will have the extent defined by the `extenttype` parameter.

**espressione** A PostgreSQL algebraic expression involving the two rasters and PostgreSQL defined functions/operators that will define the pixel value when pixels intersect. e.g. `(([rast1] + [rast2])/2.0)::integer`

**pixeltype** The resulting pixel type of the output raster. Must be one listed in [ST\\_BandPixelType](#), left out or set to NULL. If not passed in or set to NULL, will default to the pixeltype of the first raster.

**extenttype** Controls the extent of resulting raster

1. **INTERSECTION** - The extent of the new raster is the intersection of the two rasters. This is the default.
2. **UNION** - The extent of the new raster is the union of the two rasters.
3. **FIRST** - The extent of the new raster is the same as the one of the first raster.
4. **SECOND** - The extent of the new raster is the same as the one of the second raster.

**nodata1expr** An algebraic expression involving only `rast2` or a constant that defines what to return when pixels of `rast1` are nodata values and spatially corresponding `rast2` pixels have values.

**nodata2expr** An algebraic expression involving only `rast1` or a constant that defines what to return when pixels of `rast2` are nodata values and spatially corresponding `rast1` pixels have values.

**nodatanodataval** A numeric constant to return when spatially corresponding `rast1` and `rast2` pixels are both nodata values.

• **Keywords permitted in expression, `nodata1expr` and `nodata2expr`**

1. `[rast1]` - Pixel value of the pixel of interest from `rast1`
2. `[rast1.val]` - Pixel value of the pixel of interest from `rast1`
3. `[rast1.x]` - 1-based pixel column of the pixel of interest from `rast1`
4. `[rast1.y]` - 1-based pixel row of the pixel of interest from `rast1`
5. `[rast2]` - Pixel value of the pixel of interest from `rast2`
6. `[rast2.val]` - Pixel value of the pixel of interest from `rast2`
7. `[rast2.x]` - 1-based pixel column of the pixel of interest from `rast2`
8. `[rast2.y]` - 1-based pixel row of the pixel of interest from `rast2`

#### Examples: Variants 1 and 2

```
WITH foo AS (
 SELECT ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 1, 1, 0, 0, 0), '32BF'::text, 1, ←
 -1) AS rast
)
SELECT
 ST_MapAlgebra(rast, 1, NULL, 'ceil([rast]*[rast.x]/[rast.y]+[rast.val])')
FROM foo;
```

#### Examples: Variant 3 and 4

```
WITH foo AS (
 SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI'::text, 100, 0) ←
 AS rast UNION ALL
 SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, ←
 -1, 0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI'::text, 300, 0) ←
 AS rast
)
SELECT
 ST_MapAlgebra(
 t1.rast, 2,
 t2.rast, 1,
 '([rast2] + [rast1.val]) / 2'
) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
 AND t2.rid = 2;
```

**Si veda anche**

[rastbandarg](#), [ST\\_Union](#), [ST\\_MapAlgebra](#)

**9.11.1.6 ST\_MapAlgebraExpr**

**ST\_MapAlgebraExpr** — 1 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.

**Synopsis**

raster **ST\_MapAlgebraExpr**(raster rast, integer band, text pixeltype, text expression, double precision nodataval=NULL);  
 raster **ST\_MapAlgebraExpr**(raster rast, text pixeltype, text expression, double precision nodataval=NULL);

**Descrizione****Warning**

**ST\_MapAlgebraExpr** is deprecated as of 2.1.0. Use **ST\_MapAlgebra** instead.

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation defined by the `expression` on the input raster (`rast`). If no band is specified band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that pixeltype. If pixeltype is passed NULL, then the new raster band will have the same pixeltype as the input `rast` band.

In the expression you can use the term `[rast]` to refer to the pixel value of the original band, `[rast.x]` to refer to the 1-based pixel column index, `[rast.y]` to refer to the 1-based pixel row index.

Disponibilità: 2.0

**Esempi**

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

```
ALTER TABLE dummy_rast ADD COLUMN map_rast raster;
CREATE FUNCTION mod_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS $$
BEGIN
 RETURN pixel::integer % 2;
END;
$$
LANGUAGE 'plpgsql' IMMUTABLE;

UPDATE dummy_rast SET map_rast = ST_MapAlgebraFct(rast,NULL,'mod_fct(float,integer[],text ←
 [])::regprocedure) WHERE rid = 2;

SELECT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;

origval | mapval
-----+-----
 253 | 1
```

|     |  |   |
|-----|--|---|
| 254 |  | 0 |
| 253 |  | 1 |
| 253 |  | 1 |
| 254 |  | 0 |
| 254 |  | 0 |
| 250 |  | 0 |
| 254 |  | 0 |
| 254 |  | 0 |

Create a new 1 band raster of pixel-type 2BUI from our original that is reclassified and set the nodata value to be 0.

```
ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
CREATE FUNCTION classify_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
DECLARE
 nodata float := 0;
BEGIN
 IF NOT args[1] IS NULL THEN
 nodata := args[1];
 END IF;
 IF pixel < 251 THEN
 RETURN 1;
 ELSIF pixel = 252 THEN
 RETURN 2;
 ELSIF pixel > 252 THEN
 RETURN 3;
 ELSE
 RETURN nodata;
 END IF;
END;
$$
LANGUAGE 'plpgsql';
UPDATE dummy_rast SET map_rast2 = ST_MapAlgebraFct(rast,'2BUI','classify_fct(float,integer ←
[],text[])':regprocedure, '0') WHERE rid = 2;

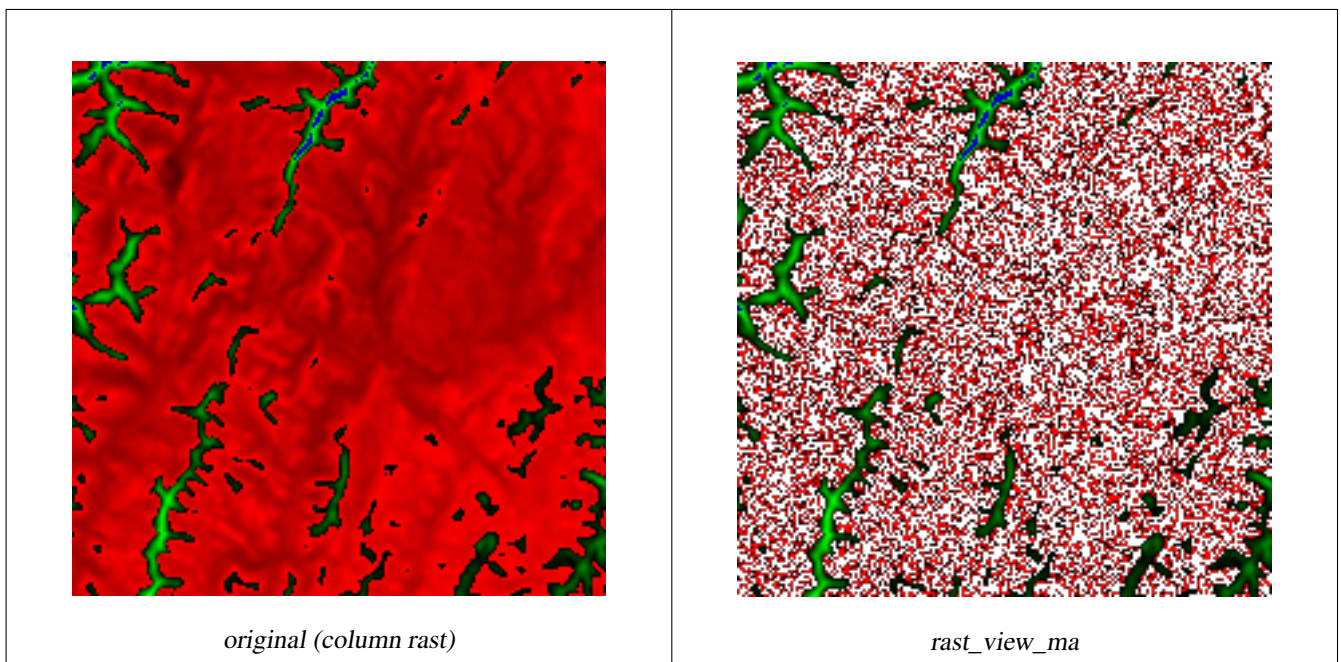
SELECT DISTINCT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 5) AS i CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;

origval | mapval
-----+-----
249 | 1
250 | 1
251 |
252 | 2
253 | 3
254 | 3

SELECT ST_BandPixelType(map_rast2) As b1pixtyp
FROM dummy_rast WHERE rid = 2;

b1pixtyp

2BUI
```



Create a new 3 band raster same pixel type from our original 3 band raster with first band altered by map algebra and remaining 2 bands unaltered.

```
CREATE FUNCTION rast_plus_tan(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
BEGIN
 RETURN tan(pixel) * pixel;
END;
$$
LANGUAGE 'plpgsql';

SELECT ST_AddBand(
 ST_AddBand(
 ST_AddBand(
 ST_MakeEmptyRaster(rast_view),
 ST_MapAlgebraFct(rast_view,1,NULL,'rast_plus_tan(float,integer[], ↵
 text[])'::regprocedure)
),
 ST_Band(rast_view,2)
),
 ST_Band(rast_view, 3) As rast_view_ma
)
FROM wind
WHERE rid=167;
```

#### Si veda anche

[ST\\_MapAlgebraExpr](#), [ST\\_MapAlgebraFct](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_Value](#)

#### 9.11.1.7 ST\_MapAlgebraExpr

**ST\_MapAlgebraExpr** — 2 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the two input raster bands and of pixeltype provided. band 1 of each raster is assumed if no band numbers are

specified. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster and have its extent defined by the "extenttype" parameter. Values for "extenttype" can be: INTERSECTION, UNION, FIRST, SECOND.

## Synopsis

raster **ST\_MapAlgebraExpr**(raster rast1, raster rast2, text expression, text pixeltype=same\_as\_rast1\_band, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);  
 raster **ST\_MapAlgebraExpr**(raster rast1, integer band1, raster rast2, integer band2, text expression, text pixeltype=same\_as\_rast1\_band, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);

## Descrizione



### Warning

**ST\_MapAlgebraExpr** is deprecated as of 2.1.0. Use **ST\_MapAlgebra** instead.

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation to the two bands defined by the `expression` on the two input raster bands `rast1`, (`rast2`). If no `band1`, `band2` is specified band 1 is assumed. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster. The resulting raster will have the extent defined by the `extenttype` parameter.

**espressione** A PostgreSQL algebraic expression involving the two rasters and PostgreSQL defined functions/operators that will define the pixel value when pixels intersect. e.g. `(([rast1] + [rast2])/2.0)::integer`

**pixeltype** The resulting pixel type of the output raster. Must be one listed in **ST\_BandPixelType**, left out or set to NULL. If not passed in or set to NULL, will default to the pixeltype of the first raster.

**extenttype** Controls the extent of resulting raster

1. **INTERSECTION** - The extent of the new raster is the intersection of the two rasters. This is the default.
2. **UNION** - The extent of the new raster is the union of the two rasters.
3. **FIRST** - The extent of the new raster is the same as the one of the first raster.
4. **SECOND** - The extent of the new raster is the same as the one of the second raster.

**nodata1expr** An algebraic expression involving only `rast2` or a constant that defines what to return when pixels of `rast1` are nodata values and spatially corresponding `rast2` pixels have values.

**nodata2expr** An algebraic expression involving only `rast1` or a constant that defines what to return when pixels of `rast2` are nodata values and spatially corresponding `rast1` pixels have values.

**nodatanodataval** A numeric constant to return when spatially corresponding `rast1` and `rast2` pixels are both nodata values.

If `pixeltype` is passed in, then the new raster will have a band of that pixeltype. If `pixeltype` is passed NULL or no pixel type specified, then the new raster band will have the same pixeltype as the input `rast1` band.

Use the term `[rast1.val]` `[rast2.val]` to refer to the pixel value of the original raster bands and `[rast1.x]`, `[rast1.y]` etc. to refer to the column / row positions of the pixels.

Disponibilità: 2.0

**Example: 2 Band Intersection and Union**

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

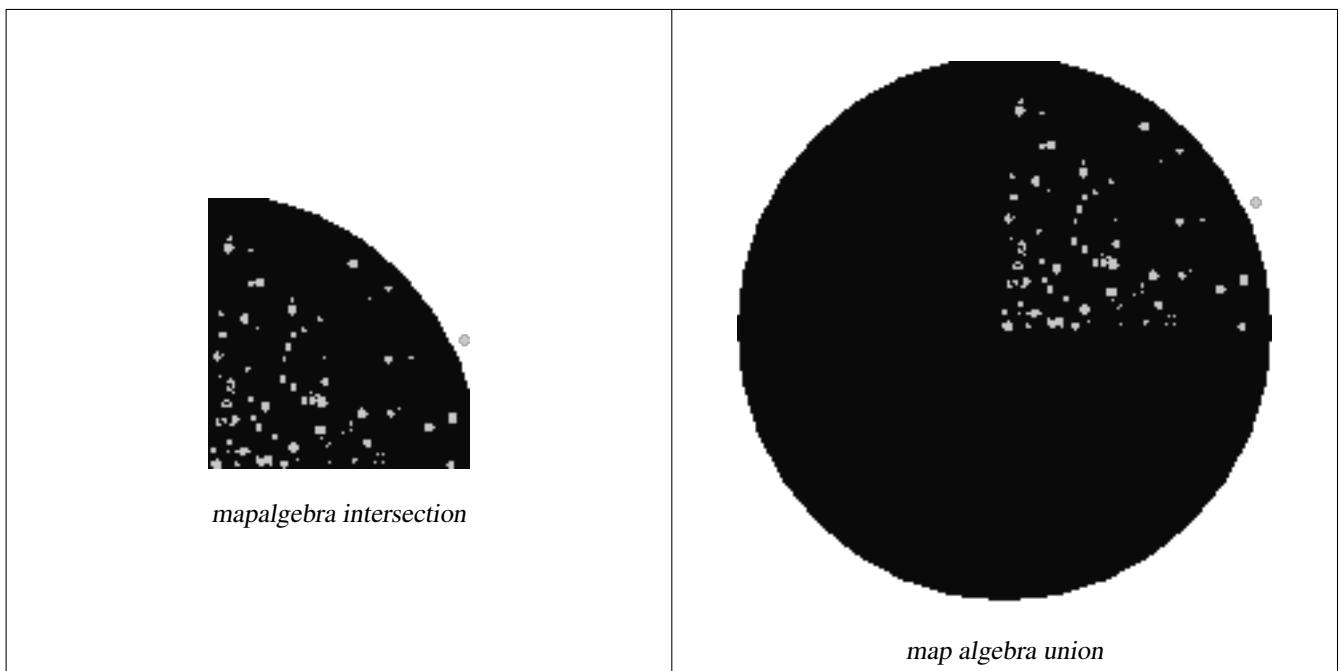
```
--Create a cool set of rasters --
DROP TABLE IF EXISTS fun_shapes;
CREATE TABLE fun_shapes(rid serial PRIMARY KEY, fun_name text, rast raster);

-- Insert some cool shapes around Boston in Massachusetts state plane meters --
INSERT INTO fun_shapes(fun_name, rast)
VALUES ('ref', ST_AsRaster(ST_MakeEnvelope(235229, 899970, 237229, 901930,26986),200,200,'8BUI',0,0));

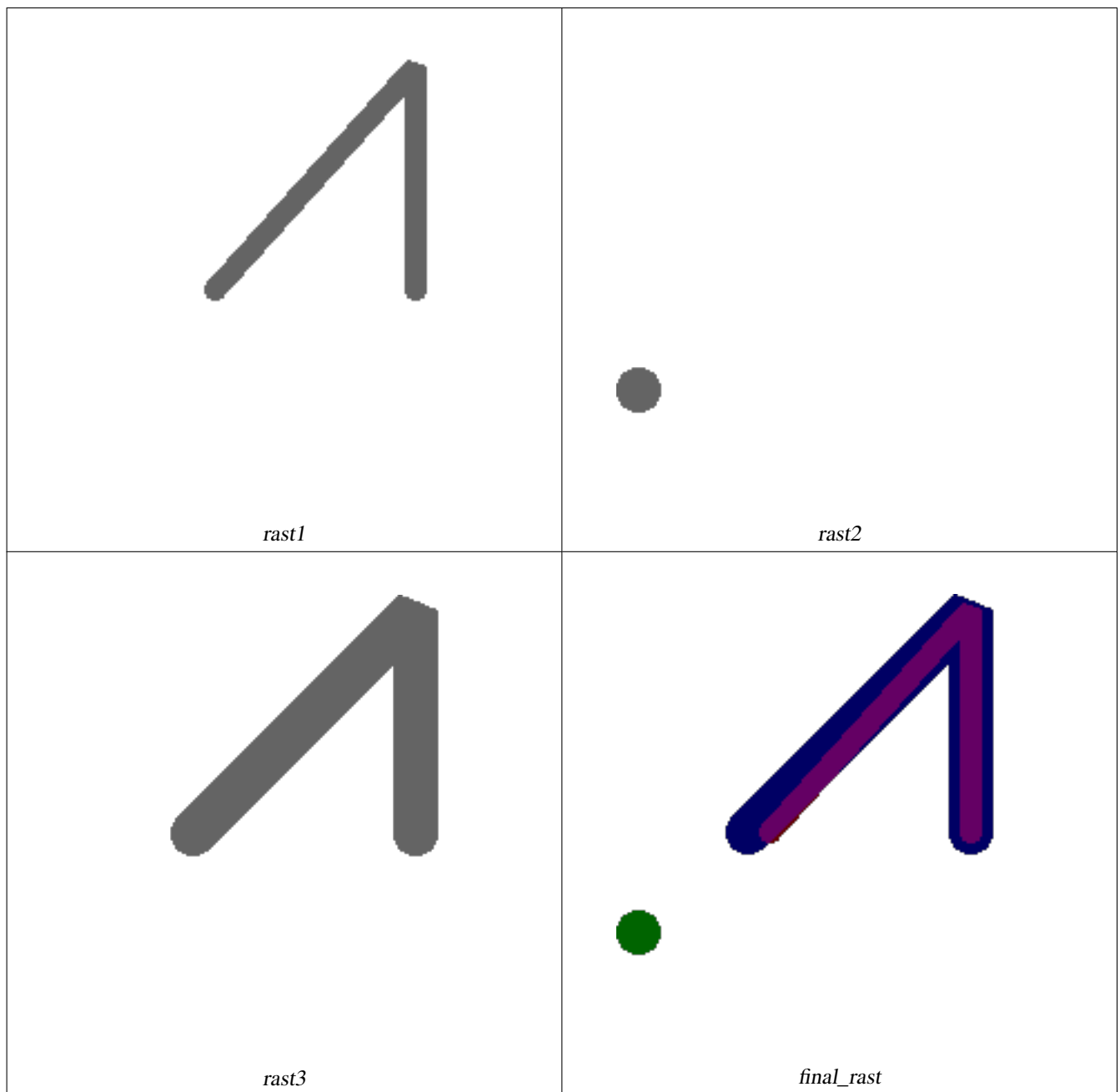
INSERT INTO fun_shapes(fun_name,rast)
WITH ref(rast) AS (SELECT rast FROM fun_shapes WHERE fun_name = 'ref')
SELECT 'area' AS fun_name, ST_AsRaster(ST_Buffer(ST_SetSRID(ST_Point(236229, 900930),26986)
, 1000),
 ref.rast,'8BUI', 10, 0) As rast
FROM ref
UNION ALL
SELECT 'rand bubbles',
 ST_AsRaster(
 (SELECT ST_Collect(geom)
 FROM (SELECT ST_Buffer(ST_SetSRID(ST_Point(236229 + i*random()*100, 900930 + j*
random()*100),26986), random()*20) As geom
 FROM generate_series(1,10) As i, generate_series(1,10) As j
) As foo), ref.rast,'8BUI', 200, 0)
FROM ref;

--map them -
SELECT ST_MapAlgebraExpr(
 area.rast, bub.rast, '[rast2.val]', '8BUI', 'INTERSECTION', '[rast2.val]',
 '[rast1.val]') As interrast,
 ST_MapAlgebraExpr(
 area.rast, bub.rast, '[rast2.val]', '8BUI', 'UNION', '[rast2.val]',
 '[rast1.val]') As unionrast
FROM
 (SELECT rast FROM fun_shapes WHERE
 fun_name = 'area') As area
CROSS JOIN (SELECT rast
FROM fun_shapes WHERE
fun_name = 'rand bubbles') As bub
```



*map algebra intersection**map algebra union***Example: Overlaying rasters on a canvas as separate bands**

```
-- we use ST_AsPNG to render the image so all single band ones look grey --
WITH mygeoms
 AS (SELECT 2 As bnum, ST_Buffer(ST_Point(1,5),10) As geom
 UNION ALL
 SELECT 3 As bnum,
 ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 10,'join= ↵
 bevel') As geom
 UNION ALL
 SELECT 1 As bnum,
 ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), 5,'join= ↵
 bevel') As geom
),
 -- define our canvas to be 1 to 1 pixel to geometry
 canvas
 AS (SELECT ST_AddBand(ST_MakeEmptyRaster(200,
 200,
 ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0) , '8BUI'::text,0) As rast
 FROM (SELECT ST_Extent(geom) As e,
 Max(ST_SRID(geom)) As srid
 from mygeoms
) As foo
),
 rbands AS (SELECT ARRAY(SELECT ST_MapAlgebraExpr(canvas.rast, ST_AsRaster(m.geom, canvas ↵
 .rast, '8BUI', 100),
 '[rast2.val]', '8BUI', 'FIRST', '[rast2.val]', '[rast1.val]') As rast
 FROM mygeoms AS m CROSS JOIN canvas
 ORDER BY m.bnum) As rasts
)
 SELECT rasts[1] As rast1 , rasts[2] As rast2, rasts[3] As rast3, ST_AddBand(
 ST_AddBand(rasts[1],rasts[2]), rasts[3]) As final_rast
 FROM rbands;
```



### Example: Overlay 2 meter boundary of select parcels over an aerial imagery

```
-- Create new 3 band raster composed of first 2 clipped bands, and overlay of 3rd band with ←
 our geometry
-- This query took 3.6 seconds on PostGIS windows 64-bit install
WITH pr AS
-- Note the order of operation: we clip all the rasters to dimensions of our region
(SELECT ST_Clip(rast,ST_Expand(geom,50)) As rast, g.geom
 FROM aerals.o_2_boston AS r INNER JOIN
-- union our parcels of interest so they form a single geometry we can later intersect with
 (SELECT ST_Union(ST_Transform(the_geom,26986)) AS geom
 FROM landparcels WHERE pid IN('0303890000', '0303900000')) As g
 ON ST_Intersects(rast::geometry, ST_Expand(g.geom,50))
),
-- we then union the raster shards together
```

```

-- ST_Union on raster is kinda of slow but much faster the smaller you can get the rasters
-- therefore we want to clip first and then union
prunion AS
(SELECT ST_AddBand(NULL, ARRAY[ST_Union(rast,1),ST_Union(rast,2),ST_Union(rast,3)]) As ←
 clipped,geom
FROM pr
GROUP BY geom)
-- return our final raster which is the unioned shard with
-- with the overlay of our parcel boundaries
-- add first 2 bands, then mapalgebra of 3rd band + geometry
SELECT ST_AddBand(ST_Band(clipped,ARRAY[1,2])
 , ST_MapAlgebraExpr(ST_Band(clipped,3), ST_AsRaster(ST_Buffer(ST_Boundary(geom),2), ←
 clipped, '8BUI',250),
 '[rast2.val]', '8BUI', 'FIRST', '[rast2.val]', '[rast1.val]')) As rast
FROM prunion;

```



*The blue lines are the boundaries of select parcels*

#### Si veda anche

[ST\\_MapAlgebraExpr](#), [ST\\_AddBand](#), [ST\\_AsPNG](#), [ST\\_AsRaster](#), [ST\\_MapAlgebraFct](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_Value](#), [ST\\_Union](#), [ST\\_Union](#)

#### 9.11.1.8 ST\_MapAlgebraFct

**ST\_MapAlgebraFct** — 1 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.

#### Synopsis

```

raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc, text[] VARIADIC args);

```

```

raster ST_MapAlgebraFct(raster rast, text pixeltyp, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, text pixeltyp, regprocedure onerasteruserfunc, text[] VARIADIC args);
raster ST_MapAlgebraFct(raster rast, integer band, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, integer band, regprocedure onerasteruserfunc, text[] VARIADIC args);
raster ST_MapAlgebraFct(raster rast, integer band, text pixeltyp, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, integer band, text pixeltyp, regprocedure onerasteruserfunc, text[] VARIADIC args);

```

## Descrizione



### Warning

**ST\_MapAlgebraFct** is deprecated as of 2.1.0. Use **ST\_MapAlgebra** instead.

Creates a new one band raster formed by applying a valid PostgreSQL function specified by the `onerasteruserfunc` on the input raster (`rast`). If no band is specified, band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If `pixeltyp` is passed in, then the new raster will have a band of that pixeltyp. If `pixeltyp` is passed NULL, then the new raster band will have the same pixeltyp as the input `rast` band.

The `onerasteruserfunc` parameter must be the name and signature of a SQL or PL/pgSQL function, cast to a regprocedure. A very simple and quite useless PL/pgSQL function example is:

```

CREATE OR REPLACE FUNCTION simple_function(pixel FLOAT, pos INTEGER[], VARIADIC args TEXT ←
[])
 RETURNS FLOAT
 AS $$ BEGIN
 RETURN 0.0;
 END; $$
 LANGUAGE 'plpgsql' IMMUTABLE;

```

The `userfunction` may accept two or three arguments: a float value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell (regardless of the raster datatype). The second argument is the position of the current processing cell in the form '`{x,y}`'. The third argument indicates that all remaining parameters to **ST\_MapAlgebraFct** shall be passed through to the `userfunction`.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(float,integer[],text[])':regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

The third argument to the `userfunction` is a variadic text array. All trailing text arguments to any **ST\_MapAlgebraFct** call are passed through to the specified `userfunction`, and are contained in the `args` argument.



### Note

For more information about the VARIADIC keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).



### Note

The `text[]` argument to the `userfunction` is required, regardless of whether you choose to pass any arguments to your user function for processing or not.

Disponibilità: 2.0

## Esempi

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

```
ALTER TABLE dummy_rast ADD COLUMN map_rast raster;
CREATE FUNCTION mod_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS $$
BEGIN
 RETURN pixel::integer % 2;
END;
$$
LANGUAGE 'plpgsql' IMMUTABLE;

UPDATE dummy_rast SET map_rast = ST_MapAlgebraFct(rast,NULL,'mod_fct(float,integer[],text ←
[])::regprocedure) WHERE rid = 2;

SELECT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;
```

| origval | mapval |
|---------|--------|
| 253     | 1      |
| 254     | 0      |
| 253     | 1      |
| 253     | 1      |
| 254     | 0      |
| 254     | 0      |
| 250     | 0      |
| 254     | 0      |
| 254     | 0      |

Create a new 1 band raster of pixel-type 2BUI from our original that is reclassified and set the nodata value to a passed parameter to the user function (0).

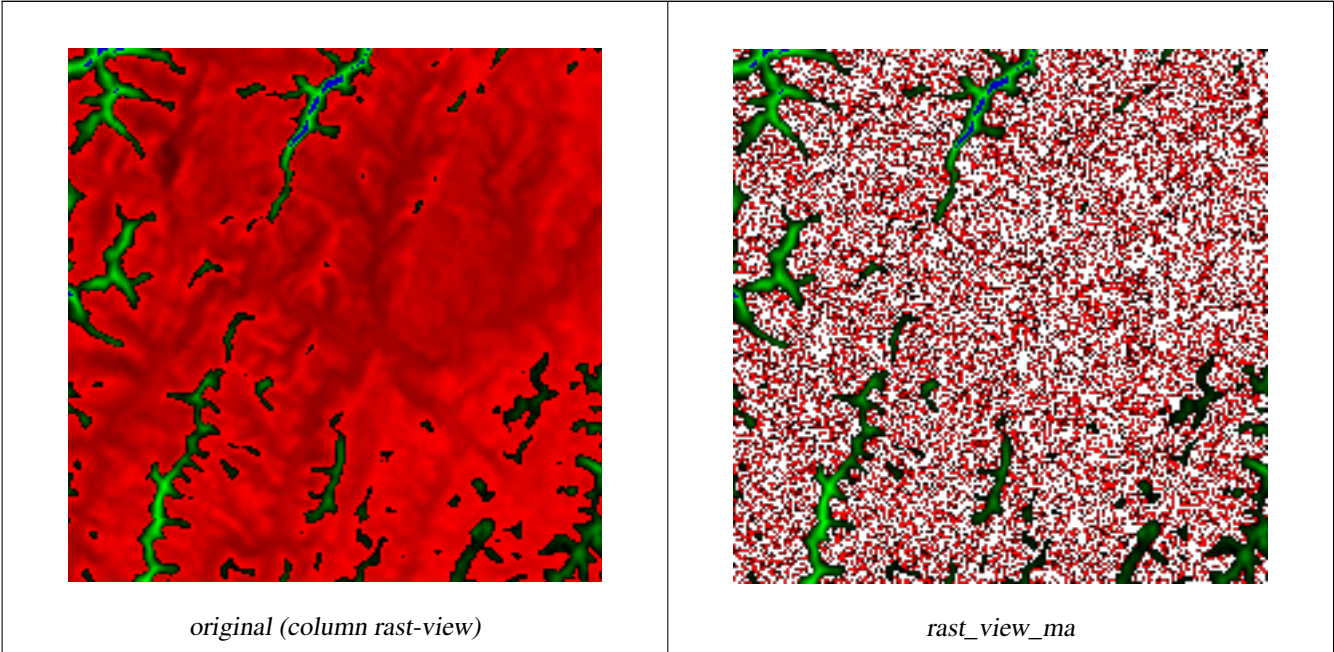
```
ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
CREATE FUNCTION classify_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
DECLARE
 nodata float := 0;
BEGIN
 IF NOT args[1] IS NULL THEN
 nodata := args[1];
 END IF;
 IF pixel < 251 THEN
 RETURN 1;
 ELSIF pixel = 252 THEN
 RETURN 2;
 ELSIF pixel > 252 THEN
 RETURN 3;
 ELSE
 RETURN nodata;
 END IF;
END;
$$
LANGUAGE 'plpgsql';
UPDATE dummy_rast SET map_rast2 = ST_MapAlgebraFct(rast,'2BUI','classify_fct(float,integer ←
[],text[])::regprocedure, '0') WHERE rid = 2;
```

```
SELECT DISTINCT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 5) AS i CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;
```

| origval | mapval |
|---------|--------|
| 249     | 1      |
| 250     | 1      |
| 251     | 1      |
| 252     | 2      |
| 253     | 3      |
| 254     | 3      |

```
SELECT ST_BandPixelType(map_rast2) As b1pixtyp
FROM dummy_rast WHERE rid = 2;
```

| b1pixtyp |
|----------|
| 2BUI     |



Create a new 3 band raster same pixel type from our original 3 band raster with first band altered by map algebra and remaining 2 bands unaltered.

```
CREATE FUNCTION rast_plus_tan(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
BEGIN
 RETURN tan(pixel) * pixel;
END;
$$
LANGUAGE 'plpgsql';

SELECT ST_AddBand(
 ST_AddBand(
 ST_AddBand(
 ST_MakeEmptyRaster(rast_view),
```

```

 ST_MapAlgebraFct(rast_view,1,NULL,'rast_plus_tan(float,integer[], ←
 text[])'::regprocedure)
),
 ST_Band(rast_view,2)
),
 ST_Band(rast_view, 3) As rast_view_ma
)
FROM wind
WHERE rid=167;

```

### Si veda anche

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

#### 9.11.1.9 ST\_MapAlgebraFct

**ST\_MapAlgebraFct** — 2 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the 2 input raster bands and of pixeltype provided. Band 1 is assumed if no band is specified. Extent type defaults to INTERSECTION if not specified.

### Synopsis

raster **ST\_MapAlgebraFct**(raster rast1, raster rast2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extenttype=INTERSECTION, text[] VARIADIC userargs);

raster **ST\_MapAlgebraFct**(raster rast1, integer band1, raster rast2, integer band2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extenttype=INTERSECTION, text[] VARIADIC userargs);

### Descrizione



#### Warning

**ST\_MapAlgebraFct** is deprecated as of 2.1.0. Use [ST\\_MapAlgebra](#) instead.

Creates a new one band raster formed by applying a valid PostgreSQL function specified by the `tworastuserfunc` on the input raster `rast1`, `rast2`. If no `band1` or `band2` is specified, band 1 is assumed. The new raster will have the same georeference, width, and height as the original rasters but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that pixeltype. If `pixeltype` is passed NULL or left out, then the new raster band will have the same pixeltype as the input `rast1` band.

The `tworastuserfunc` parameter must be the name and signature of an SQL or PL/pgSQL function, cast to a regprocedure. An example PL/pgSQL function example is:

```

CREATE OR REPLACE FUNCTION simple_function_for_two_rasters(pixel1 FLOAT, pixel2 FLOAT, pos ←
 INTEGER[], VARIADIC args TEXT[])
 RETURNS FLOAT
 AS $$ BEGIN
 RETURN 0.0;
 END; $$
LANGUAGE 'plpgsql' IMMUTABLE;

```

The `tworastuserfunc` may accept three or four arguments: a double precision value, a double precision value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell in `rast1` (regardless of the raster datatype). The second argument is an individual raster cell value in `rast2`. The third argument is the position of the

current processing cell in the form '{x,y}'. The fourth argument indicates that all remaining parameters to `ST_MapAlgebraFct` shall be passed through to the `tworastuserfunc`.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(double precision, double precision, integer[], text[])'::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

The fourth argument to the `tworastuserfunc` is a variadic text array. All trailing text arguments to any `ST_MapAlgebraFct` call are passed through to the specified `tworastuserfunc`, and are contained in the `userargs` argument.



#### Note

For more information about the VARIADIC keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).



#### Note

The `text[]` argument to the `tworastuserfunc` is required, regardless of whether you choose to pass any arguments to your user function for processing or not.

Disponibilità: 2.0

### Example: Overlaying rasters on a canvas as separate bands

```
-- define our user defined function --
CREATE OR REPLACE FUNCTION raster_mapalgebra_union(
 rast1 double precision,
 rast2 double precision,
 pos integer[],
 VARIADIC userargs text[]
)
 RETURNS double precision
 AS $$
 DECLARE
 BEGIN
 CASE
 WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
 RETURN ((rast1 + rast2)/2.);
 WHEN rast1 IS NULL AND rast2 IS NULL THEN
 RETURN NULL;
 WHEN rast1 IS NULL THEN
 RETURN rast2;
 ELSE
 RETURN rast1;
 END CASE;

 RETURN NULL;
 END;
 $$ LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- prep our test table of rasters
DROP TABLE IF EXISTS map_shapes;
CREATE TABLE map_shapes(rid serial PRIMARY KEY, rast raster, bnum integer, descrip text);
INSERT INTO map_shapes(rast,bnum, descrip)
```



```

WITH mygeoms
 AS (SELECT 2 As bnum, ST_Buffer(ST_Point(90,90),30) As geom, 'circle' As descrip
 UNION ALL
 SELECT 3 As bnum,
 ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 15) As geom, ←
 'big road' As descrip
 UNION ALL
 SELECT 1 As bnum,
 ST_Translate(ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), ←
 8,'join=bevel'), 10,-6) As geom, 'small road' As descrip
),
 -- define our canvas to be 1 to 1 pixel to geometry
 canvas
 AS (SELECT ST_AddBand(ST_MakeEmptyRaster(250,
 250,
 ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0) , '8BUI'::text,0) As rast
 FROM (SELECT ST_Extent(geom) As e,
 Max(ST_SRID(geom)) As srid
 from mygeoms
) As foo
)
 -- return our rasters aligned with our canvas
 SELECT ST_AsRaster(m.geom, canvas.rast, '8BUI', 240) As rast, bnum, descrip
 FROM mygeoms AS m CROSS JOIN canvas
 UNION ALL
 SELECT canvas.rast, 4, 'canvas'
 FROM canvas;

-- Map algebra on single band rasters and then collect with ST_AddBand
INSERT INTO map_shapes(rast,bnum,descrip)
SELECT ST_AddBand(ST_AddBand(rasts[1], rasts[2]),rasts[3]), 4, 'map bands overlay fct union ←
 (canvas)'
 FROM (SELECT ARRAY(SELECT ST_MapAlgebraFct(m1.rast, m2.rast,
 'raster_mapalgebra_union(double precision, double precision, ←
 integer[], text[])'::regprocedure, '8BUI', 'FIRST')
 FROM map_shapes As m1 CROSS JOIN map_shapes As m2
 WHERE m1.descrip = 'canvas' AND m2.descrip <> 'canvas' ORDER BY m2.bnum) As rasts) ←
 As foo;

```

---



*map bands overlay (canvas) (R: small road, G: circle, B: big road)*

#### User Defined function that takes extra args

```
CREATE OR REPLACE FUNCTION raster_mapalgebra_userargs(
 rast1 double precision,
 rast2 double precision,
 pos integer[],
 VARIADIC userargs text[]
)
RETURNS double precision
AS $$
DECLARE
BEGIN
 CASE
 WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
 RETURN least(userargs[1]::integer, (rast1 + rast2)/2.);
 WHEN rast1 IS NULL AND rast2 IS NULL THEN
 RETURN userargs[2]::integer;
 WHEN rast1 IS NULL THEN
 RETURN greatest(rast2, random()*userargs[3]::integer)::integer;
 ELSE
 RETURN greatest(rast1, random()*userargs[4]::integer)::integer;
 END CASE;

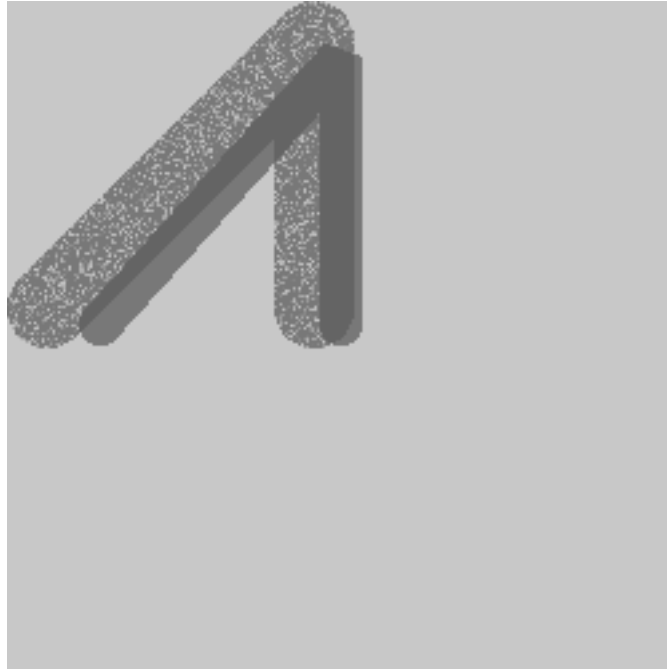
 RETURN NULL;
END;
$$ LANGUAGE 'plpgsql' VOLATILE COST 1000;

SELECT ST_MapAlgebraFct(m1.rast, 1, m1.rast, 3,
 'raster_mapalgebra_userargs(double precision, double precision, ←
 integer[], text[])'::regprocedure,
```

```

 '8BUI', 'INTERSECT', '100','200','200','0')
FROM map_shapes As m1
WHERE m1.descrip = 'map bands overlay fct union (canvas)';

```



*user defined with extra args and different bands from same raster*

#### Si veda anche

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

#### 9.11.1.10 ST\_MapAlgebraFctNgb

**ST\_MapAlgebraFctNgb** — 1-band version: Map Algebra Nearest Neighbor using user-defined PostgreSQL function. Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band.

#### Synopsis

raster **ST\_MapAlgebraFctNgb**(raster rast, integer band, text pixeltype, integer ngbwidth, integer ngbheight, regprocedure on-erastngbuserfunc, text nodatamode, text[] VARIADIC args);

#### Descrizione



#### Warning

**ST\_MapAlgebraFctNgb** is deprecated as of 2.1.0. Use [ST\\_MapAlgebra](#) instead.

(one raster version) Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band. The user function takes the neighborhood of pixel values as an array of numbers, for each pixel, returns the result from the user function, replacing pixel value of currently inspected pixel with the function result.

**rast** Raster on which the user function is evaluated.

**band** Band number of the raster to be evaluated. Default to 1.

**pixeltype** The resulting pixel type of the output raster. Must be one listed in [ST\\_BandPixelType](#) or left out or set to NULL. If not passed in or set to NULL, will default to the pixeltype of the `rast`. Results are truncated if they are larger than what is allowed for the pixeltype.

**ngbwidth** La larghezza dell'intorno, in celle.

**ngbheight** L'altezza dell'intorno, in celle.

**onerastngbuserfunc** PLPGSQL/psql user function to apply to neighborhood pixels of a single band of a raster. The first element is a 2-dimensional array of numbers representing the rectangular pixel neighborhood

**nodatamode** Defines what value to pass to the function for a neighborhood pixel that is nodata or NULL

'ignore': any NODATA values encountered in the neighborhood are ignored by the computation -- this flag must be sent to the user callback function, and the user function decides how to ignore it.

'NULL': any NODATA values encountered in the neighborhood will cause the resulting pixel to be NULL -- the user callback function is skipped in this case.

'value': any NODATA values encountered in the neighborhood are replaced by the reference pixel (the one in the center of the neighborhood). Note that if this value is NODATA, the behavior is the same as 'NULL' (for the affected neighborhood)

**args** argomenti da passare alla funzione utente.

Disponibilità: 2.0

## Esempi

Examples utilize the `katrina` raster loaded as a single tile described in [http://trac.osgeo.org/gdal/wiki/frmts\\_wtkraster.html](http://trac.osgeo.org/gdal/wiki/frmts_wtkraster.html) and then prepared in the [ST\\_Rescale](#) examples

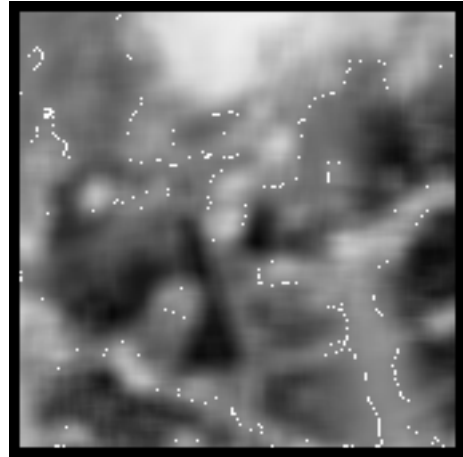
```
--
-- A simple 'callback' user function that averages up all the values in a neighborhood.
--
CREATE OR REPLACE FUNCTION rast_avg(matrix float[][], nodatamode text, variadic args text ←
[])
RETURNS float AS
$$
DECLARE
 _matrix float[][];
 x1 integer;
 x2 integer;
 y1 integer;
 y2 integer;
 sum float;
BEGIN
 _matrix := matrix;
 sum := 0;
 FOR x in array_lower(matrix, 1)..array_upper(matrix, 1) LOOP
 FOR y in array_lower(matrix, 2)..array_upper(matrix, 2) LOOP
 sum := sum + _matrix[x][y];
 END LOOP;
 END LOOP;
 RETURN (sum*1.0/(array_upper(matrix,1)*array_upper(matrix,2)))::integer ;
END;
$$
LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- now we apply to our raster averaging pixels within 2 pixels of each other in X and Y ←
direction --
```

```
SELECT ST_MapAlgebraFctNgb(rast, 1, '8BUI', 4,4,
 'rast_avg(float[][], text, text[])::regprocedure, 'NULL', NULL) As ↵
 nn_with_border
FROM katrinas_rescaled
limit 1;
```



*First band of our raster*



*new raster after averaging pixels withing 4x4 pixels of each other*

#### Si veda anche

[ST\\_MapAlgebraFct](#), [ST\\_MapAlgebraExpr](#), [ST\\_Rescale](#)

#### 9.11.1.11 ST\_Reclass

**ST\_Reclass** — Creates a new raster composed of band types reclassified from original. The nband is the band to be changed. If nband is not specified assumed to be 1. All other bands are returned unchanged. Use case: convert a 16BUI band to a 8BUI and so forth for simpler rendering as viewable formats.

#### Synopsis

```
raster ST_Reclass(raster rast, integer nband, text reclassexpr, text pixeltype, double precision nodataval=NULL);
raster ST_Reclass(raster rast, reclassarg[] VARIADIC reclassargset);
raster ST_Reclass(raster rast, text reclassexpr, text pixeltype);
```

#### Descrizione

Creates a new raster formed by applying a valid PostgreSQL algebraic operation defined by the `reclassexpr` on the input raster (`rast`). If no band is specified band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster. Bands not designated will come back unchanged. Refer to [reclassarg](#) for description of valid reclassification expressions.

The bands of the new raster will have pixel type of `pixeltype`. If `reclassargset` is passed in then each `reclassarg` defines behavior of each band generated.

Disponibilità: 2.0

## Examples Basic

Create a new raster from the original where band 2 is converted from 8BUI to 4BUI and all values from 101-254 are set to nodata value.

```
ALTER TABLE dummy_rast ADD COLUMN reclass_rast raster;
UPDATE dummy_rast SET reclass_rast = ST_Reclass(rast,2,'0-87:1-10, 88-100:11-15, ←
 101-254:0-0', '4BUI',0) WHERE rid = 2;

SELECT i as col, j as row, ST_Value(rast,2,i,j) As origval,
 ST_Value(reclass_rast, 2, i, j) As reclassval,
 ST_Value(reclass_rast, 2, i, j, false) As reclassval_include_nodata
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;
```

| col | row | origval | reclassval | reclassval_include_nodata |
|-----|-----|---------|------------|---------------------------|
| 1   | 1   | 78      | 9          | 9                         |
| 2   | 1   | 98      | 14         | 14                        |
| 3   | 1   | 122     |            | 0                         |
| 1   | 2   | 96      | 14         | 14                        |
| 2   | 2   | 118     |            | 0                         |
| 3   | 2   | 180     |            | 0                         |
| 1   | 3   | 99      | 15         | 15                        |
| 2   | 3   | 112     |            | 0                         |
| 3   | 3   | 169     |            | 0                         |

## Example: Advanced using multiple reclassargs

Create a new raster from the original where band 1,2,3 is converted to 1BB,4BUI, 4BUI respectively and reclassified. Note this uses the variadic `reclassarg` argument which can take as input an indefinite number of reclassargs (theoretically as many bands as you have)

```
UPDATE dummy_rast SET reclass_rast =
 ST_Reclass(rast,
 ROW(2,'0-87]:1-10, (87-100]:11-15, (101-254]:0-0', '4BUI',NULL)::reclassarg,
 ROW(1,'0-253]:1, 254:0', '1BB', NULL)::reclassarg,
 ROW(3,'0-70]:1, (70-86:2, [86-150]:3, [150-255:4', '4BUI', NULL)::reclassarg
) WHERE rid = 2;

SELECT i as col, j as row,ST_Value(rast,1,i,j) As ov1, ST_Value(reclass_rast, 1, i, j) As ←
 rv1,
 ST_Value(rast,2,i,j) As ov2, ST_Value(reclass_rast, 2, i, j) As rv2,
 ST_Value(rast,3,i,j) As ov3, ST_Value(reclass_rast, 3, i, j) As rv3
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;
```

| col | row | ov1 | rv1 | ov2 | rv2 | ov3 | rv3 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 1   | 1   | 253 | 1   | 78  | 9   | 70  | 1   |
| 2   | 1   | 254 | 0   | 98  | 14  | 86  | 3   |
| 3   | 1   | 253 | 1   | 122 | 0   | 100 | 3   |
| 1   | 2   | 253 | 1   | 96  | 14  | 80  | 2   |
| 2   | 2   | 254 | 0   | 118 | 0   | 108 | 3   |
| 3   | 2   | 254 | 0   | 180 | 0   | 162 | 4   |
| 1   | 3   | 250 | 1   | 99  | 15  | 90  | 3   |
| 2   | 3   | 254 | 0   | 112 | 0   | 108 | 3   |
| 3   | 3   | 254 | 0   | 169 | 0   | 175 | 4   |

**Example: Advanced Map a single band 32BF raster to multiple viewable bands**

Create a new 3 band (8BUI,8BUI,8BUI viewable raster) from a raster that has only one 32bf band

```
ALTER TABLE wind ADD COLUMN rast_view raster;
UPDATE wind
 set rast_view = ST_AddBand(NULL,
 ARRAY[
 ST_Reclass(rast, 1, '0.1-10]:1-10,9-10]:11, (11-33:0'::text, '8BUI'::text,0),
 ST_Reclass(rast,1, '11-33):0-255,[0-32:0,(34-1000:0'::text, '8BUI'::text,0),
 ST_Reclass(rast,1,'0-32]:0,(32-100:100-255'::text, '8BUI'::text,0)
]
);
```

**Si veda anche**

[ST\\_AddBand](#), [ST\\_Band](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [reclassarg](#), [ST\\_Value](#)

**9.11.1.12 ST\_Union**

**ST\_Union** — Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.

**Synopsis**

```
raster ST_Union(setof raster rast);
raster ST_Union(setof raster rast, unionarg[] unionargset);
raster ST_Union(setof raster rast, integer nband);
raster ST_Union(setof raster rast, text uniontype);
raster ST_Union(setof raster rast, integer nband, text uniontype);
```

**Descrizione**

Returns the union of a set of raster tiles into a single raster composed of at least one band. The resulting raster's extent is the extent of the whole set. In the case of intersection, the resulting value is defined by `uniontype` which is one of the following: LAST (default), FIRST, MIN, MAX, COUNT, SUM, MEAN, RANGE.

**Note**

In order for rasters to be unioned, they must all have the same alignment. Use [ST\\_SameAlignment](#) and [ST\\_NotSameAlignmentReason](#) for more details and help. One way to fix alignment issues is to use [ST\\_Resample](#) and use the same reference raster for alignment.

Disponibilità: 2.0

Enhanced: 2.1.0 Improved Speed (fully C-Based).

Availability: 2.1.0 `ST_Union(rast, unionarg)` variant was introduced.

Enhanced: 2.1.0 `ST_Union(rast)` (variant 1) unions all bands of all input rasters. Prior versions of PostGIS assumed the first band.

Enhanced: 2.1.0 `ST_Union(rast, uniontype)` (variant 4) unions all bands of all input rasters.

**Examples: Reconstitute a single band chunked raster tile**

```
-- this creates a single band from first band of raster tiles
-- that form the original file system tile
SELECT filename, ST_Union(rast,1) As file_rast
FROM sometable WHERE filename IN('dem01', 'dem02') GROUP BY filename;
```

**Examples: Return a multi-band raster that is the union of tiles intersecting geometry**

```
-- this creates a multi band raster collecting all the tiles that intersect a line
-- Note: In 2.0, this would have just returned a single band raster
-- , new union works on all bands by default
-- this is equivalent to unionarg: ARRAY[ROW(1, 'LAST'), ROW(2, 'LAST'), ROW(3, 'LAST')]:: ←
unionarg[]
SELECT ST_Union(rast)
FROM aerals.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

**Examples: Return a multi-band raster that is the union of tiles intersecting geometry**

Here we use the longer syntax if we only wanted a subset of bands or we want to change order of bands

```
-- this creates a multi band raster collecting all the tiles that intersect a line
SELECT ST_Union(rast,ARRAY[ROW(2, 'LAST'), ROW(1, 'LAST'), ROW(3, 'LAST')]::unionarg[])
FROM aerals.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

**Si veda anche**

[unionarg](#), [ST\\_Envelope](#), [ST\\_ConvexHull](#), [ST\\_Clip](#), [ST\\_Union](#)

**9.11.2 Built-in Map Algebra Callback Functions****9.11.2.1 ST\_Distinct4ma**

**ST\_Distinct4ma** — Raster processing function that calculates the number of unique pixel values in a neighborhood.

**Synopsis**

```
float8 ST_Distinct4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);
double precision ST_Distinct4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);
```

**Descrizione**

Calculate the number of unique pixel values in a neighborhood of pixels.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0

Enhanced: 2.1.0 Addition of Variant 2

**Esempi**

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, NULL, 1, 1, 'st_distinct4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
 rid | st_value
-----+-----
 2 | 3
(1 row)
```

**Si veda anche**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

**9.11.2.2 ST\_InvDistWeight4ma**

**ST\_InvDistWeight4ma** — Raster processing function that interpolates a pixel's value from the pixel's neighborhood.

**Synopsis**

double precision **ST\_InvDistWeight4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

**Descrizione**

Calculate an interpolated value for a pixel using the Inverse Distance Weighted method.

There are two optional parameters that can be passed through `userargs`. The first parameter is the power factor (variable *k* in the equation below) between 0 and 1 used in the Inverse Distance Weighted equation. If not specified, default value is 1. The second parameter is the weight percentage applied only when the value of the pixel of interest is included with the interpolated value from the neighborhood. If not specified and the pixel of interest has a value, that value is returned.

The basic inverse distance weight equation is:

$$\hat{z}(x_o) = \frac{\sum_{j=1}^m z(x_j) d_{ij}^{-k}}{\sum_{j=1}^m d_{ij}^{-k}}$$

$k$  = power factor, a real number between 0 and 1

**Note**

This function is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).

Availability: 2.1.0

**Esempi**

```
-- SERVE ESEMPIO
```

**Si veda anche**

[ST\\_MapAlgebra](#), [ST\\_MinDist4ma](#)

**9.11.2.3 ST\_Max4ma**

**ST\_Max4ma** — Raster processing function that calculates the maximum pixel value in a neighborhood.

**Synopsis**

```
float8 ST_Max4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);
double precision ST_Max4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);
```

**Descrizione**

Calculate the maximum pixel value in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0

Enhanced: 2.1.0 Addition of Variant 2

Esempi

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, NULL, 1, 1, 'st_max4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
rid | st_value
-----+-----
 2 | 254
(1 row)
```

Si veda anche

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

9.11.2.4 ST\_Mean4ma

ST\_Mean4ma — Raster processing function that calculates the mean pixel value in a neighborhood.

Synopsis

float8 **ST\_Mean4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Mean4ma**(double precision[][] value, integer[] pos, text[] VARIADIC userargs);

Descrizione

Calculate the mean pixel value in a neighborhood of pixels.  
For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.



**Note**  
Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



**Note**  
Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).



**Warning**  
Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0  
Enhanced: 2.1.0 Addition of Variant 2

**Examples: Variant 1**

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_mean4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
 rid | st_value
-----+-----
 2 | 253.222229003906
(1 row)
```

**Examples: Variant 2**

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_mean4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
 rid | st_value
-----+-----
 2 | 253.222229003906
(1 row)
```

**Si veda anche**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Range4ma](#), [ST\\_StdDev4ma](#)

**9.11.2.5 ST\_Min4ma**

**ST\_Min4ma** — Raster processing function that calculates the minimum pixel value in a neighborhood.

**Synopsis**

float8 **ST\_Min4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Min4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

**Descrizione**

Calculate the minimum pixel value in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).



**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0

Enhanced: 2.1.0 Addition of Variant 2

**Esempi**

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, NULL, 1, 1, 'st_min4ma(float[][],text,text[])'::↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
rid | st_value
-----+-----
 2 | 250
(1 row)
```

**Si veda anche**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4m](#)

**9.11.2.6 ST\_MinDist4ma**

**ST\_MinDist4ma** — Raster processing function that returns the minimum distance (in number of pixels) between the pixel of interest and a neighboring pixel with value.

**Synopsis**

double precision **ST\_MinDist4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

**Descrizione**

Return the shortest distance (in number of pixels) between the pixel of interest and the closest pixel with value in the neighborhood.



**Note**

The intent of this function is to provide an informative data point that helps infer the usefulness of the pixel of interest's interpolated value from [ST\\_InvDistWeight4ma](#). This function is particularly useful when the neighborhood is sparsely populated.

**Note**

This function is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).

Availability: 2.1.0

**Esempi**

```
-- SERVE ESEMPIO
```

**Si veda anche**

[ST\\_MapAlgebra](#), [ST\\_InvDistWeight4ma](#)

**9.11.2.7 ST\_Range4ma**

**ST\_Range4ma** — Raster processing function that calculates the range of pixel values in a neighborhood.

**Synopsis**

float8 **ST\_Range4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Range4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

**Descrizione**

Calculate the range of pixel values in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0

Enhanced: 2.1.0 Addition of Variant 2

Esempi

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, NULL, 1, 1, 'st_range4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
rid | st_value
-----+-----
 2 | 4
(1 row)
```

Si veda anche

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

9.11.2.8 ST\_StdDev4ma

ST\_StdDev4ma — Raster processing function that calculates the standard deviation of pixel values in a neighborhood.

Synopsis

float8 **ST\_StdDev4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_StdDev4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

Descrizione

Calculate the standard deviation of pixel values in a neighborhood of pixels.



**Note**  
Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



**Note**  
Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).



**Warning**  
Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0

Enhanced: 2.1.0 Addition of Variant 2

Esempi

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_stddev4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
rid | st_value
-----+-----
 2 | 1.30170822143555
(1 row)
```

Si veda anche

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

9.11.2.9 ST\_Sum4ma

ST\_Sum4ma — Raster processing function that calculates the sum of all pixel values in a neighborhood.

Synopsis

float8 **ST\_Sum4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Sum4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

Descrizione

Calculate the sum of all pixel values in a neighborhood of pixels.  
For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.



**Note**  
Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



**Note**  
Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#).



**Warning**  
Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Disponibilità: 2.0  
Enhanced: 2.1.0 Addition of Variant 2



## Esempi

```
SELECT
 rid,
 st_value(
 st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_sum4ma(float[][],text,text[])':: ↵
 regprocedure, 'ignore', NULL), 2, 2
)
FROM dummy_rast
WHERE rid = 2;
 rid | st_value
-----+-----
 2 | 2279
(1 row)
```

## Si veda anche

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 9.11.3 DEM (Elevation)

### 9.11.3.1 ST\_Aspect

**ST\_Aspect** — Returns the aspect (in degrees by default) of an elevation raster band. Useful for analyzing terrain.

## Synopsis

raster **ST\_Aspect**(raster rast, integer band=1, text pixeltype=32BF, text units=DEGREES, boolean interpolate\_nodata=FALSE);  
 raster **ST\_Aspect**(raster rast, integer band, raster customextent, text pixeltype=32BF, text units=DEGREES, boolean interpolate\_nodata=FALSE);

## Descrizione

Returns the aspect (in degrees by default) of an elevation raster band. Utilizes map algebra and applies the aspect equation to neighboring pixels.

`units` indicates the units of the aspect. Possible values are: RADIANS, DEGREES (default).

When `units` = RADIANS, values are between 0 and  $2 * \pi$  radians measured clockwise from North.

When `units` = DEGREES, values are between 0 and 360 degrees measured clockwise from North.

If slope of pixel is zero, aspect of pixel is -1.



### Note

For more information about Slope, Aspect and Hillshade, please refer to [ESRI - How hillshade works](#) and [ERDAS Field Guide - Aspect Images](#).

Disponibilità: 2.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `interpolate_nodata` function parameter

Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees

**Examples: Variant 1**

```

WITH foo AS (
 SELECT ST_SetValues(
 ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1],
 [1, 2, 2, 2, 1],
 [1, 2, 3, 2, 1],
 [1, 2, 2, 2, 1],
 [1, 1, 1, 1, 1]
]::double precision[][]) AS rast
)
SELECT
 ST_DumpValues(ST_Aspect(rast, 1, '32BF'))
FROM foo

```

---

```

(1,"{{315,341.565063476562,0,18.4349479675293,45},{288.434936523438,315,0,45,71.5650482177734},{270.565048217773,315,0,45,71.565048217773,135}}")
(1 row)

```

**Examples: Variant 2**

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```

WITH foo AS (
 SELECT ST_Tile(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
 1, '32BF', 0, -9999
),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1, 1],
 [1, 1, 1, 1, 2, 1],
 [1, 2, 2, 3, 3, 1],
 [1, 1, 3, 2, 1, 1],
 [1, 2, 2, 1, 2, 1],
 [1, 1, 1, 1, 1, 1]
]::double precision[]
),
 2, 2
) AS rast
)
SELECT
 t1.rast,
 ST_Aspect(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;

```

**Si veda anche**

[ST\\_MapAlgebra](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_HillShade](#), [ST\\_Slope](#)

**9.11.3.2 ST\_HillShade**

**ST\_HillShade** — Returns the hypothetical illumination of an elevation raster band using provided azimuth, altitude, brightness and scale inputs.

