

**PostGIS 3.5.2** ☒☒☒☒☒☒

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## Abstract

PostGIS 是 PostgreSQL 数据库的 GIS 扩展。PostGIS 使用 GiST 和 R-Tree 索引，GIS 应用广泛。

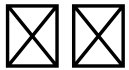


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# Chapter 1



PostGIS is a spatial extension for the PostgreSQL relational database that was created by Refractions Research Inc, as a spatial database technology research project. Refractions is a GIS and database consulting company in Victoria, British Columbia, Canada, specializing in data integration and custom software development.

PostGIS is now a project of the OSGeo Foundation and is developed and funded by many FOSS4G developers and organizations all over the world that gain great benefit from its functionality and versatility.

The PostGIS project development group plans on supporting and enhancing PostGIS to better support a range of important GIS functionality in the areas of OGC and SQL/MM spatial standards, advanced topological constructs (coverages, surfaces, networks), data source for desktop user interface tools for viewing and editing GIS data, and web-based access tools.

## 1.1 Contributors

PostGIS (Project Steering Committee; PSC) PostGIS, CI, documentation, PSC, PostGIS, PSC API PostGIS

**Raúl Marín Rodríguez** MVT support, Bug fixing, Performance and stability improvements, GitHub curation, alignment of PostGIS with PostgreSQL releases

**Regina Obe** CI and website maintenance, Windows production and experimental builds, documentation, alignment of PostGIS with PostgreSQL releases, X3D support, TIGER geocoder support, management functions.

**Darafei Praliaskouski** Index improvements, bug fixing and geometry/geography function improvements, SFCGAL, raster, GitHub curation, and ci maintenance.

**Paul Ramsey** Co-founder of PostGIS project. General bug fixing, geography support, geography and geometry index support (2D, 3D, nD index and anything spatial index), underlying geometry internal structures, GEOS functionality integration and alignment with GEOS releases, alignment of PostGIS with PostgreSQL releases, loader/dumper, and Shapefile GUI loader.

**Sandro Santilli** Bug fixes and maintenance, ci maintenance, git mirror management, management functions, integration of new GEOS functionality and alignment with GEOS releases, topology support, and raster framework and low level API functions.

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**Bborie Park** Prior PSC Member. Raster development, integration with GDAL, raster loader, user support, general bug fixing, testing on various OS (Slackware, Mac, Windows, and more)

**Mark Cave-Ayland** Prior PSC Member. Coordinated bug fixing and maintenance effort, spatial index selectivity and binding, loader/dumper, and Shapefile GUI Loader, integration of new and new function enhancements.

**Jorge Arévalo** 支持, GDAL 支持, 支持

**Olivier Courtin** XML(KML, GML)/GeoJSON 支持, 3D 支持

**Chris Hodgson** PSC 支持. 支持, 支持, OSGeo 支持

**Mateusz Loskot** PostGIS CMake 支持, 支持, 支持 API 支持

**Kevin Neufeld** PSC 支持. 支持, 支持, PostGIS 支持

**Dave Blasby** PostGIS 支持. 支持, 支持

**Jeff Lounsbury** shapefile 支持/支持. 支持 PostGIS 支持

**Mark Leslie** 支持. 支持, shapefile GUI 支持

**Pierre Racine** Architect of PostGIS raster implementation. Raster overall architecture, prototyping, programming support

**David Zwarg** 支持 (支持) 支持

## 1.4

- |                          |                            |                        |
|--------------------------|----------------------------|------------------------|
| Alex Bodnaru             | Gino Lucrezi               | Maxime Guillaud        |
| Alex Mayrhofer           | Greg Troxel                | Maxime van Noppen      |
| Andrea Peri              | Guillaume Lelarge          | Maxime Schoemans       |
| Andreas Forø Tollefsen   | Giuseppe Broccolo          | Michael Fuhr           |
| Andreas Neumann          | Han Wang                   | Mike Toews             |
| Andrew Gierth            | Hans Lemuet                | Nathan Wagner          |
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| Antoine Bajolet          | Havard Tveite              | Nikita Shulga          |
| Arthur Lesuisse          | IIDA Tetsushi              | Norman Vine            |
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| Barbara Phillipot        | Jackie Leng                | Rafal Magda            |
| Ben Jubb                 | James Addison              | Ralph Mason            |
| Bernhard Reiter          | James Marca                | Rémi Cura              |
| Björn Esser              | Jan Katins                 | Richard Greenwood      |
| Brian Hamlin             | Jan Tojnar                 | Robert Coup            |
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| Bryce L. Nordgren        | Jelte Fennema              | Sam Peters             |
| Carl Anderson            | Jim Jones                  | Sebastiaan Couwenberg  |
| Charlie Savage           | Joe Conway                 | Sergei Shoulbakov      |
| Chris Mayo               | Jonne Savolainen           | Sergey Fedoseev        |
| Christian Schroeder      | Jose Carlos Martinez Llari | Shinichi Sugiyama      |
| Christoph Berg           | Jörg Habenicht             | Shoaib Burq            |
| Christoph Moench-Tegeder | Julien Rouhaud             | Silvio Grosso          |
| Dane Springmeyer         | Kashif Rasul               | Stefan Corneliu Petrea |
| Dapeng Wang              | Klaus Foerster             | Steffen Macke          |
| Daryl Herzmann           | Kris Jurka                 | Stepan Kuzmin          |
| Dave Fuhry               | Laurenz Albe               | Stephen Frost          |
| (David Zwarg)            | Lars Roessiger             | Steven Ottens          |
| (David Zwarg)            | Leo Hsu                    | Talha Rizwan           |
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| Dian M Fay               | Luca S. Percich            | Tom Glancy             |
| Dmitry Vasilyev          | Lucas C. Villa Real        | Tom van Tilburg        |
| Eduin Carrillo           | Maria Arias de Reyna       | Victor Collod          |
| Esteban Zimanyi          | Marc Ducobu                | Vincent Bre            |
| Eugene Antimirov         | Mark Sondheim              | Vincent Mora           |
| Even Rouault             | Markus Schaber             | Vincent Picavet        |
| Florian Weimer           | Markus Wanner              | Volf Tomáš             |
| Frank Warmerdam          | Matt Amos                  | Zuo Chenwei            |
| George Silva             | Matt Bretl                 |                        |
| Gerald Fenoy             | Matthias Bay               |                        |

PostGIS is supported by a wide range of companies and individuals.

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- [Arrival 3D](#)
- [Associazione Italiana per l'Informazione Geografica Libera \(GFOSS.it\)](#)
- [AusVet](#)
- [Avencia](#)
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- [Camptocamp](#)
- [Carto](#)
- [Crunchy Data](#)
- [City of Boston \(DND\)](#)
- [City of Helsinki](#)
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- [Geographic Data BC](#)
- [HighGo](#)
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- [ISciences, LLC](#)
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- [OSGeo](#)
- [Oslandia](#)
- [Palantir Technologies](#)
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- [R3 GIS](#)
- [Refractions Research](#)
- [Regione Toscana - SITA](#)
- [Safe Software](#)
- [Sirius Corporation plc](#)
- [Stadt Uster](#)
- [UC Davis Center for Vectorborne Diseases](#)
- [Université Laval](#)
- [U.S. Department of State \(HIU\)](#)
- [Zonar Systems](#)

PostGIS 3.5.2 is a community-driven project. It is licensed under the PostgreSQL License. The project is supported by many companies and individuals. For more information, see the [PostGIS website](#).

PostGIS 2.0.0 was supported by [PledgBank](#).

**postgistopology** - 10 依赖库 2.0.0 支持 toTopGeometry 函数。  
 约 250 个函数。

**postgis64windows** - 约 20 个依赖库 64 位 PostGIS 支持 100 个函数，约 100 个函数。支持 PostgreSQL 支持 PostGIS 2.0.1 64 位。  
 约 100 个函数。

依赖库 The **GEOS** geometry operations library

The **GDAL** Geospatial Data Abstraction Library used to power much of the raster functionality introduced in PostGIS 2. In kind, improvements needed in GDAL to support PostGIS are contributed back to the GDAL project.

The **PROJ** cartographic projection library

依赖库, PostGIS 支持 **PostgreSQL DBMS** - PostGIS 支持 PostgreSQL 支持, 支持, GiST 支持, 支持 SQL 支持。



## Chapter 2

# PostGIS

PostGIS

### 2.1

```
tar -xvzf postgis-3.5.2.tar.gz
cd postgis-3.5.2
./configure
make
make install
```

PostGIS, PostGIS (Section 3.3) (Section 3.4)

### 2.2

#### Note

OS PostgreSQL/PostGIS. ,

Note!

This section includes general compilation instructions, if you are compiling for Windows etc or another OS, you may find additional more detailed help at [PostGIS User contributed compile guides](#) and [PostGIS Dev Wiki](#).

Pre-Built Packages for various OS are listed in [PostGIS Pre-built Packages](#)

Stackbuilder [PostGIS Windows download site](#). 1~2 [very bleeding-edge windows experimental builds](#). PostGIS.

The PostGIS module is an extension to the PostgreSQL backend server. As such, PostGIS 3.5.2 *requires* full PostgreSQL server headers access in order to compile. It can be built against PostgreSQL versions 12 - 17. Earlier versions of PostgreSQL are *not* supported.

Refer to the PostgreSQL installation guides if you haven't already installed PostgreSQL. <https://www.postgre>

**Note**

GEOS 使用 PostgreSQL 的 C++ 接口。



```
LDFLAGS=-lstdc++ ./configure [YOUR OPTIONS HERE]
```

使用 C++ 接口。 (使用 PostgreSQL 的 C++ 接口) 使用 PostgreSQL 的 C++ 接口。

PostGIS 使用 PostgreSQL 的 C++ 接口。 使用 PostgreSQL 的 C++ 接口。

### 2.2.1 安装

PostGIS 的源代码可以从 <https://download.osgeo.org/postgis/source/postgis-3.5.2.tar.gz> 下载。

```
wget https://download.osgeo.org/postgis/source/postgis-3.5.2.tar.gz
tar -xvzf postgis-3.5.2.tar.gz
cd postgis-3.5.2
```

使用 `postgis-3.5.2` 目录。

或者，使用 `svn` 从 <http://svn.osgeo.org/postgis/trunk/> 检出 (checkout) 代码。

```
git clone https://git.osgeo.org/gitea/postgis/postgis.git postgis
cd postgis
sh autogen.sh
```

使用 `postgis-3.5.2` 目录。

```
./configure
```

### 2.2.2 依赖

PostGIS 需要以下依赖。

依赖

- PostgreSQL 12 - 17. A complete installation of PostgreSQL (including server headers) is required. PostgreSQL is available from <https://www.postgresql.org> . For a full PostgreSQL / PostGIS support matrix and PostGIS/GEOS support matrix refer to <https://trac.osgeo.org/postgis/wiki/UsersWikiPostgreSQLPostGIS>
- GNU C 编译器 (gcc). PostGIS 使用 ANSI C 编译器 gcc 编译。
- GNU Make (make). 使用 GNU make 或 make 编译。 `make -v` 显示版本。 使用 PostGIS Makefile 编译。
- Proj reprojection library. Proj 6.1 or above is required. The Proj library is used to provide coordinate reprojection support within PostGIS. Proj is available for download from <https://proj.org/> .
- GEOS geometry library, version 3.8.0 or greater, but GEOS 3.12+ is required to take full advantage of all the new functions and features. GEOS is available for download from <https://libgeos.org> .

- LibXML2, version 2.5.x or higher. LibXML2 is currently used in some imports functions (ST\_GeomFromGM and ST\_GeomFromKML). LibXML2 is available for download from <https://gitlab.gnome.org/GNOME/libxml2/-/releases>.
- JSON-C 0.9 及以上。JSON-C 用于 ST\_GeomFromGeoJson 和 GeoJSON 的导入。JSON-C 可在 <https://github.com/json-c/json-c/releases/> 下载。
- GDAL, version 3+ is preferred. This is required for raster support. <https://gdal.org/download.html>.
- 安装 PostgreSQL 9.5 及以上版本。PostgreSQL 9.5 及以上版本可在 <http://trac.osgeo.org/postgis/ticket/635> 查看。

依赖包

- 第 2.1 节 安装指南中提到的依赖包。
- shapefile 到 shp2pgsql-gui 需要 GTK(GTK+2.0, 2.8+ 及以上)。 <http://www.gtk.org/>.
- SFCGAL, 1.4.1 或更高版本是必需的，1.5.0+ 是需要的，以便能够使用所有功能。SFCGAL 可用于提供额外的 2D 和 3D 高级分析函数到 PostGIS 的 8 章。并且还允许使用 SFCGAL 而不是 GEOS 用于某些 2D 功能，由两个后端（例如 ST\_Intersection 或 ST\_Area，例如）。PostgreSQL 配置变量 `postgis.backend` 允许终端用户控制他想使用的后端（如果 SFCGAL 已安装，默认为 GEOS）。注意：SFCGAL 1.2 需要至少 CGAL 4.3 和 Boost 1.54（参见 <https://sfcgal.org>） <https://gitlab.com/sfcgal/SFCGAL/>.
- 为了构建第 12.1 节，您还需要 PCRE <http://www.pcre.org>（通常已经安装在 Unix 系统上）。第 12.1 节将自动构建，如果检测到 PCRE 库，或者您在配置期间传递了有效的 `--with-pcre-dir=/path/to/pcre`。
- 要启用 ST\_AsMVT 的 protobuf-c 库 1.1.0 或更高版本（用于使用）和 protoc-c 编译器（用于构建）是必需的。此外，pkg-config 是必需的，以验证 protobuf-c 的最小正确版本。参见 [protobuf-c](#)。默认情况下，Postgis 将使用 Wagyu 来验证 MVT 多边形，这需要一个 C++11 编译器。它将与 PostgreSQL 安装使用相同的编译器。要禁用此功能并使用 GEOS，请在配置步骤中使用 `--without-wagyu`。
- CUnit(CUnit)。 <http://cunit.sourceforge.net/>
- DocBook(xsltproc) 和 DocBook。DocBook 可在 <http://www.docbook.org/> 下载。
- DBLatex(dblatex) 和 PDF。DBLatex 可在 <http://dblatex.sourceforge.net/> 下载。
- ImageMagick(convert) 和 ImageMagick。ImageMagick 可在 <http://www.imagemagick.org/> 下载。

### 2.2.3 编译

编译 PostGIS 3.5.2 需要安装 Makefile 和 PostgreSQL 9.5 及以上版本。

**./configure**

编译 PostGIS 3.5.2 需要安装 Makefile 和 PostgreSQL 9.5 及以上版本。 **./configure** 将配置 PostGIS 3.5.2 的编译选项。

编译选项 `--help` 和 `--help=short` 可用于查看帮助。



**--with-sfcgal=PATH** Path to PostGIS sfcgal. PATH sfcgal-config

**--without-phony-revision** Disable updating postgis\_revision.h to match current HEAD of the git repository.

**Note**  
 PostGIS SVN, **./autogen.sh**  
**configure** PostGIS  
 tar PostGIS **configure** **./autogen.sh**

### 2.2.4

Makefile PostGIS

#### make

"PostGIS was built successfully. Ready to install."

As of PostGIS v1.4.0, all the functions have comments generated from the documentation. If you wish to install these comments into your spatial databases later, run the command which requires docbook. The postgis\_comments.sql and other package comments files raster\_comments.sql, topology\_comments.sql are also packaged in the tar.gz distribution in the doc folder so no need to make comments if installing from the tar ball. Comments are also included as part of the CREATE EXTENSION install.

#### make comments

PostGIS 2.0 (cheat sheet) html xsltproc, doc topology\_cheatsheet.html, tiger\_geocoder\_cheatsheet.html, raster\_cheatsheet.html, postgis\_cheatsheet.html 4

html pdf [PostGIS / PostgreSQL Study Guides](#)

#### make cheatsheets

### 2.2.5 PostGIS Extensions

PostgreSQL 9.1 PostGIS extentions function descriptions docbook

#### make comments

tar tar comments  
 PostgreSQL 9.1 extensions

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

```
make
export PGUSER=postgres #overwrite psql variables
make check #to test before install
make install
# to test extensions
make check RUNTESTFLAGS=- -extension
```



**Note**

make check uses psql to run tests and as such can use psql environment variables. Common ones useful to override are PGUSER,PGPORT, and PHOST. Refer to [psql environment variables](#)

extension files OS binaries. PostGIS binaries. PostGIS binaries.

extension PostgreSQL PostgreSQL / share / extension extensions PostGIS extensions.

- extension postgres.control, postgis\_topology.control.
- extension /sql extensions/postgis/sql/\*.sql, extensions/postgis\_topology/sql/\*.sql

Once you do that, you should see postgis, postgis\_topology as available extensions in PgAdmin -> extensions.

psql

```
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	3.5.2	3.5.2
address_standardizer_data_us	3.5.2	3.5.2
postgis	3.5.2	3.5.2
postgis_raster	3.5.2	3.5.2
postgis_sfcgal	3.5.2	
postgis_tiger_geocoder	3.5.2	3.5.2
postgis_topology	3.5.2	

(6 rows)

extension installed\_version. postgis extension PgAdmin III 1.14 extensions

extension pgAdmin extension sql postgis extension:

```
CREATE EXTENSION postgis;
CREATE EXTENSION postgis_raster;
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;
```

PSQL 安装与升级, 安装与升级.

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

```
List of installed extensions
-[ RECORD 1 ]-----
Name          | postgis
Version       | 3.5.2
Schema        | public
Description   | PostGIS geometry, geography, and raster spat..
-[ RECORD 2 ]-----
Name          | postgis_raster
Version       | 3.0.0dev
Schema        | public
Description   | PostGIS raster types and functions
-[ RECORD 3 ]-----
Name          | postgis_tiger_geocoder
Version       | 3.5.2
Schema        | tiger
Description   | PostGIS tiger geocoder and reverse geocoder
-[ RECORD 4 ]-----
Name          | postgis_topology
Version       | 3.5.2
Schema        | topology
Description   | PostGIS topology spatial types and functions
```

**Warning**



spatial\_ref\_sys, layer, topology 安装与升级. 安装 postgis 安装 postgis\_topology 扩展安装与升级. 安装与升级. PostGIS 2.0.1 安装与升级 srid 安装与升级. 安装与升级 trac 安装与升级. extension 安装与升级 CREATE EXTENSION 安装与升级. 安装 PostgreSQL 扩展安装与升级.

安装与升级 3.5.2 安装与升级, 安装与升级: postgis\_upgrade\_22\_minor.sql,raster\_upgrade\_22\_minor.sql,topology\_upgrade\_22\_minor.sql.

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

**2.2.6 安装**

安装 PostGIS 安装与升级, 安装与升级.

**make check**

安装 PostgreSQL 安装与升级. 安装与升级.

**Note**

PostgreSQL, GEOS, Proj4 安装目录, LD\_LIBRARY\_PATH 环境变量。

**Caution**

安装时, **make check** 需要设置 PATH 和 PGPORT 环境变量。PostgreSQL 安装目录 --with-pgconfig 选项指定 PostgreSQL 安装目录。安装时, PostgreSQL 安装目录 PATH 环境变量。

If successful, make check will produce the output of almost 500 tests. The results will look similar to the following (numerous lines omitted below):

```
CUnit - A unit testing framework for C - Version 2.1-3
  http://cunit.sourceforge.net/

.
.
.

Run Summary:   Type  Total   Ran  Passed  Failed  Inactive
               suites   44     44    n/a      0        0
               tests  300    300    300      0        0
               asserts 4215   4215  4215     0        n/a
Elapsed time = 0.229 seconds

.
.
.

Running tests

.
.
.

Run tests: 134
Failed: 0

-- if you build with SFCGAL

.
.
.

Running tests

.
.
.

Run tests: 13
Failed: 0

-- if you built with raster support

.
```



```

.
.
Run Summary:   Type  Total    Ran Passed Failed Inactive
              suites   12     12   n/a    0      0
              tests   65     65    65    0      0
              asserts 45896  45896 45896  0      n/a

```

```

.
.
Running tests

```

```

.
.
Run tests: 101
Failed: 0

```

-- topology regress

```

.
.
Running tests

```

```

.
.
Run tests: 51
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/>

```

.
.
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

```

postgis\_tiger\_geocoder address\_standardizer PostgreSQL (installcheck) make install

address\_standardizer:

```

cd extensions/address_standardizer
make install
make installcheck

```

:

```

===== 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.
=====

```

TIGER 安装指南, PostgreSQL 安装指南 PostGIS 安装指南 fuzzystmatch 安装指南 address\_standardizer 安装指南 PostGIS 安装指南 address\_standardizer 安装指南.

```

cd extensions/postgis_tiger_geocoder
make install
make installcheck

```

安装指南:

```

===== dropping database "contrib_regression" =====
DROP DATABASE
===== creating database "contrib_regression" =====
CREATE DATABASE
ALTER DATABASE
===== installing fuzzystmatch =====
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.
=====

```

## 2.2.7 安装

PostGIS 安装指南.

### make install

安装 --prefix 安装指南 PostgreSQL 安装指南.

- loader 安装指南 [prefix]/bin 安装指南.
- postgis.sql 安装指南 SQL 安装指南 [prefix]/share/contrib 安装指南.
- PostGIS 安装指南 [prefix]/lib 安装指南.

运行 `postgis_comments.sql`, `raster_comments.sql` 和 `make comments` 脚本，`make comments-install`，`make comments` 脚本。

### make comments-install



**Note**

`xsitproc` 脚本 `postgis_comments.sql`, `raster_comments.sql`, `topology_comments.sql`。

## 2.3 安装 Tiger Geocoder

`address_standardizer` 扩展。PostGIS 2.2 版本包含 `address_standardizer`。参见 Section 12.1。

**Normalize Address** 是 PostGIS 包含的 TIGER 地理编码器 (geocoder) 扩展。参见 Section 2.4.2。它包含 `address_standardizer` (building block) 扩展。

PCRE 库。PCRE 库的官方网站是 <http://www.pcre.org>。参见 Section 2.2.3。安装 PCRE 库，`./configure --with-pcredir=/path/to/pcre /path/to/pcre`。PCRE 库包含 `lib` 目录。

PostGIS 2.1 版本包含 `address_standardizer` 扩展。运行 `CREATE EXTENSION address_standardizer`。

运行以下 SQL 脚本：

```
CREATE EXTENSION address_standardizer;
```

运行 `rules`, `gaz`, `lex` 脚本。

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

运行以下 SQL 脚本：

```
num | street | city | state | zip
----+-----+-----+-----+----
1 | Devonshire Place PH301 | Boston | MA | 02109
```

## 2.4 Installing, Upgrading Tiger Geocoder, and loading data

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.

### 2.4.1 Tiger Geocoder Enabling your PostGIS database

1. These directions assume your PostgreSQL installation already has the `postgis_tiger_geocoder` extension installed.
2. PSQL, pgAdmin or SQL client. `fuzzystrmatch`.

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

`postgis_tiger_geocoder`:

```
ALTER EXTENSION postgis UPDATE;
ALTER EXTENSION postgis_tiger_geocoder UPDATE;
```

`tiger.loader_platform` `tiger.loader_variables`

3. SQL:

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

Result:

address	streetname	streotypeabbrev	zip
1	Devonshire	Pl	02109

4. `tiger.loader_platform` `sh` (convention) `debbie`.

```
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';
```

`debbie` `pg`, `unzip`, `shp2pgsql`, `PSQL` `declare_sect`

`loader_platform` (common case)

5. As of PostGIS 2.4.1 the Zip code-5 digit tabulation area `zcta5` load step was revised to load current `zcta5` data and is part of the **Loader\_Generate\_Nation\_Script** when enabled. It is turned off by default because it takes quite a bit of time to load (20 to 60 minutes), takes up quite a bit of disk space, and is not used that often.

To enable it, do the following:

```
UPDATE tiger.loader_lookeytables SET load = true WHERE table_name = 'zcta520';
```

If present the **Geocode** function can use it if a boundary filter is added to limit to just zips in that boundary. The **Reverse\_Geocode** function uses it if the returned address is missing a zip, which often happens with highway reverse geocoding.

6. 在 Windows 系统上，将 GIS 数据下载到 PC 的 `gisdata` 文件夹中。将 TIGER 数据下载到 `gisdata` 文件夹中。将 `tiger.loader_variables` 文件复制到 `staging_fold` 文件夹中。
7. 在 `gisdata` 文件夹中创建 `staging_fold` 文件夹。在 `staging_fold` 文件夹中创建 `temp` 文件夹。将 TIGER 数据复制到 `temp` 文件夹中。

8. 然后运行 `Loader_Generate_Nation_Script` SQL 函数，确保使用您的自定义配置文件名称，并将脚本复制到 `.sh` 或 `.bat` 文件。例如，要构建国家加载：

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

9. 运行生成的国家加载命令行脚本。

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

10. 在您完成运行国家脚本后，您应该在 `tiger_data` 模式中有三个表，并且它们应该被数据填充。您可以通过执行以下查询来确认：

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

```
count
-----
   3235
(1 row)
```

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

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

这只会包含数据，如果您标记了 `zcta5` 要加载。

```
SELECT count(*) FROM tiger_data.zcta5_all;
```

```
count
-----
  33933
(1 row)
```

11. 默认情况下，与 `bg`、`tract`、`tabblock20` 对应的表不会被加载。这些表不被 geocoder 使用，但被 folks 用于人口统计。如果您希望将它们作为您州加载的一部分，运行以下语句以启用它们。

```
UPDATE tiger.loader_lookuptables SET load = true WHERE load = false AND lookup_name IN ('tract', 'bg', 'tabblock20');
```

alternatively, you can load just these tables after loading state data using the `Loader_Generate_Census`

12. 对于您要加载数据的每个州，生成一个州脚本 `Loader_Generate_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.

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

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

```
15. 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.zcta5;
vacuum (analyze, verbose) tiger.zip_lookup_base;
vacuum (analyze, verbose) tiger.zip_state;
vacuum (analyze, verbose) tiger.zip_state_loc;
```

### 2.4.2 TIGER Data Loading

The `Normalize Address` script is used to standardize the address data. It uses the `address_standardizer` tool, described in Section 2.3, to standardize the addresses.

The `postgis_tiger_geocoder` script uses the `Normalize Address` script to generate the `Pagc Normalize Address` script. This script is used to load the TIGER data into the database. The `TIGER` data is loaded into the `rules table` (`tiger.pagc_rules`), the `gaz table` (`tiger.pagc_gaz`), and the `lex table` (`tiger.pagc_lex`).

### 2.4.3 Required tools for tiger data loading

The `Drop State Tables Generate Script` script is used to drop the state tables and generate the state script.

The following tools are required:

- `unzip` (Unix) or `7-zip` (Windows).  
<http://www.7-zip.org/>

- PostGIS 安装 shp2pgsql 工具
- 使用 wget 在 Unix/Linux 上安装。
  - 安装 wget <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 a prior year tiger census data) and for new installs.

安装 **Loader\_Generate\_Script** 工具。使用 `wget` 命令安装。安装 **Loader\_Generate\_Script** 工具。

安装 **Install\_Missing\_Indexes** 工具：

```
SELECT install_missing_indexes();
```

安装 **Geocode** 工具。

### 2.4.4 Upgrading your Tiger Geocoder Install and Data

First upgrade your postgis\_tiger\_geocoder extension as follows:

```
ALTER EXTENSION postgis_tiger_geocoder UPDATE;
```

安装 `nation` 工具并删除旧版本。使用 SQL 命令删除旧版本。安装 **Drop\_Nation\_Tables\_Generate\_Script** 工具。

```
SELECT drop_nation_tables_generate_script();
```

删除 SQL 工具。

使用 `SELECT nation load` 命令安装。安装 **Loader\_Generate\_Nation\_Script** 工具。

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

**unix/linux** 安装

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

Refer to Section 2.4.1 for instructions on how to run the generate script. This only needs to be done once.



**Note**

You can have a mix of different year state tables and can upgrade each state separately. Before you upgrade a state you first need to drop the prior year state tables for that state using **Drop\_State\_Tables\_Generate\_Script**.

## 2.5 安装与升级

安装与升级

1. PostgreSQL 12 安装指南。安装 PostgreSQL 12 和 PostGIS 3.5.2。 (Linux) 安装 PostgreSQL 12 和 PostGIS 3.5.2, 安装 psql。 PostGIS 3.5.2 安装指南。 PostgreSQL 12 安装指南 psql 安装指南:

```
SELECT version();
```

RPM 安装 rpm 安装指南: **rpm -qa | grep postgresql**

2. 安装 PostGIS 3.5.2。

```
SELECT postgis_full_version();
```

安装 PostgreSQL, Proj4 和 GEOS 安装指南。

1. 安装 postgis\_config.hh 安装指南。 POSTGIS\_PGSQL\_VERSION, POSTGIS\_PROJ\_VERSION 和 POSTGIS\_GEOS\_VERSION 安装指南。



## Chapter 3

# PostGIS Administration

### 3.1 Performance Tuning

Tuning for PostGIS performance is much like tuning for any PostgreSQL workload. The only additional consideration is that geometries and rasters are usually large, 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+ configuration 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 forces 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 the Postgres settings, PostGIS has some custom settings which are listed in [Section 7.22](#).

#### 3.1.1 Startup

These settings are configured in `postgresql.conf`:

##### `constraint_exclusion`

- Default: `partition`
- This is generally used for table partitioning. The default for this is set to "partition" which is ideal for PostgreSQL 8.4 and above since it will force the planner to only analyze tables for constraint consideration if they are in an inherited hierarchy and not pay the planner penalty otherwise.

##### `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.

`max_worker_processes` This setting is only available for PostgreSQL 9.4+. For PostgreSQL 9.6+ this setting has additional importance in that it controls the max number of processes you can have for parallel queries.

---

- Default: 8
- Sets the maximum number of background processes that the system can support. This parameter can only be set at server start.

### 3.1.2 Runtime

**work\_mem** - sets the size of memory used for sort operations and complex queries

- Default: 1-4MB
- Adjust up for large dbs, complex queries, lots of RAM
- Adjust down for many concurrent users or low RAM.
- If you have lots of RAM and few developers:

```
SET work_mem TO '256MB';
```

**maintenance\_work\_mem** - the memory size used for VACUUM, CREATE INDEX, etc.

- Default: 16-64MB
- Generally too low - ties up I/O, locks objects while swapping memory
- Recommend 32MB to 1GB on production servers w/lots of RAM, but depends on the # of concurrent users. If you have lots of RAM and few developers:

```
SET maintenance_work_mem TO '1GB';
```

**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: 0
- 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.

## 3.2 Configuring raster support

If you enabled raster support you may want to read below how to properly configure it.

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 [7.22](#).

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/10/main/environment` where 10 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.

## 3.3 ☒☒☒☒☒☒☒☒

### 3.3.1 Spatially enable database using EXTENSION

If you are using PostgreSQL 9.1+ and have compiled and installed the extensions/postgis modules, you can turn a database into a spatial one using the EXTENSION mechanism.

Core postgis extension includes geometry, geography, spatial\_ref\_sys and all the functions and comments. Raster and topology are packaged as a separate extension.

Run the following SQL snippet in the database you want to enable spatially:

```
CREATE EXTENSION IF NOT EXISTS plpgsql;
CREATE EXTENSION postgis;
CREATE EXTENSION postgis_raster; -- OPTIONAL
CREATE EXTENSION postgis_topology; -- OPTIONAL
```

### 3.3.2 Spatially enable database without using EXTENSION (discouraged)



#### Note

This is generally only needed if you cannot or don't want to get PostGIS installed in the PostgreSQL extension directory (for example during testing, development or in a restricted environment).

Adding PostGIS objects and function definitions into your database is done by loading the various sql files located in [prefix]/share/contrib as specified during the build phase.

The core PostGIS objects (geometry and geography types, and their support functions) are in the `postgis.sql` script. Raster objects are in the `rtpostgis.sql` script. Topology objects are in the `topology.sql` script.

For a complete set of EPSG coordinate system definition identifiers, you can also load the `spatial_ref_sys.sql` definitions file and populate the `spatial_ref_sys` table. This will permit you to perform `ST_Transform()` operations on geometries.

If you wish to add comments to the PostGIS functions, you can find them in the `postgis_comments.sql` script. Comments can be viewed by simply typing `\dd [function_name]` from a **psql** terminal window.

Run the following Shell commands in your terminal:

```
DB=[yourdatabase]
SCRIPTSDIR=`pg_config --sharedir`/contrib/postgis-3.4/

# Core objects
psql -d ${DB} -f ${SCRIPTSDIR}/postgis.sql
psql -d ${DB} -f ${SCRIPTSDIR}/spatial_ref_sys.sql
psql -d ${DB} -f ${SCRIPTSDIR}/postgis_comments.sql # OPTIONAL

# Raster support (OPTIONAL)
psql -d ${DB} -f ${SCRIPTSDIR}/rtpostgis.sql
psql -d ${DB} -f ${SCRIPTSDIR}/raster_comments.sql # OPTIONAL

# Topology support (OPTIONAL)
psql -d ${DB} -f ${SCRIPTSDIR}/topology.sql
psql -d ${DB} -f ${SCRIPTSDIR}/topology_comments.sql # OPTIONAL
```

## 3.4 Upgrading spatial databases

Upgrading existing spatial databases can be tricky as it requires replacement or introduction of new PostGIS object definitions.

Unfortunately not all definitions can be easily replaced in a live database, so sometimes your best bet is a dump/reload process.

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.

### 3.4.1 Soft upgrade

If you installed your database using extensions, you'll need to upgrade using the extension model as well. If you installed using the old sql script way, you are advised to switch your install to extensions because the script way is no longer supported.

#### 3.4.1.1 Soft Upgrade 9.1+ using extensions

If you originally installed PostGIS with extensions, then you need to upgrade using extensions as well. Doing a minor upgrade with extensions, is fairly painless.

If you are running PostGIS 3 or above, then you should use the [PostGIS\\_Extensions\\_Upgrade](#) function to upgrade to the latest version you have installed.

```
SELECT postgis_extensions_upgrade();
```

If you are running PostGIS 2.5 or lower, then do the following:

```
ALTER EXTENSION postgis UPDATE;
SELECT postgis_extensions_upgrade();
-- This second call is needed to rebundle postgis_raster extension
SELECT postgis_extensions_upgrade();
```

If you have multiple versions of PostGIS installed, and you don't want to upgrade to the latest, you can explicitly specify the version as follows:

```
ALTER EXTENSION postgis UPDATE TO "3.5.2";
ALTER EXTENSION postgis_topology UPDATE TO "3.5.2";
```

If you get an error notice something like:

```
No migration path defined for b'...'b' to 3.5.2
```

Then you'll need to backup your database, create a fresh one as described in Section 3.3.1 and then restore your backup on top of this new database.

If you get a notice message like:

```
Version "3.5.2" 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 development 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 "3.5.2next";
ALTER EXTENSION postgis_topology UPDATE TO "3.5.2next";
```



#### 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.



#### Note

If you are upgrading PostGIS extension from a version prior to 3.0.0, you will have a new extension *postgis\_raster* which you can safely drop, if you don't need raster support. You can drop as follows:

```
DROP EXTENSION postgis_raster;
```

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

This section applies only to those who installed PostGIS not using extensions. If you have extensions and try to upgrade with this approach you'll get messages like:

```
can't drop b'...'b' because postgis extension depends on it
```

NOTE: if you are moving from PostGIS 1.\* to PostGIS 2.\* or from PostGIS 2.\* prior to r7409, you cannot use this procedure but would rather need to do a **HARD UPGRADE**.

After compiling and installing (make install) you should find a set of \*\_upgrade.sql files in the installation folders. You can list them all with:

```
ls `pg_config --sharedir`/contrib/postgis-3.5.2/*_upgrade.sql
```

Load them all in turn, starting from postgis\_upgrade.sql.

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

The same procedure applies to raster, topology and sfcgal extensions, with upgrade files named rtpostgis\_upgrade.sql, topology\_upgrade.sql and sfcgal\_upgrade.sql respectively. If you need them:

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

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

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

You are advised to switch to an extension based install by running

```
psql -c "SELECT postgis_extensions_upgrade();"
```

**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**.

The **PostGIS\_Full\_Version** function should inform you about the need to run this kind of upgrade using a "procs need upgrade" message.

### 3.4.2 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.

The dump/reload process is assisted by the postgis\_restore script which takes care of skipping from the dump all definitions which belong to PostGIS (including old ones), allowing you to restore your schemas and data into a database with PostGIS installed without getting duplicate symbol errors or bringing forward deprecated objects.

Supplementary instructions for windows users are available at **Windows Hard upgrade**.

The Procedure is as follows:

1. Create a "custom-format" dump of the database you want to upgrade (let's call it olddb) include binary blobs (-b) and verbose (-v) output. The user can be the owner of the db, need not be postgres super account.

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

2. Do a fresh install of PostGIS in a new database -- we'll refer to this database as newdb. Please refer to Section 3.3.2 and Section 3.3.1 for instructions on how to do this.

The `spatial_ref_sys` entries found in your dump will be restored, but they will not override existing ones in `spatial_ref_sys`. This is to ensure that fixes in the official set will be properly propagated to restored databases. If for any reason you really want your own overrides of standard entries just don't load the `spatial_ref_sys.sql` file when creating the new db.

If your database is really old or you know you've been using long deprecated functions in your views and functions, you might need to load `legacy.sql` for all your functions and views etc. to properly come back. Only do this if `really_needed`. Consider upgrading your views and functions before dumping instead, if possible. The deprecated functions can be later removed by loading `uninstall_legacy.sql`.

3. Restore your backup into your fresh newdb database using `postgis_restore`. Unexpected errors, if any, will be printed to the standard error stream by `psql`. Keep a log of those.

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

Errors may arise in the following cases:

1. Some of your views or functions make use of deprecated PostGIS objects. In order to fix this you may try loading `legacy.sql` script prior to restore or you'll have to restore to a version of PostGIS which still contains those objects and try a migration again after porting your code. If the `legacy.sql` way works for you, don't forget to fix your code to stop using deprecated functions and drop them loading `uninstall_legacy.sql`.
2. Some custom records of `spatial_ref_sys` in dump file have an invalid SRID value. Valid SRID values are bigger than 0 and smaller than 999000. Values in the 999000.999999 range are reserved for internal use while values > 999999 can't be used at all. All your custom records with invalid SRIDs will be retained, with those > 999999 moved into the reserved range, but the `spatial_ref_sys` table would lose a check constraint guarding for that invariant to hold and possibly also its primary key ( when multiple invalid SRIDS get converted to the same reserved SRID value ).

In order to fix this you should copy your custom SRS to a SRID with a valid value (maybe in the 910000..910999 range), convert all your tables to the new srid (see [UpdateGeometrySRID](#)), delete the invalid entry from `spatial_ref_sys` and re-construct the check(s) with:

```
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);
```

If you are upgrading an old database containing french **IGN** cartography, you will have probably SRIDs out of range and you will see, when importing your database, issues like this :

```
WARNING: SRID 310642222 converted to 999175 (in reserved zone)
```

In this case, you can try following steps : first throw out completely the IGN from the sql which is resulting from `postgis_restore`. So, after having run :

```
postgis_restore "/somepath/olddb.backup" > olddb.sql
```

run this command :

```
grep -v IGNF olddb.sql > olddb-without-IGN.sql
```

Create then your newdb, activate the required Postgis extensions, and insert properly the french system IGN with : [this script](#) After these operations, import your data :

```
psql -h localhost -p 5432 -U postgres -d newdb -f olddb-without-IGN.sql 2> errors.txt
```

## Chapter 4

# Data Management

### 4.1 GIS (OGC) Geometry

#### 4.1.1 OGC Geometry

The Open Geospatial Consortium (OGC) developed the *Simple Features Access* standard (SFA) to provide a model for geospatial data. It defines the fundamental spatial type of **Geometry**, along with operations which manipulate and transform geometry values to perform spatial analysis tasks. PostGIS implements the OGC Geometry model as the PostgreSQL data types **geometry** and **geography**.

Geometry is an *abstract* type. Geometry values belong to one of its *concrete* subtypes which represent various kinds and dimensions of geometric shapes. These include the **atomic** types **Point**, **LineString**, **LinearRing** and **Polygon**, and the **collection** types **MultiPoint**, **MultiLineString**, **MultiPolygon** and **GeometryCollection**. The *Simple Features Access - Part 1: Common architecture v1.2.1* adds subtypes for the structures **PolyhedralSurface**, **Triangle** and **TIN**.

Geometry models shapes in the 2-dimensional Cartesian plane. The PolyhedralSurface, Triangle, and TIN types can also represent shapes in 3-dimensional space. The size and location of shapes are specified by their **coordinates**. Each coordinate has a X and Y **ordinate** value determining its location in the plane. Shapes are constructed from points or line segments, with points specified by a single coordinate, and line segments by two coordinates.

Coordinates may contain optional Z and M ordinate values. The Z ordinate is often used to represent elevation. The M ordinate contains a measure value, which may represent time or distance. If Z or M values are present in a geometry value, they must be defined for each point in the geometry. If a geometry has Z or M ordinates the **coordinate dimension** is 3D; if it has both Z and M the coordinate dimension is 4D.

Geometry values are associated with a **spatial reference system** indicating the coordinate system in which it is embedded. The spatial reference system is identified by the geometry SRID number. The units of the X and Y axes are determined by the spatial reference system. In **planar** reference systems the X and Y coordinates typically represent easting and northing, while in **geodetic** systems they represent longitude and latitude. SRID 0 represents an infinite Cartesian plane with no units assigned to its axes. See Section 4.5.

The geometry **dimension** is a property of geometry types. Point types have dimension 0, linear types have dimension 1, and polygonal types have dimension 2. Collections have the dimension of the maximum element dimension.

A geometry value may be **empty**. Empty values contain no vertices (for atomic geometry types) or no elements (for collections).

An important property of geometry values is their spatial **extent** or **bounding box**, which the OGC model calls **envelope**. This is the 2 or 3-dimensional box which encloses the coordinates of a geometry.



It is an efficient way to represent a geometry's extent in coordinate space and to check whether two geometries interact.

The geometry model allows evaluating topological spatial relationships as described in Section 5.1.1. To support this the concepts of **interior**, **boundary** and **exterior** are defined for each geometry type. Geometries are topologically closed, so they always contain their boundary. The boundary is a geometry of dimension one less than that of the geometry itself.

The OGC geometry model defines validity rules for each geometry type. These rules ensure that geometry values represents realistic situations (e.g. it is possible to specify a polygon with a hole lying outside the shell, but this makes no sense geometrically and is thus invalid). PostGIS also allows storing and manipulating invalid geometry values. This allows detecting and fixing them if needed. See Section 4.4

#### 4.1.1.1 Point

A Point is a 0-dimensional geometry that represents a single location in coordinate space.

```
POINT (1 2)
POINT Z (1 2 3)
POINT ZM (1 2 3 4)
```

#### 4.1.1.2 LineString

A LineString is a 1-dimensional line formed by a contiguous sequence of line segments. Each line segment is defined by two points, with the end point of one segment forming the start point of the next segment. An OGC-valid LineString has either zero or two or more points, but PostGIS also allows single-point LineStrings. LineStrings may cross themselves (self-intersect). A LineString is **closed** if the start and end points are the same. A LineString is **simple** if it does not self-intersect.

```
LINESTRING (1 2, 3 4, 5 6)
```

#### 4.1.1.3 LinearRing

A LinearRing is a LineString which is both closed and simple. The first and last points must be equal, and the line must not self-intersect.

```
LINEARRING (0 0 0, 4 0 0, 4 4 0, 0 4 0, 0 0 0)
```

#### 4.1.1.4 Polygon

A Polygon is a 2-dimensional planar region, delimited by an exterior boundary (the shell) and zero or more interior boundaries (holes). Each boundary is a [LinearRing](#).

```
POLYGON ((0 0 0,4 0 0,4 4 0,0 4 0,0 0 0),(1 1 0,2 1 0,2 2 0,1 2 0,1 1 0))
```

#### 4.1.1.5 MultiPoint

A MultiPoint is a collection of Points.

```
MULTIPOINT ( (0 0), (1 2) )
```

#### 4.1.1.6 MultiLineString

A MultiLineString is a collection of LineStrings. A MultiLineString is closed if each of its elements is closed.

```
MULTILINESTRING ( (0 0,1 1,1 2), (2 3,3 2,5 4) )
```

#### 4.1.1.7 MultiPolygon

A MultiPolygon is a collection of non-overlapping, non-adjacent Polygons. Polygons in the collection may touch only at a finite number of points.

```
MULTIPOLYGON (((1 5, 5 5, 5 1, 1 1, 1 5)), ((6 5, 9 1, 6 1, 6 5)))
```

#### 4.1.1.8 GeometryCollection

A GeometryCollection is a heterogeneous (mixed) collection of geometries.

```
GEOMETRYCOLLECTION ( POINT(2 3), LINESTRING(2 3, 3 4))
```

#### 4.1.1.9 PolyhedralSurface

A PolyhedralSurface is a contiguous collection of patches or facets which share some edges. Each patch is a planar Polygon. If the Polygon coordinates have Z ordinates then the surface is 3-dimensional.

```
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)) )
```

#### 4.1.1.10 Triangle

A Triangle is a polygon defined by three distinct non-collinear vertices. Because a Triangle is a polygon it is specified by four coordinates, with the first and fourth being equal.

```
TRIANGLE ((0 0, 0 9, 9 0, 0 0))
```

#### 4.1.1.11 TIN

A TIN is a collection of non-overlapping **Triangles** representing a **Triangulated Irregular Network**.

```
TIN Z ( ((0 0 0, 0 0 1, 0 1 0, 0 0 0)), ((0 0 0, 0 1 0, 1 1 0, 0 0 0)) )
```

### 4.1.2 SQL-MM Part 3

The *ISO/IEC 13249-3 SQL Multimedia - Spatial* standard (SQL/MM) extends the OGC SFA to define Geometry subtypes containing curves with circular arcs. The SQL/MM types support 3DM, 3DZ and 4D coordinates.



**Note**

SQL-MM 使用 1E-8 精度。

#### 4.1.2.1 CircularString

CIRCULARSTRING 是 LINESTRING 的子类型。它由一个或多个弧组成，每个弧由三个点定义。弧的方向由第三个点的方位角决定。如果方位角为 0，则弧是逆时针的；如果为 1，则是顺时针的。弧的精度为 1E-8。

```
CIRCULARSTRING(0 0, 1 1, 1 0)
CIRCULARSTRING(0 0, 4 0, 4 4, 0 4, 0 0)
```

#### 4.1.2.2 CompoundCurve

CompoundCurve (复合曲线) 是由一个或多个弧组成的。它可以包含一个或多个 CircularString 和 LineString。弧的方向由第三个点的方位角决定。

```
COMPOUNDCURVE( CIRCULARSTRING(0 0, 1 1, 1 0),(1 0, 0 1))
```

#### 4.1.2.3 CurvePolygon

CURVEPOLYGON 是由一个或多个 CompoundCurve 组成的。它定义了一个或多个环。PostGIS 1.4 支持 3D 和 4D 坐标。

```
PostGIS 1.4 支持 3D 和 4D 坐标。
CURVEPOLYGON(
  CIRCULARSTRING(0 0, 4 0, 4 4, 0 4, 0 0),
  (1 1, 3 3, 3 1, 1 1) )
```

Example: A CurvePolygon with the shell defined by a CompoundCurve containing a CircularString and a LineString, and a hole defined by a CircularString

```
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) )
```

#### 4.1.2.4 MultiCurve

MULTICURVE `(CIRCULARSTRING(0 0, 5 5), CIRCULARSTRING(4 0, 4 4, 8 4))`.

```
MULTICURVE( (0 0, 5 5), CIRCULARSTRING(4 0, 4 4, 8 4))
```

#### 4.1.2.5 MultiSurface

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)))`.

```
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)))
```

### 4.1.3 OpenGIS WKB & WKT

OpenGIS Well-Known Binary (WKB) and Well-Known Text (WKT) are standard formats for representing spatial data. WKB is a binary format, while WKT is a text-based format. Both are used for storing and exchanging spatial data.

WKT(Well-Known Text) is a text-based format. WKT SRS (Well-Known Text Spatial Reference System) is used to define the coordinate system for the data.

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

Input and output of WKT is provided by the functions `ST_AsText` and `ST_GeomFromText`:

```
text WKT = ST_AsText(geometry);
geometry = ST_GeomFromText(text WKT, SRID);
```

OGC (Open Geospatial Consortium) is the organization that defines the standards for WKB and WKT.

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

Well-Known Binary (WKB) provides a portable, full-precision representation of spatial data as binary data (arrays of bytes). Examples of the WKB representations of spatial objects are:

- POINT(0 0)  
WKB: 010100000000000000000000F03F000000000000F03
- LINESTRING(0 0,1 1,1 2)  
WKB: 010200000002000000000000000000004000000000000000400000000000002240000000000000

Input and output of WKB is provided by the functions **ST\_AsBinary** and **ST\_GeomFromWKB**:

```
bytea WKB = ST_AsBinary(geometry);
geometry = ST_GeomFromWKB(bytea WKB, SRID);
```

OGC Well-Known Binary (WKB) representation:


```
INSERT INTO geotable ( geom, name )
VALUES ( ST_GeomFromWKB('\x010100000000000000000000f03f000000000000f03f', 312), 'A Place');
```

## 4.2 Geometry Data Type

PostGIS implements the OGC Simple Features model by defining a PostgreSQL data type called `geometry`. It represents all of the geometry subtypes by using an internal type code (see **GeometryType** and **ST\_GeometryType**). This allows modelling spatial features as rows of tables defined with a column of type `geometry`.

The `geometry` data type is *opaque*, which means that all access is done via invoking functions on geometry values. Functions allow creating geometry objects, accessing or updating all internal fields, and compute new geometry values. PostGIS supports all the functions specified in the OGC *Simple feature access - Part 2: SQL option* (SFS) specification, as well many others. See Chapter 7 for the full list of functions.

---

 **Note** PostGIS follows the SFA standard by prefixing spatial functions with "ST\_". This was intended to stand for "Spatial and Temporal", but the temporal part of the standard was never developed. Instead it can be interpreted as "Spatial Type".

---

OpenGIS Well-Known Text (WKT) representation (SRID):

To make querying geometry efficient PostGIS defines various kinds of spatial indexes, and spatial operators to use them. See Section 4.9 and Section 5.2 for details.

### 4.2.1 OpenGIS WKB WKT

OGC SFA specifications initially supported only 2D geometries, and the geometry SRID is not included in the input/output representations. The OGC SFA specification 1.2.1 (which aligns with the ISO 19125 standard) adds support for 3D (ZYZ) and measured (XYM and XYZM) coordinates, but still does not include the SRID value.

Because of these limitations PostGIS defined extended EWKB and EWKT formats. They provide 3D (XYZ and XYM) and 4D (XYZM) coordinate support and include SRID information. Including all geometry information allows PostGIS to use EWKB as the format of record (e.g. in DUMP files).

EWKB and EWKT are used for the "canonical forms" of PostGIS data objects. For input, the canonical form for binary data is EWKB, and for text data either EWKB or EWKT is accepted. This allows geometry values to be created by casting a text value in either HEXEWKB or EWKT to a geometry value using ::geometry. For output, the canonical form for binary is EWKB, and for text it is HEXEWKB (hex-encoded EWKB).

For example this statement creates a geometry by casting from an EWKT text value, and outputs it using the canonical form of HEXEWKB:

```
SELECT 'SRID=4;POINT(0 0) '::geometry;
geometry
-----
0101000020040000000000000000000000000000000000000000000000000000
```

PostGIS EWKT output has a few differences to OGC WKT:

- For 3DZ geometries the Z qualifier is omitted:  
POINT(0 0)  
POINT(0 0)
- For 3DM geometries the M qualifier is included:  
POINT(0 0)  
POINT(0 0)
- For 4D geometries the ZM qualifier is omitted:  
POINT(0 0)  
POINT(0 0)

EWKT avoids over-specifying dimensionality and the inconsistencies that can occur with the OGC/ISO format, such as:

- POINT(0 0)
- POINT(0 0)
- POINT(0 0)



**Caution**

PostGIS does not support OGC WKB/WKT (or EWKB/EWKT) for 3D geometries. OGC WKB/WKT does not support SRID. OGC WKB/WKT does not support 4D geometries. OGC WKB/WKT does not support SRID for 3D geometries!

PostGIS EWKT output has a few differences to OGC WKT:

- POINT(0 0 0) -- XYZ
- SRID=32632;POINT(0 0) -- SRID XY
- POINTM(0 0 0) -- XYM
- POINT(0 0 0 0) -- XYZM
- SRID=4326;MULTIPOINTM(0 0 0,1 2 1) -- SRID XYM

- MULTILINESTRING((0 0 0,1 1 0,1 2 1),(2 3 1,3 2 1,5 4 1))
- POLYGON((0 0 0,4 0 0,4 4 0,0 4 0,0 0 0),(1 1 0,2 1 0,2 2 0,1 2 0,1 1 0))
- MULTIPOLYGON(((0 0 0,4 0 0,4 4 0,0 4 0,0 0 0),(1 1 0,2 1 0,2 2 0,1 2 0,1 1 0)),((-1 -1 0,-1 -2 0,-2 -2 0,-2 -1 0,-1 -1 0)))
- GEOMETRYCOLLECTIONM( POINTM(2 3 9), LINESTRINGM(2 3 4, 3 4 5) )
- MULTICURVE( (0 0, 5 5), CIRCULARSTRING(4 0, 4 4, 8 4) )
- 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)) )
- TRIANGLE ((0 0, 0 9, 9 0, 0 0))
- 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)) )

地理数据类型/地理数据类型。

```
bytea EWKB = ST_AsEWKB(geometry);
text EWKT = ST_AsEWKT(geometry);
geometry = ST_GeomFromEWKB(bytea EWKB);
geometry = ST_GeomFromEWKT(text EWKT);
```

PostGIS 地理数据类型:

```
INSERT INTO geotable ( geom, name )
VALUES ( ST_GeomFromEWKT('SRID=312;POINTM(-126.4 45.32 15)'), 'A Place' )
```

### 4.3 PostGIS 地理数据类型

地理数据类型 (例如 "点" 点, "线" 线/弧 " 面" 面) " 面" 地理数据类型。地理数据类型 (点) 地理数据类型 (球面) 地理数据类型。

PostGIS 地理数据类型。地理数据类型。地理数据类型 (点, 线, 面, 弧) 地理数据类型。

PostGIS 地理数据类型。地理数据类型 (大圈; great circle arc) 地理数据类型。地理数据类型 (点, 线, 面, 弧) 地理数据类型。地理数据类型 (spheroidal shape) 地理数据类型, 地理数据类型。

地理数据类型, 地理数据类型。地理数据类型。

Like the geometry data type, geography data is associated with a spatial reference system via a spatial reference system identifier (SRID). Any geodetic (long/lat based) spatial reference system defined in the spatial\_ref\_sys table can be used. (Prior to PostGIS 2.2, the geography type supported only WGS 84 geodetic (SRID:4326)). You can add your own custom geodetic spatial reference system as described in Section 4.5.2.

For all spatial reference systems the units returned by measurement functions (e.g. ST\_Distance, ST\_Length, ST\_Perimeter, ST\_Area) and for the distance argument of ST\_DWithin are in meters.

### 4.3.1 Geography

You can create a table to store geography data using the **CREATE TABLE** SQL statement with a column of type **geography**. The following example creates a table with a geography column storing 2D LineStrings in the WGS84 geodetic coordinate system (SRID 4326):

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

The geography type supports two optional type modifiers:

- POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON.** **Z, M** or **ZM**. **SRID**. **LINESTRINGM** **SRID** **SRID**, **POINTZM** **SRID**.
- the SRID modifier restricts the spatial reference system SRID to a particular number. If omitted, the SRID defaults to 4326 (WGS84 geodetic), and all calculations are performed using WGS84.

Examples of creating tables with geography columns:

- POINT: 2D**:

```
CREATE TABLE ptgeogwgs(gid serial PRIMARY KEY, geog geography(POINT) );
```

- POINT: 2D**:

```
CREATE TABLE ptgeognad83(gid serial PRIMARY KEY, geog geography(POINT,4269) );
```

- Create a table with 3D (XYZ) POINTs and an explicit SRID of 4326:

```
CREATE TABLE ptzgeogwgs84(gid serial PRIMARY KEY, geog geography(POINTZ,4326) );
```

- Create a table with 2D LINESTRING geography with the default SRID 4326:

```
CREATE TABLE lgeog(gid serial PRIMARY KEY, geog geography(LINESTRING) );
```

- POINT: 2D**:

```
CREATE TABLE lgeognad27(gid serial PRIMARY KEY, geog geography(POLYGON,4267) );
```

Geography fields are registered in the `geography_columns` system view. You can query the `geography_columns` view and see that the table is listed:

```
SELECT * FROM geography_columns;
```

```
PostGIS
```

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



### 4.3.2 PostGIS

You can insert data into geography tables in the same way as geometry. Geometry data will autocast to the geography type if it has SRID 4326. The **EWKT** and **EWKB** formats can also be used to specify geography values.

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

Any geodetic (long/lat) spatial reference system listed in `spatial_ref_sys` table may be specified as a geography SRID. Non-geodetic coordinate systems raise an error if used.

```
-- NAD 83 lon/lat
SELECT 'SRID=4269;POINT(-123 34)::geography;
       geography
-----
0101000020AD100000000000000000C05EC00000000000004140
```

```
-- NAD27 lon/lat
SELECT 'SRID=4267;POINT(-123 34)::geography;
       geography
-----
0101000020AB100000000000000000C05EC00000000000004140
```

```
-- NAD83 UTM zone meters - gives an error since it is a meter-based planar projection
SELECT 'SRID=26910;POINT(-123 34)::geography;

ERROR: Only lon/lat coordinate systems are supported in geography.
```

Geography uses a spherical Earth model, while geometry uses a flat Earth model. This means that geometry distances are only accurate for small areas, while geography distances are accurate for the entire globe.

```
-- A distance query using a 1000km tolerance
SELECT name FROM global_points WHERE ST_DWithin(location, 'SRID=4326;POINT(-110 29)::
       geography, 1000000);
```

Geography uses a spherical Earth model, while geometry uses a flat Earth model. This means that geometry distances are only accurate for small areas, while geography distances are accurate for the entire globe.

Geography uses a spherical Earth model, while geometry uses a flat Earth model. This means that geometry distances are only accurate for small areas, while geography distances are accurate for the entire globe.

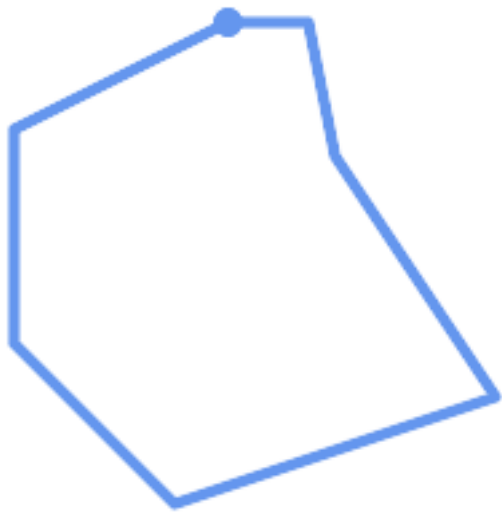
```
-- Distance calculation using GEOGRAPHY
SELECT ST_Distance('LINESTRING(-122.33 47.606, 0.0 51.5)::geography, 'POINT(-21.96 64.15)
       '::geography);
       st_distance
-----
122235.23815667
```

**Great Circle mapper** is a tool that can be used to convert coordinates from a flat Earth model to a spherical Earth model. It is useful for converting geometry coordinates to geography coordinates.

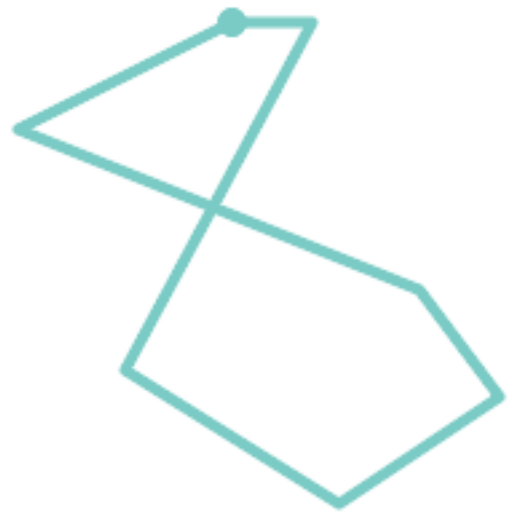
```
-- Distance calculation using GEOMETRY
SELECT ST_Distance('LINESTRING(-122.33 47.606, 0.0 51.5)::geometry, 'POINT(-21.96 64.15)
       '::geometry);
       st_distance
-----
13.342271221453624
```







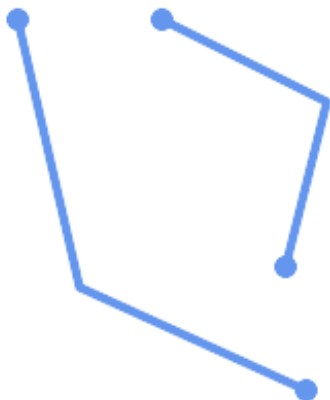
(c)



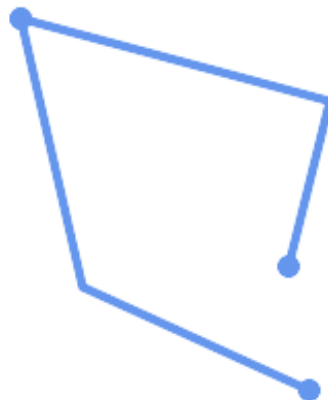
(d)

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.

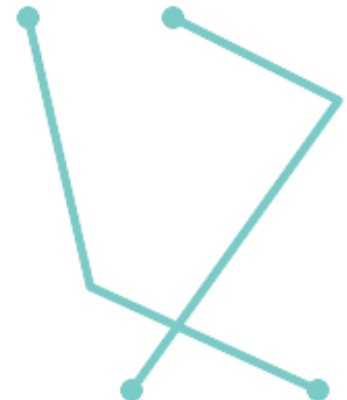
(e) and (f) are simple MULTILINESTRINGs. (g) is not simple.



(e)



(f)



(g)

POLYGONS are formed from linear rings, so valid polygonal geometry is always *simple*.

To test if a geometry is simple use the **ST\_IsSimple** function:

```
SELECT
  ST_IsSimple('LINESTRING(0 0, 100 100)') AS straight,
  ST_IsSimple('LINESTRING(0 0, 100 100, 100 0, 0 100)') AS crossing;

straight | crossing
-----+-----
t       | f
```

Generally, PostGIS functions do not require geometric arguments to be simple. Simplicity is primarily used as a basis for defining geometric validity. It is also a requirement for some kinds of spatial data models (for example, linear networks often disallow lines that cross). Multipoint and linear geometry can be made simple using [ST\\_UnaryUnion](#).

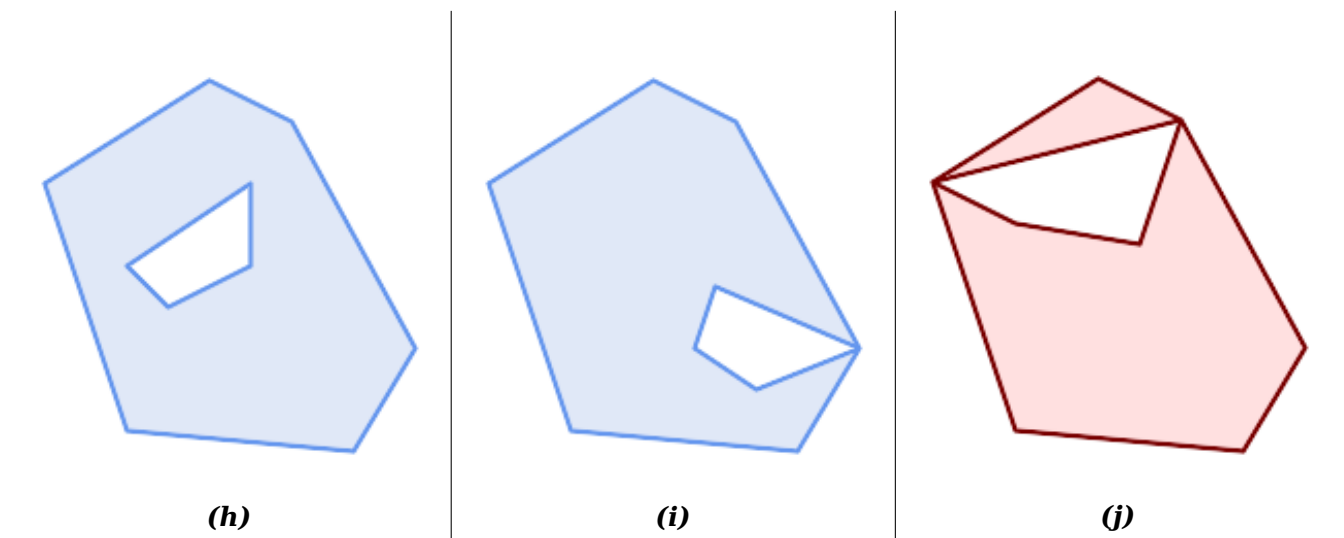
#### 4.4.2 Valid Geometry

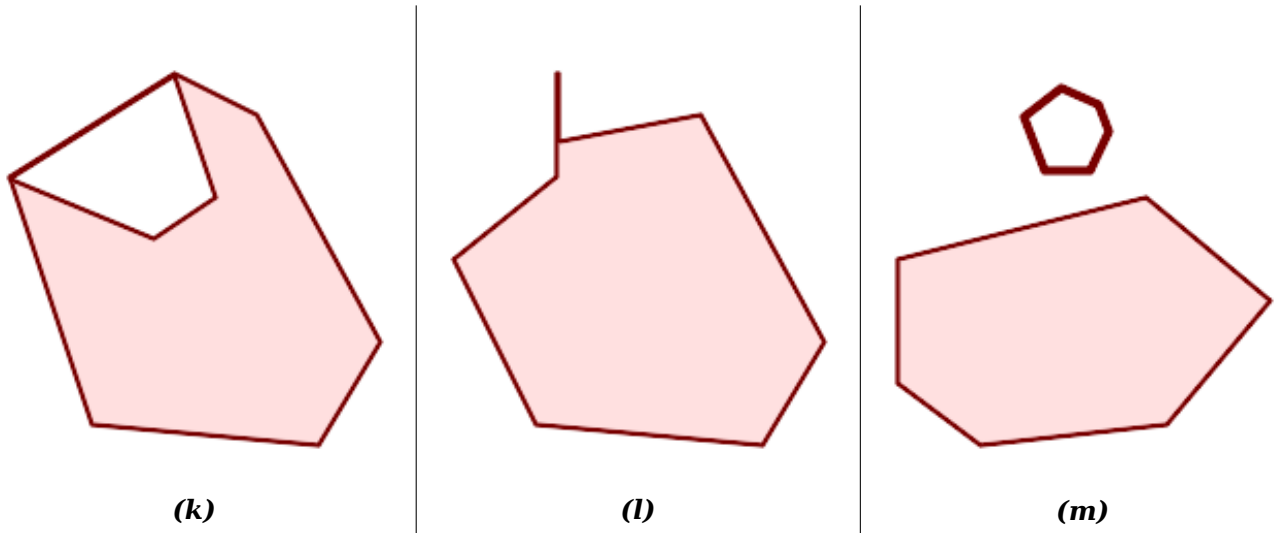
Geometry validity primarily applies to 2-dimensional geometries (POLYGONS and MULTIPOLYGONS). Validity is defined by rules that allow polygonal geometry to model planar areas unambiguously.

A POLYGON is *valid* if:

1. the polygon boundary rings (the exterior shell ring and interior hole rings) are *simple* (do not cross or self-touch). Because of this a polygon cannot have cut lines, spikes or loops. This implies that polygon holes must be represented as interior rings, rather than by the exterior ring self-touching (a so-called "inverted hole").
2. boundary rings do not cross
3. boundary rings may touch at points but only as a tangent (i.e. not in a line)
4. interior rings are contained in the exterior ring
5. the polygon interior is simply connected (i.e. the rings must not touch in a way that splits the polygon into more than one part)

**(h)** and **(i)** are valid POLYGONS. **(j-m)** are invalid. **(j)** can be represented as a valid MULTIPOLYGON.

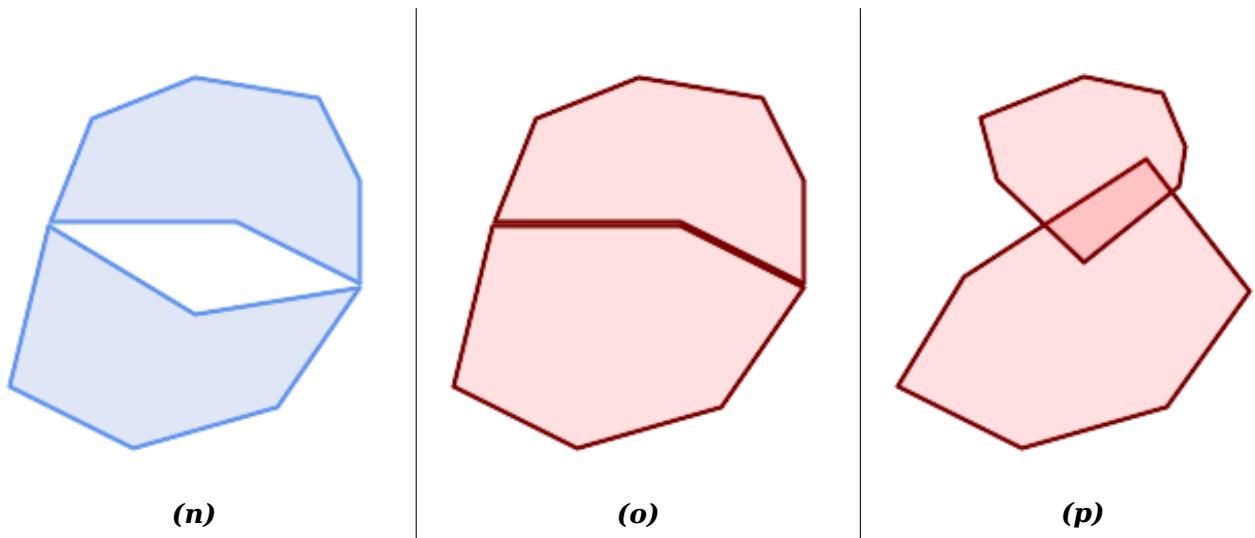




A MULTIPOLYGON is *valid* if:

1. its element POLYGONS are valid
2. elements do not overlap (i.e. their interiors must not intersect)
3. elements touch only at points (i.e. not along a line)

**(n)** is a valid MULTIPOLYGON. **(o)** and **(p)** are invalid.



These rules mean that valid polygonal geometry is also *simple*.

For linear geometry the only validity rule is that LINESTRINGS must have at least two points and have non-zero length (or equivalently, have at least two distinct points.) Note that non-simple (self-intersecting) lines are valid.

```
SELECT
  ST_IsValid('LINESTRING(0 0, 1 1)') AS len_nonzero,
  ST_IsValid('LINESTRING(0 0, 0 0, 0 0)') AS len_zero,
  ST_IsValid('LINESTRING(10 10, 150 150, 180 50, 20 130)') AS self_int;
```

```

len_nonzero | len_zero | self_int
-----+-----+-----
t           | f       | t

```

POINT and MULTIPOINT geometries have no validity rules.

### 4.4.3 Managing Validity

PostGIS allows creating and storing both valid and invalid Geometry. This allows invalid geometry to be detected and flagged or fixed. There are also situations where the OGC validity rules are stricter than desired (examples of this are zero-length linestrings and polygons with inverted holes.)

Many of the functions provided by PostGIS rely on the assumption that geometry arguments are 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. Assuming valid geometric inputs allows functions to operate more efficiently, since they do not need to check for topological correctness. (Notable exceptions are that zero-length lines and polygons with inversions are generally handled correctly.) Also, most PostGIS functions produce valid geometry output if the inputs are valid. This allows PostGIS functions to be chained together safely.

If you encounter unexpected error messages when calling PostGIS functions (such as "GEOS Intersection() threw an error!"), you should first confirm that the function arguments are valid. If they are not, then consider using one of the techniques below to ensure the data you are processing is valid.



#### Note

If a function reports an error with valid inputs, then you may have found an error in either PostGIS or one of the libraries it uses, and you should report this to the PostGIS project. The same is true if a PostGIS function returns an invalid geometry for valid input.

To test if a geometry is valid use the [ST\\_IsValid](#) function:

```

SELECT ST_IsValid('POLYGON ((20 180, 180 180, 180 20, 20 20, 20 180))');
-----
t

```

Information about the nature and location of an geometry invalidity are provided by the [ST\\_IsValidDetail](#) function:

```

SELECT valid, reason, ST_AsText(location) AS location
FROM ST_IsValidDetail('POLYGON ((20 20, 120 190, 50 190, 170 50, 20 20))') AS t;

```

valid	reason	location
f	Self-intersection	POINT(91.51162790697674 141.56976744186045)

In some situations it is desirable to correct invalid geometry automatically. Use the [ST\\_MakeValid](#) function to do this. ([ST\\_MakeValid](#) is a case of a spatial function that *does* allow invalid input!)

By default, PostGIS does not check for validity when loading geometry, because validity testing can take a lot of CPU time for complex geometries. If you do not trust your data sources, you can enforce a validity check on your tables by adding a check constraint:

```

ALTER TABLE mytable
ADD CONSTRAINT geometry_valid_check
CHECK (ST_IsValid(geom));

```

## 4.5 SPATIAL\_REF\_SYS

A **Spatial Reference System** (SRS) (also called a Coordinate Reference System (CRS)) defines how geometry is referenced to locations on the Earth’s surface. There are three types of SRS:

- A **geodetic** SRS uses angular coordinates (longitude and latitude) which map directly to the surface of the earth.
- A **projected** SRS uses a mathematical projection transformation to “flatten” the surface of the spheroidal earth onto a plane. It assigns location coordinates in a way that allows direct measurement of quantities such as distance, area, and angle. The coordinate system is Cartesian, which means it has a defined origin point and two perpendicular axes (usually oriented North and East). Each projected SRS uses a stated length unit (usually metres or feet). A projected SRS may be limited in its area of applicability to avoid distortion and fit within the defined coordinate bounds.
- A **local** SRS is a Cartesian coordinate system which is not referenced to the earth’s surface. In PostGIS this is specified by a SRID value of 0.

There are many different spatial reference systems in use. Common SRSes are standardized in the European Petroleum Survey Group **EPSG database**. For convenience PostGIS (and many other spatial systems) refers to SRS definitions using an integer identifier called a SRID.

A geometry is associated with a Spatial Reference System by its SRID value, which is accessed by **ST\_SRID**. The SRID for a geometry can be assigned using **ST\_SetSRID**. Some geometry constructor functions allow supplying a SRID (such as **ST\_Point** and **ST\_MakeEnvelope**). The **EWKT** format supports SRIDs with the SRID=n; prefix.

Spatial functions processing pairs of geometries (such as **overlay** and **relationship** functions) require that the input geometries are in the same spatial reference system (have the same SRID). Geometry data can be transformed into a different spatial reference system using **ST\_Transform** and **ST\_TransformPipe**. Geometry returned from functions has the same SRS as the input geometries.

### 4.5.1 SPATIAL\_REF\_SYS Table

The SPATIAL\_REF\_SYS table used by PostGIS is an OGC-compliant database table that defines the available spatial reference systems. It holds the numeric SRIDs and textual descriptions of the coordinate systems.

SPATIAL\_REF\_SYS:

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

Columns:

**srid** (SRS) ID.

**auth\_name** Authority name. “EPSG” 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 the EPSG code.

**srtext** WKT(Well-Known Text) SRS:





Here is an example of loading a custom coordinate system using an unassigned SRID and the PROJ definition for a US-centric Lambert Conformal projection:

```
INSERT INTO spatial_ref_sys (srid, proj4text)
VALUES ( 990000,
'+proj=lcc +lon_0=-95 +lat_0=25 +lat_1=25 +lat_2=25 +x_0=0 +y_0=0 +datum=WGS84 +units=m ←
+no_defs'
);
```

## 4.6 Geometry

### 4.6.1 Creating Geometry Tables

You can create a table to store geometry data using the **CREATE TABLE** SQL statement with a column of type geometry. The following example creates a table with a geometry column storing 2D (XY) LineStrings in the BC-Albers coordinate system (SRID 3005):

```
CREATE TABLE roads (
  id SERIAL PRIMARY KEY,
  name VARCHAR(64),
  geom geometry(LINESTRING,3005)
);
```

The geometry type supports two optional **type modifiers**:

- **Dimensional modifiers**. POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON. Z, M or ZM. POINTZ, LINESTRINGZ, POLYGONZ, MULTIPOINTZ, MULTILINESTRINGZ, MULTIPOLYGONZ. POINTM, LINESTRINGM, POLYGONM, MULTIPOINTM, MULTILINESTRINGM, MULTIPOLYGONM. POINTZM, LINESTRINGZM, POLYGONZM, MULTIPOINTZM, MULTILINESTRINGZM, MULTIPOLYGONZM.
- the **SRID modifier** restricts the **spatial reference system** SRID to a particular number. If omitted, the SRID defaults to 0.

Examples of creating tables with geometry columns:

- Create a table holding any kind of geometry with the default SRID:

```
CREATE TABLE geoms(gid serial PRIMARY KEY, geom geometry );
```

- Create a table with 2D POINT geometry with the default SRID:

```
CREATE TABLE pts(gid serial PRIMARY KEY, geom geometry(POINT) );
```

- Create a table with 3D (XYZ) POINTs and an explicit SRID of 3005:

```
CREATE TABLE pts(gid serial PRIMARY KEY, geom geometry(POINTZ,3005) );
```

- Create a table with 4D (XYZM) LINESTRING geometry with the default SRID:

```
CREATE TABLE lines(gid serial PRIMARY KEY, geom geometry(LINESTRINGZM) );
```

- Create a table with 2D POLYGON geometry with the SRID 4267 (NAD 1927 long lat):

```
CREATE TABLE polys(gid serial PRIMARY KEY, geom geometry(POLYGON,4267) );
```

It is possible to have more than one geometry column in a table. This can be specified when the table is created, or a column can be added using the **ALTER TABLE** SQL statement. This example adds a column that can hold 3D LineStrings:

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



```
-- 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
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 it will also change the underlying structure of the table to
-- to make the column typmod based.
SELECT populate_geometry_columns('myschema.my_special_pois'::regclass);
```

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

geometry\_columns table, geometry\_columns table typmod geometry\_columns table typmod

```
CREATE TABLE pois_ny(gid SERIAL PRIMARY KEY, poi_name text, cat text, geom geometry(POINT ↵
,4326));
SELECT AddGeometryColumn('pois_ny', 'geom_2160', 2160, 'POINT', 2, false);
```

PSQL

```
\d pois_ny;
```

geometry\_columns table, geometry\_columns table typmod, geometry\_columns table typmod

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)

geometry\_columns 表。

```
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

-- 创建视图

```
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';
```

typmod 列, 列。

f_table_name	f_geometry_column	srid	type
vw_pois_ny_parks	geom	4326	POINT
vw_pois_ny_parks	geom_2160	0	GEOMETRY

PostGIS 表, 表。  
表:

```
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

## 4.7 GIS (表) 表

表, 表 GIS 表。表, 表 SQL 表 shapefile 表/表 PostGIS/PostgreSQL 表。

### 4.7.1 SQL 脚本

PostGIS 支持 (formatted) SQL 脚本。Oracle SQL 脚本, SQL "INSERT" (piping) 脚本。

脚本 (roads.sql) 如下:

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

"psql" SQL 脚本 PostgreSQL 脚本。

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

### 4.7.2 shp2pgsql: ESRI shapefile 脚本

shp2pgsql 将 ESRI shapefile 转换为 PostGIS/PostgreSQL 脚本。 (command line) 脚本。

shp2pgsql 脚本, PostGIS 脚本 shp2pgsql-gui 脚本。 shp2pgsql-gui 在 pgAdmin III 脚本。

**c|a|d|p** -- 脚本:

- c 脚本 shapefile 脚本。 脚本。
- a 脚本 shapefile 脚本。 脚本。
- d 脚本 (drop) 脚本 shapefile 脚本。
- p 脚本 SQL 脚本, 脚本。 脚本。

-? 脚本。

**-D** 脚本 PostgreSQL " 脚本 (dump)" 脚本。 脚本 -a, -c 脚本 -d 脚本 脚本。 脚本 " 脚本" SQL 脚本。 脚本。

**-s** [**<FROM\_SRID>**:]**<SRID>** 脚本 SRID 脚本。 脚本 shapefile 脚本 FROM\_SRID 脚本。 脚本 SRID 脚本 FROM\_SRID 脚本 -D 脚本。

**-k** 脚本 (脚本, 脚本) 脚本。 shapefile 脚本。







### 4.8.2 安装与使用

pgsql2shp 工具可将 PostgreSQL 数据库 (PostgreSQL) 中的 shapefile 数据导出为 .shp 文件。

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

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

选项如下：

- f <filename> 输出文件名。
- h <host> 主机名。
- p <port> 端口号。
- P <password> 密码。
- u <user> 用户名。
- g <geometry column> 数据库中的 geometry 列名, shapefile 中的 geometry 列名。
- b 强制将 geometry 列转换为指定类型 (cast) 的 geometry 列 (非) 强制将 geometry 列转换为指定类型 (cast) 的 geometry 列。
- r 原始 (raw) 数据。gid 列名, 用于存储原始数据。
- m filename 使用 remap 选项。VERYLONGSYMBOL SHORTONE ANOTHERVERYLONGSYMBOL SHORTER 选项。

### 4.9 索引

PostgreSQL 支持多种索引方法。对于空间数据，B-Tree、R-Tree、GiST 索引是常用的。

The B-tree index method commonly used for attribute data is not very useful for spatial data, since it only supports storing and querying data in a single dimension. Data such as geometry (which has 2 or more dimensions) requires an index method that supports range query across all the data dimensions. One of the key advantages of PostgreSQL for spatial data handling is that it offers several kinds of index methods which work well for multi-dimensional data: GiST, BRIN and SP-GiST indexes.