**Synopsis**

raster **ST\_HillShade**(raster rast, integer band=1, text pixeltype=32BF, double precision azimuth=315, double precision altitude=45, double precision max\_bright=255, double precision scale=1.0, boolean interpolate\_nodata=FALSE);  
 raster **ST\_HillShade**(raster rast, integer band, raster customextent, text pixeltype=32BF, double precision azimuth=315, double precision altitude=45, double precision max\_bright=255, double precision scale=1.0, boolean interpolate\_nodata=FALSE);

**Descrizione**

Returns the hypothetical illumination of an elevation raster band using the azimuth, altitude, brightness, and scale inputs. Utilizes map algebra and applies the hill shade equation to neighboring pixels. Return pixel values are between 0 and 255.

*azimuth* is a value between 0 and 360 degrees measured clockwise from North.

*altitude* is a value between 0 and 90 degrees where 0 degrees is at the horizon and 90 degrees is directly overhead.

*max\_bright* is a value between 0 and 255 with 0 as no brightness and 255 as max brightness.

*scale* is the ratio of vertical units to horizontal. For Feet:LatLon use scale=370400, for Meters:LatLon use scale=111120.

If *interpolate\_nodata* is TRUE, values for NODATA pixels from the input raster will be interpolated using [ST\\_InvDistWeight4ma](#) before computing the hillshade illumination.

**Note**

For more information about Hillshade, please refer to [How hillshade works](#).

Disponibilità: 2.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `interpolate_nodata` function parameter

Changed: 2.1.0 In prior versions, azimuth and altitude were expressed in radians. Now, azimuth and altitude are expressed in degrees

**Examples: Variant 1**

```
WITH foo AS (
 SELECT ST_SetValues(
 ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1],
 [1, 2, 2, 2, 1],
 [1, 2, 3, 2, 1],
 [1, 2, 2, 2, 1],
 [1, 1, 1, 1, 1]
]::double precision[][]
) AS rast
)
```

```

SELECT
 ST_DumpValues(ST_Hillshade(rast, 1, '32BF'))
FROM foo

```

---

```

(1, "{ {NULL,NULL,NULL,NULL,NULL}, {NULL,251.32763671875,220.749786376953,147.224319458008, ←
 NULL}, {NULL,220.749786376953,180.312225341797,67.7497863769531,NULL}, {NULL ←
 ,147.224319458008
,67.7497863769531,43.1210060119629,NULL}, {NULL,NULL,NULL,NULL,NULL}} ")
(1 row)

```

### Examples: Variant 2

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```

WITH foo AS (
 SELECT ST_Tile(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
 1, '32BF', 0, -9999
),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1, 1],
 [1, 1, 1, 1, 2, 1],
 [1, 2, 2, 3, 3, 1],
 [1, 1, 3, 2, 1, 1],
 [1, 2, 2, 1, 2, 1],
 [1, 1, 1, 1, 1, 1]
]::double precision[]
),
 2, 2
) AS rast
)
SELECT
 t1.rast,
 ST_Hillshade(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;

```

### Si veda anche

[ST\\_MapAlgebra](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_Aspect](#), [ST\\_Slope](#)

#### 9.11.3.3 ST\_Roughness

**ST\_Roughness** — Returns a raster with the calculated "roughness" of a DEM.

### Synopsis

raster **ST\_Roughness**(raster rast, integer nband, raster customextent, text pixeltype="32BF", boolean interpolate\_nodata=FALSE);

## Descrizione

Calculates the "roughness" of a DEM, by subtracting the maximum from the minimum for a given area.

Availability: 2.1.0

## Esempi

```
-- needs examples
```

## Si veda anche

[ST\\_MapAlgebra](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 9.11.3.4 ST\_Slope

**ST\_Slope** — Returns the slope (in degrees by default) of an elevation raster band. Useful for analyzing terrain.

## Synopsis

raster **ST\_Slope**(raster rast, integer nband=1, text pixeltype=32BF, text units=DEGREES, double precision scale=1.0, boolean interpolate\_nodata=FALSE);

raster **ST\_Slope**(raster rast, integer nband, raster customextent, text pixeltype=32BF, text units=DEGREES, double precision scale=1.0, boolean interpolate\_nodata=FALSE);

## Descrizione

Returns the slope (in degrees by default) of an elevation raster band. Utilizes map algebra and applies the slope equation to neighboring pixels.

`units` indicates the units of the slope. Possible values are: RADIANS, DEGREES (default), PERCENT.

`scale` is the ratio of vertical units to horizontal. For Feet:LatLon use `scale=370400`, for Meters:LatLon use `scale=111120`.

If `interpolate_nodata` is TRUE, values for NODATA pixels from the input raster will be interpolated using [ST\\_InvDistWeight4ma](#) before computing the surface slope.



### Note

For more information about Slope, Aspect and Hillshade, please refer to [ESRI - How hillshade works](#) and [ERDAS Field Guide - Slope Images](#).

Disponibilità: 2.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `units`, `scale`, `interpolate_nodata` function parameters

Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees

**Examples: Variant 1**

```

WITH foo AS (
 SELECT ST_SetValues(
 ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1],
 [1, 2, 2, 2, 1],
 [1, 2, 3, 2, 1],
 [1, 2, 2, 2, 1],
 [1, 1, 1, 1, 1]
]::double precision[][]) AS rast
)
SELECT
 ST_DumpValues(ST_Slope(rast, 1, '32BF'))
FROM foo

```

| st_dumpvalues                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| (1,"{{10.0249881744385,21.5681285858154,26.5650520324707,21.5681285858154,10.0249881744385},{21.5681285858154,26.5650520324707,36.8698959350586,0,36.8698959350586,26.5650520324707},{21.5681285858154,35.26438905681285858154,26.5650520324707,21.5681285858154,10.0249881744385}}") |

(1 row)

**Examples: Variant 2**

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```

WITH foo AS (
 SELECT ST_Tile(
 ST_SetValues(
 ST_AddBand(
 ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
 1, '32BF', 0, -9999
),
 1, 1, 1, ARRAY[
 [1, 1, 1, 1, 1, 1],
 [1, 1, 1, 1, 2, 1],
 [1, 2, 2, 3, 3, 1],
 [1, 1, 3, 2, 1, 1],
 [1, 2, 2, 1, 2, 1],
 [1, 1, 1, 1, 1, 1]
]::double precision[]
),
 2, 2
) AS rast
)
SELECT
 t1.rast,
 ST_Slope(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2

```

```
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;
```

### Si veda anche

[ST\\_MapAlgebra](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

#### 9.11.3.5 ST\_TPI

**ST\_TPI** — Returns a raster with the calculated Topographic Position Index.

### Synopsis

raster **ST\_TPI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

### Descrizione

Calculates the Topographic Position Index, which is defined as the focal mean with radius of one minus the center cell.



#### Note

This function only supports a focalmean radius of one.

Availability: 2.1.0

### Esempi

```
-- needs examples
```

### Si veda anche

[ST\\_MapAlgebra](#), [ST\\_TRI](#), [ST\\_Roughness](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

#### 9.11.3.6 ST\_TRI

**ST\_TRI** — Returns a raster with the calculated Terrain Ruggedness Index.

### Synopsis

raster **ST\_TRI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

### Descrizione

Terrain Ruggedness Index is calculated by comparing a central pixel with its neighbors, taking the absolute values of the differences, and averaging the result.



#### Note

This function only supports a focalmean radius of one.

Availability: 2.1.0

## Esempi

```
-- needs examples
```

## Si veda anche

[ST\\_MapAlgebra](#), [ST\\_Roughness](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

## 9.11.4 Raster to Geometry

### 9.11.4.1 Box3D

**Box3D** — Returns the box 3d representation of the enclosing box of the raster.

## Synopsis

```
box3d Box3D(raster rast);
```

## Descrizione

Returns the box representing the extent of the raster.

The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MAXX, MAXY))

Changed: 2.0.0 In pre-2.0 versions, there used to be a box2d instead of box3d. Since box2d is a deprecated type, this was changed to box3d.

## Esempi

```
SELECT
 rid,
 Box3D(rast) AS rastbox
FROM dummy_rast;
```

| rid | rastbox                                         |
|-----|-------------------------------------------------|
| 1   | BOX3D(0.5 0.5 0,20.5 60.5 0)                    |
| 2   | BOX3D(3427927.75 5793243.5 0,3427928 5793244 0) |

## Si veda anche

[ST\\_Envelope](#)

### 9.11.4.2 ST\_ConvexHull

**ST\_ConvexHull** — Return the convex hull geometry of the raster including pixel values equal to BandNoDataValue. For regular shaped and non-skewed rasters, this gives the same result as [ST\\_Envelope](#) so only useful for irregularly shaped or skewed rasters.

## Synopsis

```
geometry ST_ConvexHull(raster rast);
```



Descrizione

Return the convex hull geometry of the raster including the NoDataBandValue band pixels. For regular shaped and non-skewed rasters, this gives more or less the same result as ST\_Envelope so only useful for irregularly shaped or skewed rasters.



**Note**  
ST\_Envelope floors the coordinates and hence add a little buffer around the raster so the answer is subtly different from ST\_ConvexHull which does not floor.

Esempi

Refer to [PostGIS Raster Specification](#) for a diagram of this.

```
SELECT rid, ST_AsText(ST_Envelope(rast)) As envgeomwkt
FROM dummy_rast;
```

| rid | envgeomwkt                                                                                      |
|-----|-------------------------------------------------------------------------------------------------|
| 1   | POLYGON((0 0,20 0,20 60,0 60,0 0))                                                              |
| 2   | POLYGON((3427927 5793243,3427928 5793243,<br>3427928 5793244,3427927 5793244, 3427927 5793243)) |

```
-- now we skew the raster
-- note how the convex hull and envelope are now different
SELECT ST_AsText(ST_ConvexHull(rast)) As convhull,
 ST_AsText(ST_Envelope(rast)) As env
FROM (SELECT ST_SetRotation(rast, 0.1, 0.1) As rast
 FROM dummy_rast WHERE rid=1) As foo;
```

| convhull                                               | env                                |
|--------------------------------------------------------|------------------------------------|
| POLYGON((0.5 0.5,20.5 1.5,22.5 61.5,2.5 60.5,0.5 0.5)) | POLYGON((0 0,22 0,22 61,0 61,0 0)) |

Si veda anche

[ST\\_Envelope](#), [ST\\_MinConvexHull](#), [ST\\_ConvexHull](#), [ST\\_AsText](#)

9.11.4.3 ST\_DumpAsPolygons

ST\_DumpAsPolygons — Returns a set of geomval (geom,val) rows, from a given raster band. If no band number is specified, band num defaults to 1.

Synopsis

setof geomval **ST\_DumpAsPolygons**(raster rast, integer band\_num=1, boolean exclude\_nodata\_value=TRUE);

Descrizione

This is a set-returning function (SRF). It returns a set of geomval rows, formed by a geometry (geom) and a pixel band value (val). Each polygon is the union of all pixels for that band that have the same pixel value denoted by val.

ST\_DumpAsPolygon is useful for polygonizing rasters. It is the reverse of a GROUP BY in that it creates new rows. For example it can be used to expand a single raster into multiple POLYGONS/MULTIPOLYGONS.

Availability: Requires GDAL 1.7 or higher.



**Note**  
If there is a no data value set for a band, pixels with that value will not be returned except in the case of `exclude_nodata_value=false`.



**Note**  
If you only care about count of pixels with a given value in a raster, it is faster to use `ST_ValueCount`.



**Note**  
This is different than `ST_PixelAsPolygons` where one geometry is returned for each pixel regardless of pixel value.

Esempi

```
SELECT val, ST_AsText(geom) As geomwkt
FROM (
SELECT (ST_DumpAsPolygons(rast)).*
FROM dummy_rast
WHERE rid = 2
) As foo
WHERE val BETWEEN 249 and 251
ORDER BY val;
```

| val | geomwkt                                                                                                              |
|-----|----------------------------------------------------------------------------------------------------------------------|
| 249 | POLYGON((3427927.95 5793243.95,3427927.95 5793243.85,3427928 5793243.85,3427928 5793243.95,3427927.95 5793243.95))   |
| 250 | POLYGON((3427927.75 5793243.9,3427927.75 5793243.85,3427927.8 5793243.85,3427927.8 5793243.9,3427927.75 5793243.9))  |
| 250 | POLYGON((3427927.8 5793243.8,3427927.8 5793243.75,3427927.85 5793243.75,3427927.85 5793243.8, 3427927.8 5793243.8))  |
| 251 | POLYGON((3427927.75 5793243.85,3427927.75 5793243.8,3427927.8 5793243.8,3427927.8 5793243.85,3427927.75 5793243.85)) |

Si veda anche

`geomval`, `ST_Value`, `ST_Polygon`, `ST_ValueCount`

9.11.4.4 ST\_Envelope

`ST_Envelope` — Returns the polygon representation of the extent of the raster.

Synopsis

geometry `ST_Envelope`(raster rast);

Descrizione

Returns the polygon representation of the extent of the raster in spatial coordinate units defined by `srid`. It is a float8 minimum bounding box represented as a polygon.  
The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MINX, MAXY), (MAXX, MAXY), (MAXX, MINY), (MINX, MINY))

Esempi

```
SELECT rid, ST_AsText(ST_Envelope(rast)) As envgeomwkt
FROM dummy_rast;
```

| rid | envgeomwkt                                                                                      |
|-----|-------------------------------------------------------------------------------------------------|
| 1   | POLYGON((0 0,20 0,20 60,0 60,0 0))                                                              |
| 2   | POLYGON((3427927 5793243,3427928 5793243,<br>3427928 5793244,3427927 5793244, 3427927 5793243)) |

Si veda anche

[ST\\_Envelope](#), [ST\\_AsText](#), [ST\\_SRID](#)

9.11.4.5 ST\_MinConvexHull

ST\_MinConvexHull — Return the convex hull geometry of the raster excluding NODATA pixels.

Synopsis

geometry **ST\_MinConvexHull**(raster rast, integer nband=NULL);

Descrizione

Return the convex hull geometry of the raster excluding NODATA pixels. If nband is NULL, all bands of the raster are considered.

Availability: 2.1.0

Esempi

```
WITH foo AS (
 SELECT
 ST_SetValues(
 ST_SetValues(
 ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(9, 9, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI', 0, 0), 2, '8BUI', 1, 0),
 1, 1, 1,
 ARRAY[
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 1, 0, 0, 0, 0, 1],
 [0, 0, 0, 1, 1, 0, 0, 0, 0],
 [0, 0, 0, 1, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0]
]::double precision[]
),
 2, 1, 1,
 ARRAY[
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [1, 0, 0, 0, 0, 0, 1, 0, 0],

```

```

 [0, 0, 0, 0, 1, 1, 0, 0, 0],
 [0, 0, 0, 0, 0, 1, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 0, 0, 0, 0, 0, 0, 0],
 [0, 0, 1, 0, 0, 0, 0, 0, 0]
]::double precision[][]
) AS rast
)
SELECT
 ST_AsText(ST_ConvexHull(rast)) AS hull,
 ST_AsText(ST_MinConvexHull(rast)) AS mhull,
 ST_AsText(ST_MinConvexHull(rast, 1)) AS mhull_1,
 ST_AsText(ST_MinConvexHull(rast, 2)) AS mhull_2
FROM foo

 hull | mhull |
 mhull_1 | mhull_2 |
-----+-----+-----+
POLYGON((0 0,9 0,9 -9,0 -9,0 0)) | POLYGON((0 -3,9 -3,9 -9,0 -9,0 -3)) | POLYGON((3 -3,9 -3,9 -6,3 -6,3 -3)) | POLYGON((0 -3,6 -3,6 -9,0 -9,0 -3))
```

**Si veda anche**

[ST\\_Envelope](#), [ST\\_ConvexHull](#), [ST\\_MinConvexHull](#), [ST\\_AsText](#)

**9.11.4.6 ST\_Polygon**

**ST\_Polygon** — Returns a multipolygon geometry formed by the union of pixels that have a pixel value that is not no data value. If no band number is specified, band num defaults to 1.

**Synopsis**

geometry **ST\_Polygon**(raster rast, integer band\_num=1);

**Descrizione**

- Availability: 0.1.6 Requires GDAL 1.7 or higher.
- Enhanced: 2.1.0 Improved Speed (fully C-Based) and the returning multipolygon is ensured to be valid.
- Changed: 2.1.0 In prior versions would sometimes return a polygon, changed to always return multipolygon.

**Esempi**

```
-- by default no data band value is 0 or not set, so polygon will return a square polygon
SELECT ST_AsText(ST_Polygon(rast)) As geomwkt
FROM dummy_rast
WHERE rid = 2;

geomwkt

MULTIPOLYGON(((3427927.75 5793244,3427928 5793244,3427928 5793243.75,3427927.75 5793243.75,3427927.75 5793244)))

-- now we change the no data value of first band
```

```

UPDATE dummy_rast SET rast = ST_SetBandNoDataValue(rast,1,254)
WHERE rid = 2;
SELECT rid, ST_BandNoDataValue(rast)
from dummy_rast where rid = 2;

-- ST_Polygon excludes the pixel value 254 and returns a multipolygon
SELECT ST_AsText(ST_Polygon(rast)) As geomwkt
FROM dummy_rast
WHERE rid = 2;

geomwkt

MULTIPOLYGON(((3427927.9 5793243.95,3427927.85 5793243.95,3427927.85 5793244,3427927.9 ↵
5793244,3427927.9 5793243.95)),((3427928 5793243.85,3427928 5793243.8,3427927.95 ↵
5793243.8,3427927.95 5793243.85,3427927.9 5793243.85,3427927.9 5793243.9,3427927.9 ↵
5793243.95,3427927.95 5793243.95,3427928 5793243.95,3427928 5793243.85)),((3427927.8 ↵
5793243.75,3427927.75 5793243.75,3427927.75 5793243.8,3427927.75 5793243.85,3427927.75 ↵
5793243.9,3427927.75 5793244,3427927.8 5793244,3427927.8 5793243.9,3427927.8 ↵
5793243.85,3427927.85 5793243.85,3427927.85 5793243.8,3427927.85 5793243.75,3427927.8 ↵
5793243.75)))

-- Or if you want the no data value different for just one time

SELECT ST_AsText(
 ST_Polygon(
 ST_SetBandNoDataValue(rast,1,252)
)
) As geomwkt
FROM dummy_rast
WHERE rid =2;

geomwkt

MULTIPOLYGON(((3427928 5793243.85,3427928 5793243.8,3427928 5793243.75,3427927.85 ↵
5793243.75,3427927.8 5793243.75,3427927.8 5793243.8,3427927.75 5793243.8,3427927.75 ↵
5793243.85,3427927.75 5793243.9,3427927.75 5793244,3427927.8 5793244,3427927.85 ↵
5793244,3427927.9 5793244,3427928 5793244,3427928 5793243.95,3427928 5793243.85) ↵
,(3427927.9 5793243.9,3427927.9 5793243.85,3427927.95 5793243.85,3427927.95 ↵
5793243.9,3427927.9 5793243.9)))

```

**Si veda anche**

[ST\\_Value](#), [ST\\_DumpAsPolygons](#)

## 9.12 Raster Operators

### 9.12.1 &&

**&&** — Returns TRUE if A's bounding box intersects B's bounding box.

#### Synopsis

```

boolean &&(raster A , raster B);
boolean &&(raster A , geometry B);
boolean &&(geometry B , raster A);

```

Descrizione

The && operator returns TRUE if the bounding box of raster/geometr A intersects the bounding box of raster/geometr B.



Note

This operand will make use of any indexes that may be available on the rasters.

Disponibilità: 2.0

Esempi

```
SELECT A.rid As a_rid, B.rid As b_rid, A.rast && B.rast As intersect
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B LIMIT 3;
```

| a_rid | b_rid | intersect |
|-------|-------|-----------|
| 2     | 2     | t         |
| 2     | 3     | f         |
| 2     | 1     | f         |

9.12.2 &<

&< — Returns TRUE if A’s bounding box is to the left of B’s.

Synopsis

boolean &<( raster A , raster B );

Descrizione

The &< operator returns TRUE if the bounding box of raster A overlaps or is to the left of the bounding box of raster B, or more accurately, overlaps or is NOT to the right of the bounding box of raster B.



Note

This operand will make use of any indexes that may be available on the rasters.

Esempi

```
SELECT A.rid As a_rid, B.rid As b_rid, A.rast &< B.rast As overleft
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;
```

| a_rid | b_rid | overleft |
|-------|-------|----------|
| 2     | 2     | t        |
| 2     | 3     | f        |
| 2     | 1     | f        |
| 3     | 2     | t        |
| 3     | 3     | t        |

|   |  |   |  |   |
|---|--|---|--|---|
| 3 |  | 1 |  | f |
| 1 |  | 2 |  | t |
| 1 |  | 3 |  | t |
| 1 |  | 1 |  | t |

9.12.3 &>

&> — Returns TRUE if A’s bounding box is to the right of B’s.

Synopsis

boolean &>( raster A , raster B );

Descrizione

The &> operator returns TRUE if the bounding box of raster A overlaps or is to the right of the bounding box of raster B, or more accurately, overlaps or is NOT to the left of the bounding box of raster B.



Note

This operand will make use of any indexes that may be available on the geometries.

Esempi

```
SELECT A.rid As a_rid, B.rid As b_rid, A.rast &> B.rast As overright
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;
```

| a_rid             |  | b_rid |  | overright |
|-------------------|--|-------|--|-----------|
| -----+-----+----- |  |       |  |           |
| 2                 |  | 2     |  | t         |
| 2                 |  | 3     |  | t         |
| 2                 |  | 1     |  | t         |
| 3                 |  | 2     |  | f         |
| 3                 |  | 3     |  | t         |
| 3                 |  | 1     |  | f         |
| 1                 |  | 2     |  | f         |
| 1                 |  | 3     |  | t         |
| 1                 |  | 1     |  | t         |

9.12.4 =

= — Returns TRUE if A’s bounding box is the same as B’s. Uses double precision bounding box.

Synopsis

boolean =( raster A , raster B );

**Descrizione**

The = operator returns `TRUE` if the bounding box of raster A is the same as the bounding box of raster B. PostgreSQL uses the =, <, and > operators defined for rasters to perform internal orderings and comparison of rasters (ie. in a `GROUP BY` or `ORDER BY` clause).

**Caution**

This operand will NOT make use of any indexes that may be available on the rasters. Use `~=` instead. This operator exists mostly so one can group by the raster column.

Availability: 2.1.0

**Si veda anche**

`~=`

**9.12.5 @**

@ — Returns `TRUE` if A's bounding box is contained by B's. Uses double precision bounding box.

**Synopsis**

```
boolean @(raster A , raster B);
boolean @(geometry A , raster B);
boolean @(raster B , geometry A);
```

**Descrizione**

The @ operator returns `TRUE` if the bounding box of raster/geometry A is contained by bounding box of raster/geometr B.

**Note**

This operand will use spatial indexes on the rasters.

Availability: 2.0.0 raster @ raster, raster @ geometry introduced

Availability: 2.0.5 geometry @ raster introduced

**Si veda anche**

`~`

**9.12.6 ~=**

~= — Returns `TRUE` if A's bounding box is the same as B's.

**Synopsis**

```
boolean ~= (raster A , raster B);
```



**Descrizione**

The `~=` operator returns `TRUE` if the bounding box of raster A is the same as the bounding box of raster B.

**Note**

This operand will make use of any indexes that may be available on the rasters.

Disponibilità: 2.0

**Esempi**

Very useful usecase is for taking two sets of single band rasters that are of the same chunk but represent different themes and creating a multi-band raster

```
SELECT ST_AddBand(prec.rast, alt.rast) As new_rast
FROM prec INNER JOIN alt ON (prec.rast ~= alt.rast);
```

**Si veda anche**

[ST\\_AddBand](#), [=](#)

**9.12.7 ~**

`~` — Returns `TRUE` if A's bounding box is contains B's. Uses double precision bounding box.

**Synopsis**

```
boolean ~(raster A , raster B);
boolean ~(geometry A , raster B);
boolean ~(raster B , geometry A);
```

**Descrizione**

The `~` operator returns `TRUE` if the bounding box of raster/geometry A is contains bounding box of raster/geometr B.

**Note**

This operand will use spatial indexes on the rasters.

Disponibilità: 2.0

**Si veda anche**

[@](#)

## 9.13 Raster and Raster Band Spatial Relationships

### 9.13.1 ST\_Contains

**ST\_Contains** — Return true if no points of raster *rastB* lie in the exterior of raster *rastA* and at least one point of the interior of *rastB* lies in the interior of *rastA*.

#### Synopsis

boolean **ST\_Contains**( raster *rastA* , integer *nbandA* , raster *rastB* , integer *nbandB* );  
boolean **ST\_Contains**( raster *rastA* , raster *rastB* );

#### Descrizione

Raster *rastA* contains *rastB* if and only if no points of *rastB* lie in the exterior of *rastA* and at least one point of the interior of *rastB* lies in the interior of *rastA*. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



#### Note

This function will make use of any indexes that may be available on the rasters.



#### Note

To test the spatial relationship of a raster and a geometry, use **ST\_Polygon** on the raster, e.g. **ST\_Contains(ST\_Polygon(raster), geometry)** or **ST\_Contains(geometry, ST\_Polygon(raster))**.



#### Note

**ST\_Contains()** is the inverse of **ST\_Within()**. So, **ST\_Contains(rastA, rastB)** implies **ST\_Within(rastB, rastA)**.

Availability: 2.1.0

#### Esempi

```
SELECT r1.rid, r2.rid, ST_ContainsProperly(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_containsproperly |
|-----|-----|---------------------|
| 2   | 1   | f                   |
| 2   | 2   | f                   |

```
SELECT r1.rid, r2.rid, ST_ContainsProperly(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_containsproperly |
|-----|-----|---------------------|
| 2   | 1   | f                   |
| 2   | 2   | f                   |

**Si veda anche**

[ST\\_Intersects](#), [ST\\_Within](#)

### 9.13.2 ST\_ContainsProperly

**ST\_ContainsProperly** — Return true if rastB intersects the interior of rastA but not the boundary or exterior of rastA.

#### Synopsis

boolean **ST\_ContainsProperly**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
 boolean **ST\_ContainsProperly**( raster rastA , raster rastB );

#### Descrizione

Raster rastA contains properly rastB if rastB intersects the interior of rastA but not the boundary or exterior of rastA. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.

Raster rastA does not contain properly itself but does contain itself.



#### Note

This function will make use of any indexes that may be available on the rasters.



#### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_ContainsProperly(ST_Polygon(raster), geometry)` or `ST_ContainsProperly(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

#### Esempi

```
SELECT r1.rid, r2.rid, ST_ContainsProperly(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN
 JOIN dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_containsproperly |
|-----|-----|---------------------|
| 2   | 1   | f                   |
| 2   | 2   | f                   |

**Si veda anche**

[ST\\_Intersects](#), [ST\\_Contains](#)

### 9.13.3 ST\_Covers

**ST\_Covers** — Return true if no points of raster rastB lie outside raster rastA.

## Synopsis

```
boolean ST_Covers(raster rastA , integer nbandA , raster rastB , integer nbandB);
boolean ST_Covers(raster rastA , raster rastB);
```

## Descrizione

Raster *rastA* covers *rastB* if and only if no points of *rastB* lie in the exterior of *rastA*. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



### Note

This function will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Covers(ST_Polygon(raster), geometry)` or `ST_Covers(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

## Esempi

```
SELECT r1.rid, r2.rid, ST_Covers(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↵
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_covers |
|-----|-----|-----------|
| 2   | 1   | f         |
| 2   | 2   | t         |

## Si veda anche

[ST\\_Intersects](#), [ST\\_CoveredBy](#)

### 9.13.4 ST\_CoveredBy

`ST_CoveredBy` — Return true if no points of raster *rastA* lie outside raster *rastB*.

## Synopsis

```
boolean ST_CoveredBy(raster rastA , integer nbandA , raster rastB , integer nbandB);
boolean ST_CoveredBy(raster rastA , raster rastB);
```

Descrizione

Raster `rastA` is covered by `rastB` if and only if no points of `rastA` lie in the exterior of `rastB`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.



**Note**  
This function will make use of any indexes that may be available on the rasters.



**Note**  
To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_CoveredBy(ST_Polygon(raster), geometry)` or `ST_CoveredBy(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

Esempi

```
SELECT r1.rid, r2.rid, ST_CoveredBy(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↵
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_coveredby |
|-----|-----|--------------|
| 2   | 1   | f            |
| 2   | 2   | t            |

Si veda anche

[ST\\_Intersects](#), [ST\\_Covers](#)

9.13.5 ST\_Disjoint

`ST_Disjoint` — Return true if raster `rastA` does not spatially intersect `rastB`.

Synopsis

boolean **ST\_Disjoint**( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` );  
boolean **ST\_Disjoint**( raster `rastA` , raster `rastB` );

Descrizione

Raster `rastA` and `rastB` are disjointed if they do not share any space together. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.



**Note**  
This function does NOT use any indexes.



**Note**  
To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Disjoint(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

Esempi

```
SELECT r1.rid, r2.rid, ST_Within(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↵
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_within |
|-----|-----|-----------|
| 2   | 1   | f         |
| 2   | 2   | t         |

```
SELECT r1.rid, r2.rid, ST_Within(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↵
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_within |
|-----|-----|-----------|
| 2   | 1   | f         |
| 2   | 2   | t         |

Si veda anche

[ST\\_Intersects](#)

9.13.6 ST\_Intersects

`ST_Intersects` — Return true if raster `rastA` spatially intersects raster `rastB`.

Synopsis

boolean `ST_Intersects`( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` );  
boolean `ST_Intersects`( raster `rastA` , raster `rastB` );  
boolean `ST_Intersects`( raster `rast` , integer `nband` , geometry `geommin` );  
boolean `ST_Intersects`( raster `rast` , geometry `geommin` , integer `nband=NULL` );  
boolean `ST_Intersects`( geometry `geommin` , raster `rast` , integer `nband=NULL` );

Descrizione

Return true if raster `rastA` spatially intersects raster `rastB`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.



**Note**  
This function will make use of any indexes that may be available on the rasters.

Enhanced: 2.0.0 support raster/raster intersects was introduced.



#### Warning

Changed: 2.1.0 The behavior of the `ST_Intersects(raster, geometry)` variants changed to match that of `ST_Intersects(geometry, raster)`.

### Esempi

```
SELECT ST_Width(rast) As rastwidth
FROM dummy_rast WHERE rid=1;

rastwidth

10
```

### Si veda anche

[ST\\_Intersection](#), [ST\\_Disjoint](#)

## 9.13.7 ST\_Overlaps

`ST_Overlaps` — Return true if raster `rastA` and `rastB` intersect but one does not completely contain the other.

### Synopsis

boolean **ST\_Overlaps**( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` );  
 boolean **ST\_Overlaps**( raster `rastA` , raster `rastB` );

### Descrizione

Return true if raster `rastA` spatially overlaps raster `rastB`. This means that `rastA` and `rastB` intersect but one does not completely contain the other. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



#### Note

This function will make use of any indexes that may be available on the rasters.



#### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Overlaps(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

Esempi

```
-- comparing different bands of same raster
SELECT ST_Overlaps(rast, 1, rast, 2) FROM dummy_rast WHERE rid = 2;

st_overlaps

f
```

Si veda anche

[ST\\_Intersects](#)

9.13.8 ST\_Touches

ST\_Touches — Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.

Synopsis

boolean **ST\_Touches**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Touches**( raster rastA , raster rastB );

Descrizione

Return true if raster rastA spatially touches raster rastB. This means that rastA and rastB have at least one point in common but their interiors do not intersect. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.

**Note**  
This function will make use of any indexes that may be available on the rasters.

**Note**  
To test the spatial relationship of a raster and a geometry, use ST\_Polygon on the raster, e.g. ST\_Touches(ST\_Polygon(raster), geometry).

Availability: 2.1.0

Esempi

```
SELECT r1.rid, r2.rid, ST_Touches(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↵
dummy_rast r2 WHERE r1.rid = 2;

rid | rid | st_touches
-----+-----+-----
 2 | 1 | f
 2 | 2 | f
```



**Si veda anche**

[ST\\_Intersects](#)

### 9.13.9 ST\_SameAlignment

**ST\_SameAlignment** — Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.

#### Synopsis

```
boolean ST_SameAlignment(raster rastA , raster rastB);
boolean ST_SameAlignment(double precision ulx1 , double precision uly1 , double precision scalex1 , double precision scaley1
, double precision skewx1 , double precision skewy1 , double precision ulx2 , double precision uly2 , double precision scalex2 ,
double precision scaley2 , double precision skewx2 , double precision skewy2);
boolean ST_SameAlignment(raster set rastfield);
```

#### Descrizione

Non-Aggregate version (Variants 1 and 2): Returns true if the two rasters (either provided directly or made using the values for upperleft, scale, skew and srid) have the same scale, skew, srid and at least one of any of the four corners of any pixel of one raster falls on any corner of the grid of the other raster. Returns false if they don't and a NOTICE detailing the alignment issue.

Aggregate version (Variant 3): From a set of rasters, returns true if all rasters in the set are aligned. The **ST\_SameAlignment**() function is an "aggregate" function in the terminology of PostgreSQL. That means that it operates on rows of data, in the same way the **SUM()** and **AVG()** functions do.

Disponibilità: 2.0

Enhanced: 2.1.0 addition of Aggregate variant

#### Examples: Rasters

```
SELECT ST_SameAlignment (
 ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
 ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0)
) as sm;

sm

t
```

```
SELECT ST_SameAlignment(A.rast,b.rast)
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;

NOTA: I due raster forniti hanno SRID differenti

st_samealignment

t
f
f
f
```

**Si veda anche**

Section 5.1, [ST\\_NotSameAlignmentReason](#), [ST\\_MakeEmptyRaster](#)

### 9.13.10 ST\_NotSameAlignmentReason

ST\_NotSameAlignmentReason — Returns text stating if rasters are aligned and if not aligned, a reason why.

#### Synopsis

text **ST\_NotSameAlignmentReason**(raster rastA, raster rastB);

#### Descrizione

Returns text stating if rasters are aligned and if not aligned, a reason why.



**Note**

If there are several reasons why the rasters are not aligned, only one reason (the first test to fail) will be returned.

Availability: 2.1.0

#### Esempi

```
SELECT
 ST_SameAlignment (
 ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
 ST_MakeEmptyRaster(1, 1, 0, 0, 1.1, 1.1, 0, 0)
),
 ST_NotSameAlignmentReason(
 ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
 ST_MakeEmptyRaster(1, 1, 0, 0, 1.1, 1.1, 0, 0)
)
;

st_samealignment | st_otsamealignmentreason
-----+-----
f | The rasters have different scales on the X axis
(1 row)
```

#### Si veda anche

Section 5.1, [ST\\_SameAlignment](#)

### 9.13.11 ST\_Within

ST\_Within — Return true if no points of raster rastA lie in the exterior of raster rastB and at least one point of the interior of rastA lies in the interior of rastB.

#### Synopsis

boolean **ST\_Within**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Within**( raster rastA , raster rastB );

## Descrizione

Raster `rastA` is within `rastB` if and only if no points of `rastA` lie in the exterior of `rastB` and at least one point of the interior of `rastA` lies in the interior of `rastB`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.



### Note

This operand will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Within(ST_Polygon(raster), geometry)` or `ST_Within(geometry, ST_Polygon(raster))`.



### Note

`ST_Within()` is the inverse of `ST_Contains()`. So, `ST_Within(rastA, rastB)` implies `ST_Contains(rastB, rastA)`.

Availability: 2.1.0

## Esempi

```
SELECT r1.rid, r2.rid, ST_Within(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↔
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_within |
|-----|-----|-----------|
| 2   | 1   | f         |
| 2   | 2   | t         |

## Si veda anche

[ST\\_Intersects](#), [ST\\_Contains](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#)

### 9.13.12 ST\_DWithin

`ST_DWithin` — Return true if rasters `rastA` and `rastB` are within the specified distance of each other.

## Synopsis

```
boolean ST_DWithin(raster rastA , integer nbandA , raster rastB , integer nbandB , double precision distance_of_srid);
boolean ST_DWithin(raster rastA , raster rastB , double precision distance_of_srid);
```

## Descrizione

Return true if rasters `rastA` and `rastB` are within the specified distance of each other. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

The distance is specified in units defined by the spatial reference system of the rasters. For this function to make sense, the source rasters must both be of the same coordinate projection, having the same SRID.



### Note

This operand will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_DWithin(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

## Esempi

```
SELECT r1.rid, r2.rid, ST_DWithin(r1.rast, 1, r2.rast, 1, 3.14) FROM dummy_rast r1 CROSS
JOIN dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_dwithin |
|-----|-----|------------|
| 2   | 1   | f          |
| 2   | 2   | t          |

## Si veda anche

[ST\\_Within](#), [ST\\_DFullyWithin](#)

### 9.13.13 ST\_DFullyWithin

`ST_DFullyWithin` — Return true if rasters `rastA` and `rastB` are fully within the specified distance of each other.

## Synopsis

```
boolean ST_DFullyWithin(raster rastA , integer nbandA , raster rastB , integer nbandB , double precision distance_of_srid);
boolean ST_DFullyWithin(raster rastA , raster rastB , double precision distance_of_srid);
```

## Descrizione

Return true if rasters `rastA` and `rastB` are fully within the specified distance of each other. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

The distance is specified in units defined by the spatial reference system of the rasters. For this function to make sense, the source rasters must both be of the same coordinate projection, having the same SRID.



**Note**

This operand will make use of any indexes that may be available on the rasters.



**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_DFullyWithin(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

**Esempi**

```
SELECT r1.rid, r2.rid, ST_DFullyWithin(r1.rast, 1, r2.rast, 1, 3.14) FROM dummy_rast r1 ↔
 CROSS JOIN dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_dfullywithin |
|-----|-----|-----------------|
| 2   | 1   | f               |
| 2   | 2   | t               |

**Si veda anche**

[ST\\_Within](#), [ST\\_DWithin](#)

## Chapter 10

# Domande frequenti su PostGIS raster

1. *I'm getting error ERROR: RASTER\_fromGDALRaster: Could not open bytea with GDAL. Check that the bytea is of a GDAL supported format. when using ST\_FromGDALRaster or ERROR: rt\_raster\_to\_gdal: Could not load the output GDAL driver when trying to use ST\_AsPNG or other raster input functions.*

As of PostGIS 2.1.3 and 2.0.5, a security change was made to by default disable all GDAL drivers and out of db rasters. The release notes are at [PostGIS 2.0.6, 2.1.3 security release](#). In order to reenale specific drivers or all drivers and reenale out of database support, refer to Section [2.1](#).

2. *Dove posso trovare altre informazioni sul progetto PostGIS Raster?*

Visita la [home page](#) di PostGIS Raster.

3. *Ci sono libri o manuali che mi possano introdurre a questa meravigliosa invenzione?*

C'è un tutorial completo per principianti, dal titolo [Intersecting vector buffers with large raster coverage using PostGIS Raster](#). Jorge ha nel suo blog una serie di articoli su PostGIS Raster che mostrano come caricare dati raster e che danno un confronto con le funzioni analoghe di Oracle GeoRaster. Controlla la [serie di articoli di Jorge su PostGIS Raster / Oracle GeoRaster](#). C'è un intero capitolo (più di 35 pagine) dedicato a PostGIS Raster, assieme a codice libero e dati da scaricare alla pagina [PostGIS in Action - Raster chapter](#). Potete [acquistare](#) PostGIS in Action da Manning in versione cartacea (con sconti significativi per grossi quantitativi) oppure in versione E-book. Potete anche acquistare il libro da Amazon e da altri distributori. Tutte le copie cartacee contengono un buono per scaricare la versione E-book. Qui trovi una rassegna da parte di un utente di PostGIS Raster per [applicazioni di classificazione del suolo nelle zone verdi urbane](#).

4. *Come installo il supporto Raster nel mio database PostGIS?*

Il modo più semplice è scaricare la versione binaria di PostGIS e della parte Raster, che sono attualmente disponibili per Windows e per le ultime versioni di Max OSX, partendo da una versione funzionante di PostGIS 2.0.0 o versioni superiori, con PostgreSQL 8.4, 9.0, o 9.1. Nota che in PostGIS 2.0 la parte Raster è completamente integrata, per cui dovrebbe essere compilata quando compilate PostGIS. Le istruzioni per installare ed eseguire il programma sotto Windows sono disponibili alla pagina [How to Install and Configure PostGIS raster on windows](#). If you are on windows, you can compile yourself, or use the [pre-compiled PostGIS Raster windows binaries](#). If you are on Mac OSX Leopard or Snow Leopard, there are binaries available at [Kyng Chaos Mac OSX PostgreSQL/GIS binaries](#). Poi per abilitare il supporto raster nel tuo database, esegui il file `rtpostgis.sql` nel tuo database. Per aggiornare un'installazione esistente, utilizza `rtpostgis_upgrade_minor.sql` anziché `rtpostgis.sql`. Per le altre piattaforme, in genere dovrai eseguire la compilazione da solo. Ci sono dipendenze da PostGIS e da GDAL. Per ulteriori dettagli sulla compilazione da sorgente, vedi [Installing PostGIS Raster from source \(in prior versions of PostGIS\)](#).

5. *Otengo l'errore could not load library "C:/Program Files/PostgreSQL/8.4/lib/rtpostgis.dll": The specified module could not be found. or could not load library on Linux when trying to run rtpostgis.sql*

`rtpostgis.so/dll` is viene compilato con la dipendenza da `libgdal.dll/so`. Assicurati su Windows di avere `libgdal-1.dll` nella cartella bin folder della tua installazione PostgreSQL. Per Linux, `libgdal` deve essere nel tuo path o nella cartella bin. Potresti anche riscontrare errori diversi se non hai PostGIS installato nel tuo database. Assicurati di installare PostGIS prima di provare a installare il supporto raster.

## 6. Come carico i dati raster in PostGIS?

La più recente versione di PostGIS è corredata dall'eseguibile `raster2pgsql` per il caricamento di diversi tipi di raster e anche per generare quadri d'insieme senza software aggiuntivo. Ti rimandiamo a [Section 5.1.1](#) per ulteriori dettagli. Le versioni precedenti alla 2.0 avevano un programma `raster2pgsql.py` che richiedeva python, numpy e GDAL. Questo programma non è più necessario.

## 7. Che tipo di formati raster posso caricare nel mio database?

Qualsiasi formato supportato dalla tua libreria GDAL. I formati supportati da GDAL sono [documentati](#). La tua particolare versione di GDAL potrebbe non supportare tutti i formati. Per verificare di preciso, puoi usare

```
raster2pgsql -G
```

## 8. Posso esportare i miei dati raster PostGIS ad altri formati raster?

Si. Dalla versione 1.7 in su, GDAL ha un driver per PostGIS Raster, ma viene compilato solo se scegli la compilazione con supporto PostgreSQL. Al momento il driver non supporta i raster a blocchi irregolari, sebbene sia possibile memorizzare blocchi irregolari nel tipo dati PostGIS raster. Se stai compilando il programma a partire dal sorgente, devi includere nell'sorgente l'opzione

```
--with-pg=path/to/pg_config
```

per abilitare il driver. Ti rimandiamo alla pagina [GDAL Build Hints](#) per suggerimenti sulla compilazione di GDAL su diverse piattaforme. Se la tua versione di GDAL è compilata con il driver PostGIS Raster, dovresti trovare PostGIS Raster nella lista quando esegui

```
gdalinfo --formats
```

Per ottenere informazioni riassuntive sul tuo raster tramite GDAL, utilizza `gdalinfo`:

```
gdalinfo "PG:host=localhost port=5432 dbname='mygisdb' user='postgres' password=' ←
whatever' schema='someschema' table=sometable"
```

Per esportare dati verso altri formati raster, utilizza `gdal_translate`. L'esempio sotto esporterà tutti i dati da una tabella a un file PNG col 10% della dimensione. A seconda dei tipi di banda dei pixel, alcune conversioni non funzioneranno, se il formato di esportazione non supporta un dato tipo di pixel. Per esempio, i tipi di banda a virgola mobile, o gli interi senza segno a 32 bit non si convertiranno bene in JPEG. Ecco un esempio di una semplice conversione

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable" C:\ ←
somefile.png
```

Puoi anche utilizzare la clausola SQL `WHERE` nell'esportazione, riportando il testo `where=...` nella stringa di collegamento del driver. Sotto si riportano alcuni esempi che utilizzano la clausola `where`

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable where=' ←
filename='abcd.sid'" " C:\somefile.png
```

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable where=' ←
ST_Intersects(rast, ST_SetSRID(ST_Point(-71.032,42.3793),4326))" " C:\ ←
intersectregion.png
```

Per vedere altri esempi e sintassi, si rimanda al paragrafo [Leggere dati raster da un raster PostGIS](#)

## 9. I binari di GDAL sono già disponibili con il supporto raster PostGIS?

Sì. Controlla la pagina [GDAL Binaries](#). Qualsiasi versione compilata con l'opzione di supporto per PostgreSQL dovrebbe avere il supporto per i raster PostGIS. PostGIS Raster is undergoing many changes. If you want to get the latest nightly build for Windows -- then check out the Tamas Szekeres nightly builds built with Visual Studio which contain GDAL trunk, Python Bindings and MapServer executables and PostGIS Raster driver built-in. Just click the SDK bat and run your commands from there. <http://www.gisinternals.com>. Also available are VS project files. La versione più recente e stabile di [FWTools per Windows](#) è compilata con il supporto raster.

#### 10. Quali strumenti posso usare per visualizzare i dati raster PostGIS?

Puoi utilizzare Mapserver compilato con GDAL 1.7 o versioni superiori e con il supporto del driver raster PostGIS per vedere i dati raster. Quantum GIS (QGIS) inoltre supporta la visualizzazione dei raster PostGIS se hai il driver installato. In teoria qualsiasi strumento che utilizzi GDAL per la restituzione dei dati può supportare i raster PostGIS direttamente o con un minimo sforzo. Sempre per Windows, I binari di Tama <http://vbkto.dyndns.org/sdk/> sono una buona scelta se non volete prendervi la briga di eseguire la compilazione in proprio.

#### 11. Come posso aggiungere uno strato raster PostGIS in una mappa di MapServer?

Anzitutto ti serve GDAL 1.7 o superiore compilato con il supporto per raster PostGIS. E consigliata la versione 1.8 o superiore, dato che quest'ultima risolve numerosi problemi, e altri problemi con i raster PostGIS sono risolti nella versione trunk. You can much like you can with any other raster. Refer to [MapServer Raster processing options](#) for list of various processing functions you can use with MapServer raster layers. What makes PostGIS raster data particularly interesting, is that since each tile can have various standard database columns, you can segment it in your data source. Sotto trovi un esempio di come definire uno strato raster PostGIS in MapServer.



#### Note

L'opzione mode=2 serve per i raster con tile ed è stata aggiunta in PostGIS 2.0 con il driver GDAL 1.8. Non esiste nei driver GDAL 1.7.

```
-- visualizzare un raster con le opzioni standard
LAYER
 NAME coolwktraster
 TYPE raster
 STATUS ON
 DATA "PG:host=localhost port=5432 dbname='somedb' user='someuser' password=' ←
 whatever'
 schema='someschema' table='cooltable' mode='2'"
 PROCESSING "NODATA=0"
 PROCESSING "SCALE=AUTO"
 #... other standard raster processing functions here
 #... classes are optional but useful for 1 band data
 CLASS
 NAME "boring"
 EXPRESSION ([pixel] < 20)
 COLOR 250 250 250
 END
 CLASS
 NAME "mildly interesting"
 EXPRESSION ([pixel] > 20 AND [pixel] < 1000)
 COLOR 255 0 0
 END
 CLASS
 NAME "very interesting"
 EXPRESSION ([pixel] >= 1000)
 COLOR 0 255 0
 END
END
```

```
-- visualizzare un raster con le opzioni standard e la clausola where
LAYER
 NAME soil_survey2009
 TYPE raster
 STATUS ON
 DATA "PG:host=localhost port=5432 dbname='somedb' user='someuser' password=' ←
 whatever'
 schema='someschema' table='cooltable' where='survey_year=2009' mode ←
 = '2'"
```



```
PROCESSING "NODATA=0"
#... other standard raster processing functions here
#... classes are optional but useful for 1 band data
END
```

12. *Quali funzioni posso attualmente utilizzare con i dati raster?*

Ti rimandiamo alla lista Chapter 9. Ce ne sono anche altre, ma si tratta di funzioni in via di sviluppo. Ti rimandiamo alla pagina [PostGIS Raster roadmap page](#) per i dettagli sugli sviluppi attesi in futuro.

13. *Otengo un errore ERROR: function st\_intersects(raster, unknown) is not unique or st\_union(geometry,text) is not unique. Come lo aggiusto?*

L'errore "function is not unique" si ha quando uno dei vostri argomenti è la rappresentazione testuale di una geometria, anziché una geometria vera e propria. In questi casi, PostgreSQL segna la rappresentazione testuale come tipo sconosciuto, che potrebbe essere applicato sia a `st_intersects(raster, geometry)` che a `st_intersects(raster,raster)`, portando così a una situazione non univoca, dato che entrambe le funzioni supportano la tua richiesta. Al fine di evitare questa situazione, devi eseguire il cast della geometria in modo che sia effettivamente interpretata come geometria. Per esempio, se il tuo codice è tipo:

```
SELECT rast
FROM my_raster
WHERE ST_Intersects(rast, 'SRID=4326;POINT(-10 10)');
```

Dei eseguire il cast della geometria come testo a una geometria vera e propria in questo modo:

```
SELECT rast
FROM my_raster
WHERE ST_Intersects(rast, 'SRID=4326;POINT(-10 10)::geometry');
```

14. *Quali sono le differenze tra i raster di PostGIS, i GeoRaster di Oracle (SDO\_GEORASTER) e i tipi SDO\_RASTER?*

Per una discussione dettagliata su questo argomento, dai un'occhiata all'articolo di Jorge Arévalo [Oracle GeoRaster and PostGIS Raster: First impressions](#). The major advantage of one-georeference-by-raster over one-georeference-by-layer is to allow: \* coverages to be not necessarily rectangular (which is often the case of raster coverage covering large extents. See the possible raster arrangements in the documentation) \* rasters to overlaps (which is necessary to implement lossless vector to raster conversion) These arrangements are possible in Oracle as well, but they imply the storage of multiple SDO\_GEORASTER objects linked to as many SDO\_RASTER tables. A complex coverage can lead to hundreds of tables in the database. With PostGIS Raster you can store a similar raster arrangement into a unique table. It's a bit like if PostGIS would force you to store only full rectangular vector coverage without gaps or overlaps (a perfect rectangular topological layer). This is very practical in some applications but practice has shown that it is not realistic or desirable for most geographical coverages. Vector structures needs the flexibility to store discontinuous and non-rectangular coverages. We think it is a big advantage that raster structure should benefit as well.

15. *raster2pgsql load of large file fails with String of N bytes is too long for encoding conversion?*

`raster2pgsql` doesn't make any connections to your database when generating the file to load. If your database has set an explicit client encoding different from your database encoding, then when loading large raster files (above 30 MB in size), you may run into a `bytes is too long for encoding conversion`. This generally happens if for example you have your database in UTF8, but to support windows apps, you have the client encoding set to WIN1252. To work around this make sure the client encoding is the same as your database encoding during load. You can do this by explicitly setting the encoding in your load script. Example, if you are on windows:

```
set PGCLIENTENCODING=UTF8
```

If you are on Unix/Linux

```
export PGCLIENTENCODING=UTF8
```

Gory details of this issue are detailed in <http://trac.osgeo.org/postgis/ticket/2209>

## Chapter 11

# Topologia

I tipi e le funzioni della Topologia PostGIS si usano per gestire oggetti topologici quali facce, bordi e nodi.

La presentazione di Sandro Santilli alla conferenza "PostGIS Day Paris 2011" dà una buona sintesi sulla Topologia PostGIS e i futuri sviluppi [Topology with PostGIS 2.0 slide deck](#).

Vincent Picavet provides a good synopsis and overview of what is Topology, how is it used, and various FOSS4G tools that support it in [PostGIS Topology PGConf EU 2012](#).

Un esempio di database GIS topologico è il [US Census Topologically Integrated Geographic Encoding and Reference System \(TIGER\)](#) database. Se vuoi sperimentare con la topologia PostGIS e hai bisogno di dati, dai un'occhiata a [Topology\\_Load\\_Tiger](#).

Il modulo topologico era presente in versioni precedenti di PostGIS ma non era mai stato parte della documentazione ufficiale. A partire da PostGIS 2.0.0 è in corso una ripulitura generale per rimuovere le funzioni deprecate, risolvere noti problemi di usabilità, migliorare la documentazione delle funzioni, aggiungere funzioni e aumentare la conformità con gli standard SQL-MM.

Dettagli del progetto si possono trovare sul [PostGIS Topology Wiki](#).

Tutte le funzioni e le tabelle associate con questo modulo sono installate in uno schema chiamato `topology`.

Le funzioni definite dallo standard SQL/MM hanno il prefisso `ST_` e le funzioni specifiche di PostGIS sono senza prefisso.

Topology support is build by default starting with PostGIS 2.0, and can be disabled specifying `--without-topology` configure option at build time as described in [Chapter 2](#)

## 11.1 Tipi di dato topologici

### 11.1.1 `getfaceedges_returntype`

`getfaceedges_returntype` — Un tipo composito che consiste in un numero sequenziale e un numero di "bordo". È il tipo ritornato dalla funzione `ST_GetFaceEdges`.

#### Descrizione

Un tipo composito che consiste in un numero sequenziale e un numero di "bordo". È il tipo ritornato dalla funzione `ST_GetFaceEdges`.

1. `sequence` è un intero: si riferisce ad una topologia definita nella tabella `topology.topology`, che definisce lo schema e lo `srid` per la topologia.
  2. `edge` è un intero: l'identificativo di un bordo.
-

### 11.1.2 TopoGeometry

TopoGeometry — A composite type representing a topologically defined geometry

#### Descrizione

A composite type that refers to a topology geometry in a specific topology layer, having a specific type and a specific id. The elements of a TopoGeometry are the properties: topology\_id, layer\_id, id integer, type integer.

1. `topology_id` is an integer: Refers to a topology defined in the `topology.topology` table which defines the topology schema and srid.
2. `layer_id` is an integer: The `layer_id` in the `layers` table that the TopoGeometry belongs to. The combination of `topology_id`, `layer_id` provides a unique reference in the `topology.layers` table.
3. `id` is an integer: The id is the autogenerated sequence number that uniquely defines the topogeometry in the respective topology layer.
4. `type` integer between 1 - 4 that defines the geometry type: 1:[multi]point, 2:[multi]line, 3:[multi]poly, 4:collection

#### Casting Behavior

This section lists the automatic as well as explicit casts allowed for this data type

| Cast To  | Behavior  |
|----------|-----------|
| geometry | automatic |

#### See Also

[CreateTopoGeom](#)

### 11.1.3 validate\_topology\_returntype

`validate_topology_returntype` — A composite type that consists of an error message and `id1` and `id2` to denote location of error. This is the return type for `ValidateTopology`

#### Descrizione

A composite type that consists of an error message and two integers. The [ValidateTopology](#) function returns a set of these to denote validation errors and the `id1` and `id2` to denote the ids of the topology objects involved in the error.

1. `error` is varchar: Denotes type of error.  
Current error descriptors are: coincident nodes, edge crosses node, edge not simple, edge end node geometry mis-match, edge start node geometry mismatch, face overlaps face, face within face,
2. `id1` is an integer: Denotes identifier of edge / face / nodes in error.
3. `id2` is an integer: For errors that involve 2 objects denotes the secondary edge / or node

#### See Also

[ValidateTopology](#)

---

## 11.2 Topology Domains

### 11.2.1 TopoElement

TopoElement — An array of 2 integers generally used to identify a TopoGeometry component.

#### Descrizione

An array of 2 integers used to represent one component of a simple or hierarchical **TopoGeometry**.

In the case of a simple TopoGeometry the first element of the array represents the identifier of a topological primitive and the second element represents its type (1:node, 2:edge, 3:face). In the case of a hierarchical TopoGeometry the first element of the array represents the identifier of a child TopoGeometry and the second element represents its layer identifier.



#### Note

For any given hierarchical TopoGeometry all child TopoGeometry elements will come from the same child layer, as specified in the topology.layer record for the layer of the TopoGeometry being defined.

#### Esempi

```
SELECT te[1] AS id, te[2] AS type FROM
(SELECT ARRAY[1,2]::topology.topoelement AS te) f;
```

```
id | type
----+-----
1 | 2
```

```
SELECT ARRAY[1,2]::topology.topoelement;
```

```
te

{1,2}
```

```
--Example of what happens when you try to case a 3 element array to topoelement
-- NOTE: topoement has to be a 2 element array so fails dimension check
SELECT ARRAY[1,2,3]::topology.topoelement;
ERROR: value for domain topology.topoelement violates check constraint "dimensions"
```

#### See Also

[GetTopoGeomElements](#), [toTopoGeom](#) [ST\\_CreateTopoGeo](#), [ST\\_GetFaceGeometry](#), [TopoElementArray](#), [TopoElementArray\\_Agg](#)

### 11.2.2 TopoElementArray

TopoElementArray — An array of TopoElement objects

#### Descrizione

An array of 1 or more TopoElement objects, generally used to pass around components of TopoGeometry objects.

## Esempi

```
SELECT '{{1,2},{4,3}}'::topology.topoelementarray As tea;
 tea

{{1,2},{4,3}}

-- more verbose equivalent --
SELECT ARRAY[ARRAY[1,2], ARRAY[4,3]]::topology.topoelementarray As tea;

 tea

{{1,2},{4,3}}

--using the array agg function packaged with topology --
SELECT topology.TopoElementArray_Agg(ARRAY[e,t]) As tea
 FROM generate_series(1,4) As e CROSS JOIN generate_series(1,3) As t;
 tea

{{1,1},{1,2},{1,3},{2,1},{2,2},{2,3},{3,1},{3,2},{3,3},{4,1},{4,2},{4,3}}
```

```
SELECT '{{1,2,4},{3,4,5}}'::topology.topoelementarray As tea;
ERROR: value for domain topology.topoelementarray violates check constraint "dimensions"
```

## See Also

[TopoElement](#), [GetTopoGeomElementArray](#), [TopoElementArray\\_Agg](#)

## 11.3 Topology and TopoGeometry Management

### 11.3.1 AddTopoGeometryColumn

**AddTopoGeometryColumn** — Adds a topogeometry column to an existing table, registers this new column as a layer in topology.layer and returns the new layer\_id.

#### Synopsis

```
text AddTopoGeometryColumn(varchar topology_name, varchar schema_name, varchar table_name, varchar column_name,
varchar feature_type);
text AddTopoGeometryColumn(varchar topology_name, varchar schema_name, varchar table_name, varchar column_name,
varchar feature_type, integer child_layer);
```

#### Descrizione

Each TopoGeometry object belongs to a specific Layer of a specific Topology. Before creating a TopoGeometry object you need to create its TopologyLayer. A Topology Layer is an association of a feature-table with the topology. It also contain type and hierarchy information. We create a layer using the AddTopoGeometryColumn() function:

This function will both add the requested column to the table and add a record to the topology.layer table with all the given info.

If you don't specify [child\_layer] (or set it to NULL) this layer would contain Basic TopoGeometries (composed by primitive topology elements). Otherwise this layer will contain hierarchical TopoGeometries (composed by TopoGeometries from the child\_layer).

Once the layer is created (its id is returned by the AddTopoGeometryColumn function) you're ready to construct TopoGeometry objects in it

Valid `feature_types` are: POINT, LINE, POLYGON, COLLECTION

Availability: 1.?

### Esempi

```
-- Note for this example we created our new table in the ma_topo schema
-- though we could have created it in a different schema -- in which case topology_name and ←
-- schema_name would be different
CREATE SCHEMA ma;
CREATE TABLE ma.parcels(gid serial, parcel_id varchar(20) PRIMARY KEY, address text);
SELECT topology.AddTopoGeometryColumn('ma_topo', 'ma', 'parcels', 'topo', 'POLYGON');
```

```
CREATE SCHEMA ri;
CREATE TABLE ri.roads(gid serial PRIMARY KEY, road_name text);
SELECT topology.AddTopoGeometryColumn('ri_topo', 'ri', 'roads', 'topo', 'LINE');
```

### See Also

[CreateTopology](#), [CreateTopoGeom](#)

## 11.3.2 DropTopology

**DropTopology** — Use with caution: Drops a topology schema and deletes its reference from topology.topology table and references to tables in that schema from the geometry\_columns table.

### Synopsis

integer **DropTopology**(varchar topology\_schema\_name);

### Descrizione

Drops a topology schema and deletes its reference from topology.topology table and references to tables in that schema from the geometry\_columns table. This function should be USED WITH CAUTION, as it could destroy data you care about. If the schema does not exist, it just removes reference entries the named schema.

Availability: 1.?

### Esempi

Cascade drops the ma\_topo schema and removes all references to it in topology.topology and geometry\_columns.