- GiST (Generalized Search Tree) 索引用于存储和查询多维数据。PostGIS 使用 GiST 索引 GIS 数据。R-Tree 索引用于存储和查询多边形数据。
- **BRIN (Block Range Index)** 索引通过总结表的范围来操作。BRIN 仅适用于某些类型的数据 (空间排序, 更新或不更新)。但它提供了更快的索引创建时间, 以及更小的索引大小。

- **SP-GiST (Space-Partitioned Generalized Search Tree)** is a generic index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

Spatial indexes store only the bounding box of geometries. Spatial queries use the index as a **primary filter** to quickly determine a set of geometries potentially matching the query condition. Most spatial queries require a **secondary filter** that uses a spatial predicate function to test a more specific spatial condition. For more information on queying with spatial predicates see Section 5.2.

See also the [PostGIS Workshop section on spatial indexes](#), and the [PostgreSQL manual](#).

### 4.9.1 GiST

GiST is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries). GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries). GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries). GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

”GIS” is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

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

GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries). GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

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

Building a spatial index is a computationally intensive exercise. It also blocks write access to your table for the time it creates, so on a production system you may want to do in in a slower CONCURRENTLY-aware way:

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

After building an index, it is sometimes helpful to force PostgreSQL to collect table statistics, which are used to optimize query plans:

```
VACUUM ANALYZE [table_name] [(column_name)];
```

### 4.9.2 GiST

BRIN stands for “Block Range Index”. It is a general-purpose index method introduced in PostgreSQL 9.5. BRIN is a *lossy* index method, meaning that a secondary check is required to confirm that a record matches a given search condition (which is the case for all provided spatial indexes). It provides much faster index creation and much smaller index size, with reasonable read performance. Its primary purpose is to support indexing very large tables on columns which have a correlation with their physical location within the table. In addition to spatial indexing, BRIN can speed up searches on various kinds of attribute data structures (integer, arrays etc). For more information see the [PostgreSQL manual](#).

GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries). GIS is a general-purpose index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

A BRIN index stores the bounding box enclosing all the geometries contained in the rows in a contiguous set of table blocks, called a *block range*. When executing a query using the index the block ranges are scanned to find the ones that intersect the query extent. This is efficient only if the data is physically ordered so that the bounding boxes for block ranges have minimal overlap (and ideally are

mutually exclusive). The resulting index is very small in size, but is typically less performant for read than a GiST index over the same data.

Building a BRIN index is much less CPU-intensive than building a GiST index. It's common to find that a BRIN index is ten times faster to build than a GiST index over the same data. And because a BRIN index stores only one bounding box for each range of table blocks, it's common to use up to a thousand times less disk space than a GiST index.

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 provide better performance.

For BRIN to be effective, the table data should be stored in a physical order which minimizes the amount of block extent overlap. It may be that the data is already sorted appropriately (for instance, if it is loaded from another dataset that is already sorted in spatial order). Otherwise, this can be accomplished by sorting the data by a one-dimensional spatial key. One way to do this is to create a new table sorted by the geometry values (which in recent PostGIS versions uses an efficient Hilbert curve ordering):

```
CREATE TABLE table_sorted AS
  SELECT * FROM table ORDER BY geom;
```

Alternatively, data can be sorted in-place by using a GeoHash as a (temporary) index, and clustering on that index:

```
CREATE INDEX idx_temp_geohash ON table
  USING btree (ST_GeoHash( ST_Transform( geom, 4326 ), 20));
CLUSTER table USING idx_temp_geohash;
```

” ” GiST :

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

2D . PostGIS 2.0 n , :

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

The above commands use the default number of blocks in a range, which is 128. To specify the number of blocks to summarise in a range, use this syntax

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

Keep in mind that a BRIN index only stores one index entry 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 performance penalty by choosing the operator class with the least number of dimensions of the stored geometries

” ” GiST :

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

2D . PostGIS 2.0 n , :





# Chapter 5

## Spatial Queries

The *raison d'être* of spatial databases is to perform queries inside the database which would ordinarily require desktop GIS functionality. Using PostGIS effectively requires knowing what spatial functions are available, how to use them in queries, and ensuring that appropriate indexes are in place to provide good performance.

### 5.1 Determining Spatial Relationships

Spatial relationships indicate how two geometries interact with one another. They are a fundamental capability for querying geometry.

#### 5.1.1 Dimensionally Extended 9-Intersection Model

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.”

In the theory of point-set topology, the points in a geometry embedded in 2-dimensional space are categorized into three sets:

##### 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 is the two endpoints. For POLYGONS, the boundary is the linework of the exterior and interior rings.

##### Interior

The interior of a geometry are those points of a geometry that are not in the boundary. For POINTs, the interior is the point itself. The interior of a LINESTRING is the set of points between the endpoints. For POLYGONS, the interior is the areal surface inside the polygon.

##### Exterior

The exterior of a geometry is the rest of the space in which the geometry is embedded; in other words, all points not in the interior or on the boundary of the geometry. It is a 2-dimensional non-closed surface.

---

The **Dimensionally Extended 9-Intersection Model** (DE-9IM) describes the spatial relationship between two geometries by specifying the dimensions of the 9 intersections between the above sets for each geometry. The intersection dimensions can be formally represented in a 3x3 **intersection matrix**.

For a geometry  $g$  the *Interior*, *Boundary*, and *Exterior* are denoted using the notation  $I(g)$ ,  $B(g)$ , and  $E(g)$ . Also,  $dim(s)$  denotes the dimension of a set  $s$  with the domain of  $\{0, 1, 2, F\}$ :



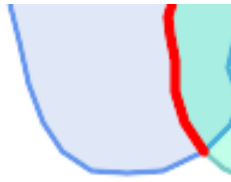

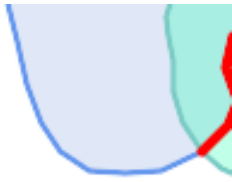
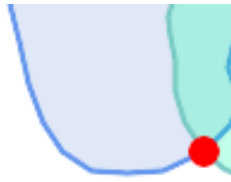
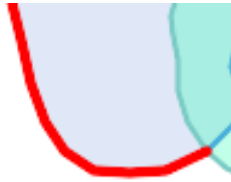
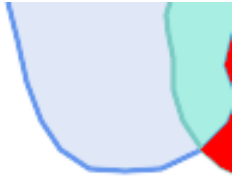
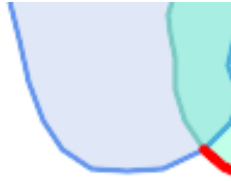
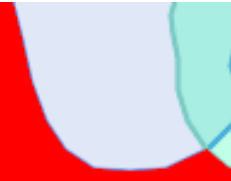
- 0 => point
- 1 => line
- 2 => area
- F => empty set

Using this notation, the intersection matrix for two geometries  $a$  and  $b$  is:

	<b>Interior</b>	<b>Boundary</b>	<b>Exterior</b>
<b>Interior</b>	$dim( I(a) \cap I(b) )$	$dim( I(a) \cap B(b) )$	$dim( I(a) \cap E(b) )$
<b>Boundary</b>	$dim( B(a) \cap I(b) )$	$dim( B(a) \cap B(b) )$	$dim( B(a) \cap E(b) )$
<b>Exterior</b>	$dim( E(a) \cap I(b) )$	$dim( E(a) \cap B(b) )$	$dim( E(a) \cap E(b) )$

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



		Interior	Boundary	Exterior
	<b>Interior</b>	 $dim( I(a) \cap I(b) ) = 2$	 $dim( I(a) \cap B(b) ) = 1$	 $dim( I(a) \cap E(b) ) = 2$
	<b>Boundary</b>	 $dim( B(a) \cap I(b) ) = 1$	 $dim( B(a) \cap B(b) ) = 0$	 $dim( B(a) \cap E(b) ) = 1$
	<b>Exterior</b>	 $dim( E(a) \cap I(b) ) = 2$	 $dim( E(a) \cap B(b) ) = 1$	 $dim( E(a) \cap E(b) ) = 2$

Reading from left to right and top to bottom, the intersection matrix is represented as the text string '212101212'.

For more information, refer to:

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

### 5.1.2 Named Spatial Relationships

To make it easy to determine common spatial relationships, the OGC SFS defines a set of *named spatial relationship predicates*. PostGIS provides these as the functions `ST_Contains`, `ST_Crosses`, `ST_Disjoint`, `ST_Equals`, `ST_Intersects`, `ST_Overlaps`, `ST_Touches`, `ST_Within`. It also defines the non-standard relationship predicates `ST_Covers`, `ST_CoveredBy`, and `ST_ContainsProperly`.

Spatial predicates are usually used as conditions in SQL WHERE or JOIN clauses. The named spatial predicates automatically use a spatial index if one is available, so there is no need to use the bounding box operator && as well. For example:



```
SELECT city.name, state.name, city.geom
FROM city JOIN state ON ST_Intersects(city.geom, state.geom);
```

For more details and illustrations, see the [PostGIS Workshop](#).

### 5.1.3 General Spatial Relationships

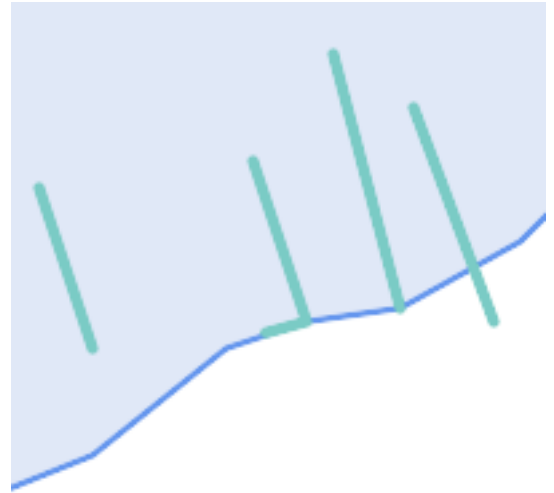
In some cases the named spatial relationships are insufficient to provide a desired spatial filter condition.



For example, consider a linear dataset representing a road network. It may be required to identify all road segments that cross each other, not at a point, but in a line (perhaps to validate some business rule). In this case **ST\_Crosses** does not provide the necessary spatial filter, since for linear features it returns `true` only where they cross at a point.

A two-step solution would be to first compute the actual intersection (**ST\_Intersection**) of pairs of road lines that spatially intersect (**ST\_Intersects**), and then check if the intersection's **ST\_GeometryType** is 'LINESTRING' (properly dealing with cases that return **GEOMETRYCOLLECTIONS** of [MULTI]POINTS, [MULTI]LINESTRINGs, etc.).

Clearly, a simpler and faster solution is desirable.



A second example is locating wharves that intersect a lake's boundary on a line and where one end of the wharf is up on shore. In other words, where a wharf is within but not completely contained by a lake, intersects the boundary of a lake on a line, and where exactly one of the wharf's endpoints is within or on the boundary of the lake. It is possible to use a combination of spatial predicates to find the required 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
- ... but needless to say, this is quite complicated.

These requirements can be met by computing the full DE-9IM intersection matrix. PostGIS provides the `ST_Relate` function to do this:

```
SELECT ST_Relate( 'LINESTRING (1 1, 5 5)',
                 'POLYGON ((3 3, 3 7, 7 7, 7 3, 3 3))' );
st_relate
-----
1010F0212
```

To test a particular spatial relationship, an **intersection matrix pattern** is used. This is the matrix representation augmented with the additional symbols {T,\*}:

- T => intersection dimension is non-empty; i.e. is in {0,1,2}
- \* => don't care

Using intersection matrix patterns, specific spatial relationships can be evaluated in a more succinct way. The `ST_Relate` and the `ST_RelateMatch` functions can be used to test intersection matrix patterns. For the first example above, the intersection matrix pattern specifying two lines intersecting in a line is `'1*1***1**'`:

```
-- Find road segments that intersect in 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**');
```

For the second example, the intersection matrix pattern specifying a line partly inside and partly outside a polygon is **'102101FF2'**:

```
-- Find wharves 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');
```

## 5.2 Using Spatial Indexes

When constructing queries using spatial conditions, for best performance it is important to ensure that a spatial index is used, if one exists (see Section 4.9). To do this, a spatial operator or index-aware function must be used in a `WHERE` or `ON` clause of the query.

Spatial operators include the bounding box operators (of which the most commonly used is `&&`; see Section 7.10.1 for the full list) and the distance operators used in nearest-neighbor queries (the most common being `<->`; see Section 7.10.2 for the full list.)

Index-aware functions automatically add a bounding box operator to the spatial condition. Index-aware functions include the named spatial relationship predicates `ST_Contains`, `ST_ContainsProperly`, `ST_CoveredBy`, `ST_Covers`, `ST_Crosses`, `ST_Intersects`, `ST_Overlaps`, `ST_Touches`, `ST_Within`, `ST_Within`, and `ST_3DIntersects`, and the distance predicates `ST_DWithin`, `ST_DFullyWithin`, `ST_3DDFullyWithin`, and `ST_3DDWithin` .)

Functions such as `ST_Distance` do *not* use indexes to optimize their operation. For example, the following query would be quite slow on a large table:

```
SELECT geom
FROM geom_table
WHERE ST_Distance( geom, 'SRID=312;POINT(100000 200000)' ) < 100
```

This query selects 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 the specified point, ie. one `ST_Distance()` calculation is computed for **every** row in the table.

The number of rows processed can be reduced substantially by using the index-aware function `ST_DWithin`:

```
SELECT geom
FROM geom_table
WHERE ST_DWithin( geom, 'SRID=312;POINT(100000 200000)', 100 )
```

This query selects the same geometries, but it does it in a more efficient way. This is enabled by `ST_DWithin()` using the `&&` operator internally on an expanded bounding box of the query geometry. If there is a spatial index on `geom`, the query planner will recognize that it can use the index to reduce the number of rows scanned before calculating the distance. The spatial index allows retrieving only records with geometries whose bounding boxes overlap the expanded extent and hence which *might* be within the required distance. The actual distance is then computed to confirm whether to include the record in the result set.

For more information and examples see the [PostGIS Workshop](#).

## 5.3 Examples of Spatial SQL

The examples in this section make use of a table of linear roads, and a table of polygonal municipality boundaries. The definition of the `bc_roads` table is:

Column	Type	Description
<code>gid</code>	<code>integer</code>	Unique ID
<code>name</code>	<code>character varying</code>	Road Name
<code>geom</code>	<code>geometry</code>	Location Geometry (Linestring)

The definition of the `bc_municipality` table is:

Column	Type	Description
<code>gid</code>	<code>integer</code>	Unique ID
<code>code</code>	<code>integer</code>	Unique ID
<code>name</code>	<code>character varying</code>	City / Town Name
<code>geom</code>	<code>geometry</code>	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(geom))/1000 AS km_roads FROM bc_roads;
```

```
km_roads
-----
70842.1243039643
```

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 polygon area):

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

```
hectares
-----
32657.9103824927
```

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

This query uses a spatial measurement as an ordering value. There are several ways of approaching this problem, but the most efficient is below:

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

```
name          | hectares
-----+-----
TUMBLER RIDGE | 155020.02556131
```

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 could be indexed for performance. By ordering the results in a descending direction, and then using the PostgreSQL "LIMIT" command we can easily select just 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", which brings together data from two tables (with a join) using a spatial interaction ("contained") as the join condition (rather than the usual relational approach of joining on a common key):

```
SELECT
  m.name,
  sum(ST_Length(r.geom))/1000 as roads_km
FROM bc_roads AS r
JOIN bc_municipality AS m
  ON ST_Contains(m.geom, r.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 the example table). For smaller datasets (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 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.geom, m.geom) AS intersection_geom,
  ST_Length(r.geom) AS rd_orig_length,
  r.*
FROM bc_roads AS r
JOIN bc_municipality AS m
  ON ST_Intersects(r.geom, m.geom)
WHERE
  m.name = 'PRINCE GEORGE';
```

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

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

```
kilometers
-----
4.89151904172838
```

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

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

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

# Chapter 6



## 6.1 性能优化

### 6.1.1 索引

PostgreSQL (8.0 版本) 的优化器 (optimizer) 对 TOAST 数据块的支持有限。TOAST 数据块 (TOAST, 即 PostgreSQL 的“扩展室”) 的文档在 [the PostgreSQL Documentation for TOAST](#) 中有详细介绍。

在 PostgreSQL 8.0 版本中, TOAST 数据块的大小限制为 80 字节。在 PostgreSQL 3 版本中, TOAST 数据块的大小限制为 8,225 字节。

在 PostgreSQL 8.0 版本中, 使用 && 操作符可以禁用 TOAST。在 PostgreSQL 3 版本中, 使用 80 字节的限制。在 PostgreSQL 8.0 版本中, 使用 GiST 索引。在 PostgreSQL 8.0 版本中, && 操作符可以禁用 TOAST。

有关“EXPLAIN ANALYZE” PostgreSQL 的更多信息, 请参考 PostgreSQL 的文档: <http://archives.postgresql.org/pgsql-performance/2005-02/msg00030.php>

and newer thread on PostGIS <https://lists.osgeo.org/pipermail/postgis-devel/2017-June/026209.html>

### 6.1.2 配置

PostgreSQL 的 TOAST 数据块的大小限制可以通过配置参数来调整。在 PostgreSQL 8.0 版本中, 可以通过以下配置参数来调整:

在 PostgreSQL 8.0 版本中, 可以通过以下配置参数来调整: `SET enable_seqscan TO off;`。在 PostgreSQL 8.0 版本中, 可以通过以下配置参数来调整: `SET enable_seqscan TO on;`。

在 PostgreSQL 8.0 版本中, 可以通过以下配置参数来调整: `SET enable_seqscan TO on;`。

```
SELECT AddGeometryColumn('myschema','mytable','bbox','4326','GEOMETRY','2');
UPDATE mytable SET bbox = ST_Envelope(ST_Force2D(geom));
```

geom\_column bbox && ST\_SetSRID('BOX3D(0 0,1 1)::box3d,4326):

```
SELECT geom_column
FROM mytable
WHERE bbox && ST_SetSRID('BOX3D(0 0,1 1)::box3d,4326);
```

mytable 触发器, bbox " " . (trigger) . bbox UPDATE .

### 6.2 索引

PostgreSQL CLUSTER . . . (PostgreSQL CLUSTER .)

PostgreSQL PostGIS GiST . . . GiST NULL .

```
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 "geom" NOT NULL.
```

HINT "not null" .

```
lwgeom=# ALTER TABLE my_table ALTER COLUMN geom SET not null;
ALTER TABLE
```

NULL . "ALTER TABLE blubb ADD CHECK (geometry is not null);" CHECK .

### 6.3 几何函数

3D 4D . . . 2D OpenGIS ST\_AsText() ST\_AsBinary() ST\_Force2D() .

```
UPDATE mytable SET geom = ST_Force2D(geom);
VACUUM FULL ANALYZE mytable;
```

AddGeometryColumn() . geometry\_columns .

WHERE "VACUUM;" . "WHERE dimension(the\_geom)>2" 2D .



# Chapter 7

## PostGIS Reference

PostGIS is a spatial database system that provides the ability to store and query geographic data. It is an extension of PostgreSQL and provides a rich set of spatial data types and functions.

**Note**

PostGIS is a spatial database system that provides the ability to store and query geographic data. It is an extension of PostgreSQL and provides a rich set of spatial data types and functions. The `ST_` prefix is used for all spatial functions.

### 7.1 PostgreSQL PostGIS Geometry/Geography/Box

#### 7.1.1 box2d

box2d — The type representing a 2-dimensional bounding box.

box3d is a data type in the postgis extension. ST\_3DExtent is a function that returns a box3d.

The representation contains the values xmin, ymin, xmax, ymax. These are the minimum and maximum values of the X and Y extents.

box2d objects have a text representation which looks like BOX(1 2,5 6).

box3d	box3d
geometry	geometry



geography	geometry
text	text

☒☒

Section 4.1, Section 4.3

### 7.1.4 geometry\_dump

geometry\_dump — A composite type used to describe the parts of complex geometry.

☒☒

geometry\_dump is a composite data type containing the fields:

- geom - a geometry representing a component of the dumped geometry. The geometry type depends on the originating function.
- path[] - an integer array that defines the navigation path within the dumped geometry to the geom component. The path array is 1-based (i.e. path[1] is the first element.)

It is used by the ST\_Dump\* family of functions as an output type to explode a complex geometry into its constituent parts.

☒☒

Section 13.6

### 7.1.5 geography

geography — The type representing spatial features with geodetic (ellipsoidal) coordinate systems.

☒☒

geography geometry.

Spatial operations on the geography type provide more accurate results by taking the ellipsoidal model into account.

☒☒☒☒

geometry geometry.

geometry	geometry
geometry	geometry

¶

Section 4.3, Section 4.3

## 7.2 函数

### 7.2.1 AddGeometryColumn


AddGeometryColumn — 向表添加几何列。


#### 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, var-
char column_name, integer srid, varchar type, integer dimension, boolean use_typmod=true);
```

¶

向表添加几何列。 schema\_name 是表的 schema 名。 srid 是 SRID，默认为 4326。 type 是几何类型，可以是 'POLYGON' 或 'MULTILINESTRING'。 search\_path 是搜索路径。 SRID, 类型, 维数。

**Note**  
 2.0.0 版本中，geometry\_columns 表包含 geometry\_columns 表。 PostgreSQL 11.0 版本中，WGS84 POINT 类型。 ALTER TABLE some\_table ADD COLUMN geom geometry(Point,4326); use\_typmod 选项。

**Note**  
 2.0.0 版本。 geometry\_columns 表， typmod 选项。 Section 4.6.3 。

-  This method implements the [OGC 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.
- 2.0.0 版本。 use\_typmod 选项。 typmod 选项。

☒☒

```
-- Create schema to hold data
CREATE SCHEMA my_schema;
-- Create a new simple PostgreSQL table
CREATE TABLE my_schema.my_spatial_table (id serial);

-- Describing the table shows a simple table with a single "id" column.
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)

-- Add a spatial column to the table
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geom',4326,'POINT',2);

-- Add a point using the old constraint based behavior
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geom_c',4326,'POINT',2, false);

--Add a curvepolygon using old constraint behavior
SELECT AddGeometryColumn ('my_schema','my_spatial_table','geomcp_c',4326,'CURVEPOLYGON',2, ←
    false);

-- Describe the table again reveals the addition of a new geometry columns.
\d my_schema.my_spatial_table
                                addgeometrycolumn
-----+-----+-----
my_schema.my_spatial_table.geomcp_c SRID:4326 TYPE:CURVEPOLYGON DIMS:2
(1 row)

                                Table "my_schema.my_spatial_table"
Column | Type | 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)

-- geometry_columns view also registers the new 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
```





¶

### ST\_SRID

## 7.2.5 Populate\_Geometry\_Columns

Populate\_Geometry\_Columns — Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.

### Synopsis

```
text Populate_Geometry_Columns(boolean use_typmod=true);
int Populate_Geometry_Columns(oid relation_oid, boolean use_typmod=true);
```

¶

Populate\_Geometry\_Columns 确保所有 geometry 列都带有适当的类型修饰符或空间约束。它接受一个关系OID和布尔值 use\_typmod。如果 use\_typmod 为 true，则函数将尝试为所有 geometry 列添加类型修饰符。如果 use\_typmod 为 false，则函数将尝试为所有 geometry 列添加适当的空间约束。

如果 use\_typmod 为 true，则函数将尝试为所有 geometry 列添加类型修饰符。如果 use\_typmod 为 false，则函数将尝试为所有 geometry 列添加适当的空间约束。函数将返回受影响列的数量。如果 use\_typmod 为 true，则函数将返回受影响列的数量。如果 use\_typmod 为 false，则函数将返回受影响列的数量。

- enforce\_dims\_the\_geom - ensures every geometry has the same dimension (see [ST\\_NDims](#))
- enforce\_geotype\_the\_geom - ensures every geometry is of the same type (see [GeometryType](#))
- enforce\_srid\_the\_geom - ensures every geometry is in the same projection (see [ST\\_SRID](#))

oid 返回受影响列的数量，SRID 返回受影响列的 SRID，geometry\_columns 返回受影响列的 geometry\_columns 表名。

oid 返回受影响列的数量，geometry\_columns 返回受影响列的 geometry\_columns 表名，SRID 返回受影响列的 SRID。

函数将返回受影响列的数量。如果 use\_typmod 为 true，则函数将返回受影响列的数量。如果 use\_typmod 为 false，则函数将返回受影响列的数量。

#### 1.4.0 更新

2.0.0: 添加 use\_typmod 参数。

2.0.0: 添加 use\_typmod 参数。



☒☒

```
CREATE TABLE public.myspatial_table(gid serial, geom geometry);
INSERT INTO myspatial_table(geom) VALUES(ST_GeomFromText('LINESTRING(1 2, 3 4)',4326) );
-- This will now use typ modifiers.  For this to work, there must exist data
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':: ↵
      regclass)
geom   | geometry(LineString,4326) |
```

```
-- This will change the geometry columns to use constraints if they are not typmod or have ↵
constraints already.
```

```
--For this to work, there must exist data
```

```
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)
```

## 7.2.6 UpdateGeometrySRID

UpdateGeometrySRID — Updates the SRID of all features in a geometry column, and the table meta-data.

### 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);
```

更新

`ST_SetSRID(geometry_columns srid SRID)`. 更新: 更新 schema-aware postgres installations `current_schema()` 更新

✔ This function supports 3d and will not drop the z-index.

✔ This method supports Circular Strings and Curves.

更新

Insert geometries into roads table with a SRID set already using **EWKT format**:

```
COPY roads (geom) FROM STDIN;
SRID=4326;LINESTRING(0 0, 10 10)
SRID=4326;LINESTRING(10 10, 15 0)
\.
```

`ST_SetSRID(geometry_columns SRID SRID 4326)`:

```
SELECT UpdateGeometrySRID('roads', 'geom', 4326);
```

`ALTER TABLE roads` DDL 更新:

```
ALTER TABLE roads
  ALTER COLUMN geom TYPE geometry(MULTILINESTRING, 4326)
  USING ST_SetSRID(geom, 4326);
```

`ST_Transform(geometry_columns (unknown) SRID SRID 3857)`, DDL 更新. 更新 PostGIS 更新

```
ALTER TABLE roads
  ALTER COLUMN geom TYPE geometry(MULTILINESTRING, 3857) USING ST_Transform(ST_SetSRID(geom ←
    , 4326), 3857) ;
```

更新

**UpdateRasterSRID, ST\_SetSRID, ST\_Transform**

## 7.3 更新 (constructor)

### 7.3.1 ST\_Collect

`ST_Collect` — Creates a GeometryCollection or Multi\* geometry from a set of geometries.

#### Synopsis

```
geometry ST_Collect(geometry g1, geometry g2);
geometry ST_Collect(geometry[] g1_array);
geometry ST_Collect(geometry set g1field);
```



```
SELECT ST_AsText( ST_Collect( 'CIRCULARSTRING(220268 150415,220227 150505,220227 150406)',
                            'CIRCULARSTRING(220227 150406,220227 150407,220227 150406)') );

          st_astext
-----
MULTICURVE(CIRCULARSTRING(220268 150415,220227 150505,220227 150406),
           CIRCULARSTRING(220227 150406,220227 150407,220227 150406))
```

: 

Using an array constructor for a subquery.

```
SELECT ST_Collect( ARRAY( SELECT geom FROM sometable ) );
```

Using an array constructor for values.

```
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))
```

: 

Creating multiple collections by grouping geometries in a table.

```
SELECT stusps, ST_Collect(f.geom) as geom
      FROM (SELECT stusps, (ST_Dump(geom)).geom As geom
            FROM
            somestatetable ) As f
      GROUP BY stusps
```



[ST\\_Dump](#), [ST\\_AsBinary](#)

### 7.3.2 ST\_LineFromMultiPoint

[ST\\_LineFromMultiPoint](#) — 

#### Synopsis

geometry **ST\_LineFromMultiPoint**(geometry aMultiPoint);





Use [ST\\_MakeLine](#) to create lines from Point or LineString inputs.



This function supports 3d and will not drop the z-index.



### Synopsis

```
geometry ST_MakeLine(geometry geom1, geometry geom2);
geometry ST_MakeLine(geometry[] geoms_array);
geometry ST_MakeLine(geometry set geoms);
```

**Summary**


Creates a LineString containing the points of Point, MultiPoint, or LineString geometries. Other geometry types cause an error.

**Variation 1:** accepts two input geometries

**Variation 2:** accepts an array of geometries

**Variation 3:** aggregate function accepting a rowset of geometries. To ensure the order of the input geometries use ORDER BY in the function call, or a subquery with an ORDER BY clause.

Repeated nodes at the beginning of input LineStrings are collapsed to a single point. Repeated points in Point and MultiPoint inputs are not collapsed. **ST\_RemoveRepeatedPoints** can be used to collapse repeated points from the output LineString.

 This function supports 3d and will not drop the z-index.

2.0.0 **ST\_MakeLine**(geometry geom1, geometry geom2).

2.0.0 **ST\_MakeLine**(geometry[] geoms\_array).

1.4.0 **ST\_MakeLine**(geometry set geoms). **ST\_MakeLine**(geometry geom1, geometry geom2). **ST\_MakeLine**(geometry[] geoms\_array). **ST\_MakeLine**(geometry set geoms).

**Examples**

Create a line composed of two points.

```
SELECT ST_AsText( ST_MakeLine(ST_Point(1,2), ST_Point(3,4)) );
```

```
      st_astext
-----
LINESTRING(1 2,3 4)
```

**3D** **ST\_MakeLine**(geometry geom1, geometry geom2) **BOX3D**.

```
SELECT ST_AsEWKT( ST_MakeLine(ST_MakePoint(1,2,3), ST_MakePoint(3,4,5)) );
```

```
      st_asewkt
-----
LINESTRING(1 2 3,3 4 5)
```

**Concatenation**, **ST\_MakeLine**(geometry geom1, geometry geom2).

```
select ST_AsText( ST_MakeLine( 'LINESTRING(0 0, 1 1)', 'LINESTRING(2 2, 3 3)' ) );
```

```
      st_astext
-----
LINESTRING(0 0,1 1,2 2,3 3)
```

**ST\_MakeLine**

Create a line from an array formed by a subquery with ordering.

```
SELECT ST_MakeLine( ARRAY( SELECT ST_Centroid(geom) FROM visit_locations ORDER BY
    visit_time) );
```

Create a 3D line from an array of 3D 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)
```

**ST\_MakeLine**

Using aggregate `ORDER BY` provides a correctly-ordered LineString.

Using aggregate `ORDER BY` provides a correctly-ordered LineString.

```
SELECT gps.track_id, ST_MakeLine(gps.geom ORDER BY gps_time) As geom
FROM gps_points As gps
GROUP BY track_id;
```

Prior to PostgreSQL 9, ordering in a subquery can be used. However, sometimes the query plan may not respect the order of the subquery.

```
SELECT gps.track_id, ST_MakeLine(gps.geom) As geom
FROM ( SELECT track_id, gps_time, geom
FROM gps_points ORDER BY track_id, gps_time ) As gps
GROUP BY track_id;
```

**ST\_RemoveRepeatedPoints**

[ST\\_RemoveRepeatedPoints](#), [ST\\_AsText](#), [ST\\_GeomFromText](#), [ST\\_MakePoint](#)

### 7.3.5 ST\_MakePoint

`ST_MakePoint` — Creates a 2D, 3DZ or 4D Point.

#### Synopsis

geometry **ST\_MakePoint**(float x, float y);

geometry **ST\_MakePoint**(float x, float y, float z);

geometry **ST\_MakePoint**(float x, float y, float z, float m);







Creates a point with X, Y and M (measure) ordinates. Use [ST\\_MakePoint](#) to make points with XY, XYZ, or XYZM coordinates.

Use [ST\\_SetSRID](#) to specify a SRID for the created point.

**Note**

For geodetic coordinates, X is longitude and Y is latitude

**Note**

The functions [ST\\_PointM](#), and [ST\\_PointZM](#) can be used to create points with an M value and a given SRID.

**Note**

[ST\\_AsEWKT](#) is used for text output because [ST\\_AsText](#) does not support M values.

Create point with unknown SRID.

```
SELECT ST_AsEWKT( ST_MakePointM(-71.1043443253471, 42.3150676015829, 10) );
          st_asewkt
-----
POINTM(-71.1043443253471 42.3150676015829 10)
```

x, y

```
SELECT ST_AsEWKT( ST_SetSRID( ST_MakePointM(-71.104, 42.315, 10), 4326));
          st_asewkt
-----
SRID=4326;POINTM(-71.104 42.315 10)
```

Get measure of created point.

```
SELECT ST_M( ST_MakePointM(-71.104, 42.315, 10) );
result
-----
10
```



[ST\\_MakePoint](#), [ST\\_SetSRID](#), [ST\\_PointM](#), [ST\\_PointZM](#)

### 7.3.7 ST\_MakePolygon

ST\_MakePolygon — Creates a Polygon from a shell and optional list of holes.

#### Synopsis

```
geometry ST_MakePolygon(geometry linestring);
geometry ST_MakePolygon(geometry outerlinestring, geometry[] interiorlinestrings);
```

返回

几何体 (shell) 和可选的孔列表。返回几何体。

**Variant 1:** Accepts one shell LineString.

**Variant 2:** Accepts a shell LineString and an array of inner (hole) LineStrings. A geometry array can be constructed using the PostgreSQL array\_agg(), ARRAY[] or ARRAY() constructs.



**Note**

此函数支持 3D 并且不会丢弃 z 索引。与 [ST\\_LineMerge](#) 和 [ST\\_Dump](#) 一起使用。



This function supports 3d and will not drop the z-index.

返回: 几何体

从 LineString 创建 Polygon 的 SQL 示例。

```
SELECT ST_MakePolygon( ST_GeomFromText('LINESTRING(75 29,77 29,77 29, 75 29)'));
```

从 LineString 创建 Polygon，使用 [ST\\_StartPoint](#) 和 [ST\\_AddPoint](#) 来闭合它。

```
SELECT ST_MakePolygon( ST_AddPoint(foo.open_line, ST_StartPoint(foo.open_line)) )
FROM (
  SELECT ST_GeomFromText('LINESTRING(75 29,77 29,77 29, 75 29)') As open_line) As foo;
```

从 LineString 创建 Polygon 的 SQL 示例。

```
SELECT ST_AsEWKT( ST_MakePolygon( '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))
```

从 LineString 创建 Polygon 的 SQL 示例。

```
SELECT ST_AsEWKT( ST_MakePolygon( '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))
```

**Example:** Creating a polygon with a hole.

The following SQL query creates a polygon with a hole.

```
SELECT ST_MakePolygon( ST_ExteriorRing( ST_Buffer(ring.line,10)),
    ARRAY[ ST_Translate(ring.line, 1, 1),
          ST_ExteriorRing(ST_Buffer(ST_Point(20,20),1)) ]
    )
FROM (SELECT ST_ExteriorRing(
    ST_Buffer(ST_Point(10,10),10,10)) AS line ) AS ring;
```

Create a set of province boundaries with holes representing lakes. The input is a table of province Polygons/MultiPolygons and a table of water linestrings. Lines forming lakes are determined by using [ST\\_IsClosed](#). The province linework is extracted by using [ST\\_Boundary](#). As required by [ST\\_MakePolygon](#), the boundary is forced to be a single LineString by using [ST\\_LineMerge](#). (However, note that if a province has more than one region or has islands this will produce an invalid polygon.) Using a LEFT JOIN ensures all provinces are included even if they have no lakes.



#### Note

NULL values in the `array_agg` function will result in a NULL value for the `ST_MakePolygon` function. Use `CASE` to handle NULL values.

```
SELECT p.gid, p.province_name,
    CASE WHEN array_agg(w.geom) IS NULL
    THEN p.geom
    ELSE ST_MakePolygon( ST_LineMerge(ST_Boundary(p.geom)),
        array_agg(w.geom)) END
FROM
    provinces p LEFT JOIN waterlines w
        ON (ST_Within(w.geom, p.geom) AND ST_IsClosed(w.geom))
GROUP BY p.gid, p.province_name, p.geom;
```

Another technique is to utilize a correlated subquery and the `ARRAY()` constructor that converts a row set to an array.

```
SELECT p.gid, p.province_name,
    CASE WHEN EXISTS( SELECT w.geom
        FROM waterlines w
        WHERE ST_Within(w.geom, p.geom)
        AND ST_IsClosed(w.geom))
    THEN ST_MakePolygon(
        ST_LineMerge(ST_Boundary(p.geom)),
        ARRAY( SELECT w.geom
            FROM waterlines w
            WHERE ST_Within(w.geom, p.geom)
            AND ST_IsClosed(w.geom)))
    ELSE p.geom
    END AS geom
FROM provinces p;
```

**Example:**

[ST\\_BuildArea](#) [ST\\_Polygon](#)

### 7.3.8 ST\_Point

`ST_Point` — Creates a Point with X, Y and SRID values.

## Synopsis

geometry **ST\_Point**(float x, float y);

geometry **ST\_Point**(float x, float y, integer srid=unknown);

☒☒

Returns a Point with the given X and Y coordinate values. This is the SQL-MM equivalent for **ST\_MakePoint** that takes just X and Y.



### Note

For geodetic coordinates, X is longitude and Y is latitude

Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with **ST\_SetSRID** to mark the srid on the geometry.



This method implements the SQL/MM specification. SQL-MM 3: 6.1.2

☒☒: ☒☒

```
SELECT ST_Point( -71.104, 42.315);
```

Creating a point with SRID specified:

```
SELECT ST_Point( -71.104, 42.315, 4326);
```

Alternative way of specifying SRID:

```
SELECT ST_SetSRID( ST_Point( -71.104, 42.315), 4326);
```

☒☒: ☒☒☒

Create **geography** points using the `::` cast syntax:

```
SELECT ST_Point( -71.104, 42.315, 4326)::geography;
```

Pre-PostGIS 3.2 code, using **CAST**:

```
SELECT CAST( ST_SetSRID(ST_Point( -71.104, 42.315), 4326) AS geography);
```

If the point coordinates are not in a geodetic coordinate system (such as WGS84), then they must be reprojected before casting to a geography. In this example a point in Pennsylvania State Plane feet (SRID 2273) is projected to WGS84 (SRID 4326).

```
SELECT ST_Transform( ST_Point( 3637510, 3014852, 2273), 4326)::geography;
```

☒☒

**ST\_MakePoint**, **ST\_PointZ**, **ST\_PointM**, **ST\_PointZM**, **ST\_SetSRID**, **ST\_Transform**

### 7.3.9 ST\_PointZ

ST\_PointZ — Creates a Point with X, Y, Z and SRID values.

#### Synopsis

geometry **ST\_PointZ**(float x, float y, float z, integer srid=unknown);



 ST\_Point . ST\_MakePoint  OGC .

Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry.



```
SELECT ST_PointZ(-71.104, 42.315, 3.4, 4326)
```

```
SELECT ST_PointZ(-71.104, 42.315, 3.4, srid => 4326)
```

```
SELECT ST_PointZ(-71.104, 42.315, 3.4)
```



[ST\\_MakePoint](#), [ST\\_PointFromText](#), [ST\\_SetSRID](#), [ST\\_MakePointM](#)

### 7.3.10 ST\_PointM

ST\_PointM — Creates a Point with X, Y, M and SRID values.

#### Synopsis

geometry **ST\_PointM**(float x, float y, float m, integer srid=unknown);



 ST\_Point . ST\_MakePoint  OGC .

Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry.



```
SELECT ST_PointM(-71.104, 42.315, 3.4, 4326)
```

```
SELECT ST_PointM(-71.104, 42.315, 3.4, srid => 4326)
```

```
SELECT ST_PointM(-71.104, 42.315, 3.4)
```



[ST\\_MakePoint](#), [ST\\_PointFromText](#), [ST\\_SetSRID](#), [ST\\_MakePointM](#)

### 7.3.11 ST\_PointZM

`ST_PointZM` — Creates a Point with X, Y, Z, M and SRID values.

#### Synopsis

geometry **ST\_PointZM**(float x, float y, float z, float m, integer srid=unknown);



 `ST_Point` . `ST_MakePoint`  OGC .

Enhanced: 3.2.0 `srid` as an extra optional argument was added. Older installs require combining with `ST_SetSRID` to mark the `srid` on the geometry.



```
SELECT ST_PointZM(-71.104, 42.315, 3.4, 4.5, 4326)
```

```
SELECT ST_PointZM(-71.104, 42.315, 3.4, 4.5, srid => 4326)
```

```
SELECT ST_PointZM(-71.104, 42.315, 3.4, 4.5)
```



[ST\\_MakePoint](#), [ST\\_Point](#), [ST\\_PointM](#), [ST\\_PointZ](#), [ST\\_SetSRID](#)

### 7.3.12 ST\_Polygon

`ST_Polygon` — Creates a Polygon from a LineString with a specified SRID.

#### Synopsis

geometry **ST\_Polygon**(geometry lineString, integer srid);



Returns a polygon built from the given LineString and sets the spatial reference system from the `srid`.

`ST_Polygon` is similar to [ST\\_MakePolygon](#) Variant 1 with the addition of setting the SRID.

, [ST\\_MakePoint](#), [ST\\_SetSRID](#)

---

**Note**

ST\_LineMerge and ST\_Dump are deprecated.

- ✔ This method implements the [OGC 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.

☒

Create a 2D polygon.

```
SELECT ST_AsText( ST_Polygon('LINESTRING(75 29, 77 29, 77 29, 75 29)::geometry, 4326) );
-- result --
POLYGON((75 29, 77 29, 77 29, 75 29))
```

Create a 3D polygon.

```
SELECT ST_AsEWKT( ST_Polygon( ST_GeomFromEWKT('LINESTRING(75 29 1, 77 29 2, 77 29 3, 75 29 1)'), 4326) );
-- result --
SRID=4326;POLYGON((75 29 1, 77 29 2, 77 29 3, 75 29 1))
```

☒

[ST\\_AsEWKT](#), [ST\\_AsText](#), [ST\\_GeomFromEWKT](#), [ST\\_GeomFromText](#), [ST\\_LineMerge](#), [ST\\_MakePolygon](#)

### 7.3.13 ST\_TileEnvelope

`ST_TileEnvelope` — Creates a rectangular Polygon in [Web Mercator](#) (SRID:3857) using the [XYZ tile system](#).

#### Synopsis

```
geometry ST_TileEnvelope(integer tileZoom, integer tileX, integer tileY, geometry bounds=SRID=3857;LINESTRING(20037508.342789 -20037508.342789,20037508.342789 20037508.342789), float margin=0.0);
```

☒

Creates a rectangular Polygon giving the extent of a tile in the [XYZ tile system](#). The tile is specified by the zoom level Z and the XY index of the tile in the grid at that level. Can be used to define the tile bounds required by [ST\\_AsMVTGeom](#) to convert geometry into the MVT tile coordinate space.

By default, the tile envelope is in the [Web Mercator](#) coordinate system (SRID:3857) using the standard range of the Web Mercator system (-20037508.342789, 20037508.342789). This is the most common coordinate system used for MVT tiles. The optional bounds parameter can be used to generate tiles in

any coordinate system. It is a geometry that has the SRID and extent of the "Zoom Level zero" square within which the XYZ tile system is inscribed.

The optional `margin` parameter can be used to expand a tile by the given percentage. E.g. `margin=0.125` expands the tile by 12.5%, which is equivalent to `buffer=512` when the tile extent size is 4096, as used in [ST\\_AsMVTGeom](#). This is useful to create a tile buffer to include data lying outside of the tile's visible area, but whose existence affects the tile rendering. For example, a city name (a point) could be near an edge of a tile, so its label should be rendered on two tiles, even though the point is located in the visible area of just one tile. Using expanded tiles in a query will include the city point in both tiles. Use a negative value to shrink the tile instead. Values less than -0.5 are prohibited because that would eliminate the tile completely. Do not specify a margin when using with `ST_AsMVTGeom`. See the example for [ST\\_AsMVT](#).

`ST_AsText`: 2.0.0 `ST_AsText` SRID `ST_AsText`.

2.1.0 `ST_AsText`.

`ST_AsText`: `ST_AsText`

```
SELECT ST_AsText( ST_TileEnvelope(2, 1, 1) );
```

```
st_astext
-----
POLYGON((-10018754.1713945 0,-10018754.1713945 10018754.1713945,0 10018754.1713945,0 ←
0,-10018754.1713945 0))
```

```
SELECT ST_AsText( ST_TileEnvelope(3, 1, 1, ST_MakeEnvelope(-180, -90, 180, 90, 4326) ) );
```

```
st_astext
-----
POLYGON((-135 45,-135 67.5,-90 67.5,-90 45,-135 45))
```

`ST`

[ST\\_MakeEnvelope](#)

### 7.3.14 ST\_HexagonGrid

`ST_HexagonGrid` — Returns a set of hexagons and cell indices that completely cover the bounds of the geometry argument.

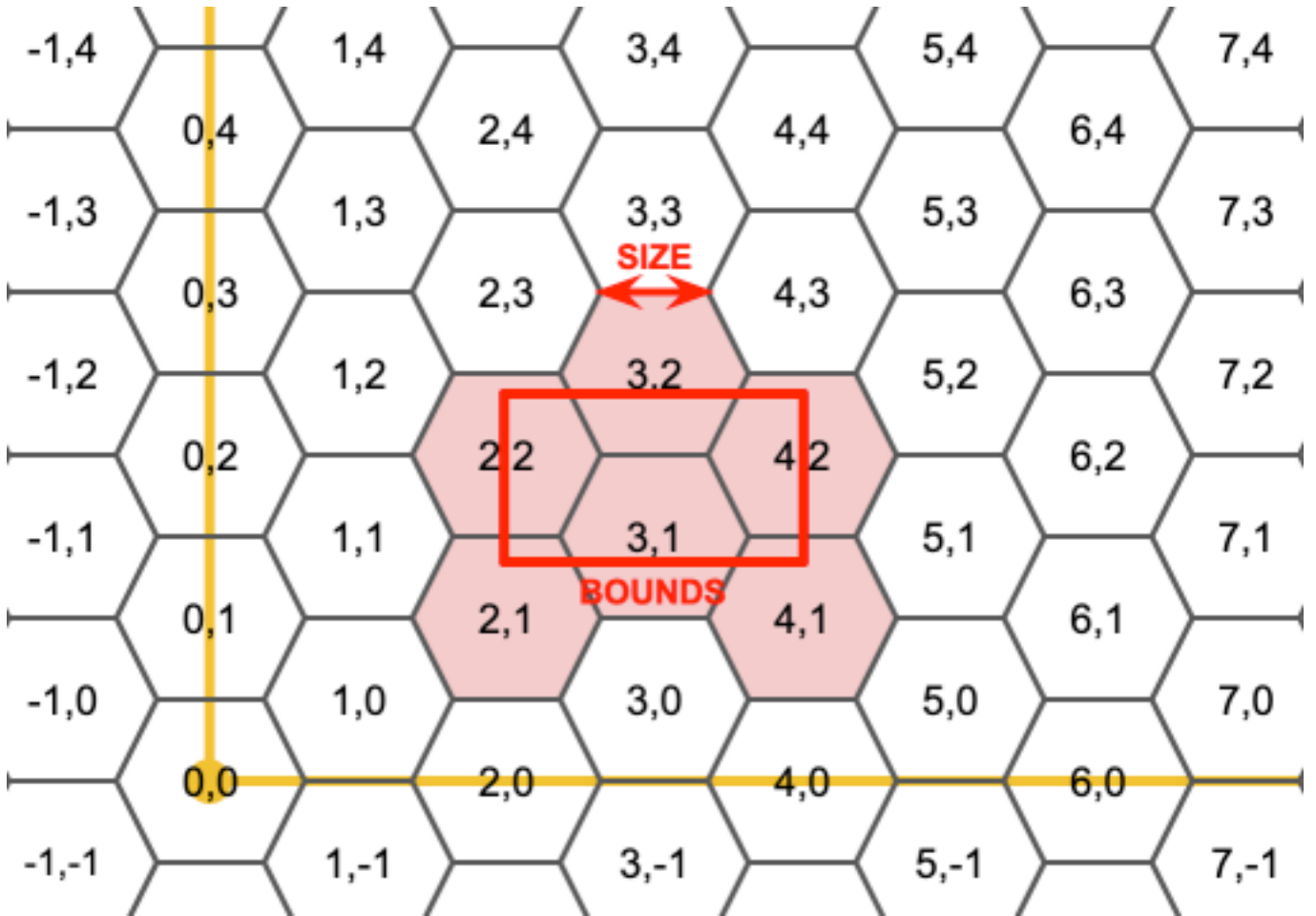
#### Synopsis

```
setof record ST_HexagonGrid(float8 size, geometry bounds);
```

`ST`

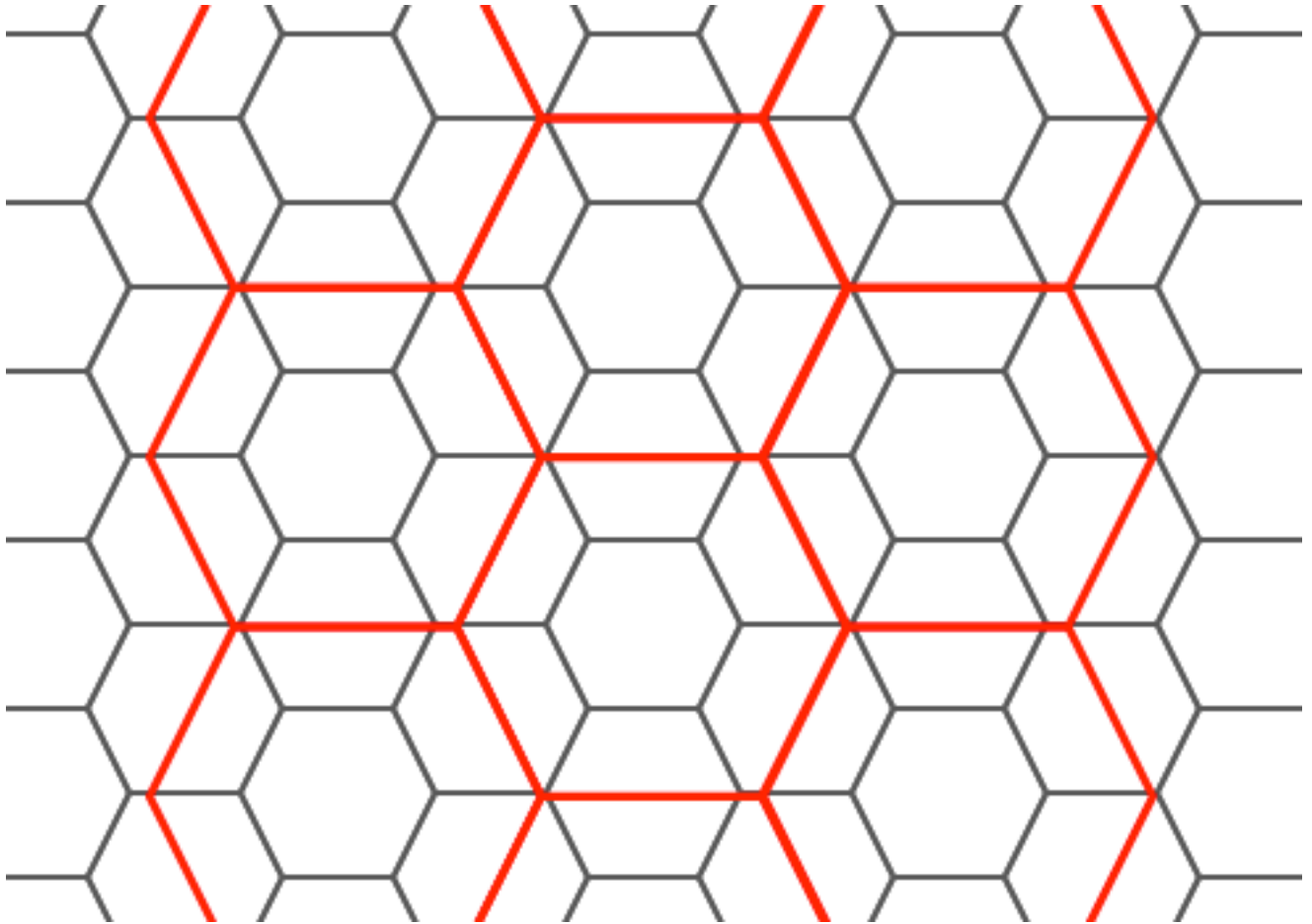
Starts with the concept of a hexagon tiling of the plane. (Not a hexagon tiling of the globe, this is not the [H3](#) tiling scheme.) For a given planar SRS, and a given edge size, starting at the origin of the SRS, there is one unique hexagonal tiling of the plane, `Tiling(SRS, Size)`. This function answers the question: what hexagons in a given `Tiling(SRS, Size)` overlap with a given bounds.





The SRS for the output hexagons is the SRS provided by the bounds geometry.

Doubling or tripling the edge size of the hexagon generates a new parent tiling that fits with the origin tiling. Unfortunately, it is not possible to generate parent hexagon tilings that the child tiles perfectly fit inside.



### 2.1.0 空间聚合

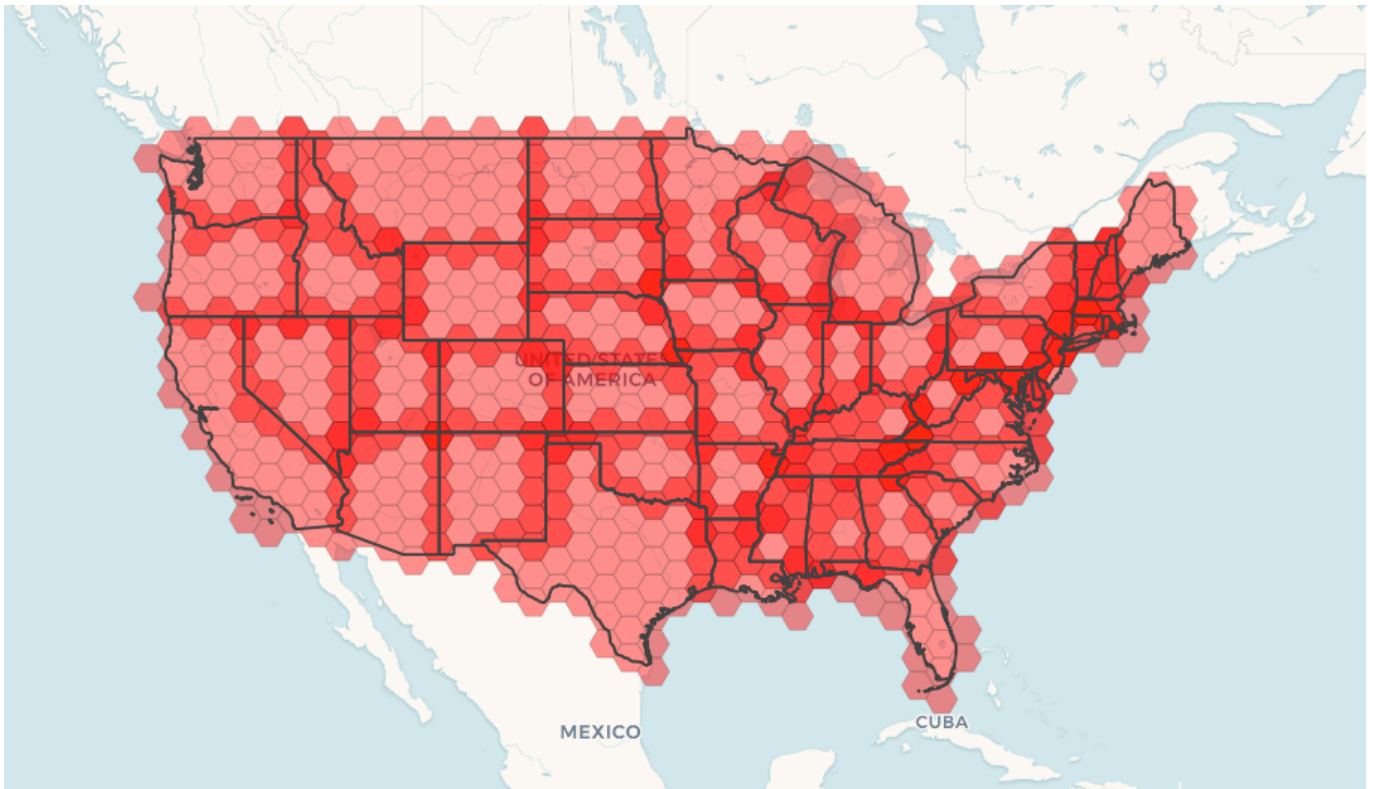
#### 点聚合: 空间聚合

To do a point summary against a hexagonal tiling, generate a hexagon grid using the extent of the points as the bounds, then spatially join to that grid.

```
SELECT COUNT(*), hexes.geom
FROM
  ST_HexagonGrid(
    10000,
    ST_SetSRID(ST_EstimatedExtent('pointtable', 'geom'), 3857)
  ) AS hexes
INNER JOIN
  pointtable AS pts
  ON ST_Intersects(pts.geom, hexes.geom)
GROUP BY hexes.geom;
```

#### 多边形聚合: 空间聚合

If we generate a set of hexagons for each polygon boundary and filter out those that do not intersect their hexagons, we end up with a tiling for each polygon.



Tiling states results in a hexagon coverage of each state, and multiple hexagons overlapping at the borders between states.



#### Note

The LATERAL keyword is implied for set-returning functions when referring to a prior table in the FROM list. So CROSS JOIN LATERAL, CROSS JOIN, or just plain , are equivalent constructs for this example.

```
SELECT admin1.gid, hex.geom
FROM
  admin1
  CROSS JOIN
  ST_HexagonGrid(100000, admin1.geom) AS hex
WHERE
  adm0_a3 = 'USA'
  AND
  ST_Intersects(admin1.geom, hex.geom)
```



[ST\\_EstimatedExtent](#), [ST\\_MakePoint](#), [ST\\_Point](#), [ST\\_SRID](#)

### 7.3.15 ST\_Hexagon

**ST\_Hexagon** — Returns a single hexagon, using the provided edge size and cell coordinate within the hexagon grid space.

## Synopsis

geometry **ST\_Hexagon**(float8 size, integer cell\_i, integer cell\_j, geometry origin);



Uses the same hexagon tiling concept as [ST\\_HexagonGrid](#), but generates just one hexagon at the desired cell coordinate. Optionally, can adjust origin coordinate of the tiling, the default origin is at 0,0.

Hexagons are generated with no SRID set, so use [ST\\_SetSRID](#) to set the SRID to the one you expect.

2.1.0 

### Example: Creating a hexagon at the origin

```
SELECT ST_AsText(ST_SetSRID(ST_Hexagon(1.0, 0, 0), 3857));

POLYGON((-1 0,-0.5
          -0.866025403784439,0.5
          -0.866025403784439,1
          0,0.5
          0.866025403784439,-0.5
          0.866025403784439,-1 0))
```



[ST\\_TileEnvelope](#), [ST\\_MakePoint](#), [ST\\_SetSRID](#)

## 7.3.16 ST\_SquareGrid

**ST\_SquareGrid** — Returns a set of grid squares and cell indices that completely cover the bounds of the geometry argument.

### Synopsis

setof record **ST\_SquareGrid**(float8 size, geometry bounds);



Starts with the concept of a square tiling of the plane. For a given planar SRS, and a given edge size, starting at the origin of the SRS, there is one unique square tiling of the plane, `Tiling(SRS, Size)`. This function answers the question: what grids in a given `Tiling(SRS, Size)` overlap with a given bounds.

The SRS for the output squares is the SRS provided by the bounds geometry.

Doubling or edge size of the square generates a new parent tiling that perfectly fits with the original tiling. Standard web map tilings in mercator are just powers-of-two square grids in the mercator plane.

2.1.0 

国国: 国国国国国国国国国国国国

The grid will fill the whole bounds of the country, so if you want just squares that touch the country you will have to filter afterwards with `ST_Intersects`.

```
WITH grid AS (
SELECT (ST_SquareGrid(1, ST_Transform(geom,4326))).*
FROM admin0 WHERE name = 'Canada'
)
SELECT ST_AsText(geom)
FROM grid
```

国国: 国国国国国国国国

To do a point summary against a square tiling, generate a square grid using the extent of the points as the bounds, then spatially join to that grid. Note the estimated extent might be off from actual extent, so be cautious and at very least make sure you've analyzed your table.

```
SELECT COUNT(*), squares.geom
FROM
pointtable AS pts
INNER JOIN
ST_SquareGrid(
1000,
ST_SetSRID(ST_Extent('pointtable', 'geom'), 3857)
) AS squares
ON ST_Intersects(pts.geom, squares.geom)
GROUP BY squares.geom
```

国国: 国国国国国国国国

This yields the same result as the first example but will be slower for a large number of points

```
SELECT COUNT(*), squares.geom
FROM
pointtable AS pts
INNER JOIN
ST_SquareGrid(
1000,
pts.geom
) AS squares
ON ST_Intersects(pts.geom, squares.geom)
GROUP BY squares.geom
```

国国

[ST\\_TileEnvelope](#), [ST\\_Point](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

### 7.3.17 ST\_Square

`ST_Square` — Returns a single square, using the provided edge size and cell coordinate within the square grid space.

## Synopsis

geometry **ST\_Square**(float8 size, integer cell\_i, integer cell\_j, geometry origin);

☒☒

Uses the same square tiling concept as [ST\\_SquareGrid](#), but generates just one square at the desired cell coordinate. Optionally, can adjust origin coordinate of the tiling, the default origin is at 0,0.

Squares are generated with no SRID set, so use [ST\\_SetSRID](#) to set the SRID to the one you expect.

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

### Example: Creating a square at the origin

```
SELECT ST_AsText(ST_SetSRID(ST_Square(1.0, 0, 0), 3857));
POLYGON((0 0,0 1,1 1,1 0,0 0))
```

☒☒

[ST\\_TileEnvelope](#), [ST\\_MakeLine](#), [ST\\_MakePolygon](#)

## 7.3.18 ST\_Letters

**ST\_Letters** — Returns the input letters rendered as geometry with a default start position at the origin and default text height of 100.

### Synopsis

geometry **ST\_Letters**(text letters, json font);

☒☒

Uses a built-in font to render out a string as a multipolygon geometry. The default text height is 100.0, the distance from the bottom of a descender to the top of a capital. The default start position places the start of the baseline at the origin. Over-riding the font involves passing in a json map, with a character as the key, and base64 encoded TWKB for the font shape, with the fonts having a height of 1000 units from the bottom of the descenders to the tops of the capitals.

The text is generated at the origin by default, so to reposition and resize the text, first apply the [ST\\_Scale](#) function and then apply the [ST\\_Translate](#) function.

Availability: 3.3.0





**Note**

ST\_GeomFromText('POINTM' ...) 支持 3D 几何体。

PostGIS: 2.0.0 版本开始支持, 支持 TIN 几何体。

- ✔ This method implements the [OGC 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).

SQL

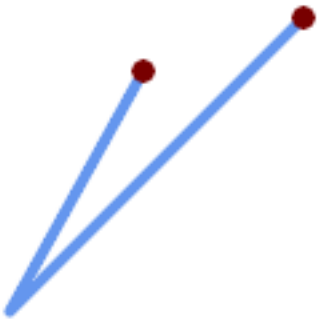
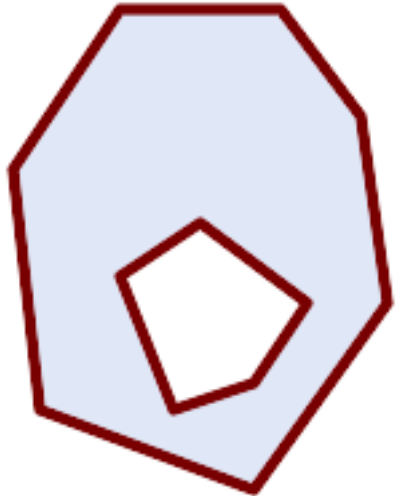
```
SELECT GeometryType(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29
  29.07)'));
geometrytype
-----
LINESTRING
```

```
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
```





	
<p>简体中文</p> <pre>SELECT ST_Boundary(geom) FROM (SELECT 'LINESTRING(100 150,50 60, 70 80, 160 170)::geometry As geom) As f;</pre> <p>ST_AsText output</p> <pre>MULTIPOINT((100 150),(160 170))</pre>	<p>简体中文</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 ))::geometry As geom) As f;</pre> <p>ST_AsText output</p> <pre>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)

--Using a 3d polygon
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)

--Using a 3d multilinestring
SELECT ST_AsEWKT(ST_Boundary(ST_GeomFromEWKT('MULTILINESTRING((1 1 1,0 0 0.5, -1 1 1),(1 1
0.5,0 0 0.5, -1 1 0.5, 1 1 0.5) )')));
st_asewkt
-----
```



### 7.4.4 ST\_CoordDim

ST\_CoordDim — ST\_Geometry

#### Synopsis

```
integer ST_CoordDim(geometry geomA);
```

ST\_Geometry

MM, **ST\_NDims**

- ✔ This method implements the [OGC 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).

```
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
```

**ST\_NDims**

### 7.4.5 ST\_Dimension

ST\_Dimension — ST\_Geometry

#### Synopsis

```
integer ST_Dimension(geometry g);
```

¶¶

POINT 0, LINESTRING 1, POLYGON 2, GEOMETRYCOLLECTION. OGC s2.1.1.1. null.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.2

2.0.0 (polyhedral surface) TIN.



Note

2.0.0.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

¶¶

```
SELECT ST_Dimension('GEOMETRYCOLLECTION(LINESTRING(1 1,0 0),POINT(0 0))');
ST_Dimension
-----
1
```

¶¶

ST\_NDims

7.4.6 ST\_Dump

ST\_Dump — Returns a set of geometry\_dump rows for the components of a geometry.

Synopsis

```
geometry_dump[] ST_Dump(geometry g1);
```

¶¶

A set-returning function (SRF) that extracts the components of a geometry. It returns a set of geometry\_dump rows, each containing a geometry (geom field) and an array of integers (path field).

For an atomic geometry type (POINT,LINESTRING,POLYGON) a single record is returned with an empty path array and the input geometry as geom. For a collection or multi-geometry a record is returned for each of the collection components, and the path denotes the position of the component inside the collection.

ST\_Dump is useful for expanding geometries. It is the inverse of a ST\_Collect / GROUP BY, in that it creates new rows. For example it can be use to expand MULTIPOLYGONS into POLYGONS.

2.0.0, TIN.

Availability: PostGIS 1.0.0RC1. Requires PostgreSQL 7.3 or higher.

**Note**

1.3.4 `ST_Dump` (curve) `ST_Dump`. 1.3.4 `ST_Dump`.

- ✔ 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.

Example

```
SELECT sometable.field1, sometable.field1,
       (ST_Dump(sometable.geom)).geom AS 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)
```

Example, TIN

```
-- 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
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;
```

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
```



- ✔ 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)
```

☒☒☒☒



```
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)

简体中文, TIN 简体中文

```

-- Polyhedral surface cube --
SELECT (g.gdump).path, ST_AsEWKT((g.gdump).geom) as wkt
FROM
  (SELECT
    ST_DumpPoints(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 gdump
  ) AS g;
-- result --

```

path	wkt
{1,1,1}	POINT(0 0 0)
{1,1,2}	POINT(0 0 1)
{1,1,3}	POINT(0 1 1)
{1,1,4}	POINT(0 1 0)
{1,1,5}	POINT(0 0 0)
{2,1,1}	POINT(0 0 0)

```

{2,1,2} | POINT(0 1 0)
{2,1,3} | POINT(1 1 0)
{2,1,4} | POINT(1 0 0)
{2,1,5} | POINT(0 0 0)
{3,1,1} | POINT(0 0 0)
{3,1,2} | POINT(1 0 0)
{3,1,3} | POINT(1 0 1)
{3,1,4} | POINT(0 0 1)
{3,1,5} | POINT(0 0 0)
{4,1,1} | POINT(1 1 0)
{4,1,2} | POINT(1 1 1)
{4,1,3} | POINT(1 0 1)
{4,1,4} | POINT(1 0 0)
{4,1,5} | POINT(1 1 0)
{5,1,1} | POINT(0 1 0)
{5,1,2} | POINT(0 1 1)
{5,1,3} | POINT(1 1 1)
{5,1,4} | POINT(1 1 0)
{5,1,5} | POINT(0 1 0)
{6,1,1} | POINT(0 0 1)
{6,1,2} | POINT(1 0 1)
{6,1,3} | POINT(1 1 1)
{6,1,4} | POINT(0 1 1)
{6,1,5} | POINT(0 0 1)
(30 rows)

```

```

-- Triangle --
SELECT (g.gdump).path, ST_AsText((g.gdump).geom) as wkt
FROM
  (SELECT
    ST_DumpPoints( ST_GeomFromEWKT('TRIANGLE ((
      0 0,
      0 9,
      9 0,
      0 0
    ))') ) AS gdump
  ) AS g;
-- result --
path | wkt
-----+-----
{1} | POINT(0 0)
{2} | POINT(0 9)
{3} | POINT(9 0)
{4} | POINT(0 0)

```

```

-- TIN --
SELECT (g.gdump).path, ST_AsEWKT((g.gdump).geom) as wkt
FROM
  (SELECT
    ST_DumpPoints( 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

```



```

SELECT path, ST_AsText(geom)
FROM (
  SELECT (ST_DumpSegments(g.geom)).*
  FROM (SELECT 'GEOMETRYCOLLECTION(
  LINESTRING(1 1, 3 3, 4 4),
  POLYGON((5 5, 6 6, 7 7, 5 5))
)>:::geometry AS geom
      ) AS g
) j;

```

path	b'' b''	st_astext
{1,1}	b'' b''	LINESTRING(1 1,3 3)
{1,2}	b'' b''	LINESTRING(3 3,4 4)
{2,1,1}	b'' b''	LINESTRING(5 5,6 6)
{2,1,2}	b'' b''	LINESTRING(6 6,7 7)
{2,1,3}	b'' b''	LINESTRING(7 7,5 5)

(5 rows)

### 三角形, TIN 格式

```

-- Triangle --
SELECT path, ST_AsText(geom)
FROM (
  SELECT (ST_DumpSegments(g.geom)).*
  FROM (SELECT 'TRIANGLE((
    0 0,
    0 9,
    9 0,
    0 0
  ))>:::geometry AS geom
      ) AS g
) j;

```

path	b'' b''	st_astext
{1,1}	b'' b''	LINESTRING(0 0,0 9)
{1,2}	b'' b''	LINESTRING(0 9,9 0)
{1,3}	b'' b''	LINESTRING(9 0,0 0)

(3 rows)

```

-- TIN --
SELECT path, ST_AsEWKT(geom)
FROM (
  SELECT (ST_DumpSegments(g.geom)).*
  FROM (SELECT '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
  )))
  )>:::geometry AS geom
      ) AS g

```







☒☒

```

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;

```



*Envelope of a point and linestring.*

```

SELECT ST_AsText(ST_Envelope(
  ST_Collect(
    ST_GeomFromText('LINESTRING(55 75,125 150)'),
    ST_Point(20, 80)
  )
));

```



```

        )) As wktenv;
wktenv
-----
POLYGON((20 75,20 150,125 150,125 75,20 75))

```

☐☐

[Box2D](#), [Box3D](#), [ST\\_OrientedEnvelope](#)

## 7.4.12 ST\_ExteriorRing

ST\_ExteriorRing — 返回多边形的外环。

### Synopsis

geometry **ST\_ExteriorRing**(geometry a\_polygon);



☐☐

POLYGON 返回一个 (exterior ring) 的多边形。如果输入为 NULL 则返回 NULL。

 Note

#### Note

此函数返回一个多边形的外环。使用 ST\_Dump 可以返回所有环。

-  This method implements the [OGC 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.

☐☐

```

--If you have a table of polygons
SELECT gid, ST_ExteriorRing(geom) AS ering
FROM sometable;

--If you have a table of MULTIPOLYGONS
--and want to return a MULTILINESTRING composed of the exterior rings of each polygon
SELECT gid, ST_Collect(ST_ExteriorRing(geom)) AS erings
      FROM (SELECT gid, (ST_Dump(geom)).geom As geom
            FROM sometable) As foo
GROUP BY gid;

--3d Example
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)

```

☐☐

[ST\\_InteriorRingN](#), [ST\\_Boundary](#), [ST\\_NumInteriorRings](#)

### 7.4.13 ST\_GeometryN

ST\_GeometryN — ST\_Geometry 子集函数。

#### Synopsis

geometry **ST\_GeometryN**(geometry geomA, integer n);

☐☐

返回几何体 geomA 的第 n 个部分 (multicurve) 的几何体 (geom)。如果 n 为 1-N 的整数，则返回非 NULL 几何体。如果 n 为 0，则返回 NULL。

---

**Note**  
 0.8.0 版本之前，OGC 规范 1-xxxx。返回 0-xxxx。

---



---

**Note**  
 ST\_Dump 返回几何体，返回几何体。

---

2.0.0 版本之前，返回 TIN 几何体。  
 2.0.0 版本之前，返回 NULL 几何体。2.0.0 版本，ST\_GeometryN(..,1) 返回几何体。

- ✔ This method implements the [OGC 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).
-

### 提取点

```
--Extracting a subset of points from a 3d multipoint
SELECT n, ST_AsEWKT(ST_GeometryN(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(geom)
CROSS JOIN generate_series(1,100) n
WHERE n <= ST_NumGeometries(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(geom, n)
FROM sometable CROSS JOIN generate_series(1,100) n
WHERE n <= ST_NumGeometries(geom);
```

### 多面体表面, TIN

```
-- Polyhedral surface example
-- Break a Polyhedral surface into its faces
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))

```

☐☐

[ST\\_Dump](#), [ST\\_NumGeometries](#)

### 7.4.14 ST\_GeometryType

ST\_GeometryType — ST\_Geometry 数据类型。

#### Synopsis

text **ST\_GeometryType**(geometry g1);

☐☐

返回 'ST\_LineString', 'ST\_Polygon', 'ST\_MultiPolygon' 等。返回 ST\_GeometryType(geometry) 的结果。

版本: 2.0.0 (polyhedral surface) 支持。



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.

☐☐

```

SELECT ST_GeometryType(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27
29.31,77.29 29.07)'));
--result
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)
) )'));
--result
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)
) )'));
--result
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 g;
result
-----
ST_Tin

```

☒☒

## GeometryType

### 7.4.15 ST\_HasArc

ST\_HasArc — Tests if a geometry contains a circular arc

#### Synopsis

boolean **ST\_HasArc**(geometry geomA);

☒☒

☒☒☒☒☒☒☒☒☒☒, ☒☒☒, ☒☒☒☒☒☒☒ TRUE ☒☒☒☒☒☒.

1.2.2 ☒☒☒☒☒☒☒☒☒☒☒☒.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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
```

☒☒

[ST\\_CurveToLine](#), [ST\\_PointN](#)

### 7.4.16 ST\_InteriorRingN

ST\_InteriorRingN — 返回多边形中的第 N 个内环。

#### Synopsis

geometry **ST\_InteriorRingN**(geometry a\_polygon, integer n);

☒☒

返回类型为 geometry。N 为整数，范围在 1 到 (range) 之间。如果 N 为 NULL，则返回 NULL。



#### Note

此函数返回的几何体与 ST\_Dump 返回的几何体相同。



此方法实现了 [OGC Simple Features Implementation Specification for SQL 1.1](#)。



此方法实现了 SQL/MM 规范。SQL-MM 3: 8.2.6, 8.3.5



此函数支持 3d 并且不会丢弃 z-索引。

☒☒

```
SELECT ST_AsText(ST_InteriorRingN(geom, 1)) As geom
FROM (SELECT ST_BuildArea(
      ST_Collect(ST_Buffer(ST_Point(1,2), 20,3),
      ST_Buffer(ST_Point(1, 2), 10,3))) As geom
      ) as foo;
```

☒☒

[ST\\_ExteriorRing](#), [ST\\_M](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 7.4.17 ST\_NumCurves

ST\_NumCurves — Return the number of component curves in a CompoundCurve.

#### Synopsis

integer **ST\_NumCurves**(geometry a\_compoundcurve);

☒☒

Return the number of component curves in a CompoundCurve, zero for an empty CompoundCurve, or NULL for a non-CompoundCurve input.



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.

☒☒

```
-- Returns 3
SELECT ST_NumCurves('COMPOUNDCURVE(
  (2 2, 2.5 2.5),
  CIRCULARSTRING(2.5 2.5, 4.5 2.5, 3.5 3.5),
  (3.5 3.5, 2.5 4.5, 3 5, 2 2)
)');

-- Returns 0
SELECT ST_NumCurves('COMPOUNDCURVE EMPTY');
```

☒☒

[ST\\_CurveN](#), [ST\\_Dump](#), [ST\\_ExteriorRing](#), [ST\\_NumInteriorRings](#), [ST\\_NumGeometries](#)

### 7.4.18 ST\_CurveN

ST\_CurveN — Returns the Nth component curve geometry of a CompoundCurve.

#### Synopsis

geometry **ST\_CurveN**(geometry a\_compoundcurve, integer index);

☒☒

Returns the Nth component curve geometry of a CompoundCurve. The index starts at 1. Returns NULL if the geometry is not a CompoundCurve or the index is out of range.



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.





```

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)

```

☒☒☒☒☒☒

```

-- A cube --
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

-- Same as cube but missing a side --
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

```





☒☒

```
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)
```

## 7.4.22 ST\_IsPolygonCCW

`ST_IsPolygonCCW` — Tests if Polygons have exterior rings oriented counter-clockwise and interior rings oriented clockwise.

### Synopsis

boolean **ST\_IsPolygonCCW** ( geometry geom );

☒☒

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.

Returns true if the geometry has no polygonal components.



### 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.

2.2.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

[ST\\_ForcePolygonCW](#) , [ST\\_ForcePolygonCCW](#) , [ST\\_IsPolygonCW](#)

### 7.4.23 ST\_IsPolygonCW

`ST_IsPolygonCW` — Tests if Polygons have exterior rings oriented clockwise and interior rings oriented counter-clockwise.

#### Synopsis

boolean `ST_IsPolygonCW` ( geometry geom );

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.

Returns true if the geometry has no polygonal components.

**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.

2.2.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.





¶¶

¶¶¶ M ¶¶¶¶¶¶¶¶. M ¶¶¶¶¶¶¶ NULL ¶¶¶¶¶. ¶¶¶¶¶¶¶¶¶¶¶¶.

**Note!**

#### Note

¶¶¶ (¶¶) OGC ¶¶¶¶¶¶¶¶¶¶, ¶¶¶¶¶¶¶¶ (extractor) ¶¶¶¶¶¶¶¶¶¶¶¶¶¶.



This method implements the [OGC 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.

¶¶

```
SELECT ST_M(ST_GeomFromEWKT('POINT(1 2 3 4)'));
 st_m
-----
      4
(1 row)
```

¶¶

[ST\\_GeomFromEWKT](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_Z](#)

## 7.4.27 ST\_MemSize

ST\_MemSize — ST\_Geometry ¶¶¶¶¶¶¶¶¶¶¶¶.

### Synopsis

integer **ST\_MemSize**(geometry geomA);

¶¶

ST\_Geometry ¶¶¶¶¶¶¶¶¶¶¶¶.

This complements the PostgreSQL built-in [database object functions](#) `pg_column_size`, `pg_size_pretty`, `pg_relation_size`, `pg_total_relation_size`.

**Note!**

#### 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` ¶¶¶¶¶¶, TOAST ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

`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.

☒☒

```
--Return how much byte space Boston takes up in our Mass data set
SELECT pg_size_pretty(SUM(ST_MemSize(geom))) as totgeomsum,
pg_size_pretty(SUM(CASE WHEN town = 'BOSTON' THEN ST_MemSize(geom) ELSE 0 END)) As bossum,
CAST(SUM(CASE WHEN town = 'BOSTON' THEN ST_MemSize(geom) ELSE 0 END)*1.00 /
      SUM(ST_MemSize(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)'));
```

---  
73

```
--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( ↵
geom)) As geomsize,
sum(ST_MemSize(geom))*1.00/pg_total_relation_size('public.neighborhoods')*100 As pergeom
FROM neighborhoods;
fulltable_size geomsize pergeom
-----
262144 96238 36.71188354492187500000
```

### 7.4.28 ST\_NDims

ST\_NDims — ST\_Geometry ☒☒☒☒☒☒☒☒☒☒.

#### Synopsis

integer **ST\_NDims**(geometry g1);

☒☒

☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒. PostGIS ☒ 2 - 2 ☒☒ (x,y), 3 - 3 ☒☒ (x,y,z), 3 - ☒☒☒☒☒ 2 ☒☒ (x,y,m), ☒☒☒ 4 - ☒☒☒☒☒ 3 ☒☒☒☒☒ (x,y,z,m) ☒☒☒☒☒☒☒.

- ✔ This function supports 3d and will not drop the z-index.





函数

Returns the number of elements in a geometry collection (GEOMETRYCOLLECTION or MULTI\*). For non-empty atomic geometries returns 1. For empty geometries returns 0.

更新: 2.0.0 支持 3D 几何体, 支持 TIN 几何体。

更新: 2.0.0 支持空几何体返回 NULL。2.0.0 之前版本, 空几何体返回 1。



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).

函数

```
--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
```

函数

[ST\\_GeometryN](#), [ST\\_Multi](#)

### 7.4.32 ST\_NumInteriorRings

ST\_NumInteriorRings — 返回多边形内部环的数量。

#### Synopsis

integer **ST\_NumInteriorRings**(geometry a\_polygon);

函数

更新: 2.0.0 支持空多边形返回 NULL。



This method implements the SQL/MM specification. SQL-MM 3: 8.2.5

更新: 2.0.0 支持空多边形返回 NULL。

☒☒

```
--If you have a regular polygon
SELECT gid, field1, field2, ST_NumInteriorRings(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(geom)) AS numholes
FROM (SELECT gid, field1, field2, (ST_Dump(geom)).geom As geom
      FROM sometable) As foo
GROUP BY gid, field1,field2;
```

☒☒

[ST\\_NumInteriorRing](#), [ST\\_PointN](#)

### 7.4.33 ST\_NumInteriorRing

`ST_NumInteriorRing` — Returns the number of interior rings in a polygon. `ST_NumInteriorRings` is the preferred name.

#### Synopsis

integer `ST_NumInteriorRing`(geometry a\_polygon);

☒☒

[ST\\_NumInteriorRings](#), [ST\\_PointN](#)

### 7.4.34 ST\_NumPatches

`ST_NumPatches` — Returns the number of patches in a geometry. Returns NULL if the geometry is not a polygon.

#### Synopsis

integer `ST_NumPatches`(geometry g1);

☒☒

`ST_NumPatches` — Returns the number of patches in a geometry. Returns NULL if the geometry is not a polygon. `ST_NumGeometries` is the preferred name.

2.0.0 `ST_NumPatches` was added.



This function supports 3d and will not drop the z-index.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).



### 7.4.36 ST\_PatchN

ST\_PatchN — ST\_Geometry

#### Synopsis

geometry **ST\_PatchN**(geometry geomA, integer n);

POLYHEDRALSURFACE, POLYHEDRALSURFACEM 1- N ( ) . NULL . ST\_GeometryN . ST\_GeometryN .



**Note**

1-



**Note**

ST\_Dump

2.0.0

- ✔ This method implements the SQL/MM specification. SQL-MM ISO/IEC 13249-3: 8.5
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.

```
--Extract the 2nd face of the polyhedral surface
SELECT ST_AsEWKT(ST_PatchN(geom, 2)) As geomewkt
FROM (
VALUES (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 foo(geom);

geomewkt
-----+-----
POLYGON((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0))
```

[ST\\_AsEWKT](#), [ST\\_GeomFromEWKT](#), [ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_NumGeometries](#)

### 7.4.37 ST\_PointN

ST\_PointN — ST\_LineString ST\_CircularString

#### Synopsis

geometry **ST\_PointN**(geometry a\_linestring, integer n);

Extracts the Nth point from a linestring. If the linestring is a circular string, the point is extracted from the start of the string. If N is -1, the last point is returned. If N is NULL, the first point is returned.

**Note!** **Note**  
 0.8.0 OGC Simple Features Implementation Specification for SQL 1.1. OGC Simple Features Implementation Specification (OGC) 0.8.0. OGC Simple Features Implementation Specification 0-1.

**Note!** **Note**  
 Extracts the Nth point from a linestring, using ST\_Dump to extract the points.

- ✓ This method implements the [OGC 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!** **Note**  
 2.0.0: PostGIS 2.0.0. 2.0.0 NULL. 2.3.0 (-1) OGC Simple Features Implementation Specification.

```
-- Extract all POINTs from a 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)
```







ST\_LineString 与 ST\_CircularString 的互操作。

```
SELECT ST_AsText(ST_StartPoint('CIRCULARSTRING(5 2,-3 1.999999, -2 1, -4 2, 6 3)')::geometry ←
    );
    st_astext
-----
POINT(5 2)
```

与

**ST\_EndPoint, ST\_PointN**

### 7.4.40 ST\_Summary

ST\_Summary — 返回几何体的摘要。

#### Synopsis

```
text ST_Summary(geometry g);
text ST_Summary(geography g);
```

与

返回摘要字符串。  
 返回摘要字符串列表：

- M: M 值。
- Z: Z 值。
- B: 边界值。
- G: 几何体 (类型) 值。
- S: 表面值。

- ✔ This method supports Circular Strings and Curves.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

#### 1.2.2 返回摘要字符串。

PostGIS: 2.0.0 引入。  
 PostGIS: 2.1.0 起。返回摘要字符串列表 S 值。  
 PostGIS: 2.2.0 起支持 TIN 曲线 (curve) 值。

☒☒

```

=# 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)
    
```

☒☒

[PostGIS\\_DropBBox](#), [PostGIS\\_AddBBox](#), [ST\\_Force3DM](#), [ST\\_Force3DZ](#), [ST\\_Force2D](#), [geography](#)  
[ST\\_IsValid](#), [ST\\_IsValidReason](#), [ST\\_IsValidDetail](#)

### 7.4.41 ST\_X

ST\_X — Returns the X coordinate of a Point.

#### Synopsis

float **ST\_X**(geometry a\_point);

☒☒

☒☒☒☒ X ☒☒☒☒☒☒☒☒. X ☒☒☒☒☒☒☒☒ NULL ☒☒☒☒☒☒. ☒☒☒☒☒☒☒☒☒☒☒☒.



**Note**

To get the minimum and maximum X value of geometry coordinates use the functions [ST\\_XMin](#) and [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.



```
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)
```



[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_XMax](#), [ST\\_XMin](#), [ST\\_Y](#), [ST\\_Z](#)

### 7.4.42 ST\_Y

ST\_Y — Returns the Y coordinate of a Point.

#### Synopsis

float **ST\_Y**(geometry a\_point);



 Y . Y  NULL . .



#### Note

To get the minimum and maximum Y value of geometry coordinates use the functions [ST\\_YMin](#) and [ST\\_YMax](#).



This method implements the [OGC 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.



```
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)
```

[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_X](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_Z](#)

### 7.4.43 ST\_Z

**ST\_Z** — Returns the Z coordinate of a Point.

#### Synopsis

float **ST\_Z**(geometry a\_point);

**Z** . Z NULL . .



#### Note

To get the minimum and maximum Z value of geometry coordinates use the functions [ST\\_ZMin](#) and [ST\\_ZMax](#).



This method implements the SQL/MM specification.



This function supports 3d and will not drop the z-index.

```
SELECT ST_Z(ST_GeomFromEWKT('POINT(1 2 3 4)'));
st_z
-----
3
(1 row)
```

[ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 7.4.44 ST\_Zmflag

ST\_Zmflag — ST\_Geometry

#### Synopsis

smallint **ST\_Zmflag**(geometry geomA);

ST\_Geometry

Values are: 0 = 2D, 1 = 3D-M, 2 = 3D-Z, 3 = 4D.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

```
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
```

[ST\\_CoordDim](#), [ST\\_NDims](#), [ST\\_Dimension](#)

### 7.4.45 ST\_HasZ

ST\_HasZ — Checks if a geometry has a Z dimension.

#### Synopsis

boolean **ST\_HasZ**(geometry geom);



Checks if the input geometry has a Z dimension and returns a boolean value. If the geometry has a Z dimension, it returns true; otherwise, it returns false.

Geometry objects with a Z dimension typically represent three-dimensional (3D) geometries, while those without it are two-dimensional (2D) geometries.

This function is useful for determining if a geometry has elevation or height information.

Availability: 3.5.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.



```
SELECT ST_HasZ(ST_GeomFromText('POINT(1 2 3)'));
-- result
true
```

```
SELECT ST_HasZ(ST_GeomFromText('LINESTRING(0 0, 1 1)'));
-- result
false
```



[ST\\_Zmflag](#)

[ST\\_HasM](#)

## 7.4.46 ST\_HasM

**ST\_HasM** — Checks if a geometry has an M (measure) dimension.

### Synopsis

boolean **ST\_HasM**(geometry geom);



Checks if the input geometry has an M (measure) dimension and returns a boolean value. If the geometry has an M dimension, it returns true; otherwise, it returns false.

Geometry objects with an M dimension typically represent measurements or additional data associated with spatial features.

This function is useful for determining if a geometry includes measure information.

Availability: 3.5.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.



☒☒

```
SELECT ST_HasM(ST_GeomFromText('POINTM(1 2 3)'));
--result
true
```

```
SELECT ST_HasM(ST_GeomFromText('LINESTRING(0 0, 1 1)'));
--result
false
```

☒☒

[ST\\_Zmflag](#)

[ST\\_HasZ](#)

## 7.5 编辑 (editor)

### 7.5.1 ST\_AddPoint

`ST_AddPoint` — 向 LineString 添加点。

#### Synopsis

```
geometry ST_AddPoint(geometry linestring, geometry point);
geometry ST_AddPoint(geometry linestring, geometry point, integer position = -1);
```

☒☒

Adds a point to a LineString before the index *position* (using a 0-based index). If the *position* parameter is omitted or is -1 the point is appended to the end of the LineString.

1.1.0 新增。



This function supports 3d and will not drop the z-index.

☒☒

Add a point to the end of a 3D line

```
SELECT ST_AsEWKT(ST_AddPoint('LINESTRING(0 0 1, 1 1 1)', ST_MakePoint(1, 2, 3)));

st_asewkt
-----
LINESTRING(0 0 1,1 1 1,1 2 3)
```

Guarantee all lines in a table are closed by adding the start point of each line to the end of the line only for those that are not closed.

```
UPDATE sometable
SET geom = ST_AddPoint(geom, ST_StartPoint(geom))
FROM sometable
WHERE ST_IsClosed(geom) = false;
```

---

☒☒

[ST\\_RemovePoint](#), [ST\\_SetPoint](#)

## 7.5.2 ST\_CollectionExtract

`ST_CollectionExtract` — Given a geometry collection, returns a multi-geometry containing only elements of a specified type.

### Synopsis

geometry **ST\_CollectionExtract**(geometry collection);

geometry **ST\_CollectionExtract**(geometry collection, integer type);

☒☒

Given a geometry collection, returns a homogeneous multi-geometry.

If the *type* is not specified, returns a multi-geometry containing only geometries of the highest dimension. So polygons are preferred over lines, which are preferred over points.

If the *type* is specified, returns a multi-geometry containing only that type. If there are no sub-geometries of the right type, an EMPTY geometry is returned. Only points, lines and polygons are supported. The type numbers are:

- 1 == POINT
- 2 == LINESTRING
- 3 == POLYGON

For atomic geometry inputs, the geometry is returned unchanged if the input type matches the requested type. Otherwise, the result is an EMPTY geometry of the specified type. If required, these can be converted to multi-geometries using [ST\\_Multi](#).



### Warning

MultiPolygon results are not checked for validity. If the polygon components are adjacent or overlapping the result will be invalid. (For example, this can occur when applying this function to an [ST\\_Split](#) result.) This situation can be checked with [ST\\_IsValid](#) and repaired with [ST\\_MakeValid](#).

1.5.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



### Note

Prior to 1.5.3 this function returned atomic inputs unchanged, no matter type. In 1.5.3 non-matching single geometries returned a NULL result. In 2.0.0 non-matching single geometries return an EMPTY result of the requested type.

---



**Warning**

This function does not ensure that the result is valid. In particular, a collection containing adjacent or overlapping Polygons will create an invalid MultiPolygon. This situation can be checked with [ST\\_IsValid](#) and repaired with [ST\\_MakeValid](#).

2.0.0

☒☒

Single-element collection converted to an atomic geometry

```
SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(POINT(0 0))'));

st_astext
-----
POINT(0 0)
```

Nested single-element collection converted to an atomic geometry:

```
SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(MULTIPOINT((0 0)))'));

st_astext
-----
POINT(0 0)
```

Collection converted to a multi-geometry:

```
SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(POINT(0 0),POINT(1 1))'));

st_astext
-----
MULTIPOINT((0 0),(1 1))
```

Nested heterogeneous collection flattened to a GeometryCollection:

```
SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION(POINT(0 0), GEOMETRYCOLLECTION ←
(LINESTRING(1 1, 2 2))'));

st_astext
-----
GEOMETRYCOLLECTION(POINT(0 0),LINESTRING(1 1,2 2))
```

Collection of Polygons converted to an (invalid) MultiPolygon:

```
SELECT ST_AsText(ST_CollectionHomogenize('GEOMETRYCOLLECTION (POLYGON ((10 50, 50 50, 50 ←
10, 10 10, 10 50)), POLYGON ((90 50, 90 10, 50 10, 50 50, 90 50))'));

st_astext
-----
MULTIPOLYGON(((10 50,50 50,50 10,10 10,10 50)),((90 50,90 10,50 10,50 50,90 50)))
```

☒☒

[ST\\_CollectionExtract](#), [ST\\_Multi](#), [ST\\_IsValid](#), [ST\\_MakeValid](#)

## 7.5.4 ST\_CurveToLine

ST\_CurveToLine — Converts a geometry containing curves to a linear geometry.

### Synopsis

geometry **ST\_CurveToLine**(geometry curveGeom, float tolerance, integer tolerance\_type, integer flags);

☒☒

Converts a CIRCULAR STRING to regular LINESTRING or CURVEPOLYGON to POLYGON or MULTISURFACE to MULTIPOLYGON. 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: 1.3.0

Enhanced: 2.4.0 added support for max-deviation and max-angle tolerance, and for symmetric output.

Enhanced: 3.0.0 implemented a minimum number of segments per linearized arc to prevent topological collapse.

- ✔ This method implements the [OGC 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.
-

❏

```
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)

-- Ensure approximated line is no further than 20 units away from
-- original curve, and make the result direction-neutral
SELECT ST_AsText(ST_CurveToLine(
  'CIRCULARSTRING(0 0,100 -100,200 0) '::geometry,
  20, -- Tolerance
  1, -- Above is max distance between curve and line
  1 -- Symmetric flag
));
st_astext
-----
LINESTRING(0 0,50 -86.6025403784438,150 -86.6025403784439,200 -1.1331077795296e-13,200 0)

```

☒☒

[ST\\_LineToCurve](#)

## 7.5.5 ST\_Scroll

ST\_Scroll — Change start point of a closed LineString.

### Synopsis

geometry **ST\_Scroll**(geometry linestring, geometry point);

☒☒

Changes the start/end point of a closed LineString to the given vertex *point*.

Availability: 3.2.0



This function supports 3d and will not drop the z-index.



This function supports M coordinates.

☒☒

Make e closed line start at its 3rd vertex

```
SELECT ST_AsEWKT(ST_Scroll('SRID=4326;LINESTRING(0 0 0 1, 10 0 2 0, 5 5 4 2,0 0 0 1)', ' ←
    POINT(5 5 4 2)'));
```

```
st_asewkt
```

```
-----
```

```
SRID=4326;LINESTRING(5 5 4 2,0 0 0 1,10 0 2 0,5 5 4 2)
```

☒☒

**ST\_Normalize**

## 7.5.6 ST\_FlipCoordinates

ST\_FlipCoordinates — Returns a version of a geometry with X and Y axis flipped.

### Synopsis

geometry **ST\_FlipCoordinates**(geometry geom);

☒☒

Returns a version of the given geometry with X and Y axis flipped. Useful for fixing geometries which contain coordinates expressed as latitude/longitude (Y,X).

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.



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).







## Synopsis

geometry **ST\_Force3DZ**(geometry geomA, float Zvalue = 0.0);

⊠

Forces the geometries into XYZ mode. If a geometry has no Z component, then a *Zvalue* Z coordinate is tacked on.

⊠: 2.0.0 (polyhedral surface) ⊠.

⊠: 2.1.0, ⊠ 2.0.x ⊠ ST\_Force\_3DZ ⊠.

Changed: 3.1.0. Added support for supplying a non-zero Z value.



This function supports Polyhedral surfaces.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

⊠

```
--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 0,0 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))
```

⊠

**ST\_AsEWKT**, **ST\_Force2D**, **ST\_Force3DM**, **ST\_Force3D**

### 7.5.10 ST\_Force3DM

ST\_Force3DM — ⊠ XYM ⊠.

## Synopsis

geometry **ST\_Force3DM**(geometry geomA, float Mvalue = 0.0);

関数

Forces the geometries into XYM mode. If a geometry has no M component, then a *Mvalue* M coordinate is tacked on. If it has a Z component, then Z is removed

バージョン: 2.1.0 追加, 2.0.x 削除 ST\_Force\_3DM 関数

Changed: 3.1.0. Added support for supplying a non-zero M value.



This method supports Circular Strings and Curves.

関数

```
--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))
```

関数

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#), [ST\\_GeomFromEWKT](#)

### 7.5.11 ST\_Force4D

ST\_Force4D — 関数 XYZM 関数

#### Synopsis

geometry **ST\_Force4D**(geometry geomA, float Zvalue = 0.0, float Mvalue = 0.0);

関数

Forces the geometries into XYZM mode. *Zvalue* and *Mvalue* is tacked on for missing Z and M dimensions, respectively.

バージョン: 2.1.0 追加, 2.0.x 削除 ST\_Force\_4D 関数

Changed: 3.1.0. Added support for supplying non-zero Z and M values.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☐☐

```
--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))	

☐☐

**ST\_AsEWKT, ST\_Force2D, ST\_Force3DM, ST\_Force3D**

### 7.5.12 ST\_ForceCollection

ST\_ForceCollection — 强制集合几何体为 4D 几何体。

#### Synopsis

geometry **ST\_ForceCollection**(geometry geomA);




☐☐

强制集合几何体为 4D 几何体。 返回 WKB 集合几何体。

版本: 2.0.0 强制集合几何体 (polyhedral surface) 强制集合几何体。



1.2.2 强制集合几何体。 1.3.4 强制集合几何体 (curve) 强制集合几何体。 1.3.4 强制集合几何体。

版本: 2.1.0 强制集合几何体, 2.0.x 强制集合几何体 ST\_Force\_Collection 强制集合几何体。

-  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 3d and will not drop the z-index.
-  This method supports Circular Strings and Curves.



```
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)
```



[ST\\_LineToCurve](#)

### 7.5.14 ST\_ForcePolygonCCW

ST\_ForcePolygonCCW — Orients all exterior rings counter-clockwise and all interior rings clockwise.



#### Synopsis

geometry **ST\_ForcePolygonCCW** ( geometry geom );



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.

2.2.0 

-  This function supports 3d and will not drop the z-index.
-  This function supports M coordinates.



[ST\\_ForcePolygonCW](#) , [ST\\_IsPolygonCCW](#) , [ST\\_IsPolygonCW](#)

### 7.5.15 ST\_ForcePolygonCW

ST\_ForcePolygonCW — Orients all exterior rings clockwise and all interior rings counter-clockwise.

## Synopsis

geometry **ST\_ForcePolygonCW** ( geometry geom );

☒☒

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.

2.2.0 ☒☒☒☒☒☒☒☒☒☒.

- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports M coordinates.

☒☒

**ST\_ForcePolygonCCW** , **ST\_IsPolygonCCW** , **ST\_IsPolygonCW**

### 7.5.16 ST\_ForceSFS

ST\_ForceSFS — ☒☒☒ SFS 1.1 ☒☒☒☒☒☒☒☒☒☒☒☒.

## Synopsis

geometry **ST\_ForceSFS**(geometry geomA);  
 geometry **ST\_ForceSFS**(geometry geomA, text version);

☒☒

- ✔ 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.

### 7.5.17 ST\_ForceRHR

ST\_ForceRHR — ☒☒☒☒☒☒☒☒☒☒☒☒☒ (orientation) ☒☒☒☒☒☒ (Right-Hand Rule) ☒☒☒☒☒☒☒☒.

## Synopsis

geometry **ST\_ForceRHR**(geometry g);



☒☒

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!**

#### 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](#).

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒☒ (polyhedral surface) ☒☒☒☒☒☒☒.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

☒☒

```
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)	

☒☒

[ST\\_ForcePolygonCCW](#) , [ST\\_ForcePolygonCW](#) , [ST\\_IsPolygonCCW](#) , [ST\\_IsPolygonCW](#) , [ST\\_BuildArea](#), [ST\\_Polygonize](#), [ST\\_Reverse](#)

## 7.5.18 ST\_LineExtend

[ST\\_LineExtend](#) — Returns a line extended forwards and backwards by specified distances.

### Synopsis

geometry **ST\_LineExtend**(geometry line, float distance\_forward, float distance\_backward=0.0);

☒☒

Returns a line extended forwards and backwards by adding new start (and end) points at the given distance(s). A distance of zero does not add a point. Only non-negative distances are allowed. The direction(s) of the added point(s) is determined by the first (and last) two distinct points of the line. Duplicate points are ignored.

Availability: 3.4.0

**Example: Extends a line 5 units forward and 6 units backward**

```
SELECT ST_AsText(ST_LineExtend('LINESTRING(0 0, 0 10)::geometry, 5, 6));
-----
LINESTRING(0 -6,0 0,0 10,0 15)
```

☒☒

[ST\\_LineSubstring](#), [ST\\_LocateAlong](#), [ST\\_Project](#)

**7.5.19 ST\_LineToCurve**

ST\_LineToCurve — Converts a linear geometry to a curved geometry.

**Synopsis**

geometry **ST\_LineToCurve**(geometry geomANoncircular);

☒☒

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: 1.3.0

- ✔ This function supports 3d and will not drop the z-index.
- ✔ This method supports Circular Strings and Curves.

☒☒

```
-- 2D Example
SELECT ST_AsText(ST_LineToCurve(foo.geom)) As curvedastext,ST_AsText(foo.geom) As ↔
       non_curvedastext
       FROM (SELECT ST_Buffer('POINT(1 3)::geometry, 3) As geom) As foo;

curvedatext                                     | 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 ↔
       1.33328930094119,3.12132034355964 0.878679656440359, |
       | 2.66671069905881 ↔
       | 0.505591163092366,2.14805029
       | 0.228361402466141,
```





## 7.5.22 ST\_Project

ST\_Project — Returns a point projected from a start point by a distance and bearing (azimuth).

### Synopsis

```
geometry ST_Project(geometry g1, float distance, float azimuth);
geometry ST_Project(geometry g1, geometry g2, float distance);
geography ST_Project(geography g1, float distance, float azimuth);
geography ST_Project(geography g1, geography g2, float distance);
```



Returns a point projected from a point along a geodesic using a given distance and azimuth (bearing). This is known as the direct geodesic problem.

The two-point version uses the path from the first to the second point to implicitly define the azimuth and uses the distance as before.

The distance is given in meters. Negative values are supported.

The azimuth (also known as heading or bearing) is given in radians. It is measured clockwise from true north.

- North is azimuth zero (0 degrees)
- East is azimuth  $\pi/2$  (90 degrees)
- South is azimuth  $\pi$  (180 degrees)
- West is azimuth  $3\pi/2$  (270 degrees)

Negative azimuth values and values greater than  $2\pi$  (360 degrees) are supported.

2.0.0     .

Enhanced: 2.4.0 Allow negative distance and non-normalized azimuth.

Enhanced: 3.4.0 Allow geometry arguments and two-point form omitting azimuth.

### Example: Projected point at 100,000 meters and bearing 45 degrees

```
SELECT ST_AsText(ST_Project('POINT(0 0)::geography, 100000, radians(45.0)));
-----
POINT(0.635231029125537 0.639472334729198)
```



[ST\\_Azimuth](#), [ST\\_Distance](#), [PostgreSQL function radians\(\)](#)

## 7.5.23 ST\_QuantizeCoordinates

ST\_QuantizeCoordinates — Sets least significant bits of coordinates to zero

## Synopsis

```
geometry ST_QuantizeCoordinates ( geometry g , int prec_x , int prec_y , int prec_z , int prec_m );
```

☒☒

`ST_QuantizeCoordinates` determines the number of bits (N) required to represent a coordinate value with a specified number of digits after the decimal point, and then sets all but the N most significant bits to zero. The resulting coordinate value will still round to the original value, but will have improved compressibility. This can result in a significant disk usage reduction provided that the geometry column is using a **compressible storage type**. The function allows specification of a different number of digits after the decimal point in each dimension; unspecified dimensions are assumed to have the precision of the x dimension. Negative digits are interpreted to refer digits to the left of the decimal point, (i.e., `prec_x=-2` will preserve coordinate values to the nearest 100.

The coordinates produced by `ST_QuantizeCoordinates` are independent of the geometry that contains those coordinates and the relative position of those coordinates within the geometry. As a result, existing topological relationships between geometries are unaffected by use of this function. The function may produce invalid geometry when it is called with a number of digits lower than the intrinsic precision of the geometry.

Availability: 2.5.0

## Technical Background

PostGIS stores all coordinate values as double-precision floating point integers, which can reliably represent 15 significant digits. However, PostGIS may be used to manage data that intrinsically has fewer than 15 significant digits. An example is TIGER data, which is provided as geographic coordinates with six digits of precision after the decimal point (thus requiring only nine significant digits of longitude and eight significant digits of latitude.)

When 15 significant digits are available, there are many possible representations of a number with 9 significant digits. A double precision floating point number uses 52 explicit bits to represent the significand (mantissa) of the coordinate. Only 30 bits are needed to represent a mantissa with 9 significant digits, leaving 22 insignificant bits; we can set their value to anything we like and still end up with a number that rounds to our input value. For example, the value 100.123456 can be represented by the floating point numbers closest to 100.123456000000, 100.123456000001, and 100.123456432199. All are equally valid, in that `ST_AsText(geom, 6)` will return the same result with any of these inputs. As we can set these bits to any value, `ST_QuantizeCoordinates` sets the 22 insignificant bits to zero. For a long coordinate sequence this creates a pattern of blocks of consecutive zeros that is compressed by PostgreSQL more efficiently.



### Note

Only the on-disk size of the geometry is potentially affected by `ST_QuantizeCoordinates`. `ST_MemSize`, which reports the in-memory usage of the geometry, will return the the same value regardless of the disk space used by a geometry.

☒☒

```
SELECT ST_AsText(ST_QuantizeCoordinates('POINT (100.123456 0)::geometry, 4));
st_astext
-----
POINT(100.123455047607 0)
```

```
WITH test AS (SELECT 'POINT (123.456789123456 123.456789123456)::geometry AS geom)
SELECT
  digits,
  encode(ST_QuantizeCoordinates(geom, digits), 'hex'),
  ST_AsText(ST_QuantizeCoordinates(geom, digits))
FROM test, generate_series(15, -15, -1) AS digits;
```

digits	encode	st_astext
15	010100000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
14	010100000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
13	010100000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
12	010100000005c9a72083cdd5e405c9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
11	01010000000409a72083cdd5e40409a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
10	0101000000009a72083cdd5e40009a72083cdd5e40	POINT(123.456789123455 123.456789123455) ←
9	0101000000009072083cdd5e40009072083cdd5e40	POINT(123.456789123418 123.456789123418) ←
8	0101000000008072083cdd5e40008072083cdd5e40	POINT(123.45678912336 123.45678912336) ←
7	0101000000000070083cdd5e40000070083cdd5e40	POINT(123.456789121032 123.456789121032) ←
6	0101000000000040083cdd5e40000040083cdd5e40	POINT(123.456789076328 123.456789076328) ←
5	010100000000000083cdd5e400000000083cdd5e40	POINT(123.456789016724 123.456789016724) ←
4	010100000000000003cdd5e400000000003cdd5e40	POINT(123.456787109375 123.456787109375) ←
3	0101000000000000003cdd5e400000000003cdd5e40	POINT(123.456787109375 123.456787109375) ←
2	01010000000000000038dd5e4000000000038dd5e40	POINT(123.45654296875 123.45654296875) ←
1	010100000000000000dd5e40000000000dd5e40	POINT(123.453125 123.453125) ←
0	010100000000000000dc5e4000000000dc5e40	POINT(123.4375 123.4375) ←
-1	010100000000000000c05e4000000000c05e40	POINT(123 123) ←
-2	01010000000000000005e4000000000005e40	POINT(120 120) ←
-3	0101000000000000000584000000000005840	POINT(96 96) ←
-4	0101000000000000000584000000000005840	POINT(96 96) ←
-5	0101000000000000000584000000000005840	POINT(96 96) ←
-6	0101000000000000000584000000000005840	POINT(96 96) ←
-7	0101000000000000000584000000000005840	POINT(96 96) ←
-8	0101000000000000000584000000000005840	POINT(96 96) ←
-9	0101000000000000000584000000000005840	POINT(96 96) ←
-10	0101000000000000000584000000000005840	POINT(96 96) ←
-11	0101000000000000000584000000000005840	POINT(96 96) ←
-12	0101000000000000000584000000000005840	POINT(96 96) ←
-13	0101000000000000000584000000000005840	POINT(96 96) ←
-14	0101000000000000000584000000000005840	POINT(96 96) ←
-15	0101000000000000000584000000000005840	POINT(96 96) ←



ST\_SnapToGrid

## 7.5.24 ST\_RemovePoint

ST\_RemovePoint — Remove a point from a linestring.

### Synopsis

geometry **ST\_RemovePoint**(geometry linestring, integer offset);

☒☒

Removes a point from a LineString, given its index (0-based). Useful for turning a closed line (ring) into an open linestring.

Enhanced: 3.2.0

1.1.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



This function supports 3d and will not drop the z-index.

☒☒

Guarantees no lines are closed by removing the end point of closed lines (rings). Assumes geom is of type LINESTRING

```
UPDATE sometable
  SET geom = ST_RemovePoint(geom, ST_NPoints(geom) - 1)
  FROM sometable
 WHERE ST_IsClosed(geom);
```

☒☒

[ST\\_AddPoint](#), [ST\\_NPoints](#), [ST\\_NumPoints](#)

## 7.5.25 ST\_RemoveRepeatedPoints

ST\_RemoveRepeatedPoints — Returns a version of a geometry with duplicate points removed.

### Synopsis

geometry **ST\_RemoveRepeatedPoints**(geometry geom, float8 tolerance);

☒☒

Returns a version of the given geometry with duplicate consecutive points removed. The function processes only (Multi)LineStrings, (Multi)Polygons and MultiPoints but it can be called with any kind of geometry. Elements of GeometryCollections are processed individually. The endpoints of LineStrings are preserved.

If the *tolerance* parameter is provided, vertices within the tolerance distance of one another are considered to be duplicates.

Enhanced: 3.2.0



2.2.0

- ✓ This function supports Polyhedral surfaces.
- ✓ This function supports 3d and will not drop the z-index.

```
SELECT ST_AsText( ST_RemoveRepeatedPoints( 'MULTIPOINT ((1 1), (2 2), (3 3), (2 2))' ));
-----
MULTIPOINT(1 1,2 2,3 3)
```

```
SELECT ST_AsText( ST_RemoveRepeatedPoints( 'LINESTRING (0 0, 0 0, 1 1, 0 0, 1 1, 2 2)' ));
-----
LINESTRING(0 0,1 1,0 0,1 1,2 2)
```

**Example:** Collection elements are processed individually.

```
SELECT ST_AsText( ST_RemoveRepeatedPoints( 'GEOMETRYCOLLECTION (LINESTRING (1 1, 2 2, 2 2, ←
3 3), POINT (4 4), POINT (4 4), POINT (5 5))' ));
-----
GEOMETRYCOLLECTION(LINESTRING(1 1,2 2,3 3),POINT(4 4),POINT(4 4),POINT(5 5))
```

**Example:** Repeated point removal with a distance tolerance.

```
SELECT ST_AsText( ST_RemoveRepeatedPoints( 'LINESTRING (0 0, 0 0, 1 1, 5 5, 1 1, 2 2)', 2) ) ←
;
-----
LINESTRING(0 0,5 5,2 2)
```

**ST\_Simplify**

## 7.5.26 ST\_RemoveIrrelevantPointsForView

`ST_RemoveIrrelevantPointsForView` — Removes points that are irrelevant for rendering a specific rectangular view of a geometry.

### Synopsis

```
geometry ST_RemoveIrrelevantPointsForView(geometry geom, box2d bounds, boolean cartesian_hint = false);
```

Returns a **geometry** without points being irrelevant for rendering the geometry within a given rectangular view.

This function can be used to quickly preprocess geometries that should be rendered only within certain bounds.

Only geometries of type (MULTI)POLYGON and (MULTI)LINESTRING are evaluated. Other geometries keep unchanged.

In contrast to `ST_ClipByBox2D()` this function

- sorts out points without computing new intersection points which avoids rounding errors and usually increases performance,
- returns a geometry with equal or similar point number,
- leads to the same rendering result within the specified view, and
- may introduce self-intersections which would make the resulting geometry invalid (see example below).

If `cartesian_hint` is set to `true`, the algorithm applies additional optimizations involving cartesian math to further reduce the resulting point number. Please note that using this option might introduce rendering artifacts if the resulting coordinates are projected into another (non-cartesian) coordinate system before rendering.



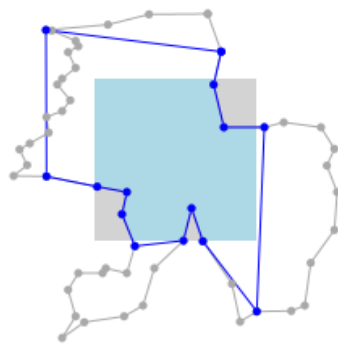
**Warning**

For polygons, this function does currently not ensure that the result is valid. This situation can be checked with `ST_IsValid` and repaired with `ST_MakeValid`.

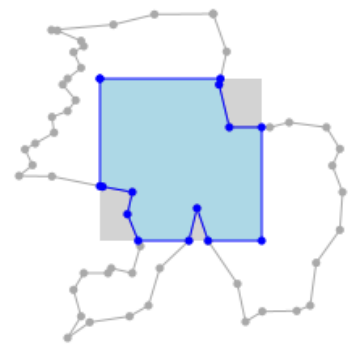
original  
55 points



`ST_RemoveIrrelevantPointsForView(geom, bbox)`  
15 points



`ST_ClipByBox2D(geom, bbox)`  
15 points

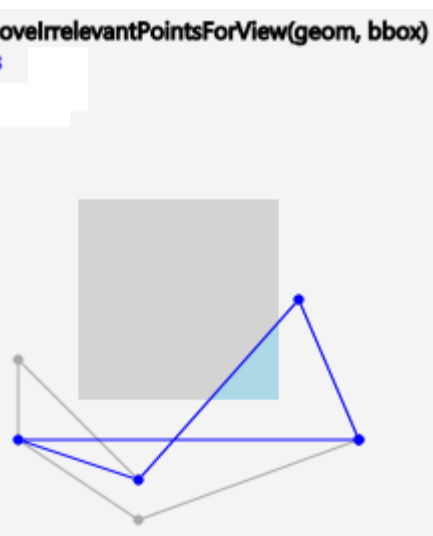


Example: `ST_RemoveIrrelevantPointsForView()` applied to a polygon. Blue points remain, the rendering result (light-blue area) within the grey view box remains as well.

original  
7 points



`ST_RemoveIrrelevantPointsForView(geom, bbox)`  
5 points



Example: Due to the fact that points are just sorted out and no new points are computed, the result of `ST_RemoveIrrelevantPointsForView()` may contain self-intersections.

Availability: 3.5.0

☒☒

```
SELECT ST_AsText(
    ST_RemoveIrrelevantPointsForView(
    ST_GeomFromText('MULTIPOLYGON(((10 10, 20 10, 30 10, 40 10, 20 20, ←
    10 20, 10 10)),((10 10, 20 10, 20 20, 10 20, 10 10)))'),
    ST_MakeEnvelope(12,12,18,18), true));

    st_astext
    -----
    MULTIPOLYGON(((10 10,40 10,20 20,10 20,10 10)),((10 10,20 10,20 20,10 ←
    20,10 10)))
```

```
SELECT ST_AsText(
    ST_RemoveIrrelevantPointsForView(
    ST_GeomFromText('MULTILINESTRING((0 0, 10 0,20 0,30 0), (0 15, 5 ←
    15, 10 15, 15 15, 20 15, 25 15, 30 15, 40 15), (13 13,15 15,17 ←
    17))'),
    ST_MakeEnvelope(12,12,18,18), true));

    st_astext
    -----
    MULTILINESTRING((10 15,15 15,20 15),(13 13,15 15,17 17))
```

```
SELECT ST_AsText(
    ST_RemoveIrrelevantPointsForView(
    ST_GeomFromText('LINESTRING(0 0, 10 0,20 0,30 0)'),
    ST_MakeEnvelope(12,12,18,18), true));

    st_astext
    -----
    LINESTRING EMPTY
```

```
SELECT ST_AsText(
    ST_RemoveIrrelevantPointsForView(
    ST_GeomFromText('POLYGON((0 30, 15 30, 30 30, 30 0, 0 0, 0 30))'),
    ST_MakeEnvelope(12,12,18,18), true));

    st_astext
    -----
    POLYGON((15 30,30 0,0 0,15 30))
```

```
SELECT ST_AsText(
    ST_RemoveIrrelevantPointsForView(
    ST_GeomFromText('POLYGON((0 30, 15 30, 30 30, 30 0, 0 0, 0 30))'),
    ST_MakeEnvelope(12,12,18,18));

    st_astext
    -----
    POLYGON((0 30,30 30,30 0,0 0,0 30))
```

☒☒

**ST\_ClipByBox2D, ST\_Intersection**

## 7.5.27 ST\_RemoveSmallParts

ST\_RemoveSmallParts — Removes small parts (polygon rings or linestrings) of a geometry.

### Synopsis

geometry **ST\_RemoveSmallParts**(geometry geom, double precision minSizeX, double precision minSizeY);

☒☒

Returns a **geometry** without small parts (exterior or interior polygon rings, or linestrings).

This function can be used as preprocessing step for creating simplified maps, e. g. to remove small islands or holes.

It evaluates only geometries of type (MULTI)POLYGON and (MULTI)LINESTRING. Other geometries remain unchanged.

If *minSizeX* is greater than 0, parts are sorted out if their width is smaller than *minSizeX*.

If *minSizeY* is greater than 0, parts are sorted out if their height is smaller than *minSizeY*.

Both *minSizeX* and *minSizeY* are measured in coordinate system units of the geometry.

For polygon types, evaluation is done separately for each ring which can lead to one of the following results:

- the original geometry,
- a POLYGON with all rings with less vertices,
- a POLYGON with a reduced number of interior rings (having possibly less vertices),
- a POLYGON EMPTY, or
- a MULTIPOLYGON with a reduced number of polygons (having possibly less interior rings or vertices), or
- a MULTIPOLYGON EMPTY.

For linestring types, evaluation is done for each linestring which can lead to one of the following results:

- the original geometry,
  - a LINESTRING with a reduced number of vertices,
  - a LINESTRING EMPTY,
  - a MULTILINESTRING with a reduced number of linestrings (having possibly less vertices), or
  - a MULTILINESTRING EMPTY.
-





1.2.2

Enhanced: 3.0.0 Segmentize geometry now produces equal-length subsegments

Enhanced: 2.3.0 Segmentize geography now produces equal-length subsegments

Changed: 2.1.0

As a result of the introduction of geography support, the usage `ST_Segmentize('LINESTRING(2, 3 4)', 0.5)` causes an ambiguous function error. The input needs to be properly typed as a geometry or geography. Use `ST_GeomFromText`, `ST_GeogFromText` or a cast to the required type (e.g. `ST_Segmentize('LINESTRING(1 2, 3 4)::geometry, 0.5)` )

Segmentizing a line.

Long segments are split evenly, and short segments are not split.

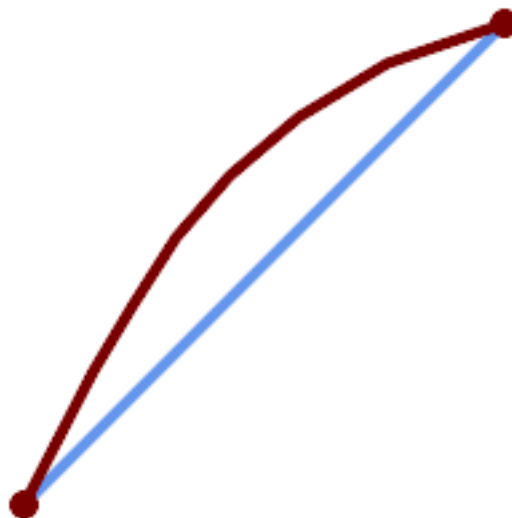
```
SELECT ST_AsText(ST_Segmentize(
  'MULTILINESTRING((0 0, 0 1, 0 9),(1 10, 1 18))'::geometry,
  5 ));
-----
MULTILINESTRING((0 0,0 1,0 5,0 9),(1 10,1 14,1 18))
```

Segmentizing a polygon:

```
SELECT ST_AsText(
  ST_Segmentize('POLYGON((0 0, 0 8, 30 0, 0 0))'::geometry), 10));
-----
POLYGON((0 0,0 8,7.5 6,15 4,22.5 2,30 0,20 0,10 0,0 0))
```

Segmentizing a geographic line, using a maximum segment length of 2000 kilometers. Vertices are added along the great-circle arc connecting the endpoints.

```
SELECT ST_AsText(
  ST_Segmentize('LINESTRING (0 0, 60 60)'::geography), 2000000));
-----
LINESTRING(0 0,4.252632294621186 8.43596525986862,8.69579947419404 ↔
16.824093489701564,13.550465473227048 25.107950473646188,19.1066053508691 ↔
33.21091076089908,25.779290201459894 41.01711439406505,34.188839517966954 ↔
48.337222885886,45.238153936612264 54.84733442373889,60 60)
```



*A geographic line segmentized along a great circle arc*









### 7.5.33 ST\_SnapToGrid

ST\_SnapToGrid — 将几何体 (geom) 对齐到 (snap) 精度。

#### 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);

```

参数

参数 1, 2, 3: 对齐精度 (cell) 大小 (snap) 大小。如果任一参数为 NULL，则返回 NULL。如果任一参数为负数，则返回 NULL。

参数 4: 1.1.0 版本引入。用于指定原点 (x, y, z) 和大小 (x, y, z, m)。如果任一参数为 0，则返回 NULL。



#### Note

如果几何体不是简单的 (ST\_IsSimple 为真)。



#### Note

1.1.0 版本引入。如果 snap 大小为 2，则返回 NULL。1.1.0 版本引入，如果 snap 大小为 0，则返回 NULL。

1.0.0RC1 版本引入。

1.1.0 版本引入 Z 和 M 大小。



This function supports 3d and will not drop the z-index.

示例

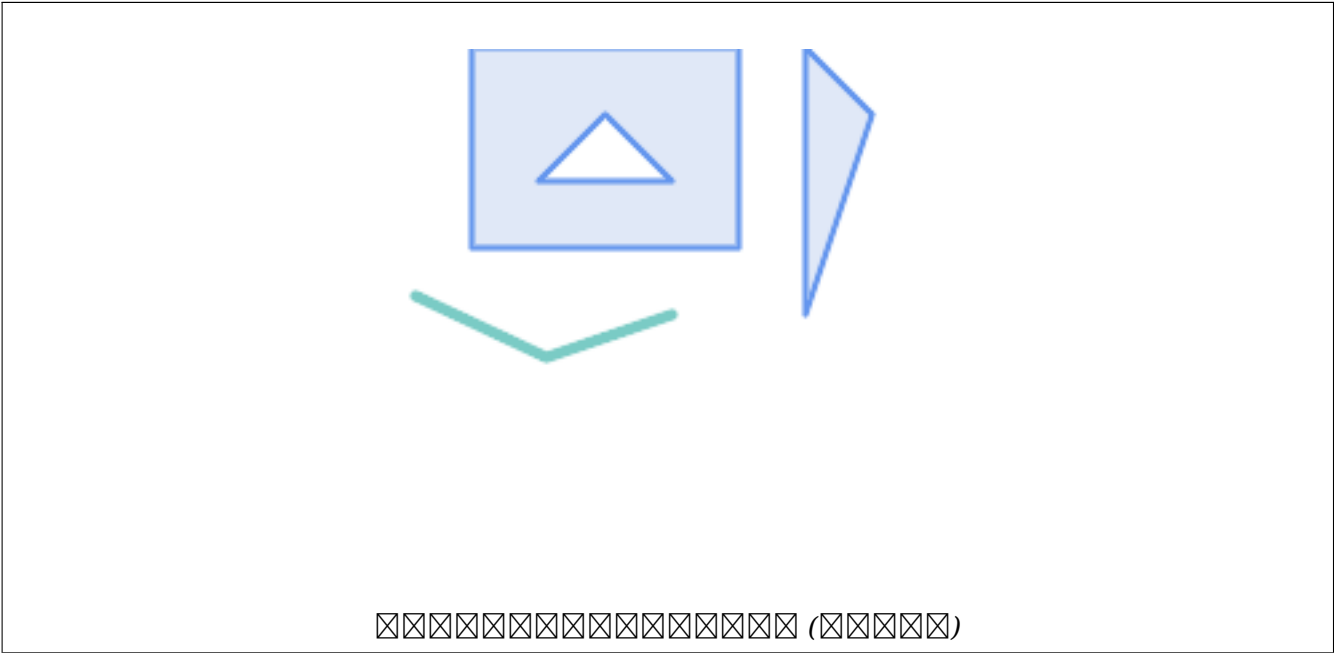
```

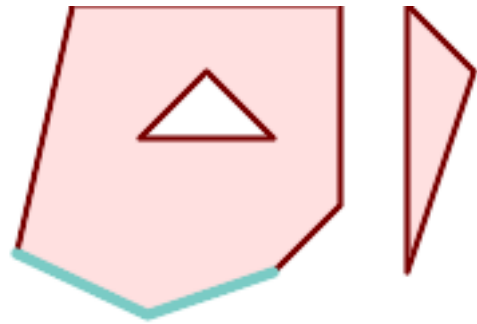
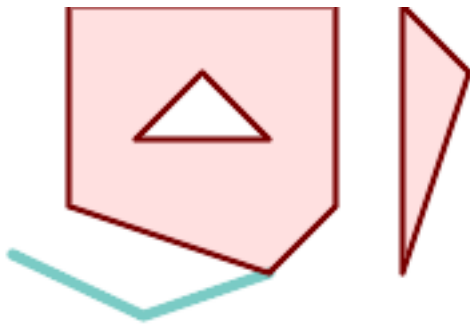
--Snap your geometries to a precision grid of 10^-3
UPDATE mytable
SET geom = ST_SnapToGrid(geom, 0.001);

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(

```







距离 1.01 的最近邻点。最近邻点位于多边形边界上。

距离 1.25 的最近邻点。最近邻点位于多边形边界上。

```
SELECT ST_AsText(ST_Snap(poly,line, ←
    ST_Distance(poly,line)*1.01)) 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;
```

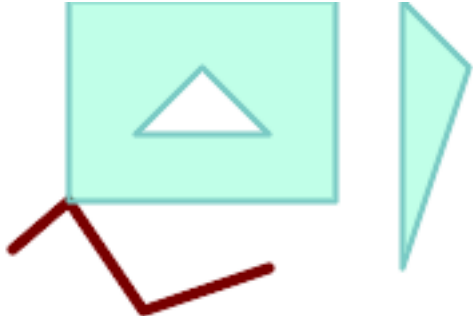
```
SELECT ST_AsText(
    ST_Snap(poly,line, ST_Distance(poly, ←
    line)*1.25)
    ) AS polysnapped
FROM (SELECT
    ST_GeomFromText('MULTIPOLYGON(
        (( 26 125, 26 200, 126 200, 126 125, ←
        26 125 ),
        ( 51 150, 101 150, 76 175, 51 150 ) ←
        ),
        (( 151 100, 151 200, 176 175, 151 ←
        100 )))') As poly,
    ST_GeomFromText('LINESTRING (5 ←
    107, 54 84, 101 100)') As line
    ) As foo;
```

polysnapped

← polysnapped

```
MULTIPOLYGON(((26 125,26 200,126 200,126 ←
    125,101 100,26 125),
(51 150,101 150,76 175,51 150)),((151 ←
    100,151 200,176 175,151 100)))
```

```
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)))
```

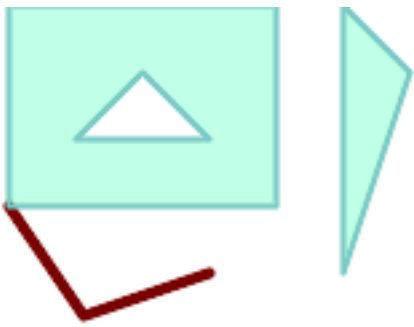


距离 1.01 的最近点

```

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)
        
```



距离 1.25 的最近点

```

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)
        
```

☒☒

**ST\_SnapToGrid**

**7.5.35 ST\_SwapOrdinates**

ST\_SwapOrdinates — 交换几何体中两个有序坐标的函数。

**Synopsis**

geometry **ST\_SwapOrdinates**(geometry geom, cstring ords);





☒☒

Tests if an `ST_Geometry` value is well-formed and valid in 2D according to the OGC rules. For geometries with 3 and 4 dimensions, the validity is still only tested in 2 dimensions. For geometries that are invalid, a PostgreSQL NOTICE is emitted providing details of why it is not valid.

For the version with the `flags` parameter, supported values are documented in [ST\\_IsValidDetail](#). This version does not print a NOTICE explaining invalidity.

For more information on the definition of geometry validity, refer to [Section 4.4](#).

Note!

**Note**

SQL-MM defines the result of `ST_IsValid(NULL)` to be 0, while PostGIS returns NULL.

GEOS ☒☒☒☒☒

The version accepting flags is available starting with 2.0.0.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).



This method implements the SQL/MM specification. SQL-MM 3: 5.1.9

Note!

**Note**

Neither OGC-SFS nor SQL-MM specifications include a flag argument for `ST_IsValid`. The flag is a PostGIS extension.

☒☒

```
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
```

☒☒

[ST\\_IsSimple](#), [ST\\_IsValidReason](#), [ST\\_IsValidDetail](#),

## 7.6.2 ST\_IsValidDetail

`ST_IsValidDetail` — Returns a `valid_detail` row stating if a geometry is valid or if not a reason and a location.

### Synopsis

`valid_detail` **ST\_IsValidDetail**(geometry geom, integer flags);

☒☒

Returns a `valid_detail` row, containing 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 improve on the combination of `ST_IsValid` and `ST_IsValidReason` to generate a detailed report of invalid geometries.

The optional `flags` parameter is a bitfield. It can have the following values:

- 0: Use usual OGC SFS validity semantics.
- 1: Consider certain kinds of self-touching rings (inverted shells and exverted holes) as valid. This is also known as "the ESRI flag", since this is the validity model used by those tools. Note that this is invalid under the OGC model.

GEOS ☒☒☒☒☒

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
--First 3 Rejects from a successful quintuplet experiment
SELECT gid, reason(ST_IsValidDetail(geom)), ST_AsText(location(ST_IsValidDetail(geom))) as ←
    location
FROM
(SELECT ST_MakePolygon(ST_ExteriorRing(e.buff), array_agg(f.line)) As geom, gid
FROM (SELECT ST_Buffer(ST_Point(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_Point(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(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 150406,2220227 150407,222020 150410)');
```

valid	reason	location
t		

☒☒

[ST\\_IsValid](#), [ST\\_IsValidReason](#)

### 7.6.3 ST\_IsValidReason

`ST_IsValidReason` — Returns text stating if a geometry is valid, or a reason for invalidity.

#### Synopsis

```
text ST_IsValidReason(geometry geomA);
text ST_IsValidReason(geometry geomA, integer flags);
```

☒☒

Returns text stating if a geometry is valid, or if invalid 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](#).

GEOS ☒☒☒☒☒

Availability: 1.4

Availability: 2.0 version taking flags.

☒☒

```
-- invalid bow-tie polygon
SELECT ST_IsValidReason(
  'POLYGON ((100 200, 100 100, 200 200,
    200 100, 100 200))'::geometry) as validity_info;
validity_info
-----
Self-intersection[150 150]
```

```
--First 3 Rejects from a successful quintuplet experiment
SELECT gid, ST_IsValidReason(geom) as validity_info
FROM
(SELECT ST_MakePolygon(ST_ExteriorRing(e.buff), array_agg(f.line)) As geom, gid
FROM (SELECT ST_Buffer(ST_Point(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_Point(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(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

```

☒☒

[ST\\_IsValid, ST\\_Summary](#)

## 7.6.4 ST\_MakeValid

ST\_MakeValid — Attempts to make an invalid geometry valid without losing vertices.

### Synopsis

```

geometry ST_MakeValid(geometry input);
geometry ST_MakeValid(geometry input, text params);

```

☒☒

The function attempts to create a valid representation of a given invalid geometry without losing any of the input vertices. Valid geometries are returned unchanged.

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.

The params argument can be used to supply an options string to select the method to use for building valid geometry. The options string is in the format "method=linework|structure keepcollapsed=true|false". If no "params" argument is provided, the "linework" algorithm will be used as the default.

The "method" key has two values.

- "linework" is the original algorithm, and builds valid geometries by first extracting all lines, nodding that linework together, then building a value output from the linework.
- "structure" is an algorithm that distinguishes between interior and exterior rings, building new geometry by unioning exterior rings, and then differencing all interior rings.

The "keepcollapsed" key is only valid for the "structure" algorithm, and takes a value of "true" or "false". When set to "false", geometry components that collapse to a lower dimensionality, for example a one-point linestring would be dropped.

GEOS 

2.0.0 

Enhanced: 2.0.1, speed improvements

Enhanced: 2.1.0, added support for GEOMETRYCOLLECTION and MULTIPOINT.

Enhanced: 3.1.0, added removal of Coordinates with NaN values.

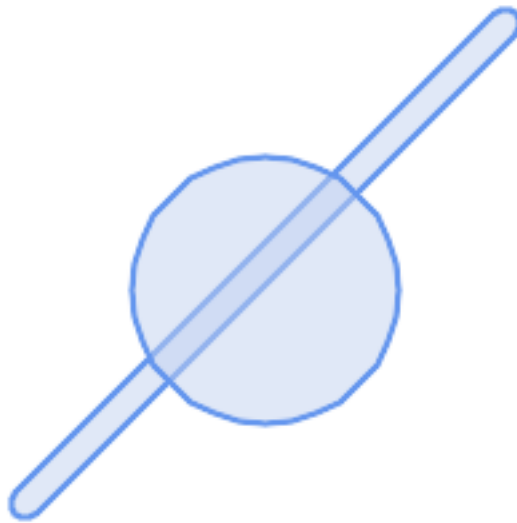
Enhanced: 3.2.0, added algorithm options, 'linework' and 'structure' which requires GEOS  $\geq$  3.10.0.



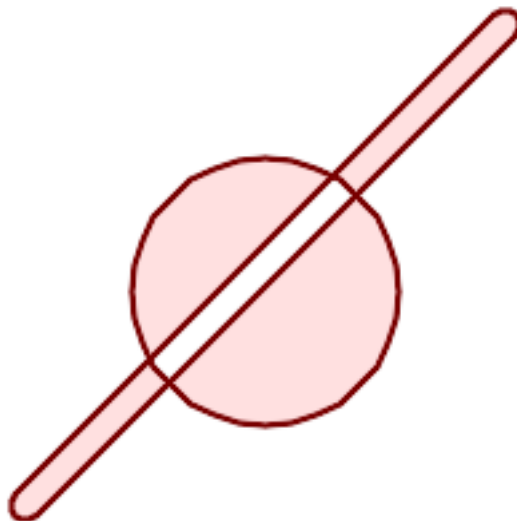
This function supports 3d and will not drop the z-index.



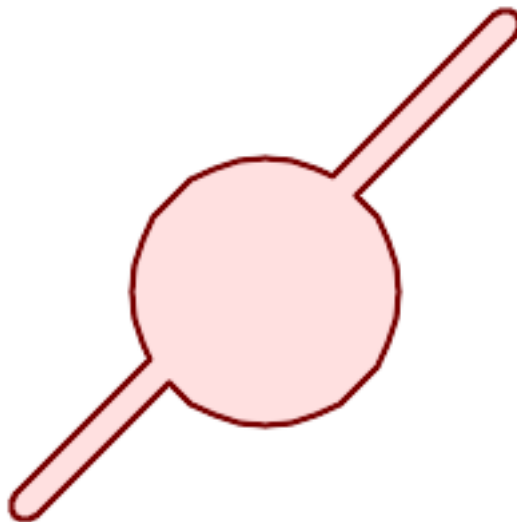
---



*before\_geom: MULTIPOLYGON of 2 overlapping polygons*



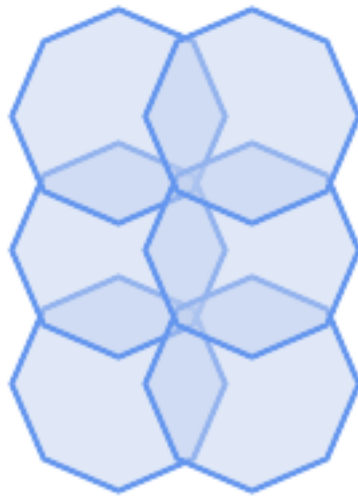
*after\_geom: MULTIPOLYGON of 4 non-overlapping polygons*



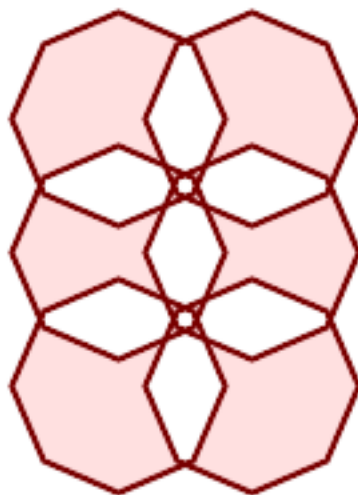
*after\_geom\_structure: MULTIPOLYGON of 1 non-overlapping polygon*

```
SELECT f.geom AS before_geom, ST_MakeValid(f.geom) AS after_geom, ST_MakeValid(f.geom, ↵  
  'method=structure') AS after_geom_structure  
FROM (SELECT 'MULTIPOLYGON(((186 194,187 194,188 195,189 195,190 195,  
191 195,192 195,193 195,194 195,194 194,193 194,192 194,191 194,190 194,189 194,188 194,187 194,186 194)))
```

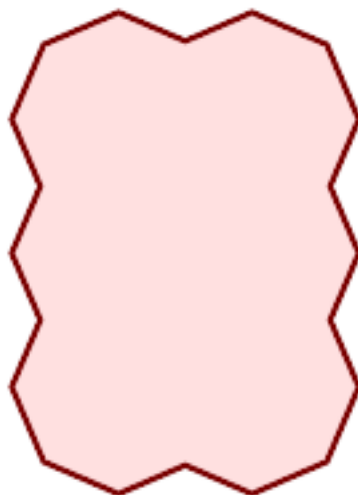




*before\_geom: MULTIPOLYGON of 6 overlapping polygons*



*after\_geom: MULTIPOLYGON of 14 Non-overlapping polygons*



*after\_geom\_structure: MULTIPOLYGON of 1 Non-overlapping polygon*

```
SELECT c.geom AS before_geom,
       ST_MakeValid(c.geom) AS after_geom,
       ST_MakeValid(c.geom, 'method=structure') AS after_geom_structure
FROM (SELECT 'MULTIPOLYGON(((91 50.79 22.51 10.23 22.11 50.23 78.51 90.79 78.91 ↵
```



---

 ☒☒

```
SELECT ST_AsText(ST_MakeValid(
  'LINESTRING(0 0, 0 0)',
  'method=structure keepcollapsed=true'
));
```

```
st_astext
-----
POINT(0 0)
```

```
SELECT ST_AsText(ST_MakeValid(
  'LINESTRING(0 0, 0 0)',
  'method=structure keepcollapsed=false'
));
```

```
st_astext
-----
LINESTRING EMPTY
```

☒☒

[ST\\_IsValid](#), [ST\\_Collect](#), [ST\\_CollectionExtract](#)

## 7.7 Spatial Reference System Functions

### 7.7.1 ST\_InverseTransformPipeline

`ST_InverseTransformPipeline` — Return a new geometry with coordinates transformed to a different spatial reference system using the inverse of a defined coordinate transformation pipeline.

#### Synopsis

geometry **ST\_InverseTransformPipeline**(geometry geom, text pipeline, integer to\_srid);

☒☒

Return a new geometry with coordinates transformed to a different spatial reference system using a defined coordinate transformation pipeline to go in the inverse direction.

Refer to [ST\\_TransformPipeline](#) for details on writing a transformation pipeline.

Availability: 3.4.0

The SRID of the input geometry is ignored, and the SRID of the output geometry will be set to zero unless a value is provided via the optional `to_srid` parameter. When using [ST\\_TransformPipeline](#) the pipeline is executed in a forward direction. Using `ST_InverseTransformPipeline()` the pipeline is executed in the inverse direction.

Transforms using pipelines are a specialised version of [ST\\_Transform](#). In most cases `ST_Transform` will choose the correct operations to convert between coordinate systems, and should be preferred.

---

☒☒

Change WGS 84 long lat to UTM 31N using the EPSG:16031 conversion

```
-- Inverse direction
SELECT ST_AsText(ST_InverseTransformPipeline('POINT(426857.9877165967 5427937.523342293)':: geometry,
'urn:ogc:def:coordinateOperation:EPSG::16031')) AS wgs_geom;

          wgs_geom
-----
POINT(2 48.99999999999999)
(1 row)
```

GDA2020 example.

```
-- using ST_Transform with automatic selection of a conversion pipeline.
SELECT ST_AsText(ST_Transform('SRID=4939;POINT(143.0 -37.0)'::geometry, 7844)) AS gda2020_auto;

          gda2020_auto
-----
POINT(143.00000635638918 -36.999986706128176)
(1 row)
```

☒☒

[ST\\_Transform](#), [ST\\_TransformPipeline](#)

## 7.7.2 ST\_SetSRID

ST\_SetSRID — Set the SRID on a geometry.

### Synopsis

geometry **ST\_SetSRID**(geometry geom, integer srid);

☒☒

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 [OGC Simple Features Implementation Specification for SQL 1.1](#).



This method supports Circular Strings and Curves.

☒☒

-- 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)
```

☒☒

Section [4.5](#), [ST\\_SRID](#), [ST\\_Transform](#), [UpdateGeometrySRID](#)

### 7.7.3 ST\_SRID

ST\_SRID — Returns the spatial reference identifier for a geometry.

#### Synopsis

integer **ST\_SRID**(geometry g1);

☒☒

Returns the spatial reference identifier for the ST\_Geometry as defined in spatial\_ref\_sys table. Section [4.5](#)



#### 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 [OGC 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.

☒☒

```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)',4326));
-- result
4326
```

☒☒

Section 4.5, [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_SRID](#), [ST\\_SRID](#)

### 7.7.4 ST\_Transform

`ST_Transform` — Return a new geometry with coordinates transformed to a different spatial reference system.

#### Synopsis

```
geometry ST_Transform(geometry g1, integer srid);
geometry ST_Transform(geometry geom, text to_proj);
geometry ST_Transform(geometry geom, text from_proj, text to_proj);
geometry ST_Transform(geometry geom, text from_proj, integer to_srid);
```

☒☒

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.

`ST_Transform` automatically selects a suitable conversion pipeline given the source and target spatial reference systems. To use a specific conversion method, use [ST\\_TransformPipeline](#).



**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**

1.3.4 [ST\\_Transform](#) (curve) [ST\\_Transform](#). 1.3.4 [ST\\_Transform](#).

☒☒☒☒: 2.0.0 [ST\\_Transform](#) (polyhedral surface) [ST\\_Transform](#).

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.

☒☒

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_geom_26986_parcel
ON parcels
USING gist
(ST_Transform(geom, 26986))
WHERE 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) ↵
)
```

## Configuring transformation behavior

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 behavior 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=NAD87` 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;
```

☒☒

Section [4.5](#), [ST\\_SetSRID](#), [ST\\_SRID](#), [UpdateGeometrySRID](#), [ST\\_TransformPipeline](#)

### 7.7.5 ST\_TransformPipeline

`ST_TransformPipeline` — Return a new geometry with coordinates transformed to a different spatial reference system using a defined coordinate transformation pipeline.

#### Synopsis

```
geometry ST_TransformPipeline(geometry g1, text pipeline, integer to_srid);
```

☒☒

Return a new geometry with coordinates transformed to a different spatial reference system using a defined coordinate transformation pipeline.

Transformation pipelines are defined using any of the following string formats:

- `urn:ogc:def:coordinateOperation:AUTHORITY::CODE`. Note that a simple `EPSG:CODE` string does not uniquely identify a coordinate operation: the same EPSG code can be used for a CRS definition.

- A PROJ pipeline string of the form: `+proj=pipeline . . .`. Automatic axis normalisation will not be applied, and if necessary the caller will need to add an additional pipeline step, or remove axis swap steps.
- Concatenated operations of the form: `urn:ogc:def:coordinateOperation,coordinateOperation:EPSG`

Availability: 3.4.0

The SRID of the input geometry is ignored, and the SRID of the output geometry will be set to zero unless a value is provided via the optional `to_srid` parameter. When using `ST_TransformPipeline()` the pipeline is executed in a forward direction. Using `ST_InverseTransformPipeline` the pipeline is executed in the inverse direction.

Transforms using pipelines are a specialised version of `ST_Transform`. In most cases `ST_Transform` will choose the correct operations to convert between coordinate systems, and should be preferred.

☒☒

Change WGS 84 long lat to UTM 31N using the EPSG:16031 conversion

```
-- Forward direction
SELECT ST_AsText(ST_TransformPipeline('SRID=4326;POINT(2 49)::geometry,
  'urn:ogc:def:coordinateOperation:EPSG::16031')) AS utm_geom;

          utm_geom
-----
POINT(426857.9877165967 5427937.523342293)
(1 row)

-- Inverse direction
SELECT ST_AsText(ST_InverseTransformPipeline('POINT(426857.9877165967 5427937.523342293):: ←
  geometry,
  'urn:ogc:def:coordinateOperation:EPSG::16031')) AS wgs_geom;

          wgs_geom
-----
POINT(2 48.99999999999999)
(1 row)
```

GDA2020 example.

```
-- using ST_Transform with automatic selection of a conversion pipeline.
SELECT ST_AsText(ST_Transform('SRID=4939;POINT(143.0 -37.0)::geometry, 7844)) AS ←
  gda2020_auto;

          gda2020_auto
-----
POINT(143.00000635638918 -36.999986706128176)
(1 row)

-- using a defined conversion (EPSG:8447)
SELECT ST_AsText(ST_TransformPipeline('SRID=4939;POINT(143.0 -37.0)::geometry,
  'urn:ogc:def:coordinateOperation:EPSG::8447')) AS gda2020_code;

          gda2020_code
-----
POINT(143.0000063280214 -36.999986718287545)
(1 row)

-- using a PROJ pipeline definition matching EPSG:8447, as returned from
-- 'projinfo -s EPSG:4939 -t EPSG:7844'.
```

```
-- NOTE: any 'axiswap' steps must be removed.
SELECT ST_AsText(ST_TransformPipeline('SRID=4939;POINT(143.0 -37.0)::geometry,
'+proj=pipeline
+step +proj=unitconvert +xy_in=deg +xy_out=rad
+step +proj=hgridshift +grids=au_icsm_GDA94_GDA2020_conformal_and_distortion.tif
+step +proj=unitconvert +xy_in=rad +xy_out=deg')) AS gda2020_pipeline;

                gda2020_pipeline
-----
POINT(143.0000063280214 -36.999986718287545)
(1 row)
```

☒☒

[ST\\_Transform](#), [ST\\_InverseTransformPipeline](#)

## 7.7.6 postgis\_srs\_codes

`postgis_srs_codes` — Return the list of SRS codes associated with the given authority.

### Synopsis

setof text **postgis\_srs\_codes**(text auth\_name);

☒☒

Returns a set of all auth\_srid for the given auth\_name.

Availability: 3.4.0

Proj version 6+

☒☒

List the first ten codes associated with the EPSG authority.

```
SELECT * FROM postgis_srs_codes('EPSG') LIMIT 10;
```

```
postgis_srs_codes
-----
2000
20004
20005
20006
20007
20008
20009
2001
20010
20011
```

☒☒

[postgis\\_srs](#), [postgis\\_srs\\_all](#), [postgis\\_srs\\_search](#)



### 7.7.7 postgis\_srs

postgis\_srs — Return a metadata record for the requested authority and srid.

#### Synopsis

setof record **postgis\_srs**(text auth\_name, text auth\_srid);



Returns a metadata record for the requested auth\_srid for the given auth\_name. The record will have the auth\_name, auth\_srid, sname, srtext, proj4text, and the corners of the area of usage, point\_sw and point\_ne.

Availability: 3.4.0

Proj version 6+



Get the metadata for EPSG:3005.

```
SELECT * FROM postgis_srs('EPSG', '3005');
```

```
auth_name | EPSG
auth_srid | 3005
sname     | NAD83 / BC Albers
srtext    | PROJCS["NAD83 / BC Albers", ... ]
proj4text | +proj=aea +lat_0=45 +lon_0=-126 +lat_1=50 +lat_2=58.5 +x_0=1000000 +y_0=0 +
      datum=NAD83 +units=m +no_defs +type=crs
point_sw  | 0101000020E6100000E17A14AE476161C00000000000204840
point_ne  | 0101000020E610000085EB51B81E855CC0E17A14AE47014E40
```



[postgis\\_srs\\_codes](#), [postgis\\_srs\\_all](#), [postgis\\_srs\\_search](#)

### 7.7.8 postgis\_srs\_all

postgis\_srs\_all — Return metadata records for every spatial reference system in the underlying Proj database.

#### Synopsis

setof record **postgis\_srs\_all**(void);



Returns a set of all metadata records in the underlying Proj database. The records will have the auth\_name, auth\_srid, sname, srtext, proj4text, and the corners of the area of usage, point\_sw and point\_ne.

Availability: 3.4.0

Proj version 6+

☒☒

Get the first 10 metadata records from the Proj database.

```
SELECT auth_name, auth_srid, sname FROM postgis_srs_all() LIMIT 10;
```

auth_name	auth_srid	sname
EPSG	2000	Anguilla 1957 / British West Indies Grid
EPSG	20004	Pulkovo 1995 / Gauss-Kruger zone 4
EPSG	20005	Pulkovo 1995 / Gauss-Kruger zone 5
EPSG	20006	Pulkovo 1995 / Gauss-Kruger zone 6
EPSG	20007	Pulkovo 1995 / Gauss-Kruger zone 7
EPSG	20008	Pulkovo 1995 / Gauss-Kruger zone 8
EPSG	20009	Pulkovo 1995 / Gauss-Kruger zone 9
EPSG	2001	Antigua 1943 / British West Indies Grid
EPSG	20010	Pulkovo 1995 / Gauss-Kruger zone 10
EPSG	20011	Pulkovo 1995 / Gauss-Kruger zone 11

☒☒

[postgis\\_srs\\_codes](#), [postgis\\_srs](#), [postgis\\_srs\\_search](#)

### 7.7.9 postgis\_srs\_search

`postgis_srs_search` — Return metadata records for projected coordinate systems that have areas of usage that fully contain the bounds parameter.

#### Synopsis

setof record **postgis\_srs\_search**(geometry bounds, text auth\_name=EPSG);

☒☒

Return a set of metadata records for projected coordinate systems that have areas of usage that fully contain the bounds parameter. Each record will have the `auth_name`, `auth_srid`, `sname`, `srtxt`, `proj4text`, and the corners of the area of usage, `point_sw` and `point_ne`.

The search only looks for projected coordinate systems, and is intended for users to explore the possible systems that work for the extent of their data.

Availability: 3.4.0

Proj version 6+

☒☒

Search for projected coordinate systems in Louisiana.

```
SELECT auth_name, auth_srid, sname,
       ST_AsText(point_sw) AS point_sw,
       ST_AsText(point_ne) AS point_ne
FROM postgis_srs_search('SRID=4326;LINESTRING(-90 30, -91 31)')
LIMIT 3;
```

auth_name	auth_srid	sname	point_sw	point_ne
EPSG (-88.75 31.07)	2801	NAD83(HARN) / Louisiana South	POINT(-93.94 28.85)	POINT
EPSG (-88.75 31.07)	3452	NAD83 / Louisiana South (ftUS)	POINT(-93.94 28.85)	POINT
EPSG (-88.75 31.07)	3457	NAD83(HARN) / Louisiana South (ftUS)	POINT(-93.94 28.85)	POINT

Scan a table for max extent and find projected coordinate systems that might suit.

```
WITH ext AS (
  SELECT ST_Extent(geom) AS geom, Max(ST_SRID(geom)) AS srid
  FROM foo
)
SELECT auth_name, auth_srid, sname,
  ST_AsText(point_sw) AS point_sw,
  ST_AsText(point_ne) AS point_ne
FROM ext
CROSS JOIN postgis_srs_search(ST_SetSRID(ext.geom, ext.srid))
LIMIT 3;
```

[postgis\\_srs\\_codes](#), [postgis\\_srs\\_all](#), [postgis\\_srs](#)

## 7.8 Geometry Input

### 7.8.1 Well-Known Text (WKT)

#### 7.8.1.1 ST\_BdPolyFromText

ST\_BdPolyFromText — WKT

#### Synopsis

geometry **ST\_BdPolyFromText**(text WKT, integer srid);

WKT



#### Note

WKT. ST\_BdMPolyFromText, PostGIS ST\_BuildArea()

 This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.6.2](#)

GEOS

1.1.0

[ST\\_BuildArea](#), [ST\\_BdMPolyFromText](#)

### 7.8.1.2 ST\_BdMPolyFromText

ST\_BdMPolyFromText — WKT

#### Synopsis

geometry **ST\_BdMPolyFromText**(text WKT, integer srid);

WKT



#### Note

WKT. [ST\\_BdPolyFromText](#), [ST\\_BuildArea](#)()

 This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.6.2](#)

GEOS

1.1.0

[ST\\_BuildArea](#), [ST\\_BdPolyFromText](#)

### 7.8.1.3 ST\_GeogFromText

ST\_GeogFromText — WKT (GEOGRAPHY)

#### Synopsis

geography **ST\_GeogFromText**(text EWKT);



☒☒

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 3.2.6.2 - SRID (conformance suite).

WKT (GEOMETRYCOLLECTION) null.



#### Note

WKT, SRID. ST\_GeomFromText.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.6.2](#)



This method implements the SQL/MM specification.

☒☒

```
SELECT ST_GeomCollFromText('GEOMETRYCOLLECTION(POINT(1 2),LINESTRING(1 2, 3 4))');
```

☒☒

[ST\\_GeomFromText](#), [ST\\_SRID](#)

### 7.8.1.6 ST\_GeomFromEWKT

ST\_GeomFromEWKT — EWKT(Extended Well-Known Text) ST\_Geometry.

#### Synopsis

geometry **ST\_GeomFromEWKT**(text EWKT);

☒☒

OGC EWKT(Extended Well-Known Text) PostGIS ST\_Geometry.



#### Note

EWKT OGC, SRID PostGIS.

2.0.0 (polyhedral surface) 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).

☒☒

```

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)))');

```

--3d circular string

```
SELECT ST_GeomFromEWKT('CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 150406 3)');
```

--Polyhedral Surface example

```

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))
)');

```

☒☒

**ST\_AsEWKT, ST\_GeomFromText**

### 7.8.1.7 ST\_GeomFromMARC21

ST\_GeomFromMARC21 — Takes MARC21/XML geographic data as input and returns a PostGIS geometry object.

#### Synopsis

geometry **ST\_GeomFromMARC21** ( text marcxml );

☒☒

This function creates a PostGIS geometry from a MARC21/XML record, which can contain a POINT or a POLYGON. In case of multiple geographic data entries in the same MARC21/XML record, a MULTIPOINT or MULTIPOLYGON will be returned. If the record contains mixed geometry types, a GEOMETRYCOLLECTION will be returned. It returns NULL if the MARC21/XML record does not contain any geographic data (datafield:034).

LOC MARC21/XML versions supported:

- [MARC21/XML 1.1](#)

Availability: 3.3.0, requires libxml2 2.6+



#### Note

The MARC21/XML Coded Cartographic Mathematical Data currently does not provide any means to describe the Spatial Reference System of the encoded coordinates, so this function will always return a geometry with SRID 0.



#### Note

Returned POLYGON geometries will always be clockwise oriented.

☒☒

Converting MARC21/XML geographic data containing a single POINT encoded as hddd.dddddd

```
SELECT
  ST_AsText(
    ST_GeomFromMARC21('
      <record xmlns="http://www.loc.gov/MARC21/slim">
        <leader
>00000nz a2200000nc 4500</leader>
        <controlfield tag="001"
>040277569</controlfield>
          <datafield tag="034" ind1=" " ind2=" ">
            <subfield code="d"
>W004.500000</subfield>
              <subfield code="e"
>W004.500000</subfield>
                <subfield code="f"
>N054.250000</subfield>
                  <subfield code="g"
```



```

>N054.250000</subfield>
                                </datafield>
                                </record>
>' ));

      st_astext
-----
POINT(-4.5 54.25)
(1 row)

```

Converting MARC21/XML geographic data containing a single POLYGON encoded as hdddmmss

```

      SELECT
      ST_AsText(
        ST_GeomFromMARC21('
          <record xmlns="http://www.loc.gov/MARC21/slim">
            <leader
>01062cem a2200241 a 4500</leader>
            <controlfield tag="001"
> 84696781 </controlfield>
            <datafield tag="034" ind1="1" ind2=" " >
              <subfield code="a"
>a</subfield>
              <subfield code="b"
>50000</subfield>
              <subfield code="d"
>E0130600</subfield>
              <subfield code="e"
>E0133100</subfield>
              <subfield code="f"
>N0523900</subfield>
              <subfield code="g"
>N0522300</subfield>
            </datafield>
          </record>
        >' ));

      st_astext
-----
POLYGON((13.1 52.65,13.516666666666667 52.65,13.516666666666667 ←
          52.38333333333333,13.1 52.38333333333333,13.1 52.65))
(1 row)

```

Converting MARC21/XML geographic data containing a POLYGON and a POINT:

```

      SELECT
      ST_AsText(
        ST_GeomFromMARC21('
          <record xmlns="http://www.loc.gov/MARC21/slim">
            <datafield tag="034" ind1="1" ind2=" " >
              <subfield code="a"
>a</subfield>
              <subfield code="b"
>50000</subfield>
              <subfield code="d"

```

```

>E0130600</subfield>
<subfield code="e"
>E0133100</subfield>
<subfield code="f"
>N0523900</subfield>
<subfield code="g"
>N0522300</subfield>
</datafield>
<datafield tag="034" ind1=" " ind2=" ">
<subfield code="d"
>W004.500000</subfield>
<subfield code="e"
>W004.500000</subfield>
<subfield code="f"
>N054.250000</subfield>
<subfield code="g"
>N054.250000</subfield>
</datafield>
</record
>');
                                                                    st_astext ←
-----
GEOMETRYCOLLECTION(POLYGON((13.1 52.65,13.516666666666667 ←
52.65,13.516666666666667 52.38333333333333,13.1 52.38333333333333,13.1 ←
52.65)),POINT(-4.5 54.25))
(1 row)

```

☒☒

**ST\_AsMARC21**

**7.8.1.8 ST\_GeometryFromText**

ST\_GeometryFromText — WKT(Well-Known Text) ☒☒☒☒☒☒ ST\_Geometry ☒☒☒☒☒☒☒. ☒☒☒☒☒ ST\_GeomFromText ☒☒☒☒☒☒☒☒☒.

**Synopsis**

```

geometry ST_GeometryFromText(text WKT);
geometry ST_GeometryFromText(text WKT, integer srid);

```

☒☒

- ✔ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).
- ✔ This method implements the SQL/MM specification. SQL-MM 3: 5.1.40

☒☒

**ST\_GeomFromText**

### 7.8.1.9 ST\_GeomFromText

ST\_GeomFromText — WKT 字符串 ST\_Geometry 类型。

#### Synopsis

```
geometry ST_GeomFromText(text WKT);
geometry ST_GeomFromText(text WKT, integer srid);
```

注意

OGC WKT(Well-Known Text) 字符串 PostGIS ST\_Geometry 类型。



#### Note

ST\_GeomFromText 函数接受 2 个参数，第一个是 SRID 值，第二个是 WKT 字符串。如果 SRID 为 0，则使用默认值。如果 SRID 不为 0，则使用指定的 SRID 值。



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). 3.2.6.2 - SRID 值 (conformance suite)。



This method implements the SQL/MM specification. SQL-MM 3: 5.1.40



This method supports Circular Strings and Curves.



#### Note

While not OGC-compliant, [ST\\_MakePoint](#) is faster than [ST\\_GeomFromText](#) and [ST\\_PointFromText](#). It is also easier to use for numeric coordinate values. [ST\\_Point](#) is another option similar in speed to [ST\\_MakePoint](#) and is OGC-compliant, but doesn't support anything but 2D points.



#### Warning

注意：PostGIS 2.0.0 版本中，[ST\\_GeomFromText\('GEOMETRYCOLLECTION\(EMPTY\)'\)](#) 返回空结果。PostGIS 2.0.0 版本中，SQL/MM 规范中，[ST\\_GeomFromText\('GEOMETRYCOLLECTION EMPTY'\)](#) 返回空结果。

注意

```
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,
```





**Note**

ST\_GeomFromText, ST\_GeomFromText. ST\_GeomFromText.



This method implements the OGC 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

SQL

```
SELECT ST_LineFromText('LINESTRING(1 2, 3 4)') AS aline, ST_LineFromText('POINT(1 2)') AS null_return;
aline | null_return
-----|-----
01020000000200000000000000000000F ... | t
```

SQL

**ST\_GeomFromText**

**7.8.1.11 ST\_MLineFromText**

ST\_MLineFromText — WKT ST\_MultiLineString.

**Synopsis**

geometry ST\_MLineFromText(text WKT, integer srid);
geometry ST\_MLineFromText(text WKT);

SQL

Makes a Geometry from Well-Known-Text (WKT) with the given SRID. If SRID is not given, it defaults to 0.