```
SELECT topology.DropTopology('ma_topo');
```

### See Also

## 11.3.3 DropTopoGeometryColumn

**DropTopoGeometryColumn** — Drops the topogeometry column from the table named `table_name` in schema `schema_name` and unregisters the columns from topology.layer table.

**Synopsis**

text **DropTopoGeometryColumn**(varchar schema\_name, varchar table\_name, varchar column\_name);

**Descrizione**

Drops the topogeometry column from the table named `table_name` in schema `schema_name` and unregisters the columns from `topology.layer` table. Returns summary of drop status. NOTE: it first sets all values to NULL before dropping to bypass referential integrity checks.

Availability: 1.?

**Esempi**

```
SELECT topology.DropTopoGeometryColumn('ma_topo', 'parcel_topo', 'topo');
```

**See Also**

[AddTopoGeometryColumn](#)

**11.3.4 ValidateTopology**

**ValidateTopology** — Adds missing entries to `topology.layer` table by reading metadata from topo tables.

**Synopsis**

varchar **GetTopologyName**(integer topology\_id);

**Descrizione**

Adds missing entries to the `topology.layer` table by inspecting topology constraints on tables. This function is useful for fixing up entries in topology catalog after restores of schemas with topo data.

It returns the list of entries created. Returned columns are `schema_name`, `table_name`, `feature_column`.

Disponibilità: 2.0

**Esempi**

```
SELECT CreateTopology('strk_topo');
CREATE SCHEMA strk;
CREATE TABLE strk.parcels(gid serial, parcel_id varchar(20) PRIMARY KEY, address text);
SELECT topology.AddTopoGeometryColumn('strk_topo', 'strk', 'parcels', 'topo', 'POLYGON');
-- this will return no records because this feature is already registered
SELECT *
 FROM topology.Populate_Topology_Layer();

-- let's rebuild
TRUNCATE TABLE topology.layer;

SELECT *
 FROM topology.Populate_Topology_Layer();

SELECT topology_id, layer_id, schema_name As sn, table_name As tn, feature_column As fc
FROM topology.layer;
```

```

schema_name | table_name | feature_column
-----+-----+-----
 strk | parcels | topo
(1 row)

topology_id | layer_id | sn | tn | fc
-----+-----+-----+-----+-----
 2 | 2 | strk | parcels | topo
(1 row)

```

**See Also**[AddTopoGeometryColumn](#)**11.3.5 TopologySummary**

**TopologySummary** — Takes a topology name and provides summary totals of types of objects in topology

**Synopsis**

```
text TopologySummary(varchar topology_schema_name);
```

**Descrizione**

Takes a topology name and provides summary totals of types of objects in topology.

Availability: 2.0.0

**Esempi**

```

SELECT topology.topologysummary('city_data');
 topologysummary
-----+-----
Topology city_data (329), SRID 4326, precision: 0
22 nodes, 24 edges, 10 faces, 29 topogeoms in 5 layers
Layer 1, type Polygonal (3), 9 topogeoms
 Deploy: features.land_parcels.feature
Layer 2, type Puntal (1), 8 topogeoms
 Deploy: features.traffic_signs.feature
Layer 3, type Lineal (2), 8 topogeoms
 Deploy: features.city_streets.feature
Layer 4, type Polygonal (3), 3 topogeoms
Hierarchy level 1, child layer 1
 Deploy: features.big_parcels.feature
Layer 5, type Puntal (1), 1 topogeoms
Hierarchy level 1, child layer 2
 Deploy: features.big_signs.feature

```

**See Also**[Topology\\_Load\\_Tiger](#)



### 11.3.6 ValidateTopology

ValidateTopology — Returns a set of validate\_topology\_returntype objects detailing issues with topology

#### Synopsis

setof validate\_topology\_returntype **ValidateTopology**(varchar topology\_schema\_name);

#### Descrizione

Returns a set of **validate\_topology\_returntype** objects detailing issues with topology. List of possible errors and what the returned ids represent are displayed below:

| Error                              | id1           | id2           |
|------------------------------------|---------------|---------------|
| edge crosses node                  | edge_id       | node_id       |
| invalid edge                       | edge_id       | null          |
| edge not simple                    | edge_id       | null          |
| edge crosses edge                  | edge_id       | edge_id       |
| edge start node geometry mis-match | edge_id       | node_id       |
| edge end node geometry mis-match   | edge_id       | node_id       |
| face without edges                 | face_id       | null          |
| face has no rings                  | face_id       | null          |
| face overlaps face                 | face_id       | face_id       |
| face within face                   | inner face_id | outer face_id |

Availability: 1.0.0

Enhanced: 2.0.0 more efficient edge crossing detection and fixes for false positives that were existent in prior versions.

Changed: 2.2.0 values for id1 and id2 were swapped for 'edge crosses node' to be consistent with error description.

#### Esempi

```
SELECT * FROM topology.ValidateTopology('ma_topo');
 error | id1 | id2
-----+-----+-----
face without edges | 0 |
```

#### See Also

**validate\_topology\_returntype**, **Topology\_Load\_Tiger**

## 11.4 Topology Constructors

### 11.4.1 CreateTopology

CreateTopology — Creates a new topology schema and registers this new schema in the topology.topology table.

## Synopsis

```
integer CreateTopology(varchar topology_schema_name);
integer CreateTopology(varchar topology_schema_name, integer srid);
integer CreateTopology(varchar topology_schema_name, integer srid, double precision tolerance);
integer CreateTopology(varchar topology_schema_name, integer srid, double precision tolerance, boolean hasz);
```

## Descrizione

Creates a new schema with name `topology_name` consisting of tables (`edge_data`, `face`, `node`, `relation` and registers this new topology in the `topology.topology` table. It returns the id of the topology in the `topology` table. The `srid` is the spatial reference identified as defined in `spatial_ref_sys` table for that topology. Topologies must be uniquely named. The tolerance is measured in the units of the spatial reference system. If the tolerance (`prec`) is not specified defaults to 0.

This is similar to the SQL/MM [ST\\_InitTopoGeo](#) but a bit more functional. `hasz` defaults to false if not specified.

Availability: 1.?

## Esempi

This example creates a new schema called `ma_topo` that will store edges, faces, and relations in Massachusetts State Plane meters. The tolerance represents 1/2 meter since the spatial reference system is a meter based spatial reference system

```
SELECT topology.CreateTopology('ma_topo',26986, 0.5);
```

Create Rhode Island topology in State Plane ft

```
SELECT topology.CreateTopology('ri_topo',3438) As topoid;
topoid

2
```

## See Also

Section [4.3.1](#), [ST\\_InitTopoGeo](#), [Topology\\_Load\\_Tiger](#)

## 11.4.2 CopyTopology

**CopyTopology** — Makes a copy of a topology structure (nodes, edges, faces, layers and TopoGeometries).

## Synopsis

```
integer CopyTopology(varchar existing_topology_name, varchar new_name);
```

## Descrizione

Creates a new topology with name `new_topology_name` and **SRID** and precision taken from `existing_topology_name`, copies all nodes, edges and faces in there, copies layers and their TopoGeometries too.



### Note

The new rows in `topology.layer` will contain synthesized values for `schema_name`, `table_name` and `feature_column`. This is because the TopoGeometry will only exist as a definition but won't be available in any user-level table yet.

Availability: 2.0.0

## Esempi

This example makes a backup of a topology called ma\_topo

```
SELECT topology.CopyTopology('ma_topo', 'ma_topo_bakup');
```

## See Also

Section [4.3.1](#), [CreateTopology](#)

## 11.4.3 ST\_InitTopoGeo

**ST\_InitTopoGeo** — Creates a new topology schema and registers this new schema in the topology.topology table and details summary of process.

## Synopsis

text **ST\_InitTopoGeo**(varchar topology\_schema\_name);

## Descrizione

This is an SQL-MM equivalent of [CreateTopology](#) but lacks the spatial reference and tolerance options of [CreateTopology](#) and outputs a text description of creation instead of topology id.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.17

## Esempi

```
SELECT topology.ST_InitTopoGeo('topo_schema_to_create') AS topocreation;
 astopocreation

Topology-Geometry 'topo_schema_to_create' (id:7) created.
```

## See Also

[CreateTopology](#)

## 11.4.4 ST\_CreateTopoGeo

**ST\_CreateTopoGeo** — Adds a collection of geometries to a given empty topology and returns a message detailing success.

## Synopsis

text **ST\_CreateTopoGeo**(varchar atopology, geometry acollection);

## Descrizione

Adds a collection of geometries to a given empty topology and returns a message detailing success.

Useful for populating an empty topology.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details -- X.3.18

## Esempi

```
-- Populate topology --
SELECT topology.ST_CreateTopoGeo('ri_topo',
 ST_GeomFromText('MULTILINESTRING((384744 236928,384750 236923,384769 236911,384799 ↵
 236895,384811 236890,384833 236884,
 384844 236882,384866 236881,384879 236883,384954 236898,385087 236932,385117 236938,
 385167 236938,385203 236941,385224 236946,385233 236950,385241 236956,385254 236971,
 385260 236979,385268 236999,385273 237018,385273 237037,385271 237047,385267 237057,
 385225 237125,385210 237144,385192 237161,385167 237192,385162 237202,385159 237214,
 385159 237227,385162 237241,385166 237256,385196 237324,385209 237345,385234 237375,
 385237 237383,385238 237399,385236 237407,385227 237419,385213 237430,385193 237439,
 385174 237451,385170 237455,385169 237460,385171 237475,385181 237503,385190 237521,
 385200 237533,385206 237538,385213 237541,385221 237542,385235 237540,385242 237541,
 385249 237544,385260 237555,385270 237570,385289 237584,385292 237589,385291 ↵
 237596,385284 237630))',3438)
);

 st_createtopogeo

Topology ri_topo populated

-- create tables and topo geometries --
CREATE TABLE ri.roads(gid serial PRIMARY KEY, road_name text);

SELECT topology.AddTopoGeometryColumn('ri_topo', 'ri', 'roads', 'topo', 'LINE');
```

## See Also

[AddTopoGeometryColumn](#), [CreateTopology](#), [DropTopology](#)

## 11.4.5 TopoGeo\_AddPoint

TopoGeo\_AddPoint — Adds a point to an existing topology using a tolerance and possibly splitting an existing edge.

### Synopsis

integer **TopoGeo\_AddPoint**(varchar toponame, geometry apoint, float8 tolerance);

### Descrizione

Adds a point to an existing topology and return its identifier. The given point will snap to existing nodes or edges within given tolerance. An existing edge may be split by the snapped point.

Availability: 2.0.0

**See Also**

[TopoGeo\\_AddLineString](#), [TopoGeo\\_AddPolygon](#), [AddNode](#), [CreateTopology](#)

### 11.4.6 TopoGeo\_AddLineString

`TopoGeo_AddLineString` — Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns edge identifiers

**Synopsis**

SETOF integer **TopoGeo\_AddLineString**(varchar toponame, geometry aline, float8 tolerance);

**Descrizione**

Adds a linestring to an existing topology and return a set of edge identifiers forming it up. The given line will snap to existing nodes or edges within given tolerance. Existing edges and faces may be split by the line.

Availability: 2.0.0

**See Also**

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddPolygon](#), [AddEdge](#), [CreateTopology](#)

### 11.4.7 TopoGeo\_AddPolygon

`TopoGeo_AddPolygon` — Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces.

**Synopsis**

integer **TopoGeo\_AddPolygon**(varchar atopology, geometry apoly, float8 atolerance);

**Descrizione**

Adds a polygon to an existing topology and return a set of face identifiers forming it up. The boundary of the given polygon will snap to existing nodes or edges within given tolerance. Existing edges and faces may be split by the boundary of the new polygon.

Availability: 2.0.0

**See Also**

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddLineString](#), [AddFace](#), [CreateTopology](#)

## 11.5 Topology Editors

### 11.5.1 ST\_AddIsoNode

`ST_AddIsoNode` — Adds an isolated node to a face in a topology and returns the nodeid of the new node. If face is null, the node is still created.

## Synopsis

integer **ST\_AddIsoNode**(varchar atopology, integer aface, geometry apoint);

## Descrizione

Adds an isolated node with point location `apoint` to an existing face with faceid `aface` to a topology `atopology` and returns the nodeid of the new node.

If the spatial reference system (srid) of the point geometry is not the same as the topology, the `apoint` is not a point geometry, the point is null, or the point intersects an existing edge (even at the boundaries) then an exception is thrown. If the point already exists as a node, an exception is thrown.

If `aface` is not null and the `apoint` is not within the face, then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1

## Esempi

### See Also

[AddNode](#), [CreateTopology](#), [DropTopology](#), [ST\\_Intersects](#)

## 11.5.2 ST\_AddIsoEdge

**ST\_AddIsoEdge** — Adds an isolated edge defined by geometry `alinestring` to a topology connecting two existing isolated nodes `anode` and `anothernode` and returns the edge id of the new edge.

## Synopsis

integer **ST\_AddIsoEdge**(varchar atopology, integer anode, integer anothernode, geometry alinestring);

## Descrizione

Adds an isolated edge defined by geometry `alinestring` to a topology connecting two existing isolated nodes `anode` and `anothernode` and returns the edge id of the new edge.

If the spatial reference system (srid) of the `alinestring` geometry is not the same as the topology, any of the input arguments are null, or the nodes are contained in more than one face, or the nodes are start or end nodes of an existing edge, then an exception is thrown.

If the `alinestring` is not within the face of the face the `anode` and `anothernode` belong to, then an exception is thrown.

If the `anode` and `anothernode` are not the start and end points of the `alinestring` then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.4

## Esempi

### See Also

[ST\\_AddIsoNode](#), [ST\\_IsSimple](#), [ST\\_Within](#)

---

### 11.5.3 ST\_AddEdgeNewFaces

**ST\_AddEdgeNewFaces** — Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces.

#### Synopsis

integer **ST\_AddEdgeNewFaces**(varchar atopology, integer anode, integer anothernode, geometry acurve);

#### Descrizione

Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces. Returns the id of the newly added edge.

Updates all existing joined edges and relationships accordingly.

If any arguments are null, the given nodes are unknown (must already exist in the `node` table of the topology schema) , the `acurve` is not a `LINESTRING`, the `anode` and `anothernode` are not the start and endpoints of `acurve` then an error is thrown.

If the spatial reference system (srid) of the `acurve` geometry is not the same as the topology an exception is thrown.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.12

#### Esempi

#### See Also

[ST\\_RemEdgeNewFace](#)

[ST\\_AddEdgeModFace](#)

### 11.5.4 ST\_AddEdgeModFace

**ST\_AddEdgeModFace** — Add a new edge and, if in doing so it splits a face, modify the original face and add a new face.

#### Synopsis

integer **ST\_AddEdgeModFace**(varchar atopology, integer anode, integer anothernode, geometry acurve);

#### Descrizione

Add a new edge and, if doing so splits a face, modify the original face and add a new one.



#### Note

If possible, the new face will be created on left side of the new edge. This will not be possible if the face on the left side will need to be the Universe face (unbounded).

Returns the id of the newly added edge.

Updates all existing joined edges and relationships accordingly.

If any arguments are null, the given nodes are unknown (must already exist in the `node` table of the topology schema) , the `acurve` is not a `LINESTRING`, the `anode` and `anothernode` are not the start and endpoints of `acurve` then an error is thrown.

If the spatial reference system (srid) of the `acurve` geometry is not the same as the topology an exception is thrown.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13

### Esempi

#### See Also

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)

## 11.5.5 ST\_RemEdgeNewFace

`ST_RemEdgeNewFace` — Removes an edge and, if the removed edge separated two faces, delete the original faces and replace them with a new face.

### Synopsis

integer **ST\_RemEdgeNewFace**(varchar atopology, integer anedge);

### Descrizione

Removes an edge and, if the removed edge separated two faces, delete the original faces and replace them with a new face.

Returns the id of a newly created face or NULL, if no new face is created. No new face is created when the removed edge is dangling or isolated or confined with the universe face (possibly making the universe flood into the face on the other side).

Updates all existing joined edges and relationships accordingly.

Refuses to remove an edge participating in the definition of an existing TopoGeometry. Refuses to heal two faces if any TopoGeometry is defined by only one of them (and not the other).

If any arguments are null, the given edge is unknown (must already exist in the `edge` table of the topology schema), the topology name is invalid then an error is thrown.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14

### Esempi

#### See Also

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)



### 11.5.6 ST\_RemEdgeModFace

**ST\_RemEdgeModFace** — Removes an edge and, if the removed edge separated two faces, delete one of the them and modify the other to take the space of both.

#### Synopsis

```
integer ST_RemEdgeModFace(varchar atopology, integer anedge);
```

#### Descrizione

Removes an edge and, if the removed edge separated two faces, delete one of the them and modify the other to take the space of both. Preferentially keeps the face on the right, to be symmetric with **ST\_AddEdgeModFace** also keeping it. Returns the id of the face remaining in place of the removed edge.

Updates all existing joined edges and relationships accordingly.

Refuses to remove an edge participating in the definition of an existing TopoGeometry. Refuses to heal two faces if any TopoGeometry is defined by only one of them (and not the other).

If any arguments are null, the given edge is unknown (must already exist in the `edge` table of the topology schema), the topology name is invalid then an error is thrown.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15

#### Esempi

#### See Also

[ST\\_AddEdgeModFace](#)

[ST\\_RemEdgeNewFace](#)

### 11.5.7 ST\_ChangeEdgeGeom

**ST\_ChangeEdgeGeom** — Changes the shape of an edge without affecting the topology structure.

#### Synopsis

```
integer ST_ChangeEdgeGeom(varchar atopology, integer anedge, geometry acurve);
```

#### Descrizione

Changes the shape of an edge without affecting the topology structure.

If any arguments are null, the given edge does not exist in the `edge` table of the topology schema, the `acurve` is not a `LINESTRING`, the `anode` and `anothernode` are not the start and endpoints of `acurve` or the modification would change the underlying topology then an error is thrown.

If the spatial reference system (`srid`) of the `acurve` geometry is not the same as the topology an exception is thrown.

If the new `acurve` is not simple, then an error is thrown.

If moving the edge from old to new position would hit an obstacle then an error is thrown.

Disponibilità: 1.1.0

Enhanced: 2.0.0 adds topological consistency enforcement



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details X.3.6

### Esempi

```
SELECT topology.ST_ChangeEdgeGeom('ma_topo', 1,
 ST_GeomFromText('LINESTRING(227591.9 893900.4,227622.6 893844.3,227641.6
 893816.6, 227704.5 893778.5)', 26986));

Edge 1 changed
```

### See Also

[ST\\_AddEdgeModFace](#)

[ST\\_RemEdgeModFace](#)

[ST\\_ModEdgeSplit](#)

## 11.5.8 ST\_ModEdgeSplit

**ST\_ModEdgeSplit** — Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge.

### Synopsis

integer **ST\_ModEdgeSplit**(varchar atopoology, integer anedge, geometry apoint);

### Descrizione

Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge. Updates all existing joined edges and relationships accordingly. Returns the identifier of the newly added node.

Availability: 1.?

Changed: 2.0 - In prior versions, this was misnamed ST\_ModEdgesSplit



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

### Esempi

```
-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227592 893910, 227600
893910)', 26986)) As edgeid;

-- edgeid-
3

-- Split the edge --
SELECT topology.ST_ModEdgeSplit('ma_topo', 3, ST_SetSRID(ST_Point(227594,893910),26986)) As node_id;
```

```
node_id
```

```

7
```

**See Also**

[ST\\_NewEdgesSplit](#), [ST\\_ModEdgeHeal](#), [ST\\_NewEdgeHeal](#), [AddEdge](#)

**11.5.9 ST\_ModEdgeHeal**

**ST\_ModEdgeHeal** — Heal two edges by deleting the node connecting them, modifying the first edge and deleting the second edge. Returns the id of the deleted node.

**Synopsis**

```
int ST_ModEdgeHeal(varchar atopology, integer anedge, integer anotheredge);
```

**Descrizione**

Heal two edges by deleting the node connecting them, modifying the first edge and deleting the second edge. Returns the id of the deleted node. Updates all existing joined edges and relationships accordingly.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

**See Also**

[ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

**11.5.10 ST\_NewEdgeHeal**

**ST\_NewEdgeHeal** — Heal two edges by deleting the node connecting them, deleting both edges, and replacing them with an edge whose direction is the same as the first edge provided.

**Synopsis**

```
int ST_NewEdgeHeal(varchar atopology, integer anedge, integer anotheredge);
```

**Descrizione**

Heal two edges by deleting the node connecting them, deleting both edges, and replacing them with an edge whose direction is the same as the first edge provided. Returns the id of the new edge replacing the healed ones. Updates all existing joined edges and relationships accordingly.

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

**See Also**

[ST\\_ModEdgeHeal](#) [ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

**11.5.11 ST\_MoveIsoNode**

**ST\_MoveIsoNode** — Moves an isolated node in a topology from one point to another. If new `apoint` geometry exists as a node an error is thrown. Returns description of move.

**Synopsis**

text **ST\_MoveIsoNode**(varchar atopology, integer anedge, geometry apoint);

**Descrizione**

Moves an isolated node in a topology from one point to another. If new `apoint` geometry exists as a node an error is thrown.

If any arguments are null, the `apoint` is not a point, the existing node is not isolated (is a start or end point of an existing edge), new node location intersects an existing edge (even at the end points) then an exception is thrown.

If the spatial reference system (srid) of the point geometry is not the same as the topology an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2

**Esempi**

```
-- Add an isolated node with no face --
SELECT topology.ST_AddIsoNode('ma_topo', NULL, ST_GeomFromText('POINT(227579 893916)', 26986)) As nodeid;
nodeid

 7
-- Move the new node --
SELECT topology.ST_MoveIsoNode('ma_topo', 7, ST_GeomFromText('POINT(227579.5 893916.5)', 26986)) As descrip;
descrip

Isolated Node 7 moved to location 227579.5,893916.5
```

**See Also**

[ST\\_AddIsoNode](#)

**11.5.12 ST\_NewEdgesSplit**

**ST\_NewEdgesSplit** — Split an edge by creating a new node along an existing edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges.

**Synopsis**

integer **ST\_NewEdgesSplit**(varchar atopology, integer anedge, geometry apoint);

## Descrizione

Split an edge with edge id `anedge` by creating a new node with point location `apoint` along current edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges. Updates all existing joined edges and relationships accordingly.

If the spatial reference system (srid) of the point geometry is not the same as the topology, the `apoint` is not a point geometry, the point is null, the point already exists as a node, the edge does not correspond to an existing edge or the point is not within the edge then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8

## Esempi

```
-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227575 893917,227592 893900) ', 26986)) As edgeid;
-- result-
edgeid

 2
-- Split the new edge --
SELECT topology.ST_NewEdgesSplit('ma_topo', 2, ST_GeomFromText('POINT(227578.5 893913.5)', 26986)) As newnodeid;
newnodeid

 6
```

## See Also

[ST\\_ModEdgeSplit](#) [ST\\_ModEdgeHeal](#) [ST\\_NewEdgeHeal](#) [AddEdge](#)

### 11.5.13 ST\_RemoveIsoNode

**ST\_RemoveIsoNode** — Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown.

## Synopsis

text **ST\_RemoveIsoNode**(varchar atopology, integer anode);

## Descrizione

Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

**Esempi**

```
-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7) As result;
 result

Isolated node 7 removed
```

**See Also**

[ST\\_AddIsoNode](#)

**11.5.14 ST\_RemoveIsoNode**

**ST\_RemoveIsoNode** — Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

**Synopsis**

text **ST\_RemoveIsoNode**(varchar atopology, integer anode);

**Descrizione**

Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

Availability: 1.2



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

**Esempi**

```
-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7) As result;
 result

Isolated node 7 removed
```

**See Also**

[ST\\_AddIsoNode](#)

**11.6 Topology Accessors****11.6.1 GetEdgeByPoint**

**GetEdgeByPoint** — Find the edge-id of an edge that intersects a given point

**Synopsis**

integer **GetEdgeByPoint**(varchar atopology, geometry apoint, float8 tol);

### Retrieve the id of an edge that intersects a Point

The function returns an integer (id-edge) given a topology, a POINT and a tolerance. If tolerance = 0 then the point has to intersect the edge.

If the point doesn't intersect an edge, returns 0 (zero).

If use tolerance > 0 and there is more than one edge near the point then an exception is thrown.



#### Note

If tolerance = 0, the function use ST\_Intersects otherwise uses ST\_DWithin.

Availability: 2.0.0 - requires GEOS >= 3.3.0.

### Esempi

These examples use edges we created in [AddEdge](#)

```
SELECT topology.GetEdgeByPoint('ma_topo',geom, 1) As withlmtol, topology.GetEdgeByPoint('ma_topo',geom,0) As withnotol
FROM ST_GeomFromEWKT('SRID=26986;POINT(227622.6 893843)') As geom;
withlmtol | withnotol
-----+-----
2 | 0
```

```
SELECT topology.GetEdgeByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;

-- get error --
ERROR: Two or more edges found
```

### See Also

[AddEdge](#), [GetNodeByPoint](#), [GetFaceByPoint](#)

## 11.6.2 GetFaceByPoint

GetFaceByPoint — Find the face-id of a face that intersects a given point

### Synopsis

integer **GetFaceByPoint**(varchar atopology, geometry apoint, float8 tol);

### Descrizione

Retrieve the id of a face that intersects a Point.

The function returns an integer (id-face) given a topology, a POINT and a tolerance. If tolerance = 0 then the point has to intersect the face.

If the point doesn't intersect a face, returns 0 (zero).

If use tolerance > 0 and there is more than one face near the point then an exception is thrown.

**Note**

If tolerance = 0, the function uses ST\_Intersects otherwise uses ST\_DWithin.

Availability: 2.0.0 - requires GEOS >= 3.3.0.

**Esempi**

These examples use edges faces created in [AddFace](#)

```
SELECT topology.GetFaceByPoint('ma_topo',geom, 10) As with1mtol, topology.GetFaceByPoint(' ←
ma_topo',geom,0) As withnotol
FROM ST_GeomFromEWKT('POINT(234604.6 899382.0)') As geom;

with1mtol | withnotol
-----+-----
1 | 0
```

```
SELECT topology.GetFaceByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('POINT(227591.9 893900.4)') As geom;

-- get error --
ERROR: Two or more faces found
```

**See Also**

[AddFace](#), [GetNodeByPoint](#), [GetEdgeByPoint](#)

**11.6.3 GetNodeByPoint**

GetNodeByPoint — Find the id of a node at a point location

**Synopsis**

integer **GetNodeByPoint**(varchar atopolgy, geometry point, float8 tol);

**Retrieve the id of a node at a point location**

The function return an integer (id-node) given a topology, a POINT and a tolerance. If tolerance = 0 mean exactly intersection otherwise retrieve the node from an interval.

If there isn't a node at the point, it return 0 (zero).

If use tolerance > 0 and near the point there are more than one node it throw an exception.

**Note**

If tolerance = 0, the function use ST\_Intersects otherwise will use ST\_DWithin.

Availability: 2.0.0 - requires GEOS >= 3.3.0.



## Esempi

These examples use edges we created in [AddEdge](#)

```
SELECT topology.GetNodeByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;
nearnode

2
```

```
SELECT topology.GetNodeByPoint('ma_topo',geom, 1000) As too_much_tolerance
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;

----get error--
ERROR: Two or more nodes found
```

## See Also

[AddEdge](#), [GetEdgeByPoint](#), [GetFaceByPoint](#)

### 11.6.4 GetTopologyID

**GetTopologyID** — Returns the id of a topology in the topology.topology table given the name of the topology.

#### Synopsis

integer **GetTopologyID**(varchar toponame);

#### Descrizione

Returns the id of a topology in the topology.topology table given the name of the topology.

Availability: 1.?

## Esempi

```
SELECT topology.GetTopologyID('ma_topo') As topo_id;
topo_id

1
```

## See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologySRID](#)

### 11.6.5 GetTopologySRID

**GetTopologySRID** — Returns the SRID of a topology in the topology.topology table given the name of the topology.

#### Synopsis

integer **GetTopologyID**(varchar toponame);

---

### Descrizione

Returns the spatial reference id of a topology in the topology.topology table given the name of the topology.

Availability: 2.0.0

### Esempi

```
SELECT topology.GetTopologySRID('ma_topo') As SRID;
SRID

4326
```

### See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologyID](#)

## 11.6.6 GetTopologyName

GetTopologyName — Returns the name of a topology (schema) given the id of the topology.

### Synopsis

varchar **GetTopologyName**(integer topology\_id);

### Descrizione

Returns the topology name (schema) of a topology from the topology.topology table given the topology id of the topology.

Availability: 1.?

### Esempi

```
SELECT topology.GetTopologyName(1) As topo_name;
topo_name

ma_topo
```

### See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyID](#), [GetTopologySRID](#)

## 11.6.7 ST\_GetFaceEdges

ST\_GetFaceEdges — Returns a set of ordered edges that bound a face.

### Synopsis

getfaceedges\_returntype **ST\_GetFaceEdges**(varchar atopology, integer aface);

---

**Descrizione**

Returns a set of ordered edges that bound a face. Each output consists of a sequence and edgeid. Sequence numbers start with value 1.

Enumeration of each ring edges start from the edge with smallest identifier. Order of edges follows a left-hand-rule (bound face is on the left of each directed edge).

Disponibilità: 2.0



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.5

**Esempi**

```
-- Returns the edges bounding face 1
SELECT (topology.ST_GetFaceEdges('tt', 1)).*;
-- result --
sequence | edge
-----+-----
1 | -4
2 | 5
3 | 7
4 | -6
5 | 1
6 | 2
7 | 3
(7 rows)
```

```
-- Returns the sequence, edge id
-- and geometry of the edges that bound face 1
-- If you just need geom and seq, can use ST_GetFaceGeometry
SELECT t.seq, t.edge, geom
FROM topology.ST_GetFaceEdges('tt',1) As t(seq,edge)
INNER JOIN tt.edge AS e ON abs(t.edge) = e.edge_id;
```

**See Also**

[GetRingEdges](#), [AddFace](#), [ST\\_GetFaceGeometry](#)

**11.6.8 ST\_GetFaceGeometry**

**ST\_GetFaceGeometry** — Returns the polygon in the given topology with the specified face id.

**Synopsis**

geometry **ST\_GetFaceGeometry**(varchar atopology, integer aface);

**Descrizione**

Returns the polygon in the given topology with the specified face id. Builds the polygon from the edges making up the face.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.16

## Esempi

```
-- Returns the wkt of the polygon added with AddFace
SELECT ST_AsText(topology.ST_GetFaceGeometry('ma_topo', 1)) As facegeomwkt;
-- result --
 facegeomwkt

POLYGON((234776.9 899563.7,234896.5 899456.7,234914 899436.4,234946.6 899356.9,
234872.5 899328.7,234891 899285.4,234992.5 899145,234890.6 899069,
234755.2 899255.4,234612.7 899379.4,234776.9 899563.7))
```

## See Also

[AddFace](#)

### 11.6.9 GetRingEdges

**GetRingEdges** — Returns the ordered set of signed edge identifiers met by walking on an a given edge side.

#### Synopsis

```
getfaceedges_returntype GetRingEdges(varchar atopology, integer aring, integer max_edges=null);
```

#### Descrizione

Returns the ordered set of signed edge identifiers met by walking on an a given edge side. Each output consists of a sequence and a signed edge id. Sequence numbers start with value 1.

If you pass a positive edge id, the walk starts on the left side of the corresponding edge and follows the edge direction. If you pass a negative edge id, the walk starts on the right side of it and goes backward.

If `max_edges` is not null no more than those records are returned by that function. This is meant to be a safety parameter when dealing with possibly invalid topologies.



#### Note

This function uses edge ring linking metadata.

Availability: 2.0.0

## See Also

[ST\\_GetFaceEdges](#), [GetNodeEdges](#)

### 11.6.10 GetNodeEdges

**GetNodeEdges** — Returns an ordered set of edges incident to the given node.

#### Synopsis

```
getfaceedges_returntype GetNodeEdges(varchar atopology, integer anode);
```

## Descrizione

Returns an ordered set of edges incident to the given node. Each output consists of a sequence and a signed edge id. Sequence numbers start with value 1. A positive edge starts at the given node. A negative edge ends into the given node. Closed edges will appear twice (with both signs). Order is clockwise starting from northbound.



### Note

This function computes ordering rather than deriving from metadata and is thus usable to build edge ring linking.

---

Disponibilità: 2.0

## See Also

[GetRingEdges](#), [ST\\_Azimuth](#)

## 11.7 Topology Processing

### 11.7.1 Polygonize

Polygonize — Find and register all faces defined by topology edges

## Synopsis

text **Polygonize**(varchar toponame);

## Descrizione

Register all faces that can be built out a topology edge primitives.

The target topology is assumed to contain no self-intersecting edges.



### Note

Already known faces are recognized, so it is safe to call Polygonize multiple times on the same topology.

---



### Note

This function does not use nor set the next\_left\_edge and next\_right\_edge fields of the edge table.

---

Availability: 2.0.0

## See Also

[AddFace](#), [ST\\_Polygonize](#)

---

### 11.7.2 AddNode

**AddNode** — Adds a point node to the node table in the specified topology schema and returns the nodeid of new node. If point already exists as node, the existing nodeid is returned.

#### Synopsis

```
integer AddNode(varchar toponame, geometry apoint, boolean allowEdgeSplitting=false, boolean computeContainingFace=false);
```

#### Descrizione

Adds a point node to the node table in the specified topology schema. The **AddEdge** function automatically adds start and end points of an edge when called so not necessary to explicitly add nodes of an edge.

If any edge crossing the node is found either an exception is raised or the edge is split, depending on the `allowEdgeSplitting` parameter value.

If `computeContainingFace` is true a newly added node would get the correct containing face computed.



#### Note

If the `apoint` geometry already exists as a node, the node is not added but the existing nodeid is returned.

Availability: 2.0.0

#### Esempi

```
SELECT topology.AddNode('ma_topo', ST_GeomFromText('POINT(227641.6 893816.5)', 26986)) As ←
 nodeid;
-- result --
nodeid

4
```

#### See Also

[AddEdge](#), [CreateTopology](#)

### 11.7.3 AddEdge

**AddEdge** — Adds a linestring edge to the edge table and associated start and end points to the point nodes table of the specified topology schema using the specified linestring geometry and returns the edgeid of the new (or existing) edge.

#### Synopsis

```
integer AddEdge(varchar toponame, geometry aline);
```

## Descrizione

Adds an edge to the edge table and associated nodes to the nodes table of the specified `toponame` schema using the specified linestring geometry and returns the edgeid of the new or existing record. The newly added edge has "universe" face on both sides and links to itself.



### Note

If the `aline` geometry crosses, overlaps, contains or is contained by an existing linestring edge, then an error is thrown and the edge is not added.



### Note

The geometry of `aline` must have the same `srid` as defined for the topology otherwise an invalid spatial reference sys error will be thrown.

Availability: 2.0.0 requires GEOS >= 3.3.0.

## Esempi

```
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227575.8 893917.2,227591.9 893900.4)', 26986)) As edgeid;
-- result-
edgeid

1

SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227591.9 893900.4,227622.6 893844.2,227641.6 893816.5,
227704.5 893778.5)', 26986)) As edgeid;
-- result --
edgeid

2

SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227591.2 893900, 227591.9 893900.4,
227704.5 893778.5)', 26986)) As edgeid;
-- gives error --
ERROR: Edge intersects (not on endpoints) with existing edge 1
```

## See Also

[TopoGeo\\_AddLineString](#), [CreateTopology](#), [Section 4.3.1](#)

## 11.7.4 AddFace

AddFace — Registers a face primitive to a topology and gets its identifier.

## Synopsis

integer **AddFace**(varchar toponame, geometry apolygon, boolean force\_new=false);

## Descrizione

Registers a face primitive to a topology and gets its identifier.

For a newly added face, the edges forming its boundaries and the ones contained in the face will be updated to have correct values in the `left_face` and `right_face` fields. Isolated nodes contained in the face will also be updated to have a correct `containing_face` field value.



### Note

This function does not use nor set the `next_left_edge` and `next_right_edge` fields of the edge table.

The target topology is assumed to be valid (containing no self-intersecting edges). An exception is raised if: The polygon boundary is not fully defined by existing edges or the polygon overlaps an existing face.

If the `apolygon` geometry already exists as a face, then: if `force_new` is false (the default) the face id of the existing face is returned; if `force_new` is true a new id will be assigned to the newly registered face.



### Note

When a new registration of an existing face is performed (`force_new=true`), no action will be taken to resolve dangling references to the existing face in the edge, node or relation tables, nor will the MBR field of the existing face record be updated. It is up to the caller to deal with that.



### Note

The `apolygon` geometry must have the same `srid` as defined for the topology otherwise an invalid spatial reference sys error will be thrown.

Availability: 2.0.0

## Esempi

```
-- first add the edges we use generate_series as an iterator (the below
-- will only work for polygons with < 10000 points because of our max in gs)
SELECT topology.AddEdge('ma_topo', ST_MakeLine(ST_PointN(geom,i), ST_PointN(geom, i + 1))) ←
 As edgeid
FROM (SELECT ST_NPoints(geom) AS npt, geom
 FROM
 (SELECT ST_Boundary(ST_GeomFromText('POLYGON((234896.5 899456.7,234914 ←
 899436.4,234946.6 899356.9,234872.5 899328.7,
 234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
 234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986)) As geom
) As geoms) As facen CROSS JOIN generate_series(1,10000) As i
 WHERE i < npt;
-- result --
edgeid

3
4
5
6
7
8
9
```



```

 10
 11
 12
(10 rows)
-- then add the face -

SELECT topology.AddFace('ma_topo',
 ST_GeomFromText('POLYGON((234896.5 899456.7,234914 899436.4,234946.6 899356.9,234872.5 ←
 899328.7,
 234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
 234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986)) As faceid;
-- result --
faceid

1

```

**See Also**

[AddEdge](#), [CreateTopology](#), [Section 4.3.1](#)

**11.7.5 ST\_Simplify**

**ST\_Simplify** — Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm.

**Synopsis**

geometry **ST\_Simplify**(TopoGeometry geomA, float tolerance);

**Descrizione**

Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm on each component edge.

**Note**

The returned geometry may be non-simple or non-valid.  
Splitting component edges may help retaining simplicity/validity.

Performed by the GEOS module.

Availability: 2.1.0

**See Also**

Geometry [ST\\_Simplify](#), [ST\\_IsSimple](#), [ST\\_IsValid](#), [ST\\_ModEdgeSplit](#)

**11.8 TopoGeometry Constructors****11.8.1 CreateTopoGeom**

**CreateTopoGeom** — Creates a new topo geometry object from topo element array - **tg\_type**: 1:[multi]point, 2:[multi]line, 3:[multi]poly, 4:collection

## Synopsis

```
topogeometry CreateTopoGeom(varchar toponame, integer tg_type, integer layer_id, topoelementarray tg_objs);
topogeometry CreateTopoGeom(varchar toponame, integer tg_type, integer layer_id);
```

## Descrizione

Creates a topogeometry object for layer denoted by `layer_id` and registers it in the relations table in the `toponame` schema.

`tg_type` is an integer: 1:[multi]point (punctal), 2:[multi]line (lineal), 3:[multi]poly (areal), 4:collection. `layer_id` is the layer id in the `topology.layer` table.

punctal layers are formed from set of nodes, lineal layers are formed from a set of edges, areal layers are formed from a set of faces, and collections can be formed from a mixture of nodes, edges, and faces.

Omitting the array of components generates an empty TopoGeometry object.

Availability: 1.?

## Examples: Form from existing edges

Create a topogeom in `ri_topo` schema for layer 2 (our `ri_roads`), of type (2) LINE, for the first edge (we loaded in `ST_CreateTopoGeo`).

```
INSERT INTO ri.ri_roads(road_name, topo) VALUES('Unknown', topology.CreateTopoGeom('ri_topo' ↵
 ',2,2, '{1,2}'::topology.topoelementarray);
```

## Examples: Convert an areal geometry to best guess topogeometry

Lets say we have geometries that should be formed from a collection of faces. We have for example `blockgroups` table and want to know the topo geometry of each block group. If our data was perfectly aligned, we could do this:

```
-- create our topo geometry column --
SELECT topology.AddTopoGeometryColumn(
 'topo_boston',
 'boston', 'blockgroups', 'topo', 'POLYGON');

-- addtopogeometrycolumn --
1

-- update our column assuming
-- everything is perfectly aligned with our edges
UPDATE boston.blockgroups AS bg
 SET topo = topology.CreateTopoGeom('topo_boston'
 ,3,1
 , foo.bfaces)
FROM (SELECT b.gid, topology.TopoElementArray_Agg(ARRAY[f.face_id,3]) As bfaces
 FROM boston.blockgroups As b
 INNER JOIN topo_boston.face As f ON b.geom && f.mbr
 WHERE ST_Covers(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
 GROUP BY b.gid) As foo
WHERE foo.gid = bg.gid;
```

```
--the world is rarely perfect allow for some error
--count the face if 50% of it falls
-- within what we think is our blockgroup boundary
UPDATE boston.blockgroups AS bg
 SET topo = topology.CreateTopoGeom('topo_boston'
 ,3,1
```

```

 , foo.bfaces)
FROM (SELECT b.gid, topology.TopoElementArray_Agg(ARRAY[f.face_id,3]) As bfaces
 FROM boston.blockgroups As b
 INNER JOIN topo_boston.face As f ON b.geom && f.mbr
 WHERE ST_Covers(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
 OR
 (ST_Intersects(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
 AND ST_Area(ST_Intersection(b.geom, topology.ST_GetFaceGeometry('topo_boston', ←
 f.face_id))) >
 ST_Area(topology.ST_GetFaceGeometry('topo_boston', f.face_id))*0.5
)
 GROUP BY b.gid) As foo
WHERE foo.gid = bg.gid;

-- and if we wanted to convert our topogeometry back
-- to a denormalized geometry aligned with our faces and edges
-- cast the topo to a geometry
-- The really cool thing is my new geometries
-- are now aligned with my tiger street centerlines
UPDATE boston.blockgroups SET new_geom = topo::geometry;

```

### See Also

[AddTopoGeometryColumn](#), [toTopoGeom](#) [ST\\_CreateTopoGeo](#), [ST\\_GetFaceGeometry](#), [TopoElementArray](#), [TopoElementArray\\_Agg](#)

## 11.8.2 toTopoGeom

toTopoGeom — Converts a simple Geometry into a topo geometry

### Synopsis

```

topogeometry toTopoGeom(geometry geom, varchar toponame, integer layer_id, float8 tolerance);
topogeometry toTopoGeom(geometry geom, topogeometry topogeom, float8 tolerance);

```

### Descrizione

Converts a simple Geometry into a [TopoGeometry](#).

Topological primitives required to represent the input geometry will be added to the underlying topology, possibly splitting existing ones, and they will be associated with the output TopoGeometry in the `relation` table.

Existing TopoGeometry objects (with the possible exception of `topogeom`, if given) will retain their shapes.

When `tolerance` is given it will be used to snap the input geometry to existing primitives.

In the first form a new TopoGeometry will be created for the given layer (`layer_id`) of the given topology (`toponame`).

In the second form the primitives resulting from the conversion will be added to the pre-existing TopoGeometry (`topogeom`), possibly adding space to its final shape. To have the new shape completely replace the old one see [clearTopoGeom](#).

Disponibilità: 2.0

Enhanced: 2.1.0 adds the version taking an existing TopoGeometry.

## Esempi

This is a full self-contained workflow

```
-- do this if you don't have a topology setup already
-- creates topology not allowing any tolerance
SELECT topology.CreateTopology('topo_boston_test', 2249);
-- create a new table
CREATE TABLE nei_topo(gid serial primary key, nei varchar(30));
--add a topogeometry column to it
SELECT topology.AddTopoGeometryColumn('topo_boston_test', 'public', 'nei_topo', 'topo', ' ←
MULTIPOLYGON') As new_layer_id;
new_layer_id

1

--use new layer id in populating the new topogeometry column
-- we add the topogeoms to the new layer with 0 tolerance
INSERT INTO nei_topo(nei, topo)
SELECT nei, topology.toTopoGeom(geom, 'topo_boston_test', 1)
FROM neighborhoods
WHERE gid BETWEEN 1 and 15;

--use to verify what has happened --
SELECT * FROM
 topology.TopologySummary('topo_boston_test');

-- summary--
Topology topo_boston_test (5), SRID 2249, precision 0
61 nodes, 87 edges, 35 faces, 15 topogeoms in 1 layers
Layer 1, type Polygonal (3), 15 topogeoms
Deploy: public.nei_topo.topo

-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = ST_Buffer(clearTopoGeom(topo), -10);

-- Get the no-one-lands left by the above operation
-- I think GRASS calls this "polygon0 layer"
SELECT ST_GetFaceGeometry('topo_boston_test', f.face_id)
FROM topo_boston_test.face f
WHERE f.face_id > 0 -- don't consider the universe face
AND NOT EXISTS (-- check that no TopoGeometry references the face
 SELECT * FROM topo_boston_test.relation
 WHERE layer_id = 1 AND element_id = f.face_id
);
```

## See Also

[CreateTopology](#), [AddTopoGeometryColumn](#), [CreateTopoGeom](#), [TopologySummary](#), [clearTopoGeom](#)

### 11.8.3 TopoElementArray\_Agg

**TopoElementArray\_Agg** — Returns a `topoelementarray` for a set of `element_id`, type arrays (topoelements)

#### Synopsis

`topoelementarray` **TopoElementArray\_Agg**(topoelement set tefield);

**Descrizione**

Used to create a **TopoElementArray** from a set of **TopoElement**.

Availability: 2.0.0

**Esempi**

```
SELECT topology.TopoElementArray_Agg (ARRAY[e,t]) As tea
FROM generate_series(1,3) As e CROSS JOIN generate_series(1,4) As t;
tea

{{1,1},{1,2},{1,3},{1,4},{2,1},{2,2},{2,3},{2,4},{3,1},{3,2},{3,3},{3,4}}
```

**See Also**

**TopoElement**, **TopoElementArray**

## 11.9 TopoGeometry Editors

### 11.9.1 clearTopoGeom

clearTopoGeom — Clears the content of a topo geometry

**Synopsis**

topogeometry **clearTopoGeom**(topogeometry topogeom);

**Descrizione**

Clears the content a **TopoGeometry** turning it into an empty one. Mostly useful in conjunction with **toTopoGeom** to replace the shape of existing objects and any dependent object in higher hierarchical levels.

Availability: 2.1

**Esempi**

```
-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = ST_Buffer(clearTopoGeom(topo), -10);
```

**See Also**

**toTopoGeom**

### 11.9.2 GetTopoGeomElements

GetTopoGeomElements — Add an element to the definition of a TopoGeometry

**Synopsis**

geometry **ST\_GetFaceGeometry**(varchar atopology, integer aface);

### Descrizione

Adds a **TopoElement** to the definition of a TopoGeometry object. Does not error out if the element is already part of the definition.

Disponibilità: 2.0

### Esempi

```
-- Add edge 5 to TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_addElement(tg, '{5,2}');
```

### See Also

[GetTopoGeomElements](#), [CreateTopoGeom](#)

## 11.9.3 GetTopoGeomElements

GetTopoGeomElements — Remove an element from the definition of a TopoGeometry

### Synopsis

geometry **ST\_GetFaceGeometry**(varchar atopology, integer aface);

### Descrizione

Removes a **TopoElement** from the definition of a TopoGeometry object.

Disponibilità: 2.0

### Esempi

```
-- Remove face 43 from TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_remElement(tg, '{43,3}');
```

### See Also

[GetTopoGeomElements](#), [CreateTopoGeom](#)

## 11.9.4 toTopoGeom

toTopoGeom — Adds a geometry shape to an existing topo geometry

### Descrizione

Refer to [toTopoGeom](#)

---

## 11.10 TopoGeometry Accessors

### 11.10.1 GetTopoGeomElementArray

`GetTopoGeomElementArray` — Returns a `topoelementarray` (an array of `topoelements`) containing the topological elements and type of the given `TopoGeometry` (primitive elements)

#### Synopsis

```
topoelementarray GetTopoGeomElementArray(varchar toponame, integer layer_id, integer tg_id);
topoelementarray topoelement GetTopoGeomElementArray(topogeometry tg);
```

#### Descrizione

Returns a [TopoElementArray](#) containing the topological elements and type of the given `TopoGeometry` (primitive elements). This is similar to `GetTopoGeomElements` except it returns the elements as an array rather than as a dataset.

`tg_id` is the topogeometry id of the topogeometry object in the topology in the layer denoted by `layer_id` in the `topology.layer` table.

Availability: 1.?

#### Esempi

#### See Also

[GetTopoGeomElements](#), [TopoElementArray](#)

### 11.10.2 GetTopoGeomElements

`GetTopoGeomElements` — Returns a set of `topoelement` objects containing the topological `element_id`,`element_type` of the given `TopoGeometry` (primitive elements)

#### Synopsis

```
setof topoelement GetTopoGeomElements(varchar toponame, integer layer_id, integer tg_id);
setof topoelement GetTopoGeomElements(topogeometry tg);
```

#### Descrizione

Returns a set of `element_id`,`element_type` (`topoelements`) for a given topogeometry object in `toponame` schema.

`tg_id` is the topogeometry id of the topogeometry object in the topology in the layer denoted by `layer_id` in the `topology.layer` table.

Availability: 2.0.0

#### Esempi

#### See Also

[GetTopoGeomElementArray](#), [DropTopology](#), [GetTopologyName](#), [GetTopologyID](#)

---

## 11.11 TopoGeometry Outputs

### 11.11.1 AsGML

AsGML — Returns the GML representation of a topogeometry.

#### Synopsis

```
text AsGML(topogeometry tg);
text AsGML(topogeometry tg, text nsprefix_in);
text AsGML(topogeometry tg, regclass visitedTable);
text AsGML(topogeometry tg, regclass visitedTable, text nsprefix);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable, text idprefix);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable, text idprefix, int gmlversion);
```

#### Descrizione

Returns the GML representation of a topogeometry in version GML3 format. If no `nsprefix_in` is specified then `gml` is used. Pass in an empty string for `nsprefix` to get a non-qualified name space. The precision (default: 15) and options (default 1) parameters, if given, are passed untouched to the underlying call to `ST_AsGML`.

The `visitedTable` parameter, if given, is used for keeping track of the visited Node and Edge elements so to use cross-references (`xlink:xref`) rather than duplicating definitions. The table is expected to have (at least) two integer fields: `'element_type'` and `'element_id'`. The calling user must have both read and write privileges on the given table. For best performance, an index should be defined on `element_type` and `element_id`, in that order. Such index would be created automatically by adding a unique constraint to the fields. Example:

```
CREATE TABLE visited (
 element_type integer, element_id integer,
 unique(element_type, element_id)
);
```

The `idprefix` parameter, if given, will be prepended to Edge and Node tag identifiers.

The `gmlver` parameter, if given, will be passed to the underlying `ST_AsGML`. Defaults to 3.

Availability: 2.0.0

#### Esempi

This uses the topo geometry we created in [CreateTopoGeom](#)

```
SELECT topology.AsGML(topo) As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<gml:TopoCurve>
 <gml:directedEdge>
 <gml:Edge gml:id="E1">
 <gml:directedNode orientation="-">
 <gml:Node gml:id="N1"/>
 </gml:directedNode>
 </gml:directedEdge>
 </gml:TopoCurve>
```



```

 <gml:curveProperty>
 <gml:Curve srsName="urn:ogc:def:crs:EPSG::3438">
 <gml:segments>
 <gml:LineStringSegment>
 <gml:posList srsDimension="2">
>384744 236928 384750 236923 384769 236911 384799 236895 384811 236890
 384833 236884 384844 236882 384866 236881 384879 236883 384954 ←
 236898 385087 236932 385117 236938
 385167 236938 385203 236941 385224 236946 385233 236950 385241 ←
 236956 385254 236971
 385260 236979 385268 236999 385273 237018 385273 237037 385271 ←
 237047 385267 237057 385225 237125
 385210 237144 385192 237161 385167 237192 385162 237202 385159 ←
 237214 385159 237227 385162 237241
 385166 237256 385196 237324 385209 237345 385234 237375 385237 ←
 237383 385238 237399 385236 237407
 385227 237419 385213 237430 385193 237439 385174 237451 385170 ←
 237455 385169 237460 385171 237475
 385181 237503 385190 237521 385200 237533 385206 237538 385213 ←
 237541 385221 237542 385235 237540 385242 237541
 385249 237544 385260 237555 385270 237570 385289 237584 385292 ←
 237589 385291 237596 385284 237630</gml:posList>
 </gml:LineStringSegment>
 </gml:segments>
 </gml:Curve>
 </gml:curveProperty>
 </gml:Edge>
 </gml:directedEdge>
 </gml:TopoCurve>
>

```

Same exercise as previous without namespace

```

SELECT topology.AsGML(topo,'') As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<TopoCurve>
 <directedEdge>
 <Edge id="E1">
 <directedNode orientation="-">
 <Node id="N1"/>
 </directedNode>
 <directedNode
></directedNode>
 <curveProperty>
 <Curve srsName="urn:ogc:def:crs:EPSG::3438">
 <segments>
 <LineStringSegment>
 <posList srsDimension="2">
>384744 236928 384750 236923 384769 236911 384799 236895 384811 236890
 384833 236884 384844 236882 384866 236881 384879 236883 384954 ←
 236898 385087 236932 385117 236938
 385167 236938 385203 236941 385224 236946 385233 236950 385241 ←
 236956 385254 236971
 385260 236979 385268 236999 385273 237018 385273 237037 385271 ←
 237047 385267 237057 385225 237125
 385210 237144 385192 237161 385167 237192 385162 237202 385159 ←
 237214 385159 237227 385162 237241
 385166 237256 385196 237324 385209 237345 385234 237375 385237 ←
 237383 385238 237399 385236 237407

```

```

385227 237419 385213 237430 385193 237439 385174 237451 385170 ←
237455 385169 237460 385171 237475
385181 237503 385190 237521 385200 237533 385206 237538 385213 ←
237541 385221 237542 385235 237540 385242 237541
385249 237544 385260 237555 385270 237570 385289 237584 385292 ←
237589 385291 237596 385284 237630</posList>
</LineStringSegment>
</segments>
</Curve>
</curveProperty>
</Edge>
</directedEdge>
</TopoCurve
>

```

**See Also**

[CreateTopoGeom](#), [ST\\_CreateTopoGeo](#)

**11.11.2 AsTopoJSON**

AsTopoJSON — Returns the TopoJSON representation of a topogeometry.

**Synopsis**

```
text AsTopoJSON(topogeometry tg, regclass edgeMapTable);
```

**Descrizione**

Returns the TopoJSON representation of a topogeometry. If `edgeMapTable` is not null, it will be used as a lookup/storage mapping of edge identifiers to arc indices. This is to be able to allow for a compact "arcs" array in the final document.

The table, if given, is expected to have an "arc\_id" field of type "serial" and an "edge\_id" of type integer; the code will query the table for "edge\_id" so it is recommended to add an index on that field.

**Note**

Arc indices in the TopoJSON output are 0-based but they are 1-based in the "edgeMapTable" table.

A full TopoJSON document will need to contain, in addition to the snippets returned by this function, the actual arcs plus some headers. See the [TopoJSON specification](#).

Availability: 2.1.0

Enhanced: 2.2.1 added support for puntal inputs

**See Also**

[ST\\_AsGeoJSON](#)

## Esempi

```
CREATE TEMP TABLE edgemap(arc_id serial, edge_id int unique);

-- header
SELECT '{ "type": "Topology", "transform": { "scale": [1,1], "translate": [0,0] }, "objects": {
 "": { '

-- objects
UNION ALL SELECT '"" || feature_name || "": ' || AsTopoJSON(feature, 'edgemap')
FROM features.big_parcel WHERE feature_name = 'P3P4';