OGC 3.2.6.2 - SRID (conformance suite).

WKT null.



**Note**

WKT, ST\_GeomFromText.



This method implements the OGC 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

☒☒

```
SELECT ST_MLineFromText('MULTILINESTRING((1 2, 3 4), (4 5, 6 7))');
```

☒☒

**ST\_GeomFromText**

### 7.8.1.12 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);
```

☒☒

Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

OGC 3.2.6.2 - SRID (conformance suite).

WKT null.



#### Note

WKT, ST\_GeomFromText.



This method implements the [OGC 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

☒☒

```
SELECT ST_MPointFromText('MULTIPOINT((1 2),(3 4))');
SELECT ST_MPointFromText('MULTIPOINT((-70.9590 42.1180),(-70.9611 42.1223))', 4326);
```

☒☒

**ST\_GeomFromText**

### 7.8.1.13 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);

⊠

Makes a MultiPolygon from WKT with the given SRID. If SRID is not given, it defaults to 0.  
 OGC 3.2.6.2 - SRID (conformance suite).  
 WKT.



#### Note

WKT, ST\_GeomFromText.

- ✔ This method implements the [OGC 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

⊠

```
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);
```

⊠

### ST\_GeomFromText, ST\_SRID

#### 7.8.1.14 ST\_PointFromText

ST\_PointFromText — SRID WKT. SRID, 0.

### Synopsis

geometry **ST\_PointFromText**(text WKT);  
 geometry **ST\_PointFromText**(text WKT, integer srid);







**Note**

WKT 格式, 使用 ST\_GeomFromText 函数。



This method implements the [OGC 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

SQL

```
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
```

SQL

**ST\_GeomFromText**

**7.8.1.16 ST\_WKTTToSQL**

ST\_WKTTToSQL — WKT(Well-Known Text) 格式 ST\_Geometry 格式. 使用 ST\_GeomFromText 函数。

**Synopsis**

geometry **ST\_WKTTToSQL**(text WKT);

SQL



This method implements the SQL/MM specification. SQL-MM 3: 5.1.34

SQL

**ST\_GeomFromText**

## 7.8.2 Well-Known Binary (WKB)

### 7.8.2.1 ST\_GeogFromWKB

ST\_GeogFromWKB — WKB EWKB(WKB) ST\_Geometry.

#### Synopsis

geometry ST\_GeogFromWKB(bytea wkb);

☒

ST\_GeogFromWKB WKB PostGIS WKB ST\_Geometry. SQL (Geometry Factory).

SRID, 4326(WGS84) ☒.



This method supports Circular Strings and Curves.

☒

```
--Although bytea rep contains single \, 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)
```

☒

[ST\\_GeogFromText](#), [ST\\_AsBinary](#)

### 7.8.2.2 ST\_GeomFromEWKB

ST\_GeomFromEWKB — EWKB(Extended Well-Known Binary) ST\_Geometry.

#### Synopsis

geometry ST\_GeomFromEWKB(bytea EWKB);



### 7.8.2.3 ST\_GeomFromWKB

ST\_GeomFromWKB — WKB(Well-Known Binary) SRID.

#### Synopsis

geometry **ST\_GeomFromWKB**(bytea geom);  
 geometry **ST\_GeomFromWKB**(bytea geom, integer srid);

ST\_GeomFromWKB WKB SRID( $\text{SRID ID}$ )  $\text{SRID}$ . SQL (Geometry Factory). ST\_WKBToSQL.

SRID,  $\text{SRID}$  0(unknown).

✓ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.7.2](#) - SRID (conformance suite).

✓ This method implements the SQL/MM specification. SQL-MM 3: 5.1.41

✓ This method supports Circular Strings and Curves.

```
--Although bytea rep contains single \, these need to be escaped when inserting into a table
-- unless standard_conforming_strings is set to on.
SELECT ST_AsEWKT(
ST_GeomFromWKB(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@',4326)
);
          st_asewkt
-----
SRID=4326;LINESTRING(-113.98 39.198,-113.981 39.195)
(1 row)

SELECT
  ST_AsText(
    ST_GeomFromWKB(
      ST_AsEWKB('POINT(2 5)::geometry)
    )
  );
  st_astext
-----
POINT(2 5)
(1 row)
```

[ST\\_WKBToSQL](#), [ST\\_AsBinary](#), [ST\\_GeomFromEWKB](#)

### 7.8.2.4 ST\_LineFromWKB

ST\_LineFromWKB — SRID WKB LINESTRING.

#### Synopsis

geometry **ST\_LineFromWKB**(bytea WKB);  
 geometry **ST\_LineFromWKB**(bytea WKB, integer srid);

ST\_LineFromWKB WKB SRID(SRID ID) - LINESTRING - SQL (Geometry Factory). SRID 0. bytea, NULL.



**Note**

OGC 3.2.6.2 - SRID (conformance suite).



**Note**

LINESTRING, ST\_GeomFromWKB. ST\_GeomFromWKB.

✔ This method implements the [OGC 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

```
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
-----|-----
01020000000200000000000000000000F ... | t
```

[ST\\_GeomFromWKB](#), [ST\\_LinestringFromWKB](#)

### 7.8.2.5 ST\_LinestringFromWKB

ST\_LinestringFromWKB — SRID WKB.

### Synopsis

geometry **ST\_LineStringFromWKB**(bytea WKB);  
 geometry **ST\_LineStringFromWKB**(bytea WKB, integer srid);

⊠

**ST\_LineStringFromWKB** takes WKB and SRID (optional ID) and returns a LINESTRING. It is the SQL Geometry Factory.

SRID is optional, default 0. If bytea is NULL, NULL is returned.



**Note**  
 OGC 3.2.6.2 - SRID (conformance suite).



**Note**  
 LINESTRING, **ST\_GeomFromWKB** and **ST\_GeomFromWKB** are related functions.

✔ This method implements the **OGC 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

⊠

```
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;
-----
01020000000200000000000000000000F ... | t
```

⊠

**ST\_GeomFromWKB, ST\_LineFromWKB**

### 7.8.2.6 ST\_PointFromWKB

**ST\_PointFromWKB** — SRID WKB

## Synopsis

geometry **ST\_GeomFromWKB**(bytea geom);  
 geometry **ST\_GeomFromWKB**(bytea geom, integer srid);

⊠

**ST\_PointFromWKB** takes WKB and SRID (integer ID) and returns a geometry - POINT - geometry. Uses SQL Geometry Factory.

SRID is optional, 0 if not set. bytea is NULL.

- ✔ This method implements the [OGC 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.

⊠

```
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)
```

⊠

**ST\_GeomFromWKB, ST\_LineFromWKB**

### 7.8.2.7 ST\_WKBTtoSQL

**ST\_WKBTtoSQL** — WKB(Well-Known Binary) geometry ST\_Geometry. Uses SRID ST\_GeomFromWKB.







### 7.8.3.3 ST\_GeomFromGML

ST\_GeomFromGML — 将 GML 几何体转换为 PostGIS 几何体。

#### Synopsis

```
geometry ST_GeomFromGML(text geomgml);
geometry ST_GeomFromGML(text geomgml, integer srid);
```

返回

OGC GML 几何体转换为 PostGIS ST\_Geometry 几何体。

ST\_GeomFromGML 将 GML 几何体 (geometry fragment) 转换为 PostGIS 几何体。支持的 GML 几何体包括：

支持的 OGC GML 几何体包括：


- GML 3.2.1 几何体
- GML 3.1.1 几何体 SF-2 (GML 3.1.0 到 3.0.0 几何体)
- GML 2.1.2

OGC GML 规范: <http://www.opengeospatial.org/standards/gml>

1.5 几何体。LibXML2 1.6 几何体。

2.0.0 几何体 (polyhedral surface) 和 TIN 几何体。

2.0.0 几何体 SRID 几何体。

 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).

GML 几何体 (MultiGeometry) 支持 2D 和 3D 几何体。PostGIS 支持 Z 几何体。ST\_GeomFromGML 支持 2D 几何体。

GML 几何体 SRS 几何体。PostGIS 支持 SRS 几何体, ST\_GeomFromGML 支持 SRS 几何体。GML 几何体 srsName 几何体, 支持 几何体。

ST\_GeomFromGML 支持 GML 几何体。支持的 GML 几何体包括 XLink 几何体。



#### Note

ST\_GeomFromGML 支持 SQL/MM 几何体。

**国际化: srsName 国际化**

```
SELECT ST_GeomFromGML($$
  <gml:LineString xmlns:gml="http://www.opengis.net/gml"
    srsName="EPSG:4269">
    <gml:coordinates>
      -71.16028,42.258729 -71.160837,42.259112 -71.161143,42.25932
    </gml:coordinates>
  </gml:LineString>
$$);
```

**国际化: XLink 国际化**

```
SELECT ST_GeomFromGML($$
  <gml:LineString xmlns:gml="http://www.opengis.net/gml"
    xmlns:xlink="http://www.w3.org/1999/xlink"
    srsName="urn:ogc:def:crs:EPSG::4269">
    <gml:pointProperty>
      <gml:Point gml:id="p1"
        ><gml:pos
        >42.258729 -71.16028</gml:pos
        ></gml:Point>
      </gml:pointProperty>
      <gml:pos
        >42.259112 -71.160837</gml:pos>
      <gml:pointProperty>
        <gml:Point xlink:type="simple" xlink:href="#p1"/>
      </gml:pointProperty>
    </gml:LineString>
$$);
```

**国际化: 国际化**

```
SELECT ST_AsEWKT(ST_GeomFromGML('
  <gml:PolyhedralSurface xmlns:gml="http://www.opengis.net/gml">
  <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</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</gml:posList
              ></gml:LinearRing>
            </gml:exterior>
          </gml:PolygonPatch>
        </gml:PolygonPatch>
      </gml:polygonPatches>
    </gml:PolyhedralSurface>
  ');
```

```

>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 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:polygons>
</gml:PolyhedralSurface
>');

-- result --
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)))

```

☒☒

Section [2.2.3](#), [ST\\_AsGML](#), [ST\\_GMLToSQL](#)

### 7.8.3.4 ST\_GeomFromGeoJSON

ST\_GeomFromGeoJSON — GeoJSON ☒☒☒☒☒☒☒ PostGIS ☒☒☒☒☒☒☒☒☒.

#### Synopsis

```

geometry ST_GeomFromGeoJSON(text geomjson);
geometry ST_GeomFromGeoJSON(json geomjson);
geometry ST_GeomFromGeoJSON(jsonb geomjson);

```



国际化

OGC KML 国际化 PostGIS ST\_Geometry 国际化。

ST\_GeomFromKML 国际化 KML 国际化 (geometry fragment) 国际化。国际化 KML 国际化 国际化。

国际化 OGC KML 国际化:

- KML 2.2.0 国际化

OGC KML 国际化: <http://www.opengespatial.org/standards/kml>

Availability: 1.5, requires libxml2 2.6+



This function supports 3d and will not drop the z-index.



#### Note

ST\_GeomFromKML 国际化 SQL/MM 国际化。

国际化: **srsName** 国际化

```
SELECT ST_GeomFromKML($$
  <LineString>
    <coordinates>
>-71.1663,42.2614
    -71.1667,42.2616</coordinates>
  </LineString>
$$);
```

国际化

Section [2.2.3, ST\\_AsKML](#)

### 7.8.3.6 ST\_GeomFromTWKB

ST\_GeomFromTWKB — TWKB("Tiny Well-Known Binary") 国际化。

#### Synopsis

geometry **ST\_GeomFromTWKB**(bytea twkb);

国际化

ST\_GeomFromTWKB 国际化 TWKB("Tiny Well-Known Binary") 国际化 (WKB) 国际化。



¶¶

Optional precision specifies how many decimal places will be preserved in Encoded Polyline. Value should be the same on encoding and decoding, or coordinates will be incorrect.

Optional precision specifies how many decimal places will be preserved in Encoded Polyline. Value should be the same on encoding and decoding, or coordinates will be incorrect.

¶¶: <http://developers.google.com/maps/documentation/utilities/polylinealgorithm>

2.2.0 ¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

¶¶

```
-- Create a line string from a polyline
SELECT ST_AsEWKT(ST_LineFromEncodedPolyline('_p~iF~ps|U_ulLnnqC_mqNvxq`@'));
-- result --
SRID=4326;LINESTRING(-120.2 38.5,-120.95 40.7,-126.453 43.252)

-- Select different precision that was used for polyline encoding
SELECT ST_AsEWKT(ST_LineFromEncodedPolyline('_p~iF~ps|U_ulLnnqC_mqNvxq`@',6));
-- result --
SRID=4326;LINESTRING(-12.02 3.85,-12.095 4.07,-12.6453 4.3252)
```

¶¶

**ST\_AsEncodedPolyline**

### 7.8.3.9 ST\_PointFromGeoHash

ST\_PointFromGeoHash — GeoHash ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

#### Synopsis

point **ST\_PointFromGeoHash**(text geohash, integer precision=full\_precision\_of\_geohash);

¶¶

GeoHash ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶. ¶¶¶¶¶¶¶¶ GeoHash ¶¶¶¶¶¶¶¶.

**precision** ¶¶¶¶¶¶¶¶¶¶, ST\_PointFromGeoHash ¶¶¶¶ GeoHash ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

**precision** ¶¶¶¶¶¶¶¶, ST\_PointFromGeoHash ¶¶ GeoHash ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

2.1.0 ¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

¶¶



```

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcgyy4d0dbxqz0'));
           st_astext
-----
POINT(-115.172816 36.114646)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcgyy4d0dbxqz0', 4));
           st_astext
-----
POINT(-115.13671875 36.123046875)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcgyy4d0dbxqz0', 10));
           st_astext
-----
POINT(-115.172815918922 36.1146435141563)

```

☒☒

**[ST\\_GeoHash](#), [ST\\_Box2dFromGeoHash](#), [ST\\_GeomFromGeoHash](#)**

### 7.8.3.10 ST\_FromFlatGeobufToTable

`ST_FromFlatGeobufToTable` — Creates a table based on the structure of FlatGeobuf data.

#### Synopsis

`void` **ST\_FromFlatGeobufToTable**(text schemaname, text tablename, bytea FlatGeobuf input data);

☒☒

Creates a table based on the structure of FlatGeobuf data. (<http://flatgeobuf.org>).

schema Schema name.

table Table name.

data Input FlatGeobuf data.

Availability: 3.2.0

### 7.8.3.11 ST\_FromFlatGeobuf

`ST_FromFlatGeobuf` — Reads FlatGeobuf data.

#### Synopsis

setof anyelement **ST\_FromFlatGeobuf**(anyelement Table reference, bytea FlatGeobuf input data);

☒☒

Reads FlatGeobuf data (<http://flatgeobuf.org>). NOTE: PostgreSQL bytea cannot exceed 1GB.

tabletype reference to a table type.

data input FlatGeobuf data.

Availability: 3.2.0

## 7.9 Geometry Output

### 7.9.1 Well-Known Text (WKT)

#### 7.9.1.1 ST\_AsEWKT

`ST_AsEWKT` — WKT(Well-Known Text) SRID

#### Synopsis

```
text ST_AsEWKT(geometry g1);
text ST_AsEWKT(geometry g1, integer maxdecimaldigits=15);
text ST_AsEWKT(geography g1);
text ST_AsEWKT(geography g1, integer maxdecimaldigits=15);
```

Returns the Well-Known Text representation of the geometry prefixed with the SRID. The optional *maxdecimaldigits* argument may be used to reduce the maximum number of decimal digits after floating point used in output (defaults to 15).

To perform the inverse conversion of EWKT representation to PostGIS geometry use [ST\\_GeomFromEWKT](#).



#### Warning

Using the *maxdecimaldigits* parameter can cause output geometry to become invalid. To avoid this use [ST\\_ReducePrecision](#) with a suitable gridsize first.



#### Note

The WKT spec does not include the SRID. To get the OGC WKT format use [ST\\_AsText](#).



#### Warning

WKT format does not maintain precision so to prevent floating truncation, use [ST\\_AsBinary](#) or [ST\\_AsEWKB](#) format for transport.

Enhanced: 3.1.0 support for optional precision parameter.

2.0.0, 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).

☒☒

```
SELECT ST_AsEWKT('0103000020E61000000100000005000000000000
000000000000000000000000000000000000000000000000000000
F03F000000000000F03F000000000000F03F000000000000F03
F0000000000000000000000000000000000000000000000000000'::geometry);

          st_asewkt
-----
SRID=4326;POLYGON((0 0,0 1,1 1,1 0,0 0))
(1 row)

SELECT ST_AsEWKT('010800008003000000000000000060 ↵
E30A4100000000785C0241000000000000F03F0000000018
E20A4100000000485F024100000000000000400000000018
E20A4100000000305C024100000000000000840')

--st_asewkt---
CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 150406 3)
```

☒☒

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_AsText](#), [ST\\_GeomFromEWKT](#)

### 7.9.1.2 ST\_AsText

`ST_AsText` — ☒☒/☒☒☒☒ WKT(Well-Known Text) ☒☒☒☒ SRID ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

#### Synopsis

```
text ST_AsText(geometry g1);
text ST_AsText(geometry g1, integer maxdecimaldigits = 15);
text ST_AsText(geography g1);
text ST_AsText(geography g1, integer maxdecimaldigits = 15);
```

☒☒

Returns the OGC **Well-Known Text** (WKT) representation of the geometry/geography. The optional *maxdecimaldigits* argument may be used to limit the number of digits after the decimal point in output ordinates (defaults to 15).

To perform the inverse conversion of WKT representation to PostGIS geometry use [ST\\_GeomFromText](#).



#### Note

The standard OGC WKT representation does not include the SRID. To include the SRID as part of the output representation, use the non-standard PostGIS function [ST\\_AsEWKT](#)



#### Warning

The textual representation of numbers in WKT may not maintain full floating-point precision. To ensure full accuracy for data storage or transport it is best to use **Well-Known Binary** (WKB) format (see [ST\\_AsBinary](#) and *maxdecimaldigits*).













```

<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>

```

☒☒

[ST\\_LineFromEncodedPolyline](#), [ST\\_Segmentize](#)

### 7.9.3.2 ST\_AsFlatGeobuf

`ST_AsFlatGeobuf` — Return a FlatGeobuf representation of a set of rows.

#### Synopsis

```

bytea ST_AsFlatGeobuf(anyelement set row);
bytea ST_AsFlatGeobuf(anyelement row, bool index);
bytea ST_AsFlatGeobuf(anyelement row, bool index, text geom_name);

```

☒☒

Return a FlatGeobuf representation (<http://flatgeobuf.org>) of a set of rows corresponding to a FeatureCollection. NOTE: PostgreSQL bytea cannot exceed 1GB.

`row` row data with at least a geometry column.

`index` toggle spatial index creation. Default is false.

`geom_name` is the name of the geometry column in the row data. If NULL it will default to the first found geometry column.

Availability: 3.2.0

### 7.9.3.3 ST\_AsGeobuf

`ST_AsGeobuf` — Return a Geobuf representation of a set of rows.

#### Synopsis

```

bytea ST_AsGeobuf(anyelement set row);
bytea ST_AsGeobuf(anyelement row, text geom_name);

```

☒☒

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.

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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
-----
GAAiEAo0CgwIBBoIAAAAAgIAAAE=
```

### 7.9.3.4 ST\_AsGeoJSON

ST\_AsGeoJSON — Return a geometry or feature in GeoJSON format.

#### Synopsis

text **ST\_AsGeoJSON**(record feature, text geom\_column="", integer maxdecimaldigits=9, boolean pretty\_bool=false, text id\_column="");

text **ST\_AsGeoJSON**(geometry geom, integer maxdecimaldigits=9, integer options=8);

text **ST\_AsGeoJSON**(geography geog, integer maxdecimaldigits=9, integer options=0);

☒☒

Returns a geometry as a GeoJSON "geometry" object, or a row as a GeoJSON "feature" object.

The resulting GeoJSON geometry and feature representations conform with the [GeoJSON specifications RFC 7946](#), except when the parsed geometries are referenced with a CRS other than WGS84 longitude and latitude ([EPSG:4326](#), [urn:ogc:def:crs:OGC::CRS84](#)); the GeoJSON geometry object will then have a short CRS SRID identifier attached by default. 2D and 3D Geometries are both supported. GeoJSON only supports SFS 1.1 geometry types (no curve support for example).

The geom\_column parameter is used to distinguish between multiple geometry columns. If omitted, the first geometry column in the record will be determined. Conversely, passing the parameter will save column type lookups.

The maxdecimaldigits argument may be used to reduce the maximum number of decimal places used in output (defaults to 9). If you are using EPSG:4326 and are outputting the geometry only for display, maxdecimaldigits=6 can be a good choice for many maps.



#### Warning

Using the *maxdecimaldigits* parameter can cause output geometry to become invalid. To avoid this use [ST\\_ReducePrecision](#) with a suitable gridsize first.



```
{
  "type": "FeatureCollection",
  "features": [
    {
      "type": "Feature",
      "geometry": {
        "type": "Point",
        "coordinates": [1, 1]
      },
      "id": 1,
      "properties": {
        "name": "one"
      }
    },
    {
      "type": "Feature",
      "geometry": {
        "type": "Point",
        "coordinates": [2, 2]
      },
      "id": 2,
      "properties": {
        "name": "two"
      }
    },
    {
      "type": "Feature",
      "geometry": {
        "type": "Point",
        "coordinates": [3, 3]
      },
      "id": 3,
      "properties": {
        "name": "three"
      }
    }
  ]
}
```

Generate a Feature:

```
SELECT ST_AsGeoJSON(t.*, id_column =
> 'id')
FROM (VALUES (1, 'one', 'POINT(1 1)::geometry)) AS t(id, name, geom);
```

```
st_asgeojson
```

```
{
  "type": "Feature",
  "geometry": {
    "type": "Point",
    "coordinates": [1, 1]
  },
  "id": 1,
  "properties": {
    "name": "one"
  }
}
```

Don't forget to transform your data to WGS84 longitude, latitude to conform with the GeoJSON specification:

```
SELECT ST_AsGeoJSON(ST_Transform(geom,4326)) from fe_edges limit 1;
```

```
st_asgeojson
```

```
{
  "type": "MultiLineString",
  "coordinates": [
    [
      [
        [-89.734634999999997, 31.492072000000000],
        [-89.734959999999997, 31.492237999999997]
      ]
    ]
  ]
}
```

3D geometries are supported:

```
SELECT ST_AsGeoJSON('LINESTRING(1 2 3, 4 5 6)');
```

```
{
  "type": "LineString",
  "coordinates": [
    [1, 2, 3],
    [4, 5, 6]
  ]
}
```

Options argument can be used to add BBOX and CRS in GeoJSON output:

```
SELECT ST_AsGeoJSON(ST_SetSRID('POINT(1 1)::geometry', 4326), 9, 4|1);
```

```
{
  "type": "Point",
  "crs": {
    "type": "name",
    "properties": {
      "name": "urn:ogc:def:crs:EPSG::4326"
    }
  },
  "bbox": [1.000000000, 1.000000000, 1.000000000, 1.000000000],
  "coordinates": [1, 1]
}
```

☒☒

[ST\\_GeomFromGeoJSON](#), [ST\\_ForcePolygonCCW](#), [ST\\_Transform](#)

### 7.9.3.5 ST\_AsGML

ST\_AsGML — ☒☒☒ GML 2 ☒☒ GML 3 ☒☒☒☒☒☒☒☒☒☒.

### Synopsis

```
text ST_AsGML(geometry geom, integer maxdecimaldigits=15, integer options=0);
text ST_AsGML(geography geog, integer maxdecimaldigits=15, integer options=0, text nprefix=null,
text id=null);
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);
```

返回

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 `maxdecimaldigits` argument may be used to reduce the maximum number of decimal places used in output (defaults to 15).



#### Warning

Using the `maxdecimaldigits` parameter can cause output geometry to become invalid. To avoid this use [ST\\_ReducePrecision](#) with a suitable gridsize first.

GML 2 2.1.2 返回, GML 3 3.1.1 返回。

' 返回 (bitfield) 返回。 CRS 返回 GML 返回, 返回。

- 0: GML Short CRS (返回: EPSG:4326), 返回
- 1: GML Long CRS (返回: urn:ogc:def:crs:EPSG::4326)
- 2: GML 3 返回, 返回 srsDimension 返回。
- 4: GML 3 返回, 返回 <Curve> 返回 <LineString> 返回。
- 16: 返回 (返回: srid=4326) 返回。 返回。 返回 (axis order) 返回, GML 3.1.1 返回。 返回。
- 32: 返回 (envelope) 返回。

返回 (返回) 返回' 返回' 返回 NULL 返回'gml' 返回。

1.3.2 返回。

1.5.0 返回。

返回: 2.0.0 返回。 返回 GML 3 返回'4' 返回。 GML 3 返回 TIN 返回。 返回'32' 返回。

返回: 2.0.0 返回 (named arg) 返回。

返回: 2.1.0 返回 GML 3 返回 ID 返回。



#### Note

ST\_AsGML 返回 3 返回 TIN 返回。

- ☑ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 17.2
- ☑ 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).

## ☒☒: ☒☒ 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>
```

## ☒☒: ☒☒ 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 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 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>
```







**Note**

ST\_AskML 支持 SRID 4326。



This function supports 3d and will not drop the z-index.

例

```

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>

```

例

[ST\\_AsSVG](#), [ST\\_AsGML](#)

### 7.9.3.7 ST\_AsLatLonText

ST\_AsLatLonText — 将几何体转换为经纬度文本格式。

#### Synopsis

text **ST\_AsLatLonText**(geometry pt, text format=“”);

例

ST\_AsLatLonText(geom, 'WKT').



**Note**

ST\_AsLatLonText 返回的文本格式为“X(经度) Y(纬度)”。经度范围在 -180 到 180 度之间，纬度范围在 -90 到 90 度之间。



## Synopsis

text **ST\_AsMARC21** ( geometry geom , text format='hddmmss' );

☒☒

This function returns a MARC21/XML record with **Coded Cartographic Mathematical Data** representing the bounding box of a given geometry. The format parameter allows to encode the coordinates in subfields \$d,\$e,\$f and \$g in all formats supported by the MARC21/XML standard. Valid formats are:

- cardinal direction, degrees, minutes and seconds (default): hddmmss
- decimal degrees with cardinal direction: hddd.dddddd
- decimal degrees without cardinal direction: ddd.dddddd
- decimal minutes with cardinal direction: hddmm.mmmm
- decimal minutes without cardinal direction: dddmm.mmmm
- decimal seconds with cardinal direction: hddmmss.sss

The decimal sign may be also a comma, e.g. hddmm,mmm.

The precision of decimal formats can be limited by the number of characters after the decimal sign, e.g. hddmm.mm for decimal minutes with a precision of two decimals.

This function ignores the Z and M dimensions.

LOC MARC21/XML versions supported:

- **MARC21/XML 1.1**

Availability: 3.3.0



### Note

This function does not support non lon/lat geometries, as they are not supported by the MARC21/XML standard (Coded Cartographic Mathematical Data).



### Note

The MARC21/XML Standard does not provide any means to annotate the spatial reference system for Coded Cartographic Mathematical Data, which means that this information will be lost after conversion to MARC21/XML.

☒☒

Converting a POINT to MARC21/XML formatted as hddmmss (default)

```
SELECT ST_AsMARC21('SRID=4326;POINT(-4.504289 54.253312)::geometry');

          st_asmarc21
-----
<record xmlns="http://www.loc.gov/MARC21/slim">
  <datafield tag="034" ind1="1" ind2=" ">
```

```

    <subfield code="a"
>a</subfield>
    <subfield code="d"
>W0043015</subfield>
    <subfield code="e"
>W0043015</subfield>
    <subfield code="f"
>N0541512</subfield>
    <subfield code="g"
>N0541512</subfield>
  </datafield>
</record>

```

### Converting a POLYGON to MARC21/XML formatted in decimal degrees

```

SELECT ST_AsMARC21('SRID=4326;POLYGON((-4.5792388916015625 ↔
54.18172660239091,-4.56756591796875 ↔
54.196993557130355,-4.546623229980469 ↔
54.18313300502024,-4.5792388916015625 54.18172660239091))'::geometry,' ↔
hddd.dddd');

<record xmlns="http://www.loc.gov/MARC21/slim">
  <datafield tag="034" ind1="1" ind2=" ">
    <subfield code="a"
>a</subfield>
    <subfield code="d"
>W004.5792</subfield>
    <subfield code="e"
>W004.5466</subfield>
    <subfield code="f"
>N054.1970</subfield>
    <subfield code="g"
>N054.1817</subfield>
  </datafield>
</record>

```

Converting a GEOMETRYCOLLECTION to MARC21/XML formatted in decimal minutes. The geometries order in the MARC21/XML output correspond to their order in the collection.

```

SELECT ST_AsMARC21('SRID=4326;GEOMETRYCOLLECTION(POLYGON((13.1 ↔
52.65,13.516666666666667 52.65,13.516666666666667 52.38333333333333,13.1 ↔
52.38333333333333,13.1 52.65)),POINT(-4.5 54.25))'::geometry,'hdddmm. ↔
mmmm');

          st_asmarc21
-----
<record xmlns="http://www.loc.gov/MARC21/slim">
  <datafield tag="034" ind1="1" ind2=" ">
    <subfield code="a"
>a</subfield>
    <subfield code="d"
>E01307.0000</subfield>

```

```

        <subfield code="e"
>E01331.0000</subfield>
        <subfield code="f"
>N05240.0000</subfield>
        <subfield code="g"
>N05224.0000</subfield>
        </datafield>
        <datafield tag="034" ind1="1" ind2=" ">
        <subfield code="a"
>a</subfield>
        <subfield code="d"
>W00430.0000</subfield>
        <subfield code="e"
>W00430.0000</subfield>
        <subfield code="f"
>N05415.0000</subfield>
        <subfield code="g"
>N05415.0000</subfield>
        </datafield>
</record>

```

☒☒

## ST\_GeomFromMARC21

### 7.9.3.9 ST\_AsMVTGeom

ST\_AsMVTGeom — Transforms a geometry into the coordinate space of a MVT tile.

#### Synopsis

```
geometry ST_AsMVTGeom(geometry geom, box2d bounds, integer extent=4096, integer buffer=256,
boolean clip_geom=true);
```

☒☒

Transforms a geometry into the coordinate space of a MVT ([Mapbox Vector Tile](#)) tile, clipping it to the tile bounds if required. The geometry must be in the coordinate system of the target map (using [ST\\_Transform](#) if needed). Commonly this is [Web Mercator](#) (SRID:3857).

The function attempts to preserve geometry validity, and corrects it if needed. This may cause the result geometry to collapse to a lower dimension.

The rectangular bounds of the tile in the target map coordinate space must be provided, so the geometry can be transformed, and clipped if required. The bounds can be generated using [ST\\_TileEnvelope](#).

This function is used to convert geometry into the tile coordinate space required by [ST\\_AsMVT](#).

geom is the geometry to transform, in the coordinate system of the target map.

bounds is the rectangular bounds of the tile in map coordinate space, with no buffer.

extent is the tile extent size in tile coordinate space as defined by the [MVT specification](#). Defaults to 4096.

buffer is the buffer size in tile coordinate space for geometry clipping. Defaults to 256.

clip\_geom is a boolean to control if geometries are clipped or encoded as-is. Defaults to true.

2.2.0 简体中文.



#### Note

From 3.0, Wagyu can be chosen at configure time to clip and validate MVT polygons. This library is faster and produces more correct results than the GEOS default, but it might drop small polygons.

☒☒

```
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 4091,10 4096,5 4096)),((5 4096,0 4101,0 4096,5 4096)))
```

Canonical example for a Web Mercator tile using a computed tile bounds to query and clip geometry. This assumes the data.geom column has srid of 4326.

```
SELECT ST_AsMVTGeom(
  ST_Transform( geom, 3857 ),
  ST_TileEnvelope(12, 513, 412), extent =
> 4096, buffer =
> 64) AS geom
FROM data
WHERE geom && ST_Transform(ST_TileEnvelope(12, 513, 412, margin =
> (64.0 / 4096)),4326)
```

☒☒

[ST\\_AsMVT](#), [ST\\_TileEnvelope](#), [PostGIS\\_Wagyu\\_Version](#)

### 7.9.3.10 ST\_AsMVT

ST\_AsMVT — Aggregate function returning a MVT representation of a set of rows.

#### Synopsis

```
bytea ST_AsMVT(anelement set row);
bytea ST_AsMVT(anelement row, text name);
bytea ST_AsMVT(anelement row, text name, integer extent);
bytea ST_AsMVT(anelement row, text name, integer extent, text geom_name);
bytea ST_AsMVT(anelement row, text name, integer extent, text geom_name, text feature_id_name);
```

☒☒

An aggregate function which returns a binary **Mapbox Vector Tile** representation of a set of rows corresponding to a tile layer. The rows must contain a geometry column which will be encoded as a feature geometry. The geometry must be in tile coordinate space and valid as per the **MVT specification**. **ST\_AsMVTGeom** can be used to transform geometry into tile coordinate space. Other row columns are encoded as feature attributes.

The **Mapbox Vector Tile** format can store features with varying sets of attributes. To use this capability supply a JSONB column in the row data containing Json objects one level deep. The keys and values in the JSONB values will be encoded as feature attributes.

Tiles with multiple layers can be created by concatenating multiple calls to this function using `||` or `STRING_AGG`.



### Important

Do not call with a `GEOMETRYCOLLECTION` as an element in the row. However you can use **ST\_AsMVTGeom** to prepare a geometry collection for inclusion.

row row data with at least a geometry column.

name is the name of the layer. Default is the string "default".

extent is the tile extent in screen space as defined by the specification. Default is 4096.

geom\_name is the name of the geometry column in the row data. Default is the first geometry column. Note that PostgreSQL by default automatically **folds unquoted identifiers to lower case**, which means that unless the geometry column is quoted, e.g. "MyMVTGeom", this parameter must be provided as lowercase.

feature\_id\_name is the name of the Feature ID column in the row data. If NULL or negative the Feature ID is not set. The first column matching name and valid type (smallint, integer, bigint) will be used as Feature ID, and any subsequent column will be added as a property. JSON properties are not supported.

Enhanced: 3.0 - added support for Feature ID.

Enhanced: 2.5.0 - added support parallel query.

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
WITH mvtgeom AS
(
  SELECT ST_AsMVTGeom(geom, ST_TileEnvelope(12, 513, 412), extent =
> 4096, buffer =
> 64) AS geom, name, description
  FROM points_of_interest
  WHERE geom && ST_TileEnvelope(12, 513, 412, margin =
> (64.0 / 4096))
)
SELECT ST_AsMVT(mvtgeom.*)
FROM mvtgeom;
```

関数

[ST\\_AsMVTGeom](#), [ST\\_TileEnvelope](#)

### 7.9.3.11 ST\_AsSVG

ST\_AsSVG — Returns SVG path data for a geometry.

#### Synopsis

```
text ST_AsSVG(geometry geom, integer rel=0, integer maxdecimaldigits=15);
text ST_AsSVG(geography geog, integer rel=0, integer maxdecimaldigits=15);
```

関数

SVG (Scalar Vector Graphics) 関数リファレンス。 (relative move) 相対移動、 (absolute move) 絶対移動、 0 相対移動。 (15) 最大小数桁数。 'rel' 0 相対移動 cx/cy 相対移動, 'rel' 1 相対移動 x/y 相対移動。 ("," ) 相対移動, (";") 相対移動。

For working with PostGIS SVG graphics, checkout [pg\\_svg](#) library which provides plpgsql functions for working with outputs from ST\_AsSVG.

Enhanced: 3.4.0 to support all curve types

バージョン: 2.0.0 関数リファレンス (default arg) 関数リファレンス (named arg) 関数リファレンス。

**Note!**

#### Note

1.2.2 関数リファレンス 1.4.0 関数リファレンス <http://www.w3.org/TR/SVG/paths.html#PathDataBNF> 関数リファレンス L 関数リファレンス。



This method supports Circular Strings and Curves.

関数

```
SELECT ST_AsSVG('POLYGON((0 0,0 1,1 1,0 0))'::geometry);
```

```
st_assvg
```

```
-----
```

```
M 0 0 L 0 -1 1 -1 1 0 Z
```

Circular string

```
SELECT ST_AsSVG( ST_GeomFromText('CIRCULARSTRING(-2 0,0 2,2 0,0 2,2 4)') );
```

```
st_assvg
```

```
-----
```

```
M -2 0 A 2 2 0 0 1 2 0 A 2 2 0 0 1 2 -4
```

Multi-curve









```

</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>
        <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 1 0 1 1 0 0 0 1 0 0 1 1 1 1 1 1 1 1 0 0 0 1 1 0 1 1 1 ←
1 0 1 1' />
        </IndexedFaceSet>
      </Shape>
    </Transform>
  </Scene>
</X3D>

```

**PostGIS buildings**

Copy and paste the output of this query to [x3d scene viewer](#) and click Show

```

SELECT string_agg('<Shape
>' || ST_AsX3D(ST_Extrude(geom, 0,0, i*0.5)) ||
  '<Appearance>
    <Material diffuseColor="' || (0.01*i)::text || ' 0.8 0.2" specularColor="' || ←
    (0.05*i)::text || ' 0 0.5"/>
  </Appearance>
</Shape
>', '')
FROM ST_Subdivide(ST_Letters('PostGIS'),20) WITH ORDINALITY AS f(geom,i);

```



*Buildings formed by subdividing PostGIS and extrusion*

☒☒: ☒☒☒☒☒☒ 6 ☒☒ 3 ☒☒☒☒☒☒☒☒

```

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>

```

### 7.9.3.13 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>

```

### 7.9.3.14 ST\_GeoHash (ST\_GeoHash)

```

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>

```

### 7.9.3.14 ST\_GeoHash

ST\_GeoHash — 返回 GeoHash 字符串。

## Synopsis

text **ST\_GeoHash**(geometry geom, integer maxchars=full\_precision\_of\_point);

☒☒

Computes a **GeoHash** representation of a geometry. A GeoHash encodes a geographic 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 be thought of as a box that contains the point.

Non-point geometry values with non-zero extent can also be mapped to GeoHash codes. The precision of the code depends on the geographic extent of the geometry.

If maxchars is not specified, the returned GeoHash code is for the smallest cell containing the input geometry. Points return a GeoHash with 20 characters of precision (about enough to hold the full double precision of the input). Other geometric types may return a GeoHash with less precision, depending on the extent of the geometry. Larger geometries are represented with less precision, smaller ones with more precision. The box determined by the GeoHash code always contains the input feature.

If maxchars is specified the returned GeoHash code has at most that many characters. It maps to 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.

1.4.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



### Note

ST\_GeoHash requires input geometry to be in geographic (lon/lat) coordinates.



This method supports Circular Strings and Curves.

☒☒

```
SELECT ST_GeoHash( ST_Point(-126,48) );
```

```
st_geohash
```

```
-----  
c0w3hf1s70w3hf1s70w3
```

```
SELECT ST_GeoHash( ST_Point(-126,48), 5);
```

```
st_geohash
```

```
-----  
c0w3h
```

```
-- This line contains the point, so the GeoHash is a prefix of the point code
```

```
SELECT ST_GeoHash('LINESTRING(-126 48, -126.1 48.1)::geometry);
```

```
st_geohash
```

```
-----  
c0w3
```

☒☒

**ST\_GeomFromGeoHash, ST\_PointFromGeoHash, ST\_Box2dFromGeoHash**

## 7.10 运算符 (operator)

### 7.10.1 Bounding Box Operators

#### 7.10.1.1 &&

**&&** — A 2D 多边形 B 2D 多边形 TRUE 或 FALSE。

#### Synopsis

boolean **&&**( geometry A , geometry B );  
 boolean **&&**( geography A , geography B );

注意

**&&** 多边形 A 2D 多边形 B 2D 多边形 TRUE 或 FALSE。



#### Note

多边形 (operand) 必须是多边形。

注意: 2.0.0 之前版本 (polyhedral surface) 不支持。

1.5.0 之前版本不支持。

✔ This method supports Circular Strings and Curves.

✔ This function supports Polyhedral surfaces.

注意

```
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)

注意

[ST\\_Intersects](#), [ST\\_Extent](#), [|&>](#), [&>](#), [&<|](#), [&<](#), [~](#), [@](#)

#### 7.10.1.2 &&(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 , box2df B );

☒☒

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.

☒☒

```
SELECT ST_Point(1,1) && ST_MakeBox2D(ST_Point(0,0), ST_Point(2,2)) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

☒☒

**&&**(box2df,geometry), **&&**(box2df,box2df), **~**(geometry,box2df), **~**(box2df,geometry), **~**(box2df,box2df), **@**(geometry,box2df), **@**(box2df,geometry), **@**(box2df,box2df)

### 7.10.1.3 **&&**(box2df,geometry)

**&&**(box2df,geometry) — Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.

## Synopsis

boolean **&&**( box2df A , geometry B );



☒☒

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.

☒☒

```
SELECT ST_MakeBox2D(ST_Point(0,0), ST_Point(2,2)) && ST_Point(1,1) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

☒☒

`&&(geometry,box2df)`, `&&(box2df,box2df)`, `~(geometry,box2df)`, `~(box2df,geometry)`, `~(box2df,box2df)`, `@(geometry,box2df)`, `@(box2df,geometry)`, `@(box2df,box2df)`

**7.10.1.4 &&(box2df,box2df)**

`&&(box2df,box2df)` — Returns TRUE if two 2D float precision bounding boxes (`BOX2DF`) intersect each other.

**Synopsis**

boolean `&&( box2df A , box2df B );`

☒☒

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.



**7.10.1.5 3D 重叠**

```
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

**7.10.1.6 3DM 重叠**

```
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

**7.10.1.7 重叠**

**&&**

**7.10.1.6 &&&(geometry,gidx)**

**&&&(geometry,gidx)** — Returns TRUE if a geometry’s (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).

**Synopsis**

boolean **&&&**( geometry A , gidx B );

**7.10.1.7 重叠**

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.



```
SELECT ST_MakePoint(1,1,1) &&& ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) AS overlaps; ↵
```

```
overlaps
-----
t
(1 row)
```



**&&&(gidx,geometry), &&&(gidx,gidx)**

### 7.10.1.7 &&&(gidx,geometry)

**&&&(gidx,geometry)** — Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.

#### Synopsis

boolean **&&&**( gidx A , geometry B );



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.

☒☒

```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) &&& ST_MakePoint(1,1,1) AS overlaps; ↵
```

```
overlaps
-----
t
(1 row)
```

☒☒

**&&&(geometry,gidx), &&&(gidx,gidx)**

### 7.10.1.8 &&&(gidx,gidx)

**&&&(gidx,gidx)** — Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.

#### Synopsis

boolean **&&&**( gidx A , gidx B );

☒☒

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.





### Synopsis

boolean **&>**( geometry A , geometry B );

☐☐

**&>** 返回 A 与 B 的交集是否非空。如果交集非空，返回 TRUE，否则返回 FALSE。



**Note**

☐☐☐☐ (operand) 必须是 geometry 类型。

☐☐

```
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)

☐☐

**&&, |&>, &<|, &<**

### 7.10.1.12 <<

**<<** — A 与 B 的交集是否非空。如果交集非空，返回 TRUE，否则返回 FALSE。

### Synopsis

boolean **<<**( geometry A , geometry B );

☐☐

**<<** 返回 A 与 B 的交集是否非空。如果交集非空，返回 TRUE，否则返回 FALSE。



**Note**

☐☐☐☐ (operand) 必须是 geometry 类型。





1		3		f
1		4		f

(3 rows)

☒☒

<<, >>, |>>

### 7.10.1.14 =

= — 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 );

☒☒

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.

☒☒





```

-----+-----+-----
      1 |      2 | t
      1 |      3 | f
      1 |      4 | t
(3 rows)
    
```

☒☒

~, &&

### 7.10.1.17 @(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 , box2df B );

☒☒

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 INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.

☒☒

```

SELECT ST_Buffer(ST_GeomFromText('POINT(2 2)'), 1) @ ST_MakeBox2D(ST_Point(0,0), ST_Point(
(5,5)) AS is_contained;
    
```

```

is_contained
-----
t
(1 row)
    
```

☒☒

&&(geometry,box2df), &&(box2df,geometry), &&(box2df,box2df), ~(geometry,box2df), ~(box2df,geometry), ~(box2df,box2df), @(box2df,geometry), @(box2df,box2df)

### 7.10.1.18 @(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 @( box2df A , geometry B );
```

☒☒

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 INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.

☒☒

```
SELECT ST_MakeBox2D(ST_Point(2,2), ST_Point(3,3)) @ ST_Buffer(ST_GeomFromText('POINT(1 1)') ←
, 10) AS is_contained;
```

```
is_contained
-----
t
(1 row)
```

☒☒

&&(geometry,box2df), &&(box2df,geometry), &&(box2df,box2df), ~(geometry,box2df), ~(box2df,geometry),  
~(box2df,box2df), @(geometry,box2df), @(box2df,box2df)

### 7.10.1.19 @(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 @( box2df A , box2df B );
```









**7.10.1.23 ~(**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 , box2df B );

☒☒

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.

☒☒

```
SELECT ST_Buffer(ST_GeomFromText('POINT(1 1)'), 10) ~ ST_MakeBox2D(ST_Point(0,0), ST_Point(↵
(2,2)) AS contains;
```

```
contains
-----
t
(1 row)
```

☒☒

**&&(geometry,box2df), &&(box2df,geometry), &&(box2df,box2df), ~(box2df,geometry), ~(box2df,box2df), @ (geometry,box2df), @ (box2df,geometry), @ (box2df,box2df)**

**7.10.1.24 ~(**box2df,geometry**)**

~(**box2df,geometry**) — Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.

**Synopsis**

boolean ~( box2df A , geometry B );

☒☒

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.

☒☒

```
SELECT ST_MakeBox2D(ST_Point(0,0), ST_Point(5,5)) ~ ST_Buffer(ST_GeomFromText('POINT(2 2)') ←
, 1) AS contains;
```

```
contains
-----
t
(1 row)
```

☒☒

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**7.10.1.25 ~(`box2df`,`box2df`)**

`~(box2df,box2df)` — Returns TRUE if a 2D float precision bounding box (`BOX2DF`) contains another 2D float precision bounding box (`BOX2DF`).

**Synopsis**

```
boolean ~( box2df A , box2df B );
```

☒☒

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.









```
LIMIT 5
) foo;
track_id      dist
-----+-----
    395 | 0.576496831518066
    380 | 5.06797130410151
    390 | 7.72262293958322
    385 | 9.8004461358071
    405 | 10.9534397988433
(5 rows)
```

関数

**ST\_DistanceCPA, ST\_ClosestPointOfApproach, ST\_IsValidTrajectory**

**7.10.2.3 <#>**

<#> — A 点 B 点からの最短距離を返す。

**Synopsis**

double precision <#>( geometry A , geometry B );

関数

<#> は浮動小数点 (floating point) を返す。PostgreSQL 9.1 (9.1.0) から導入された。PostgreSQL 9.1 (9.1.0) から導入された。



**Note**

オペランド (operand) は、ORDER BY 句で指定された順序に従って返される。



**Note**

g1.geom <#> ORDER BY (ST\_GeomFromText('POINT(1 2)') <#> geom) 句で指定された順序に従って返される。

2.0.0 から導入された。PostgreSQL 9.1 から導入された KNN 関数。

関数

```
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,
```





☒☒

<->

## 7.11 Spatial Relationships

### 7.11.1 Topological Relationships

#### 7.11.1.1 ST\_3DIntersects

**ST\_3DIntersects** — Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)

#### Synopsis

boolean **ST\_3DIntersects**( geometry geomA , geometry geomB );

☒☒

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.

Note!

#### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.

Note!

#### Note

Because of floating robustness failures, geometries don't always intersect as you'd expect them to after geometric processing. For example the closest point on a linestring to a geometry may not lie on the linestring. For these kind of issues where a distance of a centimeter you want to just consider as intersecting, use [ST\\_3DDWithin](#).

Changed: 3.0.0 SFCGAL backend removed, GEOS backend supports TINs.

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



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 implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1

SQL

```
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

```
SELECT ST_3DIntersects('TIN(((0 0 0,1 0 0,0 1 0,0 0 0)))::geometry, 'POINT(.1 .1 0)::
      geometry);
st_3dintersects
-----
t
```

SQL

[ST\\_3DDWithin](#), [ST\\_Intersects](#)

### 7.11.1.2 ST\_Contains

**ST\_Contains** — Tests if every point of B lies in A, and their interiors have a point in common

#### Synopsis

boolean **ST\_Contains**(geometry geomA, geometry geomB);

SQL

Returns TRUE if geometry A contains geometry B. A contains B if and only if all points of B lie inside (i.e. in the interior or boundary of) A (or equivalently, no points of B lie in the exterior of A), and the interiors of A and B have at least one point in common.

In mathematical terms:  $ST\_Contains(A, B) \Leftrightarrow (A \sqsupseteq B = B) \wedge (Int(A) \sqcap Int(B) \neq \emptyset)$

The contains relationship is reflexive: every geometry contains itself. (In contrast, in the [ST\\_ContainsProperly](#) predicate a geometry does *not* properly contain itself.) The relationship is antisymmetric: if  $ST\_Contains(A, B) = true$  and  $ST\_Contains(B, A) = true$ , then the two geometries must be topologically equal ( $ST\_Equals(A, B) = true$ ).

**ST\_Contains** is the converse of [ST\\_Within](#). So,  $ST\_Contains(A, B) = ST\_Within(B, A)$ .



#### Note

Because the interiors must have a common point, a subtlety of the definition is that polygons and lines do *not* contain lines and points lying fully in their boundary. For further details see [Subtleties of OGC Covers, Contains, Within](#). The [ST\\_Covers](#) predicate provides a more inclusive relationship.



**Note**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid index use, use the function `_ST_Contains`.

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**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

NOTE: this is the "allowable" version that returns a boolean, not an integer.



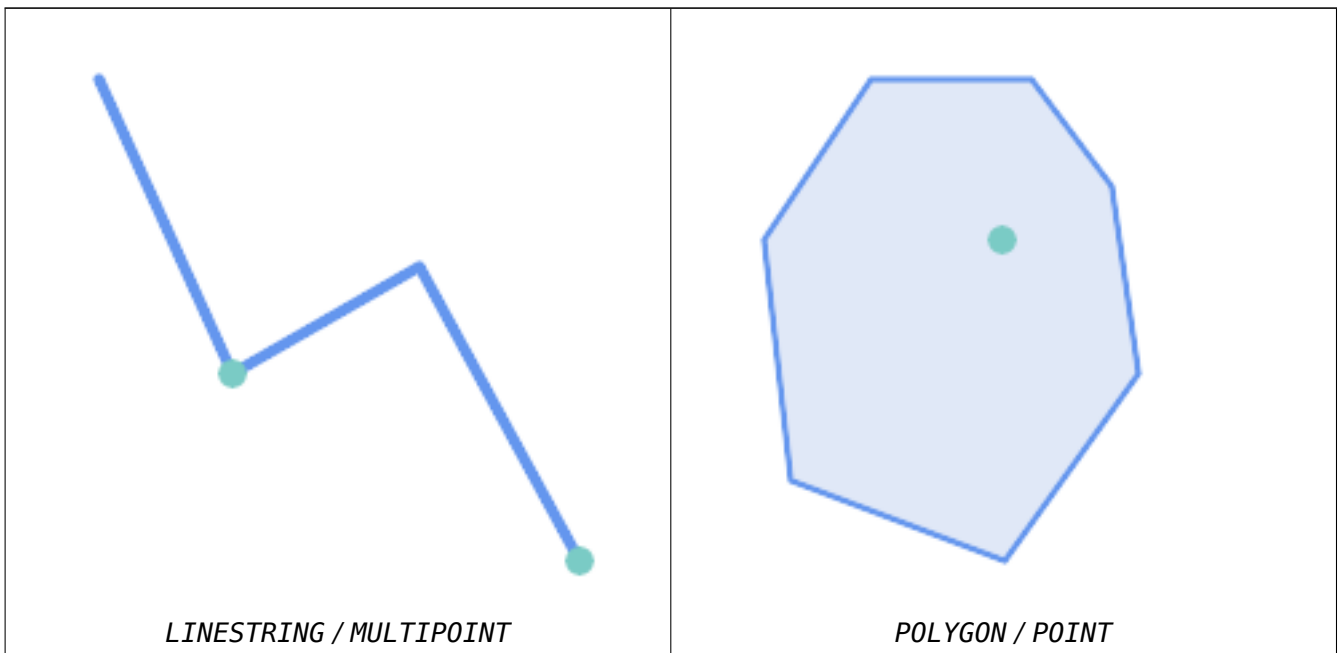
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.2 // s2.1.13.3](#) - same as `within(geometry B, geometry A)`

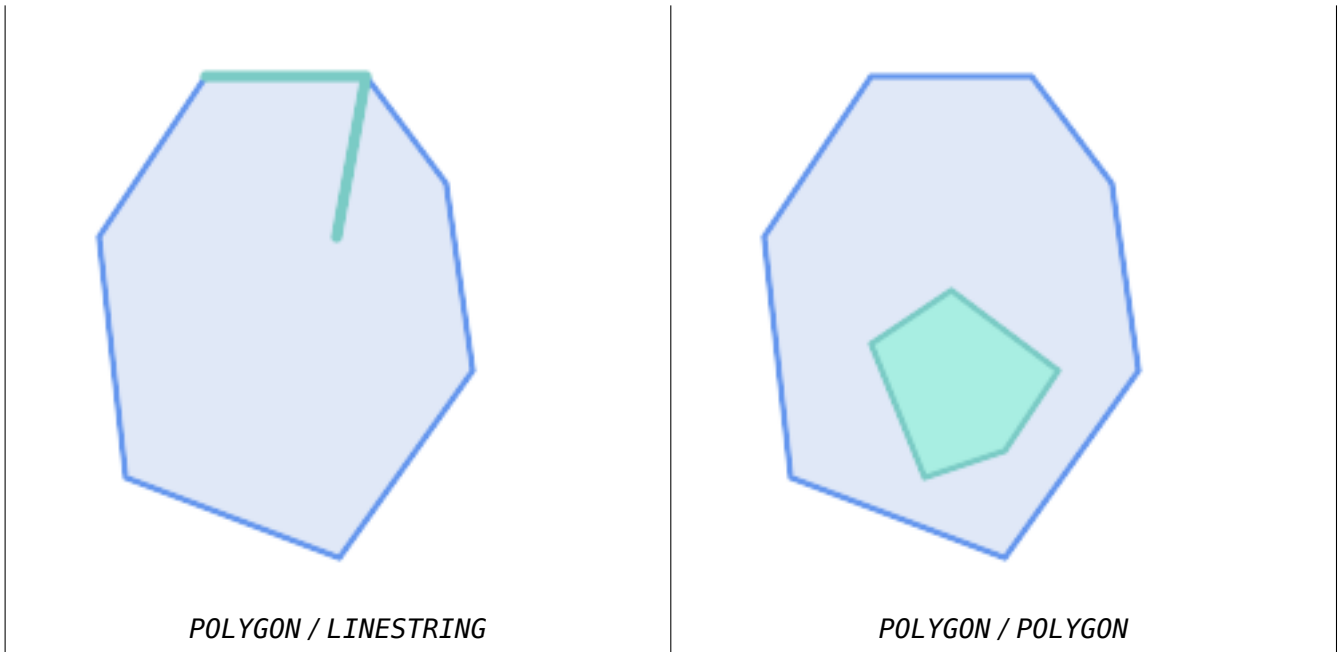


This method implements the SQL/MM specification. SQL-MM 3: 5.1.31

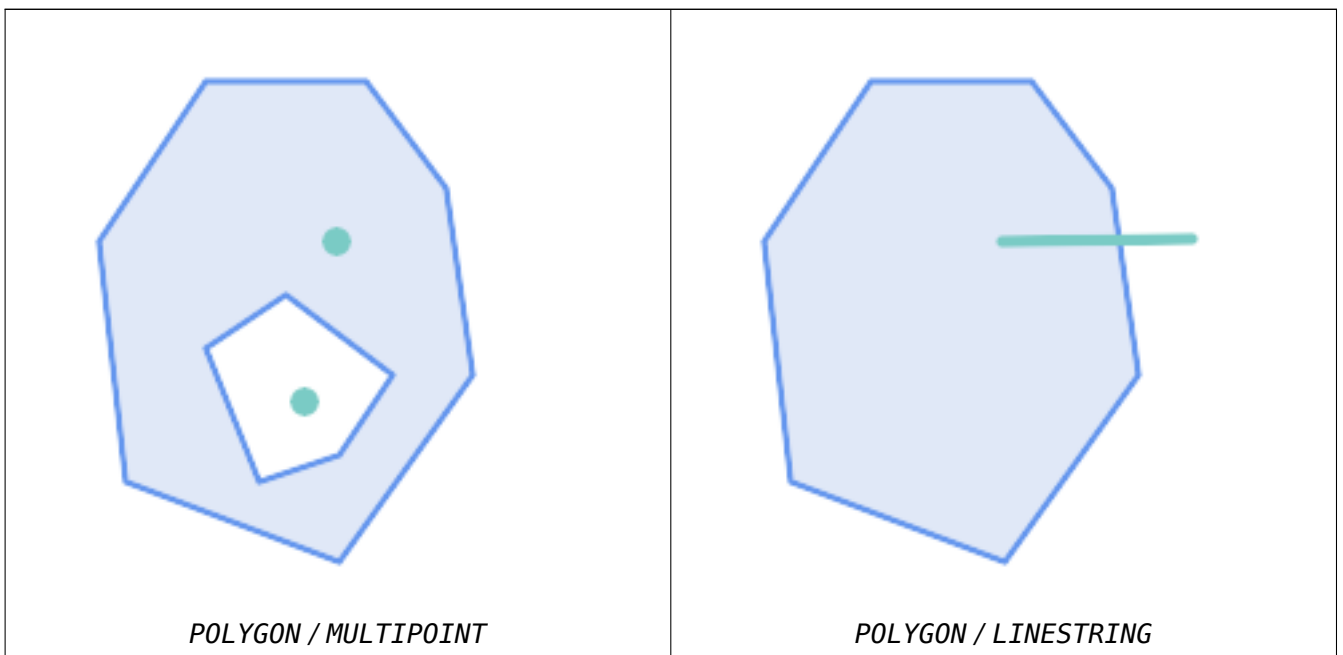
☒☒

`ST_Contains` returns TRUE in the following situations:



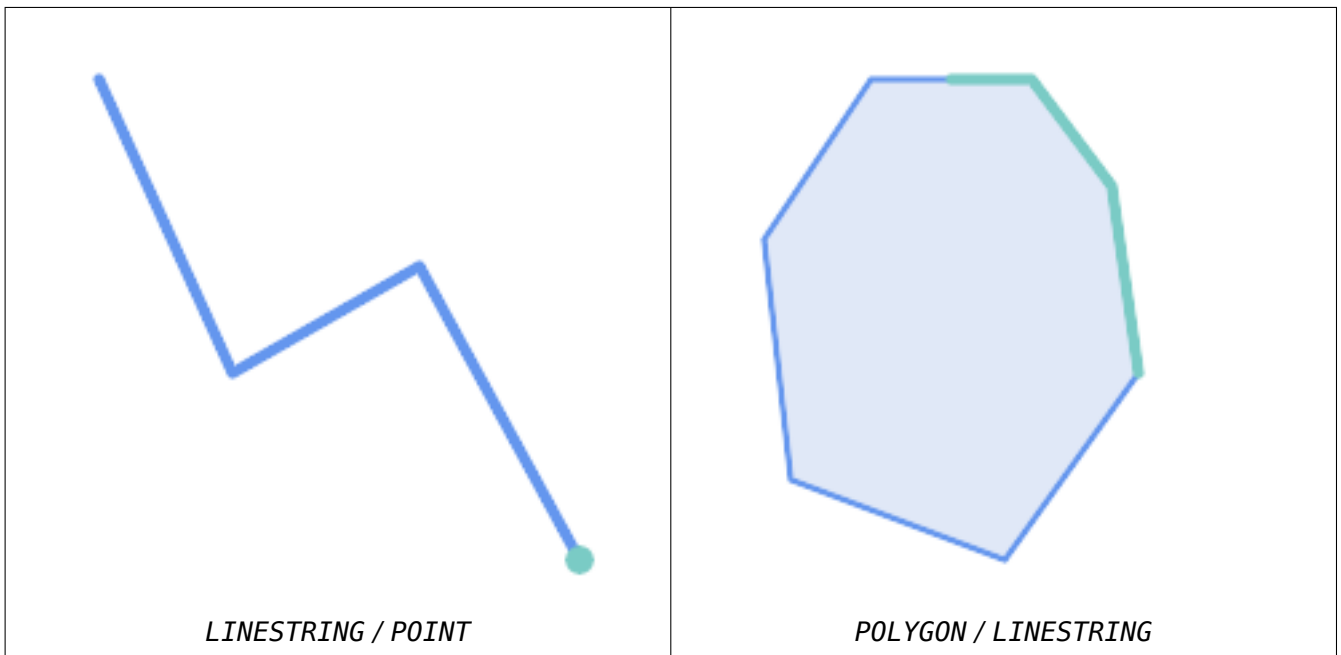


ST\_Contains returns FALSE in the following situations:



Due to the interior intersection condition ST\_Contains returns FALSE in the following situations (whereas ST\_Covers returns TRUE):

---



```
-- 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
```

---

☒☒

[ST\\_Boundary](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Within](#)

### 7.11.1.3 ST\_ContainsProperly

`ST_ContainsProperly` — Tests if every point of B lies in the interior of A

#### Synopsis

boolean **ST\_ContainsProperly**(geometry geomA, geometry geomB);

☒☒

Returns true if every point of B lies in the interior of A (or equivalently, no point of B lies in the the boundary or exterior of A).

In mathematical terms:  $ST\_ContainsProperly(A, B) \Leftrightarrow Int(A) \supset B = B$

A contains B properly if the DE-9IM Intersection Matrix for the two geometries matches [T\*\*FF\*FF\*]

A does not properly contain itself, but does contain itself.

A use 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 fully inside the area. In these cases the intersection is known a priori to be exactly the original test geometry.



#### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid index use, use the function `_ST_ContainsProperly`.

---



#### Note

The advantage of this predicate over `ST_Contains` and `ST_Intersects` is that it can be computed more efficiently, with no need to compute topology at individual points.

---

GEOS ☒☒☒☒☒

1.4.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



#### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

---



#### Important

Do not use this function with invalid geometries. You will get unexpected results.

---

☒☒

```
--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                    |                      |            |
--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
```

☒☒

[ST\\_GeometryType](#), [ST\\_Boundary](#), [ST\\_Contains](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Relate](#), [ST\\_Within](#)

### 7.11.1.4 ST\_CoveredBy

`ST_CoveredBy` — Tests if every point of A lies in B

#### Synopsis

boolean **ST\_CoveredBy**(geometry geomA, geometry geomB);  
 boolean **ST\_CoveredBy**(geography geogA, geography geogB);

☒☒

Returns true if every point in Geometry/Geography A lies inside (i.e. intersects the interior or boundary of) Geometry/Geography B. Equivalently, tests that no point of A lies outside (in the exterior of) B.

In mathematical terms:  $ST\_CoveredBy(A, B) \Leftrightarrow A \sqcap B = A$



ST\_CoveredBy is the converse of **ST\_Covers**. So, ST\_CoveredBy(A,B) = ST\_Covers(B,A).

Generally this function should be used instead of **ST\_Within**, since it has a simpler definition which does not have the quirk that "boundaries are not within their geometry".



**Note**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid index use, use the function `_ST_CoveredBy`.



**Important**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

GEOS

1.2.2

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Not an OGC standard, but Oracle has it too.

```
--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)
```

**ST\_Contains, ST\_Covers, ST\_ExteriorRing, ST\_Within**

**7.11.1.5 ST\_Covers**

ST\_Covers — Tests if every point of B lies in A



```
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
```



**ST\_Contains, ST\_CoveredBy, ST\_Within**

**7.11.1.6 ST\_Crosses**

ST\_Crosses — Tests if two geometries have some, but not all, interior points in common

**Synopsis**

boolean **ST\_Crosses**(geometry g1, geometry g2);



Compares two geometry objects and returns true if their intersection "spatially crosses"; that is, the geometries have some, but not all interior points in common. The intersection of the interiors of the geometries must be non-empty and must have dimension less than the maximum dimension of the two input geometries, and the intersection of the two geometries must not equal either geometry. Otherwise, it returns false. The crosses relation is symmetric and irreflexive.

In mathematical terms:  $ST\_Crosses(A, B) \Leftrightarrow (dim(Int(A) \cap Int(B)) < \max(dim(Int(A)), dim(Int(B))) \wedge (A \cap B \neq A) \wedge (A \cap B \neq B)$

Geometries cross if their DE-9IM Intersection Matrix matches:

- T\*T\*\*\*\*\* for Point/Line, Point/Area, and Line/Area situations
- T\*\*\*\*\*T\*\* for Line/Point, Area/Point, and Area/Line situations
- 0\*\*\*\*\* for Line/Line situations
- the result is false for Point/Point and Area/Area situations



**Note**

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.



**Note**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.



**Important**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



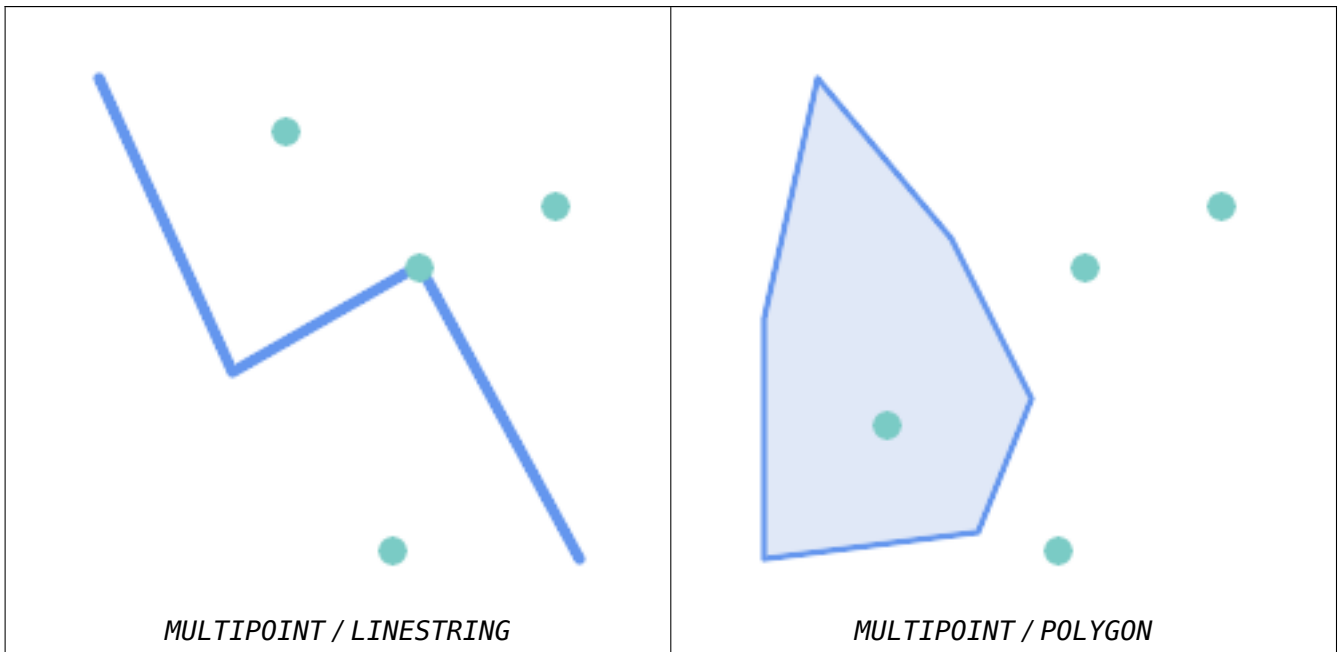
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.13.3](#)

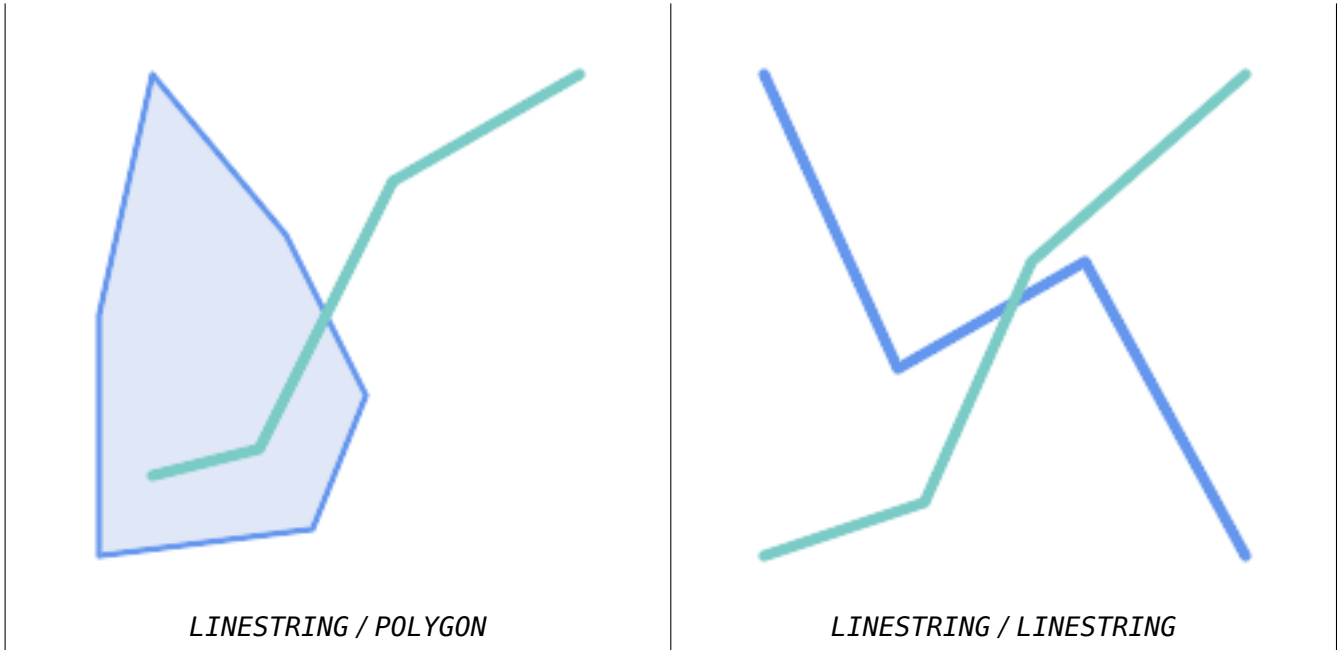


This method implements the SQL/MM specification. SQL-MM 3: 5.1.29



The following situations 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 (   id serial NOT NULL,   geom geometry,   CONSTRAINT roads_pkey PRIMARY KEY ( ↵     road_id) );</pre>	<pre>CREATE TABLE highways (   id serial NOT NULL,   the_gem geometry,   CONSTRAINT roads_pkey PRIMARY KEY ( ↵     road_id) );</pre>
--	--

To determine a list of roads that cross a highway, use a query similar to:

```
SELECT roads.id
FROM roads, highways
WHERE ST_Crosses(roads.geom, highways.geom);
```

☒☒

**ST\_Contains, ST\_Overlaps**

### 7.11.1.7 ST\_Disjoint

ST\_Disjoint — Tests if two geometries have no points in common

#### Synopsis

boolean **ST\_Disjoint**( geometry A , geometry B );

---

 ☒☒

Returns true if two geometries are disjoint. Geometries are disjoint if they have no point in common. If any other spatial relationship is true for a pair of geometries, they are not disjoint. Disjoint implies that **ST\_Intersects** is false.

In mathematical terms:  $ST\_Disjoint(A, B) \Leftrightarrow A \cap B = \emptyset$



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

---

GEOS ☒☒☒☒☒



### Note

This function call does not use indexes. A negated **ST\_Intersects** predicate can be used as a more performant alternative that uses indexes:  $ST\_Disjoint(A,B) = NOT\ ST\_Intersects(A,B)$

---



### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.

---



This method implements the **OGC 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

☒☒

```
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)
```

☒☒

## ST\_Intersects

### 7.11.1.8 ST\_Equals

**ST\_Equals** — Tests if two geometries include the same set of points

---

## Synopsis

boolean **ST\_Equals**(geometry A, geometry B);

☒☒

Returns true if the given geometries are "topologically equal". Use this for a 'better' answer than '='. Topological equality means that the geometries have the same dimension, and their point-sets occupy the same space. This means that the order of vertices may be different in topologically equal geometries. 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).

In mathematical terms:  $ST\_Equals(A, B) \Leftrightarrow A = B$

The following relation holds:  $ST\_Equals(A, B) \Leftrightarrow ST\_Within(A,B) \wedge ST\_Within(B,A)$



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



This method implements the **OGC 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

☒☒

```
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)
```

☒☒

**ST\_IsValid**, **ST\_OrderingEquals**, **ST\_Reverse**, **ST\_Within**

### 7.11.1.9 ST\_Intersects

**ST\_Intersects** — Tests if two geometries intersect (they have at least one point in common)

## Synopsis

```
boolean ST_Intersects( geometry geomA , geometry geomB );
boolean ST_Intersects( geography geogA , geography geogB );
```

☒☒

Returns true if two geometries intersect. Geometries intersect if they have any point in common. For geography, a distance tolerance of 0.00001 meters is used (so points that are very close are considered to intersect).

In mathematical terms:  $ST\_Intersects(A, B) \Leftrightarrow A \cap B \neq \emptyset$

Geometries intersect if their DE-9IM Intersection Matrix matches one of:

- T\*\*\*\*\*
- \*T\*\*\*\*\*
- \*\*\*T\*\*\*\*\*
- \*\*\*\*T\*\*\*\*

Spatial intersection is implied by all the other spatial relationship tests, except **ST\_Disjoint**, which tests that geometries do NOT intersect.

Note!

### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.

Changed: 3.0.0 SFCGAL version removed and native support for 2D TINS added.

Enhanced: 2.5.0 Supports GEOMETRYCOLLECTION.

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!

### Note

For geography, this function has a distance tolerance of about 0.00001 meters and uses the sphere rather than spheroid calculation.

Note!

### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OGC 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 supports Circular Strings and Curves.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



☒☒☒☒

```

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)

-- Look up in table. Make sure table has a GiST index on geometry column for faster lookup.
SELECT id, name FROM cities WHERE ST_Intersects(geom, 'SRID=4326;POLYGON((28 53,27.707 ↵
  52.293,27 52,26.293 52.293,26 53,26.293 53.707,27 54,27.707 53.707,28 53))');
 id | name
----+-----
  2 | Minsk
(1 row)

```

☒☒☒☒☒

```

SELECT ST_Intersects(
  'SRID=4326;LINESTRING(-43.23456 72.4567,-43.23456 72.4568) '::geography,
  'SRID=4326;POINT(-43.23456 72.4567772) '::geography
);

  st_intersects
-----
  t

```

☒☒

&&, [ST\\_3DIntersects](#), [ST\\_Disjoint](#)

### 7.11.1.10 ST\_LineCrossingDirection

`ST_LineCrossingDirection` — Returns a number indicating the crossing behavior of two `LineStrings`

#### Synopsis

integer **ST\_LineCrossingDirection**(geometry linestringA, geometry linestringB);

☒☒

Given two linestrings returns an integer between -3 and 3 indicating what kind of crossing behavior exists between them. 0 indicates no crossing. This is only supported for `LINESTRINGS`.

The crossing number has the following meaning:

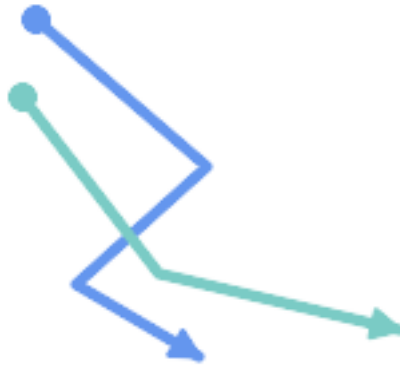
- 0: LINE NO CROSS
- -1: LINE CROSS LEFT

- 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

Availability: 1.4

☒☒

**Example:** LINE CROSS LEFT and LINE CROSS RIGHT

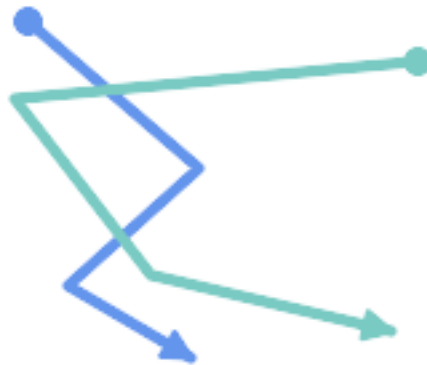


*Blue: Line A; Green: Line B*

```
SELECT ST_LineCrossingDirection(lineA, lineB) As A_cross_B,
       ST_LineCrossingDirection(lineB, lineA) As B_cross_A
FROM (SELECT
      ST_GeomFromText('LINESTRING(25 169,89 114,40 70,86 43)') As lineA,
      ST_GeomFromText('LINESTRING (20 140, 71 74, 161 53)') As lineB
    ) As foo;
```

A_cross_B	B_cross_A
-1	1

**Example:** LINE MULTICROSS END SAME FIRST LEFT and LINE MULTICROSS END SAME FIRST RIGHT

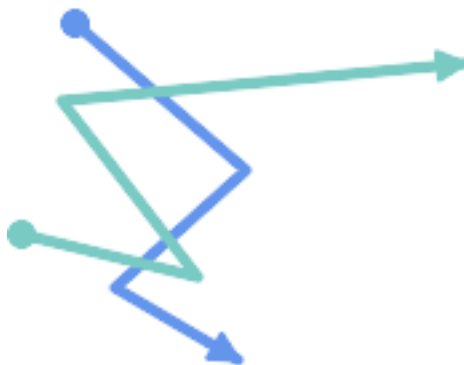


*Blue: Line A; Green: Line B*

```
SELECT ST_LineCrossingDirection(lineA, lineB) As A_cross_B,
       ST_LineCrossingDirection(lineB, lineA) As B_cross_A
FROM (SELECT
      ST_GeomFromText('LINESTRING(25 169,89 114,40 70,86 43)') As lineA,
      ST_GeomFromText('LINESTRING(171 154,20 140,71 74,161 53)') As lineB
    ) As foo;
```

A_cross_B	B_cross_A
3	-3

**Example:** LINE MULTICROSS END LEFT and LINE MULTICROSS END RIGHT



*Blue: Line A; Green: Line B*

```
SELECT ST_LineCrossingDirection(lineA, lineB) As A_cross_B,
       ST_LineCrossingDirection(lineB, lineA) As B_cross_A
FROM (SELECT
      ST_GeomFromText('LINESTRING(25 169,89 114,40 70,86 43)') As lineA,
      ST_GeomFromText('LINESTRING(5 90, 71 74, 20 140, 171 154)') As lineB
    ) As foo;
```

```

A_cross_B | B_cross_A
-----+-----
      -2 |          2

```

**Example:** Finds all streets that cross

```

SELECT s1.gid, s2.gid, ST_LineCrossingDirection(s1.geom, s2.geom)
  FROM streets s1 CROSS JOIN streets s2
        ON (s1.gid != s2.gid AND s1.geom && s2.geom )
WHERE ST_LineCrossingDirection(s1.geom, s2.geom)
> 0;

```

☒☒

**ST\_Crosses**

### 7.11.1.11 ST\_OrderingEquals

**ST\_OrderingEquals** — Tests if two geometries represent the same geometry and have points in the same directional order

#### Synopsis

boolean **ST\_OrderingEquals**(geometry A, geometry B);

☒☒

**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/arcscde/9.1/sql\\_api/sqlapi3.htm#ST\\_OrderingEquals](http://edndoc.esri.com/arcscde/9.1/sql_api/sqlapi3.htm#ST_OrderingEquals)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.43

☒☒

```

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)

```

[&&](#), [ST\\_Equals](#), [ST\\_Reverse](#)

### 7.11.1.12 ST\_Overlaps

ST\_Overlaps — Tests if two geometries have the same dimension and intersect, but each has at least one point not in the other

#### Synopsis

boolean **ST\_Overlaps**(geometry A, geometry B);



Returns TRUE if geometry A and B "spatially overlap". Two geometries overlap if they have the same dimension, their interiors intersect in that dimension. and each has at least one point inside the other (or equivalently, neither one covers the other). The overlaps relation is symmetric and irreflexive.

In mathematical terms:  $ST\_Overlaps(A, B) \Leftrightarrow (dim(A) = dim(B) = dim(Int(A) \cap Int(B))) \wedge (A \cap B \neq A) \wedge (A \cap B \neq B)$



#### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid index use, use the function `_ST_Overlaps`.

GEOS 



#### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

NOTE: this is the "allowable" version that returns a boolean, not an integer.



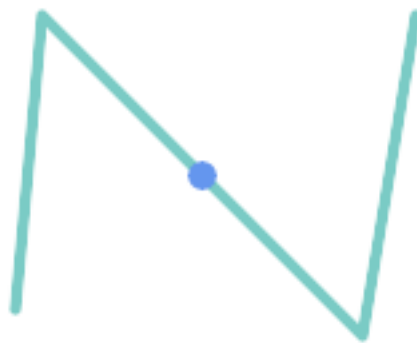
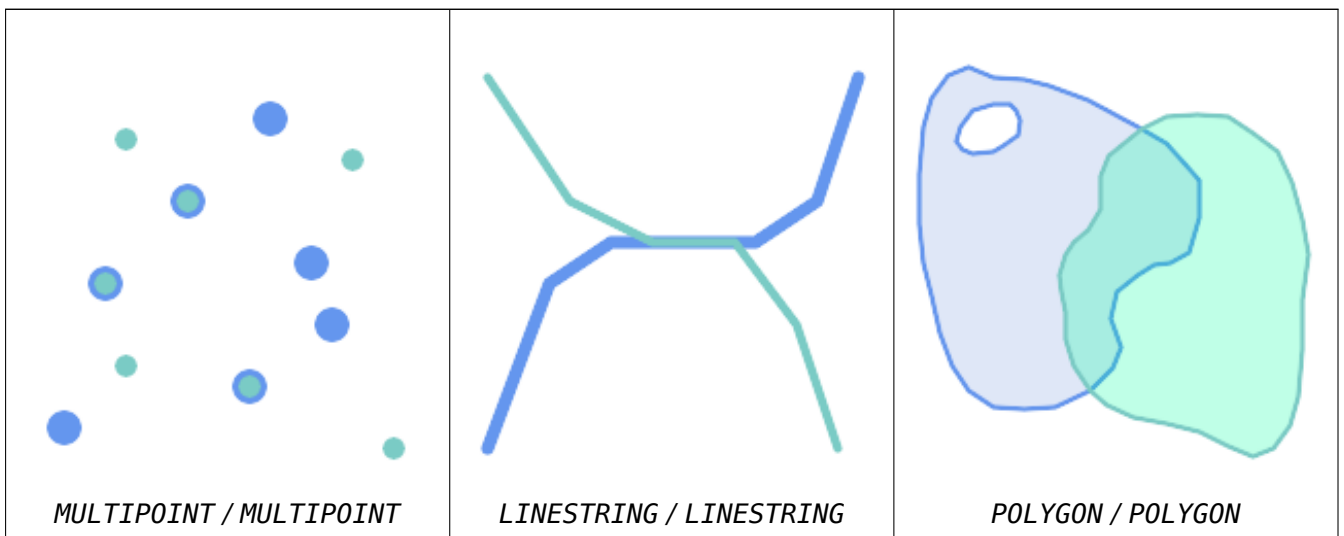
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.2 // s2.1.13.3](#)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.32

☒☒

ST\_Overlaps returns TRUE in the following situations:



A Point on a LineString is contained, but since it has lower dimension it does not overlap or cross.

```
SELECT ST_Overlaps(a,b) AS overlaps,      ST_Crosses(a,b) AS crosses,
       ST_Intersects(a, b) AS intersects,  ST_Contains(b,a) AS b_contains_a
FROM (SELECT ST_GeomFromText('POINT (100 100)') As a,
          ST_GeomFromText('LINESTRING (30 50, 40 160, 160 40, 180 160)') AS b) AS t
```

overlaps	crosses	intersects	b_contains_a
f	f	t	t



A LineString that partly covers a Polygon intersects and crosses, but does not overlap since it has different dimension.

```
SELECT ST_Overlaps(a,b) AS overlaps,      ST_Crosses(a,b) AS crosses,
       ST_Intersects(a, b) AS intersects,  ST_Contains(a,b) AS contains
FROM (SELECT ST_GeomFromText('POLYGON ((40 170, 90 30, 180 100, 40 170))') AS a,
       ST_GeomFromText('LINESTRING(10 10, 190 190)') AS b) AS t;
```

overlap	crosses	intersects	contains
f	t	t	f



Two Polygons that intersect but with neither contained by the other overlap, but do not cross because their intersection has the same dimension.

```
SELECT ST_Overlaps(a,b) AS overlaps,      ST_Crosses(a,b) AS crosses,
       ST_Intersects(a, b) AS intersects,  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 dim_int
FROM (SELECT ST_GeomFromText('POLYGON ((40 170, 90 30, 180 100, 40 170))') AS a,
       ST_GeomFromText('POLYGON ((110 180, 20 60, 130 90, 110 180))') AS b) AS t;
```

overlaps	crosses	intersects	b_contains_a	dim_a	dim_b	dim_int
t	f	t	f	2	2	2

☒☒

[ST\\_Contains](#), [ST\\_Crosses](#), [ST\\_Dimension](#), [ST\\_Intersects](#)

### 7.11.1.13 ST\_Relate

**ST\_Relate** — Tests if two geometries have a topological relationship matching an Intersection Matrix pattern, or computes their Intersection Matrix

#### 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);
```

☒☒

These functions allow testing and evaluating the spatial (topological) relationship between two geometries, as defined by the [Dimensionally Extended 9-Intersection Model](#) (DE-9IM).

The DE-9IM is specified as a 9-element matrix indicating the dimension of the intersections between the Interior, Boundary and Exterior of two geometries. It is represented by a 9-character text string using the symbols 'F', '0', '1', '2' (e.g. 'FF1FF0102').

A specific kind of spatial relationship can be tested by matching the intersection matrix to an *intersection matrix pattern*. Patterns can include the additional symbols 'T' (meaning "intersection is non-empty") and '\*' (meaning "any value"). Common spatial relationships are provided by the named functions [ST\\_Contains](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Crosses](#), [ST\\_Disjoint](#), [ST\\_Equals](#), [ST\\_Intersects](#), [ST\\_Overlaps](#), [ST\\_Touches](#), and [ST\\_Within](#). Using an explicit pattern allows testing multiple conditions of intersects, crosses, etc in one step. It also allows testing spatial relationships which do not have a named spatial relationship function. For example, the relationship "Interior-Intersects" has the DE-9IM pattern T\*\*\*\*\*, which is not evaluated by any named predicate.

For more information refer to [Section 5.1](#).

**Variant 1:** Tests if two geometries are spatially related according to the given `intersectionMatrixPattern`

**Note**

Unlike most of the named spatial relationship predicates, this does NOT automatically include an index call. The reason is that some relationships are true for geometries which do NOT intersect (e.g. Disjoint). If you are using a relationship pattern that requires intersection, then include the `&&` index call.

**Note**

It is better to use a named relationship function if available, since they automatically use a spatial index where one exists. Also, they may implement performance optimizations which are not available with full relate evaluation.



**Variation 2:** Returns the DE-9IM matrix string for the spatial relationship between the two input geometries. The matrix string can be tested for matching a DE-9IM pattern using [ST\\_RelateMatch](#).

**Variation 3:** Like variation 2, but allows specifying a **Boundary Node Rule**. A boundary node rule allows finer control over whether the endpoints of MultiLineStrings are considered to lie in the DE-9IM Interior or Boundary. The boundaryNodeRule values are:

- 1: **OGC-Mod2** - line endpoints are in the Boundary if they occur an odd number of times. This is the rule defined by the OGC SFS standard, and is the default for ST\_Relate.
- 2: **Endpoint** - all endpoints are in the Boundary.
- 3: **MultivalentEndpoint** - endpoints are in the Boundary if they occur more than once. In other words, the boundary is all the "attached" or "inner" endpoints (but not the "unattached/outer" ones).
- 4: **MonovalentEndpoint** - endpoints are in the Boundary if they occur only once. In other words, the boundary is all the "unattached" or "outer" endpoints.

This function is not in the OGC spec, but is implied. see s2.1.13.2



This method implements the [OGC 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

GEOS ☒☒☒☒☒

Enhanced: 2.0.0 - added support for specifying boundary node rule.



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

☒☒

Using the boolean-valued function to test spatial relationships.

```
SELECT ST_Relate('POINT(1 2)', ST_Buffer( 'POINT(1 2)', 2), '0FFFFF212');
st_relate
-----
t
```

```
SELECT ST_Relate('POINT(1 2)', ST_Buffer( 'POINT(1 2)', 2), '*FF*FF212');
st_relate
-----
t
```

Testing a custom spatial relationship pattern as a query condition, with && to enable using a spatial index.

```
-- Find compounds that properly intersect (not just touch) a poly (Interior Intersects)

SELECT c.* , p.name As poly_name
   FROM polys AS p
  INNER JOIN compounds As c
        ON c.geom && p.geom
        AND ST_Relate(p.geom, c.geom, 'T*****');
```

Computing the intersection matrix for spatial relationships.

```
SELECT ST_Relate( 'POINT(1 2)',
                 ST_Buffer( 'POINT(1 2)', 2));
-----
0FFFFFF212

SELECT ST_Relate( 'LINESTRING(1 2, 3 4)',
                 'LINESTRING(5 6, 7 8)' );
-----
FF1FF0102
```

Using different Boundary Node Rules to compute the spatial relationship between a LineString and a MultiLineString with a duplicate endpoint (3 3):

- Using the **OGC-Mod2** rule (1) the duplicate endpoint is in the **interior** of the MultiLineString, so the DE-9IM matrix entry [aB:bI] is 0 and [aB:bB] is F.
- Using the **Endpoint** rule (2) the duplicate endpoint is in the **boundary** of the MultiLineString, so the DE-9IM matrix entry [aB:bI] is F and [aB:bB] is 0.

```
WITH data AS (SELECT
  'LINESTRING(1 1, 3 3)::geometry AS a_line,
  'MULTILINESTRING((3 3, 3 5), (3 3, 5 3)):: geometry AS b_multiline
)
SELECT ST_Relate( a_line, b_multiline, 1) AS bnr_mod2,
       ST_Relate( a_line, b_multiline, 2) AS bnr_endpoint
FROM data;

 bnr_mod2 | bnr_endpoint
-----+-----
FF10F0102 | FF1F00102
```

☒☒

Section 5.1, [ST\\_RelateMatch](#), [ST\\_Contains](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Crosses](#), [ST\\_Disjoint](#), [ST\\_Equals](#), [ST\\_Intersects](#), [ST\\_Overlaps](#), [ST\\_Touches](#), [ST\\_Within](#)

#### 7.11.1.14 ST\_RelateMatch

`ST_RelateMatch` — Tests if a DE-9IM Intersection Matrix matches an Intersection Matrix pattern

##### Synopsis

boolean **ST\_RelateMatch**(text intersectionMatrix, text intersectionMatrixPattern);

☒☒

Tests if a [Dimensionally Extended 9-Intersection Model](#) (DE-9IM) `intersectionMatrix` value satisfies an `intersectionMatrixPattern`. Intersection matrix values can be computed by [ST\\_Relate](#).

For more information refer to Section 5.1.

GEOS ☒☒☒☒☒

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
SELECT ST_RelateMatch('101202FFF', 'TTTTTFFF') ;
-- result --
t
```

Patterns for common spatial relationships matched against intersection matrix values, for a line in various positions relative to a polygon

```
SELECT pat.name AS relationship, pat.val AS pattern,
       mat.name AS position, mat.val AS matrix,
       ST_RelateMatch(mat.val, pat.val) AS match
FROM (VALUES ( 'Equality', 'T1FF1FFF1' ),
           ( 'Overlaps', 'T*T***T**' ),
           ( 'Within', 'T**F***' ),
           ( 'Disjoint', 'FF**F***' )) AS pat(name,val)
CROSS JOIN
  (VALUES ('non-intersecting', 'FF1FF0212'),
         ('overlapping', '1010F0212'),
         ('inside', '1FF0FF212')) AS mat(name,val);
```

relationship	pattern	position	matrix	match
Equality	T1FF1FFF1	non-intersecting	FF1FF0212	f
Equality	T1FF1FFF1	overlapping	1010F0212	f
Equality	T1FF1FFF1	inside	1FF0FF212	f
Overlaps	T*T***T**	non-intersecting	FF1FF0212	f
Overlaps	T*T***T**	overlapping	1010F0212	t
Overlaps	T*T***T**	inside	1FF0FF212	f
Within	T**F***	non-intersecting	FF1FF0212	f
Within	T**F***	overlapping	1010F0212	f
Within	T**F***	inside	1FF0FF212	t
Disjoint	FF**F***	non-intersecting	FF1FF0212	t
Disjoint	FF**F***	overlapping	1010F0212	f
Disjoint	FF**F***	inside	1FF0FF212	f

☒☒

Section 5.1, [ST\\_Relate](#)

**7.11.1.15 ST\_Touches**

ST\_Touches — Tests if two geometries have at least one point in common, but their interiors do not intersect

**Synopsis**

boolean **ST\_Touches**(geometry A, geometry B);

☒☒

Returns TRUE if A and B intersect, but their interiors do not intersect. Equivalently, A and B have at least one point in common, and the common points lie in at least one boundary. For Point/Point inputs the relationship is always FALSE, since points do not have a boundary.

In mathematical terms:  $ST\_Touches(A, B) \Leftrightarrow (Int(A) \cap Int(B) = \emptyset) \wedge (A \cap B \neq \emptyset)$

This relationship holds if the DE-9IM Intersection Matrix for the two geometries matches one of:

- FT\*\*\*\*\*
- F\*\*T\*\*\*\*\*
- F\*\*\*T\*\*\*\*



**Note**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid using an index, use `_ST_Touches` instead.



**Important**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



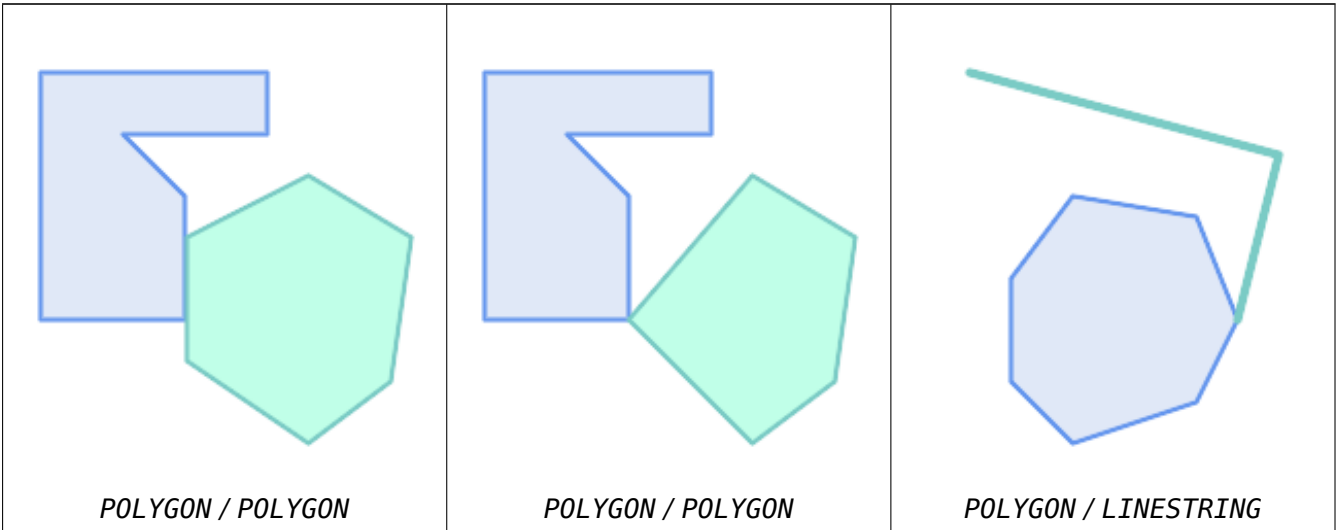
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.2 // s2.1.13.3](#)

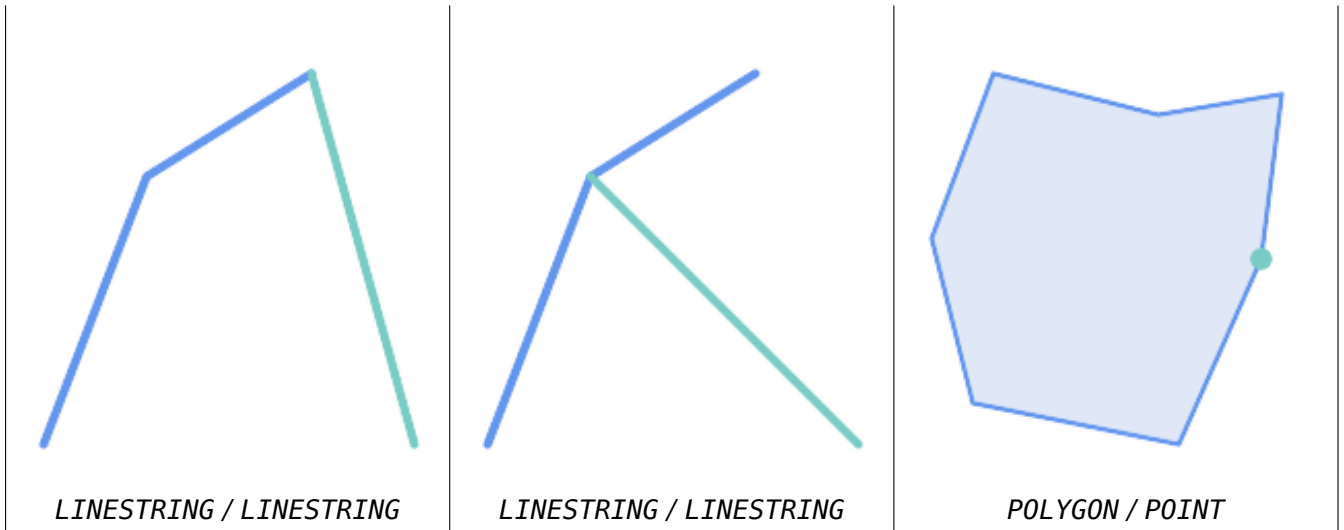


This method implements the SQL/MM specification. SQL-MM 3: 5.1.28

☒☒

The `ST_Touches` predicate returns TRUE in the following examples.





```

SELECT ST_Touches('LINestring(0 0, 1 1, 0 2)::geometry, 'POINT(1 1)::geometry');
  st_toucheš
-----
  f
(1 row)

SELECT ST_Touches('LINestring(0 0, 1 1, 0 2)::geometry, 'POINT(0 2)::geometry');
  st_toucheš
-----
  t
(1 row)
    
```

### 7.11.1.16 ST\_Within

ST\_Within — Tests if every point of A lies in B, and their interiors have a point in common

#### Synopsis

boolean **ST\_Within**(geometry A, geometry B);

☒☒

Returns TRUE if geometry A is within geometry B. A is within B if and only if all points of A lie inside (i.e. in the interior or boundary of) B (or equivalently, no points of A lie in the exterior of B), and the interiors of A and B have at least one point in common.

For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID.

In mathematical terms:  $ST\_Within(A, B) \Leftrightarrow (A \sqcap B = A) \wedge (Int(A) \sqcap Int(B) \neq \square)$

The within relation is reflexive: every geometry is within itself. The relation is antisymmetric: if  $ST\_Within(A, B) = true$  and  $ST\_Within(B, A) = true$ , then the two geometries must be topologically equal ( $ST\_Equals(A, B) = true$ ).

ST\_Within is the converse of **ST\_Contains**. So,  $ST\_Within(A, B) = ST\_Contains(B, A)$ .



**Note**

Because the interiors must have a common point, a subtlety of the definition is that lines and points lying fully in the boundary of polygons or lines are *not* within the geometry. For further details see [Subtleties of OGC Covers, Contains, Within](#). The `ST_CoveredBy` predicate provides a more inclusive relationship.



**Note**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries. To avoid index use, use the function `_ST_Within`.

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**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.2 // s2.1.13.3 - a.Relate\(b, 'T\\*\\*F\\*\\*\\*'\)](#)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.30

☒☒

```
--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)
```



☒☒

[ST\\_Contains](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_IsValid](#)

## 7.11.2 Distance Relationships

### 7.11.2.1 ST\_3DDWithin

`ST_3DDWithin` — Tests if two 3D geometries are within a given 3D distance

#### Synopsis

boolean **ST\_3DDWithin**(geometry g1, geometry g2, double precision distance\_of\_srid);

☒☒

Returns true if the 3D distance between two geometry values is no larger than distance `distance_of_srid`. 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 be in the same coordinate system (have the same SRID).



#### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.



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 ?

2.0.0 ☒☒☒☒☒☒☒☒☒☒.

☒☒

```
-- 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
```

☒☒

[ST\\_3DDFullyWithin](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#), [ST\\_3DDistance](#), [ST\\_Distance](#), [ST\\_3DMaxDistance](#), [ST\\_Transform](#)

### 7.11.2.2 ST\_3DDFullyWithin

ST\_3DDFullyWithin — Tests if two 3D geometries are entirely within a given 3D distance

#### Synopsis

boolean **ST\_3DDFullyWithin**(geometry g1, geometry g2, double precision distance);

☒☒

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 automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.





dfullywithin10		dwithin10		dfullywithin20
-----+-----+-----				
f		t		t

[ST\\_MaxDistance](#), [ST\\_DWithin](#), [ST\\_3DDWithin](#), [ST\\_3DDFullyWithin](#)

#### 7.11.2.4 ST\_DWithin

ST\_DWithin — Tests if two geometries are within a given distance

##### 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 use\_spheroid = true);



Returns true if the geometries are within a given distance

For geometry: 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 be in the same coordinate system (have the same SRID).

For geography: units are in meters and distance measurement defaults to `use_spheroid = true`. For faster evaluation use `use_spheroid = false` to measure on the sphere.

**Note**

Use [ST\\_3DDWithin](#) for 3D geometries.

**Note**

This function call includes a bounding box comparison that makes use of any indexes that are available on the geometries.



This method implements the [OGC 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.

Prior to 1.3, [ST\\_Expand](#) was commonly used in conjunction with `&&` and `ST_Distance` to test for distance, and in pre-1.3.4 this function used that logic. From 1.3.4, `ST_DWithin` uses a faster short-circuit distance function.

☒☒

```
-- 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.geom, h.hospital_name
FROM schools s
LEFT JOIN hospitals h ON ST_DWithin(s.geom, h.geom, 3000)
ORDER BY s.gid, ST_Distance(s.geom, h.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.geom, h.geom, 3000)
WHERE h.gid IS NULL;

-- Find broadcasting towers that receiver with limited range can receive.
-- Data is geometry in Spherical Mercator (SRID=3857), ranges are approximate.

-- Create geometry index that will check proximity limit of user to tower
CREATE INDEX ON broadcasting_towers using gist (geom);

-- Create geometry index that will check proximity limit of tower to user
CREATE INDEX ON broadcasting_towers using gist (ST_Expand(geom, sending_range));

-- Query towers that 4-kilometer receiver in Minsk Hackerspace can get
-- Note: two conditions, because shorter LEAST(b.sending_range, 4000) will not use index.
SELECT b.tower_id, b.geom
FROM broadcasting_towers b
WHERE ST_DWithin(b.geom, 'SRID=3857;POINT(3072163.4 7159374.1)', 4000)
AND ST_DWithin(b.geom, 'SRID=3857;POINT(3072163.4 7159374.1)', b.sending_range);
```

☒☒

**ST\_Distance, ST\_3DDWithin**

### 7.11.2.5 ST\_PointInsideCircle

**ST\_PointInsideCircle** — Tests if a point geometry is inside a circle defined by a center and radius

#### Synopsis

boolean **ST\_PointInsideCircle**(geometry a\_point, float center\_x, float center\_y, float radius);

☒☒

Returns true if the geometry is a point and is inside the circle with center center\_x,center\_y and radius radius.



**Warning**

Does not use spatial indexes. Use **ST\_DWithin** instead.

Availability: 1.2

Changed: 2.2.0 In prior versions this was called ST\_Point\_Inside\_Circle

SQL

```
SELECT ST_PointInsideCircle(ST_Point(1,2), 0.5, 2, 3);
       st_pointinsidecircle
-----
t
```

SQL

**ST\_DWithin**

## 7.12 Measurement Functions

### 7.12.1 ST\_Area

ST\_Area — Returns the area of a geometry.

**Synopsis**

```
float ST_Area(geometry g1);
float ST_Area(geography geog, boolean use_spheroid = true);
```




SQL

ST\_Area(geometry g1) - ST\_Surface or ST\_MultiSurface - Returns the area of a geometry. SRID must be 2 or 3. If SRID is 3, ST\_Area(geog,false) returns the area of a curved surface.

2.0.0: 2 (polyhedral surface)

2.2.0: GeographicLib, Proj 4.9.0

Changed: 3.0.0 - does not depend on SFCGAL anymore.

-  This method implements the **OGC 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

ST\_Area uses the planar approximation, (2.5 degrees) 2 degrees. 2.5 degrees 0 degrees (non-zero) degrees, XY degrees.

Plot

ST\_Area (plot) uses the planar approximation, degrees. EPSG:2249 degrees.

```
select ST_Area(geom) sqft,
       ST_Area(geom) * 0.3048 ^ 2 sqm
from (
  select 'SRID=2249;POLYGON((743238 2967416,743238 2967450,
                             743265 2967450,743265.625 2967416,743238 2967416))' ::
         geometry geom
) subquery;
sqft sqm
928.625 86.27208552
```

ST\_Area uses the planar approximation, (EPSG:26986) degrees. EPSG:2249 degrees. EPSG:26986 degrees.

```
select ST_Area(geom) sqft,
       ST_Area(ST_Transform(geom, 26986)) As sqm
from (
  select
    'SRID=2249;POLYGON((743238 2967416,743238 2967450,
                        743265 2967450,743265.625 2967416,743238 2967416))' :: geometry geom
) subquery;
sqft sqm
928.625 86.272430607008
```

ST\_Area uses the planar approximation, WGS84 4326 degrees. ST\_Area(geom, false) / 0.3048 ^ 2 sqft\_sphere, ST\_Area(geom) sqm\_sphere

```
select ST_Area(geom) / 0.3048 ^ 2 sqft_sphere,
       ST_Area(geom, false) / 0.3048 ^ 2 sqft_sphere,
       ST_Area(geom) sqm_sphere
from (
```

```

select ST_Transform(
  'SRID=2249;POLYGON((743238 2967416,743238 2967450,743265
    2967450,743265.625 2967416,743238 2967416))'::geometry,
    4326
  ) :: geography geog
) as subquery;

```

If your data is in geography already:

```

select ST_Area(geog) / 0.3048 ^ 2 sqft,
  ST_Area(the_geog) sqm
from somegeogtable;

```



[ST\\_3DArea](#), [ST\\_GeomFromEWKT](#), [ST\\_LengthSpheroid](#), [ST\\_Perimeter](#), [ST\\_Transform](#)

### 7.12.2 ST\_Azimuth

ST\_Azimuth — [Geography](#) 2 [Geometry](#).

#### Synopsis

```

float ST_Azimuth(geometry origin, geometry target);
float ST_Azimuth(geography origin, geography target);

```



Returns the azimuth in radians of the target point from the origin point, or NULL if the two points are coincident. The azimuth angle is a positive clockwise angle referenced from the positive Y axis (geometry) or the North meridian (geography): North = 0; Northeast =  $\pi/4$ ; East =  $\pi/2$ ; Southeast =  $3\pi/4$ ; South =  $\pi$ ; Southwest  $5\pi/4$ ; West =  $3\pi/2$ ; Northwest =  $7\pi/4$ .

For the geography type, the azimuth solution is known as the **inverse geodesic problem**.

The azimuth is a mathematical concept defined as the angle between a reference vector and a point, with angular units in radians. The result value in radians can be converted to degrees using the PostgreSQL function `degrees()`.

ST\_Translate. [Plpgsqlfunctions PostGIS wiki section](#) `upgis_lineshift`.

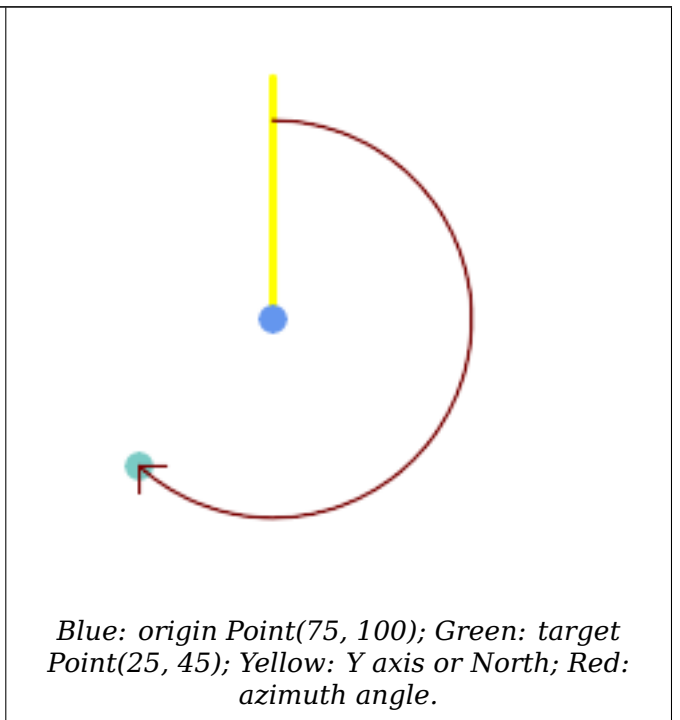
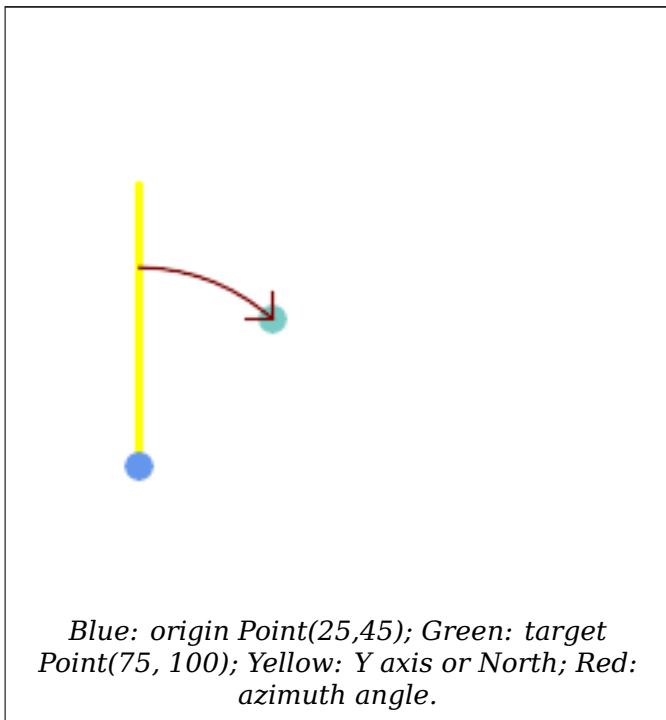
1.1.0

2.0.0

2.2.0 GeographicLib. Proj 4.9.0

```
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



ST\_Angle, ST\_Translate, ST\_Project, PostgreSQL Math Functions

### 7.12.3 ST\_Angle

ST\_Angle — 3 (longest)

## Synopsis

float **ST\_Angle**(geometry point1, geometry point2, geometry point3, geometry point4);  
 float **ST\_Angle**(geometry line1, geometry line2);

返回

返回角度 3 点 (最长) 的角。

**Variant 1:** computes the angle enclosed by the points P1-P2-P3. If a 4th point provided computes the angle points P1-P2 and P3-P4

**Variant 2:** computes the angle between two vectors S1-E1 and S2-E2, defined by the start and end points of the input lines

PostgreSQL `degrees()` 返回角度。

Note that `ST_Angle(P1,P2,P3) = ST_Angle(P2,P1,P2,P3)`.

Availability: 2.5.0

返回

SQL 语句

```
SELECT degrees( ST_Angle('POINT(0 0)', 'POINT(10 10)', 'POINT(20 0)') );
```

```
degrees
-----
      270
```

Angle between vectors defined by four points

```
SELECT degrees( ST_Angle('POINT (10 10)', 'POINT (0 0)', 'POINT(90 90)', 'POINT (100 80)') ←
);
```

```
degrees
-----
269.9999999999999
```

Angle between vectors defined by the start and end points of lines

```
SELECT degrees( ST_Angle('LINESTRING(0 0, 0.3 0.7, 1 1)', 'LINESTRING(0 0, 0.2 0.5, 1 0)') ←
);
```

```
degrees
-----
      45
```

返回

## ST\_Azimuth

### 7.12.4 ST\_ClosestPoint

`ST_ClosestPoint` — Returns the 2D point on g1 that is closest to g2. This is the first point of the shortest line from one geometry to the other.



### Synopsis

geometry **ST\_ClosestPoint**(geometry geom1, geometry geom2);  
 geography **ST\_ClosestPoint**(geography geom1, geography geom2, boolean use\_spheroid = true);

Returns the 2-dimensional point on geom1 that is closest to geom2. This is the first point of the shortest line between the geometries (as computed by [ST\\_ShortestLine](#)).

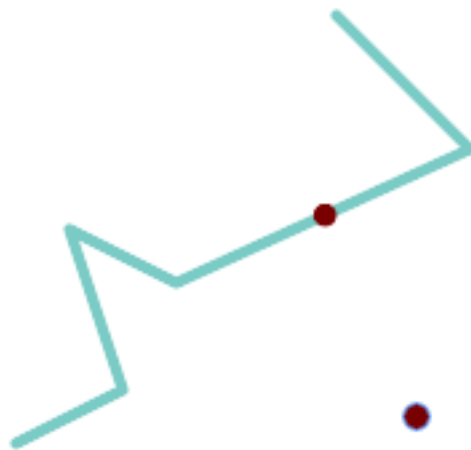


**Note**

3 [ST\\_3DClosestPoint](#)

Enhanced: 3.4.0 - Support for geography.

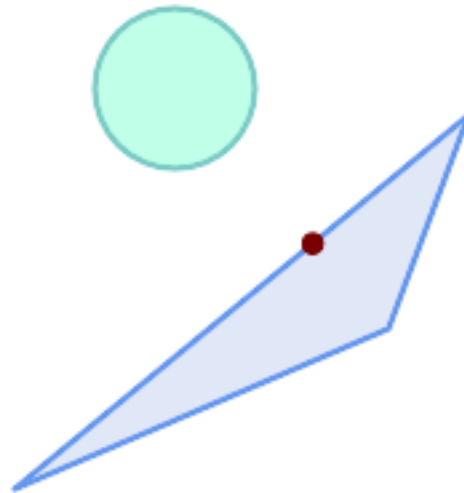
1.5.0



*The closest point for a Point and a LineString is the point itself. The closest point for a LineString and a Point is a point on the line.*

```
SELECT ST_AsText( ST_ClosestPoint(pt,line)) AS cp_pt_line,
       ST_AsText( ST_ClosestPoint(line,pt)) AS cp_line_pt
FROM (SELECT 'POINT (160 40)::geometry AS pt,
            'LINESTRING (10 30, 50 50, 30 110, 70 90, 180 140, 130 190)::geometry AS line ) AS t;
```

cp_pt_line	cp_line_pt
POINT(160 40)	POINT(125.75342465753425 115.34246575342466)



The closest point on polygon A to polygon B

```
SELECT ST_AsText( ST_ClosestPoint(
                    'POLYGON ((190 150, 20 10, 160 70, 190 150))',
                    ST_Buffer('POINT(80 160)', 30)
                )) As ptwkt;
-----
POINT(131.59149149528952 101.89887534906197)
```

☒☒

[ST\\_3DClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_MaxDistance](#)

### 7.12.5 ST\_3DClosestPoint

`ST_3DClosestPoint` — g2 ☒☒☒☒☒☒ g1 ☒☒☒☒ 3 ☒☒☒☒☒☒☒☒☒☒☒. ☒☒☒☒☒☒ 3D ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

#### Synopsis

geometry **ST\_3DClosestPoint**(geometry g1, geometry g2);

☒☒

g2 ☒☒☒☒☒☒ g1 ☒☒☒☒ 3 ☒☒☒☒☒☒☒☒☒☒☒. ☒☒☒☒☒☒ 3D ☒☒☒☒☒☒☒☒☒☒☒☒☒☒. 3D ☒☒☒☒☒☒ 3D ☒☒☒☒ 3D ☒☒☒☒☒☒.

- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.

☒☒☒☒: 2.2.0 ☒☒☒☒ 2D ☒☒☒☒☒☒☒☒☒☒☒, (☒☒☒☒☒☒☒ Z ☒ 0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒) 2D ☒☒☒☒☒☒☒☒☒. 2D ☒ 3D ☒☒☒, ☒☒☒ Z ☒☒☒☒☒ Z ☒ 0 ☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

<pre> -- 3D, 2D 最近点 (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; </pre>	<pre> cp3d_line_pt   cp2d_line_pt -----+----- POINT(54.6993798867619 128.935022917228 11.5475869506606)   POINT(73.0769230769231 115.384615384615) </pre>
<pre> -- 3D, 2D 最近点 (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; </pre>	<pre> cp3d_line_pt   cp2d_line_pt -----+----- POINT(54.6993798867619 128.935022917228 11.5475869506606)   POINT(50 75) </pre>
<pre> -- 3D, 2D 最近点 (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; </pre>	<pre> cp3d   cp2d -----+----- POINT(39.993580415989 54.1889925532825 5)   POINT(20 40) </pre>

☒☒

[ST\\_AsEWKT](#), [ST\\_ClosestPoint](#), [ST\\_3DDistance](#), [ST\\_3DShortestLine](#)

### 7.12.6 ST\_Distance

ST\_Distance — ☒☒☒☒☒☒ 3 ☒☒☒☒ (longest) ☒☒☒☒☒☒☒☒.

**Synopsis**

```
float ST_Distance(geometry g1, geometry g2);
float ST_Distance(geography geog1, geography geog2, boolean use_spheroid = true);
```

⊠

⊠, ⊠ 3 ⊠ (SRS ⊠) ⊠.

For **geography** types defaults to return the minimum geodesic distance between two geographies in meters, compute on the spheroid determined by the SRID. If use\_spheroid is false, a faster spherical calculation is used.

- ✔ This method implements the **OGC 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.

1.5.0 ⊠. ⊠. ⊠.

⊠: 2.1.0 ⊠. ⊠ **Making Geography faster** ⊠.

⊠: 2.1.0 ⊠.

⊠: 2.2.0 ⊠ GeographicLib ⊠. ⊠ Proj 4.9.0 ⊠.

Changed: 3.0.0 - does not depend on SFCGAL anymore.

⊠

Geometry example - units in planar degrees 4326 is WGS 84 long lat, units are degrees.

```
SELECT ST_Distance(
  'SRID=4326;POINT(-72.1235 42.3521)::geometry,
  'SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry );
-----
0.00150567726382282
```

Geometry example - units in meters (SRID: 3857, proportional to pixels on popular web maps). Although the value is off, nearby ones can be compared correctly, which makes it a good choice for algorithms like KNN or KMeans.

```
SELECT ST_Distance(
  ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 3857),
  ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 3857) ) ←
  ;
-----
167.441410065196
```

Geometry example - units in meters (SRID: 3857 as above, but corrected by cos(lat) to account for distortion)

```
SELECT ST_Distance(
  ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 3857),
  ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 3857)
) * cosd(42.3521);
-----
123.742351254151
```



- ✔ This function supports Polyhedral surfaces.
  - ✔ This method implements the SQL/MM specification. SQL-MM ISO/IEC 13249-3 2.0.0 简体中文.
- 简体中文: 2.2.0 简体中文, 2D 与 3D 简体中文 Z 简体中文 Z 为 0 简体中文.
- Changed: 3.0.0 - SFCGAL version removed

简体中文

```
-- 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('SRID=4326;POINT(-72.1235 42.3521 4)::geometry,2163),
    ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45 15, -72.123 ←
      42.1546 20)::geometry,2163)
  ) As dist_3d,
  ST_Distance(
    ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry,2163),
    ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 ←
      '::geometry,2163)
  ) As dist_2d;

  dist_3d      |      dist_2d
-----+-----
127.295059324629 | 126.66425605671
```

```
-- Multilinestring and polygon both 3d and 2d distance
-- Same example as 3D closest point example
SELECT ST_3DDistance(poly, mline) As dist3d,
  ST_Distance(poly, mline) As dist2d
  FROM (SELECT 'POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, 100 100 5, 175 150 5) ←
    )::geometry as poly,
    'MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 100 1, 175 155 1), (1 ←
      10 2, 5 20 1))'::geometry as mline) as foo;

  dist3d      |      dist2d
-----+-----
0.716635696066337 | 0
```

简体中文

[ST\\_Distance](#), [ST\\_3DClosestPoint](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_3DShortestLine](#), [ST\\_Transform](#)

### 7.12.8 ST\_DistanceSphere

ST\_DistanceSphere — 简体中文. PostGIS 1.5 简体中文.

#### Synopsis

float **ST\_DistanceSphere**(geometry geom1lonlatA, geometry geom1lonlatB, float8 radius=6371008);

¶¶

PostGIS 2 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数，PostGIS 1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。

1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。

PostGIS: 2.2.0 版本中 ST\_Distance\_Sphere 函数。

¶¶

```

SELECT round(CAST(ST_DistanceSphere(ST_Centroid(geom), ST_GeomFromText('POINT(-118 38) ←
',4326)) As numeric),2) As dist_meters,
round(CAST(ST_Distance(ST_Transform(ST_Centroid(geom),32611),
      ST_Transform(ST_GeomFromText('POINT(-118 38)', 4326),32611)) As numeric),2) ←
      As dist_utm11_meters,
round(CAST(ST_Distance(ST_Centroid(geom), ST_GeomFromText('POINT(-118 38)', 4326)) As ←
      numeric),5) As dist_degrees,
round(CAST(ST_Distance(ST_Transform(geom,32611),
      ST_Transform(ST_GeomFromText('POINT(-118 38)', 4326),32611)) As numeric),2) ←
      As min_dist_line_point_meters
FROM
  (SELECT ST_GeomFromText('LINESTRING(-118.584 38.374,-118.583 38.5)', 4326) As geom) ←
  as foo;
  dist_meters | dist_utm11_meters | dist_degrees | min_dist_line_point_meters
-----+-----+-----+-----
          70424.47 |          70438.00 |          0.72900 |          65871.18

```

¶¶

### ST\_Distance, ST\_DistanceSpheroid

## 7.12.9 ST\_DistanceSpheroid

ST\_DistanceSpheroid — 计算两个几何体之间的球面距离。PostGIS 1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。

### Synopsis

float **ST\_DistanceSpheroid**(geometry geom1lonlatA, geometry geom1lonlatB, spheroid measurement\_spheroid)

¶¶

PostGIS 2 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。PostGIS 1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。



#### Note

PostGIS 2 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。PostGIS 1.5 版本中，SRID 4326 的 ST\_DistanceSpheroid 函数。

1.5. ST\_DistanceSphere. 1.5. ST\_DistanceSphere. ST\_DistanceSphere.

2.2.0 ST\_Distance\_Spheroid. ST\_Distance\_Spheroid.

SQL

```

SELECT round(CAST(
    ST_DistanceSpheroid(ST_Centroid(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(geom), ST_GeomFromText('POINT(-118 ←
    38)',4326)) As numeric),2) As dist_meters_sphere,
round(CAST(ST_Distance(ST_Transform(ST_Centroid(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 geom) ←
    as foo;
dist_meters_spheroid | dist_meters_sphere | dist_utm11_meters
-----+-----+-----
                70454.92 |                70424.47 |                70438.00

```

SQL

ST\_Distance, ST\_DistanceSphere

7.12.10 ST\_FrechetDistance

ST\_FrechetDistance — 3 (shortest).

Synopsis

```
float ST_FrechetDistance(geometry g1, geometry g2, float densifyFrac = -1);
```

SQL

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.

Units are in the units of the spatial reference system of the geometries.



Note: ST\_FrechetDistance. ST\_FrechetDistance. ST\_FrechetDistance.



**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.

GEOS 関数

Availability: 2.4.0 - requires GEOS >= 3.7.0

例

```
postgres=# SELECT st_frechetdistance('LINESTRING (0 0, 100 0)::geometry, 'LINESTRING (0 0, ↵
          50 50, 100 0)::geometry');
 st_frechetdistance
-----
          70.7106781186548
(1 row)
```

```
SELECT st_frechetdistance('LINESTRING (0 0, 100 0)::geometry, 'LINESTRING (0 0, 50 50, 100 ↵
          0)::geometry, 0.5);
 st_frechetdistance
-----
                    50
(1 row)
```

例

[ST\\_HausdorffDistance](#)

### 7.12.11 ST\_HausdorffDistance

`ST_HausdorffDistance` — 2つのジオメトリ間の最短の Hausdorff 距離を返す。

#### Synopsis

```
float ST_HausdorffDistance(geometry g1, geometry g2);
float ST_HausdorffDistance(geometry g1, geometry g2, float densifyFrac);
```

例

Returns the **Hausdorff distance** between two geometries. The Hausdorff distance is a measure of how similar or dissimilar 2 geometries are.

The function actually computes the "Discrete Hausdorff Distance". This is the Hausdorff distance computed at discrete points on the geometries. The *densifyFrac* parameter can be specified, to provide a more accurate answer by densifying segments before computing the discrete Hausdorff distance. Each segment is split into a number of equal-length subsegments whose fraction of the segment length is closest to the given fraction.

Units are in the units of the spatial reference system of the geometries.



**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 case is Linestrings that are roughly parallel to each other, and roughly equal in length. This is a useful metric for line matching.

1.5.0 简体中文



*Hausdorff distance (red) and distance (yellow) between two lines*

```
SELECT ST_HausdorffDistance(geomA, geomB),
       ST_Distance(geomA, geomB)
FROM (SELECT 'LINESTRING (20 70, 70 60, 110 70, 170 70)>:::geometry AS geomA,
            'LINESTRING (20 90, 130 90, 60 100, 190 100)>:::geometry AS geomB) AS t;
st_hausdorffdistance | st_distance
-----+-----
37.26206567625497 |          20
```

**Example:** Hausdorff distance with densification.

```
SELECT ST_HausdorffDistance(
    'LINESTRING (130 0, 0 0, 0 150)>:::geometry,
    'LINESTRING (10 10, 10 150, 130 10)>:::geometry,
    0.5);
-----
70
```

**Example:** For each building, find the parcel that best represents it. First we require that the parcel intersect with the building geometry. `DISTINCT ON` guarantees we get each building listed only once. `ORDER BY .. ST_HausdorffDistance` selects the 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);
```



```
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
```

简体中文

WGS84 简体中文。

```
-- the default calculation uses a 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
```

ST

[ST\\_GeographyFromText](#), [ST\\_GeomFromEWKT](#), [ST\\_LengthSpheroid](#), [ST\\_Perimeter](#), [ST\\_Transform](#)

### 7.12.13 ST\_Length2D

ST\_Length2D — 返回 2D 线串的长度。与 ST\_Length 类似。

#### Synopsis

float **ST\_Length2D**(geometry a\_2dlinestring);

ST

返回 2D 线串的长度。与 ST\_Length 类似。





### 7.12.16 ST\_LongestLine

ST\_LongestLine — 2つのジオメトリ間の最も長い線 (longest) を返す。

#### Synopsis

```
geometry ST_LongestLine(geometry g1, geometry g2);
```

返す

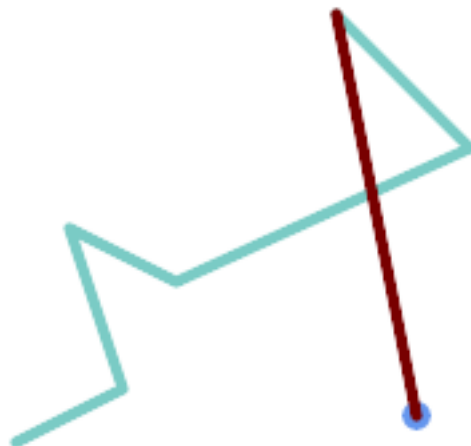
Returns the 2-dimensional longest line between the points of two geometries. The line returned starts on g1 and ends on g2.

The longest line always occurs between two vertices. The function returns the first longest line if more than one is found. The length of the line is equal to the distance returned by [ST\\_MaxDistance](#).

If g1 and g2 are the same geometry, returns the line between the two vertices farthest apart in the geometry. The endpoints of the line lie on the circle computed by [ST\\_MinimumBoundingCircle](#).

1.5.0 から導入された関数。

例



実行例

```
SELECT ST_AsText( ST_LongestLine(
    'POINT (160 40)',
    'LINESTRING (10 30, 50 50, 30 110, 70 90, 180 140, 130 190)' )
) AS lline;
-----
LINESTRING(160 40,130 190)
```







```

-- 3D, 2D
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)

-- 3D, 2D
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)
    
```

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_3DShortestLine](#), [ST\\_3DMaxDistance](#)

### 7.12.18 ST\_MaxDistance

ST\_MaxDistance — 2

#### Synopsis

float **ST\_MaxDistance**(geometry g1, geometry g2);

2 . g1 g2

2 . g1 g2

1.5.0

```
SELECT ST_MaxDistance('POINT(0 0)::geometry, 'LINESTRING ( 2 0, 0 2 ) '::geometry);
-----
2

SELECT ST_MaxDistance('POINT(0 0)::geometry, 'LINESTRING ( 2 2, 2 2 ) '::geometry);
-----
2.82842712474619
```

Maximum distance between vertices of a single geometry.

```
SELECT ST_MaxDistance('POLYGON ((10 10, 10 0, 0 0, 10 10)) '::geometry,
                        'POLYGON ((10 10, 10 0, 0 0, 10 10)) '::geometry);
-----
14.142135623730951
```

☒

[ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_DFullyWithin](#)

### 7.12.19 ST\_3DMaxDistance

**ST\_3DMaxDistance** — 返回两个几何体 (SRS 3D) 之间的最大 3D 距离。

#### Synopsis

```
float ST_3DMaxDistance(geometry g1, geometry g2);
```

☒

返回两个几何体 (SRS 3D) 之间的最大 3D 距离。

✔ This function supports 3d and will not drop the z-index.

✔ This function supports Polyhedral surfaces.

2.0.0 引入。

注意: 2.2.0 之前, 2D 和 3D 几何体 Z 索引 Z = 0 几何体。

☒

```
-- 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(
```





specified by the SRID, otherwise it is exclusive to WGS84. If use\_spheroid = false, then calculations will approximate a sphere instead of a spheroid.

`ST_Perimeter2D` 返回多边形、多线、多面体的周长。

✔ This method implements the [OGC 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

版本: 2.0.0 返回类型: float8。

用法: 示例

以下示例使用 EPSG:2249 坐标系。该坐标系使用 WGS84 椭球体。

```
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)
```

用法: 示例

以下示例使用 WGS84 坐标系。该坐标系使用 WGS84 椭球体。

```
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
```



関数

ST\_Perimeter3D(geometry geom) 3次元のジオメトリの3次元の境界線の長さを返します。2次元のジオメトリの2次元の境界線の長さを返します。



This function supports 3d and will not drop the z-index.



This method implements the SQL/MM specification. SQL-MM ISO/IEC 13249-3: 8.1, 10.5

バージョン: 2.0.0 関数リファレンス ST\_Perimeter3D 関数リファレンス。

関数

ST\_3DPerimeter(geometry geom) 3次元のジオメトリの3次元の境界線の長さを返します。

```
SELECT ST_3DPerimeter(geom), ST_Perimeter2d(geom), ST_Perimeter(geom) FROM
      (SELECT ST_GeomFromEWKT('SRID=2249;POLYGON((743238 2967416 2,743238 ↵
      2967450 1,
743265.625 2967416 1,743238 2967416 2))') As geom) As foo;
```

ST_3DPerimeter	st_perimeter2d	st_perimeter
105.465793597674	105.432997272188	105.432997272188

関数

[ST\\_GeomFromEWKT](#), [ST\\_Perimeter](#), [ST\\_Perimeter2D](#)

### 7.12.25 ST\_ShortestLine

ST\_ShortestLine(geometry geom1, geometry geom2) 2つのジオメトリ間の最短の線分を返します。

#### Synopsis

geometry **ST\_ShortestLine**(geometry geom1, geometry geom2);  
 geography **ST\_ShortestLine**(geography geom1, geography geom2, boolean use\_spheroid = true);

関数

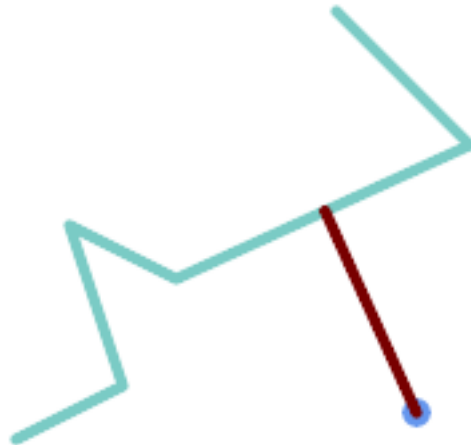
Returns the 2-dimensional shortest line between two geometries. The line returned starts in geom1 and ends in geom2. If geom1 and geom2 intersect the result is a line with start and end at an intersection point. The length of the line is the same as [ST\\_Distance](#) returns for g1 and g2.

Enhanced: 3.4.0 - support for geography.

1.5.0 関数リファレンス。

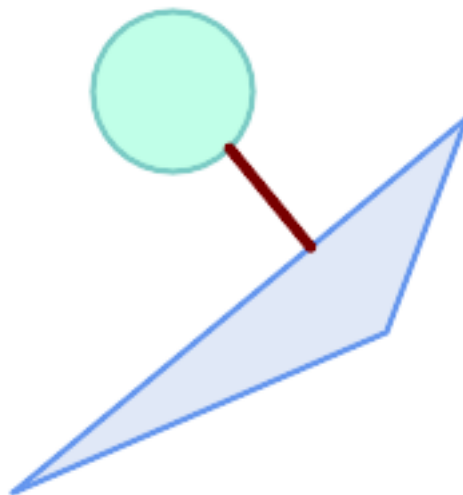


☒☒



*Shortest line between Point and LineString*

```
SELECT ST_AsText( ST_ShortestLine(
  'POINT (160 40)',
  'LINESTRING (10 30, 50 50, 30 110, 70 90, 180 140, 130 190)')
) As sline;
-----
LINESTRING(160 40,125.75342465753425 115.34246575342466)
```



*Shortest line between Polygons*

```
SELECT ST_AsText( ST_ShortestLine(
  'POLYGON ((190 150, 20 10, 160 70, 190 150))',
  ST_Buffer('POINT(80 160)', 30)
) ) AS llinewkt;
-----
LINESTRING(131.59149149528952 101.89887534906197,101.21320343559644 138.78679656440357)
```



```

-- 3D, 2D 最短距离
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;

shl2d_line_pt          shl3d_line_pt          | ←
-----+-----
LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | LINESTRING ←
(50 75,50 74)

-- 3D, 2D 最短距离
SELECT ST_AsEWKT(ST_3DShortestLine(poly, mline)) As shl3d,
       ST_AsEWKT(ST_ShortestLine(poly, mline)) As shl2d
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;
shl3d ←
| shl2d
-----+-----
LINESTRING(39.993580415989 54.1889925532825 5,40.4078575708294 53.6052383805529 ←
5.03423778139177) | LINESTRING(20 40,20 40)
    
```

☒☒

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_3DMaxDistance](#)

## 7.13 Overlay Functions

### 7.13.1 ST\_ClipByBox2D

ST\_ClipByBox2D — Computes the portion of a geometry falling within a rectangle.

#### Synopsis

geometry **ST\_ClipByBox2D**(geometry geom, box2d box);

☒☒

Clips a geometry by a 2D box in a fast and tolerant but possibly invalid way. Topologically invalid input geometries do not result in exceptions being thrown. The output geometry is not guaranteed to be valid (in particular, self-intersections for a polygon may be introduced).

GEOS ☒☒☒☒☒

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
-- Rely on implicit cast from geometry to box2d for the second parameter
SELECT ST_ClipByBox2D(geom, ST_MakeEnvelope(0,0,10,10)) FROM mytab;
```

☒☒

[ST\\_Intersection](#), [ST\\_MakeBox2D](#), [ST\\_MakeEnvelope](#)

## 7.13.2 ST\_Difference

**ST\_Difference** — Computes a geometry representing the part of geometry A that does not intersect geometry B.

### Synopsis

geometry **ST\_Difference**(geometry geomA, geometry geomB, float8 gridSize = -1);

☒☒

Returns a geometry representing the part of geometry A that does not intersect geometry B. This is equivalent to  $A - ST\_Intersection(A,B)$ . If A is completely contained in B then an empty atomic geometry of appropriate type is returned.



### Note

This is the only overlay function where input order matters. `ST_Difference(A, B)` always returns a portion of A.

If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

GEOS ☒☒☒☒☒☒

Enhanced: 3.1.0 accept a `gridSize` parameter.

Requires GEOS  $\geq$  3.9.0 to use the `gridSize` parameter.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.3](#)

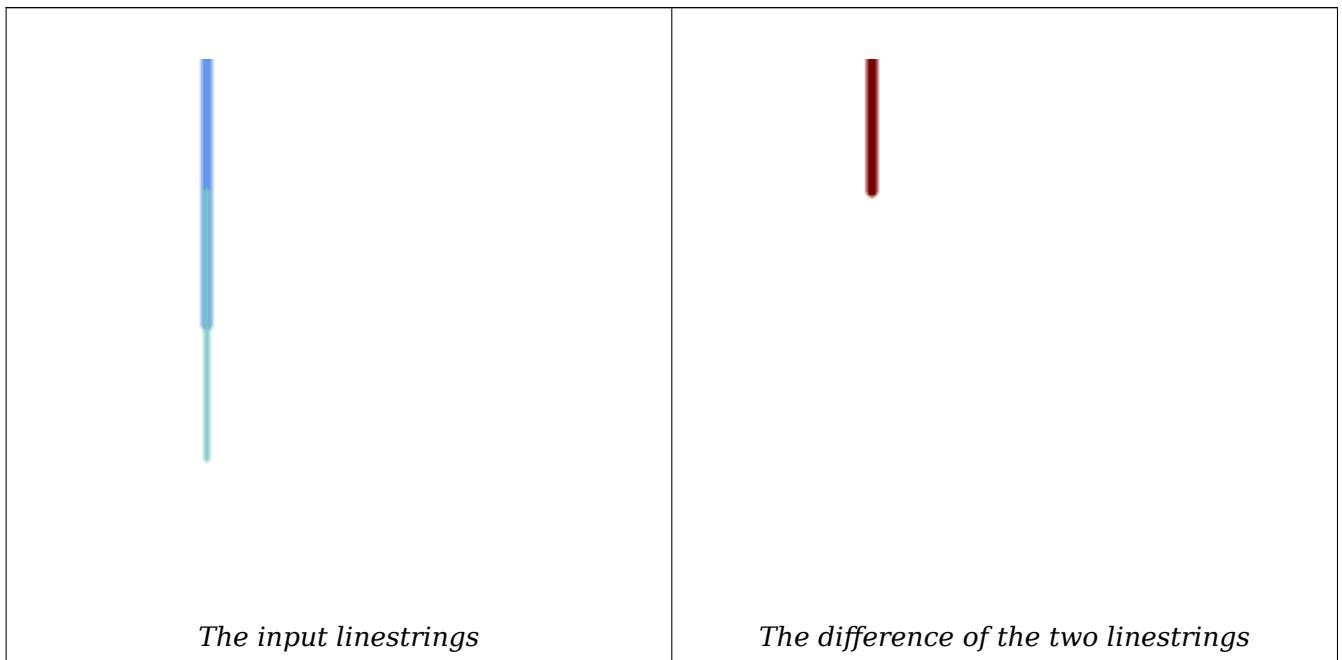


This method implements the SQL/MM specification. SQL-MM 3: 5.1.20



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

☒☒



The difference of 2D linestrings.

```
SELECT ST_AsText(
  ST_Difference(
    'LINESTRING(50 100, 50 200)::geometry',
    'LINESTRING(50 50, 50 150)::geometry'
  )
);

st_astext
-----
LINESTRING(50 150,50 200)
```

The difference of 3D points.

```
SELECT ST_AsEWKT( ST_Difference(
  'MULTIPOINT(-118.58 38.38 5, -118.60 38.329 6, -118.614 38.281 7)' :: ←
    geometry,
  'POINT(-118.614 38.281 5)' :: geometry
) );

st_asewkt
-----
MULTIPOINT(-118.6 38.329 6, -118.58 38.38 5)
```

☒☒

[ST\\_SymDifference](#), [ST\\_Intersection](#), [ST\\_Union](#)

### 7.13.3 ST\_Intersection

`ST_Intersection` — Computes a geometry representing the shared portion of geometries A and B.

## Synopsis

```
geometry ST_Intersection( geometry geomA , geometry geomB , float8 gridSize = -1 );  
geography ST_Intersection( geography geogA , geography geogB );
```



Returns a geometry representing the point-set intersection of two geometries. In other words, that portion of geometry A and geometry B that is shared between the two geometries.

If the geometries have no points in common (i.e. are disjoint) then an empty atomic geometry of appropriate type is returned.

If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

`ST_Intersection` in conjunction with `ST_Intersects` is useful for clipping geometries such as in bounding box, buffer, or region queries where you only require the portion of a geometry that is inside a country or region of interest.

---

### Note



For geography this is 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.



### 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.

---

GEOS 

Enhanced: 3.1.0 accept a `gridSize` parameter

Requires GEOS  $\geq$  3.9.0 to use the `gridSize` parameter

Changed: 3.0.0 does not depend on SFCGAL.

Availability: 1.5 support for geography data type was introduced.



This method implements the [OGC 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



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

---

☒☒

```

SELECT ST_AsText(ST_Intersection('POINT(0 0)::geometry, 'LINESTRING ( 2 0, 0 2 )':: ←
  geometry));
  st_astext
-----
GEOMETRYCOLLECTION EMPTY

SELECT ST_AsText(ST_Intersection('POINT(0 0)::geometry, 'LINESTRING ( 0 0, 0 2 )':: ←
  geometry));
  st_astext
-----
POINT(0 0)

```

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.geom, trails.geom))).geom clipped_geom
  from country
  inner join trails on ST_Intersects(country.geom, trails.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.geom, poly.geom),
      0.0
    )
  ) clipped_geom
from country
  inner join poly on ST_Intersects(country.geom, poly.geom)
where not ST_IsEmpty(ST_Buffer(ST_Intersection(country.geom, poly.geom), 0.0));

```

## Examples: 2.5Dish

Note this is not a true intersection, compare to the same example using [ST\\_3DIntersection](#).

```

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)

```

☒☒

[ST\\_3DIntersection](#), [ST\\_Difference](#), [ST\\_Union](#), [ST\\_Dimension](#), [ST\\_Dump](#), [ST\\_Force2D](#), [ST\\_SymDifference](#), [ST\\_Intersects](#), [ST\\_Multi](#)

### 7.13.4 ST\_MemUnion

`ST_MemUnion` — Aggregate function which unions geometries in a memory-efficient but slower way

#### Synopsis

geometry **ST\_MemUnion**(geometry set geomfield);

☒☒

An aggregate function that unions the input geometries, merging them to produce a result geometry with no overlaps. The output may be a single geometry, a MultiGeometry, or a Geometry Collection.



#### Note

Produces the same result as [ST\\_Union](#), but uses less memory and more processor time. This aggregate function works by unioning the geometries incrementally, as opposed to the `ST_Union` aggregate which first accumulates an array and then unions the contents using a fast algorithm.



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

☒☒

```
SELECT id,
       ST_MemUnion(geom) as singlegeom
FROM sometable f
GROUP BY id;
```

☒☒

[ST\\_Union](#)

### 7.13.5 ST\_Node

`ST_Node` — Nodes a collection of lines.

#### Synopsis

geometry **ST\_Node**(geometry geom);



☒☒

Returns a (Multi)LineString representing the fully noded version of a collection of linestrings. The nodding preserves all of the input nodes, and introduces the least possible number of new nodes. The resulting linework is dissolved (duplicate lines are removed).

This is a good way to create fully-noded linework suitable for use as input to [ST\\_Polygonize](#).

[ST\\_UnaryUnion](#) can also be used to node and dissolve linework. It provides an option to specify a `gridSize`, which can provide simpler and more robust output. See also [ST\\_Union](#) for an aggregate variant.



This function supports 3d and will not drop the z-index.

GEOS ☒☒☒☒☒

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

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.

☒☒

Nodding a 3D LineString which self-intersects

```
SELECT ST_AsText(
  ST_Node('LINESTRINGZ(0 0 0, 10 10 10, 0 10 5, 10 0 3)::geometry')
) As output;
output
-----
MULTILINESTRING Z ((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))
```

Nodding two LineStrings which share common linework. Note that the result linework is dissolved.

```
SELECT ST_AsText(
  ST_Node('MULTILINESTRING ((2 5, 2 1, 7 1), (6 1, 4 1, 2 3, 2 5))::geometry')
) As output;
output
-----
MULTILINESTRING((2 5,2 3),(2 3,2 1,4 1),(4 1,2 3),(4 1,6 1),(6 1,7 1))
```

☒☒

[ST\\_UnaryUnion](#), [ST\\_AsBinary](#)

### 7.13.6 ST\_Split

`ST_Split` — Returns a collection of geometries created by splitting a geometry by another geometry.

#### Synopsis

geometry **ST\_Split**(geometry input, geometry blade);

☒☒

The function supports splitting a `LineString` by a `(Multi)Point`, `(Multi)LineString` or `(Multi)Polygon` boundary, or a `(Multi)Polygon` by a `LineString`. When a `(Multi)Polygon` is used as the blade, its linear components (the boundary) are used for splitting the input. The result geometry is always a collection.

This function is in a sense the opposite of `ST_Union`. Applying `ST_Union` to the returned collection should theoretically yield the original geometry (although due to numerical rounding this may not be exactly the case).



#### Note

If the the input and blade do not intersect due to numerical precision issues, the input may not be split as expected. To avoid this situation it may be necessary to snap the input to the blade first, using `ST_Snap` with a small tolerance.

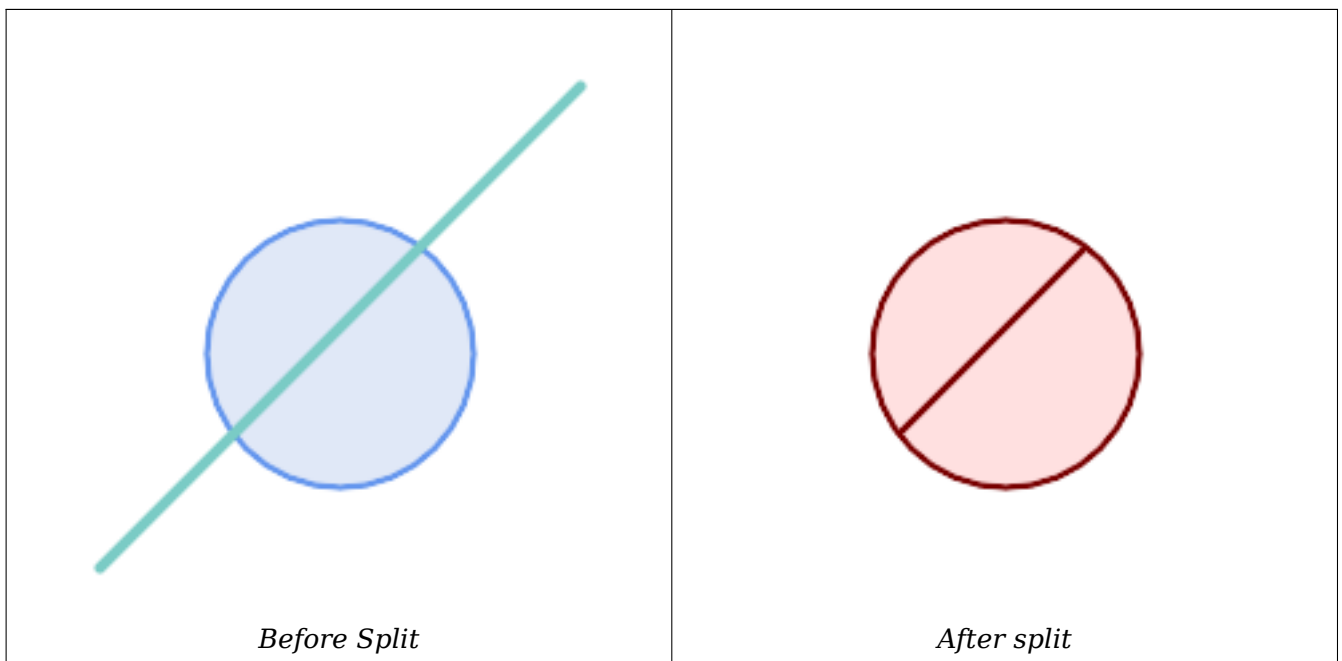
Availability: 2.0.0 requires GEOS

Enhanced: 2.2.0 support for splitting a line by a multiline, a multipoint or (multi)polygon boundary was introduced.

Enhanced: 2.5.0 support for splitting a polygon by a multiline was introduced.

☒☒

Split a Polygon by a Line.

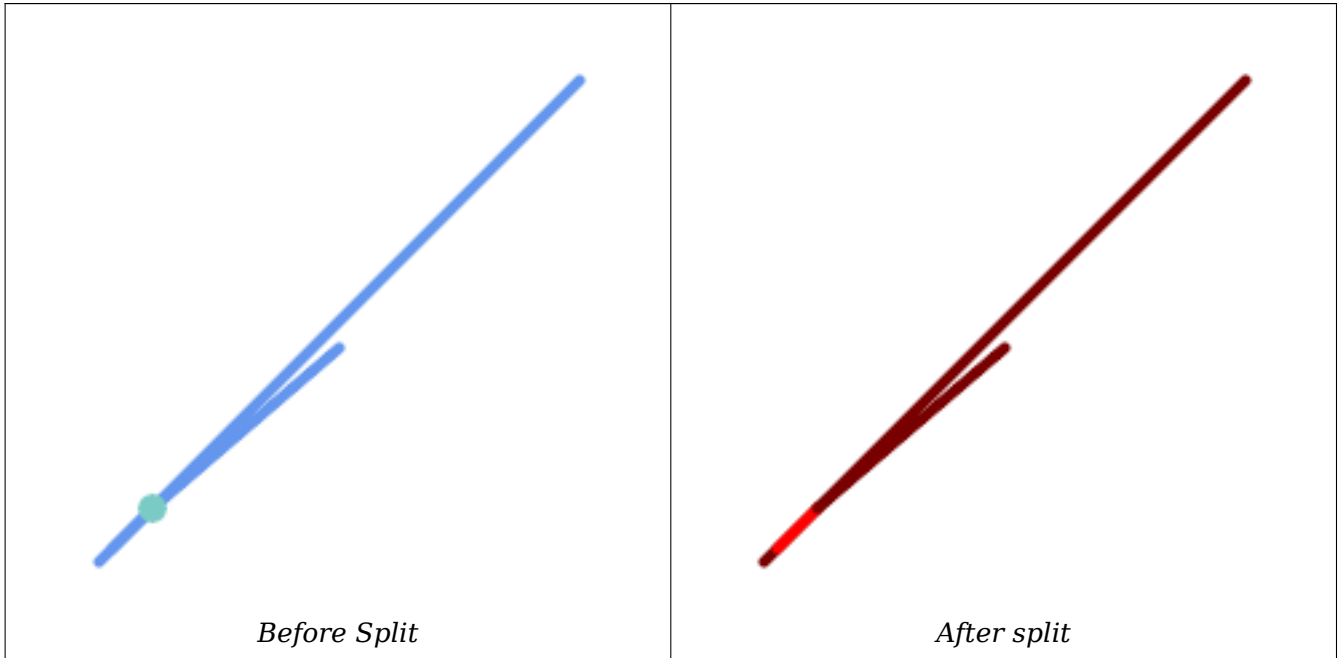


```
SELECT ST_AsText( ST_Split(
    ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50), -- circle
    ST_MakeLine(ST_Point(10, 10),ST_Point(190, 190)) -- line
));

-- result --
GEOMETRYCOLLECTION(
```

```
POLYGON((150 90,149.039264020162 80.2454838991936,146.193976625564 ←
        70.8658283817455,..),
POLYGON(..)
)
```

Split a MultiLineString by a Point, where the point lies exactly on both LineStrings elements.



```
SELECT ST_AsText(ST_Split(
  'MULTILINESTRING((10 10, 190 190)', (15 15, 30 30, 100 90))',
  ST_Point(30,30)) As split;

split
-----
GEOMETRYCOLLECTION(
  LINESTRING(10 10,30 30),
  LINESTRING(30 30,190 190),
  LINESTRING(15 15,30 30),
  LINESTRING(30 30,100 90)
)
```

Split a LineString by a Point, where the point does not lie exactly on the line. Shows using **ST\_Snap** to snap the line to the point to allow it to be split.

```
WITH data AS (SELECT
  'LINESTRING(0 0, 100 100)::geometry AS line,
  'POINT(51 50):: geometry AS point
)
SELECT ST_AsText( ST_Split( ST_Snap(line, point, 1), point)) AS snapped_split,
  ST_AsText( ST_Split(line, point)) AS not_snapped_not_split
FROM data;

                snapped_split | not_snapped_not_split |
-----+-----
GEOMETRYCOLLECTION(LINESTRING(0 0,51 50),LINESTRING(51 50,100 100)) | GEOMETRYCOLLECTION( ←
  LINESTRING(0 0,100 100))
```



[ST\\_Snap](#), [ST\\_AsBinary](#)

### 7.13.7 ST\_Subdivide

ST\_Subdivide — Computes a rectilinear subdivision of a geometry.

#### Synopsis

setof geometry **ST\_Subdivide**(geometry geom, integer max\_vertices=256, float8 gridSize = -1);



Returns a set of geometries that are the result of dividing geom into parts using rectilinear lines, with each part containing no more than max\_vertices.

max\_vertices must be 5 or more, as 5 points are needed to represent a closed box. gridSize can be specified to have clipping work in fixed-precision space (requires GEOS-3.9.0+).

Point-in-polygon and other spatial operations are normally faster for indexed subdivided datasets. Since the bounding boxes for the parts usually cover a smaller area than the original geometry bbox, index queries produce fewer "hit" cases. The "hit" cases are faster because the spatial operations executed by the index recheck process fewer points.



#### Note

This is a **set-returning function** (SRF) that return a set of rows containing single geometry values. It can be used in a SELECT list or a FROM clause to produce a result set with one record for each result geometry.

GEOS 

2.2.0 

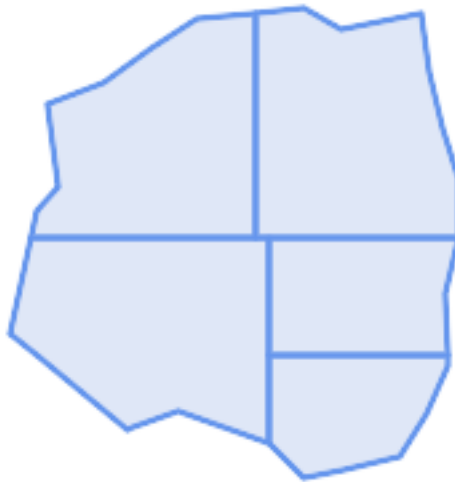
Enhanced: 2.5.0 reuses existing points on polygon split, vertex count is lowered from 8 to 5.

Enhanced: 3.1.0 accept a gridSize parameter.

Requires GEOS >= 3.9.0 to use the gridSize parameter



**Example:** Subdivide a polygon into parts with no more than 10 vertices, and assign each part a unique id.

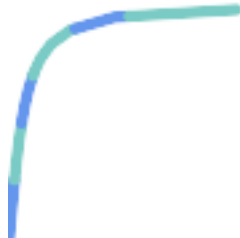


Subdivided to maximum 10 vertices

```
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((119 23,85 35,68 29,66 28,32 56,22 64,29.8260869565217 100,119 100,119 23))
2	POLYGON((132 10,119 23,119 56,186 56,186 52,178 34,168 18,147 13,132 10))
3	POLYGON((119 56,119 100,190 100,185 79,186 56,119 56))
4	POLYGON((29.8260869565217 100,32 110,40 119,36 150,57 158,75 171,92 182,114 184,114 100,29.8260869565217 100))
5	POLYGON((114 184,132 186,146 178,176 184,179 162,184 141,190 122,190 100,114 100,114 184))

**Example:** Densify a long geography line using ST\_Segmentize(geography, distance), and use ST\_Subdivide to split the resulting line into sublines of 8 vertices.



*The densified and split lines.*

```
SELECT ST_AsText( ST_Subdivide(
    ST_Segmentize('LINESTRING(0 0, 85 85)::geography,
    1200000)::geometry, 8));
```

```
LINESTRING(0 0,0.487578359029357 5.57659056746196,0.984542144675897 ↔
  11.1527721155093,1.50101059639722 16.7281035483571,1.94532113630331 21.25)
LINESTRING(1.94532113630331 21.25,2.04869538062779 22.3020741387339,2.64204641967673 ↔
  27.8740533545155,3.29994062412787 33.443216802941,4.04836719489742 ↔
  39.0084282520239,4.59890468420694 42.5)
LINESTRING(4.59890468420694 42.5,4.92498503922732 44.5680389206321,5.98737409390639 ↔
  50.1195229244701,7.3290919767674 55.6587646879025,8.79638749938413 60.1969505994924)
LINESTRING(8.79638749938413 60.1969505994924,9.11375579533779 ↔
  61.1785363177625,11.6558166691368 66.6648504160202,15.642041247655 ↔
  72.0867690601745,22.8716627200212 77.3609628116894,24.6991785131552 77.8939011989848)
LINESTRING(24.6991785131552 77.8939011989848,39.4046096622744 ↔
  82.1822848017636,44.7994523421035 82.5156766227011)
LINESTRING(44.7994523421035 82.5156766227011,85 85)
```

**Example:** Subdivide the complex geometries of a table in-place. The original geometry records are deleted from the source table, and new records for each subdivided result geometry are inserted.

```
WITH complex_areas_to_subdivide AS (
  DELETE from polygons_table
  WHERE ST_NPoints(geom)
> 255
  RETURNING id, column1, column2, column3, geom
)
INSERT INTO polygons_table (fid, column1, column2, column3, geom)
  SELECT fid, column1, column2, column3,
  ST_Subdivide(geom, 255) as geom
FROM complex_areas_to_subdivide;
```

**Example:** Create a new table containing subdivided geometries, retaining the key of the original geometry so that the new table can be joined to the source table. Since `ST_Subdivide` is a set-returning (table) function that returns a set of single-value rows, this syntax automatically produces a table with one row for each result part.

```
CREATE TABLE subdivided_geoms AS
```

```
SELECT pkey, ST_Subdivide(geom) AS geom
FROM original_geoms;
```



[ST\\_ClipByBox2D](#), [ST\\_Segmentize](#), [ST\\_Split](#), [ST\\_NPoints](#)

### 7.13.8 ST\_SymDifference

`ST_SymDifference` — Computes a geometry representing the portions of geometries A and B that do not intersect.

#### Synopsis

geometry **ST\_SymDifference**(geometry geomA, geometry geomB, float8 gridSize = -1);



Returns a geometry representing the portions of geometries A and B that do not intersect. This is equivalent to `ST_Union(A,B) - ST_Intersection(A,B)`. It is called a symmetric difference because `ST_SymDifference(A,B) = ST_SymDifference(B,A)`.

If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

GEOS 

Enhanced: 3.1.0 accept a `gridSize` parameter.

Requires GEOS  $\geq$  3.9.0 to use the `gridSize` parameter



This method implements the [OGC 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

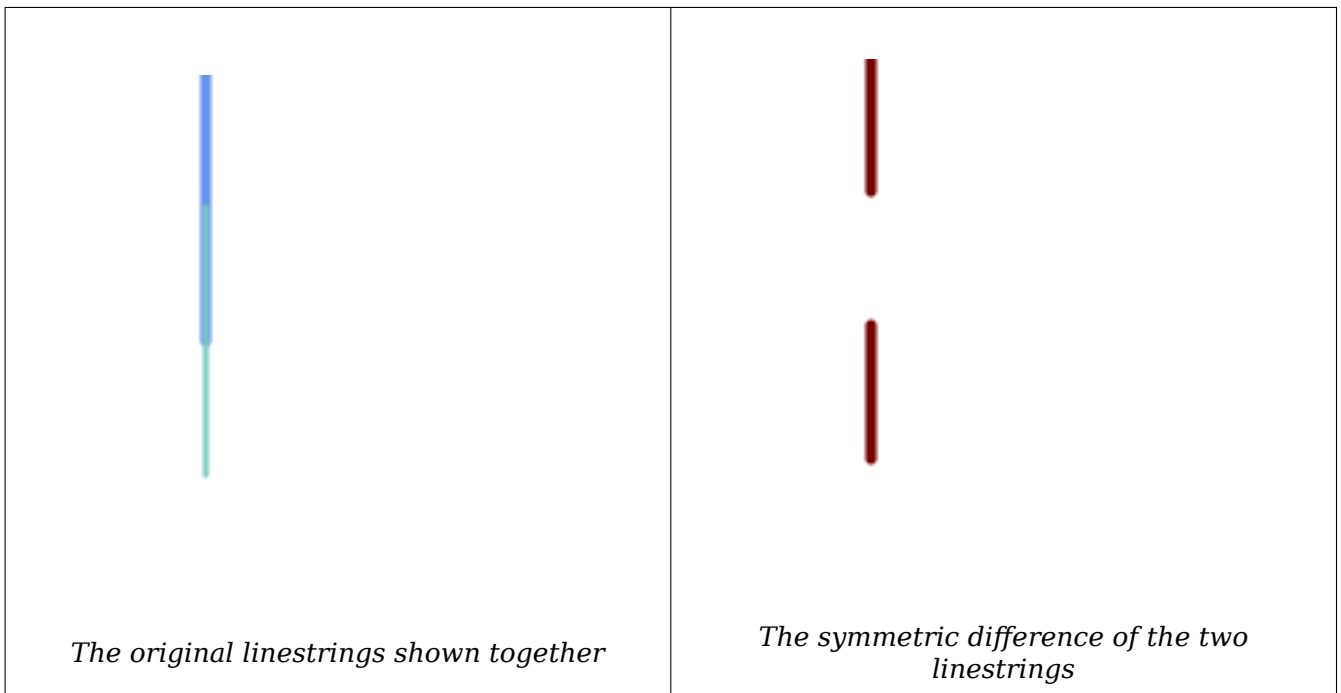


This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.