-- arcs
WITH edges AS (
 SELECT m.arc_id, e.geom FROM edgemap m, city_data.edge e
 WHERE e.edge_id = m.edge_id
), points AS (
 SELECT arc_id, (st_dumppoints(geom)).* FROM edges
), compare AS (
 SELECT p2.arc_id,
 CASE WHEN p1.path IS NULL THEN p2.geom
 ELSE ST_Translate(p2.geom, -ST_X(p1.geom), -ST_Y(p1.geom))
 END AS geom
 FROM points p2 LEFT OUTER JOIN points p1
 ON (p1.arc_id = p2.arc_id AND p2.path[1] = p1.path[1]+1)
 ORDER BY arc_id, p2.path
), arcdump AS (
 SELECT arc_id, (regexp_matches(ST_AsGeoJSON(geom), '\[.*\]'))[1] as t
 FROM compare
), arcs AS (
 SELECT arc_id, '[' || array_to_string(array_agg(t), ',') || ']' as a FROM arcdump
 GROUP BY arc_id
 ORDER BY arc_id
)
SELECT '}', "arcs": [' UNION ALL
SELECT array_to_string(array_agg(a), E',\n') from arcs

-- footer
UNION ALL SELECT '}}'::text as t;

-- Result:
{ "type": "Topology", "transform": { "scale": [1,1], "translate": [0,0] }, "objects": {
"P3P4": { "type": "MultiPolygon", "arcs": [[[[-1]], [[6,5,-5,-4,-3,1]]]]
}, "arcs": [
 [[25,30],[6,0],[0,10],[-14,0],[0,-10],[8,0]],
 [[35,6],[0,8]],
 [[35,6],[12,0]],
 [[47,6],[0,8]],
 [[47,14],[0,8]],
 [[35,22],[12,0]],
 [[35,14],[0,8]]
]]
}
```

## 11.12 Topology Spatial Relationships

### 11.12.1 Equals

**Equals** — Returns true if two topogeometries are composed of the same topology primitives.

## Synopsis

boolean **Equals**(topogeometry tg1, topogeometry tg2);

## Descrizione

Returns true if two topogeometries are composed of the same topology primitives: faces, edges, nodes.



### Note

This function not supported for topogeometries that are geometry collections. It also can not compare topogeometries from different topologies.

Disponibilità: 1.1.0



This function supports 3d and will not drop the z-index.

## Esempi

## See Also

[GetTopoGeomElements](#), [ST\\_Equals](#)

## 11.12.2 Intersects

Intersects — Returns true if any pair of primitives from the two topogeometries intersect.

## Synopsis

boolean **Intersects**(topogeometry tg1, topogeometry tg2);

## Descrizione

Returns true if any pair of primitives from the two topogeometries intersect.



### Note

This function not supported for topogeometries that are geometry collections. It also can not compare topogeometries from different topologies. Also not currently supported for hierarchical topogeometries (topogeometries composed of other topogeometries).

Disponibilità: 1.1.0



This function supports 3d and will not drop the z-index.

## Esempi

## See Also

[ST\\_Intersects](#)

## Chapter 12

# Address Standardizer

This is a fork of the [PAGC standardizer](#) (original code for this portion was [PAGC PostgreSQL Address Standardizer](#)).

The address standardizer is a single line address parser that takes an input address and normalizes it based on a set of rules stored in a table and helper lex and gaz tables.

The code is built into a single postgresql extension library called `address_standardizer` which can be installed with `CREATE EXTENSION address_standardizer;`. In addition to the `address_standardizer` extension, a sample data extension called `address_standardizer_data_us` extensions is built, which contains gaz, lex, and rules tables for US data. This extensions can be installed via: `CREATE EXTENSION address_standardizer_data_us;`

The code for this extension can be found in the PostGIS `extensions/address_standardizer` and is currently self-contained.

For installation instructions refer to: [Section 2.7](#).

### 12.1 How the Parser Works

The parser works from right to left looking first at the macro elements for postcode, state/province, city, and then looks micro elements to determine if we are dealing with a house number street or intersection or landmark. It currently does not look for a country code or name, but that could be introduced in the future.

**Country code** Assumed to be US or CA based on: postcode as US or Canada state/province as US or Canada else US

**Postcode/zipcode** These are recognized using Perl compatible regular expressions. These regexs are currently in the `parseaddress-api.c` and are relatively simple to make changes to if needed.

**State/province** These are recognized using Perl compatible regular expressions. These regexs are currently in the `parseaddress-api.c` but could get moved into includes in the future for easier maintenance.

### 12.2 Address Standardizer Types

#### 12.2.1 stdaddr

**stdaddr** — A composite type that consists of the elements of an address. This is the return type for `standardize_address` function.

---

## Description

A composite type that consists of elements of an address. This is the return type for `standardize_address` function. Some descriptions for elements are borrowed from [PAGC Postal Attributes](#).

The token numbers denote the output reference number in the [rules table](#).



This method needs `address_standardizer` extension.

**building** is text (token number 0): Refers to building number or name. Unparsed building identifiers and types. Generally blank for most addresses.

**house\_num** is a text (token number 1): This is the street number on a street. Example *75* in *75 State Street*.

**predir** is text (token number 2): STREET NAME PRE-DIRECTIONAL such as North, South, East, West etc.

**qual** is text (token number 3): STREET NAME PRE-MODIFIER Example *OLD* in *3715 OLD HIGHWAY 99*.

**pretype** is text (token number 4): STREET PREFIX TYPE

**name** is text (token number 5): STREET NAME

**suftype** is text (token number 6): STREET POST TYPE e.g. St, Ave, Cir. A street type following the root street name. Example *STREET* in *75 State Street*.

**sufdir** is text (token number 7): STREET POST-DIRECTIONAL A directional modifier that follows the street name.. Example *WEST* in *3715 TENTH AVENUE WEST*.

**ruralroute** is text (token number 8): RURAL ROUTE . Example *7* in *RR 7*.

**extra** is text: Extra information like Floor number.

**city** is text (token number 10): Example Boston.

**state** is text (token number 11): Example MASSACHUSETTS

**country** is text (token number 12): Example USA

**postcode** is text POSTAL CODE (ZIP CODE) (token number 13): Example 02109

**box** is text POSTAL BOX NUMBER (token number 14 and 15): Example 02109

**unit** is text Apartment number or Suite Number (token number 17): Example *3B* in *APT 3B*.

## 12.3 Address Standardizer Tables

### 12.3.1 rules table

**rules table** — The rules table contains a set of rules that maps address input sequence tokens to standardized output sequence. A rule is defined as a set of input tokens followed by -1 (terminator) followed by set of output tokens followed by -1 followed by number denoting kind of rule followed by ranking of rule.

## Description

A rules table must have at least the following columns, though you are allowed to add more for your own uses.

**id** Primary key of table

**rule** text field denoting the rule. Details at [PAGC Address Standardizer Rule records](#).

A rule consists of a set of non-negative integers representing input tokens, terminated by a -1, followed by an equal number of non-negative integers representing postal attributes, terminated by a -1, followed by an integer representing a rule type, followed by an integer representing the rank of the rule. The rules are ranked from 0 (lowest) to 17 (highest).

So for example the rule 2 0 2 22 3 -1 5 5 6 7 3 -1 2 6 maps to sequence of output tokens *TYPE NUMBER TYPE DIRECT QUALIF* to the output sequence *STREET STREET SUFTYP SUFDIR QUALIF*. The rule is an ARC\_C rule of rank 6.

Numbers for corresponding output tokens are listed in [stdaddr](#).

## Input Tokens

Each rule starts with a set of input tokens followed by a terminator -1. Valid input tokens excerpted from [PAGC Input Tokens](#) are as follows:

### Form-Based Input Tokens

**AMPERS** (13). The ampersand (&) is frequently used to abbreviate the word "and".

**DASH** (9). A punctuation character.

**DOUBLE** (21). A sequence of two letters. Often used as identifiers.

**FRACT** (25). Fractions are sometimes used in civic numbers or unit numbers.

**MIXED** (23). An alphanumeric string that contains both letters and digits. Used for identifiers.

**NUMBER** (0). A string of digits.

**ORD** (15). Representations such as First or 1st. Often used in street names.

**ORD** (18). A single letter.

**WORD** (1). A word is a string of letters of arbitrary length. A single letter can be both a SINGLE and a WORD.

### Function-based Input Tokens

**BOXH** (14). Words used to denote post office boxes. For example *Box* or *PO Box*.

**BUILDH** (19). Words used to denote buildings or building complexes, usually as a prefix. For example: *Tower* in *Tower 7A*.

**BUILDT** (24). Words and abbreviations used to denote buildings or building complexes, usually as a suffix. For example: *Shopping Centre*.

**DIRECT** (22). Words used to denote directions, for example *North*.

**MILE** (20). Words used to denote milepost addresses.

**ROAD** (6). Words and abbreviations used to denote highways and roads. For example: the *Interstate* in *Interstate 5*

**RR** (8). Words and abbreviations used to denote rural routes. *RR*.

**TYPE** (2). Words and abbreviation used to denote street types. For example: *ST* or *AVE*.

**UNITH** (16). Words and abbreviation used to denote internal subaddresses. For example, *APT* or *UNIT*.



## Postal Type Input Tokens

**QUINT** (28). A 5 digit number. Identifies a Zip Code

**QUAD** (29). A 4 digit number. Identifies ZIP4.

**PCH** (27). A 3 character sequence of letter number letter. Identifies an FSA, the first 3 characters of a Canadian postal code.

**PCT** (26). A 3 character sequence of number letter number. Identifies an LDU, the last 3 characters of a Canadian postal code.

## Stopwords

STOPWORDS combine with WORDS. In rules a string of multiple WORDs and STOPWORDS will be represented by a single WORD token.

**STOPWORD** (7). A word with low lexical significance, that can be omitted in parsing. For example: *THE*.

## Output Tokens

After the first -1 (terminator), follows the output tokens and their order, followed by a terminator -1. Numbers for corresponding output tokens are listed in [stdaddr](#). What are allowed is dependent on kind of rule. Output tokens valid for each rule type are listed in the section called “[Rule Types and Rank](#)”.

## Rule Types and Rank

The final part of the rule is the rule type which is denoted by one of the following, followed by a rule rank. The rules are ranked from 0 (lowest) to 17 (highest).

### MACRO\_C

(token number = "0"). The class of rules for parsing MACRO clauses such as *PLACE STATE ZIP*

**MACRO\_C output tokens** (excerpted from <http://www.pagegeo.org/docs/html/pagc-12.html#--r-typ-->).

**CITY** (token number "10"). Example "Albany"

**STATE** (token number "11"). Example "NY"

**NATION** (token number "12"). This attribute is not used in most reference files. Example "USA"

**POSTAL** (token number "13"). (SADS elements "ZIP CODE" , "PLUS 4" ). This attribute is used for both the US Zip and the Canadian Postal Codes.

### MICRO\_C

(token number = "1"). The class of rules for parsing full MICRO clauses (such as House, street, sufdir, predir, pretyp, suftype, qualif) (ie ARC\_C plus CIVIC\_C). These rules are not used in the build phase.

**MICRO\_C output tokens** (excerpted from <http://www.pagegeo.org/docs/html/pagc-12.html#--r-typ-->).

**HOUSE** is a text (token number 1): This is the street number on a street. Example 75 in 75 State Street.

**predir** is text (token number 2): STREET NAME PRE-DIRECTIONAL such as North, South, East, West etc.

**qual** is text (token number 3): STREET NAME PRE-MODIFIER Example *OLD* in 3715 OLD HIGHWAY 99.

**pretype** is text (token number 4): STREET PREFIX TYPE

**street** is text (token number 5): STREET NAME

**suftype** is text (token number 6): STREET POST TYPE e.g. St, Ave, Cir. A street type following the root street name. Example *STREET* in 75 State Street.

**sufdir** is text (token number 7): STREET POST-DIRECTIONAL A directional modifier that follows the street name.. Example *WEST* in 3715 TENTH AVENUE WEST.

### ARC\_C

(token number = "2"). The class of rules for parsing MICRO clauses, excluding the HOUSE attribute. As such uses same set of output tokens as MICRO\_C minus the HOUSE token.

### CIVIC\_C

(token number = "3"). The class of rules for parsing the HOUSE attribute.

### EXTRA\_C

(token number = "4"). The class of rules for parsing EXTRA attributes - attributes excluded from geocoding. These rules are not used in the build phase.

**EXTRA\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#-r-typ-->).

**BLDNG** (token number 0): Unparsed building identifiers and types.

**BOXH** (token number 14): The **BOX** in BOX 3B

**BOXT** (token number 15): The **3B** in BOX 3B

**RR** (token number 8): The **RR** in RR 7

**UNITH** (token number 16): The **APT** in APT 3B

**UNITT** (token number 17): The **3B** in APT 3B

**UNKWN** (token number 9): An otherwise unclassified output.

## 12.3.2 lex table

lex table — A lex table is used to classify alphanumeric input and associate that input with (a) input tokens ( See the section called “**Input Tokens**”) and (b) standardized representations.

### Description

A lex (short for lexicon) table is used to classify alphanumeric input and associate that input with the section called “**Input Tokens**” and (b) standardized representations. Things you will find in these tables are ONE mapped to stdword: 1.

A lex has at least the following columns in the table. You may add

**id** Primary key of table

**seq** integer: definition number?

**word** text: the input word

**stdword** text: the standardized replacement word

**token** integer: the kind of word it is. Only if it is used in this context will it be replaced. Refer to **PAGC Tokens**.

## 12.3.3 gaz table

gaz table — A gaz table is used to standardize place names and associate that input with (a) input tokens ( See the section called “**Input Tokens**”) and (b) standardized representations.

## Description

A gaz (short for gazeteer) table is used to standardize place names and associate that input with the section called “**Input Tokens**” and (b) standardized representations. For example if you are in US, you may load these with State Names and associated abbreviations.

A gaz table has at least the following columns in the table. You may add more columns if you wish for your own purposes.

**id** Primary key of table

**seq** integer: definition number? - identifier used for that instance of the word

**word** text: the input word

**stdword** text: the standardized replacement word

**token** integer: the kind of word it is. Only if it is used in this context will it be replaced. Refer to [PAGC Tokens](#).

## 12.4 Address Standardizer Functions

### 12.4.1 parse\_address

`parse_address` — Takes a 1 line address and breaks into parts

#### Synopsis

record `parse_address`(text address);

#### Description

Returns takes an address as input, and returns a record output consisting of fields *num*, *street*, *street2*, *address1*, *city*, *state*, *zip*, *zipplus*, *country*.

Availability: 2.2.0



This method needs `address_standardizer` extension.

#### Examples

##### Single Addresss

```
SELECT num, street, city, zip, zipplus
 FROM parse_address('1 Devonshire Place, Boston, MA 02109-1234') AS a;
```

| num | street           | city   | zip   | zipplus |
|-----|------------------|--------|-------|---------|
| 1   | Devonshire Place | Boston | 02109 | 1234    |

##### Table of addresses

```
-- basic table
CREATE TABLE places(addid serial PRIMARY KEY, address text);

INSERT INTO places(address)
VALUES ('529 Main Street, Boston MA, 02129'),
 ('77 Massachusetts Avenue, Cambridge, MA 02139'),
```

```

('25 Wizard of Oz, Walaford, KS 99912323'),
('26 Capen Street, Medford, MA'),
('124 Mount Auburn St, Cambridge, Massachusetts 02138'),
('950 Main Street, Worcester, MA 01610');

-- parse the addresses
-- if you want all fields you can use (a).*
SELECT addid, (a).num, (a).street, (a).city, (a).state, (a).zip, (a).zipplus
FROM (SELECT addid, parse_address(address) As a
FROM places) AS p;

```

| addid | num | street               | city      | state | zip   | zipplus |
|-------|-----|----------------------|-----------|-------|-------|---------|
| 1     | 529 | Main Street          | Boston    | MA    | 02129 |         |
| 2     | 77  | Massachusetts Avenue | Cambridge | MA    | 02139 |         |
| 3     | 25  | Wizard of Oz         | Walaford  | KS    | 99912 | 323     |
| 4     | 26  | Capen Street         | Medford   | MA    |       |         |
| 5     | 124 | Mount Auburn St      | Cambridge | MA    | 02138 |         |
| 6     | 950 | Main Street          | Worcester | MA    | 01610 |         |

(6 rows)

## See Also

### 12.4.2 standardize\_address

`standardize_address` — Returns an `stdaddr` form of an input address utilizing `lex`, `gaz`, and `rule` tables.

## Synopsis

```

stdaddr standardize_address(text lextab, text gaztab, text rultab, text address);
stdaddr standardize_address(text lextab, text gaztab, text rultab, text micro, text macro);

```

## Description

Returns an `stdaddr` form of an input address utilizing `lex table` table name, `gaz table`, and `rules table` table names and an address.

Variant 1: Takes an address as a single line.

Variant 2: Takes an address as 2 parts. A `micro` consisting of standard first line of postal address e.g. `house_num street`, and a `macro` consisting of standard postal second line of an address e.g. `city, state postal_code country`.

Availability: 2.2.0



This method needs `address_standardizer` extension.

## Examples

Using `address_standardizer_data_us` extension

```
CREATE EXTENSION address_standardizer_data_us; -- only needs to be done once
```

Variant 1: Single line address. This doesn't work well with non-US addresses

```

SELECT house_num, name, suftype, city, country, state, unit FROM standardize_address(' ←
us_lex',
 'us_gaz', 'us_rules', 'One Devonshire Place, PH 301, Boston, MA ←
 02109');

```

| house_num | name       | suftype | city   | country | state         | unit            |
|-----------|------------|---------|--------|---------|---------------|-----------------|
| 1         | DEVONSHIRE | PLACE   | BOSTON | USA     | MASSACHUSETTS | # PENTHOUSE 301 |

Using tables packaged with tiger geocoder. This example only works if you installed `postgis_tiger_geocoder`.

```
SELECT * FROM standardize_address('tiger.pagc_lex',
 'tiger.pagc_gaz', 'tiger.pagc_rules', 'One Devonshire Place, PH 301, Boston, MA 02109-1234');
```

Make easier to read we'll dump output using `hstore` extension `CREATE EXTENSION hstore;` you need to install

```
SELECT (each(hstore(p))).*
FROM standardize_address('tiger.pagc_lex', 'tiger.pagc_gaz',
 'tiger.pagc_rules', 'One Devonshire Place, PH 301, Boston, MA 02109') As p;
```

| key        | value           |
|------------|-----------------|
| box        |                 |
| city       | BOSTON          |
| name       | DEVONSHIRE      |
| qual       |                 |
| unit       | # PENTHOUSE 301 |
| extra      |                 |
| state      | MA              |
| predir     |                 |
| sufdir     |                 |
| country    | USA             |
| pretype    |                 |
| suftype    | PL              |
| building   |                 |
| postcode   | 02109           |
| house_num  | 1               |
| ruralroute |                 |

(16 rows)

**Variant 2: As a two part Address**

```
SELECT (each(hstore(p))).*
FROM standardize_address('tiger.pagc_lex', 'tiger.pagc_gaz',
 'tiger.pagc_rules', 'One Devonshire Place, PH 301', 'Boston, MA 02109, US') As p;
```

| key        | value           |
|------------|-----------------|
| box        |                 |
| city       | BOSTON          |
| name       | DEVONSHIRE      |
| qual       |                 |
| unit       | # PENTHOUSE 301 |
| extra      |                 |
| state      | MA              |
| predir     |                 |
| sufdir     |                 |
| country    | USA             |
| pretype    |                 |
| suftype    | PL              |
| building   |                 |
| postcode   | 02109           |
| house_num  | 1               |
| ruralroute |                 |

(16 rows)

**See Also**

[stdaddr](#), [rules table](#), [lex table](#), [gaz table](#), [Page\\_Normalize\\_Address](#)

## Chapter 13

# PostGIS Extras

This chapter documents features found in the extras folder of the PostGIS source tarballs and source repository. These are not always packaged with PostGIS binary releases, but are usually plpgsql based or standard shell scripts that can be run as is.

### 13.1 Tiger Geocoder

There are a couple other open source geocoders for PostGIS, that unlike tiger geocoder have the advantage of multi-country geocoding support

- **Nominatim** uses OpenStreetMap gazeteer formatted data. It requires osm2pgsql for loading the data, PostgreSQL 8.4+ and PostGIS 1.5+ to function. It is packaged as a webservice interface and seems designed to be called as a webservice. Just like the tiger geocoder, it has both a geocoder and a reverse geocoder component. From the documentation, it is unclear if it has a pure SQL interface like the tiger geocoder, or if a good deal of the logic is implemented in the web interface.
- **GIS Graphy** also utilizes PostGIS and like Nominatim works with OpenStreetMap (OSM) data. It comes with a loader to load OSM data and similar to Nominatim is capable of geocoding not just US. Much like Nominatim, it runs as a webservice and relies on Java 1.5, Servlet apps, Solr. GisGraphy is cross-platform and also has a reverse geocoder among some other neat features.

#### 13.1.1 Drop\_Indexes\_Generate\_Script

**Drop\_Indexes\_Generate\_Script** — Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to `tiger_data` if no schema is specified.

##### Synopsis

```
text Drop_Indexes_Generate_Script(text param_schema=tiger_data);
```

##### Description

Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to `tiger_data` if no schema is specified.

This is useful for minimizing index bloat that may confuse the query planner or take up unnecessary space. Use in combination with **Install\_Missing\_Indexes** to add just the indexes used by the geocoder.

Availability: 2.0.0

---

## Examples

```
SELECT drop_indexes_generate_script() As actionsql;
actionsql

DROP INDEX tiger.idx_tiger_countysub_lookup_lower_name;
DROP INDEX tiger.idx_tiger_edges_countyfp;
DROP INDEX tiger.idx_tiger_faces_countyfp;
DROP INDEX tiger.tiger_place_the_geom_gist;
DROP INDEX tiger.tiger_edges_the_geom_gist;
DROP INDEX tiger.tiger_state_the_geom_gist;
DROP INDEX tiger.idx_tiger_addr_least_address;
DROP INDEX tiger.idx_tiger_addr_tlid;
DROP INDEX tiger.idx_tiger_addr_zip;
DROP INDEX tiger.idx_tiger_county_countyfp;
DROP INDEX tiger.idx_tiger_county_lookup_lower_name;
DROP INDEX tiger.idx_tiger_county_lookup_snd_name;
DROP INDEX tiger.idx_tiger_county_lower_name;
DROP INDEX tiger.idx_tiger_county_snd_name;
DROP INDEX tiger.idx_tiger_county_the_geom_gist;
DROP INDEX tiger.idx_tiger_countysub_lookup_snd_name;
DROP INDEX tiger.idx_tiger_cousub_countyfp;
DROP INDEX tiger.idx_tiger_cousub_cousubfp;
DROP INDEX tiger.idx_tiger_cousub_lower_name;
DROP INDEX tiger.idx_tiger_cousub_snd_name;
DROP INDEX tiger.idx_tiger_cousub_the_geom_gist;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_least_address;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_tlid;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_zip;
DROP INDEX tiger_data.idx_tiger_data_ma_county_countyfp;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lookup_lower_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lookup_snd_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lower_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_snd_name;
:
:
```

## See Also

[Install\\_Missing\\_Indexes](#), [Missing\\_Indexes\\_Generate\\_Script](#)

### 13.1.2 Drop\_Nation\_Tables\_Generate\_Script

**Drop\_Nation\_Tables\_Generate\_Script** — Generates a script that drops all tables in the specified schema that start with `county_all`, `state_all` or state code followed by `county` or `state`.

#### Synopsis

```
text Drop_Nation_Tables_Generate_Script(text param_schema=tiger_data);
```

#### Description

Generates a script that drops all tables in the specified schema that start with `county_all`, `state_all` or stae code followed by `county` or `state`. This is needed if you are upgrading from `tiger_2010` to `tiger_2011` data.

Availability: 2.1.0



## Examples

```
SELECT drop_nation_tables_generate_script();
DROP TABLE tiger_data.county_all;
DROP TABLE tiger_data.county_all_lookup;
DROP TABLE tiger_data.state_all;
DROP TABLE tiger_data.ma_county;
DROP TABLE tiger_data.ma_state;
```

## See Also

[Loader\\_Generate\\_Nation\\_Script](#)

### 13.1.3 Drop\_State\_Tables\_Generate\_Script

**Drop\_State\_Tables\_Generate\_Script** — Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to `tiger_data` if no schema is specified.

## Synopsis

text **Drop\_State\_Tables\_Generate\_Script**(text param\_state, text param\_schema=tiger\_data);

## Description

Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to `tiger_data` if no schema is specified. This function is useful for dropping tables of a state just before you reload a state in case something went wrong during your previous load.

Availability: 2.0.0

## Examples

```
SELECT drop_state_tables_generate_script('PA');
DROP TABLE tiger_data.pa_addr;
DROP TABLE tiger_data.pa_county;
DROP TABLE tiger_data.pa_county_lookup;
DROP TABLE tiger_data.pa_cousub;
DROP TABLE tiger_data.pa_edges;
DROP TABLE tiger_data.pa_faces;
DROP TABLE tiger_data.pa_featnames;
DROP TABLE tiger_data.pa_place;
DROP TABLE tiger_data.pa_state;
DROP TABLE tiger_data.pa_zip_lookup_base;
DROP TABLE tiger_data.pa_zip_state;
DROP TABLE tiger_data.pa_zip_state_loc;
```

## See Also

[Loader\\_Generate\\_Script](#)

---

### 13.1.4 Geocode

**Geocode** — Takes in an address as a string (or other normalized address) and outputs a set of possible locations which include a point geometry in NAD 83 long lat, a normalized address for each, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10, and restrict\_region (defaults to NULL)

#### Synopsis

setof record **geocode**(varchar address, integer max\_results=10, geometry restrict\_region=NULL, norm\_addy OUT addy, geometry OUT geomout, integer OUT rating);

setof record **geocode**(norm\_addy in\_addy, integer max\_results=10, geometry restrict\_region=NULL, norm\_addy OUT addy, geometry OUT geomout, integer OUT rating);

#### Description

Takes in an address as a string (or already normalized address) and outputs a set of possible locations which include a point geometry in NAD 83 long lat, a `normalized_address` (addy) for each, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Uses Tiger data (edges,faces,addr), PostgreSQL fuzzy string matching (soundex,levenshtein) and PostGIS line interpolation functions to interpolate address along the Tiger edges. The higher the rating the less likely the geocode is right. The geocoded point is defaulted to offset 10 meters from center-line off to side (L/R) of street address is located on.

Enhanced: 2.0.0 to support Tiger 2010 structured data and revised some logic to improve speed, accuracy of geocoding, and to offset point from centerline to side of street address is located on. The new parameter `max_results` useful for specifying number of best results or just returning the best result.

#### Examples: Basic

The below examples timings are on a 3.0 GHZ single processor Windows 7 machine with 2GB ram running PostgreSQL 9.1rc1/PostGIS 2.0 loaded with all of MA,MN,CA, RI state Tiger data loaded.

Exact matches are faster to compute (61ms)

```
SELECT g.rating, ST_X(g.geomout) As lon, ST_Y(g.geomout) As lat,
 (addy).address As stno, (addy).streetname As street,
 (addy).streettypeabbrev As styp, (addy).location As city, (addy).stateabbrev As st, (←
 addy).zip
FROM geocode('75 State Street, Boston MA 02109') As g;
rating | lon | lat | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----+-----+----- ←
 0 | -71.0556722990239 | 42.3589914927049 | 75 | State | St | Boston | MA | 02109
```

Even if zip is not passed in the geocoder can guess (took about 122-150 ms)

```
SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktlonlat,
 (addy).address As stno, (addy).streetname As street,
 (addy).streettypeabbrev As styp, (addy).location As city, (addy).stateabbrev As st, (←
 addy).zip
FROM geocode('226 Hanover Street, Boston, MA',1) As g;
rating | wktlonlat | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----
 1 | POINT(-71.05528 42.36316) | 226 | Hanover | St | Boston | MA | 02113
```

Can handle misspellings and provides more than one possible solution with ratings and takes longer (500ms).

```

SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktmlonlat,
 (addy).address As stno, (addy).streetname As street,
 (addy).streettypeabbrev As styp, (addy).location As city, (addy).stateabbrev As st, (←
 addy).zip
FROM geocode('31 - 37 Stewart Street, Boston, MA 02116') As g;
rating | wktmlonlat | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----
70 | POINT(-71.06459 42.35113) | 31 | Stuart | St | Boston | MA | 02116

```

Using to do a batch geocode of addresses. Easiest is to set `max_results=1`. Only process those not yet geocoded (have no rating).

```

CREATE TABLE addresses_to_geocode(addid serial PRIMARY KEY, address text,
 lon numeric, lat numeric, new_address text, rating integer);

INSERT INTO addresses_to_geocode(address)
VALUES ('529 Main Street, Boston MA, 02129'),
 ('77 Massachusetts Avenue, Cambridge, MA 02139'),
 ('25 Wizard of Oz, Walaford, KS 99912323'),
 ('26 Capen Street, Medford, MA'),
 ('124 Mount Auburn St, Cambridge, Massachusetts 02138'),
 ('950 Main Street, Worcester, MA 01610');

-- only update the first 3 addresses (323-704 ms - there are caching and shared memory ←
-- effects so first geocode you do is always slower) --
-- for large numbers of addresses you don't want to update all at once
-- since the whole geocode must commit at once
-- For this example we rejoin with LEFT JOIN
-- and set to rating to -1 rating if no match
-- to ensure we don't regeocode a bad address
UPDATE addresses_to_geocode
 SET (rating, new_address, lon, lat)
 = (COALESCE((g.geo).rating,-1), pprint_addy((g.geo).addy),
 ST_X((g.geo).geomout)::numeric(8,5), ST_Y((g.geo).geomout)::numeric(8,5))
FROM (SELECT addid
 FROM addresses_to_geocode
 WHERE rating IS NULL ORDER BY addid LIMIT 3) As a
LEFT JOIN (SELECT addid, (geocode(address,1)) As geo
 FROM addresses_to_geocode As ag
 WHERE ag.rating IS NULL ORDER BY addid LIMIT 3) As g ON a.addid = g.addid
WHERE a.addid = addresses_to_geocode.addid;

result

Query returned successfully: 3 rows affected, 480 ms execution time.

SELECT * FROM addresses_to_geocode WHERE rating is not null;

addid | address | lon | lat | ←
-----+-----+-----+-----+-----+-----+-----+-----
1 | 529 Main Street, Boston MA, 02129 | -71.07181 | 42.38359 | 529 Main St, ←
 | Boston, MA 02129 | 0
2 | 77 Massachusetts Avenue, Cambridge, MA 02139 | -71.09428 | 42.35988 | 77 ←
 | Massachusetts Ave, Cambridge, MA 02139 | 0
3 | 25 Wizard of Oz, Walaford, KS 99912323 | | | ←
 | | -1

```

**Examples: Using Geometry filter**

```
SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktmlonlat,
 (addy).address As stno, (addy).streetname As street,
 (addy).streettypeabbrev As styp,
 (addy).location As city, (addy).stateabbrev As st, (addy).zip
FROM geocode('100 Federal Street, MA',
 3,
 (SELECT ST_Union(the_geom)
 FROM place WHERE statefp = '25' AND name = 'Lynn')::geometry
) As g;
```

| rating | wktmlonlat               | stno | street  | styp | city | st | zip   |
|--------|--------------------------|------|---------|------|------|----|-------|
| 8      | POINT(-70.96796 42.4659) | 100  | Federal | St   | Lynn | MA | 01905 |

Total query runtime: 245 ms.

**See Also**

[Normalize\\_Address](#), [Pprint\\_Addy](#), [ST\\_AsText](#), [ST\\_SnapToGrid](#), [ST\\_X](#), [ST\\_Y](#)

**13.1.5 Geocode\_Intersection**

**Geocode\_Intersection** — Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a geomout as the point location in NAD 83 long lat, a `normalized_address` (addy) for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Uses Tiger data (edges, faces, addr), PostgreSQL fuzzy string matching (soundex, levenshtein).

**Synopsis**

setof record **geocode\_intersection**(text roadway1, text roadway2, text in\_state, text in\_city, text in\_zip, integer max\_results=10, norm\_addy OUT addy, geometry OUT geomout, integer OUT rating);

**Description**

Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a point geometry in NAD 83 long lat, a normalized address for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Returns `normalized_address` (addy) for each, geomout as the point location in nad 83 long lat, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Uses Tiger data (edges,faces,addr), PostgreSQL fuzzy string matching (soundex,levenshtein)

Availability: 2.0.0

**Examples: Basic**

The below examples timings are on a 3.0 GHZ single processor Windows 7 machine with 2GB ram running PostgreSQL 9.0/PostGIS 1.5 loaded with all of MA state Tiger data loaded. Currently a bit slow (3000 ms)

Testing on Windows 2003 64-bit 8GB on PostGIS 2.0 PostgreSQL 64-bit Tiger 2011 data loaded -- (41ms)

```
SELECT pprint_addy(addy), st_astext(geomout),rating
 FROM geocode_intersection('Haverford St','Germania St', 'MA', 'Boston', ↵
 '02130',1);
```

| pprint_addy                       | st_astext                  | rating |
|-----------------------------------|----------------------------|--------|
| 98 Haverford St, Boston, MA 02130 | POINT(-71.101375 42.31376) | 0      |

Even if zip is not passed in the geocoder can guess (took about 3500 ms on the windows 7 box), on the windows 2003 64-bit 741 ms

```
SELECT pprint_addy(addy), st_astext(geomout),rating
 FROM geocode_intersection('Weld', 'School', 'MA', 'Boston');
```

| pprint_addy                   | st_astext                | rating |
|-------------------------------|--------------------------|--------|
| 98 Weld Ave, Boston, MA 02119 | POINT(-71.099 42.314234) | 3      |
| 99 Weld Ave, Boston, MA 02119 | POINT(-71.099 42.314234) | 3      |

See Also

[Geocode](#), [Pprint\\_Addy](#), [ST\\_AsText](#)

13.1.6 Get\_Geocode\_Setting

Get\_Geocode\_Setting — Returns value of specific setting stored in tiger.geocode\_settings table.

Synopsis

text **Get\_Geocode\_Setting**(text setting\_name);

Description

Returns value of specific setting stored in tiger.geocode\_settings table. Settings allow you to toggle debugging of functions. Later plans will be to control rating with settings. Current list of settings are as follows:

| name                           | setting | unit    | category  | ↔ | short_desc                                                                                                                                   |
|--------------------------------|---------|---------|-----------|---|----------------------------------------------------------------------------------------------------------------------------------------------|
| debug_geocode_address          | false   | boolean | debug     | ↔ | outputs debug information in notice log such as queries when geocode_address is called if true                                               |
| debug_geocode_intersection     | false   | boolean | debug     | ↔ | outputs debug information in notice log such as queries when geocode_intersection is called if true                                          |
| debug_normalize_address        | false   | boolean | debug     | ↔ | outputs debug information in notice log such as queries and intermediate expressions when normalize_address is called if true                |
| debug_reverse_geocode          | false   | boolean | debug     | ↔ | if true, outputs debug information in notice log such as queries and intermediate expressions when reverse_geocode                           |
| reverse_geocode_numbered_roads | 0       | integer | rating    | ↔ | For state and county highways, 0 - no preference in name, 1 - prefer the numbered highway name, 2 - prefer local state/county name           |
| use_papg_address_parser        | false   | boolean | normalize | ↔ | If set to true, will try to use the address_standardizer extension (via papg_normalize_address) instead of tiger normalize_address built one |

Changed: 2.2.0 : default settings are now kept in a table called `geocode_settings_default`. Use customized settingsa are in `geocode_settings` and only contain those that have been set by user.

Availability: 2.1.0

### Example return debugging setting

```
SELECT get_geocode_setting('debug_geocode_address') As result;
result

false
```

### See Also

[Set\\_Geocode\\_Setting](#)

## 13.1.7 Get\_Tract

`Get_Tract` — Returns census tract or field from tract table of where the geometry is located. Default to returning short name of tract.

### Synopsis

text **get\_tract**(geometry loc\_geom, text output\_field=name);

### Description

Given a geometry will return the census tract location of that geometry. NAD 83 long lat is assumed if no spatial ref sys is specified.

#### Note

This function uses the census `tract` which is not loaded by default. If you have already loaded your state table, you can load `tract` as well as `bg`, and `tabblock` using the [Loader\\_Generate\\_Census\\_Script](#) script.



If you have not loaded your state data yet and want these additional tables loaded, do the following

```
UPDATE tiger.loader_lookuptables SET load = true WHERE load = false AND lookup_name <=
IN('tract', 'bg', 'tabblock');
```

then they will be included by the [Loader\\_Generate\\_Script](#).

Availability: 2.0.0

### Examples: Basic

```
SELECT get_tract(ST_Point(-71.101375, 42.31376)) As tract_name;
tract_name

1203.01
```

```
--this one returns the tiger geoid
SELECT get_tract(ST_Point(-71.101375, 42.31376), 'tract_id') As tract_id;
tract_id

25025120301
```

**See Also**[Geocode](#) >

### 13.1.8 Install\_Missing\_Indexes

**Install\_Missing\_Indexes** — Finds all tables with key columns used in geocoder joins and filter conditions that are missing used indexes on those columns and will add them.

**Synopsis**

```
boolean Install_Missing_Indexes();
```

**Description**

Finds all tables in `tiger` and `tiger_data` schemas with key columns used in geocoder joins and filters that are missing indexes on those columns and will output the SQL DDL to define the index for those tables and then execute the generated script. This is a helper function that adds new indexes needed to make queries faster that may have been missing during the load process. This function is a companion to [Missing\\_Indexes\\_Generate\\_Script](#) that in addition to generating the create index script, also executes it. It is called as part of the `update_geocode.sql` upgrade script.

Availability: 2.0.0

**Examples**

```
SELECT install_missing_indexes();
 install_missing_indexes

t
```

**See Also**

[Loader\\_Generate\\_Script](#), [Missing\\_Indexes\\_Generate\\_Script](#)

### 13.1.9 Loader\_Generate\_Census\_Script

**Loader\_Generate\_Census\_Script** — Generates a shell script for the specified platform for the specified states that will download Tiger census state `tract`, `bg`, and `tabblocks` data tables, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

**Synopsis**

```
setof text loader_generate_census_script(text[] param_states, text os);
```

**Description**

Generates a shell script for the specified platform for the specified states that will download Tiger data census state `tract`, block groups `bg`, and `tabblocks` data tables, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

It uses `unzip` on Linux (7-zip on Windows by default) and `wget` to do the downloading. It uses [Section 4.4.2](#) to load in the data. Note the smallest unit it does is a whole state. It will only process the files in the staging and temp folders.

It uses the following control tables to control the process and different OS shell syntax variations.

---

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux. More can be added.
3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the tiger schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

Availability: 2.0.0



#### Note

**Loader\_Generate\_Script** includes this logic, but if you installed tiger geocoder prior to PostGIS 2.0.0 alpha5, you'll need to run this on the states you have already done to get these additional tables.

## Examples

Generate script to load up data for select states in Windows shell script format.

```
SELECT loader_generate_census_script (ARRAY['MA'], 'windows');
-- result --
set STATEDIR="\gisdata\www2.census.gov\geo\pvs\tiger2010st\25_Massachusetts"
set TMPDIR=\gisdata\temp\
set UNZIPTOOL="C:\Program Files\7-Zip\7z.exe"
set WGETTOOL="C:\wget\wget.exe"
set PGBIN=C:\projects\pg\pg91win\bin\
set PGPORT=5432
set PGHOST=localhost
set PGUSER=postgres
set PGPASSWORD=yourpasswordhere
set PGDATABASE=tiger_postgis20
set PSQL="%PGBIN%psql"
set SHP2PGSQL="%PGBIN%shp2pgsql"
cd \gisdata

%WGETTOOL% http://www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts/25/ --no-parent -- \
 relative --accept=*bg10.zip,*tract10.zip,*tabblock10.zip --mirror --reject=html
del %TMPDIR%*.* /Q
%PSQL% -c "DROP SCHEMA tiger_staging CASCADE;"
%PSQL% -c "CREATE SCHEMA tiger_staging;"
cd %STATEDIR%
for /r %%z in (*.zip) do %UNZIPTOOL% e %%z -o%TMPDIR%
cd %TMPDIR%
%PSQL% -c "CREATE TABLE tiger_data.MA_tract(CONSTRAINT pk_MA_tract PRIMARY KEY (tract_id)) \
 INHERITS(tiger.tract); "
%SHP2PGSQL% -c -s 4269 -g the_geom -W "latin1" tl_2010_25_tract10.dbf tiger_staging. \
 ma_tract10 | %PSQL%
%PSQL% -c "ALTER TABLE tiger_staging.MA_tract10 RENAME geoid10 TO tract_id; SELECT \
 loader_load_staged_data(lower('MA_tract10'), lower('MA_tract')); "
%PSQL% -c "CREATE INDEX tiger_data_MA_tract_the_geom_gist ON tiger_data.MA_tract USING gist \
 (the_geom); "
%PSQL% -c "VACUUM ANALYZE tiger_data.MA_tract;"
%PSQL% -c "ALTER TABLE tiger_data.MA_tract ADD CONSTRAINT chk_statefp CHECK (statefp = \
 '25');"
:
```

Generate sh script



```

STATEDIR="/gisdata/www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts"
TMPDIR="/gisdata/temp/"
UNZIPTOOL=unzip
WGETTOOL="/usr/bin/wget"
export PGBIN=/usr/pgsql-9.0/bin
export PGPORT=5432
export PGHOST=localhost
export PGUSER=postgres
export PGPASSWORD=yourpasswordhere
export PGDATABASE=geocoder
PSQL=${PGBIN}/psql
SHP2PGSQL=${PGBIN}/shp2pgsql
cd /gisdata

wget http://www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts/25/ --no-parent --relative ←
 --accept=*bgl0.zip,*tract10.zip,*tabblock10.zip --mirror --reject=html
rm -f ${TMPDIR}/*. *
${PSQL} -c "DROP SCHEMA tiger_staging CASCADE;"
${PSQL} -c "CREATE SCHEMA tiger_staging;"
cd $STATEDIR
for z in *.zip; do $UNZIPTOOL -o -d $TMPDIR $z; done
:
:

```

## See Also

[Loader\\_Generate\\_Script](#)

### 13.1.10 Loader\_Generate\_Script

**Loader\_Generate\_Script** — Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into `tiger_data` schema. Each state script is returned as a separate record. Latest version supports Tiger 2010 structural changes and also loads census tract, block groups, and blocks tables.

## Synopsis

setof text **loader\_generate\_script**(text[] param\_states, text os);

## Description

Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

It uses unzip on Linux (7-zip on Windows by default) and wget to do the downloading. It uses Section [4.4.2](#) to load in the data. Note the smallest unit it does is a whole state, but you can overwrite this by downloading the files yourself. It will only process the files in the staging and temp folders.

It uses the following control tables to control the process and different OS shell syntax variations.

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux. More can be added.

3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the tiger schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

Availability: 2.0.0 to support Tiger 2010 structured data and load census tract (tract), block groups (bg), and blocks (tabblocks) tables .



#### Note

If you are using pgAdmin 3, be warned that by default pgAdmin 3 truncates long text. To fix, change *File -> Options -> Query Tool -> Query Editor -> Max. characters per column* to larger than 50000 characters.

## Examples

Using `psql` where `gistest` is your database and `/gisdata/data_load.sh` is the file to create with the shell commands to run.

```
psql -U postgres -h localhost -d gistest -A -t \
-c "SELECT Loader_Generate_Script (ARRAY['MA'], 'gistest') " > /gisdata/data_load.sh;
```

Generate script to load up data for 2 states in Windows shell script format.

```
SELECT loader_generate_script (ARRAY['MA','RI'], 'windows') AS result;
-- result --
set TMPDIR=\gisdata\temp\
set UNZIPTOOL="C:\Program Files\7-Zip\7z.exe"
set WGETTOOL="C:\wget\wget.exe"
set PGBIN=C:\Program Files\PostgreSQL\9.4\bin\
set PGPORT=5432
set PGHOST=localhost
set PGUSER=postgres
set PGPASSWORD=yourpasswordhere
set PGDATABASE=geocoder
set PSQL="%PGBIN%psql"
set SHP2PGSQL="%PGBIN%shp2pgsql"
cd \gisdata

cd \gisdata
%WGETTOOL% ftp://ftp2.census.gov/geo/tiger/TIGER2015/PLACE/tl_*_25_* --no-parent --relative ←
--recursive --level=2 --accept=zip --mirror --reject=html
cd \gisdata/ftp2.census.gov/geo/tiger/TIGER2015/PLACE
:
:
```

Generate sh script

```
SELECT loader_generate_script (ARRAY['MA','RI'], 'sh') AS result;
-- result --
TMPDIR="/gisdata/temp/"
UNZIPTOOL=unzip
WGETTOOL="/usr/bin/wget"
export PGBIN=/usr/lib/postgresql/9.4/bin
export PGPORT=5432
export PGHOST=localhost
export PGUSER=postgres
export PGPASSWORD=yourpasswordhere
export PGDATABASE=geocoder
PSQL=${PGBIN}/psql
SHP2PGSQL=${PGBIN}/shp2pgsql
```

```
cd /gisdata

cd /gisdata
wget ftp://ftp2.census.gov/geo/tiger/TIGER2015/PLACE/tl_*_25_* --no-parent --relative -- ↵
 recursive --level=2 --accept=zip --mirror --reject=html
cd /gisdata/ftp2.census.gov/geo/tiger/TIGER2015/PLACE
rm -f ${TMPDIR}/*. *
:
:
```

## See Also

Section [2.8.1](#), [Loader\\_Generate\\_Nation\\_Script](#)

### 13.1.11 Loader\_Generate\_Nation\_Script

**Loader\_Generate\_Nation\_Script** — Generates a shell script for the specified platform that loads in the county and state lookup tables.

## Synopsis

```
text loader_generate_nation_script(text os);
```

## Description

Generates a shell script for the specified platform that loads in the `county_all`, `county_all_lookup`, `state_all` tables into `tiger_data` schema. These inherit respectively from the `county`, `county_lookup`, `state` tables in `tiger` schema.

It uses `unzip` on Linux (7-zip on Windows by default) and `wget` to do the downloading. It uses Section [4.4.2](#) to load in the data.

It uses the following control tables `tiger.loader_platform`, `tiger.loader_variables`, and `tiger.loader_lookuptables` to control the process and different OS shell syntax variations.

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux/unix. More can be added.
3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the `tiger` schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

Availability: 2.1.0



## Note

If you were running `tiger_2010` version and you want to reload as state with `tiger_2011`, you'll need to for the very first load generate and run drop statements [Drop\\_Nation\\_Tables\\_Generate\\_Script](#) before you run this script.

## Examples

Generate script to load nation data Windows.

```
SELECT loader_generate_nation_script('windows');
```

Generate script to load up data for Linux/Unix systems.

```
SELECT loader_generate_nation_script('sh');
```

## See Also

[Loader\\_Generate\\_Script](#)

### 13.1.12 Missing\_Indexes\_Generate\_Script

**Missing\_Indexes\_Generate\_Script** — Finds all tables with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables.

## Synopsis

text **Missing\_Indexes\_Generate\_Script**();

## Description

Finds all tables in `tiger` and `tiger_data` schemas with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables. This is a helper function that adds new indexes needed to make queries faster that may have been missing during the load process. As the geocoder is improved, this function will be updated to accommodate new indexes being used. If this function outputs nothing, it means all your tables have what we think are the key indexes already in place.

Availability: 2.0.0

## Examples

```
SELECT missing_indexes_generate_script();
-- output: This was run on a database that was created before many corrections were made to ←
the loading script --
CREATE INDEX idx_tiger_county_countyfp ON tiger.county USING btree(countyfp);
CREATE INDEX idx_tiger_cousub_countyfp ON tiger.cousub USING btree(countyfp);
CREATE INDEX idx_tiger_edges_tfidr ON tiger.edges USING btree(tfidr);
CREATE INDEX idx_tiger_edges_tfidl ON tiger.edges USING btree(tfidl);
CREATE INDEX idx_tiger_zip_lookup_all_zip ON tiger.zip_lookup_all USING btree(zip);
CREATE INDEX idx_tiger_data_ma_county_countyfp ON tiger_data.ma_county USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_cousub_countyfp ON tiger_data.ma_cousub USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_edges_countyfp ON tiger_data.ma_edges USING btree(countyfp);
CREATE INDEX idx_tiger_data_ma_faces_countyfp ON tiger_data.ma_faces USING btree(countyfp);
```

## See Also

[Loader\\_Generate\\_Script](#), [Install\\_Missing\\_Indexes](#)

### 13.1.13 Normalize\_Address

**Normalize\_Address** — Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the `tiger_geocoder` (no need for tiger census data).

#### Synopsis

```
norm_addy normalize_address(varchar in_address);
```

#### Description

Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This is the first step in the geocoding process to get all addresses into normalized postal form. No other data is required aside from what is packaged with the geocoder.

This function just uses the various direction/state/suffix lookup tables preloaded with the `tiger_geocoder` and located in the `tiger` schema, so it doesn't need you to download tiger census data or any other additional data to make use of it. You may find the need to add more abbreviations or alternative namings to the various lookup tables in the `tiger` schema.

It uses various control lookup tables located in `tiger` schema to normalize the input address.

Fields in the `norm_addy` type object returned by this function in this order where () indicates a field required by the geocoder, [] indicates an optional field:

```
(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip] [parsed]
[zip4] [address_alphanumeric]
```

Enhanced: 2.4.0 `norm_addy` object includes additional fields `zip4` and `address_alphanumeric`.

1. `address` is an integer: The street number
2. `predirAbbrev` is varchar: Directional prefix of road such as N, S, E, W etc. These are controlled using the `direction_lookup` table.
3. `streetName` varchar
4. `streetTypeAbbrev` varchar abbreviated version of street type: e.g. St, Ave, Cir. These are controlled using the `street_type_lookup` table.
5. `postdirAbbrev` varchar abbreviated directional suffice of road N, S, E, W etc. These are controlled using the `direction_lookup` table.
6. `internal` varchar internal address such as an apartment or suite number.
7. `location` varchar usually a city or governing province.
8. `stateAbbrev` varchar two character US State. e.g MA, NY, MI. These are controlled by the `state_lookup` table.
9. `zip` varchar 5-digit zipcode. e.g. 02109.
10. `parsed` boolean - denotes if address was formed from normalize process. The `normalize_address` function sets this to true before returning the address.
11. `zip4` last 4 digits of a 9 digit zip code. Availability: PostGIS 2.4.0.
12. `address_alphanumeric` Full street number even if it has alpha characters like 17R. Parsing of this is better using [Pgcn\\_Normalize\\_Address](#) function. Availability: PostGIS 2.4.0.

Examples

Output select fields. Use `Pprint_Addy` if you want a pretty textual output.

```
SELECT address As orig, (g.na).streetname, (g.na).streettypeabbrev
FROM (SELECT address, normalize_address(address) As na
 FROM addresses_to_geocode) As g;
```

| orig                                                | streetname    | streettypeabbrev |
|-----------------------------------------------------|---------------|------------------|
| 28 Capen Street, Medford, MA                        | Capen         | St               |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 | Mount Auburn  | St               |
| 950 Main Street, Worcester, MA 01610                | Main          | St               |
| 529 Main Street, Boston MA, 02129                   | Main          | St               |
| 77 Massachusetts Avenue, Cambridge, MA 02139        | Massachusetts | Ave              |
| 25 Wizard of Oz, Walaford, KS 99912323              | Wizard of Oz  |                  |

See Also

`Geocode`, `Pprint_Addy`

13.1.14 `Pagc_Normalize_Address`

`Pagc_Normalize_Address` — Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the `tiger_geocoder` (no need for tiger census data). Requires `address_standardizer` extension.

Synopsis

`norm_addy` `pagc_normalize_address`(varchar in\_address);

Description

Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This is the first step in the geocoding process to get all addresses into normalized postal form. No other data is required aside from what is packaged with the geocoder.

This function just uses the various `pagc_*` lookup tables preloaded with the `tiger_geocoder` and located in the `tiger` schema, so it doesn't need you to download tiger census data or any other additional data to make use of it. You may find the need to add more abbreviations or alternative namings to the various lookup tables in the `tiger` schema.

It uses various control lookup tables located in `tiger` schema to normalize the input address.

Fields in the `norm_addy` type object returned by this function in this order where () indicates a field required by the geocoder, [] indicates an optional field:

There are slight variations in casing and formatting over the `Normalize_Address`.

Availability: 2.1.0



This method needs `address_standardizer` extension.

(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip]

The native `standardaddr` of `address_standardizer` extension is at this time a bit richer than `norm_addy` since its designed to support international addresses (including country). `standardaddr` equivalent fields are:

house\_num, predir, name, suftype, sufdir, unit, city, state, postcode

Enhanced: 2.4.0 `norm_addy` object includes additional fields `zip4` and `address_alphanumeric`.

- 1. address is an integer: The street number
- 2. predirAbbrev is varchar: Directional prefix of road such as N, S, E, W etc. These are controlled using the direction\_lookup table.
- 3. streetName varchar
- 4. streetTypeAbbrev varchar abbreviated version of street type: e.g. St, Ave, Cir. These are controlled using the street\_type\_lookup table.
- 5. postdirAbbrev varchar abbreviated directional suffice of road N, S, E, W etc. These are controlled using the direction\_lookup table.
- 6. internal varchar internal address such as an apartment or suite number.
- 7. location varchar usually a city or governing province.
- 8. stateAbbrev varchar two character US State. e.g MA, NY, MI. These are controlled by the state\_lookup table.
- 9. zip varchar 5-digit zipcode. e.g. 02109.
- 10. parsed boolean - denotes if address was formed from normalize process. The normalize\_address function sets this to true before returning the address.
- 11. zip4 last 4 digits of a 9 digit zip code. Availability: PostGIS 2.4.0.
- 12. address\_alphanumeric Full street number even if it has alpha characters like 17R. Parsing of this is better using [Pagc\\_Normalize\\_Address](#) function. Availability: PostGIS 2.4.0.

Examples

Single call example

```
SELECT addy.*
FROM pagc_normalize_address('9000 E ROO ST STE 999, Springfield, CO') AS addy;
```

| address | predirabbrev | streetname | streettypeabbrev | postdirabbrev | internal  | location    | stateabbrev | zip | parsed |
|---------|--------------|------------|------------------|---------------|-----------|-------------|-------------|-----|--------|
| 9000    | E            | ROO        | ST               |               |           | SPRINGFIELD | CO          |     | t      |
|         |              |            |                  |               | SUITE 999 |             |             |     |        |

Batch call. There are currently speed issues with the way postgis\_tiger\_geocoder wraps the address\_standardizer. These will hopefully be resolved in later editions. To work around them, if you need speed for batch geocoding to call generate a normaddy in batch mode, you are encouraged to directly call the address\_standardizer standardize\_address function as shown below which is similar exercise to what we did in [Normalize\\_Address](#) that uses data created in [Geocode](#).

```
WITH g AS (SELECT address, ROW((sa).house_num, (sa).predir, (sa).name
, (sa).suftype, (sa).sufdir, (sa).unit , (sa).city, (sa).state, (sa).postcode, true):: normaddy As na
FROM (SELECT address, standardize_address('tiger.pagc_lex'
, 'tiger.pagc_gaz'
, 'tiger.pagc_rules', address) As sa
FROM addresses_to_geocode) As g)
SELECT address As orig, (g.na).streetname, (g.na).streettypeabbrev
FROM g;
```

| orig                                         | streetname    | streettypeabbrev |
|----------------------------------------------|---------------|------------------|
| 529 Main Street, Boston MA, 02129            | MAIN          | ST               |
| 77 Massachusetts Avenue, Cambridge, MA 02139 | MASSACHUSETTS | AVE              |

|                                                     |  |              |    |
|-----------------------------------------------------|--|--------------|----|
| 25 Wizard of Oz, Walaford, KS 99912323              |  | WIZARD OF    |    |
| 26 Capen Street, Medford, MA                        |  | CAPEN        | ST |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 |  | MOUNT AUBURN | ST |
| 950 Main Street, Worcester, MA 01610                |  | MAIN         | ST |

See Also

[Normalize\\_Address](#), [Geocode](#)

13.1.15 Pprint\_Addy

Pprint\_Addy — Given a `norm_addy` composite type object, returns a pretty print representation of it. Usually used in conjunction with `normalize_address`.

Synopsis

`varchar pprint_addy(norm_addy in_addy);`

Description

Given a `norm_addy` composite type object, returns a pretty print representation of it. No other data is required aside from what is packaged with the geocoder.

Usually used in conjunction with [Normalize\\_Address](#).

Examples

Pretty print a single address

```
SELECT pprint_addy(normalize_address('202 East Fremont Street, Las Vegas, Nevada 89101'))
 As pretty_address;
 pretty_address

202 E Fremont St, Las Vegas, NV 89101
```

Pretty print address a table of addresses

```
SELECT address As orig, pprint_addy(normalize_address(address)) As pretty_address
 FROM addresses_to_geocode;
```

| orig                                                | pretty_address                            |
|-----------------------------------------------------|-------------------------------------------|
| 529 Main Street, Boston MA, 02129                   | 529 Main St, Boston MA, 02129             |
| 77 Massachusetts Avenue, Cambridge, MA 02139        | 77 Massachusetts Ave, Cambridge, MA 02139 |
| 28 Capen Street, Medford, MA                        | 28 Capen St, Medford, MA                  |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 | 124 Mount Auburn St, Cambridge, MA 02138  |
| 950 Main Street, Worcester, MA 01610                | 950 Main St, Worcester, MA 01610          |

See Also

[Normalize\\_Address](#)



### 13.1.16 Reverse\_Geocode

**Reverse\_Geocode** — Takes a geometry point in a known spatial ref sys and returns a record containing an array of theoretically possible addresses and an array of cross streets. If `include_strnum_range = true`, includes the street range in the cross streets.

#### Synopsis

record **Reverse\_Geocode**(geometry pt, boolean include\_strnum\_range=false, geometry[] OUT intpt, norm\_addy[] OUT addy, varchar[] OUT street);

#### Description

Takes a geometry point in a known spatial ref and returns a record containing an array of theoretically possible addresses and an array of cross streets. If `include_strnum_range = true`, includes the street range in the cross streets. `include_strnum_range` defaults to false if not passed in. Addresses are sorted according to which road a point is closest to so first address is most likely the right one.

Why do we say theoretical instead of actual addresses. The Tiger data doesn't have real addresses, but just street ranges. As such the theoretical address is an interpolated address based on the street ranges. Like for example interpolating one of my addresses returns a 26 Court St. and 26 Court Sq., though there is no such place as 26 Court Sq. This is because a point may be at a corner of 2 streets and thus the logic interpolates along both streets. The logic also assumes addresses are equally spaced along a street, which of course is wrong since you can have a municipal building taking up a good chunk of the street range and the rest of the buildings are clustered at the end.

Note: Hmm this function relies on Tiger data. If you have not loaded data covering the region of this point, then hmm you will get a record filled with NULLS.

Returned elements of the record are as follows:

1. `intpt` is an array of points: These are the center line points on the street closest to the input point. There are as many points as there are addresses.
2. `addy` is an array of `norm_addy` (normalized addresses): These are an array of possible addresses that fit the input point. The first one in the array is most likely. Generally there should be only one, except in the case when a point is at the corner of 2 or 3 streets, or the point is somewhere on the road and not off to the side.
3. `street` an array of `varchar`: These are cross streets (or the street) (streets that intersect or are the street the point is projected to be on).

Availability: 2.0.0

#### Examples

Example of a point at the corner of two streets, but closest to one. This is approximate location of MIT: 77 Massachusetts Ave, Cambridge, MA 02139 Note that although we don't have 3 streets, PostgreSQL will just return null for entries above our upper bound so safe to use. This includes street ranges

```
SELECT pprint_addy(r.addy[1]) As st1, pprint_addy(r.addy[2]) As st2, pprint_addy(r.addy[3]) ←
 As st3,
 array_to_string(r.street, ',') As cross_streets
FROM reverse_geocode(ST_GeomFromText('POINT(-71.093902 42.359446)',4269),true) As r ←
;
```

```
result

st1 | st2 | st3 | cross_streets
-----+-----+-----+-----
67 Massachusetts Ave, Cambridge, MA 02139 | | | 67 - 127 Massachusetts Ave,32 - 88 ←
Vassar St
```

Here we choose not to include the address ranges for the cross streets and picked a location really really close to a corner of 2 streets thus could be known by two different addresses.