---

---



```
--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))
```

☒☒

[ST\\_Difference](#), [ST\\_Intersection](#), [ST\\_Union](#)

### 7.13.9 ST\_UnaryUnion

`ST_UnaryUnion` — Computes the union of the components of a single geometry.

#### Synopsis

geometry **ST\_UnaryUnion**(geometry geom, float8 gridSize = -1);



☒☒

A single-input variant of **ST\_Union**. The input may be a single geometry, a MultiGeometry, or a GeometryCollection. The union is applied to the individual elements of the input.

This function can be used to fix MultiPolygons which are invalid due to overlapping components. However, the input components must each be valid. An invalid input component such as a bow-tie polygon may cause an error. For this reason it may be better to use **ST\_MakeValid**.

Another use of this function is to node and dissolve a collection of linestrings which cross or overlap to make them **simple**. (**ST\_Node** also does this, but it does not provide the gridSize option.)

It is possible to combine ST\_UnaryUnion with **ST\_Collect** to fine-tune how many geometries are be unioned at once. This allows trading off between memory usage and compute time, striking a balance between ST\_Union and **ST\_MemUnion**.

If the optional gridSize argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

Enhanced: 3.1.0 accept a gridSize parameter.

Requires GEOS >= 3.9.0 to use the gridSize parameter

2.0.0 ☒☒☒☒☒☒☒☒☒☒.

☒☒

**ST\_Union**, **ST\_MemUnion**, **ST\_MakeValid**, **ST\_Collect**, **ST\_Node**

### 7.13.10 ST\_Union

**ST\_Union** — Computes a geometry representing the point-set union of the input geometries.

#### Synopsis

```
geometry ST_Union(geometry g1, geometry g2);
geometry ST_Union(geometry g1, geometry g2, float8 gridSize);
geometry ST_Union(geometry[] g1_array);
geometry ST_Union(geometry set g1field);
geometry ST_Union(geometry set g1field, float8 gridSize);
```

☒☒

Unions the input geometries, merging geometry to produce a result geometry with no overlaps. The output may be an atomic geometry, a MultiGeometry, or a Geometry Collection. Comes in several variants:

**Two-input variant:** returns a geometry that is the union of two input geometries. If either input is NULL, then NULL is returned.

**Array variant:** returns a geometry that is the union of an array of geometries.

**Aggregate variant:** returns a geometry that is the union of a rowset 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.

See [ST\\_UnaryUnion](#) for a non-aggregate, single-input variant.

The ST\_Union array and set variants use the fast Cascaded Union algorithm described in <http://blog.cleverelephant.ca/2009/01/must-faster-unions-in-postgis-14.html>

A gridSize can be specified to work in fixed-precision space. The inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)



#### Note

[ST\\_Collect](#) may sometimes be used in place of ST\_Union, if the result is not required to be non-overlapping. ST\_Collect is usually faster than ST\_Union because it performs no processing on the collected geometries.

GEOS ☒☒☒☒☒

ST\_Union creates MultiLineString and does not sew LineStrings into a single LineString. Use [ST\\_LineMerge](#) to sew LineStrings.

NOTE: this function was formerly called GeomUnion(), which was renamed from "Union" because UNION is an SQL reserved word.

Enhanced: 3.1.0 accept a gridSize parameter.

Requires GEOS >= 3.9.0 to use the gridSize parameter

Changed: 3.0.0 does not depend on SFCGAL.

Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geomarray) was introduced and also faster aggregate collection in PostgreSQL.



This method implements the [OGC 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.



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

☒☒

Aggregate example

```
SELECT id,
       ST_Union(geom) as singlegeom
FROM sometable f
GROUP BY id;
```

Non-Aggregate example

```

select ST_AsText(ST_Union('POINT(1 2)' :: geometry, 'POINT(-2 3)' :: geometry))

st_astext
-----
MULTIPOINT(-2 3,1 2)

select ST_AsText(ST_Union('POINT(1 2)' :: geometry, 'POINT(1 2)' :: geometry))

st_astext
-----
POINT(1 2)

```

### 3D example - sort of supports 3D (and with mixed dimensions!)

```

select ST_AsEWKT(ST_Union(geom))
from (
  select 'POLYGON((-7 4.2,-7.1 4.2,-7.1 4.3, -7 4.2))'::geometry geom
  union all
  select 'POINT(5 5 5)'::geometry geom
  union all
  select 'POINT(-2 3 1)'::geometry geom
  union all
  select 'LINESTRING(5 5 5, 10 10 10)'::geometry 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(geom))
from (
  select 'POLYGON((-7 4.2 2,-7.1 4.2 3,-7.1 4.3 2, -7 4.2 2))'::geometry geom
  union all
  select 'POINT(5 5 5)'::geometry geom
  union all
  select 'POINT(-2 3 1)'::geometry geom
  union all
  select 'LINESTRING(5 5 5, 10 10 10)'::geometry 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 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))

```

☒☒

[ST\\_Collect](#), [ST\\_UnaryUnion](#), [ST\\_MemUnion](#), [ST\\_Intersection](#), [ST\\_Difference](#), [ST\\_SymDifference](#)

## 7.14 ☒☒☒☒☒☒

### 7.14.1 ST\_Buffer

`ST_Buffer` — Computes a geometry covering all points within a given distance from a geometry.

#### Synopsis

```
geometry ST_Buffer(geometry g1, float radius_of_buffer, text buffer_style_parameters = "");
geometry ST_Buffer(geometry g1, float radius_of_buffer, integer num_seg_quarter_circle);
geography ST_Buffer(geography g1, float radius_of_buffer, text buffer_style_parameters);
geography ST_Buffer(geography g1, float radius_of_buffer, integer num_seg_quarter_circle);
```

☒☒

Computes a POLYGON or MULTIPOLYGON that represents all points whose distance from a geometry/geography is less than or equal to a given distance. A negative distance shrinks the geometry rather than expanding it. A negative distance may shrink a polygon completely, in which case POLYGON EMPTY is returned. For points and lines negative distances always return empty results.

For geometry, the distance is specified in the units of the Spatial Reference System of the geometry. For geography, the distance is specified in meters.

The optional third parameter controls the buffer accuracy and style. The accuracy of circular arcs in the buffer is specified as the number of line segments used to approximate a quarter circle (default is 8). The buffer style can be specified by providing a list of blank-separated key=value pairs as follows:

- `'quad_segs=#'` : number of line segments used to approximate a quarter circle (default is 8).
- `'endcap=round|flat|square'` : endcap style (defaults to "round"). `'butt'` is accepted as a synonym for `'flat'`.
- `'join=round|mitre|bevel'` : join style (defaults to "round"). `'miter'` is accepted as a synonym for `'mitre'`.
- `'mitre_limit=#.#'` : mitre ratio limit (only affects mitered join style). `'miter_limit'` is accepted as a synonym for `'mitre_limit'`.
- `'side=both|left|right'` : `'left'` or `'right'` performs a single-sided buffer on the geometry, with the buffered side relative to the direction of the line. This is only applicable to LINESTRING geometry and does not affect POINT or POLYGON geometries. By default end caps are square.

---

#### Note



For geography this is a thin wrapper around the geometry implementation. It determines a planar spatial reference system that best fits the bounding box of the geography object (trying UTM, Lambert Azimuthal Equal Area (LAEA) North/South pole, and finally Mercator). The buffer is computed in the planar space, and then transformed back to WGS84. This may not produce the desired behavior if the input object is much larger than a UTM zone or crosses the dateline

---

**Note**

Buffer output is always a valid polygonal geometry. Buffer can handle invalid inputs, so buffering by distance 0 is sometimes used as a way of repairing invalid polygons. [ST\\_MakeValid](#) can also be used for this purpose.

**Note**

Buffering is sometimes used to perform a within-distance search. For this use case it is more efficient to use [ST\\_DWithin](#).

**Note**

This function ignores the Z dimension. It always gives a 2D result even when used on a 3D geometry.

Enhanced: 2.5.0 - [ST\\_Buffer](#) geometry support was enhanced to allow for side buffering specification `side=both|left|right`.

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.

GEOS 

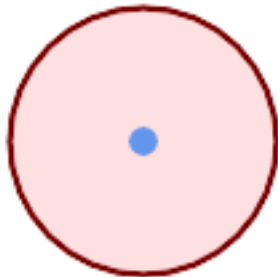


This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.3](#)



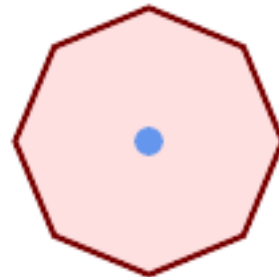
This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1.30





*quad\_segs=8* (☒☒☒)

```
SELECT ST_Buffer(
  ST_GeomFromText('POINT(100 90)'),
  50, 'quad_segs=8');
```



*quad\_segs=2* (☒☒)

```
SELECT ST_Buffer(
  ST_GeomFromText('POINT(100 90)'),
  50, 'quad_segs=2');
```



*endcap=round join=round* (☒☒☒)

```
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');
```



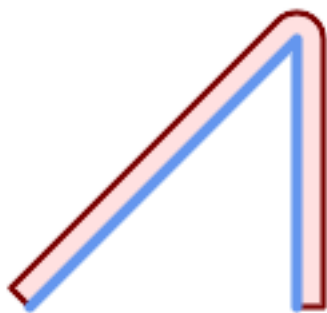
*join=bevel*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'join=bevel');
```



*join=mitre mitre\_limit=5.0* (☒☒☒☒☒☒☒☒)

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'join=mitre mitre_limit=5.0');
```



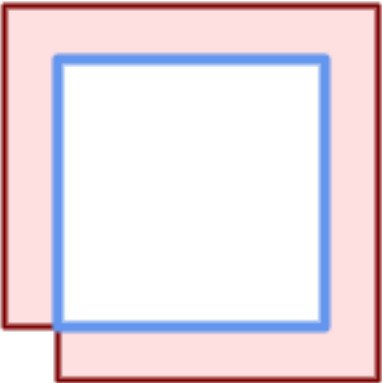
*side=left*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'side=left');
```



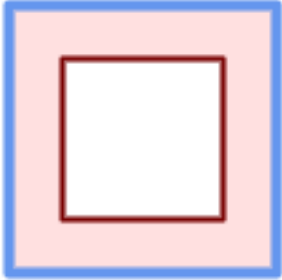
*side=right*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'side=right');
```



*right-hand-winding, polygon boundary  
side=left*

```
SELECT ST_Buffer(
ST_ForceRHR(
ST_Boundary(
  ST_GeomFromText(
'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))'),
), 20, 'side=left');
```



*right-hand-winding, polygon boundary  
side=right*

```
SELECT ST_Buffer(
ST_ForceRHR(
ST_Boundary(
  ST_GeomFromText(
'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))'),
), 20, 'side=right');
```

```
--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_Point(-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))
```







☒☒

Computes a point which is the geometric center of mass of a geometry. For [MULTI]POINTS, the centroid is the arithmetic mean of the input coordinates. For [MULTI]LINESTRINGS, the centroid is computed using the weighted length of each line segment. For [MULTI]POLYGONS, the centroid is computed 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

For mixed-dimension input, the result is equal to the centroid of the component Geometries of highest dimension (since the lower-dimension geometries contribute zero "weight" to the centroid).

Note that for polygonal geometries the centroid does not necessarily lie in the interior of the polygon. For example, see the diagram below of the centroid of a C-shaped polygon. To construct a point guaranteed to lie in the interior of a polygon use [ST\\_PointOnSurface](#).

New in 2.3.0 : supports CIRCULARSTRING and COMPOUNDCURVE (using CurveToLine)

Availability: 2.4.0 support for geography was introduced.



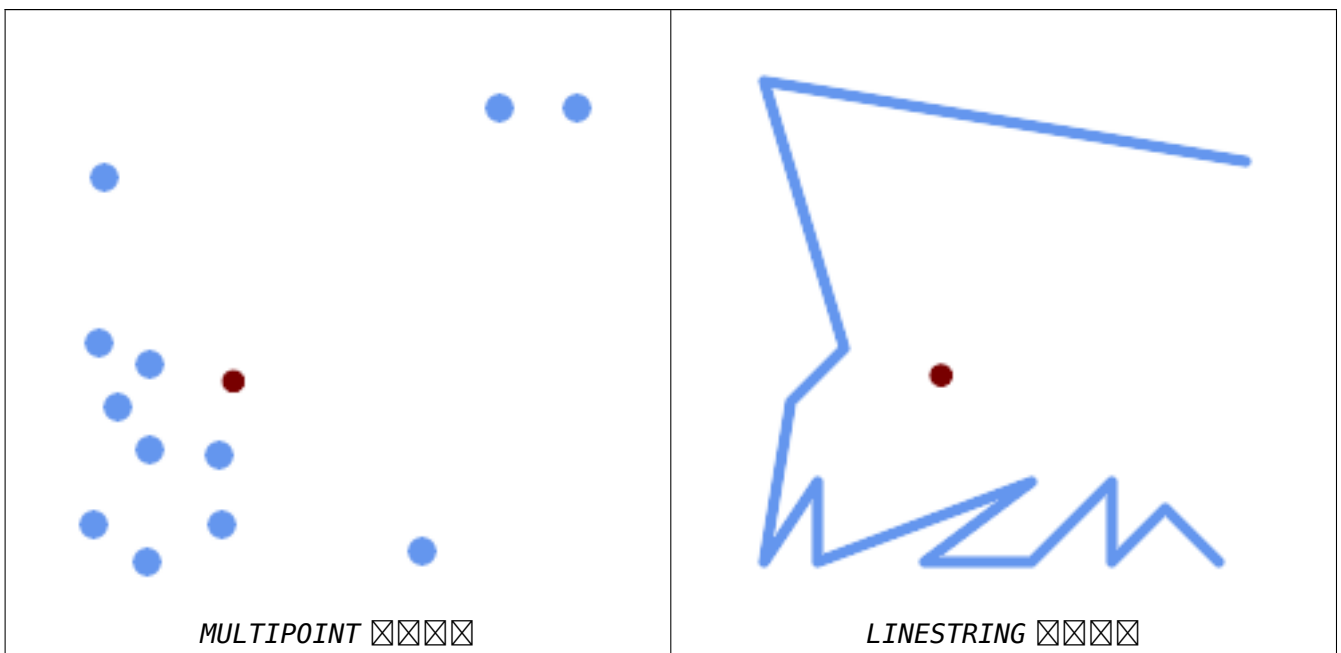
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).

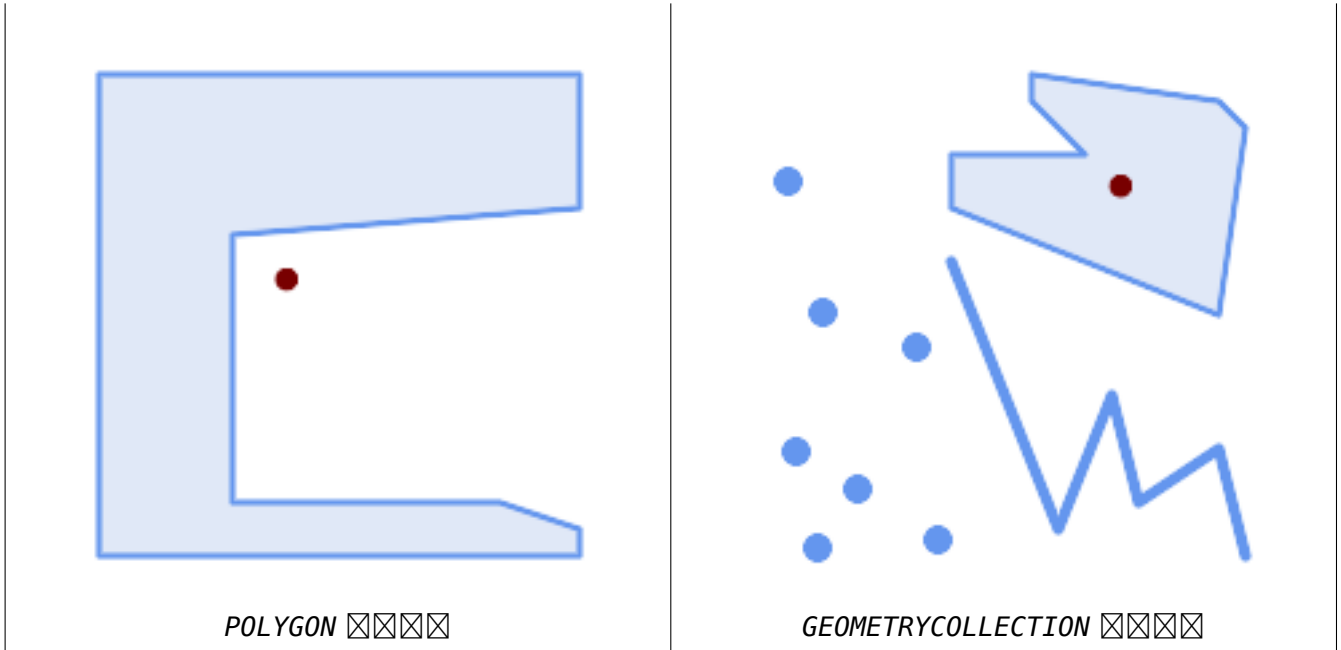


This method implements the SQL/MM specification. SQL-MM 3: 8.1.4, 9.5.5

☒☒

In the following illustrations the red dot is the centroid of the source geometry.





```

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)
    
```

☒☒

[ST\\_PointOnSurface](#), [ST\\_GeometricMedian](#)

### 7.14.4 ST\_ChaikinSmoothing

`ST_ChaikinSmoothing` — Returns a smoothed version of a geometry, using the Chaikin algorithm

#### Synopsis

`geometry` **ST\_ChaikinSmoothing**(`geometry geom`, integer `nIterations = 1`, boolean `preserveEndpoints = false`);

☒☒

Smooths a linear or polygonal geometry using **Chaikin's algorithm**. The degree of smoothing is controlled by the `nIterations` parameter. On each iteration, each interior vertex is replaced by two vertices located at 1/4 of the length of the line segments before and after the vertex. A reasonable degree of smoothing is provided by 3 iterations; the maximum is limited to 5.

If `preserveEndpoints` is true, the endpoints of Polygon rings are not smoothed. The endpoints of LineStrings are always preserved.



**Note**

The number of vertices doubles with each iteration, so the result geometry may have many more points than the input. To reduce the number of points use a simplification function on the result (see [ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#) and [ST\\_SimplifyVW](#)).

The result has interpolated values for the Z and M dimensions when present.



This function supports 3d and will not drop the z-index.

Availability: 2.5.0

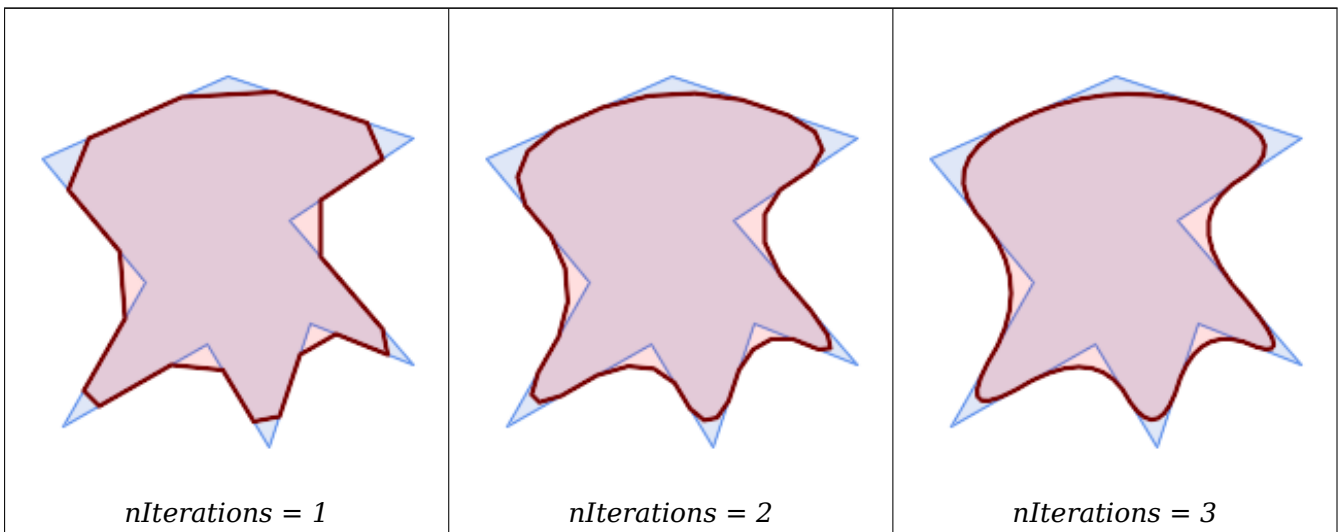
☒☒

Smoothing a triangle:

```
SELECT ST_AsText(ST_ChaikinSmoothing(geom)) smoothed
FROM (SELECT 'POLYGON((0 0, 8 8, 0 16, 0 0))'::geometry geom) AS foo;

          smoothed
b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''- ←
  b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b'' ←
    '-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b'' ←
      '-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b''-b''b'' ←
POLYGON((2 2,6 6,6 10,2 14,0 12,0 4,2 2))
```

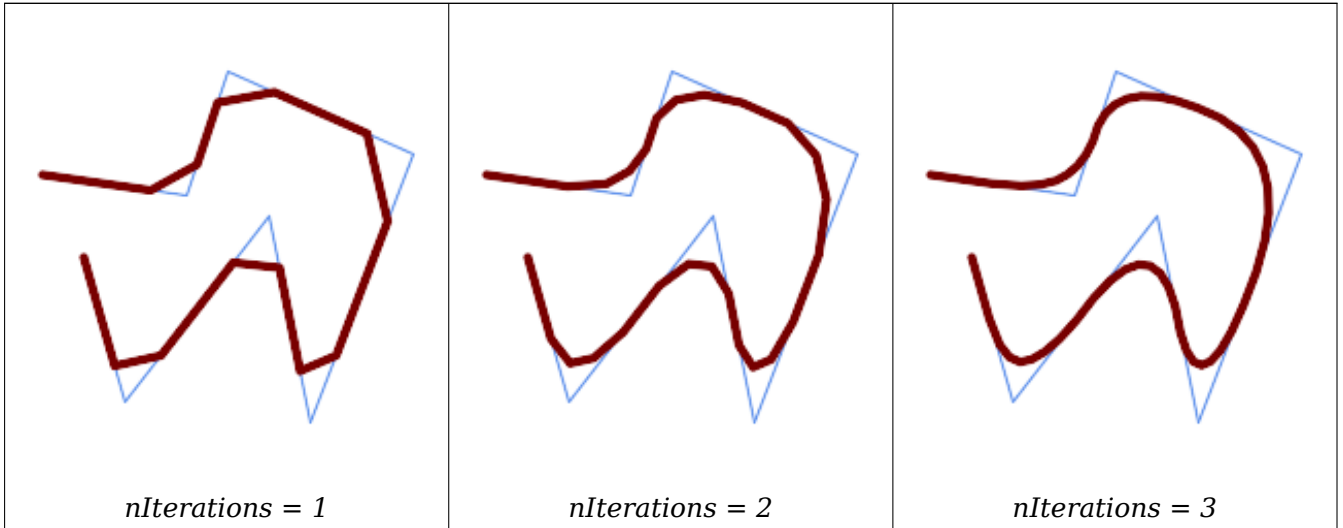
Smoothing a Polygon using 1, 2 and 3 iterations:



```
SELECT ST_ChaikinSmoothing(
```

```
'POLYGON ((20 20, 60 90, 10 150, 100 190, 190 160, 130 120, 190 50, 140 70, 120 ←
  10, 90 60, 20 20))',
generate_series(1, 3) );
```

Smoothing a LineString using 1, 2 and 3 iterations:



```
SELECT ST_ChaikinSmoothing(
  'LINESTRING (10 140, 80 130, 100 190, 190 150, 140 20, 120 120, 50 30, 30 100) ←
  ',
  generate_series(1, 3) );
```

☒☒

[ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_SimplifyVW](#)

### 7.14.5 ST\_ConcaveHull

`ST_ConcaveHull` — Computes a possibly concave geometry that contains all input geometry vertices

#### Synopsis

geometry **ST\_ConcaveHull**(geometry param\_geom, float param\_pctconvex, boolean param\_allow\_holes = false);

☒☒

A concave hull is a (usually) concave geometry which contains the input, and whose vertices are a subset of the input vertices. In the general case the concave hull is a Polygon. The concave hull of two or more collinear points is a two-point LineString. The concave hull of one or more identical points is a Point. The polygon will not contain holes unless the optional `param_allow_holes` argument is specified as true.

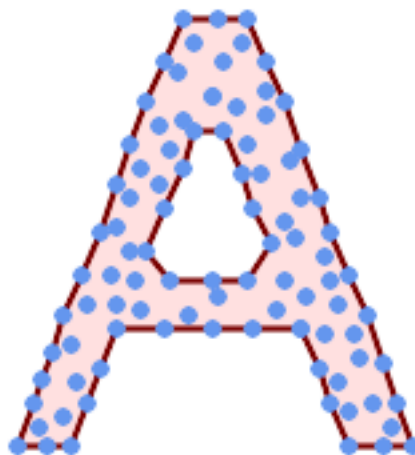
One can think of a concave hull as “shrink-wrapping” a set of points. This is different to the **convex hull**, which is more like wrapping a rubber band around the points. A concave hull generally has a smaller area and represents a more natural boundary for the input points.



```

    , (19 49), (14 58), (21 73), (31 74), (42 74), (173 134), (161 134), (150 133), ←
    (97 104), (52 117), (157 156), (94 171), (112 106), (169 73), (58 165), (149 40) ←
    , (70 33), (147 157), (48 153), (140 96), (47 129), (173 55), (144 86), (159 67) ←
    , (150 146), (38 136), (111 170), (124 94), (26 59), (60 41), (71 162), (41 64), ←
    (88 110), (122 34), (151 97), (157 56), (39 146), (88 33), (159 45), (47 56), ←
    (138 40), (129 165), (33 48), (106 31), (169 147), (37 122), (71 109), (163 89), ←
    (37 156), (82 170), (180 72), (29 142), (46 41), (59 155), (124 106), (157 80), ←
    (175 82), (56 50), (62 116), (113 95), (144 167))',
    0.1 ) );
---st_astext--
POLYGON ((18 142, 21 151, 27 160, 35 167, 44 172, 54 175, 64 178, 74 180, 84 181, 94 181, ←
104 181, 114 181, 124 181, 134 179, 144 177, 153 173, 162 168, 171 162, 177 154, 182 ←
145, 184 135, 173 134, 161 134, 150 133, 139 132, 136 142, 128 149, 119 153, 109 155, 99 ←
155, 89 155, 79 153, 69 150, 61 144, 63 134, 72 128, 82 125, 92 123, 102 121, 112 119, ←
122 118, 132 116, 142 113, 151 110, 161 106, 170 102, 178 96, 185 88, 189 78, 190 68, ←
189 58, 185 49, 179 41, 171 34, 162 29, 153 25, 143 23, 133 21, 123 19, 113 19, 102 19, ←
92 19, 82 19, 72 21, 62 22, 52 25, 43 29, 33 34, 25 41, 19 49, 14 58, 10 72, 21 73, 31 ←
74, 42 74, 53 76, 56 66, 63 58, 71 51, 81 48, 91 46, 101 45, 111 46, 121 47, 131 50, 140 ←
55, 145 64, 144 74, 135 80, 125 83, 115 85, 105 87, 95 89, 85 91, 75 93, 65 95, 55 98, ←
45 102, 37 107, 29 114, 22 122, 19 132, 18 142))

```



*Concave Hull of a MultiPoint, allowing holes*

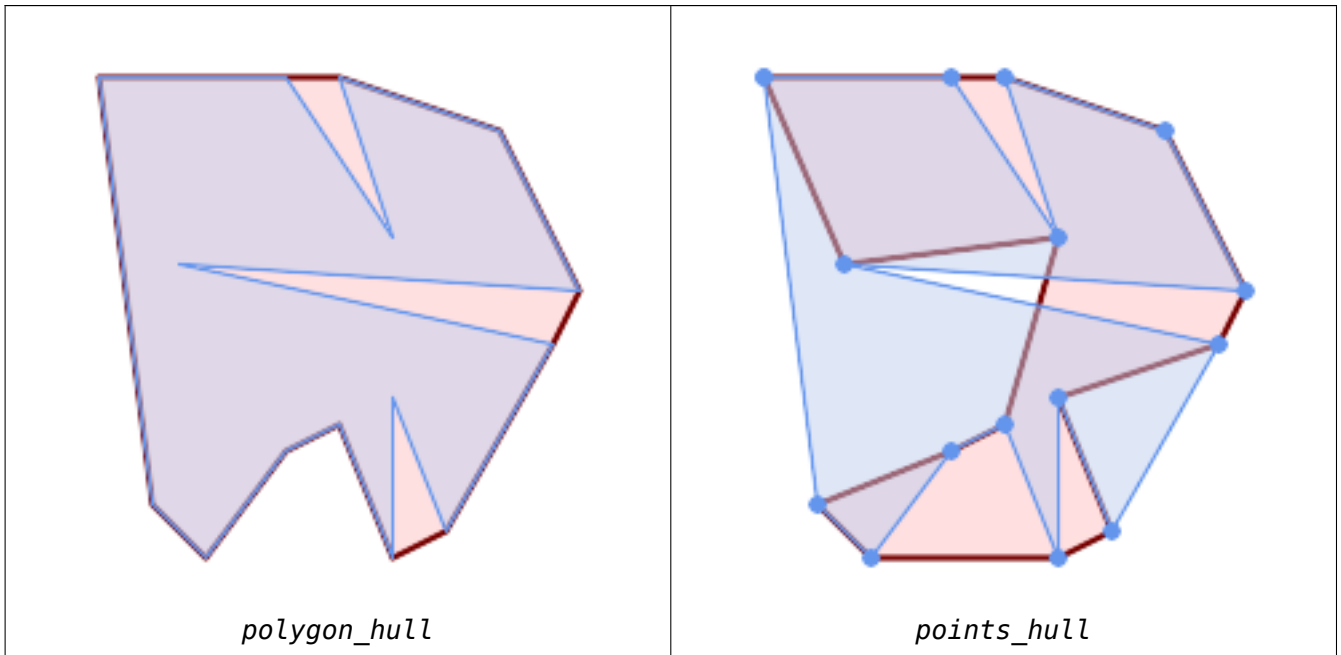
```

SELECT ST_AsText( ST_ConcaveHull(
    'MULTIPOINT ((132 64), (114 64), (99 64), (81 64), (63 64), (57 49), (52 36), (46 ←
    20), (37 20), (26 20), (32 36), (39 55), (43 69), (50 84), (57 100), (63 118), ←
    (68 133), (74 149), (81 164), (88 180), (101 180), (112 180), (119 164), (126 ←
    149), (132 131), (139 113), (143 100), (150 84), (157 69), (163 51), (168 36), ←
    (174 20), (163 20), (150 20), (143 36), (139 49), (132 64), (99 151), (92 138), ←
    (88 124), (81 109), (74 93), (70 82), (83 82), (99 82), (112 82), (126 82), (121 ←
    96), (114 109), (110 122), (103 138), (99 151), (34 27), (43 31), (48 44), (46 ←
    58), (52 73), (63 73), (61 84), (72 71), (90 69), (101 76), (123 71), (141 62), ←
    (166 27), (150 33), (159 36), (146 44), (154 53), (152 62), (146 73), (134 76), ←
    (143 82), (141 91), (130 98), (126 104), (132 113), (128 127), (117 122), (112 ←
    133), (119 144), (108 147), (119 153), (110 171), (103 164), (92 171), (86 160), ←
    (88 142), (79 140), (72 124), (83 131), (79 118), (68 113), (63 102), (68 93), ←
    (35 45))',
    0.15, true ) );
---st_astext--
POLYGON ((43 69, 50 84, 57 100, 63 118, 68 133, 74 149, 81 164, 88 180, 101 180, 112 180, ←
119 164, 126 149, 132 131, 139 113, 143 100, 150 84, 157 69, 163 51, 168 36, 174 20, 163 ←

```



```
20, 150 20, 143 36, 139 49, 132 64, 114 64, 99 64, 81 64, 63 64, 57 49, 52 36, 46 20, ←
37 20, 26 20, 32 36, 35 45, 39 55, 43 69), (88 124, 81 109, 74 93, 83 82, 99 82, 112 82, ←
121 96, 114 109, 110 122, 103 138, 92 138, 88 124))
```



Comparing a concave hull of a Polygon to the concave hull of the constituent points. The hull respects the boundary of the polygon, whereas the points-based hull does not.

```
WITH data(geom) AS (VALUES
  ('POLYGON ((10 90, 39 85, 61 79, 50 90, 80 80, 95 55, 25 60, 90 45, 70 16, 63 38, 60 10, ←
    50 30, 43 27, 30 10, 20 20, 10 90))'::geometry)
)
SELECT ST_ConcaveHull( geom, 0.1) AS polygon_hull,
       ST_ConcaveHull( ST_Points(geom), 0.1) AS points_hull
FROM data;
```

Using with ST\_Collect to compute the concave hull of a geometry set.

```
-- Compute estimate of infected area based on point observations
SELECT disease_type,
       ST_ConcaveHull( ST_Collect(obs_pnt), 0.3 ) AS geom
FROM disease_obs
GROUP BY disease_type;
```

☒☒

[ST\\_ConvexHull](#), [ST\\_Collect](#), [ST\\_AlphaShape](#), [ST\\_OptimalAlphaShape](#)

### 7.14.6 ST\_ConvexHull

ST\_ConvexHull — Computes the convex hull of a geometry.

#### Synopsis

geometry **ST\_ConvexHull**(geometry geomA);

☒☒

Computes the convex hull of a geometry. The convex hull is the smallest convex geometry that encloses all geometries in the input.

One can think of the convex hull as the geometry obtained by wrapping an rubber band around a set of geometries. This is different from a **concave hull** which is analogous to "shrink-wrapping" the geometries. A convex hull is often used to determine an affected area based on a set of point observations.

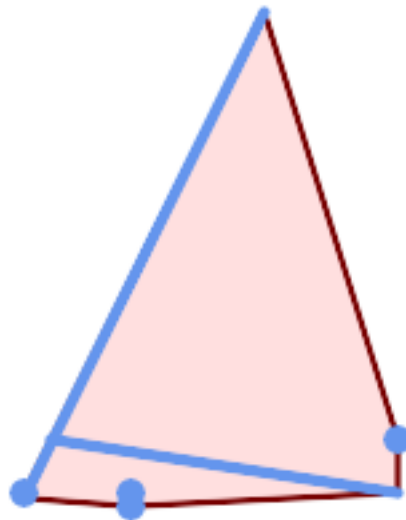
In the general case the convex hull is a Polygon. The convex hull of two or more collinear points is a two-point LineString. The convex hull of one or more identical points is a Point.

This is not an aggregate function. To compute the convex hull of a set of geometries, use **ST\_Collect** to aggregate them into a geometry collection (e.g. `ST_ConvexHull(ST_Collect(geom))`).

GEOS ☒☒☒☒☒

- ✔ This method implements the **OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.3**
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1.16
- ✔ This function supports 3d and will not drop the z-index.

☒☒



*Convex Hull of a MultiLineString and a 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))
```

Using with `ST_Collect` to compute the convex hulls of geometry sets.

```
--Get estimate of infected area based on point observations
SELECT d.disease_type,
       ST_ConvexHull(ST_Collect(d.geom)) As geom
FROM disease_obs As d
GROUP BY d.disease_type;
```

☒☒

[ST\\_Collect](#), [ST\\_ConcaveHull](#), [ST\\_MinimumBoundingCircle](#)

### 7.14.7 ST\_DelaunayTriangles

`ST_DelaunayTriangles` — Returns the Delaunay triangulation of the vertices of a geometry.

#### Synopsis

geometry **ST\_DelaunayTriangles**(geometry g1, float tolerance = 0.0, int4 flags = 0);

☒☒

Computes the [Delaunay triangulation](#) of the vertices of the input geometry. The optional tolerance can be used to snap nearby input vertices together, which improves robustness in some situations. The result geometry is bounded by the convex hull of the input vertices. The result geometry representation is determined by the flags code:

- 0 - a GEOMETRYCOLLECTION of triangular POLYGONS (default)
- 1 - a MULTILINESTRING of the edges of the triangulation
- 2 - A TIN of the triangulation

GEOS ☒☒☒☒☒

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒.

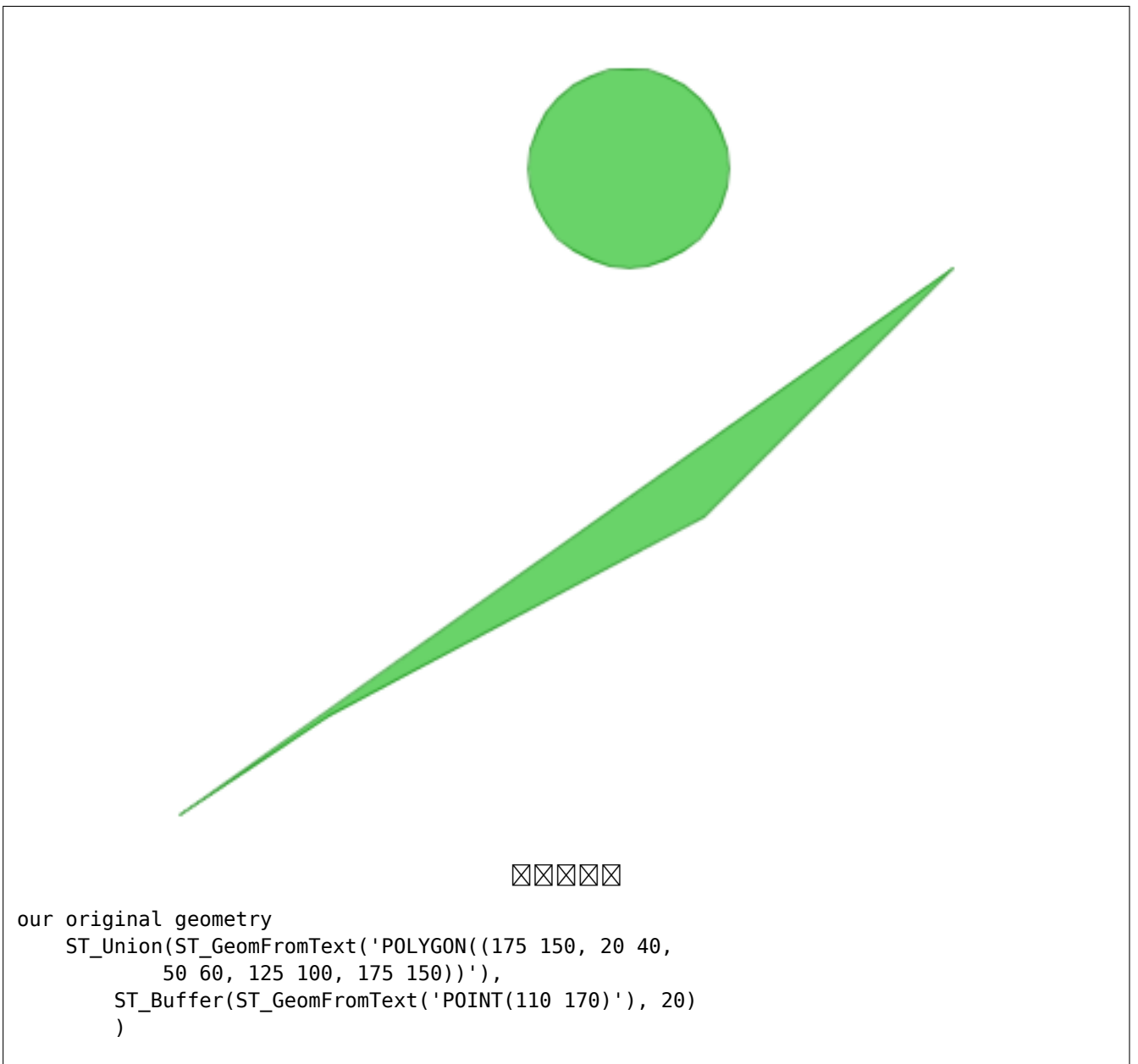
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☒☒

---

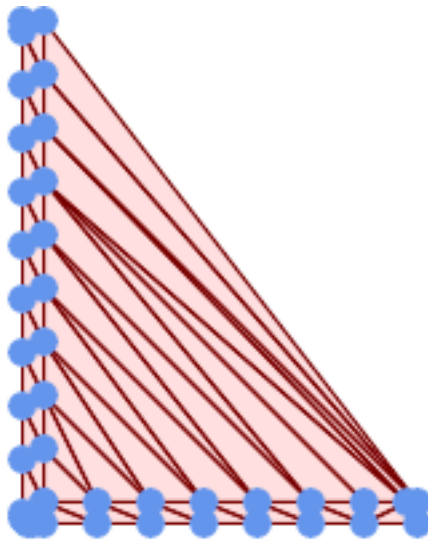


---









```
-- ☒☒☒☒☒☒ 55 ☒☒☒☒☒☒ 45 ☒☒☒☒☒☒☒☒☒
```

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))
```

Example using vertices with Z values.

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)))
```

☒☒

[ST\\_VoronoiPolygons](#), [ST\\_TriangulatePolygon](#), [ST\\_ConstrainedDelaunayTriangles](#), [ST\\_VoronoiLines](#), [ST\\_Con](#)

### 7.14.8 ST\_FilterByM

ST\_FilterByM — Removes vertices based on their M value

#### Synopsis

geometry **ST\_FilterByM**(geometry geom, double precision min, double precision max = null, boolean returnM = false);

☒☒

Filters out vertex points based on their M-value. Returns a geometry with only vertex points that have a M-value larger or equal to the min value and smaller or equal to the max value. If max-value argument is left out only min value is considered. If fourth argument is left out the m-value will not be in the resulting geometry. If resulting geometry have too few vertex points left for its geometry type an empty geometry will be returned. In a geometry collection geometries without enough points will just be left out silently.

This function is mainly intended to be used in conjunction with ST\_SetEffectiveArea. ST\_EffectiveArea sets the effective area of a vertex in its m-value. With ST\_FilterByM it then is possible to get a simplified version of the geometry without any calculations, just by filtering



#### Note

There is a difference in what ST\_SimplifyVW returns when not enough points meet the criteria compared to ST\_FilterByM. ST\_SimplifyVW returns the geometry with enough points while ST\_FilterByM returns an empty geometry



#### Note

Note that the returned geometry might be invalid



#### Note

This function returns all dimensions, including the Z and M values

Availability: 2.5.0



☒☒

A linestring is filtered

```
SELECT ST_AsText(ST_FilterByM(geom,30)) simplified
FROM (SELECT ST_SetEffectiveArea('LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry) geom ←
) As foo;
```

result

```
          simplified
-----
LINESTRING(5 2,7 25,10 10)
```

☒☒

[ST\\_SetEffectiveArea](#), [ST\\_SimplifyVW](#)

### 7.14.9 ST\_GeneratePoints

`ST_GeneratePoints` — Generates a multipoint of random points contained in a Polygon or MultiPolygon.

#### Synopsis

geometry **ST\_GeneratePoints**(geometry g, integer npoints, integer seed = 0);

☒☒

`ST_GeneratePoints` generates a multipoint consisting of a given number of pseudo-random points which lie within the input area. The optional seed is used to regenerate a deterministic sequence of points, and must be greater than zero.

2.3.0 ☒☒☒☒☒☒☒☒☒☒.

Enhanced: 3.0.0, added seed parameter



ST\_GeometricMedian

Computes the approximate geometric median of a MultiPoint geometry using the Weiszfeld algorithm. The geometric median is the point minimizing the sum of distances to the input points. It provides a centrality measure that is less sensitive to outlier points than the centroid (center of mass).

The algorithm iterates 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 produces an error and exits, unless `fail_if_not_converged` is set to `false` (the default).

If a tolerance argument is not provided, the tolerance value is calculated based on the extent of the input geometry.

If present, the input point M values are interpreted as their relative weights.

2.3.0 ST\_GeometricMedian

Enhanced: 2.5.0 Added support for M as weight of points.

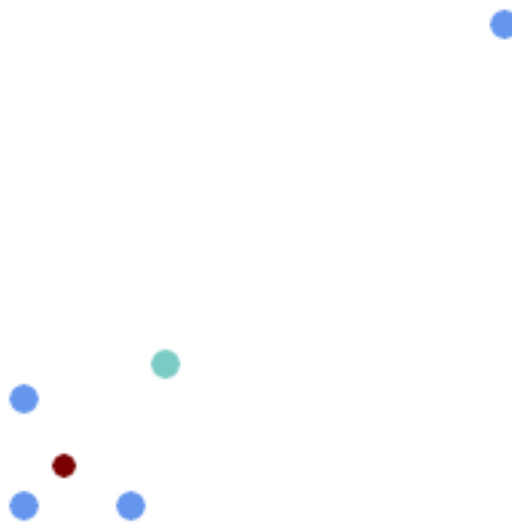


This function supports 3d and will not drop the z-index.



This function supports M coordinates.

ST\_GeometricMedian



Comparison of the geometric median (red) and centroid (turquoise) of a MultiPoint.

```
WITH test AS (
SELECT 'MULTIPOINT((10 10), (10 40), (40 10), (190 190))'::geometry geom)
SELECT
  ST_AsText(ST_Centroid(geom)) centroid,
  ST_AsText(ST_GeometricMedian(geom)) median
FROM test;
```

centroid	median
POINT(62.5 62.5)	POINT(25.01778421249728 25.01778421249728)

(1 row)

**ST\_Centroid**

### 7.14.11 ST\_LineMerge

ST\_LineMerge — Return the lines formed by sewing together a MultiLineString.

#### Synopsis

```
geometry ST_LineMerge(geometry amultilinestring);  
geometry ST_LineMerge(geometry amultilinestring, boolean directed);
```



Returns a LineString or MultiLineString formed by joining together the line elements of a MultiLineString. Lines are joined at their endpoints at 2-way intersections. Lines are not joined across intersections of 3-way or greater degree.

If **directed** is TRUE, then ST\_LineMerge will not change point order within LineStrings, so lines with opposite directions will not be merged



#### Note

Only use with MultiLineString/LineStrings. Other geometry types return an empty GeometryCollection

GEOS 

Enhanced: 3.3.0 accept a directed parameter.

Requires GEOS >= 3.11.0 to use the directed parameter.

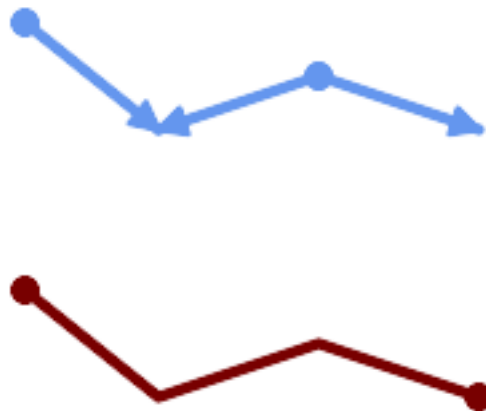
1.1.0 



#### Warning

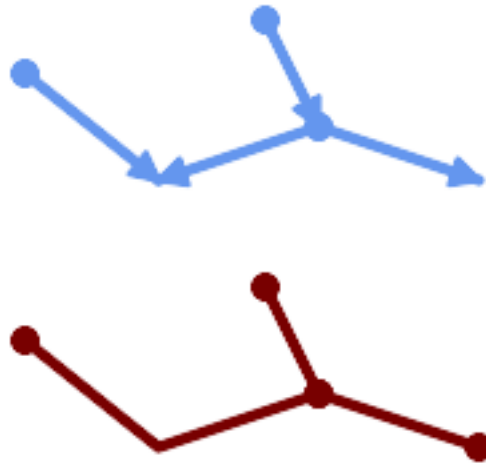
This function strips the M dimension.

☒☒



*Merging lines with different orientation.*

```
SELECT ST_AsText(ST_LineMerge(
'MULTILINESTRING((10 160, 60 120), (120 140, 60 120), (120 140, 180 120))'
));
-----
LINESTRING(10 160,60 120,120 140,180 120)
```



*Lines are not merged across intersections with degree > 2.*

```
SELECT ST_AsText(ST_LineMerge(
'MULTILINESTRING((10 160, 60 120), (120 140, 60 120), (120 140, 180 120), (100 180, 120 140))'
));
-----
MULTILINESTRING((10 160,60 120,120 140),(100 180,120 140),(120 140,180 120))
```

If merging is not possible due to non-touching lines, the original MultiLineString is returned.



☒☒

Finds the largest circle that is contained within a (multi)polygon, or which does not overlap any lines and points. Returns a record with fields:

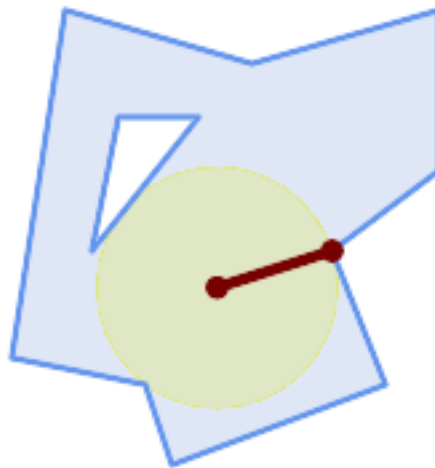
- center - center point of the circle
- nearest - a point on the geometry nearest to the center
- radius - radius of the circle

For polygonal inputs, the circle is inscribed within the boundary rings, using the internal rings as boundaries. For linear and point inputs, the circle is inscribed within the convex hull of the input, using the input lines and points as further boundaries.

Availability: 3.1.0.

Requires GEOS >= 3.9.0.

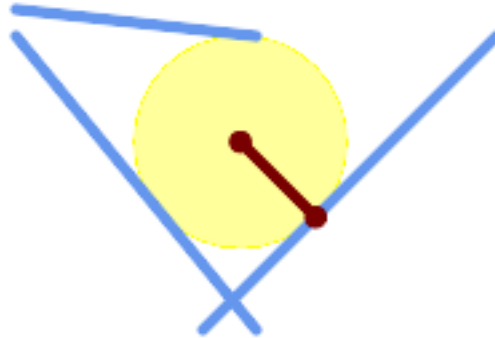
☒☒



*Maximum inscribed circle of a polygon. Center, nearest point, and radius are returned.*

```
SELECT radius, ST_AsText(center) AS center, ST_AsText(nearest) AS nearest
FROM ST_MaximumInscribedCircle(
  'POLYGON ((40 180, 110 160, 180 180, 180 120, 140 90, 160 40, 80 10, 70 40, 20 50, 40 180),
    (60 140, 50 90, 90 140, 60 140))');
```

radius	center	nearest
45.165845650018	POINT(96.953125 76.328125)	POINT(140 90)



*Maximum inscribed circle of a multi-linestring. Center, nearest point, and radius are returned.*

☒☒

[ST\\_MinimumBoundingRadius](#), [ST\\_LargestEmptyCircle](#)

### 7.14.13 ST\_LargestEmptyCircle

`ST_LargestEmptyCircle` — Computes the largest circle not overlapping a geometry.

#### Synopsis

(geometry, geometry, double precision) **ST\_LargestEmptyCircle**(geometry geom, double precision tolerance=0.0, geometry boundary=POINT EMPTY);

☒☒

Finds the largest circle which does not overlap a set of point and line obstacles. (Polygonal geometries may be included as obstacles, but only their boundary lines are used.) The center of the circle is constrained to lie inside a polygonal boundary, which by default is the convex hull of the input geometry. The circle center is the point in the interior of the boundary which has the farthest distance from the obstacles. The circle itself is provided by the center point and a nearest point lying on an obstacle determining the circle radius.

The circle center is determined to a given accuracy specified by a distance tolerance, using an iterative algorithm. If the accuracy distance is not specified a reasonable default is used.

Returns a record with fields:

- center - center point of the circle
- nearest - a point on the geometry nearest to the center
- radius - radius of the circle

To find the largest empty circle in the interior of a polygon, see [ST\\_MaximumInscribedCircle](#).

Availability: 3.4.0.

Requires GEOS >= 3.9.0.

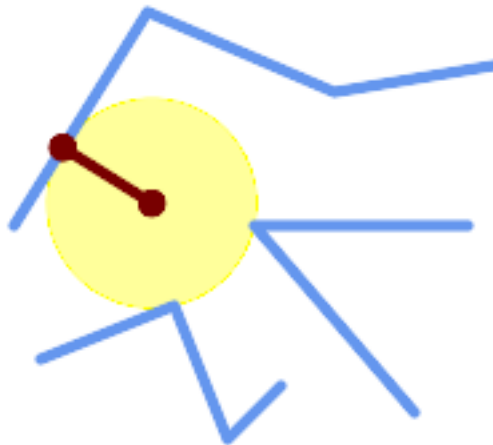


☒☒

```

SELECT radius,
       center,
       nearest
FROM ST_LargestEmptyCircle(
  'MULTILINESTRING (
    (10 100, 60 180, 130 150, 190 160),
    (20 50, 70 70, 90 20, 110 40),
    (160 30, 100 100, 180 100))');

```



*Largest Empty Circle within a set of lines.*

```

SELECT radius,
       center,
       nearest
FROM ST_LargestEmptyCircle(
  ST_Collect(
    'MULTIPOINT ((70 50), (60 130), (130 150), (80 90))'::geometry,
    'POLYGON ((90 190, 10 100, 60 10, 190 40, 120 100, 190 180, 90 190))'::geometry) ←
    ,
    'POLYGON ((90 190, 10 100, 60 10, 190 40, 120 100, 190 180, 90 190))'::geometry
  );

```





### 7.14.15 ST\_MinimumBoundingRadius

`ST_MinimumBoundingRadius` — Returns the center point and radius of the smallest circle that contains a geometry.

#### Synopsis

(geometry, double precision) **ST\_MinimumBoundingRadius**(geometry geom);

☒☒

Computes the center point and radius of the smallest circle that contains a geometry. Returns a record with fields:

- center - center point of the circle
- radius - radius of the circle

Use with [ST\\_Collect](#) to get the minimum bounding circle of a set of geometries.

To compute two points lying on the minimum circle (the "maximum diameter") use [ST\\_LongestLine](#).

2.3.0 ☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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

☒☒

[ST\\_Collect](#), [ST\\_MinimumBoundingCircle](#), [ST\\_LongestLine](#)

### 7.14.16 ST\_OrientedEnvelope

`ST_OrientedEnvelope` — Returns a minimum-area rectangle containing a geometry.

#### Synopsis

geometry **ST\_OrientedEnvelope**( geometry geom );

☒☒

Returns the minimum-area rotated rectangle enclosing a geometry. Note that more than one such rectangle may exist. May return a Point or LineString in the case of degenerate inputs.

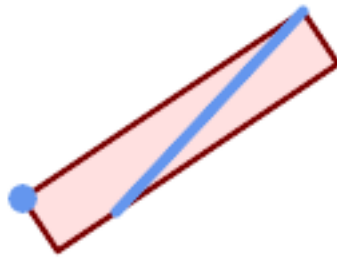
Availability: 2.5.0.

Requires GEOS >= 3.6.0.

☒☒

```
SELECT ST_AsText(ST_OrientedEnvelope('MULTIPOINT ((0 0), (-1 -1), (3 2))'));

      st_astext
-----
POLYGON((3 2,2.88 2.16,-1.12 -0.84,-1 -1,3 2))
```



*Oriented envelope of a point and linestring.*

```
SELECT ST_AsText(ST_OrientedEnvelope(
  ST_Collect(
    ST_GeomFromText('LINESTRING(55 75,125 150)'),
    ST_Point(20, 80))
  ) As wktenv;

wktenv
-----
POLYGON((19.9999999999997 79.9999999999999,33.0769230769229 ↔
  60.3846153846152,138.076923076924 130.384615384616,125.000000000001 ↔
  150.000000000001,19.9999999999997 79.9999999999999))
```

☒☒

**ST\_Envelope ST\_MinimumBoundingCircle**

### 7.14.17 ST\_OffsetCurve

**ST\_OffsetCurve** — Returns an offset line at a given distance and side from an input line.

#### Synopsis

geometry **ST\_OffsetCurve**(geometry line, float signed\_distance, text style\_parameters=“);

ST\_OffsetCurve

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. Useful for computing parallel lines about a center line.

For positive distance the offset is on the left side of the input line and retains the same direction. For a negative distance it is on the right side and in the opposite direction.

ST\_OffsetCurve(geometry, float, text)

Note that output may be a MULTILINESTRING or EMPTY for some jigsaw-shaped input geometries.

ST\_OffsetCurve(geometry, float, text) = ST\_OffsetCurve(geometry, float, text, text):

- 'quad\_segs=#' : 整数 (quarter circle) 的段数 (默认为 8)
- 'join=round|mitre|bevel' : 连接方式 ("round" (round), "mitre" (mitre), "bevel" (bevel))
- 'mitre limit=#.#' : 限制值 (默认为 2.0)。'mitre\_limit' 和 'miter\_limit' 是别名。

GEOS 兼容性

Behavior changed in GEOS 3.11 so offset curves now have the same direction as the input line, for both positive and negative offsets.

2.0 兼容性

Enhanced: 2.5 - added support for GEOMETRYCOLLECTION and MULTILINESTRING




**Note**

This function ignores the Z dimension. It always gives a 2D result even when used on a 3D geometry.

ST\_Union

ST\_Union(geometry, geometry)

```
SELECT ST_Union(
  ST_OffsetCurve(f.geom, f.width/2, 'quad_segs=4 join=round'),
  ST_OffsetCurve(f.geom, -f.width/2, 'quad_segs=4 join=round')
) as track
FROM someroadstable;
```




15, 'quad\_segs=4 join=round'  
15

```
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)
```

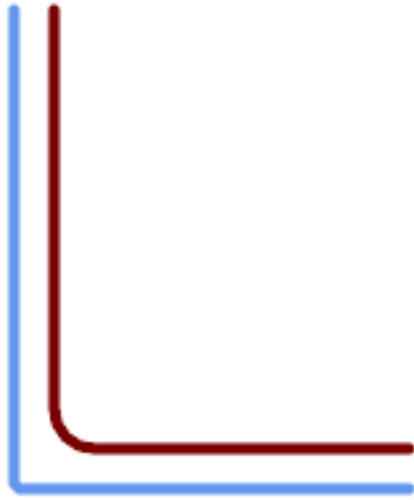


-15, 'quad\_segs=4  
join=round' -15

```
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)
```

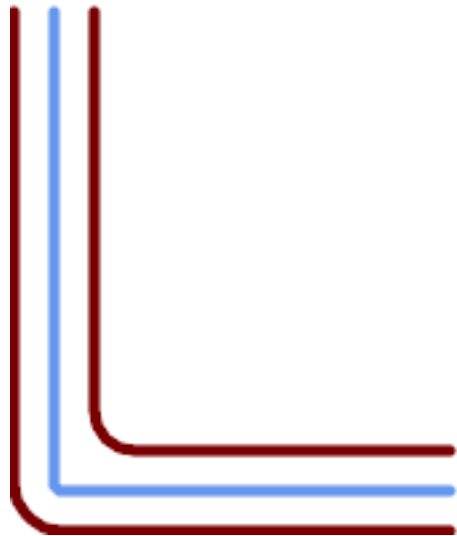


此圖展示了兩個 L 形曲線。左側的藍色曲線是原始的 L 形，右側的紅色曲線是向外偏移 15 個單位的結果。由於使用了圓角（round join），拐角處平滑過渡。偏移量為 -30 + 15 = -15。

```
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)
```



此圖展示了兩個 L 形曲線。左側的藍色曲線是原始的 L 形，右側的紅色曲線是向外偏移 15 個單位的結果。由於使用了圓角（round join），拐角處平滑過渡。偏移量為 -30 + 15 = -15。

```
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),
  (164 31,46 31,40.2597485145236
  32.1418070123307,35.3933982822018 35.3933982822018,
  32.1418070123307 40.2597485145237,31
  46,31 195))
```





☒☒

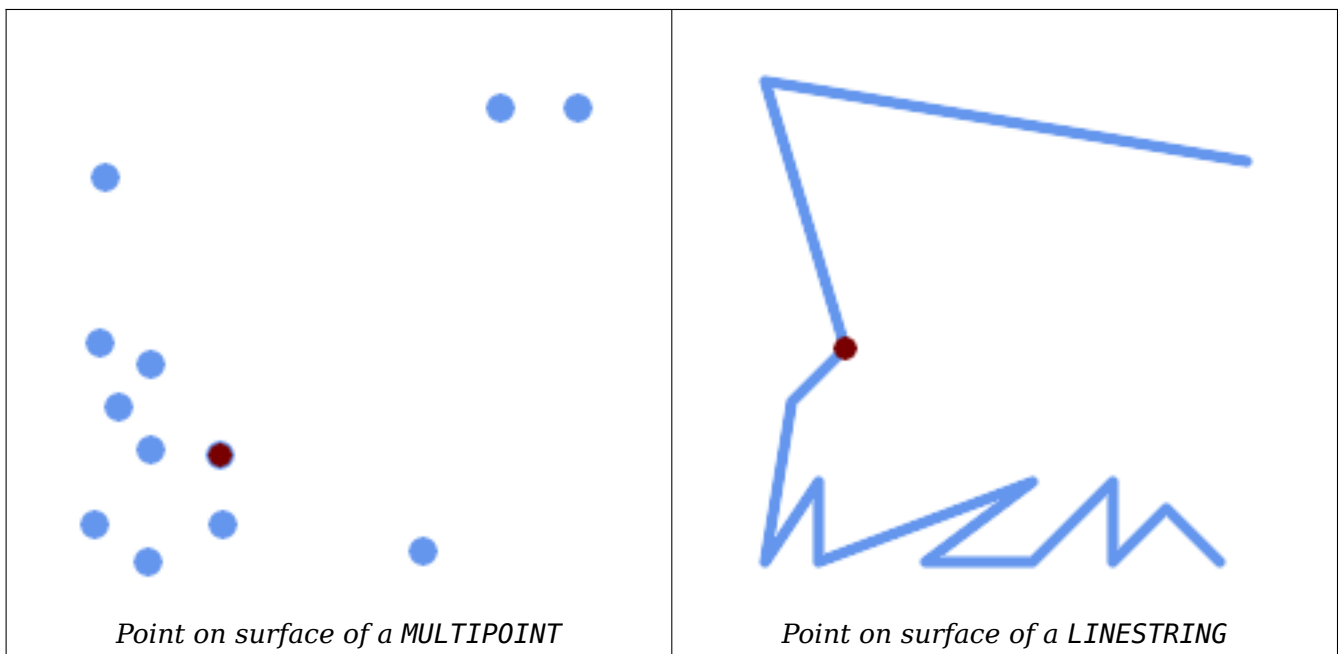
Returns a POINT which is guaranteed to lie in the interior of a surface (POLYGON, MULTIPOLYGON, and CURVEPOLYGON). In PostGIS this function also works on line and point geometries.

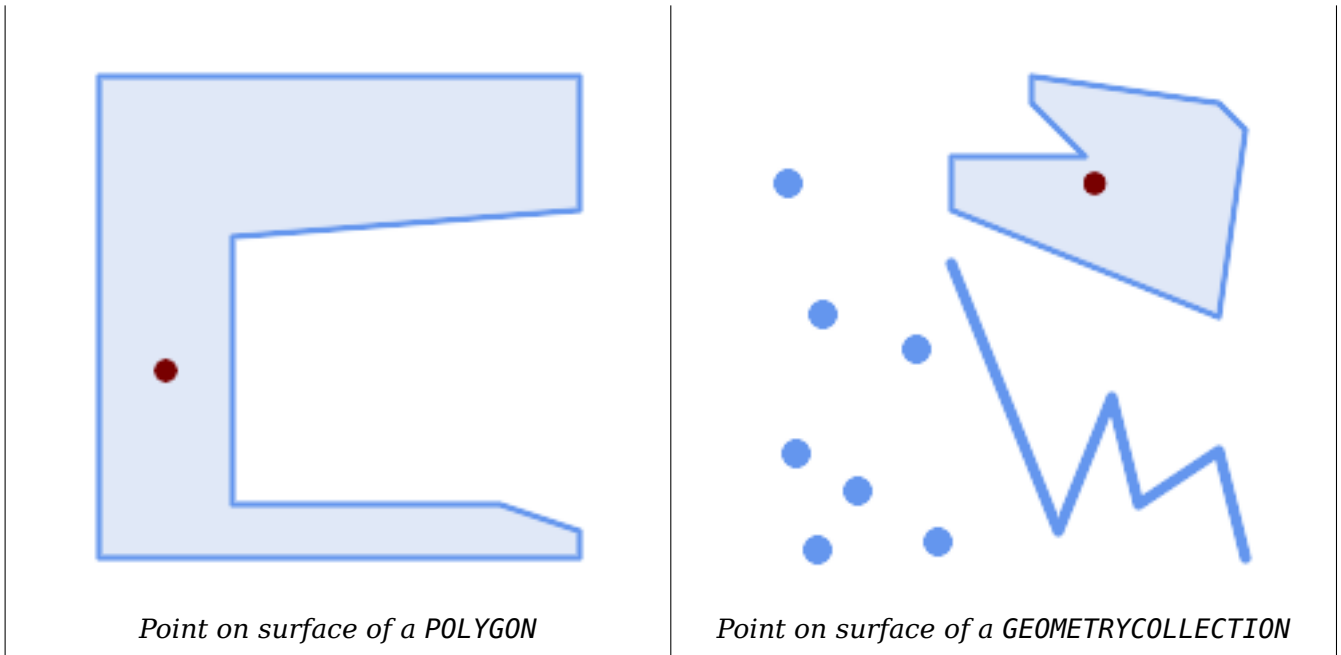
✔ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.14.2 // s3.2.18.2](#)

✔ This method implements the SQL/MM specification. SQL-MM 3: 8.1.5, 9.5.6. The specifications define ST\_PointOnSurface for surface geometries only. PostGIS extends the function to support all common geometry types. Other databases (Oracle, DB2, ArcSDE) seem to support this function only for surfaces. SQL Server 2008 supports all common geometry types.

✔ This function supports 3d and will not drop the z-index.

☒☒





```

SELECT ST_AsText(ST_PointOnSurface('POINT(0 5)>::geometry));
-----
POINT(0 5)

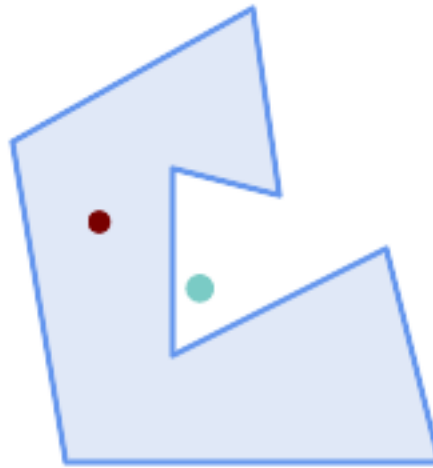
SELECT ST_AsText(ST_PointOnSurface('LINESTRING(0 5, 0 10)>::geometry));
-----
POINT(0 5)

SELECT ST_AsText(ST_PointOnSurface('POLYGON((0 0, 0 5, 5 5, 5 0, 0 0))>::geometry));
-----
POINT(2.5 2.5)

SELECT ST_AsEWKT(ST_PointOnSurface(ST_GeomFromEWKT('LINESTRING(0 5 1, 0 0 1, 0 10 2)')));
-----
POINT(0 0 1)

```

**Example:** The result of `ST_PointOnSurface` is guaranteed to lie within polygons, whereas the point computed by `ST_Centroid` may be outside.



*Red: point on surface; Green: centroid*

```
SELECT ST_AsText(ST_PointOnSurface(geom)) AS pt_on_surf,
       ST_AsText(ST_Centroid(geom)) AS centroid
FROM (SELECT 'POLYGON ((130 120, 120 190, 30 140, 50 20, 190 20,
                       170 100, 90 60, 90 130, 130 120))'::geometry AS geom) AS t;
```

pt_on_surf	centroid
POINT(62.5 110)	POINT(100.18264840182648 85.11415525114155)

☒☒

[ST\\_Centroid](#), [ST\\_MaximumInscribedCircle](#)

### 7.14.19 ST\_Polygonize

**ST\_Polygonize** — Computes a collection of polygons formed from the linework of a set of geometries.

#### Synopsis

```
geometry ST_Polygonize(geometry set geomfield);
geometry ST_Polygonize(geometry[] geom_array);
```

☒☒

Creates a GeometryCollection containing the polygons formed by the linework of a set of geometries. If the input linework does not form any polygons, an empty GeometryCollection is returned.

This function creates polygons covering all delimited areas. If the result is intended to form a valid polygonal geometry, use [ST\\_BuildArea](#) to prevent holes being filled.



**Note**

The input linework must be correctly noded for this function to work properly. To ensure input is noded use [ST\\_Node](#) on the input geometry before polygonizing.



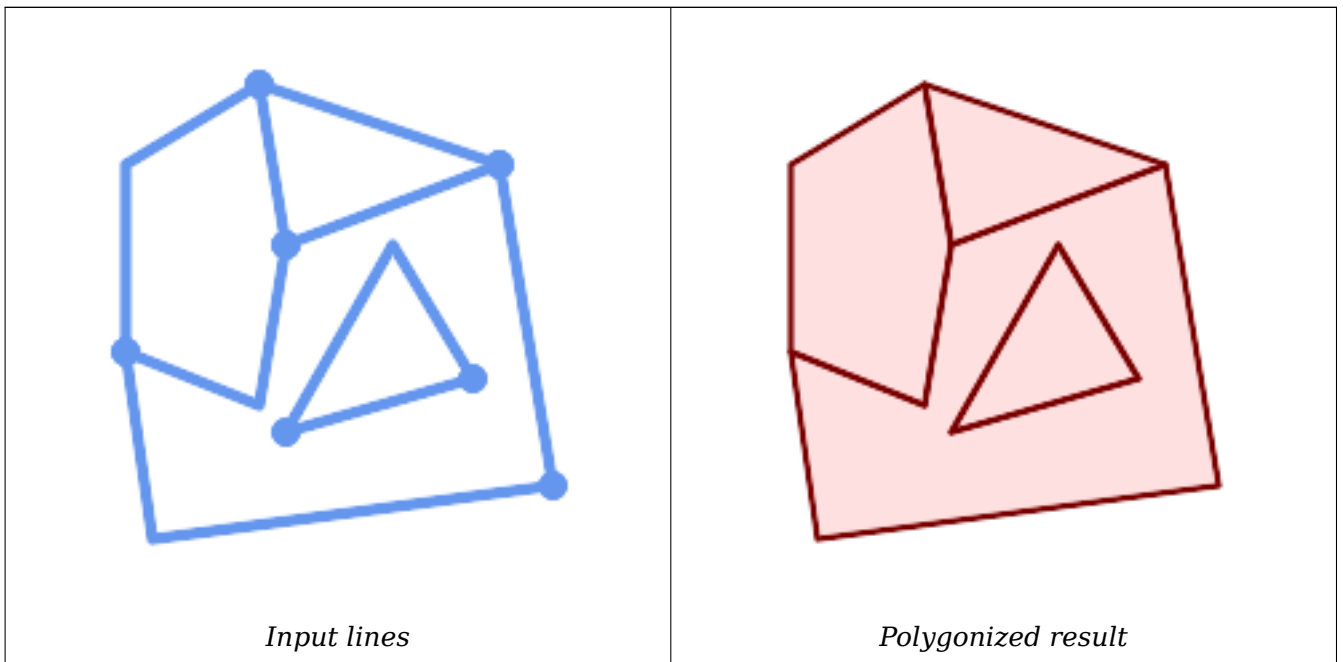
**Note**

GeometryCollections can be difficult to handle with external tools. Use `ST_Dump` to convert the polygonized result into separate polygons.

GEOS 3.11.0

1.0.0RC1 简体中文

图



```

WITH data(geom) AS (VALUES
  ('LINESTRING (180 40, 30 20, 20 90)::geometry')
  ,('LINESTRING (180 40, 160 160)::geometry')
  ,('LINESTRING (80 60, 120 130, 150 80)::geometry')
  ,('LINESTRING (80 60, 150 80)::geometry')
  ,('LINESTRING (20 90, 70 70, 80 130)::geometry')
  ,('LINESTRING (80 130, 160 160)::geometry')
  ,('LINESTRING (20 90, 20 160, 70 190)::geometry')
  ,('LINESTRING (70 190, 80 130)::geometry')
  ,('LINESTRING (70 190, 160 160)::geometry')
)
SELECT ST_AsText( ST_Polygonize( geom ) )
FROM data;
-----
GEOMETRYCOLLECTION (POLYGON ((180 40, 30 20, 20 90, 70 70, 80 130, 160 160, 180 40), (150 ←
  80, 120 130, 80 60, 150 80)),
  POLYGON ((20 90, 20 160, 70 190, 80 130, 70 70, 20 90)),
  POLYGON ((160 160, 80 130, 70 190, 160 160)),
  POLYGON ((80 60, 120 130, 150 80, 80 60)))
    
```

Polygonizing a table of linestrings:

```

SELECT ST_AsEWKT(ST_Polygonize(geom_4269)) As geomtextrep
FROM (SELECT geom_4269 FROM ma.suffolk_edges) As foo;

-----
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)))

--Use ST_Dump to dump out the polygonize geoms into individual polygons
SELECT ST_AsEWKT((ST_Dump(t.polycoll)).geom) AS geomtextrep
FROM (SELECT ST_Polygonize(geom_4269) AS polycoll
      FROM (SELECT geom_4269 FROM ma.suffolk_edges)
           As foo) AS t;

-----
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))

```

☒☒

[ST\\_BuildArea](#), [ST\\_Dump](#), [ST\\_Node](#)

### 7.14.20 ST\_ReducePrecision

`ST_ReducePrecision` — Returns a valid geometry with points rounded to a grid tolerance.

#### Synopsis

geometry **ST\_ReducePrecision**(geometry g, float8 gridsize);

☒☒

Returns a valid geometry with all points rounded to the provided grid tolerance, and features below the tolerance removed.

Unlike [ST\\_SnapToGrid](#) the returned geometry will be valid, with no ring self-intersections or collapsed components.

Precision reduction can be used to:

- match coordinate precision to the data accuracy
- reduce the number of coordinates needed to represent a geometry
- ensure valid geometry output to formats which use lower precision (e.g. text formats such as WKT, GeoJSON or KML when the number of output decimal places is limited).
- export valid geometry to systems which use lower or limited precision (e.g. SDE, Oracle tolerance value)

Availability: 3.1.0.

Requires GEOS >= 3.9.0.

☒☒

```
SELECT ST_AsText(ST_ReducePrecision('POINT(1.412 19.323)', 0.1));
      st_astext
-----
POINT(1.4 19.3)

SELECT ST_AsText(ST_ReducePrecision('POINT(1.412 19.323)', 1.0));
      st_astext
-----
POINT(1 19)

SELECT ST_AsText(ST_ReducePrecision('POINT(1.412 19.323)', 10));
      st_astext
-----
POINT(0 20)
```

Precision reduction can reduce number of vertices

```
SELECT ST_AsText(ST_ReducePrecision('LINESTRING (10 10, 19.6 30.1, 20 30, 20.3 30, 40 40)', 1));
      st_astext
-----
LINESTRING (10 10, 20 30, 40 40)
```

Precision reduction splits polygons if needed to ensure validity

```
SELECT ST_AsText(ST_ReducePrecision('POLYGON ((10 10, 60 60.1, 70 30, 40 40, 50 10, 10 10))', 10));
      st_astext
-----
MULTIPOLYGON (((60 60, 70 30, 40 40, 60 60)), ((40 40, 50 10, 10 10, 40 40)))
```

☒☒

[ST\\_SnapToGrid](#), [ST\\_Simplify](#), [ST\\_SimplifyVW](#)

### 7.14.21 ST\_SharedPaths

`ST_SharedPaths` — [PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#).

#### Synopsis

geometry **ST\_SharedPaths**(geometry lineal1, geometry lineal2);

☒☒

[PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#). [PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#), [PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#).

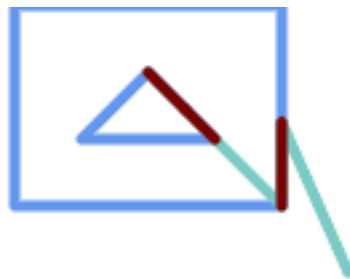
GEOS [GEOS 3.10.0](#)

2.0.0 [PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#).

☒☒: [PostGIS 3.5.2 ST\\_SharedPaths\(geom1, geom2\)](#)



共享边



共享边

```
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)
```



same example but linestring orientation flipped

```
SELECT ST_AsText(
  ST_SharedPaths(
    ST_GeomFromText('LINESTRING(76 175,90 161,126 125,126 156.25,151 100)'),
    ST_GeomFromText('MULTILINESTRING((26 125,26 200,126 200,126 125,26 125),
      (51 150,101 150,76 175,51 150))')
  )
) As wkt
```

wkt

```
-----
GEOMETRYCOLLECTION(MULTILINESTRING EMPTY,
MULTILINESTRING((76 175,90 161),(90 161,101 150),(126 125,126 156.25)))
```

☒☒

[ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_NumGeometries](#)

## 7.14.22 ST\_Simplify

`ST_Simplify` — Returns a simplified representation of a geometry, using the Douglas-Peucker algorithm.

### Synopsis

```
geometry ST_Simplify(geometry geom, float tolerance);
geometry ST_Simplify(geometry geom, float tolerance, boolean preserveCollapsed);
```

☒☒

Computes a simplified representation of a geometry using the [Douglas-Peucker algorithm](#). The simplification tolerance is a distance value, in the units of the input SRS. Simplification removes vertices which are within the tolerance distance of the simplified linework. The result may not be valid even if the input is.

The function can be called with any kind of geometry (including GeometryCollections), but only line and polygon elements are simplified. Endpoints of linear geometry are preserved.

The `preserveCollapsed` flag retains small geometries that would otherwise be removed at the given tolerance. For example, if a 1m long line is simplified with a 10m tolerance, when `preserveCollapsed` is true the line will not disappear. This flag is useful for rendering purposes, to prevent very small features disappearing from a map.



### Note

The returned geometry may lose its simplicity (see [ST\\_IsSimple](#)), topology may not be preserved, and polygonal results may be invalid (see [ST\\_IsValid](#)). Use [ST\\_SimplifyPreserveTopology](#) to preserve topology and ensure validity.



**Note**

This function does not preserve boundaries shared between polygons. Use `ST_CoverageSimplify` if this is required.

1.2.2 简化几何体。

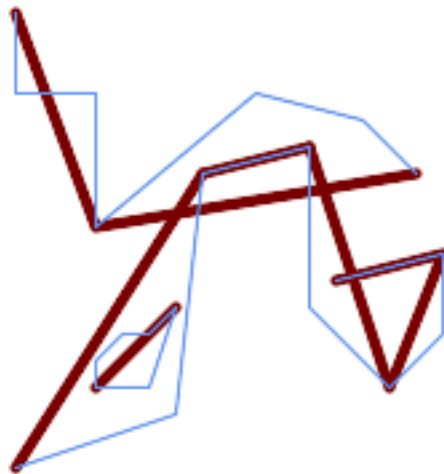
简介

以下 SQL 语句展示了如何简化几何体。

```
SELECT ST_Npoints(geom) AS np_before,
       ST_NPoints(ST_Simplify(geom, 0.1)) AS np01_notbadcircle,
       ST_NPoints(ST_Simplify(geom, 0.5)) AS np05_notquitecircle,
       ST_NPoints(ST_Simplify(geom, 1)) AS np1_octagon,
       ST_NPoints(ST_Simplify(geom, 10)) AS np10_triangle,
       (ST_Simplify(geom, 100) is null) AS np100_geometrygoesaway
FROM (SELECT ST_Buffer('POINT(1 3)', 10,12) As geom) AS t;
```

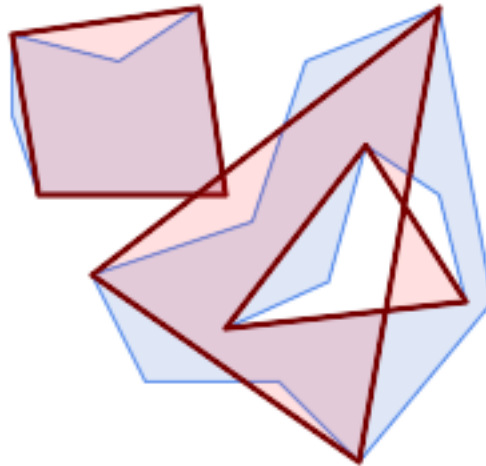
np_before	np01_notbadcircle	np05_notquitecircle	np1_octagon	np10_triangle	np100_geometrygoesaway
49	33	17	9	4	t

简化一组线条。线条可能在简化后相交。



```
SELECT ST_Simplify(
  'MULTILINESTRING ((20 180, 20 150, 50 150, 50 100, 110 150, 150 140, 170 120), (20 10, 80 30, 90 120), (90 120, 130 130), (130 130, 130 70, 160 40, 180 60, 180 90, 140 80), (50 40, 70 40, 80 70, 70 60, 60 60, 50 50, 50 40))',
  40);
```

简化一个 MultiPolygon。多边形结果可能是无效的。



```
SELECT ST_Simplify(
  'MULTIPOLYGON (((90 110, 80 180, 50 160, 10 170, 10 140, 20 110, 90 110)), ((40 80, 100 ←
    100, 120 160, 170 180, 190 70, 140 10, 110 40, 60 40, 40 80)), (180 70, 170 110, 142.5 ←
    128.5, 128.5 77.5, 90 60, 180 70)))',
  40);
```

☒☒

[ST\\_IsSimple](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_SimplifyVW](#), [ST\\_CoverageSimplify](#), [Topology ST\\_Simplify](#)

### 7.14.23 ST\_SimplifyPreserveTopology

`ST_SimplifyPreserveTopology` — Returns a simplified and valid representation of a geometry, using the Douglas-Peucker algorithm.

#### Synopsis

geometry **ST\_SimplifyPreserveTopology**(geometry geom, float tolerance);

☒☒

Computes a simplified representation of a geometry using a variant of the [Douglas-Peucker algorithm](#) which limits simplification to ensure the result has the same topology as the input. The simplification tolerance is a distance value, in the units of the input SRS. Simplification removes vertices which are within the tolerance distance of the simplified linework, as long as topology is preserved. The result will be valid and simple if the input is.

The function can be called with any kind of geometry (including `GeometryCollections`), but only line and polygon elements are simplified. For polygonal inputs, the result will have the same number of rings (shells and holes), and the rings will not cross. Ring endpoints may be simplified. For linear inputs, the result will have the same number of lines, and lines will not intersect if they did not do so in the original geometry. Endpoints of linear geometry are preserved.



**Note**

This function does not preserve boundaries shared between polygons. Use `ST_CoverageSimplify` if this is required.

GEOS

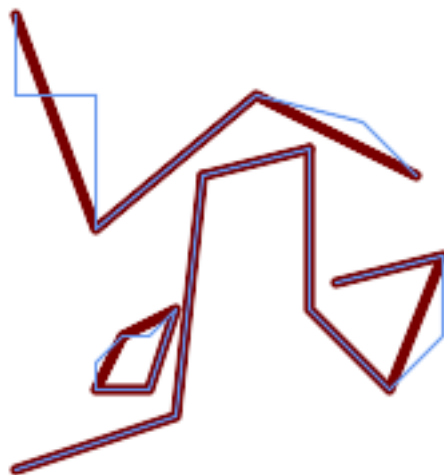
1.3.3

For the same example as `ST_Simplify`, `ST_SimplifyPreserveTopology` prevents oversimplification. The circle can at most become a square.