```
SELECT pprint_addy(r.addy[1]) As st1, pprint_addy(r.addy[2]) As st2,
pprint_addy(r.addy[3]) As st3, array_to_string(r.street, ',') As cross_str
FROM reverse_geocode(ST_GeomFromText('POINT(-71.06941 42.34225)',4269)) As r;
```

result

| st1                             | st2                             | st3 | cross_str  |
|---------------------------------|---------------------------------|-----|------------|
| 5 Bradford St, Boston, MA 02118 | 49 Waltham St, Boston, MA 02118 |     | Waltham St |

For this one we reuse our geocoded example from [Geocode](#) and we only want the primary address and at most 2 cross streets.

```
SELECT actual_addr, lon, lat, pprint_addy((rg).addy[1]) As int_addr1,
 (rg).street[1] As cross1, (rg).street[2] As cross2
FROM (SELECT address As actual_addr, lon, lat,
 reverse_geocode(ST_SetSRID(ST_Point(lon,lat),4326)) As rg
 FROM addresses_to_geocode WHERE rating > -1) As foo;
```

| actual_addr                                         | int_addr1       | lon       | lat      | ↔               |
|-----------------------------------------------------|-----------------|-----------|----------|-----------------|
| cross2                                              |                 |           |          | ↔               |
| 529 Main Street, Boston MA, 02129                   |                 | -71.07181 | 42.38359 | 527 Main St, ↔  |
| Boston, MA 02129                                    | Medford St      |           |          |                 |
| 77 Massachusetts Avenue, Cambridge, MA 02139        |                 | -71.09428 | 42.35988 | 77 ↔            |
| Massachusetts Ave, Cambridge, MA 02139              | Vassar St       |           |          |                 |
| 26 Capen Street, Medford, MA                        |                 | -71.12377 | 42.41101 | 9 Edison Ave, ↔ |
| Medford, MA 02155                                   | Capen St        |           |          | Tesla Ave       |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 |                 | -71.12304 | 42.37328 | 3 University ↔  |
| Rd, Cambridge, MA 02138                             | Mount Auburn St |           |          |                 |
| 950 Main Street, Worcester, MA 01610                |                 | -71.82368 | 42.24956 | 3 Maywood St, ↔ |
| Worcester, MA 01603                                 | Main St         |           |          | Maywood Pl      |

See Also

[Pprint\\_Addy](#), [Geocode](#)

13.1.17 Topology\_Load\_Tiger

Topology\_Load\_Tiger — Loads a defined region of tiger data into a PostGIS Topology and transforming the tiger data to spatial reference of the topology and snapping to the precision tolerance of the topology.

Synopsis

text **Topology\_Load\_Tiger**(varchar topo\_name, varchar region\_type, varchar region\_id);

Description

Loads a defined region of tiger data into a PostGIS Topology. The faces, nodes and edges are transformed to the spatial reference system of the target topology and points are snapped to the tolerance of the target topology. The created faces, nodes, edges maintain the same ids as the original Tiger data faces, nodes, edges so that datasets can be in the future be more easily reconciled with tiger data. Returns summary details about the process.

This would be useful for example for redistricting data where you require the newly formed polygons to follow the center lines of streets and for the resulting polygons not to overlap.

**Note**

This function relies on Tiger data as well as the installation of the PostGIS topology module. For more information, refer to Chapter 11 and Section 2.4.1. If you have not loaded data covering the region of interest, then no topology records will be created. This function will also fail if you have not created a topology using the topology functions.

**Note**

Most topology validation errors are a result of tolerance issues where after transformation the edges points don't quite line up or overlap. To remedy the situation you may want to increase or lower the precision if you get topology validation failures.

Required arguments:

1. `topo_name` The name of an existing PostGIS topology to load data into.
2. `region_type` The type of bounding region. Currently only `place` and `county` are supported. Plan is to have several more. This is the table to look into to define the region bounds. e.g `tiger.place`, `tiger.county`
3. `region_id` This is what TIGER calls the geoid. It is the unique identifier of the region in the table. For place it is the `plcidfp` column in `tiger.place`. For county it is the `cntyidfp` column in `tiger.county`

Availability: 2.0.0

**Example: Boston, Massachusetts Topology**

Create a topology for Boston, Massachusetts in Mass State Plane Feet (2249) with tolerance 0.25 feet and then load in Boston city tiger faces, edges, nodes.

```
SELECT topology.CreateTopology('topo_boston', 2249, 0.25);
createtopology

15
-- 60,902 ms ~ 1 minute on windows 7 desktop running 9.1 (with 5 states tiger data loaded)
SELECT tiger.topology_load_tiger('topo_boston', 'place', '2507000');
-- topology_loader_tiger --
29722 edges holding in temporary. 11108 faces added. 1875 edges of faces added. 20576 ↵
nodes added.
19962 nodes contained in a face. 0 edge start end corrected. 31597 edges added.

-- 41 ms --
SELECT topology.TopologySummary('topo_boston');
-- topologysummary--
Topology topo_boston (15), SRID 2249, precision 0.25
20576 nodes, 31597 edges, 11109 faces, 0 topogeoms in 0 layers

-- 28,797 ms to validate yeh returned no errors --
SELECT * FROM
 topology.ValidateTopology('topo_boston');

error | id1 | id2
-----+-----+-----
```

**Example: Suffolk, Massachusetts Topology**

Create a topology for Suffolk, Massachusetts in Mass State Plane Meters (26986) with tolerance 0.25 meters and then load in Suffolk county tiger faces, edges, nodes.

```
SELECT topology.CreateTopology('topo_suffolk', 26986, 0.25);
-- this took 56,275 ms ~ 1 minute on Windows 7 32-bit with 5 states of tiger loaded
-- must have been warmed up after loading boston
SELECT tiger.topology_load_tiger('topo_suffolk', 'county', '25025');
-- topology_loader_tiger --
36003 edges holding in temporary. 13518 faces added. 2172 edges of faces added.
24761 nodes added. 24075 nodes contained in a face. 0 edge start end corrected. 38175 ↔
edges added.
-- 31 ms --
SELECT topology.TopologySummary('topo_suffolk');
-- topologysummary--
Topology topo_suffolk (14), SRID 26986, precision 0.25
24761 nodes, 38175 edges, 13519 faces, 0 topogeoms in 0 layers

-- 33,606 ms to validate --
SELECT * FROM
 topology.ValidateTopology('topo_suffolk');
```

| error             | id1      | id2       |
|-------------------|----------|-----------|
| coincident nodes  | 81045651 | 81064553  |
| edge crosses node | 81045651 | 85737793  |
| edge crosses node | 81045651 | 85742215  |
| edge crosses node | 81045651 | 620628939 |
| edge crosses node | 81064553 | 85697815  |
| edge crosses node | 81064553 | 85728168  |
| edge crosses node | 81064553 | 85733413  |

**See Also**

[CreateTopology](#), [CreateTopoGeom](#), [TopologySummary](#), [ValidateTopology](#)

**13.1.18 Set\_Geocode\_Setting**

**Set\_Geocode\_Setting** — Sets a setting that affects behavior of geocoder functions.

**Synopsis**

```
text Set_Geocode_Setting(text setting_name, text setting_value);
```

**Description**

Sets value of specific setting stored in `tiger.geocode_settings` table. Settings allow you to toggle debugging of functions. Later plans will be to control rating with settings. Current list of settings are listed in [Get\\_Geocode\\_Setting](#).

Availability: 2.1.0

**Example return debugging setting**

If you run [Geocode](#) when this function is true, the NOTICE log will output timing and queries.

```
SELECT set_geocode_setting('debug_geocode_address', 'true') As result;
result

true
```

**See Also**

[Get\\_Geocode\\_Setting](#)

## Chapter 14

# PostGIS Special Functions Index

### 14.1 PostGIS Aggregate Functions

The functions given below are spatial aggregate functions provided with PostGIS that can be used just like any other sql aggregate function such as sum, average.

- **ST\_3DExtent** - an aggregate function that returns the box3D bounding box that bounds rows of geometries.
- **ST\_Accum** - Aggregate. Constructs an array of geometries.
- **ST\_Collect** - Return a specified ST\_Geometry value from a collection of other geometries.
- **ST\_CurveToLine** - Convert a CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON
- **ST\_Extent** - an aggregate function that returns the bounding box that bounds rows of geometries.
- **ST\_MakeLine** - Crea una LineString da una geometria MultiPoint.
- **ST\_MemUnion** - Same as ST\_Union, only memory-friendly (uses less memory and more processor time).
- **ST\_Polygonize** - Aggregate. Creates a GeometryCollection containing possible polygons formed from the constituent linework of a set of geometries.
- **ST\_SameAlignment** - Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.
- **ST\_Union** - Returns a geometry that represents the point set union of the Geometries.
- **TopoElementArray\_Agg** - Returns a topoelementarray for a set of element\_id, type arrays (topoelements)

### 14.2 PostGIS Window Functions

The functions given below are spatial window functions provided with PostGIS that can be used just like any other sql window function such as row\_number(), lead(), lag(). All these require an SQL OVER() clause.

### 14.3 PostGIS SQL-MM Compliant Functions

The functions given below are PostGIS functions that conform to the SQL/MM 3 standard

**Note**

SQL-MM defines the default SRID of all geometry constructors as 0. PostGIS uses a default SRID of -1.

- **ST\_3DDWithin** - For 3d (z) geometry type Returns true if two geometries 3d distance is within number of units. This method implements the SQL/MM specification. SQL-MM ?
- **ST\_3DDistance** - For geometry type Returns the 3-dimensional cartesian minimum distance (based on spatial ref) between two geometries in projected units. This method implements the SQL/MM specification. SQL-MM ?
- **ST\_3DIntersects** - Returns TRUE if the Geometries "spatially intersect" in 3d - only for points, linestrings, polygons, polyhedral surface (area). With SFCGAL backend enabled also supports TINS This method implements the SQL/MM specification. SQL-MM 3: ?
- **ST\_AddEdgeModFace** - Add a new edge and, if in doing so it splits a face, modify the original face and add a new face. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13
- **ST\_AddEdgeNewFaces** - Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.12
- **ST\_AddIsoEdge** - Adds an isolated edge defined by geometry alinestring to a topology connecting two existing isolated nodes anode and another node and returns the edge id of the new edge. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.4
- **ST\_AddIsoNode** - Adds an isolated node to a face in a topology and returns the nodeid of the new node. If face is null, the node is still created. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1
- **ST\_Area** - Returns the area of the surface if it is a Polygon or MultiPolygon. For geometry, a 2D Cartesian area is determined with units specified by the SRID. For geography, area is determined on a curved surface with units in square meters. This method implements the SQL/MM specification. SQL-MM 3: 8.1.2, 9.5.3
- **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data. This method implements the SQL/MM specification. SQL-MM 3: 5.1.37
- **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata. This method implements the SQL/MM specification. SQL-MM 3: 5.1.25
- **ST\_Boundary** - Returns the closure of the combinatorial boundary of this Geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.14
- **ST\_Buffer** - (T) Returns a geometry covering all points within a given distance from the input geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.17
- **ST\_Centroid** - Returns the geometric center of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 8.1.4, 9.5.5
- **ST\_ChangeEdgeGeom** - Changes the shape of an edge without affecting the topology structure. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details X.3.6
- **ST\_Contains** - Returns true if and only if no points of B lie in the exterior of A, and at least one point of the interior of B lies in the interior of A. This method implements the SQL/MM specification. SQL-MM 3: 5.1.31
- **ST\_ConvexHull** - The convex hull of a geometry represents the minimum convex geometry that encloses all geometries within the set. This method implements the SQL/MM specification. SQL-MM 3: 5.1.16
- **ST\_CoordDim** - Restituisce la dimensione delle coordinate di ST\_Geometry value. This method implements the SQL/MM specification. SQL-MM 3: 5.1.3
- **ST\_CreateTopoGeo** - Adds a collection of geometries to a given empty topology and returns a message detailing success. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details -- X.3.18

- **ST\_Crosses** - Returns TRUE if the supplied geometries have some, but not all, interior points in common. This method implements the SQL/MM specification. SQL-MM 3: 5.1.29
  - **ST\_CurveToLine** - Converte un CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON This method implements the SQL/MM specification. SQL-MM 3: 7.1.7
  - **ST\_Difference** - Returns a geometry that represents that part of geometry A that does not intersect with geometry B. This method implements the SQL/MM specification. SQL-MM 3: 5.1.20
  - **ST\_Dimension** - La dimensione inerente a questo oggetto Geometry, che deve essere minore o uguale alla dimensione delle coordinate. This method implements the SQL/MM specification. SQL-MM 3: 5.1.2
  - **ST\_Disjoint** - Returns TRUE if the Geometries do not "spatially intersect" - if they do not share any space together. This method implements the SQL/MM specification. SQL-MM 3: 5.1.26
  - **ST\_Distance** - For geometry type Returns the 2D Cartesian distance between two geometries in projected units (based on spatial ref). For geography type defaults to return minimum geodesic distance between two geographies in meters. This method implements the SQL/MM specification. SQL-MM 3: 5.1.23
  - **ST\_EndPoint** - Returns the last point of a LINESTRING or CIRCULARLINESTRING geometry as a POINT. This method implements the SQL/MM specification. SQL-MM 3: 7.1.4
  - **ST\_Envelope** - Returns a geometry representing the double precision (float8) bounding box of the supplied geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.15
  - **ST\_Equals** - Returns true if the given geometries represent the same geometry. Directionality is ignored. This method implements the SQL/MM specification. SQL-MM 3: 5.1.24
  - **ST\_ExteriorRing** - Restituisce una LINESTRING che rappresenta l'anello esterno per una geometria POLYGON. Restituisce NULL se la geometria non è un poligono. Non funziona con MULTIPOLYGON This method implements the SQL/MM specification. SQL-MM 3: 8.2.3, 8.3.3
  - **ST\_GMLToSQL** - Restituisce un valore ST\_Geometry a partire da una rappresentazione GML. Questo è solo un alias per la funzione ST\_GeomFromGML. This method implements the SQL/MM specification. SQL-MM 3: 5.1.50 (tranne che il supporto per le curve).
  - **ST\_GeomCollFromText** - Makes a collection Geometry from collection WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification.
  - **ST\_GeomFromText** - Restituisce un valore ST\_Geometry a partire da una rappresentazione Well-Known-Text (WKT) This method implements the SQL/MM specification. SQL-MM 3: 5.1.40
  - **ST\_GeomFromWKB** - Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID. This method implements the SQL/MM specification. SQL-MM 3: 5.1.41
  - **ST\_GeometryFromText** - Restituisce un valore ST\_Geometry a partire da Well-Known-Text (WKT). È un alias per ST\_GeomFromText This method implements the SQL/MM specification. SQL-MM 3: 5.1.40
  - **ST\_GeometryN** - Restituisce la geometria numero N (a partire da 1) se la geometria è una GEOMETRYCOLLECTION, (MULTI)POINT, (MULTI)LINESTRING, MULTICURVE o (MULTI)POLYGON, POLYHEDRALSURFACE. Altrimenti restituisce il valore NULL. This method implements the SQL/MM specification. SQL-MM 3: 9.1.5
  - **ST\_GeometryType** - Restituisce il tipo di geometria per il valore ST\_Geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.4
  - **ST\_GetFaceEdges** - Returns a set of ordered edges that bound a face. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.5
  - **ST\_GetFaceGeometry** - Returns the polygon in the given topology with the specified face id. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.16
  - **ST\_InitTopoGeo** - Creates a new topology schema and registers this new schema in the topology.topology table and details summary of process. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.17
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- **ST\_InteriorRingN** - Return the Nth interior linestring ring of the polygon geometry. Return NULL if the geometry is not a polygon or the given N is out of range. This method implements the SQL/MM specification. SQL-MM 3: 8.2.6, 8.3.5
  - **ST\_Intersection** - (T) Returns a geometry that represents the shared portion of geomA and geomB. This method implements the SQL/MM specification. SQL-MM 3: 5.1.18
  - **ST\_Intersects** - Returns TRUE if the Geometries/Geography "spatially intersect in 2D" - (share any portion of space) and FALSE if they don't (they are Disjoint). For geography -- tolerance is 0.00001 meters (so any points that close are considered to intersect) This method implements the SQL/MM specification. SQL-MM 3: 5.1.27
  - **ST\_IsClosed** - Restituisce TRUE se il punto iniziale e quello finale di LINESTRING coincidono. Per le superfici poliedriche indica una superficie chiusa (volumetrica). This method implements the SQL/MM specification. SQL-MM 3: 7.1.5, 9.3.3
  - **ST\_IsEmpty** - Restituisce TRUE se la geometria è una geometrycollection, un poligono o un punto vuoto, ecc. This method implements the SQL/MM specification. SQL-MM 3: 5.1.7
  - **ST\_IsRing** - Returns TRUE if this LINESTRING is both closed and simple. This method implements the SQL/MM specification. SQL-MM 3: 7.1.6
  - **ST\_IsSimple** - Returns (TRUE) if this Geometry has no anomalous geometric points, such as self intersection or self tangency. This method implements the SQL/MM specification. SQL-MM 3: 5.1.8
  - **ST\_IsValid** - Returns true if the ST\_Geometry is well formed. This method implements the SQL/MM specification. SQL-MM 3: 5.1.9
  - **ST\_Length** - Returns the 2D length of the geometry if it is a LineString or MultiLineString. geometry are in units of spatial reference and geography are in meters (default spheroid) This method implements the SQL/MM specification. SQL-MM 3: 7.1.2, 9.3.4
  - **ST\_LineFromText** - Makes a Geometry from WKT representation with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 7.2.8
  - **ST\_LineFromWKB** - Makes a LINESTRING from WKB with the given SRID This method implements the SQL/MM specification. SQL-MM 3: 7.2.9
  - **ST\_LinestringFromWKB** - Makes a geometry from WKB with the given SRID. This method implements the SQL/MM specification. SQL-MM 3: 7.2.9
  - **ST\_M** - Return the M coordinate of the point, or NULL if not available. Input must be a point. This method implements the SQL/MM specification.
  - **ST\_MLineFromText** - Return a specified ST\_MultiLineString value from WKT representation. This method implements the SQL/MM specification. SQL-MM 3: 9.4.4
  - **ST\_MPointFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 9.2.4
  - **ST\_MPolyFromText** - Makes a MultiPolygon Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 9.6.4
  - **ST\_ModEdgeHeal** - Heal two edges by deleting the node connecting them, modifying the first edge and deleting the second edge. Returns the id of the deleted node. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
  - **ST\_ModEdgeSplit** - Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
  - **ST\_MoveIsoNode** - Moves an isolated node in a topology from one point to another. If new apoint geometry exists as a node an error is thrown. Returns description of move. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2
  - **ST\_NewEdgeHeal** - Heal two edges by deleting the node connecting them, deleting both edges, and replacing them with an edge whose direction is the same as the first edge provided. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
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- **ST\_NewEdgesSplit** - Split an edge by creating a new node along an existing edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8
  - **ST\_NumGeometries** - If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL. This method implements the SQL/MM specification. SQL-MM 3: 9.1.4
  - **ST\_NumInteriorRings** - Return the number of interior rings of a polygon geometry. This method implements the SQL/MM specification. SQL-MM 3: 8.2.5
  - **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries. This method implements the SQL/MM specification. SQL-MM 3: ?
  - **ST\_NumPoints** - Return the number of points in an ST\_LineString or ST\_CircularString value. This method implements the SQL/MM specification. SQL-MM 3: 7.2.4
  - **ST\_OrderingEquals** - Returns true if the given geometries represent the same geometry and points are in the same directional order. This method implements the SQL/MM specification. SQL-MM 3: 5.1.43
  - **ST\_Overlaps** - Returns TRUE if the Geometries share space, are of the same dimension, but are not completely contained by each other. This method implements the SQL/MM specification. SQL-MM 3: 5.1.32
  - **ST\_PatchN** - Return the 1-based Nth geometry (face) if the geometry is a POLYHEDRALSURFACE, POLYHEDRALSURFACEM. Otherwise, return NULL. This method implements the SQL/MM specification. SQL-MM 3: ?
  - **ST\_Perimeter** - Return the length measurement of the boundary of an ST\_Surface or ST\_MultiSurface geometry or geography. (Polygon, MultiPolygon). geometry measurement is in units of spatial reference and geography is in meters. This method implements the SQL/MM specification. SQL-MM 3: 8.1.3, 9.5.4
  - **ST\_Point** - Returns an ST\_Point with the given coordinate values. OGC alias for ST\_MakePoint. This method implements the SQL/MM specification. SQL-MM 3: 6.1.2
  - **ST\_PointFromText** - Makes a point Geometry from WKT with the given SRID. If SRID is not given, it defaults to unknown. This method implements the SQL/MM specification. SQL-MM 3: 6.1.8
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID This method implements the SQL/MM specification. SQL-MM 3: 6.1.9
  - **ST\_PointN** - Return the Nth point in the first LineString or circular LineString in the geometry. Negative values are counted backwards from the end of the LineString. Returns NULL if there is no linestring in the geometry. This method implements the SQL/MM specification. SQL-MM 3: 7.2.5, 7.3.5
  - **ST\_PointOnSurface** - Returns a POINT guaranteed to lie on the surface. This method implements the SQL/MM specification. SQL-MM 3: 8.1.5, 9.5.6. According to the specs, ST\_PointOnSurface works for surface geometries (POLYGONS, MULTIPOLYGONS, CURVED POLYGONS). So PostGIS seems to be extending what the spec allows here. Most databases Oracle, DB II, ESRI SDE seem to only support this function for surfaces. SQL Server 2008 like PostGIS supports for all common geometries.
  - **ST\_Polygon** - Returns a polygon built from the specified linestring and SRID. This method implements the SQL/MM specification. SQL-MM 3: 8.3.2
  - **ST\_PolygonFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 8.3.6
  - **ST\_Relate** - Returns true if this Geometry is spatially related to another Geometry, by testing for intersections between the Interior, Boundary and Exterior of the two geometries as specified by the values in the intersectionMatrixPattern. If no intersectionMatrixPattern is passed in, then returns the maximum intersectionMatrixPattern that relates the 2 geometries. This method implements the SQL/MM specification. SQL-MM 3: 5.1.25
  - **ST\_RemEdgeModFace** - Removes an edge and, if the removed edge separated two faces, delete one of the them and modify the other to take the space of both. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15
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- **ST\_RemEdgeNewFace** - Removes an edge and, if the removed edge separated two faces, delete the original faces and replace them with a new face. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14
- **ST\_RemoveIsoEdge** - Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3
- **ST\_RemoveIsoNode** - Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3
- **ST\_SRID** - Returns the spatial reference identifier for the ST\_Geometry as defined in spatial\_ref\_sys table. This method implements the SQL/MM specification. SQL-MM 3: 5.1.5
- **ST\_StartPoint** - Returns the first point of a LINESTRING geometry as a POINT. This method implements the SQL/MM specification. SQL-MM 3: 7.1.3
- **ST\_SymDifference** - Returns a geometry that represents the portions of A and B that do not intersect. It is called a symmetric difference because  $ST\_SymDifference(A,B) = ST\_SymDifference(B,A)$ . This method implements the SQL/MM specification. SQL-MM 3: 5.1.21
- **ST\_Touches** - Returns TRUE if the geometries have at least one point in common, but their interiors do not intersect. This method implements the SQL/MM specification. SQL-MM 3: 5.1.28
- **ST\_Transform** - Return a new geometry with its coordinates transformed to a different spatial reference. This method implements the SQL/MM specification. SQL-MM 3: 5.1.6
- **ST\_Union** - Returns a geometry that represents the point set union of the Geometries. This method implements the SQL/MM specification. SQL-MM 3: 5.1.19 the z-index (elevation) when polygons are involved.
- **ST\_WKBToSQL** - Return a specified ST\_Geometry value from Well-Known Binary representation (WKB). This is an alias name for ST\_GeomFromWKB that takes no srid This method implements the SQL/MM specification. SQL-MM 3: 5.1.36
- **ST\_WKTToSQL** - Restituisce un valore ST\_Geometry a partire da Well-Known-Text (WKT). È un alias per ST\_GeomFromText This method implements the SQL/MM specification. SQL-MM 3: 5.1.34
- **ST\_Within** - Returns true if the geometry A is completely inside geometry B This method implements the SQL/MM specification. SQL-MM 3: 5.1.30
- **ST\_X** - Restituisce la coordinata X del punto, o NULL se non disponibile. L'input deve essere un punto. This method implements the SQL/MM specification. SQL-MM 3: 6.1.3
- **ST\_Y** - Return the Y coordinate of the point, or NULL if not available. Input must be a point. This method implements the SQL/MM specification. SQL-MM 3: 6.1.4
- **ST\_Z** - Return the Z coordinate of the point, or NULL if not available. Input must be a point. This method implements the SQL/MM specification.

## 14.4 PostGIS Geography Support Functions

The functions and operators given below are PostGIS functions/operators that take as input or return as output a **geography** data type object.



### Note

Functions with a (T) are not native geodetic functions, and use a ST\_Transform call to and from geometry to do the operation. As a result, they may not behave as expected when going over dateline, poles, and for large geometries or geometry pairs that cover more than one UTM zone. Basic transform - (favoring UTM, Lambert Azimuthal (North/South), and falling back on mercator in worst case scenario)

- **ST\_Area** - Returns the area of the surface if it is a Polygon or MultiPolygon. For geometry, a 2D Cartesian area is determined with units specified by the SRID. For geography, area is determined on a curved surface with units in square meters.
- **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKT** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
- **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.
- **ST\_AsGeoJSON** - Restituisce la geometria come elemento GeoJSON.
- **ST\_AsKML** - Return the geometry as a KML element. Several variants. Default version=2, default precision=15
- **ST\_AsMVT** - Return a Mapbox Vector Tile representation of a set of rows.
- **ST\_AsSVG** - Returns a Geometry in SVG path data given a geometry or geography object.
- **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
- **ST\_Azimuth** - Returns the north-based azimuth as the angle in radians measured clockwise from the vertical on pointA to pointB.
- **ST\_Buffer** - (T) Returns a geometry covering all points within a given distance from the input geometry.
- **ST\_Centroid** - Returns the geometric center of a geometry.
- **ST\_ClusterDBSCAN** - Windowing function that returns integer id for the cluster each input geometry is in based on 2D implementation of Density-based spatial clustering of applications with noise (DBSCAN) algorithm.
- **ST\_CoveredBy** - Returns 1 (TRUE) if no point in Geometry/Geography A is outside Geometry/Geography B
- **ST\_Covers** - Returns 1 (TRUE) if no point in Geometry B is outside Geometry A
- **ST\_DWithin** - Returns true if the geometries are within the specified distance of one another. For geometry units are in those of spatial reference and For geography units are in meters and measurement is defaulted to use\_spheroid=true (measure around spheroid), for faster check, use\_spheroid=false to measure along sphere.
- **ST\_Distance** - For geometry type Returns the 2D Cartesian distance between two geometries in projected units (based on spatial ref). For geography type defaults to return minimum geodesic distance between two geographies in meters.
- **ST\_GeogFromText** - Ritorna un valore geography sotto forma di Well-Know-Text (WKT) oppure di Extended-Well-Know-Text (EWKT)
- **ST\_GeogFromWKB** - Crea un oggetto geography a partire da una geometria in Well-Known Binary (WKB) oppure Extended Well-Known Binary (EWKB).
- **ST\_GeographyFromText** - Ritorna un valore geography sotto forma di Well-Know-Text (WKT) oppure di Extended-Well-Know-Text (EWKT)
- **ST\_GeometricMedian** - Returns the geometric median of a MultiPoint.
- **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
- **ST\_Intersection** - (T) Returns a geometry that represents the shared portion of geomA and geomB.
- **ST\_Intersects** - Returns TRUE if the Geometries/Geography "spatially intersect in 2D" - (share any portion of space) and FALSE if they don't (they are Disjoint). For geography -- tolerance is 0.00001 meters (so any points that close are considered to intersect)
- **ST\_Length** - Returns the 2D length of the geometry if it is a LineString or MultiLineString. geometry are in units of spatial reference and geography are in meters (default spheroid)
- **ST\_Perimeter** - Return the length measurement of the boundary of an ST\_Surface or ST\_MultiSurface geometry or geography. (Polygon, MultiPolygon). geometry measurement is in units of spatial reference and geography is in meters.

- **ST\_Project** - Returns a POINT projected from a start point using a distance in meters and bearing (azimuth) in radians.
- **ST\_Segmentize** - Return a modified geometry/geography having no segment longer than the given distance.
- **ST\_Summary** - Returns a text summary of the contents of the geometry.
- **<->** - Returns the 2D distance between A and B.
- **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.

## 14.5 PostGIS Raster Support Functions

The functions and operators given below are PostGIS functions/operators that take as input or return as output a **raster** data type object. Listed in alphabetical order.

- **Box3D** - Returns the box 3d representation of the enclosing box of the raster.
- **@** - Returns TRUE if A's bounding box is contained by B's. Uses double precision bounding box.
- **~** - Returns TRUE if A's bounding box is contains B's. Uses double precision bounding box.
- **=** - Returns TRUE if A's bounding box is the same as B's. Uses double precision bounding box.
- **&&** - Returns TRUE if A's bounding box intersects B's bounding box.
- **&<** - Returns TRUE if A's bounding box is to the left of B's.
- **&>** - Returns TRUE if A's bounding box is to the right of B's.
- **~=** - Returns TRUE if A's bounding box is the same as B's.
- **ST\_Retile** - Return a set of configured tiles from an arbitrarily tiled raster coverage.
- **ST\_AddBand** - Returns a raster with the new band(s) of given type added with given initial value in the given index location. If no index is specified, the band is added to the end.
- **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the raster.
- **ST\_AsGDALRaster** - Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use ST\_GDALDrivers() to get a list of formats supported by your library.
- **ST\_AsJPEG** - Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.
- **ST\_AsPNG** - Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.
- **ST\_AsRaster** - Converts a PostGIS geometry to a PostGIS raster.
- **ST\_AsTIFF** - Return the raster selected bands as a single TIFF image (byte array). If no band is specified, then will try to use all bands.
- **ST\_Aspect** - Returns the aspect (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
- **ST\_Band** - Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters.
- **ST\_BandIsNoData** - Returns true if the band is filled with only nodata values.
- **ST\_BandMetaData** - Returns basic meta data for a specific raster band. band num 1 is assumed if none-specified.
- **ST\_BandNoDataValue** - Returns the value in a given band that represents no data. If no band num 1 is assumed.

- **ST\_BandPath** - Returns system file path to a band stored in file system. If no bandnum specified, 1 is assumed.
  - **ST\_BandPixelType** - Returns the type of pixel for given band. If no bandnum specified, 1 is assumed.
  - **ST\_Clip** - Returns the raster clipped by the input geometry. If band number not is specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped.
  - **ST\_ColorMap** - Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.
  - **ST\_Contains** - Return true if no points of raster rastB lie in the exterior of raster rastA and at least one point of the interior of rastB lies in the interior of rastA.
  - **ST\_ContainsProperly** - Return true if rastB intersects the interior of rastA but not the boundary or exterior of rastA.
  - **ST\_ConvexHull** - Return the convex hull geometry of the raster including pixel values equal to BandNoDataValue. For regular shaped and non-skewed rasters, this gives the same result as ST\_Envelope so only useful for irregularly shaped or skewed rasters.
  - **ST\_Count** - Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If exclude\_nodata\_value is set to true, will only count pixels that are not equal to the nodata value.
  - **ST\_CountAgg** - Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If exclude\_nodata\_value is set to true, will only count pixels that are not equal to the NODATA value.
  - **ST\_CoveredBy** - Return true if no points of raster rastA lie outside raster rastB.
  - **ST\_Covers** - Return true if no points of raster rastB lie outside raster rastA.
  - **ST\_DFullyWithin** - Return true if rasters rastA and rastB are fully within the specified distance of each other.
  - **ST\_DWithin** - Return true if rasters rastA and rastB are within the specified distance of each other.
  - **ST\_Disjoint** - Return true if raster rastA does not spatially intersect rastB.
  - **ST\_DumpAsPolygons** - Returns a set of geomval (geom,val) rows, from a given raster band. If no band number is specified, band num defaults to 1.
  - **ST\_DumpValues** - Get the values of the specified band as a 2-dimension array.
  - **ST\_Envelope** - Returns the polygon representation of the extent of the raster.
  - **ST\_FromGDALRaster** - Returns a raster from a supported GDAL raster file.
  - **ST\_GeoReference** - Returns the georeference meta data in GDAL or ESRI format as commonly seen in a world file. Default is GDAL.
  - **ST\_HasNoBand** - Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.
  - **ST\_Height** - Returns the height of the raster in pixels.
  - **ST\_HillShade** - Returns the hypothetical illumination of an elevation raster band using provided azimuth, altitude, brightness and scale inputs.
  - **ST\_Histogram** - Returns a set of record summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.
  - **ST\_Intersection** - Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.
  - **ST\_Intersects** - Return true if raster rastA spatially intersects raster rastB.
  - **ST\_IsEmpty** - Returns true if the raster is empty (width = 0 and height = 0). Otherwise, returns false.
  - **ST\_MakeEmptyRaster** - Cover georeferenced area with a grid of empty raster tiles.
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- **ST\_MakeEmptyRaster** - Returns an empty raster (having no bands) of given dimensions (width & height), upperleft X and Y, pixel size and rotation (scalex, scaley, skewx & skewy) and reference system (srid). If a raster is passed in, returns a new raster with the same size, alignment and SRID. If srid is left out, the spatial ref is set to unknown (0).
- **ST\_MapAlgebra** - Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
- **ST\_MapAlgebraExpr** - 1 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
- **ST\_MapAlgebraExpr** - 2 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the two input raster bands and of pixeltype provided. band 1 of each raster is assumed if no band numbers are specified. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster and have its extent defined by the "extenttype" parameter. Values for "extenttype" can be: INTERSECTION, UNION, FIRST, SECOND.
- **ST\_MapAlgebraFct** - 1 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
- **ST\_MapAlgebraFct** - 2 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the 2 input raster bands and of pixeltype provided. Band 1 is assumed if no band is specified. Extent type defaults to INTERSECTION if not specified.
- **ST\_MapAlgebraFctNgb** - 1-band version: Map Algebra Nearest Neighbor using user-defined PostgreSQL function. Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band.
- **ST\_MapAlgebra** - Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.
- **ST\_MemSize** - Returns the amount of space (in bytes) the raster takes.
- **ST\_MetaData** - Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc.
- **ST\_MinConvexHull** - Return the convex hull geometry of the raster excluding NODATA pixels.
- **ST\_NearestValue** - Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.
- **ST\_Neighborhood** - Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.
- **ST\_NotSameAlignmentReason** - Returns text stating if rasters are aligned and if not aligned, a reason why.
- **ST\_NumBands** - Returns the number of bands in the raster object.
- **ST\_Overlaps** - Return true if raster rastA and rastB intersect but one does not completely contain the other.
- **ST\_PixelAsCentroid** - Returns the centroid (point geometry) of the area represented by a pixel.
- **ST\_PixelAsCentroids** - Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.
- **ST\_PixelAsPoint** - Returns a point geometry of the pixel's upper-left corner.
- **ST\_PixelAsPoints** - Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.
- **ST\_PixelAsPolygon** - Returns the polygon geometry that bounds the pixel for a particular row and column.
- **ST\_PixelAsPolygons** - Returns the polygon geometry that bounds every pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel.
- **ST\_PixelHeight** - Returns the pixel height in geometric units of the spatial reference system.
- **ST\_PixelOfValue** - Get the columnx, rowy coordinates of the pixel whose value equals the search value.

- **ST\_PixelWidth** - Returns the pixel width in geometric units of the spatial reference system.
  - **ST\_Polygon** - Returns a multipolygon geometry formed by the union of pixels that have a pixel value that is not no data value. If no band number is specified, band num defaults to 1.
  - **ST\_Quantile** - Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.
  - **ST\_RasterToWorldCoord** - Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.
  - **ST\_RasterToWorldCoordX** - Returns the geometric X coordinate upper left of a raster, column and row. Numbering of columns and rows starts at 1.
  - **ST\_RasterToWorldCoordY** - Returns the geometric Y coordinate upper left corner of a raster, column and row. Numbering of columns and rows starts at 1.
  - **ST\_Reclass** - Creates a new raster composed of band types reclassified from original. The nband is the band to be changed. If nband is not specified assumed to be 1. All other bands are returned unchanged. Use case: convert a 16BUI band to a 8BUI and so forth for simpler rendering as viewable formats.
  - **ST\_Resample** - Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.
  - **ST\_Rescale** - Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Resize** - Resize a raster to a new width/height
  - **ST\_Reskew** - Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Rotation** - Returns the rotation of the raster in radian.
  - **ST\_Roughness** - Returns a raster with the calculated "roughness" of a DEM.
  - **ST\_SRID** - Returns the spatial reference identifier of the raster as defined in spatial\_ref\_sys table.
  - **ST\_SameAlignment** - Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.
  - **ST\_ScaleX** - Returns the X component of the pixel width in units of coordinate reference system.
  - **ST\_ScaleY** - Returns the Y component of the pixel height in units of coordinate reference system.
  - **ST\_SetBandIsNoData** - Sets the isnodata flag of the band to TRUE.
  - **ST\_SetBandNoDataValue** - Sets the value for the given band that represents no data. Band 1 is assumed if no band is specified. To mark a band as having no nodata value, set the nodata value = NULL.
  - **ST\_SetGeoReference** - Set Georeference 6 georeference parameters in a single call. Numbers should be separated by white space. Accepts inputs in GDAL or ESRI format. Default is GDAL.
  - **ST\_SetRotation** - Set the rotation of the raster in radian.
  - **ST\_SetSRID** - Sets the SRID of a raster to a particular integer srid defined in the spatial\_ref\_sys table.
  - **ST\_SetScale** - Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height.
  - **ST\_SetSkew** - Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value.
  - **ST\_SetUpperLeft** - Sets the value of the upper left corner of the pixel of the raster to projected X and Y coordinates.
-



- **ST\_SetValue** - Returns modified raster resulting from setting the value of a given band in a given columnx, rowy pixel or the pixels that intersect a particular geometry. Band numbers start at 1 and assumed to be 1 if not specified.
  - **ST\_SetValues** - Returns modified raster resulting from setting the values of a given band.
  - **ST\_SkewX** - Returns the georeference X skew (or rotation parameter).
  - **ST\_SkewY** - Returns the georeference Y skew (or rotation parameter).
  - **ST\_Slope** - Returns the slope (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
  - **ST\_SnapToGrid** - Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Summary** - Returns a text summary of the contents of the raster.
  - **ST\_SummaryStats** - Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.
  - **ST\_SummaryStatsAgg** - Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.
  - **ST\_TPI** - Returns a raster with the calculated Topographic Position Index.
  - **ST\_TRI** - Returns a raster with the calculated Terrain Ruggedness Index.
  - **ST\_Tile** - Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.
  - **ST\_Touches** - Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.
  - **ST\_Transform** - Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.
  - **ST\_Union** - Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.
  - **ST\_UpperLeftX** - Returns the upper left X coordinate of raster in projected spatial ref.
  - **ST\_UpperLeftY** - Returns the upper left Y coordinate of raster in projected spatial ref.
  - **ST\_Value** - Returns the value of a given band in a given columnx, rowy pixel or at a particular geometric point. Band numbers start at 1 and assumed to be 1 if not specified. If exclude\_nodata\_value is set to false, then all pixels include nodata pixels are considered to intersect and return value. If exclude\_nodata\_value is not passed in then reads it from metadata of raster.
  - **ST\_ValueCount** - Returns a set of records containing a pixel band value and count of the number of pixels in a given band of a raster (or a raster coverage) that have a given set of values. If no band is specified defaults to band 1. By default nodata value pixels are not counted, and all other values in the pixel are output and pixel band values are rounded to the nearest integer.
  - **ST\_Width** - Returns the width of the raster in pixels.
  - **ST\_Within** - Return true if no points of raster rastA lie in the exterior of raster rastB and at least one point of the interior of rastA lies in the interior of rastB.
  - **ST\_WorldToRasterCoord** - Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.
  - **ST\_WorldToRasterCoordX** - Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.
  - **ST\_WorldToRasterCoordY** - Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.
  - **UpdateRasterSRID** - Change the SRID of all rasters in the user-specified column and table.
-

## 14.6 PostGIS Geometry / Geography / Raster Dump Functions

The functions given below are PostGIS functions that take as input or return as output a set of or single **geometry\_dump** or **geomval** data type object.

- **ST\_DumpAsPolygons** - Returns a set of geomval (geom,val) rows, from a given raster band. If no band number is specified, band num defaults to 1.
- **ST\_Intersection** - Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.
- **ST\_Dump** - Returns a set of geometry\_dump (geom,path) rows, that make up a geometry g1.
- **ST\_DumpPoints** - Returns a set of geometry\_dump (geom,path) rows of all points that make up a geometry.
- **ST\_DumpRings** - Returns a set of geometry\_dump rows, representing the exterior and interior rings of a polygon.
- **ST\_MinimumBoundingCircle** - Returns the center point and radius of the smallest circle that can fully contain a geometry.

## 14.7 PostGIS Box Functions

The functions given below are PostGIS functions that take as input or return as output the box\* family of PostGIS spatial types. The box family of types consists of **box2d**, and **box3d**

- **Box2D** - Returns a BOX2D representing the maximum extents of the geometry.
- **Box3D** - Returns a BOX3D representing the maximum extents of the geometry.
- **Box3D** - Returns the box 3d representation of the enclosing box of the raster.
- **ST\_3DExtent** - an aggregate function that returns the box3D bounding box that bounds rows of geometries.
- **ST\_3DMakeBox** - Crea una BOX3D definita dalle geometrie dei punti 3d dati.
- **ST\_AsTWKB** - Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
- **ST\_Box2dFromGeoHash** - Return a BOX2D from a GeoHash string.
- **ST\_ClipByBox2D** - Returns the portion of a geometry falling within a rectangle.
- **ST\_EstimatedExtent** - Return the 'estimated' extent of the given spatial table. The estimated is taken from the geometry column's statistics. The current schema will be used if not specified.
- **ST\_Expand** - Returns bounding box expanded in all directions from the bounding box of the input geometry. Uses double-precision
- **ST\_Extent** - an aggregate function that returns the bounding box that bounds rows of geometries.
- **ST\_MakeBox2D** - Crea una BOX2D definita dalle geometrie dei punti dati.
- **ST\_XMax** - Returns X maxima of a bounding box 2d or 3d or a geometry.
- **ST\_XMin** - Returns X minima of a bounding box 2d or 3d or a geometry.
- **ST\_YMax** - Returns Y maxima of a bounding box 2d or 3d or a geometry.
- **ST\_YMin** - Returns Y minima of a bounding box 2d or 3d or a geometry.
- **ST\_ZMax** - Returns Z minima of a bounding box 2d or 3d or a geometry.
- **ST\_ZMin** - Returns Z minima of a bounding box 2d or 3d or a geometry.

## 14.8 PostGIS Functions that support 3D

The functions given below are PostGIS functions that do not throw away the Z-Index.

- **AddGeometryColumn** - Aggiunge una colonna di tipo geometry in una tabella già esistente. Per default usa il modificatore di tipo per la definizione della geometria piuttosto che dei vincoli. Si può passare alla funzione il parametro `use_typemod` per attivare il vecchio meccanismo basato sui vincoli.
  - **Box3D** - Returns a BOX3D representing the maximum extents of the geometry.
  - **DropGeometryColumn** - Rimuove una colonna geometry da una tabella spaziale
  - **GeometryType** - Restituisce il tipo di geometria come stringa. Per esempio: 'LINESTRING', 'POLYGON', 'MULTIPOINT', ecc.
  - **ST\_3DArea** - Computes area of 3D surface geometries. Will return 0 for solids.
  - **ST\_3DClosestPoint** - Returns the 3-dimensional point on g1 that is closest to g2. This is the first point of the 3D shortest line.
  - **ST\_3DDFullyWithin** - Returns true if all of the 3D geometries are within the specified distance of one another.
  - **ST\_3DDWithin** - For 3d (z) geometry type Returns true if two geometries 3d distance is within number of units.
  - **ST\_3DDifference** - Perform 3D difference
  - **ST\_3DDistance** - For geometry type Returns the 3-dimensional cartesian minimum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DExtent** - an aggregate function that returns the box3D bounding box that bounds rows of geometries.
  - **ST\_3DIntersection** - Perform 3D intersection
  - **ST\_3DIntersects** - Returns TRUE if the Geometries "spatially intersect" in 3d - only for points, linestrings, polygons, polyhedral surface (area). With SFCGAL backend enabled also supports TINS
  - **ST\_3DLength** - Returns the 3-dimensional or 2-dimensional length of the geometry if it is a linestring or multi-linestring.
  - **ST\_3DLongestLine** - Returns the 3-dimensional longest line between two geometries
  - **ST\_3DMakeBox** - Crea una BOX3D definita dalle geometrie dei punti 3d dati.
  - **ST\_3DMaxDistance** - For geometry type Returns the 3-dimensional cartesian maximum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DPerimeter** - Returns the 3-dimensional perimeter of the geometry, if it is a polygon or multi-polygon.
  - **ST\_3DShortestLine** - Returns the 3-dimensional shortest line between two geometries
  - **ST\_3DUnion** - Perform 3D union
  - **ST\_Accum** - Aggregate. Constructs an array of geometries.
  - **ST\_AddMeasure** - Return a derived geometry with measure elements linearly interpolated between the start and end points.
  - **ST\_AddPoint** - Add a point to a LineString.
  - **ST\_Affine** - Apply a 3d affine transformation to a geometry.
  - **ST\_ApproximateMedialAxis** - Compute the approximate medial axis of an areal geometry.
  - **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
  - **ST\_AsEWKB** - Return the Well-Known Binary (WKB) representation of the geometry with SRID meta data.
  - **ST\_AsEWKT** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
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- **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.
  - **ST\_AsGeoJSON** - Restituisce la geometria come elemento GeoJSON.
  - **ST\_AsHEXEWKB** - Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding.
  - **ST\_AsKML** - Return the geometry as a KML element. Several variants. Default version=2, default precision=15
  - **ST\_AsX3D** - Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
  - **ST\_Boundary** - Returns the closure of the combinatorial boundary of this Geometry.
  - **ST\_BoundingDiagonal** - Returns the diagonal of the supplied geometry's bounding box.
  - **ST\_CPAWithin** - Returns true if the trajectories' closest points of approach are within the specified distance.
  - **ST\_ClosestPointOfApproach** - Returns the measure at which points interpolated along two lines are closest.
  - **ST\_Collect** - Return a specified ST\_Geometry value from a collection of other geometries.
  - **ST\_ConvexHull** - The convex hull of a geometry represents the minimum convex geometry that encloses all geometries within the set.
  - **ST\_CoordDim** - Restituisce la dimensione delle coordinate di ST\_Geometry value.
  - **ST\_CurveToLine** - Converte un CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON
  - **ST\_DelaunayTriangles** - Return a Delaunay triangulation around the given input points.
  - **ST\_Difference** - Returns a geometry that represents that part of geometry A that does not intersect with geometry B.
  - **ST\_DistanceCPA** - Returns the distance between closest points of approach in two trajectories.
  - **ST\_Dump** - Returns a set of geometry\_dump (geom,path) rows, that make up a geometry g1.
  - **ST\_DumpPoints** - Returns a set of geometry\_dump (geom,path) rows of all points that make up a geometry.
  - **ST\_DumpRings** - Returns a set of geometry\_dump rows, representing the exterior and interior rings of a polygon.
  - **ST\_EndPoint** - Returns the last point of a LINESTRING or CIRCULARLINESTRING geometry as a POINT.
  - **ST\_ExteriorRing** - Restituisce una LINESTRING che rappresenta l'anello esterno per una geometria POLYGON. Restituisce NULL se la geometria non è un poligono. Non funziona con MULTIPOLYGON
  - **ST\_Extrude** - Estrude una superficie a volume
  - **ST\_FlipCoordinates** - Returns a version of the given geometry with X and Y axis flipped. Useful for people who have built latitude/longitude features and need to fix them.
  - **ST\_Force2D** - Force the geometries into a "2-dimensional mode".
  - **ST\_ForceCurve** - Upcast a geometry into its curved type, if applicable.
  - **ST\_ForceLHR** - Forza l'orientazione di tipo LHR
  - **ST\_ForcePolygonCCW** - Orients all exterior rings counter-clockwise and all interior rings clockwise.
  - **ST\_ForcePolygonCW** - Orients all exterior rings clockwise and all interior rings counter-clockwise.
  - **ST\_ForceRHR** - Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.
  - **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
  - **ST\_Force\_3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
  - **ST\_Force\_3DZ** - Force the geometries into XYZ mode.
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- **ST\_Force\_4D** - Force the geometries into XYZM mode.
  - **ST\_Force\_Collection** - Convert the geometry into a GEOMETRYCOLLECTION.
  - **ST\_GeomFromEWKB** - Ritorna un valore ST\_Geometry a partire da Extended Well-Known Binary (EWKB).
  - **ST\_GeomFromEWKT** - Ritorna un valore ST\_Geometry a partire da una rappresentazione Extended Well-Known Text (EWKT).
  - **ST\_GeomFromGML** - Accetta una geometria in formato GML come input e restituisce un oggetto PostGIS geometry
  - **ST\_GeomFromGeoJSON** - Accetta come input la rappresentazione geojson di una geometria e restituisce una geometria PostGIS
  - **ST\_GeomFromKML** - Accetta come input una geometria in formato KML e restituisce una geometria PostGIS.
  - **ST\_GeometricMedian** - Returns the geometric median of a MultiPoint.
  - **ST\_GeometryN** - Restituisce la geometria numero N (a partire da 1) se la geometria è una GEOMETRYCOLLECTION, (MULTI)POINT, (MULTI)LINestring, MULTICURVE o (MULTI)POLYGON, POLYHEDRALSURFACE. Altrimenti restituisce il valore NULL.
  - **ST\_GeometryType** - Restituisce il tipo di geometria per il valore ST\_Geometry.
  - **ST\_HasArc** - Returns true if a geometry or geometry collection contains a circular string
  - **ST\_InteriorRingN** - Return the Nth interior linestring ring of the polygon geometry. Return NULL if the geometry is not a polygon or the given N is out of range.
  - **ST\_InterpolatePoint** - Return the value of the measure dimension of a geometry at the point closed to the provided point.
  - **ST\_IsClosed** - Restituisce TRUE se il punto iniziale e quello finale di LINestring coincidono. Per le superfici poliedriche indica una superficie chiusa (volumetrica).
  - **ST\_IsCollection** - Restituisce TRUE se l'argomento è una collezione (MULTI\*, GEOMETRYCOLLECTION, ...)
  - **ST\_IsPlanar** - Verifica se una superficie è planare o meno.
  - **ST\_IsPolygonCCW** - Returns true if all exterior rings are oriented counter-clockwise and all interior rings are oriented clockwise.
  - **ST\_IsPolygonCW** - Returns true if all exterior rings are oriented clockwise and all interior rings are oriented counter-clockwise.
  - **ST\_IsSimple** - Returns (TRUE) if this Geometry has no anomalous geometric points, such as self intersection or self tangency.
  - **ST\_IsSolid** - Test if the geometry is a solid. No validity check is performed.
  - **ST\_IsValidTrajectory** - Returns true if the geometry is a valid trajectory.
  - **ST\_Length\_Spheroid** - Calculates the 2D or 3D length/perimeter of a geometry on an ellipsoid. This is useful if the coordinates of the geometry are in longitude/latitude and a length is desired without reprojection.
  - **ST\_LineFromMultiPoint** - Crea una LineString da una geometria MultiPoint.
  - **ST\_LineInterpolatePoint** - Returns a point interpolated along a line. Second argument is a float8 between 0 and 1 representing fraction of total length of linestring the point has to be located.
  - **ST\_LineSubstring** - Return a linestring being a substring of the input one starting and ending at the given fractions of total 2d length. Second and third arguments are float8 values between 0 and 1.
  - **ST\_LineToCurve** - Convert un CIRCULARSTRING/CURVEDPOLYGON in LINestring/POLYGON
  - **ST\_LocateBetweenElevations** - Return a derived geometry (collection) value with elements that intersect the specified range of elevations inclusively. Only 3D, 4D LINESTRINGS and MULTILINESTRINGS are supported.
  - **ST\_M** - Return the M coordinate of the point, or NULL if not available. Input must be a point.
  - **ST\_MakeLine** - Crea una LineString da una geometria MultiPoint.
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- **ST\_MakePoint** - Creates a 2D,3DZ or 4D point geometry.
  - **ST\_MakePolygon** - Creates a Polygon formed by the given shell. Input geometries must be closed LINESTRINGS.
  - **ST\_MakeSolid** - Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
  - **ST\_MakeValid** - Attempts to make an invalid geometry valid without losing vertices.
  - **ST\_MemSize** - Restituisce lo spazio occupato da una geometria (in byte).
  - **ST\_MemUnion** - Same as ST\_Union, only memory-friendly (uses less memory and more processor time).
  - **ST\_NDims** - Returns coordinate dimension of the geometry as a small int. Values are: 2,3 or 4.
  - **ST\_NPoints** - Return the number of points (vertexes) in a geometry.
  - **ST\_NRings** - If the geometry is a polygon or multi-polygon returns the number of rings.
  - **ST\_Node** - Node a set of linestrings.
  - **ST\_NumGeometries** - If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL.
  - **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
  - **ST\_Orientation** - Determina l'orientazione di una superficie.
  - **ST\_PatchN** - Return the 1-based Nth geometry (face) if the geometry is a POLYHEDRALSURFACE, POLYHEDRALSURFACEM. Otherwise, return NULL.
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID
  - **ST\_PointN** - Return the Nth point in the first LineString or circular LineString in the geometry. Negative values are counted backwards from the end of the LineString. Returns NULL if there is no linestring in the geometry.
  - **ST\_PointOnSurface** - Returns a POINT guaranteed to lie on the surface.
  - **ST\_Points** - Returns a MultiPoint containing all of the coordinates of a geometry.
  - **ST\_Polygon** - Returns a polygon built from the specified linestring and SRID.
  - **ST\_RemovePoint** - Remove point from a linestring.
  - **ST\_RemoveRepeatedPoints** - Returns a version of the given geometry with duplicated points removed.
  - **ST\_Reverse** - Return the geometry with vertex order reversed.
  - **ST\_Rotate** - Rotate a geometry rotRadians counter-clockwise about an origin.
  - **ST\_RotateX** - Rotate a geometry rotRadians about the X axis.
  - **ST\_RotateY** - Rotate a geometry rotRadians about the Y axis.
  - **ST\_RotateZ** - Rotate a geometry rotRadians about the Z axis.
  - **ST\_Scale** - Scale a geometry by given factors.
  - **ST\_SetPoint** - Replace point of a linestring with a given point.
  - **ST\_Shift\_Longitude** - Toggle geometry coordinates between -180..180 and 0..360 ranges.
  - **ST\_SnapToGrid** - Snap all points of the input geometry to a regular grid.
  - **ST\_StartPoint** - Returns the first point of a LINESTRING geometry as a POINT.
  - **ST\_StraightSkeleton** - Compute a straight skeleton from a geometry
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- **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
  - **ST\_SymDifference** - Returns a geometry that represents the portions of A and B that do not intersect. It is called a symmetric difference because  $ST\_SymDifference(A,B) = ST\_SymDifference(B,A)$ .
  - **ST\_Tessellate** - Perform surface Tesselation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
  - **ST\_TransScale** - Translate a geometry by given factors and offsets.
  - **ST\_Translate** - Translate a geometry by given offsets.
  - **ST\_UnaryUnion** - Like ST\_Union, but working at the geometry component level.
  - **ST\_Volume** - Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
  - **ST\_WrapX** - Wrap a geometry around an X value.
  - **ST\_X** - Restituisce la coordinata X del punto, o NULL se non disponibile. L'input deve essere un punto.
  - **ST\_XMax** - Returns X maxima of a bounding box 2d or 3d or a geometry.
  - **ST\_XMin** - Returns X minima of a bounding box 2d or 3d or a geometry.
  - **ST\_Y** - Return the Y coordinate of the point, or NULL if not available. Input must be a point.
  - **ST\_YMax** - Returns Y maxima of a bounding box 2d or 3d or a geometry.
  - **ST\_YMin** - Returns Y minima of a bounding box 2d or 3d or a geometry.
  - **ST\_Z** - Return the Z coordinate of the point, or NULL if not available. Input must be a point.
  - **ST\_ZMax** - Returns Z minima of a bounding box 2d or 3d or a geometry.
  - **ST\_ZMin** - Returns Z minima of a bounding box 2d or 3d or a geometry.
  - **ST\_Zmflag** - Returns ZM (dimension semantic) flag of the geometries as a small int. Values are: 0=2d, 1=3dm, 2=3dz, 3=4d.
  - **TG\_Equals** - Returns true if two topogeometries are composed of the same topology primitives.
  - **TG\_Intersects** - Returns true if any pair of primitives from the two topogeometries intersect.
  - **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, geometry\_columns metadata and srid. If it was enforced with constraints, the constraints will be updated with new srid constraint. If the old was enforced by type definition, the type definition will be changed.
  - **geometry\_overlaps\_nd** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
  - **overlaps\_nd\_geometry\_gidx** - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
  - **overlaps\_nd\_gidx\_geometry** - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
  - **overlaps\_nd\_gidx\_gidx** - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.
  - **postgis\_sfcgal\_version** - Returns the version of SFCGAL in use
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## 14.9 PostGIS Curved Geometry Support Functions

The functions given below are PostGIS functions that can use CIRCULARSTRING, CURVEPOLYGON, and other curved geometry types

- **AddGeometryColumn** - Aggiunge una colonna di tipo geometry in una tabella già esistente. Per default usa il modificatore di tipo per la definizione della geometria piuttosto che dei vincoli. Si può passare alla funzione il parametro use\_typemod per attivare il vecchio meccanismo basato sui vincoli.
  - **Box2D** - Returns a BOX2D representing the maximum extents of the geometry.
  - **Box3D** - Returns a BOX3D representing the maximum extents of the geometry.
  - **DropGeometryColumn** - Rimuove una colonna geometry da una tabella spaziale
  - **GeometryType** - Restituisce il tipo di geometria come stringa. Per esempio: 'LINESTRING', 'POLYGON', 'MULTIPOINT', ecc.
  - **PostGIS\_AddBBBox** - Add bounding box to the geometry.
  - **PostGIS\_DropBBBox** - Drop the bounding box cache from the geometry.
  - **PostGIS\_HasBBBox** - Returns TRUE if the bbox of this geometry is cached, FALSE otherwise.
  - **ST\_3DExtent** - an aggregate function that returns the box3D bounding box that bounds rows of geometries.
  - **ST\_Accum** - Aggregate. Constructs an array of geometries.
  - **ST\_Affine** - Apply a 3d affine transformation to a geometry.
  - **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
  - **ST\_AsEWKB** - Return the Well-Known Binary (WKB) representation of the geometry with SRID meta data.
  - **ST\_AsEWKT** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
  - **ST\_AsHEXEWKB** - Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding.
  - **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
  - **ST\_Collect** - Return a specified ST\_Geometry value from a collection of other geometries.
  - **ST\_CoordDim** - Restituisce la dimensione delle coordinate di ST\_Geometry value.
  - **ST\_CurveToLine** - Converte un CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON
  - **ST\_Distance** - For geometry type Returns the 2D Cartesian distance between two geometries in projected units (based on spatial ref). For geography type defaults to return minimum geodesic distance between two geographies in meters.
  - **ST\_Dump** - Returns a set of geometry\_dump (geom,path) rows, that make up a geometry g1.
  - **ST\_DumpPoints** - Returns a set of geometry\_dump (geom,path) rows of all points that make up a geometry.
  - **ST\_EndPoint** - Returns the last point of a LINESTRING or CIRCULARLINESTRING geometry as a POINT.
  - **ST\_EstimatedExtent** - Return the 'estimated' extent of the given spatial table. The estimated is taken from the geometry column's statistics. The current schema will be used if not specified.
  - **ST\_FlipCoordinates** - Returns a version of the given geometry with X and Y axis flipped. Useful for people who have built latitude/longitude features and need to fix them.
  - **ST\_Force2D** - Force the geometries into a "2-dimensional mode".
  - **ST\_ForceCurve** - Upcast a geometry into its curved type, if applicable.
-



- **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
  - **ST\_Force3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
  - **ST\_Force3DM** - Force the geometries into XYM mode.
  - **ST\_Force3DZ** - Force the geometries into XYZ mode.
  - **ST\_Force4D** - Force the geometries into XYZM mode.
  - **ST\_ForceCollection** - Convert the geometry into a GEOMETRYCOLLECTION.
  - **ST\_GeoHash** - Return a GeoHash representation of the geometry.
  - **ST\_GeogFromWKB** - Crea un oggetto geography a partire da una geometria in Well-Known Binary (WKB) oppure Extended Well-Known Binary (EWKB).
  - **ST\_GeomFromEWKB** - Ritorna un valore ST\_Geometry a partire da Extended Well-Known Binary (EWKB).
  - **ST\_GeomFromEWKT** - Ritorna un valore ST\_Geometry a partire da una rappresentazione Extended Well-Known Text (EWKT).
  - **ST\_GeomFromText** - Restituisce un valore ST\_Geometry a partire da una rappresentazione Well-Known-Text (WKT)
  - **ST\_GeomFromWKB** - Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID.
  - **ST\_GeometryN** - Restituisce la geometria numero N (a partire da 1) se la geometria è una GEOMETRYCOLLECTION, (MULTI)POINT, (MULTI)LINestring, MULTICURVE o (MULTI)POLYGON, POLYHEDRALSURFACE. Altrimenti restituisce il valore NULL.
  - **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
  - **&<|** - Returns TRUE if A's bounding box overlaps or is below B's.
  - **ST\_HasArc** - Returns true if a geometry or geometry collection contains a circular string
  - **ST\_IsClosed** - Restituisce TRUE se il punto iniziale e quello finale di LINestring coincidono. Per le superfici poliedriche indica una superficie chiusa (volumetrica).
  - **ST\_IsCollection** - Restituisce TRUE se l'argomento è una collezione (MULTI\*, GEOMETRYCOLLECTION, ...)
  - **ST\_IsEmpty** - Restituisce TRUE se la geometria è una geometrycollection, un poligono o un punto vuoto, ecc.
  - **ST\_LineToCurve** - Converte un CIRCULARSTRING/CURVEDPOLYGON in LINestring/POLYGON
  - **ST\_MemSize** - Restituisce lo spazio occupato da una geometria (in byte).
  - **ST\_NPoints** - Return the number of points (vertexes) in a geometry.
  - **ST\_NRings** - If the geometry is a polygon or multi-polygon returns the number of rings.
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID
  - **ST\_PointN** - Return the Nth point in the first LineString or circular LineString in the geometry. Negative values are counted backwards from the end of the LineString. Returns NULL if there is no linestring in the geometry.
  - **ST\_NPoints** - Returns a MultiPoint containing all of the coordinates of a geometry.
  - **ST\_Rotate** - Rotate a geometry rotRadians counter-clockwise about an origin.
  - **ST\_RotateZ** - Rotate a geometry rotRadians about the Z axis.
  - **ST\_SRID** - Returns the spatial reference identifier for the ST\_Geometry as defined in spatial\_ref\_sys table.
  - **ST\_Scale** - Scale a geometry by given factors.
-

- **ST\_SetSRID** - Set the SRID on a geometry to a particular integer value.
- **ST\_StartPoint** - Returns the first point of a LINESTRING geometry as a POINT.
- **ST\_Summary** - Returns a text summary of the contents of the geometry.
- **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
- **ST\_TransScale** - Translate a geometry by given factors and offsets.
- **ST\_Transform** - Return a new geometry with its coordinates transformed to a different spatial reference.
- **ST\_Translate** - Translate a geometry by given offsets.
- **ST\_XMax** - Returns X maxima of a bounding box 2d or 3d or a geometry.
- **ST\_XMin** - Returns X minima of a bounding box 2d or 3d or a geometry.
- **ST\_YMax** - Returns Y maxima of a bounding box 2d or 3d or a geometry.
- **ST\_YMin** - Returns Y minima of a bounding box 2d or 3d or a geometry.
- **ST\_ZMax** - Returns Z minima of a bounding box 2d or 3d or a geometry.
- **ST\_ZMin** - Returns Z minima of a bounding box 2d or 3d or a geometry.
- **ST\_Zmflag** - Returns ZM (dimension semantic) flag of the geometries as a small int. Values are: 0=2d, 1=3dm, 2=3dz, 3=4d.
- **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, geometry\_columns metadata and srid. If it was enforced with constraints, the constraints will be updated with new srid constraint. If the old was enforced by type definition, the type definition will be changed.
- **~(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bonding box contains a 2D float precision bounding box (GIDX).
- **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.
- **&&&** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
- **@(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- **@(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
- **@(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
- **&&(box2df,box2df)** - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- **&&(geometry,box2df)** - Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
- **&&&** - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
- **&&&** - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- **&&&** - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.

## 14.10 PostGIS Polyhedral Surface Support Functions

The functions given below are PostGIS functions that can use POLYHEDRALSURFACE, POLYHEDRALSURFACEM geometries

- **Box2D** - Returns a BOX2D representing the maximum extents of the geometry.
- **Box3D** - Returns a BOX3D representing the maximum extents of the geometry.
- **GeometryType** - Restituisce il tipo di geometria come stringa. Per esempio: 'LINESTRING', 'POLYGON', 'MULTIPOINT', ecc.
- **ST\_3DArea** - Computes area of 3D surface geometries. Will return 0 for solids.
- **ST\_3DClosestPoint** - Returns the 3-dimensional point on g1 that is closest to g2. This is the first point of the 3D shortest line.
- **ST\_3DDFullyWithin** - Returns true if all of the 3D geometries are within the specified distance of one another.
- **ST\_3DDWithin** - For 3d (z) geometry type Returns true if two geometries 3d distance is within number of units.
- **ST\_3DDifference** - Perform 3D difference
- **ST\_3DDistance** - For geometry type Returns the 3-dimensional cartesian minimum distance (based on spatial ref) between two geometries in projected units.
- **ST\_3DExtent** - an aggregate function that returns the box3D bounding box that bounds rows of geometries.
- **ST\_3DIntersection** - Perform 3D intersection
- **ST\_3DIntersects** - Returns TRUE if the Geometries "spatially intersect" in 3d - only for points, linestrings, polygons, polyhedral surface (area). With SFCGAL backend enabled also supports TINS
- **ST\_3DLongestLine** - Returns the 3-dimensional longest line between two geometries
- **ST\_3DMaxDistance** - For geometry type Returns the 3-dimensional cartesian maximum distance (based on spatial ref) between two geometries in projected units.
- **ST\_3DShortestLine** - Returns the 3-dimensional shortest line between two geometries
- **ST\_3DUnion** - Perform 3D union
- **ST\_Accum** - Aggregate. Constructs an array of geometries.
- **ST\_Affine** - Apply a 3d affine transformation to a geometry.
- **ST\_ApproximateMedialAxis** - Compute the approximate medial axis of an areal geometry.
- **ST\_Area** - Returns the area of the surface if it is a Polygon or MultiPolygon. For geometry, a 2D Cartesian area is determined with units specified by the SRID. For geography, area is determined on a curved surface with units in square meters.
- **ST\_AsBinary** - Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKB** - Return the Well-Known Binary (WKB) representation of the geometry with SRID meta data.
- **ST\_AsEWKT** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
- **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.
- **ST\_AsX3D** - Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
- **ST\_CoordDim** - Restituisce la dimensione delle coordinate di ST\_Geometry value.
- **ST\_Dimension** - La dimensione inerente a questo oggetto Geometry, che deve essere minore o uguale alla dimensione delle coordinate.
- **ST\_Dump** - Returns a set of geometry\_dump (geom,path) rows, that make up a geometry g1.

- **ST\_DumpPoints** - Returns a set of geometry\_dump (geom,path) rows of all points that make up a geometry.
- **ST\_Expand** - Returns bounding box expanded in all directions from the bounding box of the input geometry. Uses double-precision
- **ST\_Extent** - an aggregate function that returns the bounding box that bounds rows of geometries.
- **ST\_Extrude** - Estrude una superficie a volume
- **ST\_FlipCoordinates** - Returns a version of the given geometry with X and Y axis flipped. Useful for people who have built latitude/longitude features and need to fix them.
- **ST\_Force2D** - Force the geometries into a "2-dimensional mode".
- **ST\_ForceLHR** - Forza l'orientazione di tipo LHR
- **ST\_ForceRHR** - Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.
- **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
- **ST\_Force3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
- **ST\_Force3DZ** - Force the geometries into XYZ mode.
- **ST\_ForceCollection** - Convert the geometry into a GEOMETRYCOLLECTION.
- **ST\_GeomFromEWKB** - Ritorna un valore ST\_Geometry a partire da Extended Well-Known Binary (EWKB).
- **ST\_GeomFromEWKT** - Ritorna un valore ST\_Geometry a partire da una rappresentazione Extended Well-Known Text (EWKT).
- **ST\_GeomFromGML** - Accetta una geometria in formato GML come input e restituisce un oggetto PostGIS geometry
- **ST\_GeometryN** - Restituisce la geometria numero N (a partire da 1) se la geometria è una GEOMETRYCOLLECTION, (MULTI)POINT, (MULTI)LINestring, MULTICURVE o (MULTI)POLYGON, POLYHEDRALSURFACE. Altrimenti restituisce il valore NULL.
- **ST\_GeometryType** - Restituisce il tipo di geometria per il valore ST\_Geometry.
- **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
- **&<|** - Returns TRUE if A's bounding box overlaps or is below B's.
- **~=** - Returns TRUE if A's bounding box is the same as B's.
- **ST\_IsClosed** - Restituisce TRUE se il punto iniziale e quello finale di LINestring coincidono. Per le superfici poliedriche indica una superficie chiusa (volumetrica).
- **ST\_IsPlanar** - Verifica se una superficie è planare o meno.
- **ST\_IsSolid** - Test if the geometry is a solid. No validity check is performed.
- **ST\_MakeSolid** - Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
- **ST\_MemSize** - Restituisce lo spazio occupato da una geometria (in byte).
- **ST\_NPoints** - Return the number of points (vertexes) in a geometry.
- **ST\_NumGeometries** - If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL.
- **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
- **ST\_PatchN** - Return the 1-based Nth geometry (face) if the geometry is a POLYHEDRALSURFACE, POLYHEDRALSURFACEM. Otherwise, return NULL.

- **ST\_RemoveRepeatedPoints** - Returns a version of the given geometry with duplicated points removed.
- **ST\_Reverse** - Return the geometry with vertex order reversed.
- **ST\_Rotate** - Rotate a geometry rotRadians counter-clockwise about an origin.
- **ST\_RotateX** - Rotate a geometry rotRadians about the X axis.
- **ST\_RotateY** - Rotate a geometry rotRadians about the Y axis.
- **ST\_RotateZ** - Rotate a geometry rotRadians about the Z axis.
- **ST\_Scale** - Scale a geometry by given factors.
- **ST\_ShiftLongitude** - Toggle geometry coordinates between -180..180 and 0..360 ranges.
- **ST\_StraightSkeleton** - Compute a straight skeleton from a geometry
- **ST\_Summary** - Returns a text summary of the contents of the geometry.
- **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
- **ST\_Tessellate** - Perform surface Tessellation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
- **ST\_Transform** - Return a new geometry with its coordinates transformed to a different spatial reference.
- **ST\_Volume** - Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
- **~(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bonding box contains a 2D float precision bounding box (GIDX).
- **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.
- **&&&** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
- **@(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- **@(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
- **@(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
- **&&(box2df,box2df)** - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- **&&(geometry,box2df)** - Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
- **&&&** - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
- **&&&** - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- **&&&** - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.
- **postgis\_sfcgal\_version** - Returns the version of SFCGAL in use

## 14.11 PostGIS Function Support Matrix

Below is an alphabetical listing of spatial specific functions in PostGIS and the kinds of spatial types they work with or OGC/SQL compliance they try to conform to.

- A  means the function works with the type or subtype natively.
- A  means it works but with a transform cast built-in using cast to geometry, transform to a "best srid" spatial ref and then cast back. Results may not be as expected for large areas or areas at poles and may accumulate floating point junk.
- A  means the function works with the type because of a auto-cast to another such as to box3d rather than direct type support.
- A  means the function only available if PostGIS compiled with SFCGAL support.
- A  means the function support is provided by SFCGAL if PostGIS compiled with SFCGAL support, otherwise GEOS/built-in support.
- geom - Basic 2D geometry support (x,y).
- geog - Basic 2D geography support (x,y).
- 2.5D - basic 2D geometries in 3 D/4D space (has Z or M coord).
- PS - Polyhedral surfaces
- T - Triangles and Triangulated Irregular Network surfaces (TIN)

| Function          | geom                                                                                | geog | 2.5D                                                                                | Curves | SQL MM                                                                                | PS                                                                                    | T                                                                                     |
|-------------------|-------------------------------------------------------------------------------------|------|-------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| Box2D             | ✓                                                                                   |      |                                                                                     | ✓      |                                                                                       | ✓                                                                                     | ✓                                                                                     |
| Box3D             | ✓                                                                                   |      | ✓                                                                                   | ✓      |                                                                                       | ✓                                                                                     | ✓                                                                                     |
| Find_SRID         |                                                                                     |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| GeometryType      | ✓                                                                                   |      | ✓                                                                                   | ✓      |                                                                                       | ✓                                                                                     | ✓                                                                                     |
| ST_3DArea         |  |      |  |        |                                                                                       |  |  |
| ST_3DClosestPoint | ✓                                                                                   |      | ✓                                                                                   |        |                                                                                       | ✓                                                                                     |                                                                                       |
| ST_3DDFullyWithi  | ✓                                                                                   |      | ✓                                                                                   |        |                                                                                       | ✓                                                                                     |                                                                                       |
| ST_3DDWithin      | ✓                                                                                   |      | ✓                                                                                   |        | ✓                                                                                     | ✓                                                                                     |                                                                                       |
| ST_3DDifference   |  |      |  |        |                                                                                       |  |  |
| ST_3DDistance     | ✓                                                                                   |      |  |        |  |  |                                                                                       |
| ST_3DExtent       | ✓                                                                                   |      | ✓                                                                                   | ✓      |                                                                                       | ✓                                                                                     | ✓                                                                                     |
| ST_3DIntersection |  |      |  |        |                                                                                       |  |  |
| ST_3DIntersects   | ✓                                                                                   |      |  |        |  |  |  |

| Function          | geom                                                                                   | geog | 2.5D                                                                              | Curves | SQL MM                                                                              | PS                                                                                  | T                                                                                   |
|-------------------|----------------------------------------------------------------------------------------|------|-----------------------------------------------------------------------------------|--------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| ST_3DLength       | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_3DLongestLine  | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     | ✓                                                                                   |                                                                                     |
| ST_3DMakeBox      | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_3DMaxDistance  | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     | ✓                                                                                   |                                                                                     |
| ST_3DPerimeter    | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_3DShortestLine | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     | ✓                                                                                   |                                                                                     |
| ST_3DUnion        |       |      |  |        |                                                                                     |  |  |
| ST_Accum          | ✓                                                                                      |      | ✓                                                                                 | ✓      |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_AddMeasure     | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AddPoint       | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_Affine         | ✓                                                                                      |      | ✓                                                                                 | ✓      |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_ApproximateM   |  Axis |      |  |        |                                                                                     |  |  |
| ST_Area           | ✓                                                                                      | ✓    |                                                                                   |        |  |  |                                                                                     |
| ST_AsBinary       | ✓                                                                                      | ✓    | ✓                                                                                 | ✓      | ✓                                                                                   | ✓                                                                                   | ✓                                                                                   |
| ST_AsEWKB         | ✓                                                                                      |      | ✓                                                                                 | ✓      |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_AsEWKT         | ✓                                                                                      | ✓    | ✓                                                                                 | ✓      |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_AsEncodedPoly  | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsGML          | ✓                                                                                      | ✓    | ✓                                                                                 |        |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_AsGeoJSON      | ✓                                                                                      | ✓    | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsGeoJSON      | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsHEXEWKB      | ✓                                                                                      |      | ✓                                                                                 | ✓      |                                                                                     |                                                                                     |                                                                                     |
| ST_AsKML          | ✓                                                                                      | ✓    | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsLatLonText   | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsGML          | ✓                                                                                      | ✓    |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsSVG          | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsSVG          | ✓                                                                                      | ✓    |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsTWKB         | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_AsText         | ✓                                                                                      | ✓    |                                                                                   | ✓      | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_AsX3D          | ✓                                                                                      |      | ✓                                                                                 |        |                                                                                     | ✓                                                                                   | ✓                                                                                   |
| ST_Azimuth        | ✓                                                                                      | ✓    |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_BdMPolyFromT   | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_BdPolyFromText | ✓                                                                                      |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_Boundary       | ✓                                                                                      |      | ✓                                                                                 |        | ✓                                                                                   |                                                                                     | ✓                                                                                   |

| Function           | geom   | geog | 2.5D | Curves | SQL MM | PS | T |
|--------------------|--------|------|------|--------|--------|----|---|
| ST_BoundingDiagon  | ✓      |      | ✓    |        |        |    |   |
| ST_Box2dFromGeo    | ✗h     |      |      |        |        |    |   |
| ST_Buffer          | ✓      | 😄    |      |        | ✓      |    |   |
| ST_BuildArea       | ✓      |      |      |        |        |    |   |
| ST_CPAWithin       | ✓      |      | ✓    |        |        |    |   |
| ST_Centroid        | ✓      | ✓    |      |        | ✓      |    |   |
| ST_ClipByBox2D     | ✓      |      |      |        |        |    |   |
| ST_ClosestPoint    | ✓      |      |      |        |        |    |   |
| ST_ClosestPointOf  | ✓roach |      | ✓    |        |        |    |   |
| ST_ClusterDBSCAN   |        | ✓    |      |        |        |    |   |
| ST_3DIntersects    | ✓      |      |      |        |        |    |   |
| ST_ClusterKMeans   | ✓      |      |      |        |        |    |   |
| ST_Within          | ✓      |      |      |        |        |    |   |
| ST_Collect         | ✓      |      | ✓    | ✓      |        |    |   |
| ST_CollectionExtra | ✓      |      |      |        |        |    |   |
| ST_CollectionHom   | ✓ize   |      |      |        |        |    |   |
| ST_ConcaveHull     | ✓      |      |      |        |        |    | ✓ |
| ST_Contains        | ✓      |      |      |        | ✓      |    |   |
| ST_ContainsProperl | ✓      |      |      |        |        |    |   |
| ST_ConvexHull      | ✓      |      | ✓    |        | ✓      |    |   |
| ST_CoordDim        | ✓      |      | ✓    | ✓      | ✓      | ✓  | ✓ |
| ST_CoveredBy       | ✓      | ✓    |      |        |        |    |   |
| ST_Covers          | ✓      | ✓    |      |        |        |    |   |
| ST_Crosses         | ✓      |      |      |        | ✓      |    |   |
| ST_CurveToLine     | ✓      |      | ✓    | ✓      | ✓      |    |   |
| ST_DFullyWithin    | ✓      |      |      |        |        |    |   |
| ST_DWithin         | ✓      | ✓    |      |        |        |    |   |
| ST_DelaunayTriang  | ✓      |      | ✓    |        |        |    | ✓ |
| ST_Difference      | ✓      |      | ✓    |        | ✓      |    |   |
| ST_Dimension       | ✓      |      |      |        | ✓      | ✓  | ✓ |
| ST_Disjoint        | ✓      |      |      |        | ✓      |    |   |
| ST_Distance        | ✓      | ✓    |      | ✓      | 📊      |    |   |
| ST_DistanceCPA     | ✓      |      | ✓    |        |        |    |   |



| Function                | geom                                                                                | geog | 2.5D                                                                                | Curves | SQL MM | PS                                                                                    | T                                                                                     |
|-------------------------|-------------------------------------------------------------------------------------|------|-------------------------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| ST_DistanceSphere       | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_DistanceSpheroid     | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_Dump                 | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_DumpPoints           | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_DumpRings            | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_EndPoint             | ✓                                                                                   |      | ✓                                                                                   | ✓      | ✓      |                                                                                       |                                                                                       |