```
SELECT ST_Npoints(geom) AS np_before,
       ST_NPoints(ST_SimplifyPreserveTopology(geom, 0.1)) AS np01_notbadcircle,
       ST_NPoints(ST_SimplifyPreserveTopology(geom, 0.5)) AS np05_notquitecircle,
       ST_NPoints(ST_SimplifyPreserveTopology(geom, 1)) AS np1_octagon,
       ST_NPoints(ST_SimplifyPreserveTopology(geom, 10)) AS np10_square,
       ST_NPoints(ST_SimplifyPreserveTopology(geom, 100)) AS np100_stillsquare
FROM (SELECT ST_Buffer('POINT(1 3)', 10,12) AS geom) AS t;
```

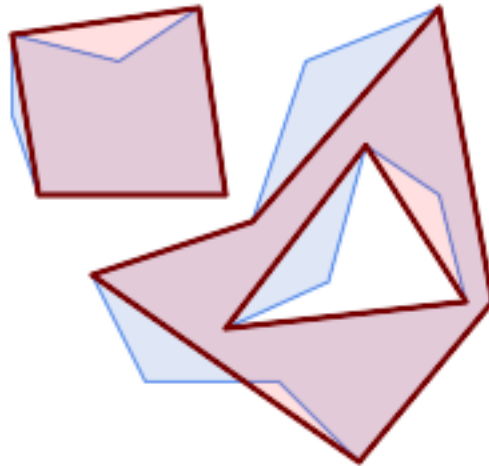
np_before	np01_notbadcircle	np05_notquitecircle	np1_octagon	np10_square	
49	33	17	9	5	
	5				

Simplifying a set of lines, preserving topology of non-intersecting lines.



```
SELECT ST_SimplifyPreserveTopology(
'MULTILINESTRING ((20 180, 20 150, 50 150, 50 100, 110 150, 150 140, 170 120), (20 10, 80 30, 90 120), (90 120, 130 130), (130 130, 130 70), 160 40, 180 60, 180 90, 140 80), (50 40, 70 40, 80 70, 70 60, 60 60, 50 50, 50 40))',
40);
```

Simplifying a MultiPolygon, preserving topology of shells and holes.



```
SELECT ST_SimplifyPreserveTopology(
  'MULTIPOLYGON (((90 110, 80 180, 50 160, 10 170, 10 140, 20 110, 90 110)), ((40 80, 100 ←
    100, 120 160, 170 180, 190 70, 140 10, 110 40, 60 40, 40 80), (180 70, 170 110, 142.5 ←
    128.5, 128.5 77.5, 90 60, 180 70)))',
  40);
```

☒☒

[ST\\_Simplify](#), [ST\\_SimplifyVW](#), [ST\\_CoverageSimplify](#)

### 7.14.24 ST\_SimplifyPolygonHull

`ST_SimplifyPolygonHull` — Computes a simplified topology-preserving outer or inner hull of a polygonal geometry.

#### Synopsis

```
geometry ST_SimplifyPolygonHull(geometry param_geom, float vertex_fraction, boolean is_outer = true);
```

☒☒

Computes a simplified topology-preserving outer or inner hull of a polygonal geometry. An outer hull completely covers the input geometry. An inner hull is completely covered by the input geometry. The result is a polygonal geometry formed by a subset of the input vertices. MultiPolygons and holes are handled and produce a result with the same structure as the input.

The reduction in vertex count is controlled by the `vertex_fraction` parameter, which is a number in the range 0 to 1. Lower values produce simpler results, with smaller vertex count and less concaveness. For both outer and inner hulls a vertex fraction of 1.0 produces the original geometry. For outer hulls a value of 0.0 produces the convex hull (for a single polygon); for inner hulls it produces a triangle.

The simplification process operates by progressively removing concave corners that contain the least amount of area, until the vertex count target is reached. It prevents edges from crossing, so the result is always a valid polygonal geometry.

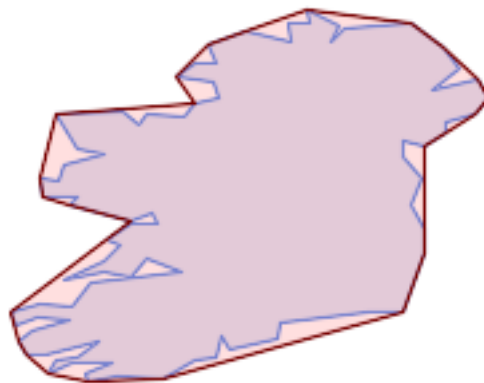
To get better results with geometries that contain relatively long line segments, it might be necessary to "segmentize" the input, as shown below.

GEOS ☒☒☒☒☒

Availability: 3.3.0.

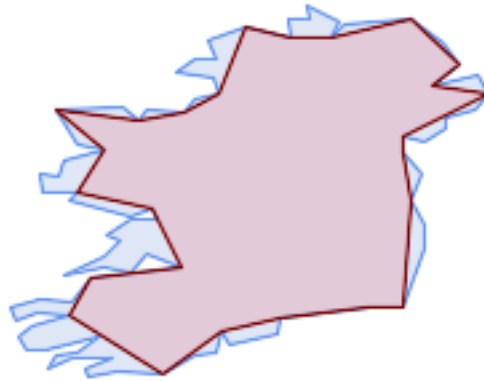
Requires GEOS >= 3.11.0.

☒☒



*Outer hull of a Polygon*

```
SELECT ST_SimplifyPolygonHull(  
  'POLYGON ((131 158, 136 163, 161 165, 173 156, 179 148, 169 140, 186 144, 190 137, 185 ↵  
    131, 174 128, 174 124, 166 119, 158 121, 158 115, 165 107, 161 97, 166 88, 166 79, 158 ↵  
    57, 145 57, 112 53, 111 47, 93 43, 90 48, 88 40, 80 39, 68 32, 51 33, 40 31, 39 34, ↵  
    49 38, 34 38, 25 34, 28 39, 36 40, 44 46, 24 41, 17 41, 14 46, 19 50, 33 54, 21 55, 13 ↵  
    52, 11 57, 22 60, 34 59, 41 68, 75 72, 62 77, 56 70, 46 72, 31 69, 46 76, 52 82, 47 ↵  
    84, 56 90, 66 90, 64 94, 56 91, 33 97, 36 100, 23 100, 22 107, 29 106, 31 112, 46 116, ↵  
    36 118, 28 131, 53 132, 59 127, 62 131, 76 130, 80 135, 89 137, 87 143, 73 145, 80 ↵  
    150, 88 150, 85 157, 99 162, 116 158, 115 165, 123 165, 122 170, 134 164, 131 158))',  
  0.3);
```



*Inner hull of a Polygon*

```
SELECT ST_SimplifyPolygonHull(
  'POLYGON ((131 158, 136 163, 161 165, 173 156, 179 148, 169 140, 186 144, 190 137, 185 ↵
    131, 174 128, 174 124, 166 119, 158 121, 158 115, 165 107, 161 97, 166 88, 166 79, 158 ↵
    57, 145 57, 112 53, 111 47, 93 43, 90 48, 88 40, 80 39, 68 32, 51 33, 40 31, 39 34, ↵
    49 38, 34 38, 25 34, 28 39, 36 40, 44 46, 24 41, 17 41, 14 46, 19 50, 33 54, 21 55, 13 ↵
    52, 11 57, 22 60, 34 59, 41 68, 75 72, 62 77, 56 70, 46 72, 31 69, 46 76, 52 82, 47 ↵
    84, 56 90, 66 90, 64 94, 56 91, 33 97, 36 100, 23 100, 22 107, 29 106, 31 112, 46 116, ↵
    36 118, 28 131, 53 132, 59 127, 62 131, 76 130, 80 135, 89 137, 87 143, 73 145, 80 ↵
    150, 88 150, 85 157, 99 162, 116 158, 115 165, 123 165, 122 170, 134 164, 131 158))',
  0.3, false);
```



*Outer hull simplification of a MultiPolygon, with segmentization*

```
SELECT ST_SimplifyPolygonHull(
  ST_Segmentize(ST_Letters('xt'), 2.0),
  0.1);
```

☒☒

[ST\\_ConvexHull](#), [ST\\_SimplifyVW](#), [ST\\_ConcaveHull](#), [ST\\_Segmentize](#)

### 7.14.25 ST\_SimplifyVW

ST\_SimplifyVW — Returns a simplified representation of a geometry, using the Visvalingam-Whyatt algorithm

#### Synopsis

geometry **ST\_SimplifyVW**(geometry geom, float tolerance);

Returns a simplified representation of a geometry using the **Visvalingam-Whyatt algorithm**. The simplification tolerance is an area value, in the units of the input SRS. Simplification removes vertices which form "corners" with area less than the tolerance. The result may not be valid even if the input is.

The function can be called with any kind of geometry (including GeometryCollections), but only line and polygon elements are simplified. Endpoints of linear geometry are preserved.

---

**Note** The returned geometry may lose its simplicity (see [ST\\_IsSimple](#)), topology may not be preserved, and polygonal results may be invalid (see [ST\\_IsValid](#)). Use [ST\\_SimplifyPreserveTopology](#) to preserve topology and ensure validity. [ST\\_CoverageSimplify](#) also preserves topology and validity.

---

**Note** This function does not preserve boundaries shared between polygons. Use [ST\\_CoverageSimplify](#) if this is required.

---

**Note** `ST_SimplifyVW(geom, tolerance)` is equivalent to `ST_Simplify(geom, tolerance)`.

---

2.2.0

A LineString is simplified with a minimum-area tolerance of 30.

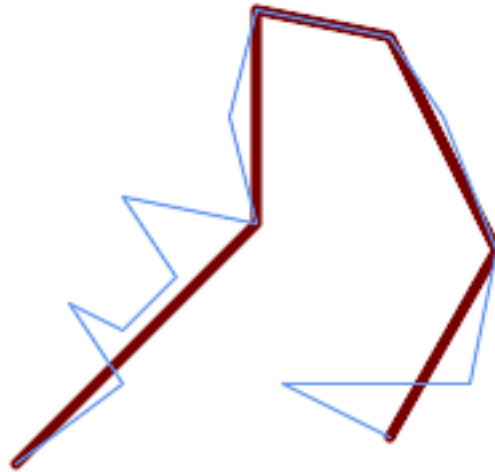
```
SELECT ST_AsText(ST_SimplifyVW(geom,30)) simplified
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry AS geom) AS t;

simplified
-----
LINESTRING(5 2,7 25,10 10)
```

Simplifying a line.

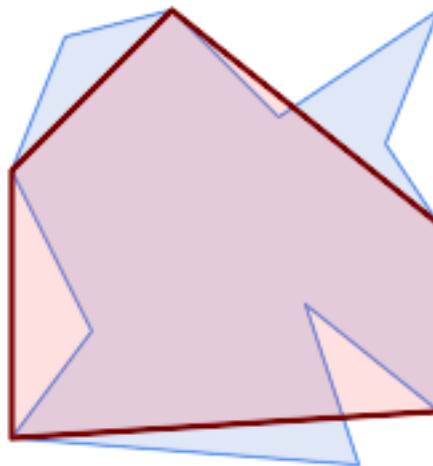
---





```
SELECT ST_SimplifyVW(
  'LINESTRING (10 10, 50 40, 30 70, 50 60, 70 80, 50 110, 100 100, 90 140, 100 180, 150 ←
    170, 170 140, 190 90, 180 40, 110 40, 150 20)',
  1600);
```

Simplifying a polygon.



```
SELECT ST_SimplifyVW(
  'MULTIPOLYGON (((90 110, 80 180, 50 160, 10 170, 10 140, 20 110, 90 110)), ((40 80, 100 ←
    100, 120 160, 170 180, 190 70, 140 10, 110 40, 60 40, 40 80), (180 70, 170 110, 142.5 ←
    128.5, 128.5 77.5, 90 60, 180 70))))',
  40);
```

☒☒

[ST\\_SetEffectiveArea](#), [ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_CoverageSimplify](#), [Topology ST\\_Simpl](#)

### 7.14.26 ST\_SetEffectiveArea

`ST_SetEffectiveArea` — Sets the effective area for each vertex, using the Visvalingam-Whyatt algorithm.



☒☒

[ST\\_SimplifyVW](#)

### 7.14.27 ST\_TriangulatePolygon

ST\_TriangulatePolygon — Computes the constrained Delaunay triangulation of polygons

#### Synopsis

geometry **ST\_TriangulatePolygon**(geometry geom);

☒☒

Computes the constrained Delaunay triangulation of polygons. Holes and Multipolygons are supported.

The “constrained Delaunay triangulation” of a polygon is a set of triangles formed from the vertices of the polygon, and covering it exactly, with the maximum total interior angle over all possible triangulations. It provides the “best quality” triangulation of the polygon.

Availability: 3.3.0.

Requires GEOS >= 3.11.0.

☒☒

Triangulation of a square.

```
SELECT ST_AsText(
  ST_TriangulatePolygon('POLYGON((0 0, 0 1, 1 1, 1 0, 0 0))');

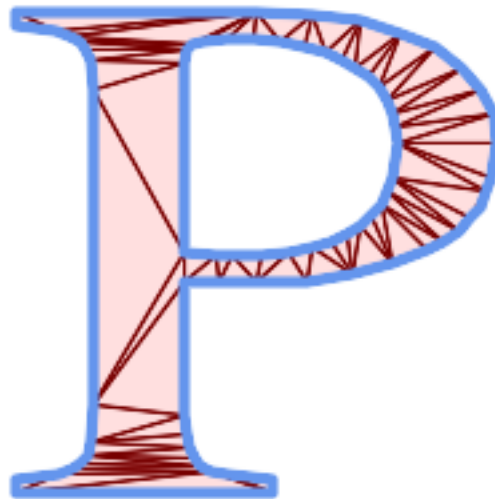
```

st_astext
-----
GEOMETRYCOLLECTION(POLYGON((0 0,0 1,1 1,0 0)),POLYGON((1 1,1 0,0 0,1 1)))

☒☒

Triangulation of the letter P.

```
SELECT ST_AsText(ST_TriangulatePolygon(
  'POLYGON ((26 17, 31 19, 34 21, 37 24, 38 29, 39 43, 39 161, 38 172, 36 176, 34 179, 30 ←
    181, 25 183, 10 185, 10 190, 100 190, 121 189, 139 187, 154 182, 167 177, 177 169, ←
    184 161, 189 152, 190 141, 188 128, 186 123, 184 117, 180 113, 176 108, 170 104, 164 ←
    101, 151 96, 136 92, 119 89, 100 89, 86 89, 73 89, 73 39, 74 32, 75 27, 77 23, 79 ←
    20, 83 18, 89 17, 106 15, 106 10, 10 10, 10 15, 26 17), (152 147, 151 152, 149 157, ←
    146 162, 142 166, 137 169, 132 172, 126 175, 118 177, 109 179, 99 180, 89 180, 80 ←
    179, 76 178, 74 176, 73 171, 73 100, 85 99, 91 99, 102 99, 112 100, 121 102, 128 ←
    104, 134 107, 139 110, 143 114, 147 118, 149 123, 151 128, 153 141, 152 147))'
));
```



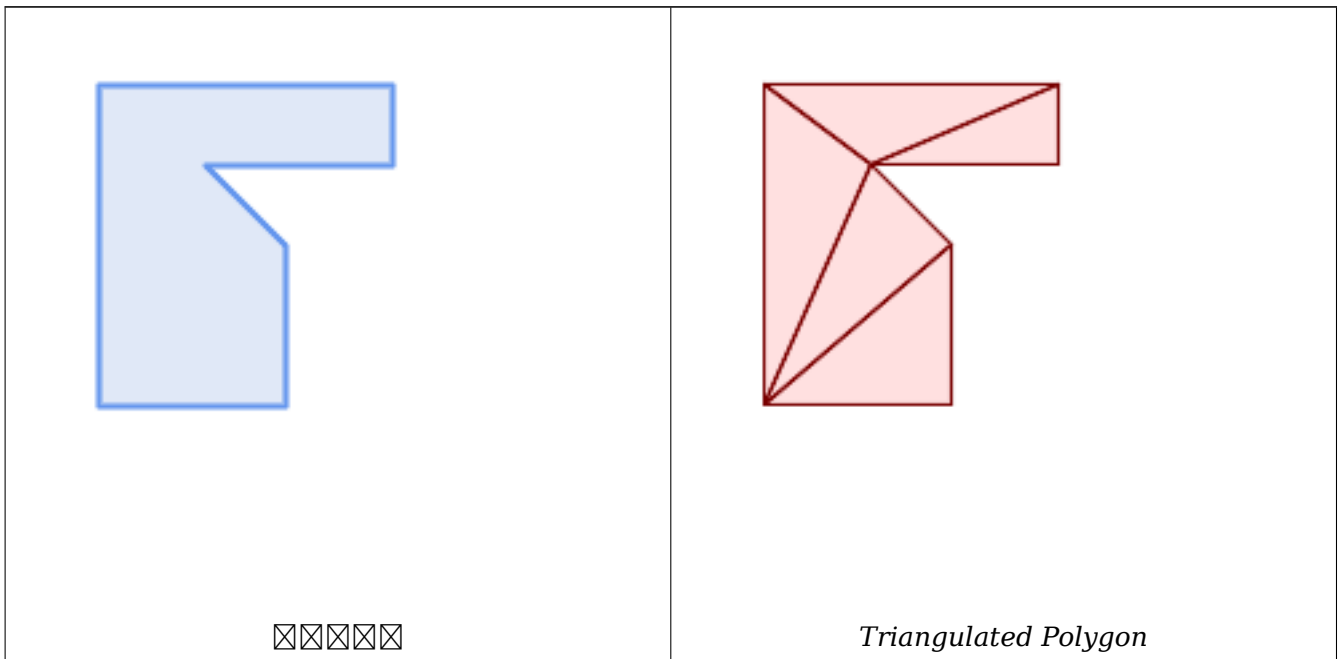
*Polygon Triangulation*

**Same example as ST\_Tessellate**

```
SELECT ST_TriangulatePolygon(
    'POLYGON (( 10 190, 10 70, 80 70, 80 130, 50 160, 120 160, 120 190, 10 190 ←
    ))'::geometry
);
```

ST\_AsText ☒☒☒:

```
GEOMETRYCOLLECTION(POLYGON((50 160,120 190,120 160,50 160))
    ,POLYGON((10 70,80 130,80 70,10 70))
    ,POLYGON((50 160,10 70,10 190,50 160))
    ,POLYGON((120 190,50 160,10 190,120 190))
    ,POLYGON((80 130,10 70,50 160,80 130)))
```



☒☒

[ST\\_ConstrainedDelaunayTriangles](#), [ST\\_DelaunayTriangles](#), [ST\\_Tessellate](#)

### 7.14.28 ST\_VoronoiLines

ST\_VoronoiLines — Returns the boundaries of the Voronoi diagram of the vertices of a geometry.

#### Synopsis

geometry **ST\_VoronoiLines**( geometry geom , float8 tolerance = 0.0 , geometry extend\_to = NULL );

☒☒

Computes a two-dimensional **Voronoi diagram** from the vertices of the supplied geometry and returns the boundaries between cells in the diagram as a MultiLineString. Returns null if input geometry is null. Returns an empty geometry collection if the input geometry contains only one vertex. Returns an empty geometry collection if the extend\_to envelope has zero area.

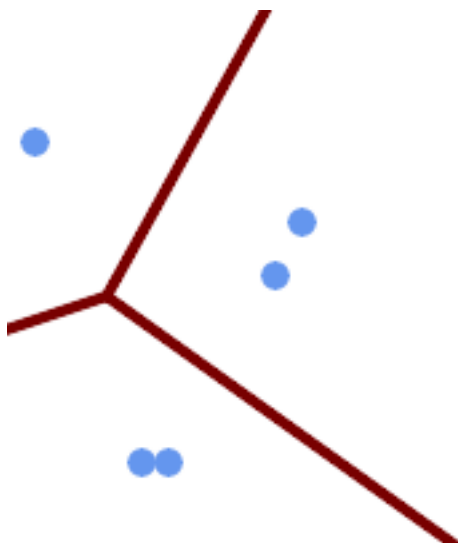
☒☒☒☒☒☒☒☒☒☒:

- **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 present, the diagram is extended to cover the envelope of the supplied geometry, unless smaller than the default envelope (default = NULL, default envelope is the bounding box of the input expanded by about 50%).

GEOS ☒☒☒☒☒

2.3.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒



*Voronoi diagram lines, with tolerance of 30 units*

```
SELECT ST_VoronoiLines(
  'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120)::geometry,
  30) AS geom;
```

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))
```

☒☒

[ST\\_DelaunayTriangles](#), [ST\\_VoronoiPolygons](#)

### 7.14.29 ST\_VoronoiPolygons

ST\_VoronoiPolygons — Returns the cells of the Voronoi diagram of the vertices of a geometry.

#### Synopsis

```
geometry ST_VoronoiPolygons( geometry geom , float8 tolerance = 0.0 , geometry extend_to = NULL );
```

☒☒

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. Returns null if input geometry is null. Returns an empty geometry collection if the input geometry contains only one vertex. Returns an empty geometry collection if the extend\_to envelope has zero area.

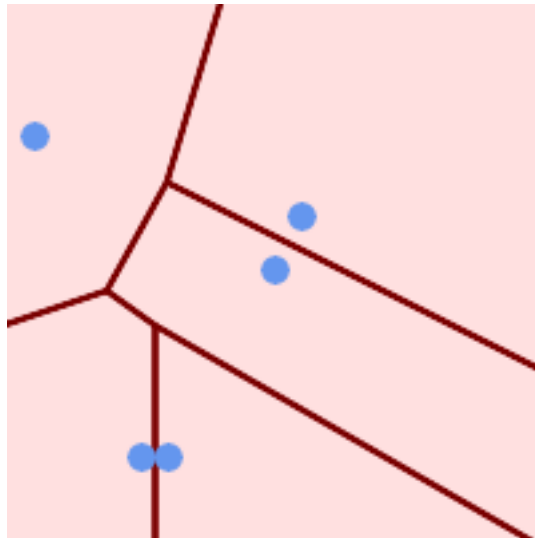
☒☒☒☒☒☒☒☒☒☒:

- **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 present, the diagram is extended to cover the envelope of the supplied geometry, unless smaller than the default envelope (default = NULL, default envelope is the bounding box of the input expanded by about 50%).

GEOS ☒☒☒☒☒☒

2.3.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

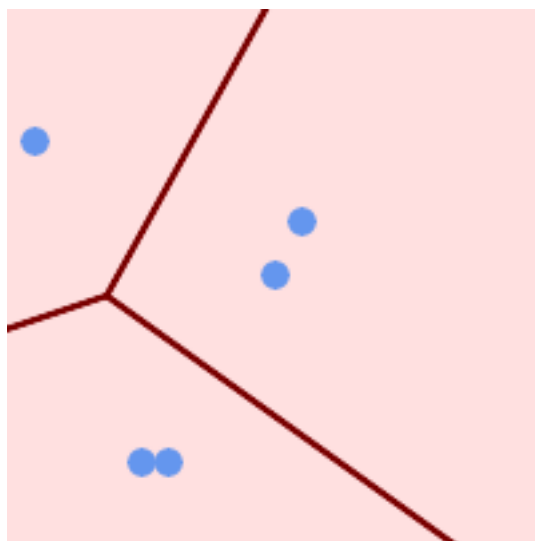
☒☒



*Points overlaid on top of Voronoi diagram*

```
SELECT ST_VoronoiPolygons(
    'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120)>::geometry
) AS geom;
```

```
ST_AsText output
GEOMETRYCOLLECTION(POLYGON((-110 43.33333333333333,-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 diagram, with tolerance of 30 units*

```
SELECT ST_VoronoiPolygons(
  'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120)::geometry,
  30) AS geom;
```

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)))
```

☒☒

[ST\\_DelaunayTriangles](#), [ST\\_VoronoiLines](#)

## 7.15 Coverages

### 7.15.1 ST\_CoverageInvalidEdges

`ST_CoverageInvalidEdges` — Window function that finds locations where polygons fail to form a valid coverage.

#### Synopsis

geometry **ST\_CoverageInvalidEdges**(geometry winset geom, float8 tolerance = 0);

☒☒

A window function which checks if the polygons in the window partition form a valid polygonal coverage. It returns linear indicators showing the location of invalid edges (if any) in each polygon.

A set of valid polygons is a valid coverage if the following conditions hold:

- **Non-overlapping** - polygons do not overlap (their interiors do not intersect)
- **Edge-Matched** - vertices along shared edges are identical

As a window function a value is returned for every input polygon. For polygons which violate one or more of the validity conditions the return value is a MULTILINESTRING containing the problematic edges. Coverage-valid polygons return the value NULL. Non-polygonal or empty geometries also produce NULL values.

The conditions allow a valid coverage to contain holes (gaps between polygons), as long as the surrounding polygons are edge-matched. However, very narrow gaps are often undesirable. If the *tolerance* parameter is specified with a non-zero distance, edges forming narrower gaps will also be returned as invalid.

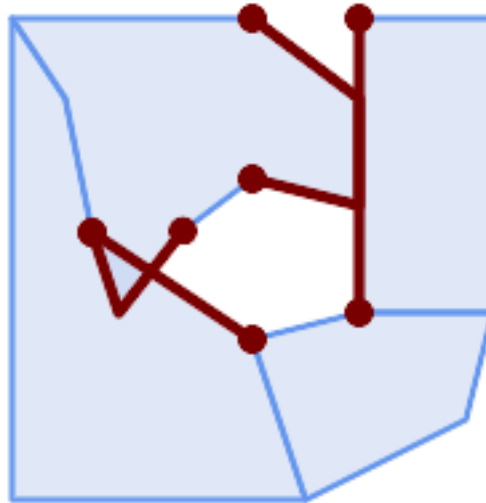
The polygons being checked for coverage validity must also be valid geometries. This can be checked with [ST\\_IsValid](#).

Availability: 3.4.0

Requires GEOS >= 3.12.0



☒☒



*Invalid edges caused by overlap and non-matching vertices*

```
WITH coverage(id, geom) AS (VALUES
  (1, 'POLYGON ((10 190, 30 160, 40 110, 100 70, 120 10, 10 10, 10 190))'::geometry),
  (2, 'POLYGON ((100 190, 10 190, 30 160, 40 110, 50 80, 74 110.5, 100 130, 140 120, 140 160, 100 190))'::geometry),
  (3, 'POLYGON ((140 190, 190 190, 190 80, 140 80, 140 190))'::geometry),
  (4, 'POLYGON ((180 40, 120 10, 100 70, 140 80, 190 80, 180 40))'::geometry)
)
SELECT id, ST_AsText(ST_CoverageInvalidEdges(geom) OVER ())
FROM coverage;
```

id	st_astext
1	LINestring (40 110, 100 70)
2	MULTILINestring ((100 130, 140 120, 140 160, 100 190), (40 110, 50 80, 74 110.5))
3	LINestring (140 80, 140 190)
4	null

```
-- Test entire table for coverage validity
SELECT true = ALL (
  SELECT ST_CoverageInvalidEdges(geom) OVER () IS NULL
  FROM coverage
);
```

☒☒

[ST\\_IsValid](#), [ST\\_CoverageUnion](#), [ST\\_CoverageSimplify](#)

### 7.15.2 ST\_CoverageSimplify

ST\_CoverageSimplify — Window function that simplifies the edges of a polygonal coverage.

**Synopsis**

geometry **ST\_CoverageSimplify**(geometry winset geom, float8 tolerance, boolean simplifyBoundary = true);

☒☒

A window function which simplifies the edges of polygons in a polygonal coverage. The simplification preserves the coverage topology. This means the simplified output polygons are consistent along shared edges, and still form a valid coverage.

The simplification uses a variant of the **Visvalingam-Whyatt algorithm**. The *tolerance* parameter has units of distance, and is roughly equal to the square root of triangular areas to be simplified.

To simplify only the "internal" edges of the coverage (those that are shared by two polygons) set the *simplifyBoundary* parameter to false.



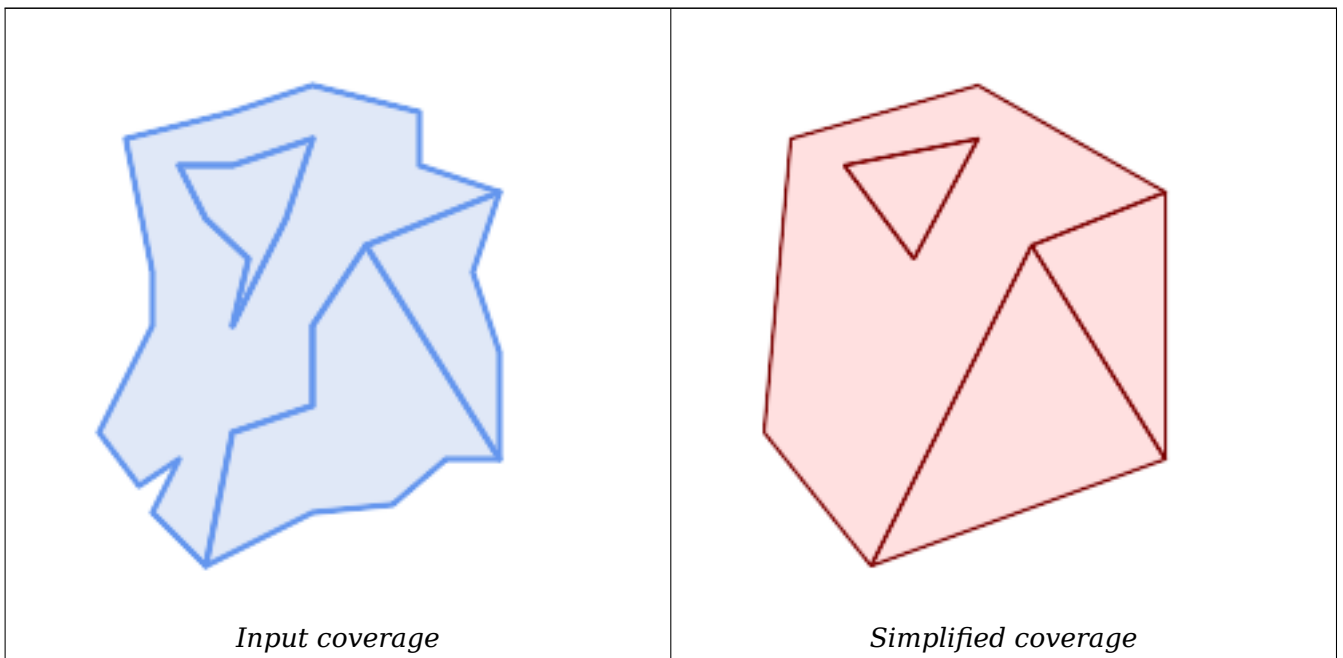
**Note**

If the input is not a valid coverage there may be unexpected artifacts in the output (such as boundary intersections, or separated boundaries which appeared to be shared). Use **ST\_CoverageInvalidEdges** to determine if a coverage is valid.

Availability: 3.4.0

Requires GEOS >= 3.12.0

☒☒



```
WITH coverage(id, geom) AS (VALUES
(1, 'POLYGON ((160 150, 110 130, 90 100, 90 70, 60 60, 50 10, 30 30, 40 50, 25 40, 10 60, ←
30 100, 30 120, 20 170, 60 180, 90 190, 130 180, 130 160, 160 150), (40 160, 50 140, ←
66 125, 60 100, 80 140, 90 170, 60 160, 40 160))'::geometry),
```

```
(2, 'POLYGON ((40 160, 60 160, 90 170, 80 140, 60 100, 66 125, 50 140, 40 160))':: geometry),
(3, 'POLYGON ((110 130, 160 50, 140 50, 120 33, 90 30, 50 10, 60 60, 90 70, 90 100, 110 130))'::geometry),
(4, 'POLYGON ((160 150, 150 120, 160 90, 160 50, 110 130, 160 150))'::geometry)
)
SELECT id, ST_AsText(ST_CoverageSimplify(geom, 30) OVER ())
FROM coverage;
```

id	st_astext
1	POLYGON ((160 150, 110 130, 50 10, 10 60, 20 170, 90 190, 160 150), (40 160, 66 125, 90 170, 40 160))
2	POLYGON ((40 160, 66 125, 90 170, 40 160))
3	POLYGON ((110 130, 160 50, 50 10, 110 130))
4	POLYGON ((160 150, 160 50, 110 130, 160 150))



**ST\_CoverageInvalidEdges**

### 7.15.3 ST\_CoverageUnion

ST\_CoverageUnion — Computes the union of a set of polygons forming a coverage by removing shared edges.

**Synopsis**

geometry **ST\_CoverageUnion**(geometry set geom);



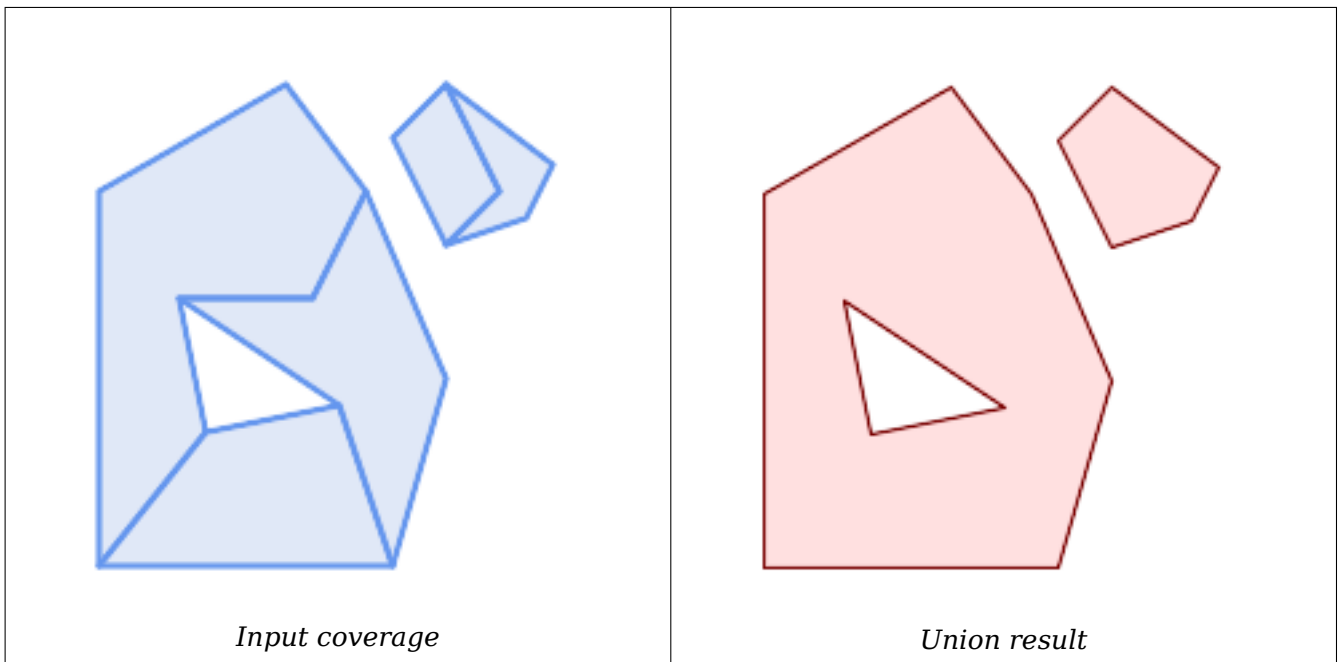
An aggregate function which unions a set of polygons forming a polygonal coverage. The result is a polygonal geometry covering the same area as the coverage. This function produces the same result as **ST\_Union**, but uses the coverage structure to compute the union much faster.



**Note** If the input is not a valid coverage there may be unexpected artifacts in the output (such as unmerged or overlapping polygons). Use **ST\_CoverageInvalidEdges** to determine if a coverage is valid.

Availability: 3.4.0 - requires GEOS >= 3.8.0





```
WITH coverage(id, geom) AS (VALUES
  (1, 'POLYGON ((10 10, 10 150, 80 190, 110 150, 90 110, 40 110, 50 60, 10 10))'::geometry) ←
  (2, 'POLYGON ((120 10, 10 10, 50 60, 100 70, 120 10))'::geometry),
  (3, 'POLYGON ((140 80, 120 10, 100 70, 40 110, 90 110, 110 150, 140 80))'::geometry),
  (4, 'POLYGON ((140 190, 120 170, 140 130, 160 150, 140 190))'::geometry),
  (5, 'POLYGON ((180 160, 170 140, 140 130, 160 150, 140 190, 180 160))'::geometry)
)
SELECT ST_AsText(ST_CoverageUnion(geom))
FROM coverage;

-----
MULTIPOLYGON (((10 150, 80 190, 110 150, 140 80, 120 10, 10 10, 10 150), (50 60, 100 70, 40 ←
  110, 50 60)), ((120 170, 140 190, 180 160, 170 140, 140 130, 120 170)))
```

☒☒

[ST\\_CoverageInvalidEdges](#), [ST\\_AsBinary](#)

## 7.16 Affine Transformations

### 7.16.1 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);

**ST\_Affine**

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.

**Deprecated:** 2.0.0 **Deprecated:** **Deprecated:** TIN **Deprecated:**.

Availability: 1.1.2. Name changed from Affine to ST\_Affine in 1.2.2



**Note**

1.3.4 **Deprecated:** (curve) **Deprecated:**. 1.3.4 **Deprecated:**.

- 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.

☒☒

```
--Rotate a 3d line 180 degrees about the z axis. Note this is long-hand for doing ↵
ST_Rotate();
SELECT ST_AsEWKT(ST_Affine(geom, cos(pi()), -sin(pi()), 0, sin(pi()), cos(pi()), 0, 0, ↵
    0, 1, 0, 0, 0)) As using_affine,
    ST_AsEWKT(ST_Rotate(geom, pi())) As using_rotate
FROM (SELECT ST_GeomFromEWKT('LINESTRING(1 2 3, 1 4 3)') As geom) As foo;
-----+-----
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(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 geom) As foo;
    st_asewkt
-----
LINESTRING(-1 -2 -3,-1 -4 -3)
(1 row)
```

☒☒

[ST\\_Rotate](#), [ST\\_Scale](#), [ST\\_Translate](#), [ST\\_TransScale](#)

## 7.16.2 ST\_Rotate

`ST_Rotate` — Rotates a geometry about an origin point.

### 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);
```

☒☒

Rotates geometry `rotRadians` counter-clockwise about the origin point. 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).

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒, ☒☒☒☒ TIN ☒☒☒☒☒☒☒☒☒☒.

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).

```
--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)
```

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

### 7.16.3 ST\_RotateX

ST\_RotateX — Rotates a geometry about the X axis.

#### Synopsis

geometry **ST\_RotateX**(geometry geomA, float rotRadians);

Rotates a geometry geomA - rotRadians about the X axis.



#### Note

ST\_RotateX(geomA, rotRadians) is short-hand for ST\_Affine(geomA, 1, 0, 0, 0, cos(rotRadians), -sin(rotRadians), 0, sin(rotRadians), cos(rotRadians), 0, 0, 0).

: 2.0.0 TIN

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).

☒☒

```
--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)
```

☒☒

[ST\\_Affine](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

### 7.16.4 ST\_RotateY

ST\_RotateY — Rotates a geometry about the Y axis.

#### Synopsis

geometry **ST\_RotateY**(geometry geomA, float rotRadians);

☒☒

Rotates 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

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒, ☒☒☒☒ TIN ☒☒☒☒☒☒☒☒☒☒.



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).

☒☒

```
--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)
```

☒☒

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateZ](#)



## 7.16.5 ST\_RotateZ

ST\_RotateZ — Rotates a geometry about the Z axis.

### Synopsis

geometry **ST\_RotateZ**(geometry geomA, float rotRadians);

⊠

Rotates 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).

⊠: 2.0.0 ⊠, ⊠ TIN ⊠.

Availability: 1.1.2. Name changed from RotateZ to ST\_RotateZ in 1.2.2



#### Note

1.3.4 ⊠ (curve) ⊠. 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).

⊠

```
--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(geom, pi()/2))
FROM (SELECT ST_LineToCurve(ST_Buffer(ST_GeomFromText('POINT(234 567)'), 3)) As geom) As
foo;
```

```
CURVEPOLYGON(CIRCULARSTRING(-567 237,-564.87867965644 236.12132034356,-564
234,-569.12132034356 231.87867965644,-567 237))
```

☒☒

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#)

### 7.16.6 ST\_Scale

ST\_Scale — Scales 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);
geometry ST_Scale(geometry geom, geometry factor, geometry origin);
```

☒☒

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.

The three-geometry variant allows a "false origin" for the scaling to be passed in. This allows "scaling in place", for example using the centroid of the geometry as the false origin. Without a false origin, scaling takes place relative to the actual origin, so all coordinates are just multiplied by the scale factor.



**Note**

1.3.4 [ST\\_Scale\(geometry geomA, float XFactor, float YFactor, float ZFactor\)](#) (curve) [ST\\_Scale\(geometry geomA, float XFactor, float YFactor\)](#). 1.3.4 [ST\\_Scale\(geometry geom, geometry factor\)](#).

Availability: 1.1.0.

☒☒☒: 2.0.0 [ST\\_Scale\(geometry geom, geometry factor\)](#), [ST\\_Scale\(geometry geom, geometry factor, geometry origin\)](#) TIN [ST\\_Scale\(geometry geom, geometry factor\)](#).

Enhanced: 2.2.0 support for scaling all dimension (factor parameter) was introduced.

Enhanced: 2.5.0 support for scaling relative to a local origin (origin 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.

☒☒

```

--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)

--Version 4: Scale X Y using false origin
SELECT ST_AsText(ST_Scale('LINESTRING(1 1, 2 2)', 'POINT(2 2)', 'POINT(1 1)::geometry'));
           st_astext
-----
LINESTRING(1 1,3 3)

```

☒☒

**ST\_Affine, ST\_TransScale**

### 7.16.7 ST\_Translate

ST\_Translate — Translates 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 deltax);

```

☒☒

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**

1.3.4 (curve) 1.3.4

1.2.2

- ✓ This function supports 3d and will not drop the z-index.
- ✓ This method supports Circular Strings and Curves.

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,-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))
```

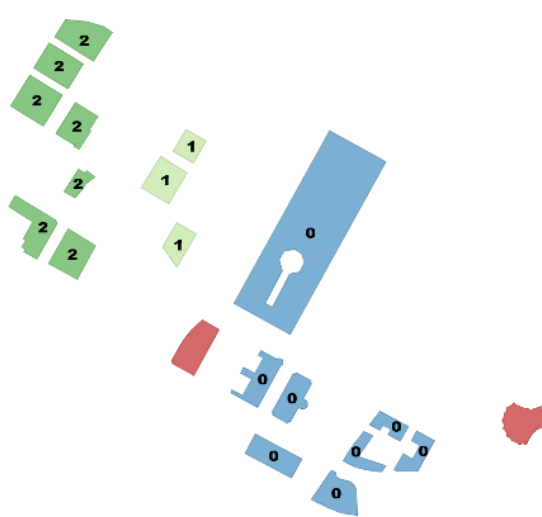
[ST\\_Affine](#), [ST\\_AsText](#), [ST\\_GeomFromText](#)

### 7.16.8 ST\_TransScale

ST\_TransScale — Translates and scales a geometry by given offsets and factors.







*Clusters within 50 meters with at least 2 items 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	
0	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	↵
1	100 Northern Avenue	↵
1	100 Pier 4	↵
1	The Institute of Contemporary Art	↵
2	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)

A example showing combining parcels with the same cluster number into geometry collections.

```

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;
    
```



[ST\\_DWithin](#), [ST\\_ClusterKMeans](#), [ST\\_ClusterIntersecting](#), [ST\\_ClusterIntersectingWin](#), [ST\\_ClusterWithin](#), [ST\\_ClusterWithinWin](#)

## 7.17.2 ST\_ClusterIntersecting

`ST_ClusterIntersecting` — Aggregate function that clusters input geometries into connected sets.

### Synopsis

```
geometry[] ST_ClusterIntersecting(geometry set g);
```

☒☒

An aggregate function that returns an array of `GeometryCollections` partitioning the input geometries into connected clusters that are disjoint. Each geometry in a cluster intersects at least one other geometry in the cluster, and does not intersect any geometry in other clusters.

2.2.0 ☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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))
```

☒☒

[ST\\_ClusterIntersectingWin](#), [ST\\_ClusterWithin](#), [ST\\_ClusterWithinWin](#)

## 7.17.3 ST\_ClusterIntersectingWin

`ST_ClusterIntersectingWin` — Window function that returns a cluster id for each input geometry, clustering input geometries into connected sets.

### Synopsis

```
integer ST_ClusterIntersectingWin(geometry winset geom);
```



☒☒

A window function that builds connected clusters of geometries that intersect. It is possible to traverse all geometries in a cluster without leaving the cluster. The return value is the cluster number that the geometry argument participates in, or null for null inputs.

Availability: 3.4.0

☒☒

```
WITH testdata AS (
  SELECT id, geom::geometry FROM (
    VALUES (1, 'LINESTRING (0 0, 1 1)'),
           (2, 'LINESTRING (5 5, 4 4)'),
           (3, 'LINESTRING (6 6, 7 7)'),
           (4, 'LINESTRING (0 0, -1 -1)'),
           (5, 'POLYGON ((0 0, 4 0, 4 4, 0 4, 0 0))')) AS t(id, geom)
)
SELECT id,
       ST_AsText(geom),
       ST_ClusterIntersectingWin(geom) OVER () AS cluster
FROM testdata;
```

id	st_astext	cluster
1	LINESTRING(0 0,1 1)	0
2	LINESTRING(5 5,4 4)	0
3	LINESTRING(6 6,7 7)	1
4	LINESTRING(0 0,-1 -1)	0
5	POLYGON((0 0,4 0,4 4,0 4,0 0))	0

☒☒

[ST\\_ClusterIntersecting](#), [ST\\_ClusterWithin](#), [ST\\_ClusterWithinWin](#)

#### 7.17.4 ST\_ClusterKMeans

`ST_ClusterKMeans` — Window function that returns a cluster id for each input geometry using the K-means algorithm.

##### Synopsis

integer **ST\_ClusterKMeans**(geometry winset geom, integer number\_of\_clusters, float max\_radius);

☒☒

Returns **K-means** cluster number for each input geometry. The distance used for clustering is the distance between the centroids for 2D geometries, and distance between bounding box centers for 3D geometries. For POINT inputs, M coordinate will be treated as weight of input and has to be larger than 0.

`max_radius`, if set, will cause `ST_ClusterKMeans` to generate more clusters than `k` ensuring that no cluster in output has radius larger than `max_radius`. This is useful in reachability analysis.

Enhanced: 3.2.0 Support for max\_radius

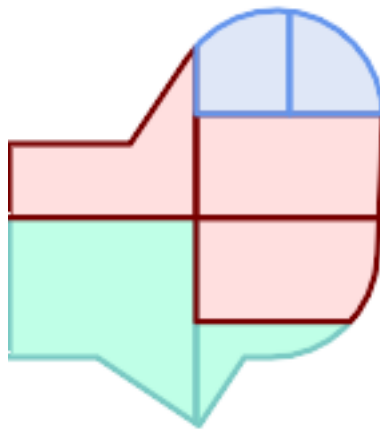
Enhanced: 3.1.0 Support for 3D geometries and weights

2.3.0 ☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

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('SRID=3857;LINESTRING(40 100, 98 100, 100 150, 60 90)'::geometry ←
  40, 'endcap=square'),12) As geom;
```



*Parcels color-coded by cluster number (cid)*

```
SELECT ST_ClusterKMeans(geom, 3) OVER() AS cid, parcel_id, geom
FROM parcels;
```

cid	parcel_id	geom
0	001	0103000000...
0	002	0103000000...
1	003	0103000000...
0	004	0103000000...
1	005	0103000000...
2	006	0103000000...
2	007	0103000000...

Partitioning parcel clusters by type:

```
SELECT ST_ClusterKMeans(geom, 3) over (PARTITION BY type) AS cid, parcel_id, type
FROM parcels;
```

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

Example: Clustering a preaggregated planetary-scale data population dataset using 3D clustering and weighting. Identify at least 20 regions based on [Kontur Population Data](#) that do not span more than 3000 km from their center:

```
create table kontur_population_3000km_clusters as
select
  geom,
  ST_ClusterKMeans(
    ST_Force4D(
      ST_Transform(ST_Force3D(geom), 4978), -- cluster in 3D XYZ CRS
      mvalue => population -- set clustering to be weighed by population
    ),
    20, -- aim to generate at least 20 clusters
    max_radius => 3000000 -- but generate more to make each under 3000 km radius
  ) over ( ) as cid
from
  kontur_population;
```



*World population clustered to above specs produces 46 clusters. Clusters are centered at well-populated regions (New York, Moscow). Greenland is one cluster. There are island clusters that span across the antimeridian. Cluster edges follow Earth's curvature.*

☒☒

[ST\\_ClusterDBSCAN](#), [ST\\_ClusterIntersectingWin](#), [ST\\_ClusterWithinWin](#), [ST\\_ClusterIntersecting](#), [ST\\_ClusterWithin](#), [ST\\_Subdivide](#), [ST\\_Force3D](#), [ST\\_Force4D](#),

### 7.17.5 ST\_ClusterWithin

`ST_ClusterWithin` — Aggregate function that clusters geometries by separation distance.

#### Synopsis

```
geometry[] ST_ClusterWithin(geometry set g, float8 distance);
```

☒☒

An aggregate function that returns an array of GeometryCollections, where each collection is a cluster containing some input geometries. Clustering partitions the input geometries into sets in which each geometry is within the specified *distance* of at least one other geometry in the same cluster. Distances are Cartesian distances in the units of the SRID.

ST\_ClusterWithin is equivalent to running **ST\_ClusterDBSCAN** with `minpoints => 0`.

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.



This method supports Circular Strings and Curves.

☒☒

```
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))
```

☒☒

**ST\_ClusterWithinWin**, **ST\_ClusterDBSCAN**, **ST\_ClusterIntersecting**, **ST\_ClusterIntersectingWin**

### 7.17.6 ST\_ClusterWithinWin

ST\_ClusterWithinWin — Window function that returns a cluster id for each input geometry, clustering using separation distance.

#### Synopsis

integer **ST\_ClusterWithinWin**(geometry winset geom, float8 distance);

☒☒

A window function that returns a cluster number for each input geometry. Clustering partitions the geometries into sets in which each geometry is within the specified distance of at least one other geometry in the same cluster. Distances are Cartesian distances in the units of the SRID.

ST\_ClusterWithinWin is equivalent to running **ST\_ClusterDBSCAN** with `minpoints => 0`.

Availability: 3.4.0



This method supports Circular Strings and Curves.

☒☒

```
WITH testdata AS (
  SELECT id, geom::geometry FROM (
    VALUES (1, 'LINESTRING (0 0, 1 1)'),
           (2, 'LINESTRING (5 5, 4 4)'),
           (3, 'LINESTRING (6 6, 7 7)'),
           (4, 'LINESTRING (0 0, -1 -1)'),
           (5, 'POLYGON ((0 0, 4 0, 4 4, 0 4, 0 0))')) AS t(id, geom)
)
SELECT id,
       ST_AsText(geom),
       ST_ClusterWithinWin(geom, 1.4) OVER () AS cluster
FROM testdata;
```

id	st_astext	cluster
1	LINESTRING(0 0,1 1)	0
2	LINESTRING(5 5,4 4)	0
3	LINESTRING(6 6,7 7)	1
4	LINESTRING(0 0,-1 -1)	0
5	POLYGON((0 0,4 0,4 4,0 4,0 0))	0

☒☒

[ST\\_ClusterWithin](#), [ST\\_ClusterDBSCAN](#), [ST\\_ClusterIntersecting](#), [ST\\_ClusterIntersectingWin](#),

## 7.18 Bounding Box Functions

### 7.18.1 Box2D

Box2D — Returns a BOX2D representing the 2D extent of a geometry.

#### Synopsis

box2d **Box2D**(geometry geom);

☒☒

Returns a **box2d** representing the 2D extent of the geometry.

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒☒, ☒☒☒☒ TIN ☒☒☒☒☒☒☒☒☒☒☒.



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



```
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)
```

**Box3D, ST\_GeomFromText**

## 7.18.2 Box3D

Box3D — Returns a BOX3D representing the 3D extent of a geometry.





### Synopsis

```
box3d Box3D(geometry geom);
```



Returns a **box3d** representing the 3D extent of the geometry.

: 2.0.0 ,  TIN .

-  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.



```
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)
```

☒☒

Box2D, ST\_GeomFromEWKT

### 7.18.3 ST\_EstimatedExtent

ST\_EstimatedExtent — Returns the estimated extent of a spatial table.

#### Synopsis

box2d **ST\_EstimatedExtent**(text schema\_name, text table\_name, text geocolumn\_name, boolean parent\_only);

box2d **ST\_EstimatedExtent**(text schema\_name, text table\_name, text geocolumn\_name);

box2d **ST\_EstimatedExtent**(text table\_name, text geocolumn\_name);

☒☒

Returns the estimated extent of a spatial table as a **box2d**. The current schema is used if not specified. The estimated extent is taken from the geometry column's statistics. This is usually much faster than computing the exact extent of the table using **ST\_Extent** or **ST\_3DExtent**.

The default behavior is to also use statistics collected from child tables (tables with INHERITS) if available. If `parent_only` is set to TRUE, only statistics for the given table are used and child tables are ignored.

For PostgreSQL  $\geq 8.0.0$  statistics are gathered by VACUUM ANALYZE and the result extent will be about 95% of the actual one. For PostgreSQL  $< 8.0.0$  statistics are gathered by running `update_geometry_stats` and the result extent is exact.

Note!

#### Note

In the absence of statistics (empty table or no ANALYZE called) this function returns NULL. Prior to version 1.5.4 an exception was thrown instead.

Note!

#### Note

Escaping names for tables and/or namespaces that include special characters and quotes may require special handling. A user notes: "For schemas and tables, use identifier escaping rules to produce a double-quoted string, and afterwards remove the first and last double-quote character. For geometry column pass as is."

1.0.0 ☒☒☒☒☒☒☒☒☒☒.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Estimated\_Extent.



This method supports Circular Strings and Curves.

☒☒

```
SELECT ST_EstimatedExtent('ny', 'edges', 'geom');
-- result--
BOX(-8877653 4912316, -8010225.5 5589284)

SELECT ST_EstimatedExtent('feature_poly', 'geom');
-- result--
BOX(-124.659652709961 24.6830825805664, -67.7798080444336 49.0012092590332)
```

☒☒

[ST\\_Extent](#), [ST\\_3DExtent](#)

### 7.18.4 ST\_Expand

**ST\_Expand** — Returns a bounding box expanded from another bounding box or a geometry.

#### 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);
```

☒☒

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 on both axes, or by specifying an expansion distance for each axis. Uses double-precision. Can be used for distance queries, or to add a bounding box filter to a query to take advantage of a spatial index.

In addition to the version of `ST_Expand` accepting and returning a geometry, variants are provided that accept and return **box2d** and **box3d** data types.

Distances are in the units of the spatial reference system of the input.

`ST_Expand` is similar to [ST\\_Buffer](#), except while buffering expands a geometry in all directions, `ST_Expand` expands the bounding box along each axis.



#### Note

Pre version 1.3, `ST_Expand` was used in conjunction with [ST\\_Distance](#) to do indexable distance queries. For example, `geom && ST_Expand('POINT(10 20)', 10) AND ST_Distance(geom, 'POINT(10 20)') < 10`. This has been replaced by the simpler and more efficient [ST\\_DWithin](#) function.

Availability: 1.5.0 behavior changed to output double precision instead of float4 coordinates.

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒☒☒, ☒☒☒☒ TIN ☒☒☒☒☒☒☒☒☒☒☒☒.

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).



☒☒

**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)) ←
```

☒☒

[ST\\_Buffer](#), [ST\\_DWithin](#), [ST\\_SRID](#)

### 7.18.5 ST\_Extent

`ST_Extent` — Aggregate function that returns the bounding box of geometries.

#### Synopsis

`box2d ST_Extent(geometry set geomfield);`

☒☒

An aggregate function that returns a `box2d` bounding box that bounds a set of geometries. The bounding box coordinates are in the spatial reference system of the input geometries. `ST_Extent` is similar in concept to Oracle Spatial/Locator's `SDO_AGGR_MBR`.

**Note**

`ST_Extent` returns boxes with only X and Y ordinates even with 3D geometries. To return XYZ ordinates use [ST\\_3DExtent](#).



**Note**

The returned box3d value does not include a SRID. Use `ST_SetSRID` to convert it into a geometry with SRID metadata. The SRID is the same as the input geometries.

`ST_Extent`: 2.0.0 `ST_Extent`, `ST_Extent` TIN `ST_Extent`.

- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

`ST_Extent`



**Note**

Examples below use Massachusetts State Plane ft (SRID=2249)

```
SELECT ST_Extent(geom) as bextent FROM sometable;
                st_bextent
-----
BOX(739651.875 2908247.25,794875.8125 2970042.75)

--Return extent of each category of geometries
SELECT ST_Extent(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

--Force back into a geometry
-- and render the extended text representation of that geometry
SELECT ST_SetSRID(ST_Extent(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))
```

`ST_Extent`

[ST\\_EstimatedExtent](#), [ST\\_3DExtent](#), [ST\\_SetSRID](#)

### 7.18.6 ST\_3DExtent

`ST_3DExtent` — Aggregate function that returns the 3D bounding box of geometries.

## Synopsis

box3d **ST\_3DExtent**(geometry set geomfield);

☒☒

An aggregate function that returns a **box3d** (includes Z ordinate) bounding box that bounds a set of geometries.

The bounding box coordinates are in the spatial reference system of the input geometries.



### Note

The returned box3d value does not include a SRID. Use **ST\_SetSRID** to convert it into a geometry with SRID metadata. The SRID is the same as the input geometries.

☒☒☒☒: 2.0.0 ☒☒☒☒☒☒☒☒, ☒☒☒☒ TIN ☒☒☒☒☒☒☒☒☒☒.

Changed: 2.0.0 In prior versions this used to be called 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).

☒☒

```
SELECT ST_3DExtent(foo.geom) As b3extent
FROM (SELECT ST_MakePoint(x,y,z) As 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)

--Get the extent of various elevated circular strings
SELECT ST_3DExtent(foo.geom) As b3extent
FROM (SELECT ST_Translate(ST_Force_3DZ(ST_LineToCurve(ST_Buffer(ST_Point(x,y),1))),0,0,z) ↔
      As 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)
```

☒☒

**ST\_Extent**, **ST\_Force3DZ**, **ST\_SetSRID**

### 7.18.7 ST\_MakeBox2D

ST\_MakeBox2D — Creates a BOX2D defined by two 2D point geometries.

#### Synopsis

box2d **ST\_MakeBox2D**(geometry pointLowLeft, geometry pointUpRight);



Creates a **box2d** defined by two Point geometries. This is useful for doing range queries.



```
--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, geom  
FROM features  
WHERE geom && ST_SetSRID(ST_MakeBox2D(ST_Point(-989502.1875, 528439.5625),  
  ST_Point(-987121.375 ,529933.1875)),2163)
```



[ST\\_Point](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

### 7.18.8 ST\_3DMakeBox

ST\_3DMakeBox — Creates a BOX3D defined by two 3D point geometries.

#### Synopsis

box3d **ST\_3DMakeBox**(geometry point3DLowLeftBottom, geometry point3DUpRightTop);



Creates a **box3d** defined by two 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



```
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)
```

☒☒

[ST\\_MakePoint](#), [ST\\_SetSRID](#), [ST\\_SRID](#)

### 7.18.9 ST\_XMax

ST\_XMax — Returns the X maxima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_XMax(box3d aGeomorBox2DorBox3D);
```

☒☒

Returns the X maxima of a 2D or 3D bounding box or a geometry.



#### Note

Although this function is only defined for box3d, it also works for box2d and geometry values due to automatic casting. However, it will not accept a geometry or box2d text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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
--Observe THIS DOES NOT WORK because it will try to auto-cast the string representation to
a 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
```

[ST\\_XMin](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 7.18.10 ST\_XMin

ST\_XMin — Returns the X minima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_XMin(box3d aGeomorBox2DorBox3D);
```



Returns the X minima of a 2D or 3D bounding box or a geometry.



#### Note

Although this function is only defined for box3d, it also works for box2d and geometry values due to automatic casting. However it will not accept a geometry or box2d text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.



```

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
--Observe THIS DOES NOT WORK because it will try to auto-cast the string representation to a 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

```

☒☒

`ST_XMax, ST_YMax, ST_YMin, ST_ZMax, ST_ZMin`

### 7.18.11 ST\_YMax

`ST_YMax` — Returns the Y maxima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_YMax(box3d aGeomorBox2DorBox3D);
```

☒☒

Returns the Y maxima of a 2D or 3D bounding box or a geometry.

**Note**

Although this function is only defined for `box3d`, it also works for `box2d` and geometry values due to automatic casting. However it will not accept a geometry or `box2d` text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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
```

--Observe THIS DOES NOT WORK because it will try to auto-cast the string representation to a 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
```

☒☒

`ST_XMin, ST_XMax, ST_YMin, ST_ZMax, ST_ZMin`

### 7.18.12 ST\_YMin

ST\_YMin — Returns the Y minima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_YMin(box3d aGeomorBox2DorBox3D);
```

☒☒

Returns the Y minima of a 2D or 3D bounding box or a geometry.

**Note**

Although this function is only defined for box3d, it also works for box2d and geometry values due to automatic casting. However it will not accept a geometry or box2d text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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 auto-cast 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
```



☒☒

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 7.18.13 ST\_ZMax

`ST_ZMax` — Returns the Z maxima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_ZMax(box3d aGeomorBox2DorBox3D);
```

☒☒

Returns the Z maxima of a 2D or 3D bounding box or a geometry.



#### Note

Although this function is only defined for `box3d`, it also works for `box2d` and geometry values due to automatic casting. However it will not accept a geometry or `box2d` text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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 auto-cast 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
```

☒☒

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#)

### 7.18.14 ST\_ZMin

ST\_ZMin — Returns the Z minima of a 2D or 3D bounding box or a geometry.

#### Synopsis

```
float ST_ZMin(box3d aGeomorBox2DorBox3D);
```

☒☒

Returns the Z minima of a 2D or 3D bounding box or a geometry.



#### Note

Although this function is only defined for box3d, it also works for box2d and geometry values due to automatic casting. However it will not accept a geometry or box2d text representation, since those do not auto-cast.



This function supports 3d and will not drop the z-index.



This method supports Circular Strings and Curves.

☒☒

```
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
--Observe THIS DOES NOT WORK because it will try to auto-cast the string representation to a 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
```













**Note**

This only works with LINESTRINGs. To use on contiguous MULTILINESTRINGs first join them with **ST\_LineMerge**.



**Note**

1.1.1 支持 M 和 Z (混合) 几何。 1.1.1 支持 Z 和 M 几何。

Enhanced: 3.4.0 - Support for geography was introduced.

2.1.0 支持 ST\_Line\_Substring 函数。

1.1.0 支持 Z 和 M 几何。



This function supports 3d and will not drop the z-index.

图

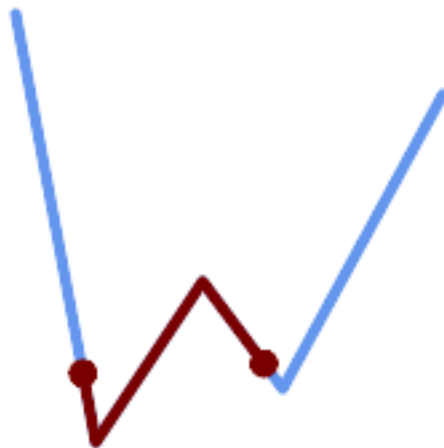


图 1/3 在 (0.333, 0.666) 处切割线

```
SELECT ST_AsText(ST_LineSubstring( 'LINESTRING (20 180, 50 20, 90 80, 120 40, 180 150)', 0.333, 0.666));
```

```
LINESTRING (45.17311810399485 45.74337011202746, 50 20, 90 80, 112.97593050157862 49.36542599789519)
```

If start and end locations are the same, the result is a POINT.

```
SELECT ST_AsText(ST_LineSubstring( 'LINESTRING(25 50, 100 125, 150 190)', 0.333, 0.333));
```

```
POINT(69.2846934853974 94.2846934853974)
```

A query to cut a LineString into sections of length 100 or shorter. It uses generate\_series() with a CROSS JOIN LATERAL to produce the equivalent of a FOR loop.



```

WITH data(id, geom) AS (VALUES
  ( 'A', 'LINESTRING( 0 0, 200 0)::geometry ),
  ( 'B', 'LINESTRING( 0 100, 350 100)::geometry ),
  ( 'C', 'LINESTRING( 0 200, 50 200)::geometry )
)
SELECT id, i,
  ST_AsText( ST_LineSubstring( geom, startfrac, LEAST( endfrac, 1 ) ) ) AS geom
FROM (
  SELECT id, geom, ST_Length(geom) len, 100 sublen FROM data
) AS d
CROSS JOIN LATERAL (
  SELECT i, (sublen * i) / len AS startfrac,
    (sublen * (i+1)) / len AS endfrac
  FROM generate_series(0, floor( len / sublen )::integer ) AS t(i)
  -- skip last i if line length is exact multiple of sublen
  WHERE (sublen * i) / len <
> 1.0
) AS d2;

```

id	i	geom
A	0	LINESTRING(0 0,100 0)
A	1	LINESTRING(100 0,200 0)
B	0	LINESTRING(0 100,100 100)
B	1	LINESTRING(100 100,200 100)
B	2	LINESTRING(200 100,300 100)
B	3	LINESTRING(300 100,350 100)
C	0	LINESTRING(0 200,50 200)

Geography implementation measures along a spheroid, geometry along a line

```

SELECT ST_AsText(ST_LineSubstring( 'LINESTRING(-118.2436 34.0522, -71.0570 42.3611):: ↵
  geography, 0.333, 0.666),6) AS geog_sub
, ST_AsText(ST_LineSubstring('LINESTRING(-118.2436 34.0522, -71.0570 42.3611)::geometry, ↵
  0.333, 0.666),6) AS geom_sub;
-----
geog_sub | LINESTRING(-104.167064 38.854691,-87.674646 41.849854)
geom_sub | LINESTRING(-102.530462 36.819064,-86.817324 39.585927)

```

☒☒

[ST\\_Length](#), [ST\\_LineExtend](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineMerge](#)

### 7.19.6 ST\_LocateAlong

`ST_LocateAlong` — Returns the point(s) on a geometry that match a measure value.

#### Synopsis

geometry **ST\_LocateAlong**(geometry geom\_with\_measure, float8 measure, float8 offset = 0);





```
MULTILINESTRING((54.49835019899045 104.53426957938231,58.70056060327303
82.12248075654186,69.16695286779743 103.05526528559065,82.11145618000168
128.94427190999915,84.24893681714357 132.32493442618113,87.01636951231555
135.21267035596549,90.30307285299679 137.49198684843182,93.97759758337769
139.07172433557758,97.89298381958797 139.8887023914453,101.89263860095893
139.9102465862721,105.81659870902816 139.13549527600819,109.50792827749828
137.5954340631298,112.81899532549731 135.351656550512,115.6173761888606
132.49390095108848,145.31017306064817 95.37790486135405))
```

☒☒

[ST\\_LocateAlong](#), [ST\\_LocateAlong](#), [ST\\_LocateBetween](#)

### 7.19.8 ST\_LocateBetweenElevations

`ST_LocateBetweenElevations` — Returns the portions of a geometry that lie in an elevation (Z) range.

#### Synopsis

geometry **ST\_LocateBetweenElevations**(geometry geom, float8 elevation\_start, float8 elevation\_end);

☒☒

Returns a geometry (collection) with the portions of a geometry that lie in an elevation (Z) range.

Clipping a non-convex POLYGON may produce invalid geometry.

1.4.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE.



This function supports 3d and will not drop the z-index.

☒☒

```
SELECT ST_AsText(
  ST_LocateBetweenElevations(
    'LINESTRING(1 2 3, 4 5 6)::geometry,
    2, 4 ));
```

st\_astext

-----  
MULTILINESTRING Z ((1 2 3,2 3 4))

```
SELECT ST_AsText(
  ST_LocateBetweenElevations(
    'LINESTRING(1 2 6, 4 5 -1, 7 8 9)',
    6, 9)) As ewelev;
```


ewelev

-----  
GEOMETRYCOLLECTION Z (POINT Z (1 2 6),LINESTRING Z (6.1 7.1 6,7 8 9))





2.2.0

 This function supports 3d and will not drop the z-index.



```
-- 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
```



**ST\_ClosestPointOfApproach**

## 7.20.2 ST\_ClosestPointOfApproach

**ST\_ClosestPointOfApproach** — Returns a measure at the closest point of approach of two trajectories.

### Synopsis

float8 **ST\_ClosestPointOfApproach**(geometry track1, geometry track2);




Returns the smallest measure at which points interpolated along the given trajectories are the least distance apart.

Inputs must be valid trajectories as checked by **ST\_IsValidTrajectory**. Null is returned if the trajectories do not overlap in their M ranges.

To obtain the actual points at the computed measure use **ST\_LocateAlong** .

2.2.0

 This function supports 3d and will not drop the z-index.



```

-- 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_GeometryN(ST_LocateAlong(a,m),1) pa,
    ST_GeometryN(ST_LocateAlong(b,m),1) pb
  FROM inp, cpa
)
SELECT to_timestamp(m) t,
  ST_Distance(pa,pb) distance,
  ST_AsText(pa, 2) AS pa, ST_AsText(pb, 2) AS pb
FROM points, cpa;

```

t	distance	pa	
	pb		↔
2015-05-26 10:45:31.034483-07	1.9603683315139542	POINT ZM (7.59 0 3.79 1432662331.03)	↔
		POINT ZM (9.1 1.24 3.93 1432662331.03)	

☒☒

[ST\\_IsValidTrajectory](#), [ST\\_DistanceCPA](#), [ST\\_LocateAlong](#), [ST\\_AddMeasure](#)

### 7.20.3 ST\_DistanceCPA

`ST_DistanceCPA` — Returns the distance between the closest point of approach of two trajectories.

#### Synopsis

float8 **ST\_DistanceCPA**(geometry track1, geometry track2);

☒☒

Returns the distance (in 2D) between two trajectories at their closest point of approach.

Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). Null is returned if the trajectories do not overlap in their M ranges.

2.2.0 ☒☒☒☒☒☒☒☒☒☒.



This function supports 3d and will not drop the z-index.





```
)
SELECT ST_CPAWithin(a,b,2), ST_DistanceCPA(a,b) distance FROM inp;

 st_cpawithin |      distance
-----+-----
 t             | 1.96521473776207
```

☒☒

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_DistanceCPA](#), [|](#) [=](#)

## 7.21 Version Functions

### 7.21.1 PostGIS\_Extensions\_Upgrade

PostGIS\_Extensions\_Upgrade — Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to given or latest version.

#### Synopsis

```
text PostGIS_Extensions_Upgrade(text target_version=null);
```

☒☒

Packages and upgrades PostGIS extensions to given or latest version. Only extensions you have installed in the database will be packaged and upgraded if needed. Reports full PostGIS version and build configuration infos after. This is short-hand for doing multiple CREATE EXTENSION .. FROM un-packaged and ALTER EXTENSION .. UPDATE for each PostGIS extension. Currently only tries to upgrade extensions postgis, postgis\_raster, postgis\_sfcgal, postgis\_topology, and postgis\_tiger\_geocoder. Availability: 2.5.0



#### Note

Changed: 3.4.0 to add target\_version argument.

Changed: 3.3.0 support for upgrades from any PostGIS version. Does not work on all systems.

Changed: 3.0.0 to repackage loose extensions and support postgis\_raster.

☒☒

```
SELECT PostGIS_Extensions_Upgrade();
```

```
NOTICE: Packaging extension postgis
NOTICE: Packaging extension postgis_raster
NOTICE: Packaging extension postgis_sfcgal
NOTICE: Extension postgis_topology is not available or not packagable for some reason
NOTICE: Extension postgis_tiger_geocoder is not available or not packagable for some reason
      reason

      postgis_extensions_upgrade
-----+-----
Upgrade completed, run SELECT postgis_full_version(); for details
(1 row)
```

☒☒

Section [3.4](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 7.21.2 PostGIS\_Full\_Version

`PostGIS_Full_Version` — Reports full PostGIS version and build configuration infos.

#### Synopsis

text `PostGIS_Full_Version()`;

☒☒

Reports full PostGIS version and build configuration infos. Also informs about synchronization between libraries and scripts suggesting upgrades as needed.

Enhanced: 3.4.0 now includes extra PROJ configurations `NETWORK_ENABLED`, `URL_ENDPOINT` and `DATABASE_PATH` of `proj.db` location

☒☒

```
SELECT PostGIS_Full_Version();
```

```

                                     postgis_full_version
-----
POSTGIS="3.4.0dev 3.3.0rc2-993-g61bdf43a7" [EXTENSION] PGSQL="160" GEOS="3.12.0dev-CAPI ↔
-1.18.0" SFCGAL="1.3.8" PROJ="7.2.1 NETWORK_ENABLED=OFF URL_ENDPOINT=https://cdn.proj. ↔
org USER_WRITABLE_DIRECTORY=/tmp/proj DATABASE_PATH=/usr/share/proj/proj.db" GDAL="GDAL ↔
3.2.2, released 2021/03/05" LIBXML="2.9.10" LIBJSON="0.15" LIBPROTOBUF="1.3.3" WAGYU ↔
="0.5.0 (Internal)" TOPOLOGY RASTER
(1 row)
```

☒☒

Section [3.4](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Wagyu\\_Version](#), [PostGIS\\_Version](#)

### 7.21.3 PostGIS\_GEOS\_Version

`PostGIS_GEOS_Version` — Returns the version number of the GEOS library.

#### Synopsis

text `PostGIS_GEOS_Version()`;

☒☒

Returns the version number of the GEOS library, or NULL if GEOS support is not enabled.

☒☒

```
SELECT PostGIS_GEOS_Version();
   postgis_geos_version
-----
3.12.0dev-CAPI-1.18.0
(1 row)
```

☒☒

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 7.21.4 PostGIS\_GEOS\_Compiled\_Version

`PostGIS_GEOS_Compiled_Version` — Returns the version number of the GEOS library against which PostGIS was built.

#### Synopsis

text `PostGIS_GEOS_Compiled_Version()`;

☒☒

Returns the version number of the GEOS library, or against which PostGIS was built.

Availability: 3.4.0

☒☒

```
SELECT PostGIS_GEOS_Compiled_Version();
   postgis_geos_compiled_version
-----
3.12.0
(1 row)
```

☒☒

[PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Full\\_Version](#)

### 7.21.5 PostGIS\_Liblwgeom\_Version

`PostGIS_Liblwgeom_Version` — Returns the version number of the liblwgeom library. This should match the version of PostGIS.

#### Synopsis

text `PostGIS_Liblwgeom_Version()`;

---



## Synopsis

text **PostGIS\_LibJSON\_Version()**;

☒☒

Returns the version number of the LibJSON-C library.

☒☒

```
SELECT PostGIS_LibJSON_Version();
 postgis_libjson_version
-----
0.17
```

☒☒

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Versio](#)

## 7.21.8 PostGIS\_Lib\_Build\_Date

`PostGIS_Lib_Build_Date` — Returns build date of the PostGIS library.

## Synopsis

text **PostGIS\_Lib\_Build\_Date()**;

☒☒

Returns build date of the PostGIS library.

☒☒

```
SELECT PostGIS_Lib_Build_Date();
 postgis_lib_build_date
-----
2023-06-22 03:56:11
(1 row)
```

## 7.21.9 PostGIS\_Lib\_Version

`PostGIS_Lib_Version` — Returns the version number of the PostGIS library.

## Synopsis

text **PostGIS\_Lib\_Version()**;

---

☒☒

Returns the version number of the PostGIS library.

☒☒

```
SELECT PostGIS_Lib_Version();
 postgis_lib_version
-----
 3.4.0dev
(1 row)
```

☒☒

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 7.21.10 PostGIS\_PROJ\_Version

`PostGIS_PROJ_Version` — Returns the version number of the PROJ4 library.

#### Synopsis

text `PostGIS_PROJ_Version()`;

☒☒

Returns the version number of the PROJ library and some configuration options of proj.

Enhanced: 3.4.0 now includes `NETWORK_ENABLED`, `URL_ENDPOINT` and `DATABASE_PATH` of `proj.db` location

☒☒

```
SELECT PostGIS_PROJ_Version();
 postgis_proj_version
-----
7.2.1 NETWORK_ENABLED=OFF URL_ENDPOINT=https://cdn.proj.org USER_WRITABLE_DIRECTORY=/tmp/ ↵
proj DATABASE_PATH=/usr/share/proj/proj.db
(1 row)
```

☒☒

[PostGIS\\_PROJ\\_Compiled\\_Version](#), [PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

### 7.21.11 PostGIS\_PROJ\_Compiled\_Version

`PostGIS_PROJ_Compiled_Version` — Returns the version number of the PROJ library against which PostGIS was built.

## Synopsis

text **PostGIS\_PROJ\_Compiled\_Version()**;



Returns the version number of the PROJ library, or against which PostGIS was built.

Availability: 3.5.0



```
SELECT PostGIS_PROJ_Compiled_Version();
 postgis_proj_compiled_version
-----
 9.1.1
(1 row)
```



[PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Full\\_Version](#)

## 7.21.12 PostGIS\_Wagyu\_Version

PostGIS\_Wagyu\_Version — Returns the version number of the internal Wagyu library.

## Synopsis

text **PostGIS\_Wagyu\_Version()**;



Returns the version number of the internal Wagyu library, or NULL if Wagyu support is not enabled.



```
SELECT PostGIS_Wagyu_Version();
 postgis_wagyu_version
-----
 0.5.0 (Internal)
(1 row)
```



[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML2\\_Version](#), [PostGIS\\_Version](#)



### 7.21.13 PostGIS\_Scripts\_Build\_Date

PostGIS\_Scripts\_Build\_Date — Returns build date of the PostGIS scripts.

#### Synopsis

text **PostGIS\_Scripts\_Build\_Date**();



Returns build date of the PostGIS scripts.

1.0.0RC1      .



```
SELECT PostGIS_Scripts_Build_Date();
 postgis_scripts_build_date
-----
2023-06-22 03:56:11
(1 row)
```



[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

### 7.21.14 PostGIS\_Scripts\_Installed

PostGIS\_Scripts\_Installed — Returns version of the PostGIS scripts installed in this database.

#### Synopsis

text **PostGIS\_Scripts\_Installed**();



Returns version of the PostGIS scripts installed in this database.



#### Note

If the output of this function doesn't match the output of [PostGIS\\_Scripts\\_Released](#) you probably missed to properly upgrade an existing database. See the [Upgrading](#) section for more info.

Availability: 0.9.0

☒☒

```
SELECT PostGIS_Scripts_Installed();
   postgis_scripts_installed
-----
3.4.0dev 3.3.0rc2-993-g61bdf43a7
(1 row)
```

☒☒

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Released](#), [PostGIS\\_Version](#)

### 7.21.15 PostGIS\_Scripts\_Released

`PostGIS_Scripts_Released` — Returns the version number of the `postgis.sql` script released with the installed PostGIS lib.

#### Synopsis

text `PostGIS_Scripts_Released()`;

☒☒

Returns the version number of the `postgis.sql` script released with the installed PostGIS lib.



#### Note

Starting with version 1.1.0 this function returns the same value of [PostGIS\\_Lib\\_Version](#). Kept for backward compatibility.