| ST_Envelope             | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_Equals               | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_EstimatedExtent      | ✓                                                                                   |      |                                                                                     | ✓      |        |                                                                                       |                                                                                       |
| ST_Expand               | ✓                                                                                   |      |                                                                                     |        |        | ✓                                                                                     | ✓                                                                                     |
| ST_Extent               | ✓                                                                                   |      |                                                                                     |        |        | ✓                                                                                     | ✓                                                                                     |
| ST_ExteriorRing         | ✓                                                                                   |      | ✓                                                                                   |        | ✓      |                                                                                       |                                                                                       |
| ST_Extrude              |    |      |    |        |        |    |    |
| ST_FlipCoordinates      | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_Force2D              | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     |                                                                                       |
| ST_ForceCurve           | ✓                                                                                   |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_ForceLHR             |  |      |  |        |        |  |  |
| ST_ForcePolygonCCW      | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_ForcePolygonCW       | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_ForceRHR             | ✓                                                                                   |      | ✓                                                                                   |        |        | ✓                                                                                     |                                                                                       |
| ST_ForceSFS             | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_Force3D              | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     |                                                                                       |
| ST_Force3DMM            | ✓                                                                                   |      |                                                                                     | ✓      |        |                                                                                       |                                                                                       |
| ST_Force3DZ             | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     |                                                                                       |
| ST_Force4D              | ✓                                                                                   |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_ForceCollection      | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     |                                                                                       |
| ST_Distance             | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_GMLToSQL             | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_RemoveRepeatedPoints | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_GeoHash              | ✓                                                                                   |      |                                                                                     | ✓      |        |                                                                                       |                                                                                       |
| ST_GeogFromText         |                                                                                     | ✓    |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_GeogFromWKB          |                                                                                     | ✓    |                                                                                     | ✓      |        |                                                                                       |                                                                                       |
| ST_GeographyFromText    |                                                                                     | ✓    |                                                                                     |        |        |                                                                                       |                                                                                       |

| Function             | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|----------------------|------|------|------|--------|--------|----|---|
| ST_GeomCollFromText  | ✓    |      |      |        | ✓      |    |   |
| ST_GeomFromEWKB      | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_GeomFromEWKB      | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_GeomFromGML       | ✓    |      | ✓    |        |        | ✓  | ✓ |
| ST_GeomFromGeoJSON   | ✓    |      |      |        |        |    |   |
| ST_GeomFromGeoJSON   | ✓    | N    | ✓    |        |        |    |   |
| ST_GeomFromKML       | ✓    |      | ✓    |        |        |    |   |
| ST_GeomFromTWKB      | ✓    |      |      |        |        |    |   |
| ST_GeomFromText      | ✓    |      |      | ✓      | ✓      |    |   |
| ST_GeomFromWK        | ✓    |      |      | ✓      | ✓      |    |   |
| ST_GeometricMedian   |      | ✓    | ✓    |        |        |    |   |
| ST_GeometryFromText  | ✓    |      |      |        | ✓      |    |   |
| ST_GeometryN         | ✓    |      | ✓    | ✓      | ✓      | ✓  | ✓ |
| ST_GeometryType      | ✓    |      | ✓    |        | ✓      | ✓  |   |
| >>                   | ✓    |      |      |        |        |    |   |
| <<                   | ✓    |      |      |        |        |    |   |
| ~                    | ✓    |      |      |        |        |    |   |
| @                    | ✓    |      |      |        |        |    |   |
| =                    | ✓    | ✓    |      | ✓      |        | ✓  |   |
| <<                   | ✓    |      |      |        |        |    |   |
| &>                   | ✓    |      |      |        |        |    |   |
| &<                   | ✓    |      |      | ✓      |        | ✓  |   |
| &<                   | ✓    |      |      |        |        |    |   |
| &>                   | ✓    |      |      |        |        |    |   |
| >>                   | ✓    |      |      |        |        |    |   |
| ~=                   | ✓    |      |      |        |        | ✓  |   |
| ST_HasArc            | ✓    |      | ✓    | ✓      |        |    |   |
| ST_HausdorffDistance | ✓    |      |      |        |        |    |   |
| ST_InteriorRingN     | ✓    |      | ✓    |        | ✓      |    |   |
| ST_InterpolatePoint  | ✓    |      | ✓    |        |        |    |   |
| ST_Intersection      | ✓    | 😄    |      |        | 📄      |    |   |
| ST_Intersects        | ✓    | ✓    |      |        | 📄      |    |   |
| ST_IsClosed          | ✓    |      | ✓    | ✓      | ✓      | ✓  |   |

| Function                   | geom                                                                              | geog | 2.5D                                                                              | Curves | SQL MM                                                                              | PS                                                                                  | T                                                                                   |
|----------------------------|-----------------------------------------------------------------------------------|------|-----------------------------------------------------------------------------------|--------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| ST_IsCollection            | ✓                                                                                 |      | ✓                                                                                 | ✓      |                                                                                     |                                                                                     |                                                                                     |
| ST_IsEmpty                 | ✓                                                                                 |      |                                                                                   | ✓      | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_IsPlanar                |  |      |  |        |                                                                                     |  |  |
| ST_IsCollection            | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_IsCollection            | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_IsRing                  | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_IsSimple                | ✓                                                                                 |      | ✓                                                                                 |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_IsSolid                 |  |      |  |        |                                                                                     |  |  |
| ST_IsValid                 | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_IsValidDetail           | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_IsValidReason           | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_IsValidTrajectory       | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_Length                  | ✓                                                                                 | ✓    |                                                                                   |        |  |                                                                                     |                                                                                     |
| ST_Length2D                | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_Length2D_Spheroid       | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LengthSpheroid          | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineCrossingDirection   | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineFromEncodedPolyline | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineFromMultiPoint      | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineFromText            | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_LineFromWKB             | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_LineInterpolatePoint    | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineLocatePoint         | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineMerge               | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineSubstring           | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LineToCurve             | ✓                                                                                 |      | ✓                                                                                 | ✓      |                                                                                     |                                                                                     |                                                                                     |
| ST_LinestringFromWKB       | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_LocateAlong             | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LocateBetween           | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LocateBetweenPoints     | ✓                                                                                 |      | ✓                                                                                 |        |                                                                                     |                                                                                     |                                                                                     |
| ST_LongestLine             | ✓                                                                                 |      |                                                                                   |        |                                                                                     |                                                                                     |                                                                                     |
| ST_M                       | ✓                                                                                 |      | ✓                                                                                 |        | ✓                                                                                   |                                                                                     |                                                                                     |
| ST_MLineFromText           | ✓                                                                                 |      |                                                                                   |        | ✓                                                                                   |                                                                                     |                                                                                     |

| Function                 | geom                                                                                | geog   | 2.5D                                                                                | Curves | SQL MM | PS                                                                                  | T                                                                                   |
|--------------------------|-------------------------------------------------------------------------------------|--------|-------------------------------------------------------------------------------------|--------|--------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| ST_MPointFromText        | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |
| ST_MPolyFromText         | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |
| ST_MakeBox2D             | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MakeEnvelope          | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MakeLine              | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_MakePoint             | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_MakePointM            | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MakePolygon           | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_MakeSolid             |    |        |    |        |        |  |  |
| ST_MakeValid             | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_MaxDistance           | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MemSize               | ✓                                                                                   |        | ✓                                                                                   | ✓      |        | ✓                                                                                   | ✓                                                                                   |
| ST_MemUnion              | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_MinimumBoundingCircle | ✓                                                                                   | Circle |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MinimumBoundingCircle | ✓                                                                                   | Circle |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MinimumClearance      | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MinimumClearance      | ✓                                                                                   | Line   |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_MinkowskiSum          |  |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_Multi                 | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_NDims                 | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_NPoints               | ✓                                                                                   |        | ✓                                                                                   | ✓      |        | ✓                                                                                   |                                                                                     |
| ST_NRings                | ✓                                                                                   |        | ✓                                                                                   | ✓      |        |                                                                                     |                                                                                     |
| ST_Node                  | ✓                                                                                   |        | ✓                                                                                   |        |        |                                                                                     |                                                                                     |
| ST_Normalize             | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_NumGeometries         | ✓                                                                                   |        | ✓                                                                                   |        | ✓      | ✓                                                                                   | ✓                                                                                   |
| ST_NumInteriorRings      | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_NumInteriorRings      | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |
| ST_NumPatches            | ✓                                                                                   |        | ✓                                                                                   |        | ✓      | ✓                                                                                   |                                                                                     |
| ST_NumPoints             | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |
| ST_OffsetCurve           | ✓                                                                                   |        |                                                                                     |        |        |                                                                                     |                                                                                     |
| ST_OrderingEquals        | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |
| ST_Orientation           |  |        |  |        |        |                                                                                     |                                                                                     |
| ST_Overlaps              | ✓                                                                                   |        |                                                                                     |        | ✓      |                                                                                     |                                                                                     |

| Function                    | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|-----------------------------|------|------|------|--------|--------|----|---|
| ST_PatchN                   | ✓    |      | ✓    |        | ✓      | ✓  |   |
| ST_Perimeter                | ✓    | ✓    |      |        | ✓      |    |   |
| ST_Perimeter2D              | ✓    |      |      |        |        |    |   |
| ST_Point                    | ✓    |      |      |        | ✓      |    |   |
| ST_PointFromGeoHash         |      |      |      |        |        |    |   |
| ST_PointFromText            | ✓    |      |      |        | ✓      |    |   |
| ST_PointFromWKT             | ✓    |      | ✓    | ✓      | ✓      |    |   |
| ST_PointN                   | ✓    |      | ✓    | ✓      | ✓      |    |   |
| ST_PointOnSurface           | ✓    |      | ✓    |        | ✓      |    |   |
| ST_PointInsideCircle        | ✓    |      |      |        |        |    |   |
| ST_NPoints                  | ✓    |      | ✓    | ✓      |        |    |   |
| ST_Polygon                  | ✓    |      | ✓    |        | ✓      |    |   |
| ST_PolygonFromText          | ✓    |      |      |        | ✓      |    |   |
| ST_Polygonize               | ✓    |      |      |        |        |    |   |
| ST_Project                  |      | ✓    |      |        |        |    |   |
| ST_Relate                   | ✓    |      |      |        | ✓      |    |   |
| ST_RelateMatch              |      |      |      |        |        |    |   |
| ST_RemovePoint              | ✓    |      | ✓    |        |        |    |   |
| ST_RemoveRepeatedPoints     | ✓    |      | ✓    |        |        | ✓  |   |
| ST_Reverse                  | ✓    |      | ✓    |        |        | ✓  |   |
| ST_Rotate                   | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_RotateX                  | ✓    |      | ✓    |        |        | ✓  | ✓ |
| ST_RotateY                  | ✓    |      | ✓    |        |        | ✓  | ✓ |
| ST_RotateZ                  | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_SRID                     | ✓    |      |      | ✓      | ✓      |    |   |
| ST_Scale                    | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_Segmentize               | ✓    | ✓    |      |        |        |    |   |
| ST_SetEffectiveArea         | ✓    |      |      |        |        |    |   |
| ST_SetPoint                 | ✓    |      | ✓    |        |        |    |   |
| ST_SetSRID                  | ✓    |      |      | ✓      |        |    |   |
| ST_SharedPaths              | ✓    |      |      |        |        |    |   |
| ST_ShiftLongitude           | ✓    |      | ✓    |        |        | ✓  | ✓ |
| ST_ShortestLine             | ✓    |      |      |        |        |    |   |
| ST_Simplify                 | ✓    |      |      |        |        |    |   |
| ST_SimplifyPreserveTopology | ✓    |      |      |        |        |    |   |

| Function            | geom                                                                                | geog | 2.5D                                                                                | Curves | SQL MM | PS                                                                                    | T                                                                                     |
|---------------------|-------------------------------------------------------------------------------------|------|-------------------------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| ST_SimplifyVW       | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_Snap             | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_SnapToGrid       | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_Split            | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_StartPoint       | ✓                                                                                   |      | ✓                                                                                   | ✓      | ✓      |                                                                                       |                                                                                       |
| ST_StraightSkeleton |    |      |    |        |        |    |    |
| ST_Subdivide        | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_Summary          | ✓                                                                                   | ✓    |                                                                                     | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_SwapOrdinates    | ✓                                                                                   |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| ST_SymDifference    | ✓                                                                                   |      | ✓                                                                                   |        | ✓      |                                                                                       |                                                                                       |
| ST_Tessellate       |    |      |    |        |        |    |    |
| ST_Touches          | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_TransScale       | ✓                                                                                   |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_Transform        | ✓                                                                                   |      |                                                                                     | ✓      | ✓      | ✓                                                                                     |                                                                                       |
| ST_Translate        | ✓                                                                                   |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_UnaryUnion       | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_Union            | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_Volume           |  |      |  |        |        |  |  |
| ST_CurveToLine      | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_Polygonize       | ✓                                                                                   |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_WKBToSQL         | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_WKTToSQL         | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_Within           | ✓                                                                                   |      |                                                                                     |        | ✓      |                                                                                       |                                                                                       |
| ST_WrapX            | ✓                                                                                   |      | ✓                                                                                   |        |        |                                                                                       |                                                                                       |
| ST_X                | ✓                                                                                   |      | ✓                                                                                   |        | ✓      |                                                                                       |                                                                                       |
| ST_XMax             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_XMin             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_Y                | ✓                                                                                   |      | ✓                                                                                   |        | ✓      |                                                                                       |                                                                                       |
| ST_YMax             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_YMin             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_Z                | ✓                                                                                   |      | ✓                                                                                   |        | ✓      |                                                                                       |                                                                                       |
| ST_ZMax             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| ST_ZMin             |  |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |

| Function                                  | geom | geog | 2.5D                                                                                | Curves | SQL MM | PS                                                                                    | T                                                                                     |
|-------------------------------------------|------|------|-------------------------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <code>ST_Zmflag</code>                    | ✓    |      | ✓                                                                                   | ✓      |        |                                                                                       |                                                                                       |
| <code>~(box2df,box2df)</code>             | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>~(box2df,geometry)</code>           | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>~(geometry,box2df)</code>           | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&lt;#&gt;</code>                    | ✓    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>&lt;&lt;#&gt;&gt;</code>            | ✓    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>&lt;&lt;-&gt;&gt;</code>            | ✓    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code> =</code>                           | ✓    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>&lt;-&gt;</code>                    | ✓    | ✓    |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>&amp;&amp;</code>                   | ✓    | ✓    |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&amp;&amp;&amp;</code>              | ✓    |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| <code>@(box2df,box2df)</code>             | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>@(box2df,geometry)</code>           | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>@(geometry,box2df)</code>           | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&amp;&amp;(box2df,box2df)</code>    | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&amp;&amp;(box2df,geometry)</code>  | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&amp;&amp;(geometry,box2df)</code>  | ✓    |      |                                                                                     | ✓      |        | ✓                                                                                     |                                                                                       |
| <code>&amp;&amp;&amp;</code>              | ✓    |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| <code>&amp;&amp;&amp;</code>              | ✓    |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| <code>&amp;&amp;&amp;</code>              | ✓    |      | ✓                                                                                   | ✓      |        | ✓                                                                                     | ✓                                                                                     |
| <code>postgis.backend</code>              |      |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>postgis.enable_outdb_rasters</code> |      |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>postgis.gdal_datapath</code>        |      |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>postgis.gdal_enabled_drivers</code> |      |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| <code>postgis_sfcgal_version</code>       |      |      |  |        |        |  |  |

## 14.12 New, Enhanced or changed PostGIS Functions

### 14.12.1 PostGIS Functions new or enhanced in 2.4

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 2.4

- `ST_Centroid` - Availability: 2.4.0 support for geography was introduced. Returns the geometric center of a geometry.

Functions enhanced in PostGIS 2.4

All aggregates now marked as parallel safe which should allow them to be used in plans that can employ parallelism.

- **Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. Given a textual street address, returns a composite norm\_addy type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the tiger\_geocoder (no need for tiger census data).
- **Page\_Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. Given a textual street address, returns a composite norm\_addy type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the tiger\_geocoder (no need for tiger census data). Requires address\_standardizer extension.
- **ST\_AsTWKB** - Enhanced: 2.4.0 memory and speed improvements. Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
- **ST\_Covers** - Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type Returns 1 (TRUE) if no point in Geometry B is outside Geometry A
- **ST\_CurveToLine** - Enhanced: 2.4.0 added support for max-deviation and max-angle tolerance, and for symmetric output. Convert a CIRCULARSTRING/CURVEDPOLYGON in LINESTRING/POLYGON
- **ST\_Project** - Enhanced: 2.4.0 Allow negative distance and non-normalized azimuth. Returns a POINT projected from a start point using a distance in meters and bearing (azimuth) in radians.
- **ST\_Reverse** - Enhanced: 2.4.0 support for curves was introduced. Return the geometry with vertex order reversed.

#### Functions changed in PostGIS 2.4

All PostGIS aggregates now marked as parallel safe. This will force a drop and recreate of aggregates during upgrade which may fail if any user views or sql functions rely on PostGIS aggregates.

- **=** - Changed: 2.4.0, in prior versions this was bounding box equality not a geometric equality. If you need bounding box equality, use `ST_Equals` instead. Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
- **ST\_Node** - Changed: 2.4.0 this function uses GEOSNode internally instead of GEOSUnaryUnion. This may cause the resulting linestrings to have a different order and direction compared to Postgis < 2.4. Node a set of linestrings.

### 14.12.2 PostGIS Functions new or enhanced in 2.3

The functions given below are PostGIS functions that were added or enhanced.



#### Note

PostGIS 2.3.0: PostgreSQL 9.6+ support for parallel queries.



#### Note

PostGIS 2.3.0: PostGIS extension, all functions schema qualified to reduce issues in database restore.



#### Note

PostGIS 2.3.0: PostgreSQL 9.4+ support for BRIN indexes. Refer to Section [4.6.2](#).



**Note**

PostGIS 2.3.0: Tiger Geocoder upgraded to work with TIGER 2016 data.

### Functions new in PostGIS 2.3

- **&&&** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
- **&&&** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- **&&&** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.
- **&&(box2df,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&(box2df,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- **&&(geometry,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
- **@(box2df,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- **@(box2df,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
- **@(geometry,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
- **ST\_CurveToLine** - Availability: 2.3.0 - requires GEOS >= 3.5.0. Returns the boundaries between the cells of the Voronoi diagram constructed from the vertices of a geometry.
- **ST\_MakeLine** - Availability: 2.3.0 - Support for multipoint input elements was introduced Crea una LineString da una geometria MultiPoint.
- **ST\_MinimumClearance** - Availability: 2.3.0 - requires GEOS >= 3.6.0 Returns the minimum clearance of a geometry, a measure of a geometry's robustness.
- **ST\_MinimumClearanceLine** - Availability: 2.3.0 - requires GEOS >= 3.6.0 Returns the two-point LineString spanning a geometry's minimum clearance.
- **ST\_NPoints** - Availability: 2.3.0 Returns a MultiPoint containing all of the coordinates of a geometry.
- **ST\_Polygonize** - Availability: 2.3.0 - requires GEOS >= 3.5.0. Returns the cells of the Voronoi diagram constructed from the vertices of a geometry.
- **~(box2df,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.
- **~(geometry,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's 2D bonding box contains a 2D float precision bounding box (GIDX).

The functions given below are PostGIS functions that are enhanced in PostGIS 2.3.

- **ST\_Contains** - Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Covers** - Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Expand** - Enhanced: 2.3.0 support was added to expand a box by different amounts in different dimensions.
- **ST\_Intersects** - Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Segmentize** - Enhanced: 2.3.0 Segmentize geography now uses equal length segments
- **ST\_Transform** - Enhanced: 2.3.0 support for direct PROJ.4 text was introduced.
- **ST\_Within** - Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.

### 14.12.3 PostGIS Functions new or enhanced in 2.2

The functions given below are PostGIS functions that were added or enhanced.



#### Note

postgis\_sfcgal now can be installed as an extension using `CREATE EXTENSION postgis_sfcgal;`



#### Note

PostGIS 2.2.0: Tiger Geocoder upgraded to work with TIGER 2015 data.



#### Note

address\_standardizer, address\_standardizer\_data\_us extensions for standardizing address data refer to Chapter 12 for details.



#### Note

Many functions in topology rewritten as C functions for increased performance.

#### Functions new in PostGIS 2.2

- **<<#>>** - Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+ Returns the n-D distance between A and B bounding boxes.
- **<<->>** - Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+ Returns the n-D distance between the centroids of A and B bounding boxes.
- **ST\_3DDifference** - Availability: 2.2.0 Perform 3D difference
- **ST\_3DUnion** - Availability: 2.2.0 Perform 3D union
- **ST\_ApproximateMedialAxis** - Availability: 2.2.0 Compute the approximate medial axis of an areal geometry.

- **ST\_AsEncodedPolyline** - Availability: 2.2.0 Returns an Encoded Polyline from a LineString geometry.
  - **ST\_AsTWKB** - Availability: 2.2.0 Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
  - **ST\_BoundingDiagonal** - Availability: 2.2.0 Returns the diagonal of the supplied geometry's bounding box.
  - **ST\_CPAWithin** - Availability: 2.2.0 Returns true if the trajectories' closest points of approach are within the specified distance.
  - **ST\_ClipByBox2D** - Availability: 2.2.0 - requires GEOS >= 3.5.0. Returns the portion of a geometry falling within a rectangle.
  - **ST\_ClosestPointOfApproach** - Availability: 2.2.0 Returns the measure at which points interpolated along two lines are closest.
  - **ST\_CountAgg** - Availability: 2.2.0 Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If exclude\_nodata\_value is set to true, will only count pixels that are not equal to the NODATA value.
  - **ST\_CreateOverview** - Availability: 2.2.0 Create an reduced resolution version of a given raster coverage.
  - **ST\_DistanceCPA** - Availability: 2.2.0 Returns the distance between closest points of approach in two trajectories.
  - **ST\_ForceCurve** - Availability: 2.2.0 Upcast a geometry into its curved type, if applicable.
  - **ST\_IsPlanar** - Availability: 2.2.0: This was documented in 2.1.0 but got accidentally left out in 2.1 release. Verifica se una superficie è planare o meno.
  - **ST\_IsSolid** - Availability: 2.2.0 Test if the geometry is a solid. No validity check is performed.
  - **ST\_IsValidTrajectory** - Availability: 2.2.0 Returns true if the geometry is a valid trajectory.
  - **ST\_MakeSolid** - Availability: 2.2.0 Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
  - **ST\_MapAlgebra** - Availability: 2.2.0: Ability to add a mask Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
  - **ST\_MemSize** - Availability: 2.2.0 Returns the amount of space (in bytes) the raster takes.
  - **ST\_RemoveRepeatedPoints** - Availability: 2.2.0 Returns a version of the given geometry with duplicated points removed.
  - **ST\_Retile** - Availability: 2.2.0 Return a set of configured tiles from an arbitrarily tiled raster coverage.
  - **ST\_SetEffectiveArea** - Availability: 2.2.0 Sets the effective area for each vertex, storing the value in the M ordinate. A simplified geometry can then be generated by filtering on the M ordinate.
  - **ST\_SimplifyVW** - Availability: 2.2.0 Returns a "simplified" version of the given geometry using the Visvalingam-Whyatt algorithm
  - **ST\_Subdivide** - Availability: 2.2.0 requires GEOS >= 3.5.0. Returns a set of geometry where no geometry in the set has more than the specified number of vertices.
  - **ST\_SummaryStatsAgg** - Availability: 2.2.0 Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.
  - **ST\_SwapOrdinates** - Availability: 2.2.0 Returns a version of the given geometry with given ordinate values swapped.
  - **ST\_Volume** - Availability: 2.2.0 Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
  - **parse\_address** - Availability: 2.2.0 Takes a 1 line address and breaks into parts
  - **postgis.enable\_outdb\_rasters** - Availability: 2.2.0 A boolean configuration option to enable access to out-db raster bands.
  - **postgis.gdal\_datapath** - Availability: 2.2.0 A configuration option to assign the value of GDAL's GDAL\_DATA option. If not set, the environmentally set GDAL\_DATA variable is used.
  - **postgis.gdal\_enabled\_drivers** - Availability: 2.2.0 A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable GDAL\_SKIP.
-

- **standardize\_address** - Availability: 2.2.0 Returns an stdaddr form of an input address utilizing lex, gaz, and rule tables.
- **l=** - Availability: 2.2.0. Index-supported only available for PostgreSQL 9.5+ Returns the distance between A and B trajectories at their closest point of approach.

The functions given below are PostGIS functions that are enhanced in PostGIS 2.2.

- **AsTopoJSON** - Enhanced: 2.2.1 added support for puntal inputs
- **ST\_Area** - Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj >= 4.9.0 to take advantage of the new feature.
- **ST\_AsX3D** - Enhanced: 2.2.0: Support for GeoCoordinates and axis (x/y, long/lat) flipping. Look at options for details.
- **ST\_Azimuth** - Enhanced: 2.2.0 measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj >= 4.9.0 to take advantage of the new feature.
- **ST\_Distance** - Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires Proj >= 4.9.0 to take advantage of the new feature.
- **ST\_Scale** - Enhanced: 2.2.0 support for scaling all dimension (geometry parameter) was introduced.
- **ST\_Summary** - Enhanced: 2.2.0 Added support for TIN and Curves
- **<->** - Enhanced: 2.2.0 -- True KNN ("K nearest neighbor") behavior for geometry and geography for PostgreSQL 9.5+. Note for geography KNN is based on sphere rather than spheroid. For PostgreSQL 9.4 and below, geography support is new but only supports centroid box.

## 14.12.4 PostGIS functions breaking changes in 2.2

The functions given below are PostGIS functions that have possibly breaking changes in PostGIS 2.2. If you use any of these, you may need to check your existing code.

- **Get\_Geocode\_Setting** - Changed: 2.2.0 : default settings are now kept in a table called geocode\_settings\_default. Use customized settingsa are in geocode\_settings and only contain those that have been set by user.
- **ST\_3DClosestPoint** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DDistance** - Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DLongestLine** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DMaxDistance** - Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DShortestLine** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_DistanceSphere** - Changed: 2.2.0 In prior versions this used to be called ST\_Distance\_Sphere
- **ST\_DistanceSpheroid** - Changed: 2.2.0 In prior versions this used to be called ST\_Distance\_Spheroid
- **ST\_Equals** - Changed: 2.2.0 Returns true even for invalid geometries if they are binary equal
- **ST\_LengthSpheroid** - Changed: 2.2.0 In prior versions this used to be called ST\_Length\_Spheroid and used to have a ST\_3DLength\_Spheroid alias
- **ST\_MemSize** - Changed: 2.2.0 name changed to ST\_MemSize to follow naming convention. In prior versions this function was called ST\_Mem\_Size, old name deprecated though still available.
- **ST\_PointInsideCircle** - Changed: 2.2.0 In prior versions this used to be called ST\_Point\_Inside\_Circle

- **ST\_Split** - Changed: 2.2.0 support for splitting a line by a multiline, a multipoint or (multi)polygon boundary was introduced.
- **ValidateTopology** - Changed: 2.2.0 values for id1 and id2 were swapped for 'edge crosses node' to be consistent with error description.
- **<->** - Changed: 2.2.0 -- For PostgreSQL 9.5 users, old Hybrid syntax may be slower, so you'll want to get rid of that hack if you are running your code only on PostGIS 2.2+ 9.5+. See examples below.

### 14.12.5 PostGIS Functions new or enhanced in 2.1

The functions given below are PostGIS functions that were added or enhanced.



#### Note

More Topology performance Improvements. Please refer to Chapter 11 for more details.



#### Note

Bug fixes (particularly with handling of out-of-band rasters), many new functions (often shortening code you have to write to accomplish a common task) and massive speed improvements to raster functionality. Refer to Chapter 9 for more details.



#### Note

PostGIS 2.1.0: Tiger Geocoder upgraded to work with TIGER 2012 census data. `geocode_settings` added for debugging and tweaking rating preferences, loader made less greedy, now only downloads tables to be loaded. PostGIS 2.1.1: Tiger Geocoder upgraded to work with TIGER 2013 data. Please refer to Section 13.1 for more details.

#### Functions new in PostGIS 2.1

- **=** - Availability: 2.1.0 Returns TRUE if A's bounding box is the same as B's. Uses double precision bounding box.
- **AsTopoJSON** - Availability: 2.1.0 Returns the TopoJSON representation of a topogeometry.
- **Drop\_Nation\_Tables\_Generate\_Script** - Availability: 2.1.0 Generates a script that drops all tables in the specified schema that start with county\_all, state\_all or state code followed by county or state.
- **Get\_Geocode\_Setting** - Availability: 2.1.0 Returns value of specific setting stored in tiger.geocode\_settings table.
- **Loader\_Generate\_Nation\_Script** - Availability: 2.1.0 Generates a shell script for the specified platform that loads in the county and state lookup tables.
- **Page\_Normalize\_Address** - Availability: 2.1.0 Given a textual street address, returns a composite norm\_addy type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the tiger\_geocoder (no need for tiger census data). Requires address\_standardizer extension.
- **ST\_3DArea** - Availability: 2.1.0 Computes area of 3D surface geometries. Will return 0 for solids.
- **ST\_3DIntersection** - Availability: 2.1.0 Perform 3D intersection
- **ST\_Box2dFromGeoHash** - Availability: 2.1.0 Return a BOX2D from a GeoHash string.
- **ST\_ColorMap** - Availability: 2.1.0 Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.
- **ST\_Contains** - Availability: 2.1.0 Return true if no points of raster rastB lie in the exterior of raster rastA and at least one point of the interior of rastB lies in the interior of rastA.

- **ST\_ContainsProperly** - Availability: 2.1.0 Return true if rastB intersects the interior of rastA but not the boundary or exterior of rastA.
- **ST\_CoveredBy** - Availability: 2.1.0 Return true if no points of raster rastA lie outside raster rastB.
- **ST\_Covers** - Availability: 2.1.0 Return true if no points of raster rastB lie outside raster rastA.
- **ST\_DFullyWithin** - Availability: 2.1.0 Return true if rasters rastA and rastB are fully within the specified distance of each other.
- **ST\_DWithin** - Availability: 2.1.0 Return true if rasters rastA and rastB are within the specified distance of each other.
- **ST\_DelaunayTriangles** - Availability: 2.1.0 - requires GEOS >= 3.4.0. Return a Delaunay triangulation around the given input points.
- **ST\_Disjoint** - Availability: 2.1.0 Return true if raster rastA does not spatially intersect rastB.
- **ST\_DumpValues** - Availability: 2.1.0 Get the values of the specified band as a 2-dimension array.
- **ST\_Extrude** - Availability: 2.1.0 Estrude una superficie a volume
- **ST\_ForceLHR** - Availability: 2.1.0 Forza l'orientazione di tipo LHR
- **ST\_FromGDALRaster** - Availability: 2.1.0 Returns a raster from a supported GDAL raster file.
- **ST\_GeomFromGeoHash** - Availability: 2.1.0 Return a geometry from a GeoHash string.
- **ST\_InvDistWeight4ma** - Availability: 2.1.0 Raster processing function that interpolates a pixel's value from the pixel's neighborhood.
- **ST\_MapAlgebra** - Availability: 2.1.0 Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
- **ST\_MapAlgebra** - Availability: 2.1.0 Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.
- **ST\_MinConvexHull** - Availability: 2.1.0 Return the convex hull geometry of the raster excluding NODATA pixels.
- **ST\_MinDist4ma** - Availability: 2.1.0 Raster processing function that returns the minimum distance (in number of pixels) between the pixel of interest and a neighboring pixel with value.
- **ST\_MinkowskiSum** - Availability: 2.1.0 Performs Minkowski sum
- **ST\_NearestValue** - Availability: 2.1.0 Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.
- **ST\_Neighborhood** - Availability: 2.1.0 Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.
- **ST\_NotSameAlignmentReason** - Availability: 2.1.0 Returns text stating if rasters are aligned and if not aligned, a reason why.
- **ST\_Orientation** - Availability: 2.1.0 Determina l'orientazione di una superficie.
- **ST\_Overlaps** - Availability: 2.1.0 Return true if raster rastA and rastB intersect but one does not completely contain the other.
- **ST\_PixelAsCentroid** - Availability: 2.1.0 Returns the centroid (point geometry) of the area represented by a pixel.
- **ST\_PixelAsCentroids** - Availability: 2.1.0 Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.
- **ST\_PixelAsPoint** - Availability: 2.1.0 Returns a point geometry of the pixel's upper-left corner.
- **ST\_PixelAsPoints** - Availability: 2.1.0 Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.



- **ST\_PixelOfValue** - Availability: 2.1.0 Get the columnx, rowy coordinates of the pixel whose value equals the search value.
- **ST\_PointFromGeoHash** - Availability: 2.1.0 Return a point from a GeoHash string.
- **ST\_RasterToWorldCoord** - Availability: 2.1.0 Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.
- **ST\_Resize** - Availability: 2.1.0 Requires GDAL 1.6.1+ Resize a raster to a new width/height
- **ST\_Roughness** - Availability: 2.1.0 Returns a raster with the calculated "roughness" of a DEM.
- **ST\_SetValues** - Availability: 2.1.0 Returns modified raster resulting from setting the values of a given band.
- **ST\_Simplify** - Availability: 2.1.0 Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm.
- **ST\_StraightSkeleton** - Availability: 2.1.0 Compute a straight skeleton from a geometry
- **ST\_Summary** - Availability: 2.1.0 Returns a text summary of the contents of the raster.
- **ST\_TPI** - Availability: 2.1.0 Returns a raster with the calculated Topographic Position Index.
- **ST\_TRI** - Availability: 2.1.0 Returns a raster with the calculated Terrain Ruggedness Index.
- **ST\_Tessellate** - Availability: 2.1.0 Perform surface Tessellation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
- **ST\_Tile** - Availability: 2.1.0 Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.
- **ST\_Touches** - Availability: 2.1.0 Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.
- **ST\_Union** - Availability: 2.1.0 ST\_Union(rast, unionarg) variant was introduced. Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.
- **ST\_Within** - Availability: 2.1.0 Return true if no points of raster rastA lie in the exterior of raster rastB and at least one point of the interior of rastA lies in the interior of rastB.
- **ST\_WorldToRasterCoord** - Availability: 2.1.0 Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.
- **Set\_Geocode\_Setting** - Availability: 2.1.0 Sets a setting that affects behavior of geocoder functions.
- **UpdateRasterSRID** - Availability: 2.1.0 Change the SRID of all rasters in the user-specified column and table.
- **clearTopoGeom** - Availability: 2.1 Clears the content of a topo geometry
- **postgis.backend** - Availability: 2.1.0 The backend to service a function where GEOS and SFCGAL overlap. Options: geos or sfcgal. Defaults to geos.
- **postgis\_sfcgal\_version** - Availability: 2.1.0 Returns the version of SFCGAL in use

The functions given below are PostGIS functions that are enhanced in PostGIS 2.1.

- **ST\_AddBand** - Enhanced: 2.1.0 support for addbandarg added.
- **ST\_AddBand** - Enhanced: 2.1.0 support for new out-db bands added.
- **ST\_AsBinary** - Enhanced: 2.1.0 Addition of outasin
- **ST\_Aspect** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional interpolate\_nodata function parameter
- **ST\_Clip** - Enhanced: 2.1.0 Rewritten in C
- **ST\_Distinct4ma** - Enhanced: 2.1.0 Addition of Variant 2

- **ST\_HillShade** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional interpolate\_nodata function parameter
  - **ST\_Max4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Mean4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Min4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_PixelAsPolygons** - Enhanced: 2.1.0 exclude\_nodata\_value optional argument was added.
  - **ST\_Polygon** - Enhanced: 2.1.0 Improved Speed (fully C-Based) and the returning multipolygon is ensured to be valid.
  - **ST\_Range4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_SameAlignment** - Enhanced: 2.1.0 addition of Aggregate variant
  - **ST\_SetGeoReference** - Enhanced: 2.1.0 Addition of ST\_SetGeoReference(raster, double precision, ...) variant
  - **ST\_SetValue** - Enhanced: 2.1.0 Geometry variant of ST\_SetValue() now supports any geometry type, not just point. The geometry variant is a wrapper around the geomval[] variant of ST\_SetValues()
  - **ST\_Slope** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional units, scale, interpolate\_nodata function parameters
  - **ST\_StdDev4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Sum4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Transform** - Enhanced: 2.1.0 Addition of ST\_Transform(rast, alignto) variant
  - **ST\_Union** - Enhanced: 2.1.0 Improved Speed (fully C-Based).
  - **ST\_Union** - Enhanced: 2.1.0 ST\_Union(rast) (variant 1) unions all bands of all input rasters. Prior versions of PostGIS assumed the first band.
  - **ST\_Union** - Enhanced: 2.1.0 ST\_Union(rast, uniontype) (variant 4) unions all bands of all input rasters.
  - **ST\_AsGML** - Enhanced: 2.1.0 id support was introduced, for GML 3.
  - **ST\_Boundary** - Enhanced: 2.1.0 support for Triangle was introduced
  - **ST\_DWithin** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details.
  - **ST\_DWithin** - Enhanced: 2.1.0 support for curved geometries was introduced.
  - **ST\_Distance** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details.
  - **ST\_Distance** - Enhanced: 2.1.0 - support for curved geometries was introduced.
  - **ST\_DumpPoints** - Enhanced: 2.1.0 Faster speed. Reimplemented as native-C.
  - **ST\_MakeValid** - Enhanced: 2.1.0 added support for GEOMETRYCOLLECTION and MULTIPOINT.
  - **ST\_Segmentize** - Enhanced: 2.1.0 support for geography was introduced.
  - **ST\_Summary** - Enhanced: 2.1.0 S flag to denote if has a known spatial reference system
  - **toTopoGeom** - Enhanced: 2.1.0 adds the version taking an existing TopoGeometry.
-



### 14.12.6 PostGIS functions breaking changes in 2.1

The functions given below are PostGIS functions that have possibly breaking changes in PostGIS 2.1. If you use any of these, you may need to check your existing code.

- **ST\_Aspect** - Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees
- **ST\_HillShade** - Changed: 2.1.0 In prior versions, azimuth and altitude were expressed in radians. Now, azimuth and altitude are expressed in degrees
- **ST\_Intersects** - Changed: 2.1.0 The behavior of the ST\_Intersects(raster, geometry) variants changed to match that of ST\_Intersects(geometry, raster).
- **ST\_PixelAsCentroids** - Changed: 2.1.1 Changed behavior of exclude\_nodata\_value.
- **ST\_PixelAsPoints** - Changed: 2.1.1 Changed behavior of exclude\_nodata\_value.
- **ST\_PixelAsPolygons** - Changed: 2.1.1 Changed behavior of exclude\_nodata\_value.
- **ST\_Polygon** - Changed: 2.1.0 In prior versions would sometimes return a polygon, changed to always return multipolygon.
- **ST\_RasterToWorldCoordX** - Changed: 2.1.0 In prior versions, this was called ST\_Raster2WorldCoordX
- **ST\_RasterToWorldCoordY** - Changed: 2.1.0 In prior versions, this was called ST\_Raster2WorldCoordY
- **ST\_Resample** - Changed: 2.1.0 Parameter srId removed. Variants with a reference raster no longer applies the reference raster's SRID. Use ST\_Transform() to reproject raster. Works on rasters with no SRID.
- **ST\_Rescale** - Changed: 2.1.0 Works on rasters with no SRID
- **ST\_Reskew** - Changed: 2.1.0 Works on rasters with no SRID
- **ST\_Slope** - Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees
- **ST\_SnapToGrid** - Changed: 2.1.0 Works on rasters with no SRID
- **ST\_WorldToRasterCoordX** - Changed: 2.1.0 In prior versions, this was called ST\_World2RasterCoordX
- **ST\_WorldToRasterCoordY** - Changed: 2.1.0 In prior versions, this was called ST\_World2RasterCoordY
- **ST\_Force2D** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_2D.
- **ST\_Force3D** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3D.
- **ST\_Force3DM** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3DM.
- **ST\_Force3DZ** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3DZ.
- **ST\_Force4D** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_4D.
- **ST\_ForceCollection** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_Collection.
- **ST\_LineInterpolatePoint** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Interpolate\_Point.
- **ST\_LineLocatePoint** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Locate\_Point.
- **ST\_LineSubstring** - Changed: 2.1.0. Up to 2.0.x this was called ST\_Line\_Substring.
- **ST\_Segmentize** - Changed: 2.1.0 As a result of the introduction of geography support: The construct SELECT ST\_Segmentize('LINESTRING(1 2, 3 4)', 0.5); will result in ambiguous function error. You need to have properly typed object e.g. a geometry/geography column, use ST\_GeomFromText, ST\_GeogFromText or SELECT ST\_Segmentize('LINESTRING(1 2, 3 4)::geometry, 0.5);

### 14.12.7 PostGIS Functions new, behavior changed, or enhanced in 2.0

The functions given below are PostGIS functions that were added, enhanced, or have Section 14.12.8 breaking changes in 2.0 releases.

New geometry types: TIN and Polyhedral surfaces was introduced in 2.0



#### Note

Greatly improved support for Topology. Please refer to Chapter 11 for more details.



#### Note

In PostGIS 2.0, raster type and raster functionality has been integrated. There are way too many new raster functions to list here and all are new so please refer to Chapter 9 for more details of the raster functions available. Earlier pre-2.0 versions had raster\_columns/raster\_overviews as real tables. These were changed to views before release. Functions such as ST\_AddRasterColumn were removed and replaced with AddRasterConstraints, DropRasterConstraints as a result some apps that created raster tables may need changing.



#### Note

Tiger Geocoder upgraded to work with TIGER 2010 census data and now included in the core PostGIS documentation. A reverse geocoder function was also added. Please refer to Section 13.1 for more details.

- **<#>** - Availability: 2.0.0 -- KNN only available for PostgreSQL 9.1+ Returns the 2D distance between A and B bounding boxes.
- **<->** - Availability: 2.0.0 -- Weak KNN provides nearest neighbors based on geometry centroid distances instead of true distances. Exact results for points, inexact for all other types. Available for PostgreSQL 9.1+ Returns the 2D distance between A and B.
- **@** - Availability: 2.0.0 raster @ raster, raster @ geometry introduced Returns TRUE if A's bounding box is contained by B's. Uses double precision bounding box.
- **@** - Availability: 2.0.5 geometry @ raster introduced Returns TRUE if A's bounding box is contained by B's. Uses double precision bounding box.
- **AddEdge** - Availability: 2.0.0 requires GEOS >= 3.3.0. Adds a linestring edge to the edge table and associated start and end points to the point nodes table of the specified topology schema using the specified linestring geometry and returns the edgeid of the new (or existing) edge.
- **AddFace** - Availability: 2.0.0 Registers a face primitive to a topology and gets its identifier.
- **AddNode** - Availability: 2.0.0 Adds a point node to the node table in the specified topology schema and returns the nodeid of new node. If point already exists as node, the existing nodeid is returned.
- **AsGML** - Availability: 2.0.0 Returns the GML representation of a topogeometry.
- **CopyTopology** - Availability: 2.0.0 Makes a copy of a topology structure (nodes, edges, faces, layers and TopoGeometries).
- **Drop\_Indexes\_Generate\_Script** - Availability: 2.0.0 Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to tiger\_data if no schema is specified.
- **Drop\_State\_Tables\_Generate\_Script** - Availability: 2.0.0 Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to tiger\_data if no schema is specified.

- **Geocode\_Intersection** - Availability: 2.0.0 Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a geomout as the point location in NAD 83 long lat, a normalized\_address (addy) for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Uses Tiger data (edges, faces, addr), PostgreSQL fuzzy string matching (soundex, levenshtein).
- **GetEdgeByPoint** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Find the edge-id of an edge that intersects a given point
- **GetFaceByPoint** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Find the face-id of a face that intersects a given point
- **GetNodeByPoint** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Find the id of a node at a point location
- **GetRingEdges** - Availability: 2.0.0 Returns the ordered set of signed edge identifiers met by walking on an a given edge side.
- **GetTopoGeomElements** - Availability: 2.0.0 Returns a set of topoelement objects containing the topological element\_id,element\_type of the given TopoGeometry (primitive elements)
- **GetTopologySRID** - Availability: 2.0.0 Returns the SRID of a topology in the topology.topology table given the name of the topology.
- **Get\_Tract** - Availability: 2.0.0 Returns census tract or field from tract table of where the geometry is located. Default to returning short name of tract.
- **Install\_Missing\_Indexes** - Availability: 2.0.0 Finds all tables with key columns used in geocoder joins and filter conditions that are missing used indexes on those columns and will add them.
- **Loader\_Generate\_Census\_Script** - Availability: 2.0.0 Generates a shell script for the specified platform for the specified states that will download Tiger census state tract, bg, and tabblocks data tables, stage and load into tiger\_data schema. Each state script is returned as a separate record.
- **Loader\_Generate\_Script** - Availability: 2.0.0 to support Tiger 2010 structured data and load census tract (tract), block groups (bg), and blocks (tabblocks) tables . Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into tiger\_data schema. Each state script is returned as a separate record. Latest version supports Tiger 2010 structural changes and also loads census tract, block groups, and blocks tables.
- **Missing\_Indexes\_Generate\_Script** - Availability: 2.0.0 Finds all tables with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables.
- **Polygonize** - Availability: 2.0.0 Find and register all faces defined by topology edges
- **Reverse\_Geocode** - Availability: 2.0.0 Takes a geometry point in a known spatial ref sys and returns a record containing an array of theoretically possible addresses and an array of cross streets. If include\_strnum\_range = true, includes the street range in the cross streets.
- **ST\_AsGDALRaster** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use ST\_GDALDrivers() to get a list of formats supported by your library.
- **ST\_AsJPEG** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.
- **ST\_AsLatLonText** - Availability: 2.0 Return the Degrees, Minutes, Seconds representation of the given point.
- **ST\_AsPNG** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.
- **ST\_AsRaster** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Converts a PostGIS geometry to a PostGIS raster.
- **ST\_AsTIFF** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Return the raster selected bands as a single TIFF image (byte array). If no band is specified, then will try to use all bands.

- **ST\_AsX3D** - Availability: 2.0.0: ISO-IEC-19776-1.2-X3DEncodings-XML Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
- **ST\_CollectionHomogenize** - Availability: 2.0.0 Given a geometry collection, return the "simplest" representation of the contents.
- **ST\_GDALDrivers** - Availability: 2.0.0 - requires GDAL >= 1.6.0. Returns a list of raster formats supported by your lib gdal. These are the formats you can output your raster using ST\_AsGDALRaster.
- **ST\_InterpolatePoint** - Availability: 2.0.0 Return the value of the measure dimension of a geometry at the point closed to the provided point.
- **ST\_IsValidDetail** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Returns a valid\_detail (valid,reason,location) row stating if a geometry is valid or not and if not valid, a reason why and a location where.
- **ST\_IsValidReason** - Availability: 2.0 - requires GEOS >= 3.3.0 for the version taking flags. Returns text stating if a geometry is valid or not and if not valid, a reason why.
- **ST\_MakeLine** - Availability: 2.0.0 - Support for linestring input elements was introduced Crea una LineString da una geometria MultiPoint.
- **ST\_MakeValid** - Availability: 2.0.0, requires GEOS-3.3.0 Attempts to make an invalid geometry valid without losing vertices.
- **ST\_Node** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Node a set of linestrings.
- **ST\_NumPatches** - Availability: 2.0.0 Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
- **ST\_OffsetCurve** - Availability: 2.0 - requires GEOS >= 3.2, improved with GEOS >= 3.3 Return an offset line at a given distance and side from an input line. Useful for computing parallel lines about a center line
- **ST\_PatchN** - Availability: 2.0.0 Return the 1-based Nth geometry (face) if the geometry is a POLYHEDRALSURFACE, POLYHEDRALSURFACEM. Otherwise, return NULL.
- **ST\_RelateMatch** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Returns true if intersectionMatrixPattern1 implies intersectionMatrixPattern2
- **ST\_Resample** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.
- **ST\_Rescale** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
- **ST\_Reskew** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
- **ST\_SharedPaths** - Availability: 2.0.0 requires GEOS >= 3.3.0. Returns a collection containing paths shared by the two input linestrings/multilinestrings.
- **ST\_Snap** - Availability: 2.0.0 requires GEOS >= 3.3.0. Snap segments and vertices of input geometry to vertices of a reference geometry.
- **ST\_SnapToGrid** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
- **ST\_Transform** - Availability: 2.0.0 Requires GDAL 1.6.1+ Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.
- **ST\_UnaryUnion** - Availability: 2.0.0 - requires GEOS >= 3.3.0. Like ST\_Union, but working at the geometry component level.

- **TopoElementArray\_Agg** - Availability: 2.0.0 Returns a topoelementarray for a set of element\_id, type arrays (topoelements)
- **TopoGeo\_AddLineString** - Availability: 2.0.0 Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns edge identifiers
- **TopoGeo\_AddPoint** - Availability: 2.0.0 Adds a point to an existing topology using a tolerance and possibly splitting an existing edge.
- **TopoGeo\_AddPolygon** - Availability: 2.0.0 Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces.
- **TopologySummary** - Availability: 2.0.0 Takes a topology name and provides summary totals of types of objects in topology
- **Topology\_Load\_Tiger** - Availability: 2.0.0 Loads a defined region of tiger data into a PostGIS Topology and transforming the tiger data to spatial reference of the topology and snapping to the precision tolerance of the topology.

The functions given below are PostGIS functions that are enhanced in PostGIS 2.0.

- **Box2D** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **Box3D** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **Geocode** - Enhanced: 2.0.0 to support Tiger 2010 structured data and revised some logic to improve speed, accuracy of geocoding, and to offset point from centerline to side of street address is located on. The new parameter max\_results useful for specifying number of best results or just returning the best result.
- **ST\_Intersection** - Enhanced: 2.0.0 - Intersection in the raster space was introduced. In earlier pre-2.0.0 versions, only intersection performed in vector space were supported.
- **ST\_Intersects** - Enhanced: 2.0.0 support raster/raster intersects was introduced.
- **ST\_Value** - Enhanced: 2.0.0 exclude\_nodata\_value optional argument was added.
- **ST\_3DExtent** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Accum** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Affine** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Area** - Enhanced: 2.0.0 - support for 2D polyhedral surfaces was introduced.
- **ST\_AsBinary** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_AsBinary** - Enhanced: 2.0.0 support for higher coordinate dimensions was introduced.
- **ST\_AsBinary** - Enhanced: 2.0.0 support for specifying endian with geography was introduced.
- **ST\_AsEWKB** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_AsEWKT** - Enhanced: 2.0.0 support for Geography, Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_AsGML** - Enhanced: 2.0.0 prefix support was introduced. Option 4 for GML3 was introduced to allow using LineString instead of Curve tag for lines. GML3 Support for Polyhedral surfaces and TINS was introduced. Option 32 was introduced to output the box.
- **ST\_AsKML** - Enhanced: 2.0.0 - Add prefix namespace. Default is no prefix
- **ST\_Azimuth** - Enhanced: 2.0.0 support for geography was introduced.
- **ST\_ChangeEdgeGeom** - Enhanced: 2.0.0 adds topological consistency enforcement
- **ST\_Dump** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_DumpPoints** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Expand** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

- **ST\_Extent** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Force2D** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ST\_ForceRHR** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ST\_Force3D** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ST\_Force3DZ** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ST\_ForceCollection** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ST\_MakeEnvelope** - Enhanced: 2.0: Ability to specify an envelope without specifying an SRID was introduced.
- **ST\_MakeValid** - Enhanced: 2.0.1, speed improvements requires GEOS-3.3.4
- **ST\_Relate** - Enhanced: 2.0.0 - added support for specifying boundary node rule (requires GEOS >= 3.0).
- **ST\_Rotate** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Rotate** - Enhanced: 2.0.0 additional parameters for specifying the origin of rotation were added.
- **ST\_RotateX** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_RotateY** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_RotateZ** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Scale** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_ShiftLongitude** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
- **ST\_Summary** - Enhanced: 2.0.0 added support for geography
- **ST\_Transform** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ValidateTopology** - Enhanced: 2.0.0 more efficient edge crossing detection and fixes for false positives that were existent in prior versions.
- **&&** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

### 14.12.8 PostGIS Functions changed behavior in 2.0

The functions given below are PostGIS functions that have changed behavior in PostGIS 2.0 and may require application changes.



#### Note

Most deprecated functions have been removed. These are functions that haven't been documented since 1.2 or some internal functions that were never documented. If you are using a function that you don't see documented, it's probably deprecated, about to be deprecated, or internal and should be avoided. If you have applications or tools that rely on deprecated functions, please refer to [?qandaentry] for more details.



#### Note

Bounding boxes of geometries have been changed from float4 to double precision (float8). This has an impact on answers you get using bounding box operators and casting of bounding boxes to geometries. E.g ST\_SetSRID(abbox) will often return a different more accurate answer in PostGIS 2.0+ than it did in prior versions which may very well slightly change answers to view port queries.



**Note**

The arguments `hasnodata` was replaced with `exclude_nodata_value` which has the same meaning as the older `hasnodata` but clearer in purpose.

- **Box3D** - Changed: 2.0.0 In pre-2.0 versions, there used to be a `box2d` instead of `box3d`. Since `box2d` is a deprecated type, this was changed to `box3d`.
- **ST\_GDALDrivers** - Changed: 2.0.6, 2.1.3 - by default no drivers are enabled, unless GUC or Environment variable `gdal_enabled_drivers` is set.
- **ST\_ScaleX** - Changed: 2.0.0. In WKTRaster versions this was called `ST_PixelSizeX`.
- **ST\_ScaleY** - Changed: 2.0.0. In WKTRaster versions this was called `ST_PixelSizeY`.
- **ST\_SetScale** - Changed: 2.0.0 In WKTRaster versions this was called `ST_SetPixelSize`. This was changed in 2.0.0.
- **ST\_3DLength** - Changed: 2.0.0 In prior versions this used to be called `ST_Length3D`
- **ST\_3DMakeBox** - Changed: 2.0.0 In prior versions this used to be called `ST_MakeBox3D`
- **ST\_3DPerimeter** - Changed: 2.0.0 In prior versions this used to be called `ST_Perimeter3D`
- **ST\_AsBinary** - Changed: 2.0.0 Inputs to this function can not be unknown -- must be geometry. Constructs such as `ST_AsBinary('POINT(1 2)')` are no longer valid and you will get an `st_asbinary(unknown) is not unique` error. Code like that needs to be changed to `ST_AsBinary('POINT(1 2)::geometry');`. If that is not possible, then install `legacy.sql`.
- **ST\_AsGML** - Changed: 2.0.0 use default named args
- **ST\_AsGeoJSON** - Changed: 2.0.0 support default args and named args.
- **ST\_AsKML** - Changed: 2.0.0 - uses default args and supports named args
- **ST\_AsSVG** - Changed: 2.0.0 to use default args and support named args
- **ST\_GeomFromText** - Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards. This should now be written as `ST_GeomFromText('GEOMETRYCOLLECTION EMPTY')`
- **ST\_GeometryN** - Changed: 2.0.0 Prior versions would return NULL for singular geometries. This was changed to return the geometry for `ST_GeometryN(...,1)` case.
- **ST\_IsEmpty** - Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards
- **ST\_Length** - Changed: 2.0.0 Breaking change -- in prior versions applying this to a MULTI/POLYGON of type geography would give you the perimeter of the POLYGON/MULTIPOLYGON. In 2.0.0 this was changed to return 0 to be in line with geometry behavior. Please use `ST_Perimeter` if you want the perimeter of a polygon
- **ST\_LocateAlong** - Changed: 2.0.0 in prior versions this used to be called `ST_Locate_Along_Measure`. The old name has been deprecated and will be removed in the future but is still available.
- **ST\_LocateBetween** - Changed: 2.0.0 - in prior versions this used to be called `ST_Locate_Between_Measures`. The old name has been deprecated and will be removed in the future but is still available for backward compatibility.
- **ST\_ModEdgeSplit** - Changed: 2.0 - In prior versions, this was misnamed `ST_ModEdgesSplit`
- **ST\_NumGeometries** - Changed: 2.0.0 In prior versions this would return NULL if the geometry was not a collection/MULTI type. 2.0.0+ now returns 1 for single geometries e.g POLYGON, LINESTRING, POINT.
- **ST\_NumInteriorRings** - Changed: 2.0.0 - in prior versions it would allow passing a MULTIPOLYGON, returning the number of interior rings of first POLYGON.
- **ST\_PointN** - Changed: 2.0.0 no longer works with single geometry multilinestrings. In older versions of PostGIS -- a single line multilinestring would work happily with this function and return the start point. In 2.0.0 it just returns NULL like any other multilinestring.

### 14.12.9 PostGIS Functions new, behavior changed, or enhanced in 1.5

The functions given below are PostGIS functions that were introduced or enhanced in this minor release.

- **ST\_AsBinary** - Availability: 1.5.0 geography support was introduced. Return the Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsGML** - Availability: 1.5.0 geography support was introduced. Return the geometry as a GML version 2 or 3 element.
- **ST\_AsGeoJSON** - Availability: 1.5.0 geography support was introduced. Restituisce la geometria come elemento GeoJSON.
- **ST\_AsText** - Availability: 1.5 - support for geography was introduced. Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
- **ST\_Buffer** - Availability: 1.5 - ST\_Buffer was enhanced to support different endcaps and join types. These are useful for example to convert road linestrings into polygon roads with flat or square edges instead of rounded edges. Thin wrapper for geography was added. - requires GEOS >= 3.2 to take advantage of advanced geometry functionality. (T) Returns a geometry covering all points within a given distance from the input geometry.
- **ST\_CollectionExtract** - Availability: 1.5.0 Given a (multi)geometry, return a (multi)geometry consisting only of elements of the specified type.
- **ST\_Covers** - Availability: 1.5 - support for geography was introduced. Returns 1 (TRUE) if no point in Geometry B is outside Geometry A
- **ST\_DWithin** - Availability: 1.5.0 support for geography was introduced Returns true if the geometries are within the specified distance of one another. For geometry units are in those of spatial reference and For geography units are in meters and measurement is defaulted to use\_spheroid=true (measure around spheroid), for faster check, use\_spheroid=false to measure along sphere.
- **ST\_Distance** - Availability: 1.5.0 geography support was introduced in 1.5. Speed improvements for planar to better handle large or many vertex geometries For geometry type Returns the 2D Cartesian distance between two geometries in projected units (based on spatial ref). For geography type defaults to return minimum geodesic distance between two geographies in meters.
- **ST\_DistanceSphere** - Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points. Returns minimum distance in meters between two lon/lat geometries. Uses a spherical earth and radius derived from the spheroid defined by the SRID. Faster than ST\_DistanceSpheroid , but less accurate. PostGIS versions prior to 1.5 only implemented for points.
- **ST\_DistanceSpheroid** - Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points. Returns the minimum distance between two lon/lat geometries given a particular spheroid. PostGIS versions prior to 1.5 only support points.
- **~=** - Availability: 1.5.0 changed behavior Returns TRUE if A's bounding box is the same as B's.
- **ST\_HausdorffDistance** - Availability: 1.5.0 - requires GEOS >= 3.2.0 Returns the Hausdorff distance between two geometries. Basically a measure of how similar or dissimilar 2 geometries are. Units are in the units of the spatial reference system of the geometries.
- **ST\_Intersection** - Availability: 1.5 support for geography data type was introduced. (T) Returns a geometry that represents the shared portion of geomA and geomB.
- **ST\_Intersects** - Availability: 1.5 support for geography was introduced. Returns TRUE if the Geometries/Geography "spatially intersect in 2D" - (share any portion of space) and FALSE if they don't (they are Disjoint). For geography -- tolerance is 0.00001 meters (so any points that close are considered to intersect)
- **ST\_Length** - Availability: 1.5.0 geography support was introduced in 1.5. Returns the 2D length of the geometry if it is a LineString or MultiLineString. geometry are in units of spatial reference and geography are in meters (default spheroid)
- **ST\_MakeEnvelope** - Availability: 1.5 Creates a rectangular Polygon formed from the given minimums and maximums. Input values must be in SRS specified by the SRID.
- **&&** - Availability: 1.5.0 support for geography was introduced. Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.



### 14.12.10 PostGIS Functions new, behavior changed, or enhanced in 1.4

The functions given below are PostGIS functions that were introduced or enhanced in the 1.4 release.

- **ST\_AsSVG** - Returns a Geometry in SVG path data given a geometry or geography object. Availability: 1.2.2. Availability: 1.4.0 Changed in PostGIS 1.4.0 to include L command in absolute path to conform to <http://www.w3.org/TR/SVG/paths.html#PathData>
- **ST\_Collect** - Return a specified ST\_Geometry value from a collection of other geometries. Availability: 1.4.0 - ST\_Collect(geomarray) was introduced. ST\_Collect was enhanced to handle more geometries faster.
- **ST\_ContainsProperly** - Returns true if B intersects the interior of A but not the boundary (or exterior). A does not contain properly itself, but does contain itself. Availability: 1.4.0 - requires GEOS >= 3.1.0.
- **ST\_Extent** - an aggregate function that returns the bounding box that bounds rows of geometries. Availability: 1.4.0
- **ST\_IsValidReason** - Returns text stating if a geometry is valid or not and if not valid, a reason why. Availability: 1.4 - requires GEOS >= 3.1.0.
- **ST\_MakeLine** - Crea una LineString da una geometria MultiPoint. Availability: 1.4.0 - ST\_MakeLine(geomarray) was introduced. ST\_MakeLine aggregate functions was enhanced to handle more points faster.
- **ST\_MinimumBoundingCircle** - Returns the smallest circle polygon that can fully contain a geometry. Default uses 48 segments per quarter circle. Availability: 1.4.0 - requires GEOS
- **ST\_Union** - Returns a geometry that represents the point set union of the Geometries. Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geomarray) was introduced and also faster aggregate collection in PostgreSQL. If you are using GEOS 3.1.0+ ST\_Union will use the faster Cascaded Union algorithm described in <http://blog.cleverelephant.ca/2009/01/must-faster-unions-in-postgis-14.html>

### 14.12.11 PostGIS Functions new in 1.3

The functions given below are PostGIS functions that were introduced in the 1.3 release.

- **ST\_SimplifyPreserveTopology** - Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will avoid creating derived geometries (polygons in particular) that are invalid. Availability: 1.3.3

## Chapter 15

# Segnalare Problemi

### 15.1 Segnalare Bug del Software

Segnalare efficacemente i bug è una modalità fondamentale per aiutare lo sviluppo di PostGIS. Il bug report più efficiente è quello che permette agli sviluppatori PostGIS di replicarlo, quindi idealmente contiene uno script che lo rende evidente e un elenco di informazioni sull'ambiente in cui si verifica. Le informazioni indispensabili possono essere estratte eseguendo `SELECT postgis_full_version()` [per postgis] and `SELECT version()` [per postgresql].

Se non si sta usando l'ultima release, vale la pena leggerne il [release changelog](#), per scoprire se il bug in questione è già stato risolto.

Usare il [PostGIS bug tracker](#) assicura che le segnalazioni non vadano perse, e permette di restare aggiornati sulla sua gestione. Prima di riportare un nuovo bug, per favore esaminate il database dei bug per vedere se è già stato segnalato, nel qual caso è opportuno aggiungere ad esso nuove informazioni.

Consigliamo la lettura del paper di Simon Tatham su [How to Report Bugs Effectively](#) (Come riportare bug in modo efficiente) prima di compilare un nuovo bug report.

### 15.2 Segnalare Problemi nella Documentazione

La documentazione deve riflettere accuratamente le funzionalità e il comportamento del software. Se così non fosse, potrebbe essere dovuto a un bug del software o a un errore o mancanza della documentazione.

I problemi della documentazione possono essere riportati nel [bug tracker di PostGIS](#).

Se la revisione è minore, basta descriverla in una nuova issue del bug tracker, specificando la sua posizione nella documentazione.

Se i cambiamenti sono più estesi, è preferibile mandare una patch per Subversion. In Unix, si tratta di un processo in 4 fasi (assumendo di avere [Subversion](#) già installato):

1. Eseguire il checkout del trunk di PostGIS da Subversion. In Unix, digitare:  
**svn checkout http://svn.osgeo.org/postgis/trunk/**  
I file saranno salvati nella cartella `./trunk`
  2. Apportare le modifiche alla documentazione con l'editor di testo preferito. In Unix, ad esempio, digitare:  
**vim trunk/doc/postgis.xml**  
Nota: la documentazione è scritta in DocBook XML, non in HTML, quindi se non si ha familiarità con esso conviene seguire lo stile della documentazione esistente.
  3. Produrre una patch, cioè un file contenente le differenze rispetto alla copia master della documentazione. In Unix, digitare:  
**svn diff trunk/doc/postgis.xml > doc.patch**
  4. Allegare la patch a una nuova issue nel bug tracker.
-

## Appendix A

# Appendix

### A.1 Release 2.4.0

Release date: 2017/09/30

#### A.1.1 New Features

#3822, Have `postgis_full_version()` also show and check version of PostgreSQL the scripts were built against (Sandro Santilli)

#2411, curves support in `ST_Reverse` (Sandro Santilli)

#2951, `ST_Centroid` for geography (Danny Götte)

#3788, Allow `postgis_restore.pl` to work on directory-style (-Fd) dumps (Roger Crew)

#3772, Direction agnostic `ST_CurveToLine` output (Sandro Santilli / KKGeo)

#2464, `ST_CurveToLine` with `MaxError` tolerance (Sandro Santilli / KKGeo)

#3599, Geobuf output support via `ST_AsGeobuf` (Björn Harrtell)

#3661, Mapbox vector tile output support via `ST_AsMVT` (Björn Harrtell / CartoDB)

#3689, Add orientation checking and forcing functions (Dan Baston)

#3753, Gist penalty speed improvements for 2D and ND points (Darafei Praliaskouski, Andrey Borodin)

#3677, `ST_FrechetDistance` (Shinichi Sugiyama)

Most aggregates (raster and geometry), and all stable / immutable (raster and geometry) marked as parallel safe

#2249, `ST_MakeEmptyCoverage` for raster (David Zwarg, ainomieli)

#3709, Allow signed distance for `ST_Project` (Darafei Praliaskouski)

#524, Covers support for polygon on polygon, line on line, point on line for geography (Danny Götte)

#### A.1.2 Enhancements and Fixes

Many corrections to docs and several translations almost complete. Andreas Schild who provided many corrections to core docs. PostGIS Japanese translation team first to reach completion of translation.

Support for PostgreSQL 10

Preliminary support for PostgreSQL 11

#3645, Avoid loading logically deleted records from shapefiles

#3747, Add zip4 and address\_alphanumeric as attributes to norm\_addy tiger\_geocoder type.  
#3748, address\_standardizer lookup tables update so pagc\_normalize\_address better standardizes abbreviations  
#3647, better handling of noding in ST\_Node using GEOSNode (Wouter Geraedts)  
#3684, Update to EPSG register v9 (Even Rouault)  
#3830, Fix initialization of incompatible type ( >=9.6) address\_standardizer  
#3662, Make shp2pgsql work in debug mode by sending debug to stderr  
#3405, Fixed memory leak in lwgeom\_to\_points  
#3832, Support wide integer fields as int8 in shp2pgsql  
#3841, Deterministic sorting support for empty geometries in btree geography  
#3844, Make = operator a strict equality test, and < > to rough "spatial sorting"  
#3855, ST\_AsTWKB memory and speed improvements

### A.1.3 Breaking Changes

Dropped support for PostgreSQL 9.2.

#3810, GEOS 3.4.0 or above minimum required to compile

Most aggregates now marked as parallel safe, which means most aggs have to be dropped / recreated. If you have views that utilize PostGIS aggs, you'll need to drop before upgrade and recreate after upgrade

#3578, ST\_NumInteriorRings(POLYGON EMPTY) now returns 0 instead of NULL

\_ST\_DumpPoints removed, was no longer needed after PostGIS 2.1.0 when ST\_DumpPoints got reimplemented in C

B-Tree index operators < = > changed to provide better spatial locality on sorting and have expected behavior on GROUP BY. If you have btree index for geometry or geography, you need to REINDEX it, or review if it was created by accident and needs to be replaced with GiST index. If your code relies on old left-to-right box compare ordering, update it to use << >> operators.

## A.2 Release 2.3.3

Release date: 2017/07/01

This is a bug fix and performance improvement release.

### A.2.1 Bug Fixes and Enhancements

#3777, GROUP BY anomaly with empty geometries

#3711, Azimuth error upon adding 2.5D edges to topology

#3726, PDF manual from dblatex renders fancy quotes for programlisting (Mike Toews)

#3738, raster: Using -s without -Y in raster2pgsql transforms raster data instead of setting srid

#3744, ST\_Subdivide loses subparts of inverted geometries (Darafei Praliaskouski Komzpa)

#3750, @ and ~ operator not always schema qualified in geometry and raster functions. Causes restore issues. (Shane StClair of Axiom Data Science)

#3682, Strange fieldlength for boolean in result of pgsq2shp

#3701, Escape double quotes issue in pgsq2shp

#3704, ST\_AsX3D crashes on empty geometry

#3730, Change ST\_Clip from Error to Notice when ST\_Clip can't compute a band

## A.3 Release 2.3.2

Release date: 2017/01/31

This is a bug fix and performance improvement release.

### A.3.1 Bug Fixes and Enhancements

#3418, KNN recheck in 9.5+ fails with index returned tuples in wrong order

#3675, Relationship functions not using an index in some cases

#3680, PostGIS upgrade scripts missing GRANT for views

#3683, Unable to update postgis after postgres pg\_upgrade going from < 9.5 to pg > 9.4

#3688, ST\_AsLatLonText: round minutes

## A.4 Release 2.3.1

Release date: 2016/11/28

This is a bug fix and performance improvement release.

### A.4.1 Bug Fixes and Enhancements

#1973, st\_concavehull() returns sometimes empty geometry collection Fix from gde

#3501, add raster constraint max extent exceeds array size limit for large tables

#3643, PostGIS not building on latest OSX XCode

#3644, Deadlock on interrupt

#3650, Mark ST\_Extent, ST\_3DExtent and ST\_Mem\* agg functions as parallel safe so they can be parallelized

#3652, Crash on Collection(MultiCurve())

#3656, Fix upgrade of aggregates from 2.2 or lower version

#3659, Crash caused by raster GUC define after CREATE EXTENSION using wrong memory context. (manaeem)

#3665, Index corruption and memory leak in BRIN indexes patch from Julien Rouhaud (Dalibo)

#3667, geography ST\_Segmentize bug patch from Hugo Mercier (Oslandia)

## A.5 Release 2.3.0

Release date: 2016/09/26

This is a new feature release, with new functions, improved performance, all relevant bug fixes from PostGIS 2.2.3, and other goodies.

### A.5.1 Important / Breaking Changes

#3466, Casting from box3d to geometry now returns a 3D geometry (Julien Rouhaud of Dalibo)

#3396, ST\_EstimatedExtent, throw WARNING instead of ERROR (Regina Obe)

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## A.5.2 New Features

Add support for custom TOC in `postgis_restore.pl` (Christoph Moench-Tegeder)

Add support for negative indexing in `ST_PointN` and `ST_SetPoint` (Rémi Cura)

Add parameters for geography `ST_Buffer` (Thomas Bonfort)

`TopoGeom_addElement`, `TopoGeom_remElement` (Sandro Santilli)

`populate_topology_layer` (Sandro Santilli)

#454, `ST_WrapX` and `lwgeom_wrapx` (Sandro Santilli)

#1758, `ST_Normalize` (Sandro Santilli)

#2236, `shp2pgsql -d` now emits "DROP TABLE IF EXISTS"

#2259, `ST_VoronoiPolygons` and `ST_VoronoiLines` (Dan Baston)

#2841 and #2996, `ST_MinimumBoundingRadius` and new `ST_MinimumBoundingCircle` implementation using Welzl's algorithm (Dan Baston)

#2991, Enable `ST_Transform` to use PROJ.4 text (Mike Toews)

#3059, Allow passing per-dimension parameters in `ST_Expand` (Dan Baston)

#3339, `ST_GeneratePoints` (Paul Ramsey)

#3362, `ST_ClusterDBSCAN` (Dan Baston)

#3364, `ST_GeometricMedian` (Dan Baston)

#3391, Add table inheritance support in `ST_EstimatedExtent` (Alessandro Pasotti)

#3424, `ST_MinimumClearance` (Dan Baston)

#3428, `ST_Points` (Dan Baston)

#3465, `ST_ClusterKMeans` (Paul Ramsey)

#3469, `ST_MakeLine` with MULTIPOINTS (Paul Norman)

#3549, Support PostgreSQL 9.6 parallel query mode, as far as possible (Paul Ramsey, Regina Obe)

#3557, Geometry function costs based on query stats (Paul Norman)

#3591, Add support for BRIN indexes. PostgreSQL 9.4+ required. (Giuseppe Broccolo of 2nd Quadrant, Julien Rouhaud and Ronan Dunklau of Dalibo)

#3496, Make `postgis` non-relocateable for extension install, schema qualify calls in functions (Regina Obe) Should resolve once and for all for extensions #3494, #3486, #3076

#3547, Update tiger geocoder to support TIGER 2016 and to support both http and ftp.

#3613, Segmentize geography using equal length segments (Hugo Mercier of Oslandia)

## A.5.3 Bug Fixes

All relevant bug fixes from PostGIS 2.2.3

#2841, `ST_MinimumBoundingCircle` not covering original

#3604, `pgcommon/Makefile.in` orders CFLAGS incorrectly leading to wrong `liblwgeom.h` (Greg Troxel)

## A.5.4 Performance Enhancements

#75, Enhancement to PIP short circuit (Dan Baston)

#3383, Avoid deserializing small geometries during index operations (Dan Baston)

#3400, Minor optimization of PIP routines (Dan Baston)

Make adding a line to topology interruptible (Sandro Santilli)

Documentation updates from Mike Toews

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## A.6 Release 2.2.2

Release date: 2016/03/22

This is a bug fix and performance improvement release.

### A.6.1 New Features

#3463, Fix crash on face-collapsing edge change

#3422, Improve ST\_Split robustness on standard precision double systems (arm64, ppc64el, s390c, powerpc, ...)

#3427, Update spatial\_ref\_sys to EPSG version 8.8

#3433, ST\_ClusterIntersecting incorrect for MultiPoints

#3435, ST\_AsX3D fix rendering of concave geometries

#3436, memory handling mistake in parray\_clone\_deep

#3437, ST\_Intersects incorrect for MultiPoints

#3461, ST\_GeomFromKML crashes Postgres when there are innerBoundaryIs and no outerBoundaryIs

#3429, upgrading to 2.3 or from 2.1 can cause loop/hang on some platforms

#3460, ST\_ClusterWithin 'Tolerance not defined' error after upgrade

#3490, Raster data restore issues, materialized views. Scripts postgis\_proc\_set\_search\_path.sql, rtpostgis\_proc\_set\_search\_path.sql refer to [http://postgis.net/docs/manual-2.2/RT\\_FAQ.html#faq\\_raster\\_data\\_not\\_restore](http://postgis.net/docs/manual-2.2/RT_FAQ.html#faq_raster_data_not_restore)

#3426, failing POINT EMPTY tests on fun architectures

## A.7 Release 2.2.1

Release date: 2016/01/06

This is a bug fix and performance improvement release.

### A.7.1 New Features

#2232, avoid accumulated error in SVG rounding

#3321, Fix performance regression in topology loading

#3329, Fix robustness regression in TopoGeo\_addPoint

#3349, Fix installation path of postgis\_topology scripts

#3351, set endnodes isolation on ST\_RemoveIsoEdge (and lwt\_RemIsoEdge)

#3355, geography ST\_Segmentize has geometry bbox

#3359, Fix toTopoGeom loss of low-id primitives from TopoGeometry definition

#3360, \_raster\_constraint\_info\_scale invalid input syntax

#3375, crash in repeated point removal for collection(point)

#3378, Fix handling of hierarchical TopoGeometries in presence of multiple topologies

#3380, #3402, Decimate lines on topology load

#3388, #3410, Fix missing end-points in ST\_Removepoints

#3389, Buffer overflow in lwgeom\_to\_geojson

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#3390, Compilation under Alpine Linux 3.2 gives an error when compiling the postgis and postgis\_topology extension

#3393, ST\_Area NaN for some polygons

#3401, Improve ST\_Split robustness on 32bit systems

#3404, ST\_ClusterWithin crashes backend

#3407, Fix crash on splitting a face or an edge defining multiple TopoGeometry objects

#3411, Clustering functions not using spatial index

#3412, Improve robustness of snapping step in TopoGeo\_addLinestring

#3415, Fix OSX 10.9 build under pkgsrc

Fix memory leak in lwt\_ChangeEdgeGeom [liblwgeom]

## A.8 Release 2.2.0

Release date: 2015/10/07

This is a new feature release, with new functions, improved performance, and other goodies.

### A.8.1 New Features

Topology API in liblwgeom (Sandro Santilli / Regione Toscana - SITA)

New lwgeom\_unaryunion method in liblwgeom

New lwgeom\_linemerge method in liblwgeom

New lwgeom\_is\_simple method in liblwgeom

#3169, Add SFCGAL 1.1 support: add ST\_3DDifference, ST\_3DUnion, ST\_Volume, ST\_MakeSolid, ST\_IsSolid (Vincent Mora / Oslandia)

#3169, ST\_ApproximateMedialAxis (Sandro Santilli)

ST\_CPAWithin (Sandro Santilli / Boundless)

Add |= operator with CPA semantic and KNN support with PostgreSQL 9.5+ (Sandro Santilli / Boundless)

#3131, KNN support for the geography type (Paul Ramsey / CartoDB)

#3023, ST\_ClusterIntersecting / ST\_ClusterWithin (Dan Baston)

#2703, Exact KNN results for all geometry types, aka "KNN re-check" (Paul Ramsey / CartoDB)

#1137, Allow a tolerance value in ST\_RemoveRepeatedPoints (Paul Ramsey / CartoDB)

#3062, Allow passing M factor to ST\_Scale (Sandro Santilli / Boundless)

#3139, ST\_BoundingDiagonal (Sandro Santilli / Boundless)

#3129, ST\_IsValidTrajectory (Sandro Santilli / Boundless)

#3128, ST\_ClosestPointOfApproach (Sandro Santilli / Boundless)

#3152, ST\_DistanceCPA (Sandro Santilli / Boundless)

Canonical output for index key types

ST\_SwapOrdinates (Sandro Santilli / Boundless)

#2918, Use GeographicLib functions for geodetics (Mike Toews)

#3074, ST\_Subdivide to break up large geometry (Paul Ramsey / CartoDB)

#3040, KNN GiST index based centroid (<->) n-D distance operators (Sandro Santilli / Boundless)



Interruptibility API for liblwgeom (Sandro Santilli / CartoDB)

#2939, ST\_ClipByBox2D (Sandro Santilli / CartoDB)

#2247, ST\_Retile and ST\_CreateOverview: in-db raster overviews creation (Sandro Santilli / Vizzuality)

#899, -m shp2pgsql attribute names mapping -m switch (Regina Obe / Sandro Santilli)

#1678, Added GUC postgis.gdal\_datapath to specify GDAL config variable GDAL\_DATA

#2843, Support reprojection on raster import (Sandro Santilli / Vizzuality)

#2349, Support for encoded\_polyline input/output (Kashif Rasul)

#2159, report libjson version from postgis\_full\_version()

#2770, ST\_MemSize(raster)

Add postgis\_noop(raster)

Added missing variants of ST\_TPI(), ST\_TRI() and ST\_Roughness()

Added GUC postgis.gdal\_enabled\_drivers to specify GDAL config variable GDAL\_SKIP

Added GUC postgis.enable\_outdb\_rasters to enable access to rasters with out-db bands

#2387, address\_standardizer extension as part of PostGIS (Stephen Woodbridge / imaptools.com, Walter Sinclair, Regina Obe)

#2816, address\_standardizer\_data\_us extension provides reference lex,gaz,rules for address\_standardizer (Stephen Woodbridge / imaptools.com, Walter Sinclair, Regina Obe)

#2341, New mask parameter for ST\_MapAlgebra

#2397, read encoding info automatically in shapefile loader

#2430, ST\_ForceCurve

#2565, ST\_SummaryStatsAgg()

#2567, ST\_CountAgg()

#2632, ST\_AsGML() support for curved features

#2652, Add --upgrade-path switch to run\_test.pl

#2754, sfcgal wrapped as an extension

#2227, Simplification with Visvalingam-Whyatt algorithm ST\_SimplifyVW, ST\_SetEffectiveArea (Nicklas Avén)

Functions to encode and decode TWKB ST\_AsTWKB, ST\_GeomFromTWKB (Paul Ramsey / Nicklas Avén / CartoDB)

## A.8.2 Enhancements

#3223, Add memcmp short-circuit to ST\_Equals (Daniel Baston)

#3227, Tiger geocoder upgraded to support Tiger 2015 census

#2278, Make liblwgeom compatible between minor releases

#897, ST\_AsX3D support for GeoCoordinates and systems "GD" "WE" ability to flip x/y axis (use option = 2, 3)

ST\_Split: allow splitting lines by multilines, multipoints and (multi)polygon boundaries

#3070, Simplify geometry type constraint

#2839, Implement selectivity estimator for functional indexes, speeding up spatial queries on raster tables. (Sandro Santilli / Vizzuality)

#2361, Added spatial\_index column to raster\_columns view

#2390, Testsuite for pgsql2shp

#2527, Added -k flag to raster2pgsql to skip checking that band is NODATA

- #2616, Reduce text casts during topology building and export
- #2717, support startpoint, endpoint, pointn, numpoints for compoundcurve
- #2747, Add support for GDAL 2.0
- #2754, SFCGAL can now be installed with CREATE EXTENSION (Vincent Mora @ Oslandia)
- #2828, Convert ST\_Envelope(raster) from SQL to C
- #2829, Shortcut ST\_Clip(raster) if geometry fully contains the raster and no NODATA specified
- #2906, Update tiger geocoder to handle tiger 2014 data
- #3048, Speed up geometry simplification (J.Santana @ CartoDB)
- #3092, Slow performance of geometry\_columns with many tables

## A.9 Release 2.1.8

Release date: 2015-07-07

This is a critical bug fix release.

### A.9.1 Bug Fixes

- #3159, do not force a bbox cache on ST\_Affine
  - #3018, GROUP BY geography sometimes returns duplicate rows
  - #3084, shp2pgsql - illegal number format when specific system locale set
  - #3094, Malformed GeoJSON inputs crash backend
  - #3104, st\_asgml introduces random characters in ID field
  - #3155, Remove liblwgeom.h on make uninstall
  - #3177, gserialized\_is\_empty cannot handle nested empty cases
- Fix crash in ST\_LineLocatePoint

## A.10 Release 2.1.7

Release date: 2015-03-30

This is a critical bug fix release.

### A.10.1 Bug Fixes

- #3086, ST\_DumpValues() crashes backend on cleanup with invalid band indexes
- #3088, Do not (re)define strcasestr in a liblwgeom.h
- #3094, Malformed GeoJSON inputs crash backend

## A.11 Release 2.1.6

Release date: 2015-03-20

This is a bug fix and performance improvement release.

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### A.11.1 Enhancements

- #3000, Ensure edge splitting and healing algorithms use indexes
- #3048, Speed up geometry simplification (J.Santana @ CartoDB)
- #3050, Speed up geometry type reading (J.Santana @ CartoDB)

### A.11.2 Bug Fixes

- #2941, allow geography columns with SRID other than 4326
- #3069, small objects getting inappropriately fluffed up w/ boxes
- #3068, Have postgis\_typmod\_dims return NULL for unconstrained dims
- #3061, Allow duplicate points in JSON, GML, GML ST\_GeomFrom\* functions
- #3058, Fix ND-GiST picksplit method to split on the best plane
- #3052, Make operators <-> and <#> available for PostgreSQL < 9.1
- #3045, Fix dimensionality confusion in &&& operator
- #3016, Allow unregistering layers of corrupted topologies
- #3015, Avoid exceptions from TopologySummary
- #3020, ST\_AddBand out-db bug where height using width value
- #3031, Allow restore of Geometry(Point) tables dumped with empties in them

## A.12 Release 2.1.5

Release date: 2014-12-18

This is a bug fix and performance improvement release.

### A.12.1 Enhancements

- #2933, Speedup construction of large multi-geometry objects

### A.12.2 Bug Fixes

- #2947, Fix memory leak in lwgeom\_make\_valid for single-component collection input
- #2949, Fix memory leak in lwgeom\_mindistance2d for curve input
- #2931, BOX representation is case sensitive
- #2942, PostgreSQL 9.5 support
- #2953, 2D stats not generated when Z/M values are extreme
- #3009, Geography cast may effect underlying tuple

## A.13 Release 2.1.4

Release date: 2014-09-10

This is a bug fix and performance improvement release.

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### A.13.1 Enhancements

#2745, Speedup ST\_Simplify calls against points

#2747, Support for GDAL 2.0

#2749, Make rtpostgis\_upgrade\_20\_21.sql ACID

#2811, Do not specify index names when loading shapefiles/rasters

#2829, Shortcut ST\_Clip(raster) if geometry fully contains the raster and no NODATA specified

#2895, Raise cost of ST\_ConvexHull(raster) to 300 for better query plans

### A.13.2 Bug Fixes

#2605, armel: \_ST\_Covers() returns true for point in hole

#2911, Fix output scale on ST\_Rescale/ST\_Resample/ST\_Resize of rasters with scale 1/-1 and offset 0/0.

Fix crash in ST\_Union(raster)

#2704, ST\_GeomFromGML() does not work properly with array of gml:pos (Even Roualt)

#2708, updategeometriesrid doesn't update srid check when schema not specified. Patch from Marc Jansen

#2720, lwpoly\_add\_ring should update maxrings after realloc

#2759, Fix postgis\_restore.pl handling of multiline object comments embedding sql comments

#2774, fix undefined behavior in ptarray\_calculate\_gbox\_geodetic

Fix potential memory fault in ST\_MakeValid

#2784, Fix handling of bogus argument to --with-sfcgal

#2772, Premature memory free in RASTER\_getBandPath (ST\_BandPath)

#2755, Fix regressions tests against all versions of SFCGAL

#2775, lwline\_from\_lwmpoint leaks memory

#2802, ST\_MapAlgebra checks for valid callback function return value

#2803, ST\_MapAlgebra handles no userarg and STRICT callback function

#2834, ST\_Estimated\_Extent and mixedCase table names (regression bug)

#2845, Bad geometry created from ST\_AddPoint

#2870, Binary insert into geography column results geometry being inserted

#2872, make install builds documentation (Greg Troxell)

#2819, find isfinite or replacement on Centos5 / Solaris

#2899, geocode limit 1 not returning best answer (tiger geocoder)

#2903, Unable to compile on FreeBSD

#2927 reverse\_geocode not filling in direction prefix (tiger geocoder) get rid of deprecated ST\_Line\_Locate\_Point called

## A.14 Release 2.1.3

Release date: 2014/05/13

This is a bug fix and security release.

### A.14.1 Important changes

Starting with this version offline raster access and use of GDAL drivers are disabled by default.

An environment variable is introduced to allow for enabling specific GDAL drivers: `POSTGIS_GDAL_ENABLED_DRIVERS`. By default, all GDAL drivers are disabled

An environment variable is introduced to allow for enabling out-db raster bands: `POSTGIS_ENABLE_OUTDB_RASTERS`. By default, out-db raster bands are disabled

The environment variables must be set for the PostgreSQL process, and determines the behavior of the whole cluster.

### A.14.2 Bug Fixes

#2697, invalid GeoJSON Polygon input crashes server process

#2700, Fix dumping of higher-dimension datasets with null rows

#2706, ST\_DumpPoints of EMPTY geometries crashes server

## A.15 Release 2.1.2

Release date: 2014/03/31

This is a bug fix release, addressing issues that have been filed since the 2.1.1 release.

### A.15.1 Bug Fixes

#2666, Error out at configure time if no SQL preprocessor can be found

#2534, st\_distance returning incorrect results for large geographies

#2539, Check for json-c/json.h presence/usability before json/json.h

#2543, invalid join selectivity error from simple query

#2546, GeoJSON with string coordinates parses incorrectly

#2547, Fix ST\_Simplify(TopoGeometry) for hierarchical topogeoms

#2552, Fix NULL raster handling in ST\_AsPNG, ST\_AsTIFF and ST\_AsJPEG

#2555, Fix parsing issue of range arguments of ST\_Reclass

#2556, geography ST\_Intersects results depending on insert order

#2580, Do not allow installing postgis twice in the same database

#2589, Remove use of unnecessary void pointers

#2607, Cannot open more than 1024 out-db files in one process

#2610, Ensure face splitting algorithm uses the edge index

#2615, EstimatedExtent (and hence, underlying stats) gathering wrong bbox

#2619, Empty rings array in GeoJSON polygon causes crash

#2634, regression in sphere distance code

#2638, Geography distance on M geometries sometimes wrong

#2648, #2653, Fix topology functions when "topology" is not in search\_path

#2654, Drop deprecated calls from topology

#2655, Let users without topology privileges call postgis\_full\_version()

#2674, Fix missing operator = and hash\_raster\_ops opclass on raster

#2675, #2534, #2636, #2634, #2638, Geography distance issues with tree optimization

## A.15.2 Enhancements

#2494, avoid memcpy in GiST index (hayamiz)

#2560, soft upgrade: avoid drop/recreate of aggregates that hadn't changed

## A.16 Release 2.1.1

Release date: 2013/11/06

This is a bug fix release, addressing issues that have been filed since the 2.1.0 release.

### A.16.1 Important Changes

#2514, Change raster license from GPL v3+ to v2+, allowing distribution of PostGIS Extension as GPLv2.

### A.16.2 Bug Fixes

#2396, Make regression tests more endian-agnostic

#2434, Fix ST\_Intersection(geog,geog) regression in rare cases

#2454, Fix behavior of ST\_PixelAsXXX functions regarding exclude\_nodata\_value parameter

#2489, Fix upgrades from 2.0 leaving stale function signatures

#2525, Fix handling of SRID in nested collections

#2449, Fix potential infinite loop in index building

#2493, Fix behavior of ST\_DumpValues when passed an empty raster

#2502, Fix postgis\_topology\_scripts\_installed() install schema

#2504, Fix segfault on bogus pgsql2shp call

#2512, Support for foreign tables and materialized views in raster\_columns and raster\_overviews

### A.16.3 Enhancements

#2478, support for tiger 2013

#2463, support for exact length calculations on arc geometries

## A.17 Release 2.1.0

Release date: 2013/08/17

This is a minor release addressing both bug fixes and performance and functionality enhancements addressing issues since 2.0.3 release. If you are upgrading from 2.0+, only a soft upgrade is required. If you are upgrading from 1.5 or earlier, a hard upgrade is required.

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### A.17.1 Important / Breaking Changes

**#1653**, Removed srid parameter from ST\_Resample(raster) and variants with reference raster no longer apply reference raster's SRID.

**#1962** ST\_Segmentize - As a result of the introduction of geography support, The construct: `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)', 0.5);` will result in ambiguous function error

**#2026**, ST\_Union(raster) now unions all bands of all rasters

**#2089**, liblwgeom: lwgeom\_set\_handlers replaces lwgeom\_init\_allocators.

**#2150**, regular\_blocking is no longer a constraint. column of same name in raster\_columns now checks for existence of spatially\_unique and coverage\_tile constraints

ST\_Intersects(raster, geometry) behaves in the same manner as ST\_Intersects(geometry, raster).

point variant of ST\_SetValue(raster) previously did not check SRID of input geometry and raster.

ST\_Hillshade parameters azimuth and altitude are now in degrees instead of radians.

ST\_Slope and ST\_Aspect return pixel values in degrees instead of radians.

**#2104**, ST\_World2RasterCoord, ST\_World2RasterCoordX and ST\_World2RasterCoordY renamed to ST\_WorldToRasterCoord, ST\_WorldToRasterCoordX and ST\_WorldToRasterCoordY. ST\_Raster2WorldCoord, ST\_Raster2WorldCoordX and ST\_Raster2WorldCoordY renamed to ST\_RasterToWorldCoord, ST\_RasterToWorldCoordX and ST\_RasterToWorldCoordY

ST\_Estimated\_Extent renamed to ST\_EstimatedExtent

ST\_Line\_Interpolate\_Point renamed to ST\_LineInterpolatePoint

ST\_Line\_Substring renamed to ST\_LineSubstring

ST\_Line\_Locate\_Point renamed to ST\_LineLocatePoint

ST\_Force\_XXX renamed to ST\_ForceXXX

ST\_MapAlgebraFctNgb and 1 and 2 raster variants of ST\_MapAlgebraFct. Use ST\_MapAlgebra instead

1 and 2 raster variants of ST\_MapAlgebraExpr. Use expression variants of ST\_MapAlgebra instead

### A.17.2 New Features

- Refer to [http://postgis.net/docs/manual-2.1/PostGIS\\_Special\\_Functions\\_Index.html#NewFunctions\\_2\\_1](http://postgis.net/docs/manual-2.1/PostGIS_Special_Functions_Index.html#NewFunctions_2_1) for complete list of new functions

**#310**, ST\_DumpPoints converted to a C function (Nathan Wagner) and much faster

**#739**, UpdateRasterSRID()

**#945**, improved join selectivity, N-D selectivity calculations, user accessible selectivity and stats reader functions for testing (Paul Ramsey / OpenGeo)

toTopoGeom with TopoGeometry sink (Sandro Santilli / Vizzuality)

clearTopoGeom (Sandro Santilli / Vizzuality)

ST\_Segmentize(geography) (Paul Ramsey / OpenGeo)

ST\_DelaunayTriangles (Sandro Santilli / Vizzuality)

ST\_NearestValue, ST\_Neighborhood (Bborie Park / UC Davis)

ST\_PixelAsPoint, ST\_PixelAsPoints (Bborie Park / UC Davis)

ST\_PixelAsCentroid, ST\_PixelAsCentroids (Bborie Park / UC Davis)

ST\_Raster2WorldCoord, ST\_World2RasterCoord (Bborie Park / UC Davis)

Additional raster/raster spatial relationship functions (ST\_Contains, ST\_ContainsProperly, ST\_Covers, ST\_CoveredBy, ST\_Disjoint, ST\_Overlaps, ST\_Touches, ST\_Within, ST\_DWithin, ST\_DFullyWithin) (Bborie Park / UC Davis)

Added array variants of ST\_SetValues() to set many pixel values of a band in one call (Bborie Park / UC Davis)

#1293, ST\_Resize(raster) to resize rasters based upon width/height

#1627, package tiger\_geocoder as a PostgreSQL extension

#1643, #2076, Upgrade tiger geocoder to support loading tiger 2011 and 2012 (Regina Obe / Paragon Corporation) Funded by Hunter Systems Group

GEOMETRYCOLLECTION support for ST\_MakeValid (Sandro Santilli / Vizzuality)

#1709, ST\_NotSameAlignmentReason(raster, raster)

#1818, ST\_GeomFromGeoHash and friends (Jason Smith (darkpanda))

#1856, reverse geocoder rating setting for prefer numbered highway name

ST\_PixelOfValue (Bborie Park / UC Davis)

Casts to/from PostgreSQL geotypes (point/path/polygon).

Added geomval array variant of ST\_SetValues() to set many pixel values of a band using a set of geometries and corresponding values in one call (Bborie Park / UC Davis)

ST\_Tile(raster) to break up a raster into tiles (Bborie Park / UC Davis)

#1895, new r-tree node splitting algorithm (Alex Korotkov)

#2011, ST\_DumpValues to output raster as array (Bborie Park / UC Davis)

#2018, ST\_Distance support for CircularString, CurvePolygon, MultiCurve, MultiSurface, CompoundCurve

#2030, n-raster (and n-band) ST\_MapAlgebra (Bborie Park / UC Davis)

#2193, Utilize PAGC parser as drop in replacement for tiger normalizer (Steve Woodbridge, Regina Obe)

#2210, ST\_MinConvexHull(raster)

lwgeom\_from\_geojson in liblwgeom (Sandro Santilli / Vizzuality)

#1687, ST\_Simplify for TopoGeometry (Sandro Santilli / Vizzuality)

#2228, TopoJSON output for TopoGeometry (Sandro Santilli / Vizzuality)

#2123, ST\_FromGDALRaster

#613, ST\_SetGeoReference with numerical parameters instead of text

#2276, ST\_AddBand(raster) variant for out-db bands

#2280, ST\_Summary(raster)

#2163, ST\_TPI for raster (Nathaniel Clay)

#2164, ST\_TRI for raster (Nathaniel Clay)

#2302, ST\_Roughness for raster (Nathaniel Clay)

#2290, ST\_ColorMap(raster) to generate RGBA bands

#2254, Add SFCGAL backend support. (Backend selection through postgis.backend var) Functions available both through GEOS or SFCGAL: ST\_Intersects, ST\_3DIntersects, ST\_Intersection, ST\_Area, ST\_Distance, ST\_3DDistance New functions available only with SFCGAL backend: ST\_3DIntersection, ST\_Tessellate, ST\_3DArea, ST\_Extrude, ST\_ForceLHR ST\_Orientation, ST\_Minkowski, ST\_StraightSkeleton postgis\_sfcgal\_version New function available in PostGIS: ST\_ForceSFS (Olivier Courtin and Hugo Mercier / Oslandia)



### A.17.3 Enhancements

For detail of new functions and function improvements, please refer to Section [14.12.5](#).

Much faster raster `ST_Union`, `ST_Clip` and many more function additions operations

For geometry/geography better planner selectivity and a lot more functions.

#823, tiger geocoder: Make loader\_generate\_script download portion less greedy

#826, raster2pgsql no longer defaults to padding tiles. Flag -P can be used to pad tiles

#1363, `ST_AddBand(raster, ...)` array version rewritten in C

#1364, `ST_Union(raster, ...)` aggregate function rewritten in C

#1655, Additional default values for parameters of `ST_Slope`

#1661, Add aggregate variant of `ST_SameAlignment`

#1719, Add support for Point and GeometryCollection `ST_MakeValid` inputs

#1780, support `ST_GeoHash` for geography

#1796, Big performance boost for distance calculations in geography

#1802, improved function interruptibility.

#1823, add parameter in `ST_AsGML` to use id column for GML 3 output (become mandatory since GML 3.2.1)

#1856, tiger geocoder: reverse geocoder rating setting for prefer numbered highway name

#1938, Refactor basic `ST_AddBand` to add multiple new bands in one call

#1978, wrong answer when calculating length of a closed circular arc (circle)

#1989, Preprocess input geometry to just intersection with raster to be clipped

#2021, Added multi-band support to `ST_Union(raster, ...)` aggregate function

#2006, better support of `ST_Area(geography)` over poles and dateline

#2065, `ST_Clip(raster, ...)` now a C function

#2069, Added parameters to `ST_Tile(raster)` to control padding of tiles

#2078, New variants of `ST_Slope`, `ST_Aspect` and `ST_HillShade` to provide solution to handling tiles in a coverage

#2097, Added RANGE uniontype option for `ST_Union(raster)`

#2105, Added `ST_Transform(raster)` variant for aligning output to reference raster

#2119, Rasters passed to `ST_Resample()`, `ST_Rescale()`, `ST_Reskew()`, and `ST_SnapToGrid()` no longer require an SRID

#2141, More verbose output when constraints fail to be added to a raster column

#2143, Changed blocksize constraint of raster to allow multiple values

#2148, Addition of coverage\_tile constraint for raster

#2149, Addition of spatially\_unique constraint for raster

TopologySummary output now includes unregistered layers and a count of missing TopoGeometry objects from their natural layer.

`ST_HillShade()`, `ST_Aspect()` and `ST_Slope()` have one new optional parameter to interpolate NODATA pixels before running the operation.

Point variant of `ST_SetValue(raster)` is now a wrapper around geomval variant of `ST_SetValues(rast)`.

Proper support for raster band's isnodata flag in core API and loader.

Additional default values for parameters of `ST_Aspect` and `ST_HillShade`

#2178, `ST_Summary` now advertises presence of known srid with an [S] flag

- #2202, Make libjson-c optional (--without-json configure switch)
- #2213, Add support libjson-c 0.10+
- #2231, raster2pgsql supports user naming of filename column with -n
- #2200, ST\_Union(raster, uniontype) unions all bands of all rasters
- #2264, postgis\_restore.pl support for restoring into databases with postgis in a custom schema
- #2244, emit warning when changing raster's georeference if raster has out-db bands
- #2222, add parameter OutAsIn to flag whether ST\_AsBinary should return out-db bands as in-db bands

#### A.17.4 Fixes

- #1839, handling of subdatasets in GeoTIFF in raster2pgsql.
  - #1840, fix logic of when to compute # of tiles in raster2pgsql.
  - #1870, align the docs and actual behavior of raster's ST\_Intersects
  - #1872, fix ST\_ApproxSummarystats to prevent division by zero
  - #1875, ST\_SummaryStats returns NULL for all parameters except count when count is zero
  - #1932, fix raster2pgsql of syntax for index tablespaces
  - #1936, ST\_GeomFromGML on CurvePolygon causes server crash
  - #1939, remove custom data types: summarystats, histogram, quantile, valuecount
  - #1951, remove crash on zero-length linestrings
  - #1957, ST\_Distance to a one-point LineString returns NULL
  - #1976, Geography point-in-ring code overhauled for more reliability
  - #1981, cleanup of unused variables causing warnings with gcc 4.6+
  - #1996, support POINT EMPTY in GeoJSON output
  - #2062, improve performance of distance calculations
  - #2057, Fixed linking issue for raster2psql to libpq
  - #2077, Fixed incorrect values returning from ST\_Hillshade()
  - #2019, ST\_FlipCoordinates does not update bbox
  - #2100, ST\_AsRaster may not return raster with specified pixel type
  - #2126, Better handling of empty rasters from ST\_ConvexHull()
  - #2165, ST\_NumPoints regression failure with CircularString
  - #2168, ST\_Distance is not always commutative
  - #2182, Fix issue with outdb rasters with no SRID and ST\_Resize
  - #2188, Fix function parameter value overflow that caused problems when copying data from a GDAL dataset
  - #2198, Fix incorrect dimensions used when generating bands of out-db rasters in ST\_Tile()
  - #2201, ST\_GeoHash wrong on boundaries
  - #2203, Changed how rasters with unknown SRID and default geotransform are handled when passing to GDAL Warp API
  - #2215, Fixed raster exclusion constraint for conflicting name of implicit index
  - #2251, Fix bad dimensions when rescaling rasters with default geotransform matrix
  - #2133, Fix performance regression in expression variant of ST\_MapAlgebra
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- #2257, GBOX variables not initialized when testing with empty geometries
- #2271, Prevent parallel make of raster
- #2282, Fix call to undefined function nd\_stats\_to\_grid() in debug mode
- #2307, ST\_MakeValid outputs invalid geometries
- #2309, Remove confusing INFO message when trying to get SRS info
- #2336, FIPS 20 (KS) causes wildcard expansion to wget all files
- #2348, Provide raster upgrade path for 2.0 to 2.1
- #2351, st\_distance between geographies wrong
- #2359, Fix handling of schema name when adding overview constraints
- #2371, Support GEOS versions with more than 1 digit in micro
- #2383, Remove unsafe use of \` from raster warning message
- #2384, Incorrect variable datatypes for ST\_Neighborhood

### A.17.5 Known Issues

- #2111, Raster bands can only reference the first 256 bands of out-db rasters

## A.18 Release 2.0.5

Release date: 2014/03/31

This is a bug fix release, addressing issues that have been filed since the 2.0.4 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.18.1 Bug Fixes

- #2494, avoid memcpy in GIST index
- #2502, Fix postgis\_topology\_scripts\_installed() install schema
- #2504, Fix segfault on bogus pgsql2shp call
- #2528, Fix memory leak in ST\_Split / lwline\_split\_by\_line
- #2532, Add missing raster/geometry commutator operators
- #2533, Remove duplicated signatures
- #2552, Fix NULL raster handling in ST\_AsPNG, ST\_AsTIFF and ST\_AsJPEG
- #2555, Fix parsing issue of range arguments of ST\_Reclass
- #2589, Remove use of unnecessary void pointers
- #2607, Cannot open more than 1024 out-db files in process
- #2610, Ensure face splitting algorithm uses the edge index
- #2619, Empty ring array in GeoJSON polygon causes crash
- #2638, Geography distance on M geometries sometimes wrong

### A.18.2 Important Changes

- ##2514, Change raster license from GPL v3+ to v2+, allowing distribution of PostGIS Extension as GPLv2.

## A.19 Release 2.0.4

Release date: 2013/09/06

This is a bug fix release, addressing issues that have been filed since the 2.0.3 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.19.1 Bug Fixes

#2110, Equality operator between EMPTY and point on origin

Allow adding points at precision distance with TopoGeo\_addPoint

#1968, Fix missing edge from toTopoGeom return

#2165, ST\_NumPoints regression failure with CircularString

#2168, ST\_Distance is not always commutative

#2186, gui progress bar updates too frequent

#2201, ST\_GeoHash wrong on boundaries

#2257, GBOX variables not initialized when testing with empty geometries

#2271, Prevent parallel make of raster

#2267, Server crash from analyze table

#2277, potential segfault removed

#2307, ST\_MakeValid outputs invalid geometries

#2351, st\_distance between geographies wrong

#2359, Incorrect handling of schema for overview constraints

#2371, Support GEOS versions with more than 1 digit in micro

#2372, Cannot parse space-padded KML coordinates

Fix build with systemwide liblwgeom installed

#2383, Fix unsafe use of \ in warning message

#2410, Fix segmentize of collinear curve

#2412, ST\_LineToCurve support for lines with less than 4 vertices

#2415, ST\_Multi support for COMPOUNDCURVE and CURVEPOLYGON

#2420, ST\_LineToCurve: require at least 8 edges to define a full circle

#2423, ST\_LineToCurve: require all arc edges to form the same angle

#2424, ST\_CurveToLine: add support for COMPOUNDCURVE in MULTICURVE

#2427, Make sure to retain first point of curves on ST\_CurveToLine

### A.19.2 Enhancements

#2269, Avoid uselessly detoasting full geometries on ANALYZE

### A.19.3 Known Issues

#2111, Raster bands can only reference the first 256 bands of out-db rasters

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## A.20 Release 2.0.3

Release date: 2013/03/01

This is a bug fix release, addressing issues that have been filed since the 2.0.2 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.20.1 Bug Fixes

#2126, Better handling of empty rasters from ST\_ConvexHull()

#2134, Make sure to process SRS before passing it off to GDAL functions

Fix various memory leaks in liblwgeom

#2173, Fix robustness issue in splitting a line with own vertex also affecting topology building (#2172)

#2174, Fix usage of wrong function lwpoly\_free()

#2176, Fix robustness issue with ST\_ChangeEdgeGeom

#2184, Properly copy topologies with Z value

postgis\_restore.pl support for mixed case geometry column name in dumps

#2188, Fix function parameter value overflow that caused problems when copying data from a GDAL dataset

#2216, More memory errors in MultiPolygon GeoJSON parsing (with holes)

Fix Memory leak in GeoJSON parser

### A.20.2 Enhancements

#2141, More verbose output when constraints fail to be added to a raster column

Speedup ST\_ChangeEdgeGeom

## A.21 Release 2.0.2

Release date: 2012/12/03

This is a bug fix release, addressing issues that have been filed since the 2.0.1 release.

### A.21.1 Bug Fixes

#1287, Drop of "gist\_geometry\_ops" broke a few clients package of legacy\_gist.sql for these cases

#1391, Errors during upgrade from 1.5

#1828, Poor selectivity estimate on ST\_DWithin

#1838, error importing tiger/line data

#1869, ST\_AsBinary is not unique added to legacy\_minor/legacy.sql scripts

#1885, Missing field from tabblock table in tiger2010 census\_loader.sql

#1891, Use LDFLAGS environment when building liblwgeom

#1900, Fix pgsql2shp for big-endian systems

#1932, Fix raster2pgsql for invalid syntax for setting index tablespace

#1936, ST\_GeomFromGML on CurvePolygon causes server crash

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#1955, ST\_ModEdgeHeal and ST\_NewEdgeHeal for doubly connected edges

#1957, ST\_Distance to a one-point LineString returns NULL

#1976, Geography point-in-ring code overhauled for more reliability

#1978, wrong answer calculating length of closed circular arc (circle)

#1981, Remove unused but set variables as found with gcc 4.6+

#1987, Restore 1.5.x behaviour of ST\_Simplify

#1989, Preprocess input geometry to just intersection with raster to be clipped

#1991, geocode really slow on PostgreSQL 9.2

#1996, support POINT EMPTY in GeoJSON output

#1998, Fix ST\_{Mod,New}EdgeHeal joining edges sharing both endpoints

#2001, ST\_CurveToLine has no effect if the geometry doesn't actually contain an arc

#2015, ST\_IsEmpty('POLYGON(EMPTY)') returns False

#2019, ST\_FlipCoordinates does not update bbox

#2025, Fix side location conflict at TopoGeo\_AddLineString

#2026, improve performance of distance calculations

#2033, Fix adding a splitting point into a 2.5d topology

#2051, Fix excess of precision in ST\_AsGeoJSON output

#2052, Fix buffer overflow in lwgeom\_to\_geojson

#2056, Fixed lack of SRID check of raster and geometry in ST\_SetValue()

#2057, Fixed linking issue for raster2psql to libpq

#2060, Fix "dimension" check violation by GetTopoGeomElementArray

#2072, Removed outdated checks preventing ST\_Intersects(raster) from working on out-db bands

#2077, Fixed incorrect answers from ST\_Hillshade(raster)

#2092, Namespace issue with ST\_GeomFromKML, ST\_GeomFromGML for libxml 2.8+

#2099, Fix double free on exception in ST\_OffsetCurve

#2100, ST\_AsRaster() may not return raster with specified pixel type

#2108, Ensure ST\_Line\_Interpolate\_Point always returns POINT

#2109, Ensure ST\_Centroid always returns POINT

#2117, Ensure ST\_PointOnSurface always returns POINT

#2129, Fix SRID in ST\_Homogenize output with collection input

#2130, Fix memory error in MultiPolygon GeoJson parsing

Update URL of Maven jar

### A.21.2 Enhancements

#1581, ST\_Clip(raster, ...) no longer imposes NODATA on a band if the corresponding band from the source raster did not have NODATA

#1928, Accept array properties in GML input multi-geom input (Kashif Rasul and Shoaib Burq / SpacialDB)

#2082, Add indices on start\_node and end\_node of topology edge tables

#2087, Speedup topology.GetRingEdges using a recursive CTE

## A.22 Release 2.0.1

Release date: 2012/06/22

This is a bug fix release, addressing issues that have been filed since the 2.0.0 release.

### A.22.1 Bug Fixes

- #1264, fix `st_dwithin(geog, geog, 0)`.
  - #1468 `shp2pgsql-gui` table column schema get shifted
  - #1694, fix building with clang. (vince)
  - #1708, improve restore of pre-PostGIS 2.0 backups.
  - #1714, more robust handling of high topology tolerance.
  - #1755, `ST_GeographyFromText` support for higher dimensions.
  - #1759, loading transformed shapefiles in raster enabled db.
  - #1761, handling of subdatasets in NetCDF, HDF4 and HDF5 in `raster2pgsql`.
  - #1763, `topology.toTopoGeom` use with custom `search_path`.
  - #1766, don't let `ST_RemEdge*` destroy peripheral `TopoGeometry` objects.
  - #1774, Clearer error on setting an edge geometry to an invalid one.
  - #1775, `ST_ChangeEdgeGeom` collision detection with 2-vertex target.
  - #1776, fix `ST_SymDifference(empty, geom)` to return `geom`.
  - #1779, install SQL comment files.
  - #1782, fix spatial reference string handling in raster.
  - #1789, fix false edge-node crossing report in `ValidateTopology`.
  - #1790, fix `toTopoGeom` handling of duplicated primitives.
  - #1791, fix `ST_Azimuth` with very close but distinct points.
  - #1797, fix `(ValidateTopology(xxx)).*` syntax calls.
  - #1805, put back the 900913 SRID entry.
  - #1813, Only show readable relations in metadata tables.
  - #1819, fix floating point issues with `ST_World2RasterCoord` and `ST_Raster2WorldCoord` variants.
  - #1820 compilation on 9.2beta1.
  - #1822, topology load on PostgreSQL 9.2beta1.
  - #1825, fix prepared geometry cache lookup
  - #1829, fix uninitialized read in GeoJSON parser
  - #1834, revise `postgis` extension to only backup user specified `spatial_ref_sys`
  - #1839, handling of subdatasets in GeoTIFF in `raster2pgsql`.
  - #1840, fix logic of when to compute # of tiles in `raster2pgsql`.
  - #1851, fix `spatial_ref_system` parameters for EPSG:3844
  - #1857, fix failure to detect endpoint mismatch in `ST_AddEdge*Face*`
  - #1865, data loss in `postgis_restore.pl` when data rows have leading dashes.
  - #1867, catch invalid topology name passed to `topogeo_add*`
-

- #1872, fix ST\_ApproxSummarystats to prevent division by zero
- #1873, fix ptarray\_locate\_point to return interpolated Z/M values for on-the-line case
- #1875, ST\_SummaryStats returns NULL for all parameters except count when count is zero
- #1881, shp2pgsql-gui -- editing a field sometimes triggers removing row
- #1883, Geocoder install fails trying to run create\_census\_base\_tables() (Brian Panulla)

## A.22.2 Enhancements

More detailed exception message from topology editing functions.

- #1786, improved build dependencies
- #1806, speedup of ST\_BuildArea, ST\_MakeValid and ST\_GetFaceGeometry.
- #1812, Add lwgeom\_normalize in LIBLWGEOM for more stable testing.

## A.23 Release 2.0.0

Release date: 2012/04/03

This is a major release. A hard upgrade is required. Yes this means a full dump reload and some special preparations if you are using obsolete functions. Refer to Section 2.10.2 for details on upgrading. Refer to Section 14.12.7 for more details and changed/new functions.

### A.23.1 Testers - Our unsung heroes

We are most indebted to the numerous members in the PostGIS community who were brave enough to test out the new features in this release. No major release can be successful without these folk.

Below are those who have been most valiant, provided very detailed and thorough bug reports, and detailed analysis.

Andrea Peri - Lots of testing on topology, checking for correctness  
 Andreas Forø Tollefsen - raster testing  
 Chris English - topology stress testing loader functions  
 Salvatore Larosa - topology robustness testing  
 Brian Hamlin - Benchmarking (also experimental experimental branches before they are folded into core) , general testing of various  
 Mike Pease - Tiger geocoder testing - very detailed reports of issues  
 Tom van Tilburg - raster testing

### A.23.2 Important / Breaking Changes

#722, #302, Most deprecated functions removed (over 250 functions) (Regina Obe, Paul Ramsey)

Unknown SRID changed from -1 to 0. (Paul Ramsey)

-- (most deprecated in 1.2) removed non-ST variants buffer, length, intersects (and internal functions renamed) etc.

-- If you have been using deprecated functions CHANGE your apps or suffer the consequences. If you don't see a function documented -- it ain't supported or it is an internal function. Some constraints in older tables were built with deprecated functions. If you restore you may need to rebuild table constraints with populate\_geometry\_columns(). If you have applications or tools that rely on deprecated functions, please refer to [?qandaentry] for more details.

#944 geometry\_columns is now a view instead of a table (Paul Ramsey, Regina Obe) for tables created the old way reads (srid, type, dims) constraints for geometry columns created with type modifiers reads from column definition

#1081, #1082, #1084, #1088 - Management functions support typmod geometry column creation functions now default to typmod creation (Regina Obe)



#1083 probe\_geometry\_columns(), rename\_geometry\_table\_constraints(), fix\_geometry\_columns(); removed - now obsolete with geometry\_column view (Regina Obe)

#817 Renaming old 3D functions to the convention ST\_3D (Nicklas Avén)

#548 (sorta), ST\_NumGeometries, ST\_GeometryN now returns 1 (or the geometry) instead of null for single geometries (Sandro Santilli, Maxime van Noppen)

### A.23.3 New Features

KNN Gist index based centroid (<->) and box (<#>) distance operators (Paul Ramsey / funded by Vizzuality)

Support for TIN and PolyHedralSurface and enhancement of many functions to support 3D (Olivier Courtin / Oslandia)

Raster support integrated and documented (Pierre Racine, Jorge Arévalo, Mateusz Loskot, Sandro Santilli, David Zwarg, Regina Obe, Bborie Park) (Company developer and funding: University Laval, Deimos Space, CadCorp, Michigan Tech Research Institute, Azavea, Paragon Corporation, UC Davis Center for Vectorborne Diseases)

Making spatial indexes 3D aware - in progress (Paul Ramsey, Mark Cave-Ayland)

Topology support improved (more functions), documented, testing (Sandro Santilli / Faunalia for RT-SIGTA), Andrea Peri, Regina Obe, Jose Carlos Martinez Llari

3D relationship and measurement support functions (Nicklas Avén)

ST\_3DDistance, ST\_3DClosestPoint, ST\_3DIntersects, ST\_3DShortestLine and more...

N-Dimensional spatial indexes (Paul Ramsey / OpenGeo)

ST\_Split (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_IsValidDetail (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_MakeValid (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_RemoveRepeatedPoints (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_GeometryN and ST\_NumGeometries support for non-collections (Sandro Santilli)

ST\_IsCollection (Sandro Santilli, Maxime van Noppen)

ST\_SharedPaths (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_Snap (Sandro Santilli)

ST\_RelateMatch (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_ConcaveHull (Regina Obe and Leo Hsu / Paragon Corporation)

ST\_UnaryUnion (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_AsX3D (Regina Obe / Arrival 3D funding)

ST\_OffsetCurve (Sandro Santilli, Rafal Magda)

ST\_GeomFromGeoJSON (Kashif Rasul, Paul Ramsey / Vizzuality funding)

### A.23.4 Enhancements

Made shape file loader tolerant of truncated multibyte values found in some free worldwide shapefiles (Sandro Santilli)

Lots of bug fixes and enhancements to shp2pgsql Beefing up regression tests for loaders Reproject support for both geometry and geography during import (Jeff Adams / Azavea, Mark Cave-Ayland)

pgsql2shp conversion from predefined list (Loic Dachary / Mark Cave-Ayland)

Shp-pgsql GUI loader - support loading multiple files at a time. (Mark Leslie)

Extras - upgraded tiger\_geocoder from using old TIGER format to use new TIGER shp and file structure format (Stephen Frost)

Extras - revised tiger\_geocoder to work with TIGER census 2010 data, addition of reverse geocoder function, various bug fixes, accuracy enhancements, limit max result return, speed improvements, loading routines. (Regina Obe, Leo Hsu / Paragon Corporation / funding provided by Hunter Systems Group)

Overall Documentation proofreading and corrections. (Kasif Rasul)

Cleanup PostGIS JDBC classes, revise to use Maven build. (Maria Arias de Reyna, Sandro Santilli)

### A.23.5 Bug Fixes

#1335 ST\_AddPoint returns incorrect result on Linux (Even Rouault)

### A.23.6 Release specific credits

We thank [U.S Department of State Human Information Unit \(HIU\)](#) and [Vizzuality](#) for general monetary support to get PostGIS 2.0 out the door.

## A.24 Release 1.5.4

Release date: 2012/05/07

This is a bug fix release, addressing issues that have been filed since the 1.5.3 release.

### A.24.1 Bug Fixes

#547, ST\_Contains memory problems (Sandro Santilli)

#621, Problem finding intersections with geography (Paul Ramsey)

#627, PostGIS/PostgreSQL process die on invalid geometry (Paul Ramsey)

#810, Increase accuracy of area calculation (Paul Ramsey)

#852, improve spatial predicates robustness (Sandro Santilli, Nicklas Avén)

#877, ST\_Estimated\_Extent returns NULL on empty tables (Sandro Santilli)

#1028, ST\_AsSVG kills whole postgres server when fails (Paul Ramsey)

#1056, Fix boxes of arcs and circle stroking code (Paul Ramsey)

#1121, populate\_geometry\_columns using deprecated functions (Regin Obe, Paul Ramsey)

#1135, improve testsuite predictability (Andreas 'ads' Scherbaum)

#1146, images generator crashes (bronaugh)

#1170, North Pole intersection fails (Paul Ramsey)

#1179, ST\_AsText crash with bad value (kjurka)

#1184, honour DESTDIR in documentation Makefile (Bryce L Nordgren)

#1227, server crash on invalid GML

#1252, SRID appearing in WKT (Paul Ramsey)

#1264, st\_dwithin(g, g, 0) doesn't work (Paul Ramsey)

#1344, allow exporting tables with invalid geometries (Sandro Santilli)

#1389, wrong proj4text for SRID 31300 and 31370 (Paul Ramsey)

#1406, shp2pgsql crashes when loading into geography (Sandro Santilli)

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#1595, fixed SRID redundancy in ST\_Line\_SubString (Sandro Santilli)  
#1596, check SRID in UpdateGeometrySRID (Mike Toews, Sandro Santilli)  
#1602, fix ST\_Polygonize to retain Z (Sandro Santilli)  
#1697, fix crash with EMPTY entries in GiST index (Paul Ramsey)  
#1772, fix ST\_Line\_Locate\_Point with collapsed input (Sandro Santilli)  
#1799, Protect ST\_Segmentize from max\_length=0 (Sandro Santilli)  
Alter parameter order in 900913 (Paul Ramsey)  
Support builds with "gmake" (Greg Troxel)

## A.25 Release 1.5.3

Release date: 2011/06/25

This is a bug fix release, addressing issues that have been filed since the 1.5.2 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.25.1 Bug Fixes

#1056, produce correct bboxes for arc geometries, fixes index errors (Paul Ramsey)  
#1007, ST\_IsValid crash fix requires GEOS 3.3.0+ or 3.2.3+ (Sandro Santilli, reported by Birgit Laggner)  
#940, support for PostgreSQL 9.1 beta 1 (Regina Obe, Paul Ramsey, patch submitted by stl)  
#845, ST\_Intersects precision error (Sandro Santilli, Nicklas Avén) Reported by cdestigter  
#884, Unstable results with ST\_Within, ST\_Intersects (Chris Hodgson)  
#779, shp2pgsql -S option seems to fail on points (Jeff Adams)  
#666, ST\_DumpPoints is not null safe (Regina Obe)  
#631, Update NZ projections for grid transformation support (jpalmer)  
#630, Peculiar Null treatment in arrays in ST\_Collect (Chris Hodgson) Reported by David Bitner  
#624, Memory leak in ST\_GeogFromText (ryang, Paul Ramsey)  
#609, Bad source code in manual section 5.2 Java Clients (simoc, Regina Obe)  
#604, shp2pgsql usage touchups (Mike Toews, Paul Ramsey)  
#573 ST\_Union fails on a group of linestrings Not a PostGIS bug, fixed in GEOS 3.3.0  
#457 ST\_CollectionExtract returns non-requested type (Nicklas Avén, Paul Ramsey)  
#441 ST\_AsGeoJson Bbox on GeometryCollection error (Olivier Courtin)  
#411 Ability to backup invalid geometries (Sandro Santilli) Reported by Regione Toscana  
#409 ST\_AsSVG - degraded (Olivier Courtin) Reported by Sdikiy  
#373 Documentation syntax error in hard upgrade (Paul Ramsey) Reported by psvensso

## A.26 Release 1.5.2

Release date: 2010/09/27

This is a bug fix release, addressing issues that have been filed since the 1.5.1 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

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## A.26.1 Bug Fixes

Loader: fix handling of empty (0-verticed) geometries in shapefiles. (Sandro Santilli)

#536, Geography ST\_Intersects, ST\_Covers, ST\_CoveredBy and Geometry ST\_Equals not using spatial index (Regina Obe, Nicklas Aven)

#573, Improvement to ST\_Contains geography (Paul Ramsey)

Loader: Add support for command-q shutdown in Mac GTK build (Paul Ramsey)

#393, Loader: Add temporary patch for large DBF files (Maxime Guillaud, Paul Ramsey)

#507, Fix wrong OGC URN in GeoJSON and GML output (Olivier Courtin)

spatial\_ref\_sys.sql Add datum conversion for projection SRID 3021 (Paul Ramsey)

Geography - remove crash for case when all geographies are out of the estimate (Paul Ramsey)

#469, Fix for array\_aggregation error (Greg Stark, Paul Ramsey)

#532, Temporary geography tables showing up in other user sessions (Paul Ramsey)

#562, ST\_Dwithin errors for large geographies (Paul Ramsey)

#513, shape loading GUI tries to make spatial index when loading DBF only mode (Paul Ramsey)

#527, shape loading GUI should always append log messages (Mark Cave-Ayland)

#504, shp2pgsql should rename xmin/xmax fields (Sandro Santilli)

#458, postgis\_comments being installed in contrib instead of version folder (Mark Cave-Ayland)

#474, Analyzing a table with geography column crashes server (Paul Ramsey)

#581, LWGEOM-expand produces inconsistent results (Mark Cave-Ayland)

#513, Add dbf filter to shp2pgsql-gui and allow uploading dbf only (Paul Ramsey)

Fix further build issues against PostgreSQL 9.0 (Mark Cave-Ayland)

#572, Password whitespace for Shape File (Mark Cave-Ayland)

#603, shp2pgsql: "-w" produces invalid WKT for MULTI\* objects. (Mark Cave-Ayland)

## A.27 Release 1.5.1

Release date: 2010/03/11

This is a bug fix release, addressing issues that have been filed since the 1.4.1 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.27.1 Bug Fixes

#410, update embedded bbox when applying ST\_SetPoint, ST\_AddPoint ST\_RemovePoint to a linestring (Paul Ramsey)

#411, allow dumping tables with invalid geometries (Sandro Santilli, for Regione Toscana-SIGTA)

#414, include geography\_columns view when running upgrade scripts (Paul Ramsey)

#419, allow support for multilinestring in ST\_Line\_Substring (Paul Ramsey, for Lidwala Consulting Engineers)

#421, fix computed string length in ST\_AsGML() (Olivier Courtin)

#441, fix GML generation with heterogeneous collections (Olivier Courtin)

#443, incorrect coordinate reversal in GML 3 generation (Olivier Courtin)

#450, #451, wrong area calculation for geography features that cross the date line (Paul Ramsey)

Ensure support for upcoming 9.0 PgSQL release (Paul Ramsey)

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## A.28 Release 1.5.0

Release date: 2010/02/04

This release provides support for geographic coordinates (lat/lon) via a new GEOGRAPHY type. Also performance enhancements, new input format support (GML,KML) and general upkeep.

### A.28.1 API Stability

The public API of PostGIS will not change during minor (0.0.X) releases.

The definition of the `=~` operator has changed from an exact geometric equality check to a bounding box equality check.

### A.28.2 Compatibility

GEOS, Proj4, and LibXML2 are now mandatory dependencies

The library versions below are the minimum requirements for PostGIS 1.5

PostgreSQL 8.3 and higher on all platforms

GEOS 3.1 and higher only (GEOS 3.2+ to take advantage of all features)

LibXML2 2.5+ related to new ST\_GeomFromGML/KML functionality

Proj4 4.5 and higher only

### A.28.3 New Features

Section [14.12.9](#)

Added Hausdorff distance calculations ([#209](#)) (Vincent Picavet)

Added parameters argument to ST\_Buffer operation to support one-sided buffering and other buffering styles (Sandro Santilli)

Addition of other Distance related visualization and analysis functions (Nicklas Aven)

- ST\_ClosestPoint
- ST\_DFullyWithin
- ST\_LongestLine
- ST\_MaxDistance
- ST\_ShortestLine

ST\_DumpPoints (Maxime van Noppen)

KML, GML input via ST\_GeomFromGML and ST\_GeomFromKML (Olivier Courtin)

Extract homogeneous collection with ST\_CollectionExtract (Paul Ramsey)

Add measure values to an existing linestring with ST\_AddMeasure (Paul Ramsey)

History table implementation in utils (George Silva)

Geography type and supporting functions

- Spherical algorithms (Dave Skea)
  - Object/index implementation (Paul Ramsey)
  - Selectivity implementation (Mark Cave-Ayland)
  - Serializations to KML, GML and JSON (Olivier Courtin)
  - ST\_Area, ST\_Distance, ST\_DWithin, ST\_GeogFromText, ST\_GeogFromWKB, ST\_Intersects, ST\_Covers, ST\_Buffer (Paul Ramsey)
-

## A.28.4 Enhancements

Performance improvements to ST\_Distance (Nicklas Aven)

Documentation updates and improvements (Regina Obe, Kevin Neufeld)

Testing and quality control (Regina Obe)

PostGIS 1.5 support PostgreSQL 8.5 trunk (Guillaume Lelarge)

Win32 support and improvement of core shp2pgsql-gui (Mark Cave-Ayland)

In place 'make check' support (Paul Ramsey)

## A.28.5 Bug fixes

<http://trac.osgeo.org/postgis/query?status=closed&milestone=PostGIS+1.5.0&order=priority>

## A.29 Release 1.4.0

Release date: 2009/07/24

This release provides performance enhancements, improved internal structures and testing, new features, and upgraded documentation. If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.29.1 API Stability

As of the 1.4 release series, the public API of PostGIS will not change during minor releases.

### A.29.2 Compatibility

The versions below are the \*minimum\* requirements for PostGIS 1.4

PostgreSQL 8.2 and higher on all platforms

GEOS 3.0 and higher only

PROJ4 4.5 and higher only

### A.29.3 New Features

ST\_Union() uses high-speed cascaded union when compiled against GEOS 3.1+ (Paul Ramsey)

ST\_ContainsProperly() requires GEOS 3.1+

ST\_Intersects(), ST\_Contains(), ST\_Within() use high-speed cached prepared geometry against GEOS 3.1+ (Paul Ramsey / funded by Zonar Systems)

Vastly improved documentation and reference manual (Regina Obe & Kevin Neufeld)

Figures and diagram examples in the reference manual (Kevin Neufeld)

ST\_IsValidReason() returns readable explanations for validity failures (Paul Ramsey)

ST\_GeoHash() returns a geohash.org signature for geometries (Paul Ramsey)

GTK+ multi-platform GUI for shape file loading (Paul Ramsey)

ST\_LineCrossingDirection() returns crossing directions (Paul Ramsey)

ST\_LocateBetweenElevations() returns sub-string based on Z-ordinate. (Paul Ramsey)

Geometry parser returns explicit error message about location of syntax errors (Mark Cave-Ayland)

ST\_AsGeoJSON() return JSON formatted geometry (Olivier Courtin)

Populate\_Geometry\_Columns() -- automatically add records to geometry\_columns for TABLES and VIEWS (Kevin Neufeld)

ST\_MinimumBoundingCircle() -- returns the smallest circle polygon that can encompass a geometry (Bruce Rindahl)

#### A.29.4 Enhancements

Core geometry system moved into independent library, liblwgeom. (Mark Cave-Ayland)

New build system uses PostgreSQL "pgxs" build bootstrapper. (Mark Cave-Ayland)

Debugging framework formalized and simplified. (Mark Cave-Ayland)

All build-time #defines generated at configure time and placed in headers for easier cross-platform support (Mark Cave-Ayland)

Logging framework formalized and simplified (Mark Cave-Ayland)

Expanded and more stable support for CIRCULARSTRING, COMPOUNDCURVE and CURVEPOLYGON, better parsing, wider support in functions (Mark Leslie & Mark Cave-Ayland)

Improved support for OpenSolaris builds (Paul Ramsey)

Improved support for MSVC builds (Mateusz Loskot)

Updated KML support (Olivier Courtin)

Unit testing framework for liblwgeom (Paul Ramsey)

New testing framework to comprehensively exercise every PostGIS function (Regine Obe)

Performance improvements to all geometry aggregate functions (Paul Ramsey)

Support for the upcoming PostgreSQL 8.4 (Mark Cave-Ayland, Talha Bin Rizwan)

Shp2pgsql and pgsql2shp re-worked to depend on the common parsing/unparsing code in liblwgeom (Mark Cave-Ayland)

Use of PDF DbLatex to build PDF docs and preliminary instructions for build (Jean David Techer)

Automated User documentation build (PDF and HTML) and Developer Doxygen Documentation (Kevin Neufeld)

Automated build of document images using ImageMagick from WKT geometry text files (Kevin Neufeld)

More attractive CSS for HTML documentation (Dane Springmeyer)

#### A.29.5 Bug fixes

<http://trac.osgeo.org/postgis/query?status=closed&milestone=PostGIS+1.4.0&order=priority>

### A.30 Release 1.3.6

Release date: 2009/05/04

If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended. This release adds support for PostgreSQL 8.4, exporting prj files from the database with shape data, some crash fixes for shp2pgsql, and several small bug fixes in the handling of "curve" types, logical error importing dbf only files, improved error handling of AddGeometryColumns.

### A.31 Release 1.3.5

Release date: 2008/12/15

If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended. This release is a bug fix release to address a failure in ST\_Force\_Collection and related functions that critically affects using MapServer with LINE layers.

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## A.32 Release 1.3.4

Release date: 2008/11/24

This release adds support for GeoJSON output, building with PostgreSQL 8.4, improves documentation quality and output aesthetics, adds function-level SQL documentation, and improves performance for some spatial predicates (point-in-polygon tests).

Bug fixes include removal of crashers in handling circular strings for many functions, some memory leaks removed, a linear referencing failure for measures on vertices, and more. See the NEWS file for details.

## A.33 Release 1.3.3

Release date: 2008/04/12

This release fixes bugs shp2pgsql, adds enhancements to SVG and KML support, adds a ST\_SimplifyPreserveTopology function, makes the build more sensitive to GEOS versions, and fixes a handful of severe but rare failure cases.

## A.34 Release 1.3.2

Release date: 2007/12/01

This release fixes bugs in ST\_EndPoint() and ST\_Envelope, improves support for JDBC building and OS/X, and adds better support for GML output with ST\_AsGML(), including GML3 output.

## A.35 Release 1.3.1

Release date: 2007/08/13

This release fixes some oversights in the previous release around version numbering, documentation, and tagging.

## A.36 Release 1.3.0

Release date: 2007/08/09

This release provides performance enhancements to the relational functions, adds new relational functions and begins the migration of our function names to the SQL-MM convention, using the spatial type (SP) prefix.

### A.36.1 Added Functionality

JDBC: Added Hibernate Dialect (thanks to Norman Barker)

Added ST\_Covers and ST\_CoveredBy relational functions. Description and justification of these functions can be found at <http://lin-ear-th-inking.blogspot.com/2007/06/subtleties-of-ogc-covers-spatial.html>

Added ST\_DWithin relational function.

### A.36.2 Performance Enhancements

Added cached and indexed point-in-polygon short-circuits for the functions ST\_Contains, ST\_Intersects, ST\_Within and ST\_Disjoint

Added inline index support for relational functions (except ST\_Disjoint)

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### A.36.3 Other Changes

Extended curved geometry support into the geometry accessor and some processing functions

Began migration of functions to the SQL-MM naming convention; using a spatial type (ST) prefix.

Added initial support for PostgreSQL 8.3

## A.37 Release 1.2.1

Release date: 2007/01/11

This release provides bug fixes in PostgreSQL 8.2 support and some small performance enhancements.

### A.37.1 Changes

Fixed point-in-polygon shortcut bug in Within().

Fixed PostgreSQL 8.2 NULL handling for indexes.

Updated RPM spec files.

Added short-circuit for Transform() in no-op case.

JDBC: Fixed JTS handling for multi-dimensional geometries (thanks to Thomas Marti for hint and partial patch). Additionally, now JavaDoc is compiled and packaged. Fixed classpath problems with GCJ. Fixed pgjdbc 8.2 compatibility, losing support for jdk 1.3 and older.

## A.38 Release 1.2.0

Release date: 2006/12/08

This release provides type definitions along with serialization/deserialization capabilities for SQL-MM defined curved geometries, as well as performance enhancements.

### A.38.1 Changes

Added curved geometry type support for serialization/deserialization

Added point-in-polygon shortcircuit to the Contains and Within functions to improve performance for these cases.

## A.39 Release 1.1.6

Release date: 2006/11/02

This is a bugfix release, in particular fixing a critical error with GEOS interface in 64bit systems. Includes an updated of the SRS parameters and an improvement in reprojections (take Z in consideration). Upgrade is *encouraged*.

### A.39.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

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### A.39.2 Bug fixes

fixed CAPI change that broke 64-bit platforms

loader/dumper: fixed regression tests and usage output

Fixed setSRID() bug in JDBC, thanks to Thomas Marti

### A.39.3 Other changes

use Z ordinate in reprojections

spatial\_ref\_sys.sql updated to EPSG 6.11.1

Simplified Version.config infrastructure to use a single pack of version variables for everything.

Include the Version.config in loader/dumper USAGE messages

Replace hand-made, fragile JDBC version parser with Properties

## A.40 Release 1.1.5

Release date: 2006/10/13

This is an bugfix release, including a critical segfault on win32. Upgrade is *encouraged*.

### A.40.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.40.2 Bug fixes

Fixed MingW link error that was causing pgsql2shp to segfault on Win32 when compiled for PostgreSQL 8.2

fixed nullpointer Exception in Geometry.equals() method in Java

Added EJB3Spatial.odt to fulfill the GPL requirement of distributing the "preferred form of modification"

Removed obsolete synchronization from JDBC Jts code.

Updated heavily outdated README files for shp2pgsql/pgsql2shp by merging them with the manpages.

Fixed version tag in jdbc code that still said "1.1.3" in the "1.1.4" release.

### A.40.3 New Features

Added -S option for non-multi geometries to shp2pgsql

## A.41 Release 1.1.4

Release date: 2006/09/27

This is an bugfix release including some improvements in the Java interface. Upgrade is *encouraged*.

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### A.41.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.41.2 Bug fixes

Fixed support for PostgreSQL 8.2

Fixed bug in collect() function discarding SRID of input

Added SRID match check in MakeBox2d and MakeBox3d

Fixed regress tests to pass with GEOS-3.0.0

Improved pgsq2shp run concurrency.

### A.41.3 Java changes

reworked JTS support to reflect new upstream JTS developers' attitude to SRID handling. Simplifies code and drops build depend on GNU trove.

Added EJB2 support generously donated by the "Geodetix s.r.l. Company"

Added EJB3 tutorial / examples donated by Norman Barker <nbarker@ittvis.com>

Reorganized java directory layout a little.

## A.42 Release 1.1.3

Release date: 2006/06/30

This is an bugfix release including also some new functionalities (most notably long transaction support) and portability enhancements. Upgrade is *encouraged*.

### A.42.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.42.2 Bug fixes / correctness

BUGFIX in distance(poly,poly) giving wrong results.

BUGFIX in pgsq2shp successful return code.

BUGFIX in shp2pgsql handling of MultiLine WKT.

BUGFIX in affine() failing to update bounding box.

WKT parser: forbidden construction of multigeometries with EMPTY elements (still supported for GEOMETRYCOLLECTION).

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### A.42.3 New functionalities

NEW Long Transactions support.

NEW DumpRings() function.

NEW AsHEXEWKB(geom, XDR|NDR) function.

### A.42.4 JDBC changes

Improved regression tests: MultiPoint and scientific ordinates

Fixed some minor bugs in jdbc code

Added proper accessor functions for all fields in preparation of making those fields private later

### A.42.5 Other changes

NEW regress test support for loader/dumper.

Added --with-proj-libdir and --with-geos-libdir configure switches.

Support for build Tru64 build.

Use Jade for generating documentation.

Don't link postgres to more libs than required.

Initial support for PostgreSQL 8.2.

## A.43 Release 1.1.2

Release date: 2006/03/30

This is a bugfix release including some new functions and portability enhancements. Upgrade is *encouraged*.

### A.43.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.43.2 Bug fixes

BUGFIX in SnapToGrid() computation of output bounding box

BUGFIX in EnforceRHR()

jdbc2 SRID handling fixes in JTS code

Fixed support for 64bit archs

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### A.43.3 New functionalities

Regress tests can now be run *\*before\** postgis installation

New affine() matrix transformation functions

New rotate{,X,Y,Z}() function

Old translating and scaling functions now use affine() internally

Embedded access control in estimated\_extent() for builds against postgresql >= 8.0.0

### A.43.4 Other changes

More portable ./configure script

Changed ./run\_test script to have more sane default behaviour

## A.44 Release 1.1.1

Release date: 2006/01/23

This is an important Bugfix release, upgrade is *highly recommended*. Previous version contained a bug in postgis\_restore.pl preventing **hard upgrade** procedure to complete and a bug in GEOS-2.2+ connector preventing GeometryCollection objects to be used in topological operations.

### A.44.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.44.2 Bug fixes

Fixed a premature exit in postgis\_restore.pl

BUGFIX in geometrycollection handling of GEOS-CAPI connector

Solaris 2.7 and MingW support improvements

BUGFIX in line\_locate\_point()

Fixed handling of postgresql paths

BUGFIX in line\_substring()

Added support for localized cluster in regress tester

### A.44.3 New functionalities

New Z and M interpolation in line\_substring()

New Z and M interpolation in line\_interpolate\_point()

added NumInteriorRing() alias due to OpenGIS ambiguity

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## A.45 Release 1.1.0

Release date: 2005/12/21

This is a Minor release, containing many improvements and new things. Most notably: build procedure greatly simplified; transform() performance drastically improved; more stable GEOS connectivity (CAPI support); lots of new functions; draft topology support.

It is *highly recommended* that you upgrade to GEOS-2.2.x before installing PostGIS, this will ensure future GEOS upgrades won't require a rebuild of the PostGIS library.

### A.45.1 Credits

This release includes code from Mark Cave Ayland for caching of proj4 objects. Markus Schaber added many improvements in his JDBC2 code. Alex Bodnaru helped with PostgreSQL source dependency relief and provided Debian specfiles. Michael Fuhr tested new things on Solaris arch. David Techer and Gerald Fenoy helped testing GEOS C-API connector. Hartmut Tschauner provided code for the azimuth() function. Devrim GUNDUZ provided RPM specfiles. Carl Anderson helped with the new area building functions. See the [credits](#) section for more names.

### A.45.2 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload. Simply sourcing the new lwpostgis\_upgrade.sql script in all your existing databases will work. See the [soft upgrade](#) chapter for more information.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.45.3 New functions

scale() and transscale() companion methods to translate()

line\_substring()

line\_locate\_point()

M(point)

LineMerge(geometry)

shift\_longitude(geometry)

azimuth(geometry)

locate\_along\_measure(geometry, float8)

locate\_between\_measures(geometry, float8, float8)

SnapToGrid by point offset (up to 4d support)

BuildArea(any\_geometry)

OGC BdPolyFromText(linestring\_wkt, srid)

OGC BdMPolyFromText(linestring\_wkt, srid)

RemovePoint(linestring, offset)

ReplacePoint(linestring, offset, point)

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#### A.45.4 Bug fixes

Fixed memory leak in polygonize()

Fixed bug in lwgeom\_as\_anytype cast functions

Fixed USE\_GEOS, USE\_PROJ and USE\_STATS elements of postgis\_version() output to always reflect library state.

#### A.45.5 Function semantic changes

SnapToGrid doesn't discard higher dimensions

Changed Z() function to return NULL if requested dimension is not available

#### A.45.6 Performance improvements

Much faster transform() function, caching proj4 objects

Removed automatic call to fix\_geometry\_columns() in AddGeometryColumns() and update\_geometry\_stats()

#### A.45.7 JDBC2 works

Makefile improvements

JTS support improvements

Improved regression test system

Basic consistency check method for geometry collections

Support for (Hex)(E)wkb

Autoprobing DriverWrapper for HexWKB / EWKT switching

fix compile problems in ValueSetter for ancient jdk releases.

fix EWKT constructors to accept SRID=4711; representation

added preliminary read-only support for java2d geometries

#### A.45.8 Other new things

Full autoconf-based configuration, with PostgreSQL source dependency relief

GEOS C-API support (2.2.0 and higher)

Initial support for topology modelling

Debian and RPM specfiles

New lwpostgis\_upgrade.sql script

#### A.45.9 Other changes

JTS support improvements

Stricter mapping between DBF and SQL integer and string attributes

Wider and cleaner regression test suite

old jdbc code removed from release

obsoleted direct use of postgis\_proc\_upgrade.pl

scripts version unified with release version

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## A.46 Release 1.0.6

Release date: 2005/12/06

Contains a few bug fixes and improvements.

### A.46.1 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.46.2 Bug fixes

Fixed pallo(0) call in collection deserializer (only gives problem with --enable-cassert)

Fixed bbox cache handling bugs

Fixed geom\_accum(NULL, NULL) segfault

Fixed segfault in addPoint()

Fixed short-allocation in lwcollection\_clone()

Fixed bug in segmentize()

Fixed bbox computation of SnapToGrid output

### A.46.3 Improvements

Initial support for postgresql 8.2

Added missing SRID mismatch checks in GEOS ops

## A.47 Release 1.0.5

Release date: 2005/11/25

Contains memory-alignment fixes in the library, a segfault fix in loader's handling of UTF8 attributes and a few improvements and cleanups.



#### Note

Return code of shp2pgsql changed from previous releases to conform to unix standards (return 0 on success).

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### A.47.1 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

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### A.47.2 Library changes

Fixed memory alignment problems

Fixed computation of null values fraction in analyzer

Fixed a small bug in the `getPoint4d_p()` low-level function

Speedup of serializer functions

Fixed a bug in `force_3dm()`, `force_3dz()` and `force_4d()`

### A.47.3 Loader changes

Fixed return code of `shp2pgsql`

Fixed back-compatibility issue in loader (load of null shapefiles)

Fixed handling of trailing dots in dbf numerical attributes

Segfault fix in `shp2pgsql` (utf8 encoding)

### A.47.4 Other changes

Schema aware `postgis_proc_upgrade.pl`, support for `pgsql 7.2+`

New "Reporting Bugs" chapter in manual

## A.48 Release 1.0.4

Release date: 2005/09/09

Contains important bug fixes and a few improvements. In particular, it fixes a memory leak preventing successful build of GiST indexes for large spatial tables.

### A.48.1 Upgrading

If you are upgrading from release 1.0.3 you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.48.2 Bug fixes

Memory leak plugged in GiST indexing

Segfault fix in `transform()` handling of proj4 errors

Fixed some proj4 texts in `spatial_ref_sys` (missing `+proj`)

Loader: fixed string functions usage, reworked NULL objects check, fixed segfault on MULTILINESTRING input.

Fixed bug in `MakeLine` dimension handling

Fixed bug in `translate()` corrupting output bounding box

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### A.48.3 Improvements

Documentation improvements  
More robust selectivity estimator  
Minor speedup in distance()  
Minor cleanups  
GiST indexing cleanup  
Looser syntax acceptance in box3d parser

## A.49 Release 1.0.3

Release date: 2005/08/08

Contains some bug fixes - *including a severe one affecting correctness of stored geometries* - and a few improvements.

### A.49.1 Upgrading

Due to a bug in a bounding box computation routine, the upgrade procedure requires special attention, as bounding boxes cached in the database could be incorrect.

An **hard upgrade** procedure (dump/reload) will force recomputation of all bounding boxes (not included in dumps). This is *required* if upgrading from releases prior to 1.0.0RC6.

If you are upgrading from versions 1.0.0RC6 or up, this release includes a perl script (utils/rebuild\_bbox\_caches.pl) to force recomputation of geometries' bounding boxes and invoke all operations required to propagate eventual changes in them (geometry statistics update, reindexing). Invoke the script after a make install (run with no args for syntax help). Optionally run utils/postgis\_proc\_upgrade.pl to refresh postgis procedures and functions signatures (see **Soft upgrade**).

### A.49.2 Bug fixes

Severe bugfix in lwgeom's 2d bounding box computation  
Bugfix in WKT (-w) POINT handling in loader  
Bugfix in dumper on 64bit machines  
Bugfix in dumper handling of user-defined queries  
Bugfix in create\_undef.pl script

### A.49.3 Improvements

Small performance improvement in canonical input function  
Minor cleanups in loader  
Support for multibyte field names in loader  
Improvement in the postgis\_restore.pl script  
New rebuild\_bbox\_caches.pl util script

## A.50 Release 1.0.2

Release date: 2005/07/04

Contains a few bug fixes and improvements.

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### A.50.1 Upgrading

If you are upgrading from release 1.0.0RC6 or up you *DO NOT* need a dump/reload.

Upgrading from older releases requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.50.2 Bug fixes

Fault tolerant btree ops

Memory leak plugged in pg\_error

Rtree index fix

Cleaner build scripts (avoided mix of CFLAGS and CXXFLAGS)

### A.50.3 Improvements

New index creation capabilities in loader (-I switch)

Initial support for postgresql 8.1dev

## A.51 Release 1.0.1

Release date: 2005/05/24

Contains a few bug fixes and some improvements.

### A.51.1 Upgrading

If you are upgrading from release 1.0.0RC6 or up you *DO NOT* need a dump/reload.

Upgrading from older releases requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.51.2 Library changes

BUGFIX in 3d computation of length\_spheroid()

BUGFIX in join selectivity estimator

### A.51.3 Other changes/additions

BUGFIX in shp2pgsql escape functions

better support for concurrent postgis in multiple schemas

documentation fixes

jdbc2: compile with "-target 1.2 -source 1.2" by default

NEW -k switch for postgres2shp

NEW support for custom createdb options in postgis\_restore.pl

BUGFIX in postgres2shp attribute names unicity enforcement

BUGFIX in Paris projections definitions

postgis\_restore.pl cleanups

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## A.52 Release 1.0.0

Release date: 2005/04/19

Final 1.0.0 release. Contains a few bug fixes, some improvements in the loader (most notably support for older postgis versions), and more docs.

### A.52.1 Upgrading

If you are upgrading from release 1.0.0RC6 you *DO NOT* need a dump/reload.

Upgrading from any other precedent release requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.52.2 Library changes

BUGFIX in transform() releasing random memory address

BUGFIX in force\_3dm() allocating less memory then required

BUGFIX in join selectivity estimator (defaults, leaks, tuplecount, sd)

### A.52.3 Other changes/additions

BUGFIX in shp2pgsql escape of values starting with tab or single-quote

NEW manual pages for loader/dumper

NEW shp2pgsql support for old (HWGEOM) postgis versions

NEW -p (prepare) flag for shp2pgsql

NEW manual chapter about OGC compliancy enforcement

NEW autoconf support for JTS lib

BUGFIX in estimator testers (support for LWGEOM and schema parsing)

## A.53 Release 1.0.0RC6

Release date: 2005/03/30

Sixth release candidate for 1.0.0. Contains a few bug fixes and cleanups.

### A.53.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.53.2 Library changes

BUGFIX in multi()

early return [when noop] from multi()

### A.53.3 Scripts changes

dropped {x,y}{min,max}(box2d) functions

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### A.53.4 Other changes

BUGFIX in postgis\_restore.pl scrip

BUGFIX in dumper's 64bit support

## A.54 Release 1.0.0RC5

Release date: 2005/03/25

Fifth release candidate for 1.0.0. Contains a few bug fixes and a improvements.

### A.54.1 Upgrading

If you are upgrading from release 1.0.0RC4 you *DO NOT* need a dump/reload.

Upgrading from any other precedent release requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.54.2 Library changes

BUGFIX (segfaulting) in box3d computation (yes, another!).

BUGFIX (segfaulting) in estimated\_extent().

### A.54.3 Other changes

Small build scripts and utilities refinements.

Additional performance tips documented.

## A.55 Release 1.0.0RC4

Release date: 2005/03/18

Fourth release candidate for 1.0.0. Contains bug fixes and a few improvements.

### A.55.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.55.2 Library changes

BUGFIX (segfaulting) in geom\_accum().

BUGFIX in 64bit architectures support.

BUGFIX in box3d computation function with collections.

NEW subselects support in selectivity estimator.

Early return from force\_collection.

Consistency check fix in SnapToGrid().

Box2d output changed back to 15 significant digits.

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### A.55.3 Scripts changes

NEW `distance_sphere()` function.

Changed `get_proj4_from_srid` implementation to use PL/PGSQL instead of SQL.

### A.55.4 Other changes

BUGFIX in loader and dumper handling of MultiLine shapes

BUGFIX in loader, skipping all but first hole of polygons.

jdbc2: code cleanups, Makefile improvements

FLEX and YACC variables set `*after*` `pgsql` `Makefile.global` is included and only if the `pgsql` `*stripped*` version evaluates to the empty string

Added already generated parser in release

Build scripts refinements

improved version handling, central `Version.config`

improvements in `postgis_restore.pl`

## A.56 Release 1.0.0RC3

Release date: 2005/02/24

Third release candidate for 1.0.0. Contains many bug fixes and improvements.

### A.56.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.56.2 Library changes

BUGFIX in `transform()`: missing SRID, better error handling.

BUGFIX in memory alignment handling

BUGFIX in `force_collection()` causing mapserver connector failures on simple (single) geometry types.

BUGFIX in `GeometryFromText()` missing to add a bbox cache.

reduced precision of `box2d` output.

prefixed `DEBUG` macros with `PGIS_` to avoid clash with `pgsql` one

plugged a leak in `GEOS2POSTGIS` converter

Reduced memory usage by early releasing query-context pallocated one.

### A.56.3 Scripts changes

BUGFIX in 72 index bindings.

BUGFIX in `probe_geometry_columns()` to work with PG72 and support multiple geometry columns in a single table

NEW `bool::text` cast

Some functions made IMMUTABLE from STABLE, for performance improvement.

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### A.56.4 JDBC changes

jdbc2: small patches, box2d/3d tests, revised docs and license.

jdbc2: bug fix and testcase in for pgjdbc 8.0 type autoregistration

jdbc2: Removed use of jdk1.4 only features to enable build with older jdk releases.

jdbc2: Added support for building against pg72jdbc2.jar

jdbc2: updated and cleaned makefile

jdbc2: added BETA support for jts geometry classes

jdbc2: Skip known-to-fail tests against older PostGIS servers.

jdbc2: Fixed handling of measured geometries in EWKT.

### A.56.5 Other changes

new performance tips chapter in manual

documentation updates: pgsql72 requirement, lwpostgis.sql

few changes in autoconf

BUILDDATE extraction made more portable

fixed spatial\_ref\_sys.sql to avoid vacuuming the whole database.

spatial\_ref\_sys: changed Paris entries to match the ones distributed with 0.x.

## A.57 Release 1.0.0RC2

Release date: 2005/01/26

Second release candidate for 1.0.0 containing bug fixes and a few improvements.

### A.57.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.57.2 Library changes

BUGFIX in pointarray box3d computation

BUGFIX in distance\_spheroid definition

BUGFIX in transform() missing to update bbox cache

NEW jdbc driver (jdbc2)

GEOMETRYCOLLECTION(EMPTY) syntax support for backward compatibility

Faster binary outputs

Stricter OGC WKB/WKT constructors

### A.57.3 Scripts changes

More correct STABLE, IMMUTABLE, STRICT uses in lwpostgis.sql

stricter OGC WKB/WKT constructors

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### A.57.4 Other changes

Faster and more robust loader (both i18n and not)

Initial autoconf script

## A.58 Release 1.0.0RC1

Release date: 2005/01/13

This is the first candidate of a major postgis release, with internal storage of postgis types redesigned to be smaller and faster on indexed queries.

### A.58.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.58.2 Changes

Faster canonical input parsing.

Lossless canonical output.

EWKB Canonical binary IO with PG>73.

Support for up to 4d coordinates, providing lossless shapefile->postgis->shapefile conversion.

New function: UpdateGeometrySRID(), AsGML(), SnapToGrid(), ForceRHR(), estimated\_extent(), accum().

Vertical positioning indexed operators.

JOIN selectivity function.

More geometry constructors / editors.

PostGIS extension API.

UTF8 support in loader.

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