Availability: 0.9.0

☒☒

```
SELECT PostGIS_Scripts_Released();
   postgis_scripts_released
-----
3.4.0dev 3.3.0rc2-993-g61bdf43a7
(1 row)
```

☒☒

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Installed](#), [PostGIS\\_Lib\\_Version](#)

### 7.21.16 PostGIS\_Version

`PostGIS_Version` — Returns PostGIS version number and compile-time options.

**Synopsis**

text **PostGIS\_Version()**;

Returns PostGIS version number and compile-time options.

```
SELECT PostGIS_Version();
               postgis_version
-----
3.4 USE_GEOS=1 USE_PROJ=1 USE_STATS=1
(1 row)
```

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#)

## 7.22 PostGIS GUC(Grand Unified Custom Variable)

### 7.22.1 postgis.backend

`postgis.backend` — GEOS SFCGAL. `geos` `sfcgal`, `geos`.

PostGIS `sfcgal` GUC. GEOS SFCGAL `geos` `sfcgal`.

2.1.0.

```
set postgis.backend = sfcgal;
```

```
ALTER DATABASE mygisdb SET postgis.backend = sfcgal;
```

### 7.22.2 postgis.gdal\_datapath

postgis.gdal\_datapath — GDAL 的 GDAL\_DATA 环境变量。默认情况下，它指向 GDAL\_DATA 环境变量。

注意

GDAL 的 GDAL\_DATA 环境变量在 PostgreSQL GUC 中。postgis.gdal\_datapath 与 GDAL 环境变量类似。

GDAL 的 GDAL\_DATA 环境变量 (hard-coded) 指向 GDAL\_DATA 环境变量。GDAL 的 GDAL\_DATA 环境变量指向 GDAL\_DATA 环境变量。



**Note**

PostgreSQL 的 postgresql.conf 文件。GDAL\_DATA 环境变量指向 GDAL\_DATA 环境变量。

2.2.0 版本。



**Note**

GDAL 的 GDAL\_DATA 环境变量指向 GDAL\_DATA 环境变量。

注意

postgis.gdal\_datapath 环境变量。

```
SET postgis.gdal_datapath TO '/usr/local/share/gdal.hidden';
SET postgis.gdal_datapath TO default;
```

GDAL 的 GDAL\_DATA 环境变量。

```
ALTER DATABASE gisdb
SET postgis.gdal_datapath = 'C:/Program Files/PostgreSQL/9.3/gdal-data';
```

注意

PostGIS\_GDAL\_Version, ST\_Transform

### 7.22.3 postgis.gdal\_enabled\_drivers

postgis.gdal\_enabled\_drivers — PostGIS 的 GDAL 驱动程序。GDAL 的 GDAL\_SKIP 环境变量。

##

PostGIS 安装时 GDAL 选项是默认启用的。GDAL 选项 GDAL\_SKIP 是默认关闭的。PostgreSQL 的 postgresql.conf 文件中。选项 GDAL\_ENABLED\_DRIVERS 是默认启用的。

PostgreSQL 的 postgresql.conf 文件中 POSTGIS\_GDAL\_ENABLED\_DRIVERS 选项 (pass) 是 postgis.gdal\_enabled\_drivers 选项的默认值。

选项 GDAL\_ENABLED\_DRIVERS 是 GDAL 选项的默认值。选项 GDAL\_SKIP 是 GDAL 选项的默认值。选项 GDAL\_SKIP 是 GDAL 选项的默认值。

**Note**

postgis.gdal\_enabled\_drivers 选项是默认启用的。选项 GDAL\_SKIP 是默认关闭的。



- DISABLE\_ALL 选项 GDAL 选项是默认关闭的。DISABLE\_ALL 选项是 postgis.gdal\_enabled\_drivers 选项的默认值。
- ENABLE\_ALL 选项 GDAL 选项是默认启用的。
- VSICURL 选项 GDAL 选项 /vsicurl/ 是默认启用的。

postgis.gdal\_enabled\_drivers 选项 DISABLE\_ALL 选项是默认关闭的，DB 选项是默认启用的，ST\_FromGDALRaster(), ST\_AsGDALRaster(), ST\_AsTIFF(), ST\_AsJPEG() 选项是默认启用的，ST\_AsPNG() 选项是默认关闭的。



**Note**

选项 PostGIS 选项，postgis.gdal\_enabled\_drivers 选项 DISABLE\_ALL 选项是默认关闭的。



**Note**

GDAL\_SKIP 选项 GDAL 选项 Configuration Options 选项是默认关闭的。

2.2.0 安装与配置。

##

To set and reset postgis.gdal\_enabled\_drivers for current session

```
SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SET postgis.gdal_enabled_drivers = default;
```

Set for all new connections to a specific database to specific drivers

```
ALTER DATABASE mygisdb SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
```

Setting for whole database cluster to enable all drivers. Requires super user access. Also note that database, session, and user settings override this.

```
--writes to postgres.auto.conf
ALTER SYSTEM SET postgis.gdal_enabled_drivers TO 'ENABLE_ALL';
--Reloads postgres conf
SELECT pg_reload_conf();
```











## Chapter 8

# SFCGAL Functions Reference

SFCGAL is a 2D & 3D geometry engine based on CGAL, a C++ (wrapper) library. It is a fork of the SFCGAL library, which is a fork of the SFCGAL library.

SFCGAL is available at <http://www.sfcgal.org>. It is a fork of the SFCGAL library, which is a fork of the SFCGAL library. The SFCGAL library is available at `postgis_sfcgal`.

### 8.1 SFCGAL Management Functions

#### 8.1.1 `postgis_sfcgal_version`

`postgis_sfcgal_version` — Returns SFCGAL version.

##### Synopsis

```
text postgis_sfcgal_version(void);
```

⚠

⚠ SFCGAL version.

2.1.0 version.



This method needs SFCGAL backend.

⚠

`postgis_sfcgal_full_version`

#### 8.1.2 `postgis_sfcgal_full_version`

`postgis_sfcgal_full_version` — Returns the full version of SFCGAL in use including CGAL and Boost versions

## Synopsis

text **postgis\_sfcgal\_version**(void);



Returns the full version of SFCGAL in use including CGAL and Boost versions

Availability: 3.3.0



This method needs SFCGAL backend.



[postgis\\_sfcgal\\_version](#)

## 8.2 SFCGAL Accessors and Setters

### 8.2.1 CG\_ForceLHR

CG\_ForceLHR — LHR(Left Hand Reverse;   ).

## Synopsis

geometry **CG\_ForceLHR**(geometry geom);



Availability: 3.5.0



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).

### 8.2.2 CG\_IsPlanar

CG\_IsPlanar —                   .

## Synopsis

boolean **CG\_IsPlanar**(geometry geom);

---



## 8.2.5 CG\_Orientation

CG\_Orientation — (orientation)

### Synopsis

```
integer CG_Orientation(geometry geom);
```

. -1 , 1 .

Availability: 3.5.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.

## 8.2.6 CG\_Area

CG\_Area — Calculates the area of a geometry

### Synopsis

```
double precision CG_Area( geometry geom );
```

Calculates the area of a geometry.

Performed by the SFCGAL module



#### Note

NOTE: this function returns a double precision value representing the area.

Availability: 3.5.0



This method needs SFCGAL backend.

```
SELECT CG_Area('Polygon ((0 0, 0 5, 5 5, 5 0, 0 0), (1 1, 2 1, 2 2, 1 2, 1 1), (3 3, 4 3, 4 4, 3 4, 3 3))');
   cg_area
-----
      25
(1 row)
```

☐☐

[ST\\_3DArea](#), [ST\\_Area](#)

### 8.2.7 CG\_3DArea

CG\_3DArea — 3 维几何体的表面积。返回浮点型。如果输入为 NULL，则返回 0。

#### Synopsis

```
float CG_3DArea(geometry geom1);
```

☐☐

Availability: 3.5.0

- ✔ This method needs SFCGAL backend.
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 8.1, 10.5
- ✔ 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).

☐☐

☐☐: 返回 KWT 几何体的表面积。返回浮点型。如果输入为 NULL，则返回 0。

```
SELECT CG_3DArea(geom) As cube_surface_area,
       CG_3DArea(CG_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
```

☐☐

[CG\\_Area](#), [CG\\_MakeSolid](#), [CG\\_IsSolid](#), [CG\\_Area](#)

### 8.2.8 CG\_Volume

CG\_Volume — 3 维几何体的体积。返回浮点型。如果输入为 NULL，则返回 0。

**Synopsis**

float **CG\_Volume**(geometry geom1);

□□

Availability: 3.5.0

- ✔ 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).
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 9.1 (same as CG\_3DVolume)

□□

When closed surfaces are created with WKT, they are treated as areal rather than solid. To make them solid, you need to use [CG\\_MakeSolid](#). Areal geometries have no volume. Here is an example to demonstrate.

```
SELECT CG_Volume(geom) As cube_surface_vol,
       CG_Volume(CG_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
```

□□

[CG\\_3DArea](#), [CG\\_MakeSolid](#), [CG\\_IsSolid](#)

**8.2.9 ST\_ForceLHR**

ST\_ForceLHR — LHR(Left Hand Reverse; □□□□) □□□□□□□□.

**Synopsis**

geometry **ST\_ForceLHR**(geometry geom);









```
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
```

☒☒

[ST\\_Area](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#), [ST\\_Area](#)

### 8.2.15 ST\_Volume

ST\_Volume — 3 维几何体的体积。返回非负浮点数值。

#### Synopsis

float **ST\_Volume**(geometry geom1);

☒☒



#### Warning

**ST\_Volume** is deprecated as of 3.5.0. Use **CG\_Volume** instead.

2.2.0 简体中文。

- ✔ 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).
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 9.1 (same as ST\_3DVolume)

☒☒

WKT 几何体, 返回浮点数值。使用 [ST\\_MakeSolid](#) 创建几何体。

```

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

```

☒☒

[ST\\_3DArea](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#)

## 8.3 SFCGAL Processing and Relationship Functions

### 8.3.1 CG\_Intersection

CG\_Intersection — Computes the intersection of two geometries

#### Synopsis

geometry **CG\_Intersection**( geometry geomA , geometry geomB );

☒☒

Computes the intersection of two geometries.

Performed by the SFCGAL module



#### Note

NOTE: this function returns a geometry representing the intersection.

Availability: 3.5.0



This method needs SFCGAL backend.

☒☒☒☒

```

SELECT ST_AsText(CG_Intersection('LINESTRING(0 0, 5 5)', 'LINESTRING(5 0, 0 5)'));
       cg_intersection
-----
POINT(2.5 2.5)
(1 row)

```

[ST\\_3DIntersection](#), [ST\\_Intersection](#)

### 8.3.2 CG\_Intersects

CG\_Intersects — Tests if two geometries intersect (they have at least one point in common)

#### Synopsis

boolean **CG\_Intersects**( geometry geomA , geometry geomB );



Returns true if two geometries intersect. Geometries intersect if they have any point in common.

Performed by the SFCGAL module



#### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Availability: 3.5.0



This method needs SFCGAL backend.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



```

SELECT CG_Intersects('POINT(0 0)::geometry, 'LINESTRING ( 2 0, 0 2 ) '::geometry);
   cg_intersects
-----
f
(1 row)
SELECT CG_Intersects('POINT(0 0)::geometry, 'LINESTRING ( 0 0, 0 2 ) '::geometry);
   cg_intersects
-----
t
(1 row)

```

[CG\\_3DIntersects](#), [ST\\_3DIntersects](#), [ST\\_Intersects](#), [ST\\_Disjoint](#)

### 8.3.3 CG\_3DIntersects

CG\_3DIntersects — Tests if two 3D geometries intersect

## Synopsis

boolean **CG\_3DIntersects**( geometry geomA , geometry geomB );



Tests if two 3D geometries intersect. 3D geometries intersect if they have any point in common in the three-dimensional space.

Performed by the SFCGAL module



### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Availability: 3.5.0



This method needs SFCGAL backend.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).



```
SELECT CG_3DIntersects('POINT(1.2 0.1 0)', 'POLYHEDRALSURFACE(((0 0 0,0.5 0.5 0,1 0 0,1 1 0,0 1 0,0 0 0)),((1 0 0,2 0 0,2 1 0,1 1 0,1 0 0),(1.2 0.2 0,1.2 0.8 0,1.8 0.8 0,1.8 0.2 0,1.2 0.2 0)))');
   cg_3dintersects
-----
t
(1 row)
```



[CG\\_Intersects](#), [ST\\_3DIntersects](#), [ST\\_Intersects](#), [ST\\_Disjoint](#)

## 8.3.4 CG\_Difference

CG\_Difference — Computes the geometric difference between two geometries

### Synopsis

geometry **CG\_Difference**( geometry geomA , geometry geomB );



Computes the geometric difference between two geometries. The resulting geometry is a set of points that are present in geomA but not in geomB.

Performed by the SFCGAL module

**Note**

NOTE: this function returns a geometry.

Availability: 3.5.0



This method needs SFCGAL backend.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).




```
SELECT ST_AsText(CG_Difference('POLYGON((0 0, 0 1, 1 1, 1 0, 0 0))'::geometry, 'LINESTRING ↵
(0 0, 2 2)'::geometry));
   cg_difference
-----
POLYGON((0 0,1 0,1 1,0 1,0 0))
(1 row)
```



[ST\\_3DDifference](#), [ST\\_Difference](#)

### 8.3.5 ST\_3DDifference

ST\_3DDifference — 3 .

#### Synopsis

geometry **ST\_3DDifference**(geometry geom1, geometry geom2);

**Warning**

[ST\\_3DDifference](#) is deprecated as of 3.5.0. Use [CG\\_3DDifference](#) instead.

geom2 返回 geom1 的副本。

2.2.0 版本。

- ✔ This method needs SFCGAL backend.
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1
- ✔ 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).

### 8.3.6 CG\_3DDifference

CG\_3DDifference — 3 版本。

#### Synopsis

geometry **CG\_3DDifference**(geometry geom1, geometry geom2);

返回

geom2 返回 geom1 的副本。

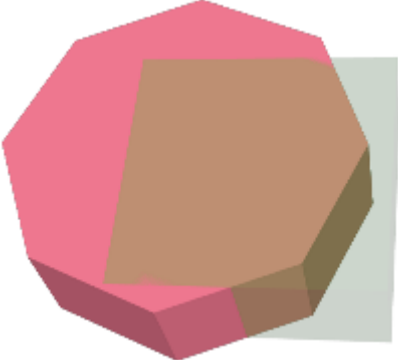
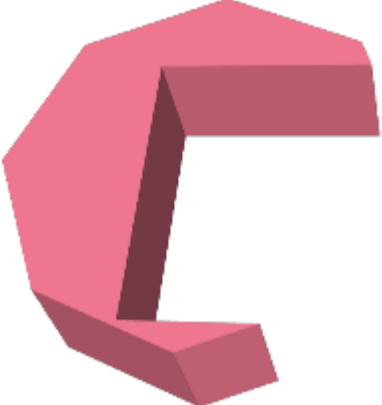
Availability: 3.5.0

- ✔ This method needs SFCGAL backend.
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1
- ✔ 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).

返回

PostGIS [ST\\_AsX3D](#) 3 版本 [X3Dom HTML](#) 版本 [HTML](#) 版本。



<pre>SELECT CG_Extrude(ST_Buffer(   ST_GeomFromText('POINT(100 90)'),   CG_Extrude(ST_Buffer(ST_GeomFromText('POINT(80 80)'),     50, '     quad_segs=1'),0,0,30) AS geom2;</pre> <div style="text-align: center; margin: 10px 0;">  </div> <p style="text-align: center;">☒☒ 3 ☒☒☒☒☒☒☒☒☒☒. <i>geom2</i> ☒☒☒☒☒☒☒☒☒☒.</p>	<pre>SELECT CG_3DDifference(geom1,geom2)   50, '   quad_segs=2'),0,0,30) AS geom1,   CG_Extrude(   ST_Buffer(ST_GeomFromText('POINT(80 80)'),     50, '     quad_segs=1'),0,0,30) AS geom2 ) As t;</pre> <div style="text-align: center; margin: 10px 0;">  </div> <p style="text-align: center;"><i>geom2</i> ☒☒☒☒☒☒☒☒☒☒</p>
---	---

☒☒

[CG\\_Extrude](#), [ST\\_AsX3D](#), [CG\\_3DIntersection](#) [CG\\_3DUnion](#)

### 8.3.7 CG\_Distance

CG\_Distance — Computes the minimum distance between two geometries

#### Synopsis

double precision **CG\_Distance**( geometry geomA , geometry geomB );

☒☒

Computes the minimum distance between two geometries.

Performed by the SFCGAL module



**Note**

NOTE: this function returns a double precision value representing the distance.

Availability: 3.5.0

- ✔ This method needs SFCGAL backend.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☒☒☒☒

```
SELECT CG_Distance('LINESTRING(0.0 0.0,-1.0 -1.0)', 'LINESTRING(3.0 4.0,4.0 5.0)');
   cg_distance
-----
      2.0
(1 row)
```

☒☒

[CG\\_3DDistance](#), [CG\\_Distance](#)

### 8.3.8 CG\_3DDistance

**CG\_3DDistance** — Computes the minimum 3D distance between two geometries

#### Synopsis

double precision **CG\_3DDistance**( geometry geomA , geometry geomB );

☒☒

Computes the minimum 3D distance between two geometries.

Performed by the SFCGAL module



#### Note

NOTE: this function returns a double precision value representing the 3D distance.

Availability: 3.5.0

- ✔ This method needs SFCGAL backend.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☒☒☒☒

```
SELECT CG_3DDistance('LINESTRING(-1.0 0.0 2.0,1.0 0.0 3.0)', 'TRIANGLE((-4.0 0.0 1.0,4.0 0.0 1.0,0.0 4.0 1.0,-4.0 0.0 1.0))');
   cg_3ddistance
-----
              1
(1 row)
```

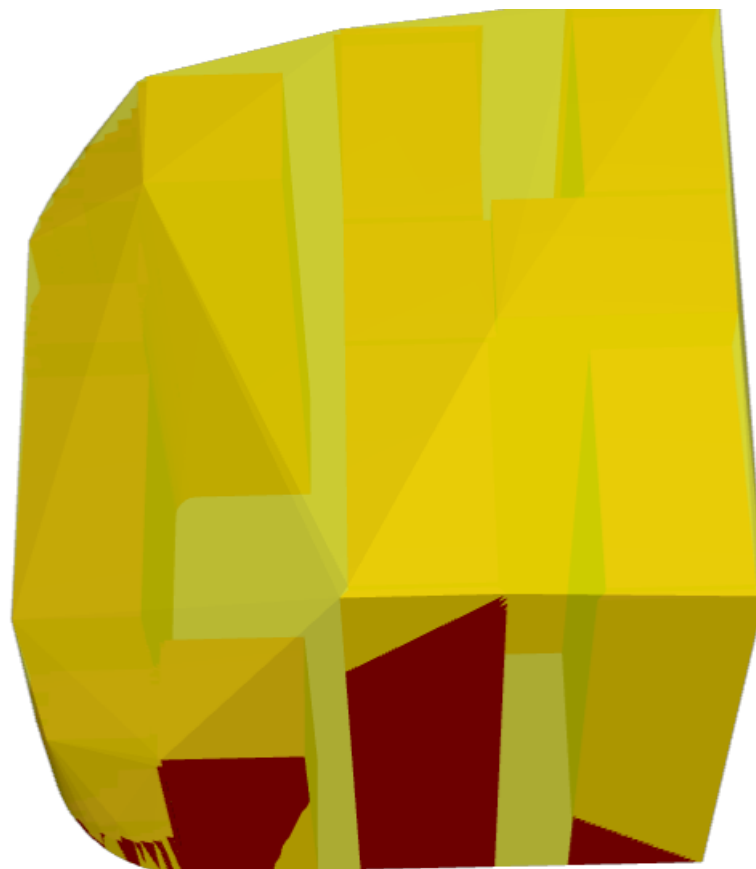


☒☒

```
SELECT ST_AsText(CG_3DConvexHull('LINESTRING Z(0 0 5, 1 5 3, 5 7 6, 9 5 3 , 5 7 5, 6 3 5) ←
'::geometry));
```

```
POLYHEDRALSURFACE Z (((1 5 3,9 5 3,0 0 5,1 5 3)),((1 5 3,0 0 5,5 7 6,1 5 3)),((5 7 6,5 7 ←
5,1 5 3,5 7 6)),((0 0 5,6 3 5,5 7 6,0 0 5)),((6 3 5,9 5 3,5 7 6,6 3 5)),((0 0 5,9 5 3,6 ←
3 5,0 0 5)),((9 5 3,5 7 5,5 7 6,9 5 3)),((1 5 3,5 7 5,9 5 3,1 5 3)))
```

```
WITH f AS (SELECT i, CG_Extrude(geom, 0,0, i ) AS geom
FROM ST_Subdivide(ST_Letters('CH'),5) WITH ORDINALITY AS sd(geom,i)
)
SELECT CG_3DConvexHull(ST_Collect(f.geom) )
FROM f;
```



*Original geometry overlaid with 3D convex hull*

☒☒

[ST\\_Letters](#), [ST\\_AsX3D](#)

### 8.3.11 ST\_3DIntersection

ST\_3DIntersection — 3 ☒☒☒☒☒☒☒☒☒☒.





```
((20 20 0,16.6666666666667 23.3333333333333 10,20 20 10,20 20 0)),
((13.3333333333333 13.3333333333333 10,10 10 0,20 20 0,13.3333333333333 ←
 13.3333333333333 10)),
((16.6666666666667 23.3333333333333 10,12 28 10,13.3333333333333 13.3333333333333 ←
 10,16.6666666666667 23.3333333333333 10)),
((20 20 0,9.99999999999995 30 0,16.6666666666667 23.3333333333333 10,20 20 0)),
((10 10 0,9.99999999999995 30 0,20 20 0,10 10 0)),((13.3333333333333 ←
 13.3333333333333 10,12 12 10,10 10 0,13.3333333333333 13.3333333333333 10)),
((12 28 10,12 12 10,13.3333333333333 13.3333333333333 10,12 28 10)),
((16.6666666666667 23.3333333333333 10,9.99999999999995 30 0,12 28 ←
 10,16.6666666666667 23.3333333333333 10)),
((10 10 0,0 20 0,9.99999999999995 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)),
((9.99999999999995 30 0,11 29 10,12 28 10,9.99999999999995 30 0)),((0 20 0,2 20 ←
 10,9.99999999999995 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)),
((9.99999999999995 30 0,2 20 10,11 29 10,9.99999999999995 30 0)),((11 11 10,11 29 ←
 10,2 20 10,11 11 10)))
```

### 8.3.13 CG\_Union

CG\_Union — Computes the union of two geometries

#### Synopsis

geometry **CG\_Union**( geometry geomA , geometry geomB );

☒☒

Computes the union of two geometries.

Performed by the SFCGAL module



**Note**

NOTE: this function returns a geometry representing the union.

Availability: 3.5.0



This method needs SFCGAL backend.

☒☒☒☒

```
SELECT CG_Union('POINT(.5 0)', 'LINESTRING(-1 0,1 0)');
      cg_union
-----
LINESTRING(-1 0,0.5 0,1 0)
(1 row)
```

---

 ☒☒

[ST\\_3DUnion](#), [ST\\_AsBinary](#)

### 8.3.14 ST\_3DUnion

ST\_3DUnion — Perform 3D union.

#### Synopsis

geometry **ST\_3DUnion**(geometry geom1, geometry geom2);  
 geometry **ST\_3DUnion**(geometry set g1field);

 ☒☒
 

---



#### Warning

[ST\\_3DUnion](#) is deprecated as of 3.5.0. Use [CG\\_3DUnion](#) instead.

---

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

Availability: 3.3.0 aggregate variant was added



This method needs SFCGAL backend.



This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1



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).

**Aggregate variant:** returns a geometry that is the 3D union of a rowset of geometries. The ST\_3DUnion() 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.

### 8.3.15 CG\_3DUnion

CG\_3DUnion — Perform 3D union using postgis\_sfcgal.

#### Synopsis

geometry **CG\_3DUnion**(geometry geom1, geometry geom2);  
 geometry **CG\_3DUnion**(geometry set g1field);

---





### 8.3.16 ST\_AlphaShape

ST\_AlphaShape — Computes an Alpha-shape enclosing a geometry

#### Synopsis

geometry **ST\_AlphaShape**(geometry geom, float alpha, boolean allow\_holes = false);

☒☒



#### Warning

**ST\_AlphaShape** is deprecated as of 3.5.0. Use **CG\_AlphaShape** instead.

---

Computes the **Alpha-Shape** of the points in a geometry. An alpha-shape is a (usually) concave polygonal geometry which contains all the vertices of the input, and whose vertices are a subset of the input vertices. An alpha-shape provides a closer fit to the shape of the input than the shape produced by the **convex hull**.

### 8.3.17 CG\_AlphaShape

CG\_AlphaShape — Computes an Alpha-shape enclosing a geometry

#### Synopsis

geometry **CG\_AlphaShape**(geometry geom, float alpha, boolean allow\_holes = false);

☒☒

Computes the **Alpha-Shape** of the points in a geometry. An alpha-shape is a (usually) concave polygonal geometry which contains all the vertices of the input, and whose vertices are a subset of the input vertices. An alpha-shape provides a closer fit to the shape of the input than the shape produced by the **convex hull**.

The "closeness of fit" is controlled by the alpha parameter, which can have values from 0 to infinity. Smaller alpha values produce more concave results. Alpha values greater than some data-dependent value produce the convex hull of the input.



#### Note

Following the CGAL implementation, the alpha value is the *square* of the radius of the disc used in the Alpha-Shape algorithm to "erode" the Delaunay Triangulation of the input points. See **CGAL Alpha-Shapes** for more information. This is different from the original definition of alpha-shapes, which defines alpha as the radius of the eroding disc.

---

The computed shape does not contain holes unless the optional `allow_holes` argument is specified as true.

This function effectively computes a concave hull of a geometry in a similar way to **ST\_ConcaveHull**, but uses CGAL and a different algorithm.

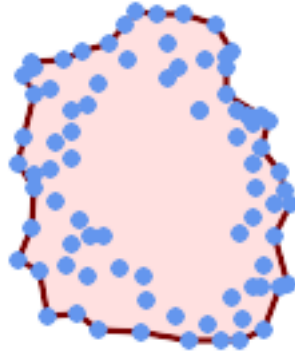
Availability: 3.5.0 - requires SFCGAL  $\geq$  1.4.1.



This method needs SFCGAL backend.

---

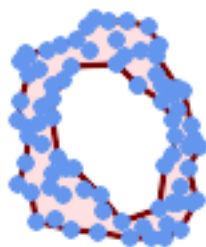
☒☒



*Alpha-shape of a MultiPoint (same example As [CG\\_OptimalAlphaShape](#))*

```
SELECT ST_AsText(CG_AlphaShape('MULTIPOINT((63 84),(76 88),(68 73),(53 18),(91 50),(81 70),
(88 29),(24 82),(32 51),(37 23),(27 54),(84 19),(75 87),(44 42),(77 67),(90 30) ←
,(36 61),(32 65),
(81 47),(88 58),(68 73),(49 95),(81 60),(87 50),
(78 16),(79 21),(30 22),(78 43),(26 85),(48 34),(35 35),(36 40),(31 79),(83 29) ←
,(27 84),(52 98),(72 95),(85 71),
(75 84),(75 77),(81 29),(77 73),(41 42),(83 72),(23 36),(89 53),(27 57),(57 97) ←
,(27 77),(39 88),(60 81),
(80 72),(54 32),(55 26),(62 22),(70 20),(76 27),(84 35),(87 42),(82 54),(83 64) ←
,(69 86),(60 90),(50 86),(43 80),(36 73),
(36 68),(40 75),(24 67),(23 60),(26 44),(28 33),(40 32),(43 19),(65 16),(73 16) ←
,(38 46),(31 59),(34 86),(45 90),(64 97)')::geometry,80.2));
```

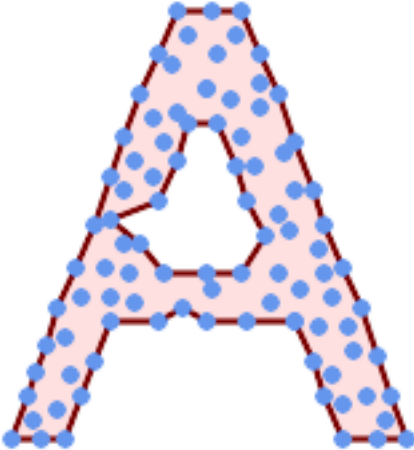
```
POLYGON((89 53,91 50,87 42,90 30,88 29,84 19,78 16,73 16,65 16,53 18,43 19,
37 23,30 22,28 33,23 36,26 44,27 54,23 60,24 67,27 77,
24 82,26 85,34 86,39 88,45 90,49 95,52 98,57 97,
64 97,72 95,76 88,75 84,83 72,85 71,88 58,89 53))
```



*Alpha-shape of a MultiPoint, allowing holes (same example as [CG\\_OptimalAlphaShape](#))*

```
SELECT ST_AsText(CG_AlphaShape('MULTIPOINT((63 84),(76 88),(68 73),(53 18),(91 50),(81 70) ←
, (88 29),(24 82),(32 51),(37 23),(27 54),(84 19),(75 87),(44 42),(77 67),(90 30),(36 61) ←
, (32 65),(81 47),(88 58),(68 73),(49 95),(81 60),(87 50),
(78 16),(79 21),(30 22),(78 43),(26 85),(48 34),(35 35),(36 40),(31 79),(83 29),(27 84) ←
, (52 98),(72 95),(85 71),
(75 84),(75 77),(81 29),(77 73),(41 42),(83 72),(23 36),(89 53),(27 57),(57 97),(27 77) ←
, (39 88),(60 81),
(80 72),(54 32),(55 26),(62 22),(70 20),(76 27),(84 35),(87 42),(82 54),(83 64),(69 86) ←
, (60 90),(50 86),(43 80),(36 73),
(36 68),(40 75),(24 67),(23 60),(26 44),(28 33),(40 32),(43 19),(65 16),(73 16),(38 46) ←
, (31 59),(34 86),(45 90),(64 97))'::geometry, 100.1,true))
```

```
POLYGON((89 53,91 50,87 42,90 30,84 19,78 16,73 16,65 16,53 18,43 19,30 22,28 33,23 36,
26 44,27 54,23 60,24 67,27 77,24 82,26 85,34 86,39 88,45 90,49 95,52 98,57 97,64 97,72 95,
76 88,75 84,83 72,85 71,88 58,89 53),(36 61,36 68,40 75,43 80,60 81,68 73,77 67,
81 60,82 54,81 47,78 43,76 27,62 22,54 32,44 42,38 46,36 61))
```



*Alpha-shape of a MultiPoint, allowing holes (same example as **ST\_ConcaveHull**)*

```
SELECT ST_AsText(CG_AlphaShape(
'MULTIPOINT ((132 64), (114 64), (99 64), (81 64), (63 64), (57 49), (52 ←
36), (46 20), (37 20), (26 20), (32 36), (39 55), (43 69), (50 84), (57 ←
100), (63 118), (68 133), (74 149), (81 164), (88 180), (101 180), (112 ←
180), (119 164), (126 149), (132 131), (139 113), (143 100), (150 84), ←
(157 69), (163 51), (168 36), (174 20), (163 20), (150 20), (143 36), ←
(139 49), (132 64), (99 151), (92 138), (88 124), (81 109), (74 93), (70 ←
82), (83 82), (99 82), (112 82), (126 82), (121 96), (114 109), (110 ←
122), (103 138), (99 151), (34 27), (43 31), (48 44), (46 58), (52 73), ←
(63 73), (61 84), (72 71), (90 69), (101 76), (123 71), (141 62), (166 ←
27), (150 33), (159 36), (146 44), (154 53), (152 62), (146 73), (134 ←
76), (143 82), (141 91), (130 98), (126 104), (132 113), (128 127), (117 ←
122), (112 133), (119 144), (108 147), (119 153), (110 171), (103 164), ←
(92 171), (86 160), (88 142), (79 140), (72 124), (83 131), (79 118), ←
(68 113), (63 102), (68 93), (35 45))'::geometry,102.2, true));
```

```
POLYGON((26 20,32 36,35 45,39 55,43 69,50 84,57 100,63 118,68 133,74 149,81 164,88 180,
101 180,112 180,119 164,126 149,132 131,139 113,143 100,150 84,157 69,163 ←
51,168 36,
174 20,163 20,150 20,143 36,139 49,132 64,114 64,99 64,90 69,81 64,63 64,57 ←
49,52 36,46 20,37 20,26 20),
```

```
(74 93,81 109,88 124,92 138,103 138,110 122,114 109,121 96,112 82,99 82,83 82,74 93) ←
```

☒☒

[ST\\_ConcaveHull](#), [CG\\_OptimalAlphaShape](#)

### 8.3.18 CG\_ApproxConvexPartition

CG\_ApproxConvexPartition — Computes approximal convex partition of the polygon geometry

#### Synopsis

geometry **CG\_ApproxConvexPartition**(geometry geom);

☒☒

Computes approximal convex partition of the polygon geometry (using a triangulation).

#### Note

A partition of a polygon P is a set of polygons such that the interiors of the polygons do not intersect and the union of the polygons is equal to the interior of the original polygon P. CG\_ApproxConvexPartition and CG\_GreeneApproxConvexPartition functions produce approximately optimal convex partitions. Both these functions produce convex decompositions by first decomposing the polygon into simpler polygons; CG\_ApproxConvexPartition uses a triangulation and CG\_GreeneApproxConvexPartition a monotone partition. These two functions both guarantee that they will produce no more than four times the optimal number of convex pieces but they differ in their runtime complexities. Though the triangulation-based approximation algorithm often results in fewer convex pieces, this is not always the case.

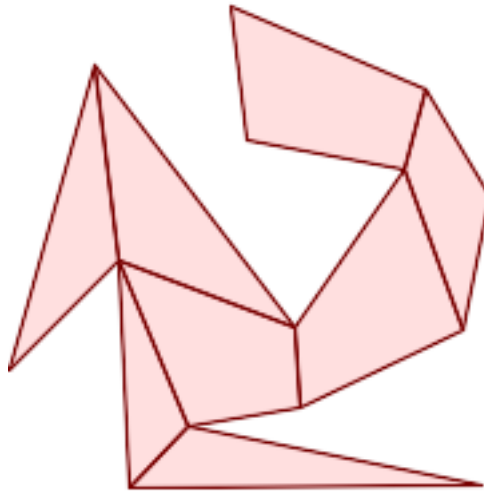
Note!

Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.



*Approximal Convex Partition (same example As [CG\\_YMonotonePartition](#), [CG\\_GreeneApproxConvexPartition](#) and [CG\\_OptimalConvexPartition](#))*

```
SELECT ST_AsText(CG_ApproxConvexPartition('POLYGON((156 150,83 181,89 131,148 120,107 61,32 159,0 45,41 86,45 1,177 2,67 24,109 31,170 60,180 110,156 150))'::geometry));

GEOMETRYCOLLECTION(POLYGON((156 150,83 181,89 131,148 120,156 150)),POLYGON((32 159,0 45,41 86,32 159)),POLYGON((107 61,32 159,41 86,107 61)),POLYGON((45 1,177 2,67 24,45 1)),
POLYGON((41 86,45 1,67 24,41 86)),POLYGON((107 61,41 86,67 24,109 31,107 61)),POLYGON
((148 120,107 61,109 31,170 60,148 120)),POLYGON((156 150,148 120,170 60,180 110,156 150)))
```



[CG\\_YMonotonePartition](#), [CG\\_GreeneApproxConvexPartition](#), [CG\\_OptimalConvexPartition](#)

### 8.3.19 ST\_ApproximateMedialAxis

ST\_ApproximateMedialAxis — .

#### Synopsis

geometry **ST\_ApproximateMedialAxis**(geometry geom);







#### Warning


**ST\_ApproximateMedialAxis** is deprecated as of 3.5.0. Use [CG\\_ApproximateMedialAxis](#) instead.

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 `CG_StraightSkeleton` (slower case).

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).

### 8.3.20 `CG_ApproximateMedialAxis`

`CG_ApproximateMedialAxis` — .





#### Synopsis

geometry **`CG_ApproximateMedialAxis`**(geometry geom);



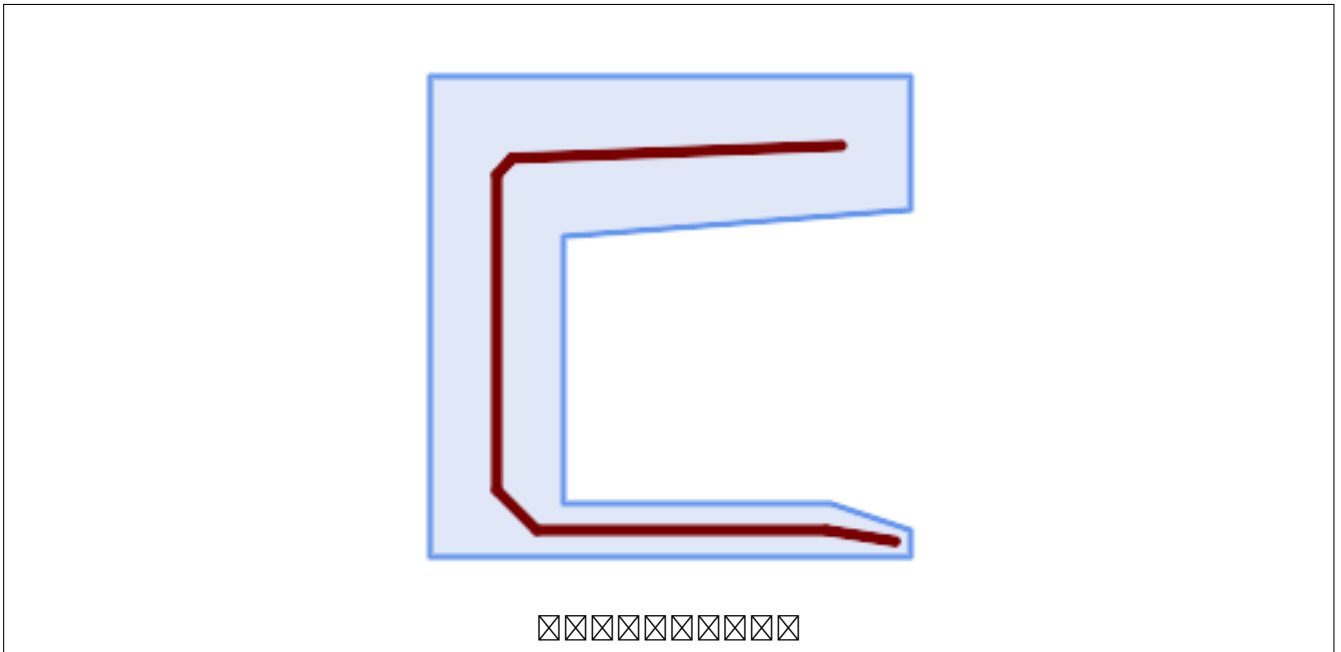
Return an approximate medial axis for the areal input based on its straight skeleton. Uses an SFCGAL specific API when built against a capable version (1.2.0+). Otherwise the function is just a wrapper around `CG_StraightSkeleton` (slower case).

Availability: 3.5.0

-  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).



```
SELECT CG_ApproximateMedialAxis(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, ↵
190 20, 160 30, 60 30, 60 130, 190 140, 190 190 ))'));
```



☒☒

[CG\\_StraightSkeleton](#)

### 8.3.21 ST\_ConstrainedDelaunayTriangles

ST\_ConstrainedDelaunayTriangles — Return a constrained Delaunay triangulation around the given input geometry.

#### Synopsis

```
geometry ST_ConstrainedDelaunayTriangles(geometry g1);
```

☒☒



**Warning**

[ST\\_ConstrainedDelaunayTriangles](#) is deprecated as of 3.5.0. Use [CG\\_ConstrainedDelaunayTriangles](#) instead.

Return a **Constrained Delaunay triangulation** around the vertices of the input geometry. Output is a TIN.



This method needs SFCGAL backend.

2.1.0 简体中文.



This function supports 3d and will not drop the z-index.



### 8.3.22 CG\_ConstrainedDelaunayTriangles

CG\_ConstrainedDelaunayTriangles — Return a constrained Delaunay triangulation around the given input geometry.

#### Synopsis

geometry **CG\_ConstrainedDelaunayTriangles**(geometry g1);

☒☒

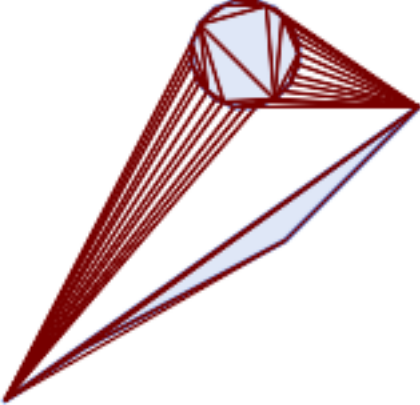
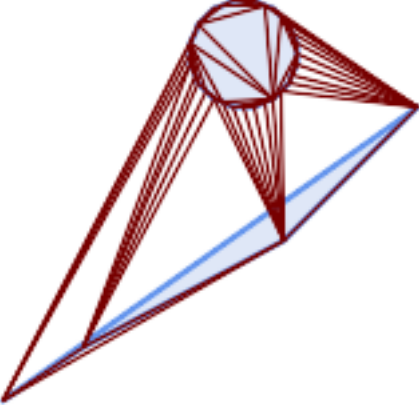
Return a **Constrained Delaunay triangulation** around the vertices of the input geometry. Output is a TIN.

✔ This method needs SFCGAL backend.

2.1.0 ☒☒☒☒☒☒☒☒☒☒.

✔ This function supports 3d and will not drop the z-index.

☒☒

	
<p><i>CG_ConstrainedDelaunayTriangles of 2 polygons</i></p>	<p><i>ST_DelaunayTriangles of 2 polygons. Triangle edges cross polygon boundaries.</i></p>
<pre>select CG_ConstrainedDelaunayTriangles(   ST_Union(     POLYGON((175 150, 20 40, 50 60, 125 100, 175 150)),     ST_Buffer('POINT(110 170)::geometry, 20)   ) );</pre>	<pre>select ST_DelaunayTriangles(   ST_Union(     POLYGON((175 150, 20 40, 50 60, 125 100, 175 150)),     ST_Buffer('POINT(110 170)::geometry, 20)   ) );</pre>



[ST\\_DelaunayTriangles](#), [ST\\_TriangulatePolygon](#), [CG\\_Tessellate](#), [ST\\_ConcaveHull](#), [ST\\_Dump](#)

### 8.3.23 ST\_Extrude

ST\_Extrude — 

#### Synopsis





geometry **ST\_Extrude**(geometry geom, float x, float y, float z);



#### Warning

**ST\_Extrude** is deprecated as of 3.5.0. Use **CG\_Extrude** instead.

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).

### 8.3.24 CG\_Extrude





CG\_Extrude — 

#### Synopsis

geometry **CG\_Extrude**(geometry geom, float x, float y, float z);




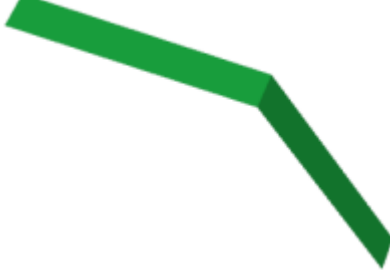


Availability: 3.5.0

-  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).

图

PostGIS **ST\_AsX3D** 返回 3 维几何体的 X3Dom HTML 格式。HTML 格式。

<pre>SELECT ST_Buffer(ST_GeomFromText('POINT (100 90)'),                     50, 'quad_segs=2'),0,0,30);</pre>  <p>返回 X3Dom HTML 格式。</p>	<pre>CG_Extrude(ST_Buffer(ST_GeomFromText('POINT(100 90)'),                     50, 'quad_segs=2'),0,0,30);</pre>  <p>Z 轴高度 30 的 PolyhedralSurfaceZ 格式。</p>
<pre>SELECT ST_GeomFromText('LINESTRING(50 50, 100 90, 95 150)')</pre>  <p>返回 X3Dom HTML 格式。</p>	<pre>SELECT CG_Extrude(     ST_GeomFromText('LINESTRING(50 50, 100 90, 95 150)')</pre>  <p>Z 轴高度 30 的 PolyhedralSurfaceZ 格式。</p>

☒☒

**ST\_AsX3D, CG\_ExtrudeStraightSkeleton**

### 8.3.25 CG\_ExtrudeStraightSkeleton

CG\_ExtrudeStraightSkeleton — Straight Skeleton Extrusion

#### Synopsis

geometry **CG\_ExtrudeStraightSkeleton**(geometry geom, float roof\_height, float body\_height = 0);

☒☒

Computes an extrusion with a maximal height of the polygon geometry.

#### Note



Perhaps the first (historically) use-case of straight skeletons: given a polygonal roof, the straight skeleton directly gives the layout of each tent. If each skeleton edge is lifted from the plane a height equal to its offset distance, the resulting roof is "correct" in that water will always fall down to the contour edges (the roof's border), regardless of where it falls on the roof. The function computes this extrusion aka "roof" on a polygon. If the argument body\_height > 0, so the polygon is extruded like with CG\_Extrude(polygon, 0, 0, body\_height). The result is an union of these polyhedralsurfaces.

Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.

☒☒

```
SELECT ST_AsText(CG_ExtrudeStraightSkeleton('POLYGON (( 0 0, 5 0, 5 5, 4 5, 4 4, 0 4, 0 0 ) ←
, (1 1, 1 2, 2 2, 2 1, 1 1))', 3.0, 2.0));
```

```
POLYHEDRALSURFACE Z (((0 0 0,0 4 0,4 4 0,4 5 0,5 5 0,5 0 0,0 0 0),(1 1 0,2 1 0,2 2 0,1 2 ←
0,1 1 0)),((0 0 0,0 0 2,0 4 2,0 4 0,0 0 0)),((0 4 0,0 4 2,4 4 2,4 4 0,0 4 0)),((4 4 0,4 ←
4 2,4 5 2,4 5 0,4 4 0)),((4 5 0,4 5 2,5 5 2,5 5 0,4 5 0)),((5 5 0,5 5 2,5 0 2,5 0 0,5 5 ←
0)),((5 0 0,5 0 2,0 0 2,0 0 0,5 0 0)),((1 1 0,1 1 2,2 1 2,2 1 0,1 1 0)),((2 1 0,2 1 2,2 ←
2 2,2 2 0,2 1 0)),((2 2 0,2 2 2,1 2 2,1 2 0,2 2 0)),((1 2 0,1 2 2,1 1 2,1 1 0,1 2 0)) ←
,((4 5 2,5 5 2,4 4 2,4 5 2)),((2 1 2,5 0 2,0 0 2,2 1 2)),((5 5 2,5 0 2,4 4 2,5 5 2)),((2 ←
1 2,0 0 2,1 1 2,2 1 2)),((1 2 2,1 1 2,0 0 2,1 2 2)),((0 4 2,2 2 2,1 2 2,0 4 2)),((0 4 ←
2,1 2 2,0 0 2,0 4 2)),((4 4 2,5 0 2,2 2 2,4 4 2)),((4 4 2,2 2 2,0 4 2,4 4 2)),((2 2 2,5 ←
0 2,2 1 2,2 2 2)),((0.5 2.5 2.5,0 0 2,0.5 0.5 2.5,0.5 2.5 2.5)),((1 3 3,0 4 2,0.5 2.5 ←
2.5,1 3 3)),((0.5 2.5 2.5,0 4 2,0 0 2,0.5 2.5 2.5)),((2.5 0.5 2.5,5 0 2,3.5 1.5 3.5,2.5 ←
0.5 2.5)),((0 0 2,5 0 2,2.5 0.5 2.5,0 0 2)),((0.5 0.5 2.5,0 0 2,2.5 0.5 2.5,0.5 0.5 2.5) ←
),((4.5 3.5 2.5,5 5 2,4.5 4.5 2.5,4.5 3.5 2.5)),((3.5 2.5 3.5,3.5 1.5 3.5,4.5 3.5 ←
2.5,3.5 2.5 3.5)),((4.5 3.5 2.5,5 0 2,5 5 2,4.5 3.5 2.5)),((3.5 1.5 3.5,5 0 2,4.5 3.5 ←
2.5,3.5 1.5 3.5)),((5 5 2,4 5 2,4.5 4.5 2.5,5 5 2)),((4.5 4.5 2.5,4 4 2,4.5 3.5 2.5,4.5 ←
4.5 2.5)),((4.5 4.5 2.5,4 5 2,4 4 2,4.5 4.5 2.5)),((3 3 3,0 4 2,1 3 3,3 3 3)),((3.5 2.5 ←
3.5,4.5 3.5 2.5,3 3 3,3.5 2.5 3.5)),((3 3 3,4 4 2,0 4 2,3 3 3)),((4.5 3.5 2.5,4 4 2,3 3 ←
```

```

3,4.5 3.5 2.5)),((2 1 2,1 1 2,0.5 0.5 2.5,2 1 2)),((2.5 0.5 2.5,2 1 2,0.5 0.5 2.5,2.5 ←
0.5 2.5)),((1 1 2,1 2 2,0.5 2.5 2.5,1 1 2)),((0.5 0.5 2.5,1 1 2,0.5 2.5 2.5,0.5 0.5 2.5) ←
),((1 3 3,2 2 2,3 3 3,1 3 3)),((0.5 2.5 2.5,1 2 2,1 3 3,0.5 2.5 2.5)),((1 3 3,1 2 2,2 2 ←
2,1 3 3)),((2 2 2,2 1 2,2.5 0.5 2.5,2 2 2)),((3.5 2.5 3.5,3 3 3,3.5 1.5 3.5,3.5 2.5 3.5) ←
),((3.5 1.5 3.5,2 2 2,2.5 0.5 2.5,3.5 1.5 3.5)),((3 3 3,2 2 2,3.5 1.5 3.5,3 3 3)))

```

☒☒

[ST\\_Extrude](#), [CG\\_StraightSkeleton](#)

### 8.3.26 CG\_GreeneApproxConvexPartition

`CG_GreeneApproxConvexPartition` — Computes approximal convex partition of the polygon geometry

#### Synopsis

geometry **CG\_GreeneApproxConvexPartition**(geometry geom);

☒☒

Computes approximal monotone convex partition of the polygon geometry.

---

#### Note

A partition of a polygon P is a set of polygons such that the interiors of the polygons do not intersect and the union of the polygons is equal to the interior of the original polygon P. `CG_ApproxConvexPartition` and `CG_GreeneApproxConvexPartition` functions produce approximately optimal convex partitions. Both these functions produce convex decompositions by first decomposing the polygon into simpler polygons; `CG_ApproxConvexPartition` uses a triangulation and `CG_GreeneApproxConvexPartition` a monotone partition. These two functions both guarantee that they will produce no more than four times the optimal number of convex pieces but they differ in their runtime complexities. Though the triangulation-based approximation algorithm often results in fewer convex pieces, this is not always the case.

---

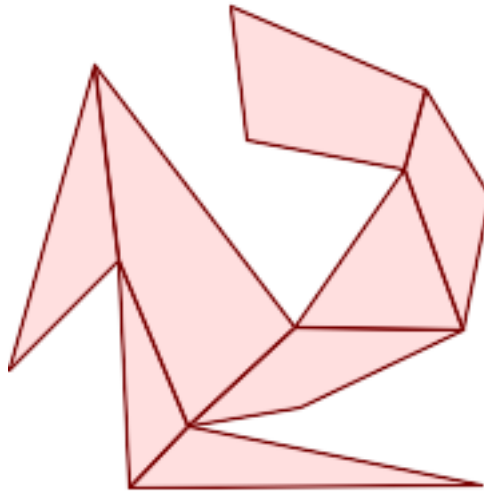
Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.

☒☒



*Greene Approximal Convex Partition (same example As [CG\\_YMonotonePartition](#), [CG\\_ApproxConvexPartition](#) and [CG\\_OptimalConvexPartition](#))*

```
SELECT ST_AsText(CG_GreeneApproxConvexPartition('POLYGON((156 150,83 181,89 131,148 120,107 61,32 159,0 45,41 86,45 1,177 2,67 24,109 31,170 60,180 110,156 150))'::geometry));
```

```
GEOMETRYCOLLECTION(POLYGON((32 159,0 45,41 86,32 159)),POLYGON((45 1,177 2,67 24,45 1)), ←
POLYGON((67 24,109 31,170 60,107 61,67 24)),POLYGON((41 86,45 1,67 24,41 86)),POLYGON ←
((107 61,32 159,41 86,67 24,107 61)),POLYGON((148 120,107 61,170 60,148 120)),POLYGON ←
((148 120,170 60,180 110,156 150,148 120)),POLYGON((156 150,83 181,89 131,148 120,156 ←
150)))
```

☒☒

[CG\\_YMonotonePartition](#), [CG\\_ApproxConvexPartition](#), [CG\\_OptimalConvexPartition](#)

### 8.3.27 ST\_MinkowskiSum

ST\_MinkowskiSum — ☒☒☒☒☒☒☒☒☒☒☒☒.

#### Synopsis

geometry **ST\_MinkowskiSum**(geometry geom1, geometry geom2);

☒☒



#### Warning

**ST\_MinkowskiSum** is deprecated as of 3.5.0. Use [CG\\_MinkowskiSum](#) instead.

计算两个几何体的闵可夫斯基和。返回的几何体是包含两个输入几何体的最小凸包。

计算 A 和 B 的闵可夫斯基和 A 和 B 的闵可夫斯基和，即包含 A 和 B 的最小凸包。这通常用于运动规划 (motion planning) 和 CAD(计算机辅助设计) 中的碰撞检测。有关更多信息，请参见 [Wikipedia Minkowski addition](#)。

计算两个几何体 (点、线、面) 的闵可夫斯基和。返回的几何体是包含两个输入几何体的最小凸包。如果输入是点，则返回的是连接两点的线段。如果输入是线，则返回的是包含两条线的最小凸包。如果输入是面，则返回的是包含两个面的最小凸包。

使用 [CGAL 2D Minkowskisum](#) 实现。

2.1.0 版本引入。

 This method needs SFCGAL backend.

### 8.3.28 CG\_MinkowskiSum

CG\_MinkowskiSum — 计算两个几何体的闵可夫斯基和。

#### Synopsis

```
geometry CG_MinkowskiSum(geometry geom1, geometry geom2);
```

返回

计算两个几何体的闵可夫斯基和。返回的几何体是包含两个输入几何体的最小凸包。

计算 A 和 B 的闵可夫斯基和 A 和 B 的闵可夫斯基和，即包含 A 和 B 的最小凸包。这通常用于运动规划 (motion planning) 和 CAD(计算机辅助设计) 中的碰撞检测。有关更多信息，请参见 [Wikipedia Minkowski addition](#)。

计算两个几何体 (点、线、面) 的闵可夫斯基和。返回的几何体是包含两个输入几何体的最小凸包。如果输入是点，则返回的是连接两点的线段。如果输入是线，则返回的是包含两条线的最小凸包。如果输入是面，则返回的是包含两个面的最小凸包。

使用 [CGAL 2D Minkowskisum](#) 实现。

Availability: 3.5.0

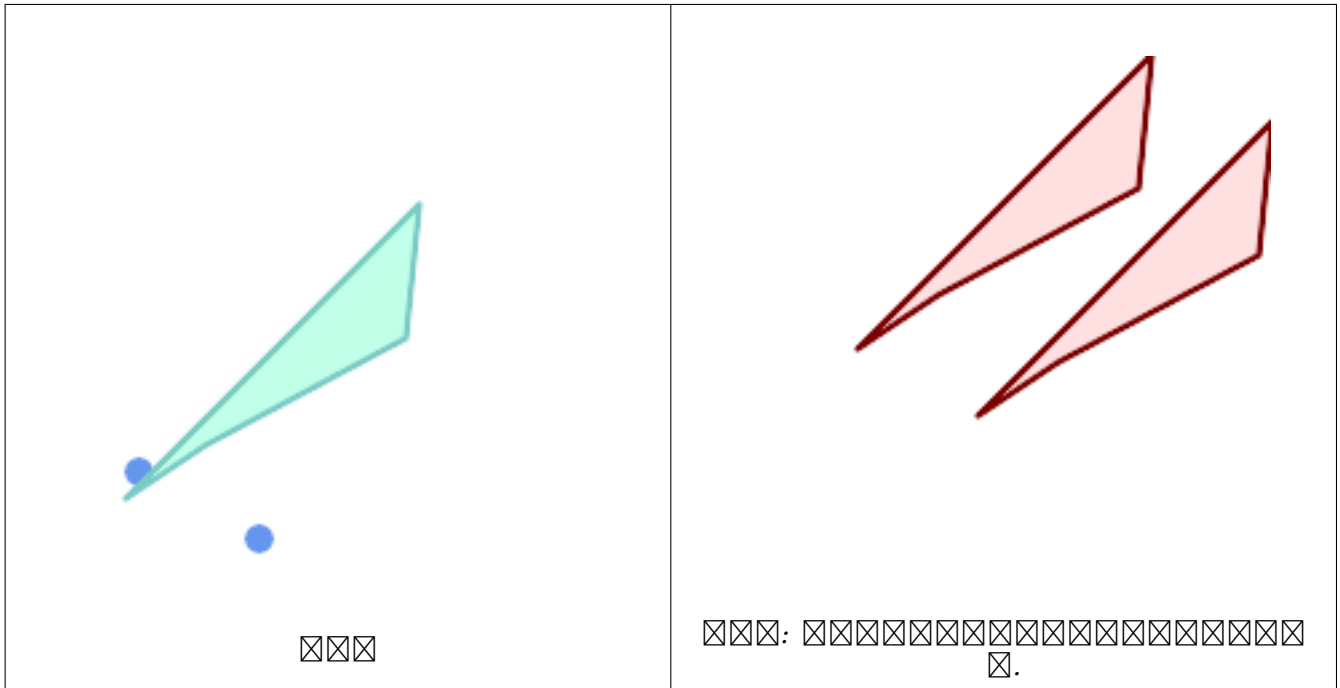
 This method needs SFCGAL backend.

返回

计算两个几何体的闵可夫斯基和。返回的几何体是包含两个输入几何体的最小凸包。







```
SELECT CG_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))
)
```

### 8.3.29 ST\_OptimalAlphaShape

ST\_OptimalAlphaShape — Computes an Alpha-shape enclosing a geometry using an “optimal” alpha value.

#### Synopsis

geometry **ST\_OptimalAlphaShape**(geometry geom, boolean allow\_holes = false, integer nb\_components = 1);

☒☒



**Warning**

ST\_OptimalAlphaShape is deprecated as of 3.5.0. Use CG\_OptimalAlphaShape instead.

Computes the "optimal" alpha-shape of the points in a geometry. The alpha-shape is computed using a value of  $\alpha$  chosen so that:

1. the number of polygon elements is equal to or smaller than `nb_components` (which defaults to 1)
2. all input points are contained in the shape

The result will not contain holes unless the optional `allow_holes` argument is specified as true.

Availability: 3.3.0 - requires SFCGAL  $\geq$  1.4.1.



This method needs SFCGAL backend.

### 8.3.30 CG\_OptimalAlphaShape

`CG_OptimalAlphaShape` — Computes an Alpha-shape enclosing a geometry using an "optimal" alpha value.

#### Synopsis

geometry **CG\_OptimalAlphaShape**(geometry geom, boolean allow\_holes = false, integer nb\_components = 1);



Computes the "optimal" alpha-shape of the points in a geometry. The alpha-shape is computed using a value of  $\alpha$  chosen so that:

1. the number of polygon elements is equal to or smaller than `nb_components` (which defaults to 1)
2. all input points are contained in the shape

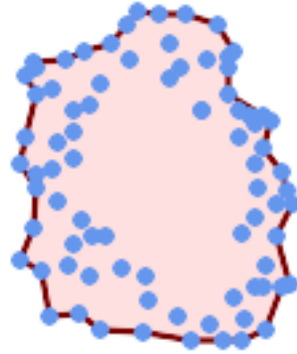
The result will not contain holes unless the optional `allow_holes` argument is specified as true.

Availability: 3.5.0 - requires SFCGAL  $\geq$  1.4.1.



This method needs SFCGAL backend.

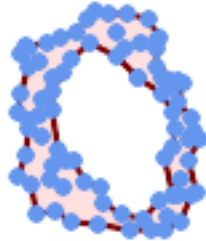
☒☒



*Optimal alpha-shape of a MultiPoint (same example as [CG\\_AlphaShape](#))*

```
SELECT ST_AsText(CG_OptimalAlphaShape('MULTIPOINT((63 84),(76 88),(68 73),(53 18),(91 50) ←
    ,(81 70),
    (88 29),(24 82),(32 51),(37 23),(27 54),(84 19),(75 87),(44 42),(77 67),(90 ←
    30),(36 61),(32 65),
    (81 47),(88 58),(68 73),(49 95),(81 60),(87 50),
    (78 16),(79 21),(30 22),(78 43),(26 85),(48 34),(35 35),(36 40),(31 79),(83 ←
    29),(27 84),(52 98),(72 95),(85 71),
    (75 84),(75 77),(81 29),(77 73),(41 42),(83 72),(23 36),(89 53),(27 57),(57 ←
    97),(27 77),(39 88),(60 81),
    (80 72),(54 32),(55 26),(62 22),(70 20),(76 27),(84 35),(87 42),(82 54),(83 ←
    64),(69 86),(60 90),(50 86),(43 80),(36 73),
    (36 68),(40 75),(24 67),(23 60),(26 44),(28 33),(40 32),(43 19),(65 16),(73 ←
    16),(38 46),(31 59),(34 86),(45 90),(64 97))'::geometry));

POLYGON((89 53,91 50,87 42,90 30,88 29,84 19,78 16,73 16,65 16,53 18,43 19,37 23,30 22,28 ←
    33,23 36,
    26 44,27 54,23 60,24 67,27 77,24 82,26 85,34 86,39 88,45 90,49 95,52 98,57 ←
    97,64 97,72 95,76 88,75 84,75 77,83 72,85 71,83 64,88 58,89 53))
```



*Optimal alpha-shape of a MultiPoint, allowing holes (same example as [CG\\_AlphaShape](#))*

```
SELECT ST_AsText(CG_OptimalAlphaShape('MULTIPOINT((63 84),(76 88),(68 73),(53 18),(91 50) ←
, (81 70),(88 29),(24 82),(32 51),(37 23),(27 54),(84 19),(75 87),(44 42),(77 67),(90 30) ←
, (36 61),(32 65),(81 47),(88 58),(68 73),(49 95),(81 60),(87 50),
(78 16),(79 21),(30 22),(78 43),(26 85),(48 34),(35 35),(36 40),(31 79),(83 29),(27 ←
84),(52 98),(72 95),(85 71),
(75 84),(75 77),(81 29),(77 73),(41 42),(83 72),(23 36),(89 53),(27 57),(57 97),(27 ←
77),(39 88),(60 81),
(80 72),(54 32),(55 26),(62 22),(70 20),(76 27),(84 35),(87 42),(82 54),(83 64),(69 ←
86),(60 90),(50 86),(43 80),(36 73),
(36 68),(40 75),(24 67),(23 60),(26 44),(28 33),(40 32),(43 19),(65 16),(73 16),(38 ←
46),(31 59),(34 86),(45 90),(64 97)')::geometry, allow_holes => true));
```

```
POLYGON((89 53,91 50,87 42,90 30,88 29,84 19,78 16,73 16,65 16,53 18,43 19,37 23,30 22,28 ←
33,23 36,26 44,27 54,23 60,24 67,27 77,24 82,26 85,34 86,39 88,45 90,49 95,52 98,57 ←
97,64 97,72 95,76 88,75 84,75 77,83 72,85 71,83 64,88 58,89 53),(36 61,36 68,40 75,43 ←
80,50 86,60 81,68 73,77 67,81 60,82 54,81 47,78 43,81 29,76 27,70 20,62 22,55 26,54 ←
32,48 34,44 42,38 46,36 61))
```

☒☒

[ST\\_ConcaveHull](#), [CG\\_AlphaShape](#)

### 8.3.31 CG\_OptimalConvexPartition

`CG_OptimalConvexPartition` — Computes an optimal convex partition of the polygon geometry

#### Synopsis

geometry **CG\_OptimalConvexPartition**(geometry geom);

☒☒

Computes an optimal convex partition of the polygon geometry.



**Note**

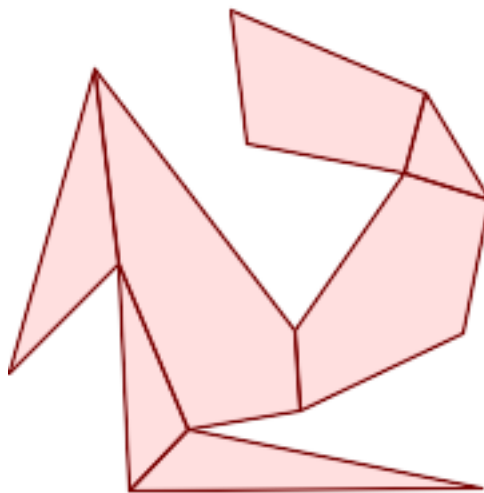
A partition of a polygon P is a set of polygons such that the interiors of the polygons do not intersect and the union of the polygons is equal to the interior of the original polygon P. `CG_OptimalConvexPartition` produces a partition that is optimal in the number of pieces.

Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.



*Optimal Convex Partition (same example As [CG\\_YMonotonePartition](#), [CG\\_ApproxConvexPartition](#) and [CG\\_GreeneApproxConvexPartition](#))*

```
SELECT ST_AsText(CG_OptimalConvexPartition('POLYGON((156 150,83 181,89 131,148 120,107 ↵
61,32 159,0 45,41 86,45 1,177 2,67 24,109 31,170 60,180 110,156 150))'::geometry));
```

```
GEOMETRYCOLLECTION(POLYGON((156 150,83 181,89 131,148 120,156 150)),POLYGON((32 159,0 45,41 ↵
86,32 159)),POLYGON((45 1,177 2,67 24,45 1)),POLYGON((41 86,45 1,67 24,41 86)),POLYGON ↵
((107 61,32 159,41 86,67 24,109 31,107 61)),POLYGON((148 120,107 61,109 31,170 60,180 ↵
110,148 120)),POLYGON((156 150,148 120,180 110,156 150)))
```



[CG\\_YMonotonePartition](#), [CG\\_ApproxConvexPartition](#), [CG\\_GreeneApproxConvexPartition](#)

### 8.3.32 CG\_StraightSkeleton

`CG_StraightSkeleton` — ☒☒☒☒☒☒☒☒☒ (straight skeleton) ☒☒☒☒☒☒.

**Synopsis**

geometry **CG\_StraightSkeleton**(geometry geom, boolean use\_distance\_as\_m = false);

☒☒

Availability: 3.5.0

Requires SFCGAL >= 1.3.8 for option use\_distance\_as\_m

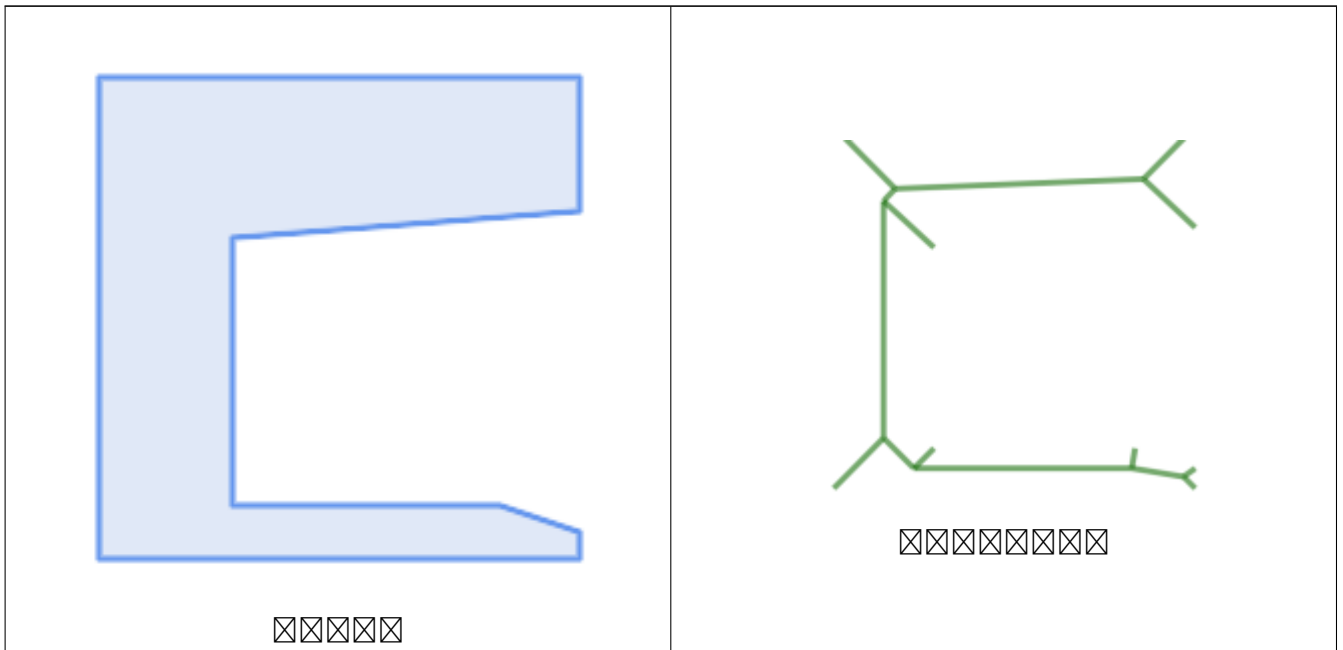
- ✔ This method needs SFCGAL backend.
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☒☒

```
SELECT CG_StraightSkeleton(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, 190 ←
20, 160 30, 60 30, 60 130, 190 140, 190 190 ))'));
```

```
ST_AsText(CG_StraightSkeleton('POLYGON((0 0,1 0,1 1,0 1,0 0))', true);
```

```
MULTILINESTRING M ((0 0 0,0.5 0.5 0.5),(1 0 0,0.5 0.5 0.5),(1 1 0,0.5 0.5 0.5),(0 1 0,0.5 ←
0.5 0.5))
```



☒☒

**CG\_ExtrudeStraightSkeleton**

**8.3.33 ST\_StraightSkeleton**

ST\_StraightSkeleton — ☒☒☒☒☒☒☒☒☒ (straight skeleton) ☒☒☒☒☒☒☒.



### 8.3.34 ST\_Tessellate

ST\_Tessellate — 对几何体进行三角剖分 (tessellation) 返回 TIN 几何体。  
返回类型: `geometry`。

#### Synopsis

geometry **ST\_Tessellate**(geometry geom);

返回



#### Warning

**ST\_Tessellate** is deprecated as of 3.5.0. Use **CG\_Tessellate** instead.





[返回] 对几何体进行三角剖分 (tessellation) 返回 TIN 几何体。  
返回类型: `geometry`。



#### Note

**ST\_TriangulatePolygon** does similar to this function except that it returns a geometry collection of polygons instead of a TIN and also only works with 2D geometries.

2.1.0 对几何体进行三角剖分。

-  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).

### 8.3.35 CG\_Tessellate

CG\_Tessellate — 对几何体进行三角剖分 (tessellation) 返回 TIN 几何体。  
返回类型: `geometry`。

#### Synopsis

geometry **CG\_Tessellate**(geometry geom);

返回

[返回] 对几何体进行三角剖分 (tessellation) 返回 TIN 几何体。  
返回类型: `geometry`。



**Note**

**ST\_TriangulatePolygon** does similar to this function except that it returns a geometry collection of polygons instead of a TIN and also only works with 2D geometries.

---

Availability: 3.5.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.




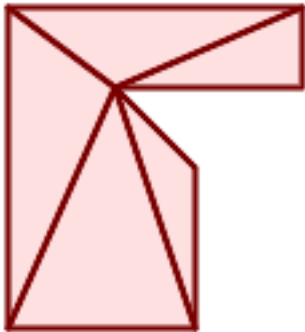
This function supports Polyhedral surfaces.



This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).





<pre>SELECT 'POLYGON (( 10 190, 10 70, 80 70, ← 80 130, 50 160, 120 160, 120 190, 10 190 )</pre>  <p style="text-align: center;">☒☒☒☒☒</p>	<pre>SELECT     CG_Tesselate(' ← POLYGON (( 10 190, 10 70, 80 70, 80 130, 50 160, ; ST_AsText ☒☒☒: ::geometry; TIN(( (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, 120 160)), ((120 190, 10 190, 50 ← 160, 120 190)))</pre>  <p style="text-align: center;">☒☒☒☒☒☒☒</p>
---	--

☒☒

[CG\\_ConstrainedDelaunayTriangles](#), [ST\\_DelaunayTriangles](#), [ST\\_TriangulatePolygon](#)

### 8.3.36 CG\_Triangulate

CG\_Triangulate — Triangulates a polygonal geometry

#### Synopsis

```
geometry CG_Triangulate( geometry geom );
```

☒☒

Triangulates a polygonal geometry.

Performed by the SFCGAL module

**Note**

NOTE: this function returns a geometry representing the triangulated result.

Availability: 3.5.0



This method needs SFCGAL backend.



```
SELECT CG_Triangulate('POLYGON((0.0 0.0,1.0 0.0,1.0 1.0,0.0 1.0,0.0 0.0),(0.2 0.2,0.2 0.8,0.8 0.8,0.8 0.2,0.2 0.2))');
      cg_triangulate
      -----
      TIN(((0.8 0.2,0.2 0.2,1 0,0.8 0.2)),((0.2 0.2,0 0,1 0,0.2 0.2)),((1 1,0.8 0.8,0.8 0.2,1 1)),((0 1,0 0,0.2 0.2,0 1)),((0 1,0.2 0.8,1 1,0 1)),((0 1,0.2 0.2,0.2 0.8,0 1)),((0.2 0.8,0.8 0.8,1 1,0.2 0.8)),((0.2 0.8,0.2 0.2,0.8 0.2,0.2 0.8)),((1 1,0.8 0.2,1 0,1 1)),((0.8 0.8,0.2 0.8,0.8 0.2,0.8 0.8)))
(1 row)
```



[CG\\_ConstrainedDelaunayTriangles](#), [ST\\_DelaunayTriangles](#), [ST\\_TriangulatePolygon](#)

### 8.3.37 CG\_Visibility

**CG\_Visibility** — Compute a visibility polygon from a point or a segment in a polygon geometry

#### Synopsis

```
geometry CG_Visibility(geometry polygon, geometry point);
geometry CG_Visibility(geometry polygon, geometry pointA, geometry pointB);
```



Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.



This function supports 3d and will not drop the z-index.



This function supports Polyhedral surfaces.

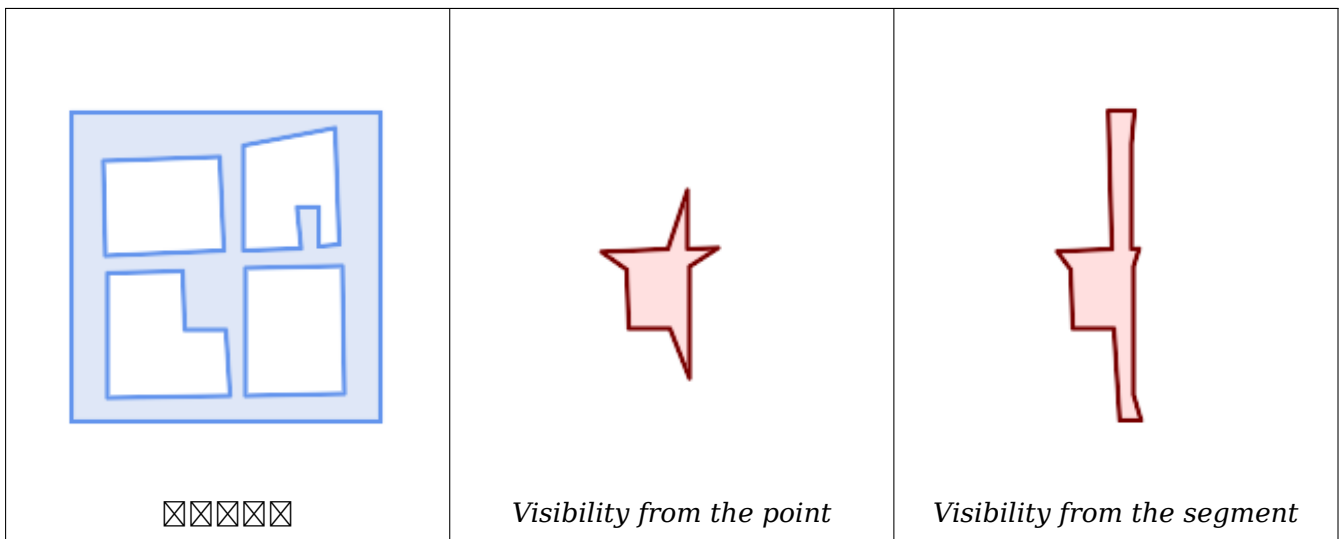


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☒☒

```
SELECT CG_Visibility('POLYGON((23.5 23.5,23.5 173.5,173.5 173.5,173.5 23.5,23.5 23.5)),(108 98,108 36,156 37,155 99,108 98),(107 157.5,107 106.5,135 107.5,133 127.5,143.5 127.5,143.5 108.5,153.5 109.5,151.5 166,107 157.5),(41 95.5,41 35,100.5 36,98.5 68,78.5 68,77.5 96.5,41 95.5),(39 150,40 104,97.5 106.5,95.5 152,39 150))'::geometry, 'POINT(91 87)'::geometry);
```

```
SELECT CG_Visibility('POLYGON((23.5 23.5,23.5 173.5,173.5 173.5,173.5 23.5,23.5 23.5)),(108 98,108 36,156 37,155 99,108 98),(107 157.5,107 106.5,135 107.5,133 127.5,143.5 127.5,143.5 108.5,153.5 109.5,151.5 166,107 157.5),(41 95.5,41 35,100.5 36,98.5 68,78.5 68,77.5 96.5,41 95.5),(39 150,40 104,97.5 106.5,95.5 152,39 150))'::geometry, 'POINT(78.5 68)'::geometry, 'POINT(98.5 68)'::geometry);
```



### 8.3.38 CG\_YMonotonePartition

CG\_YMonotonePartition — Computes y-monotone partition of the polygon geometry

#### Synopsis

```
geometry CG_YMonotonePartition(geometry geom);
```

☒☒

Computes y-monotone partition of the polygon geometry.

#### Note



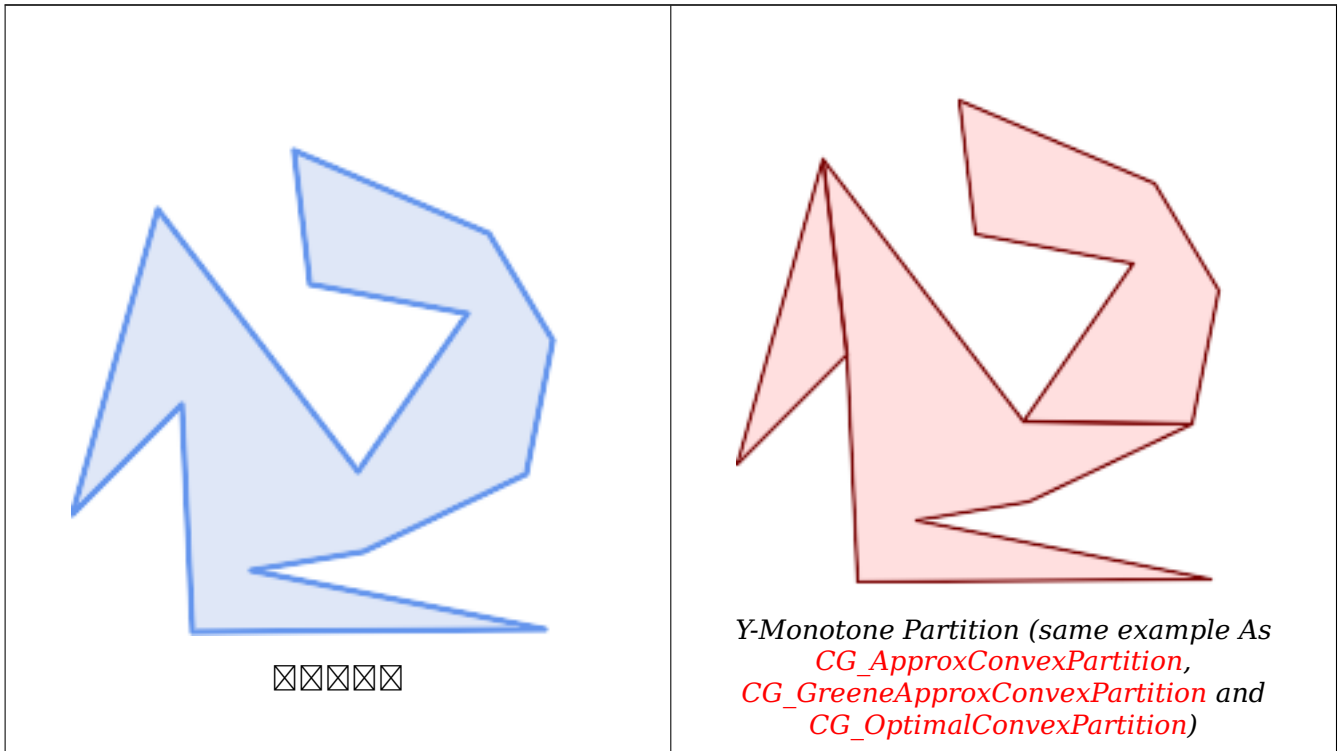
A partition of a polygon P is a set of polygons such that the interiors of the polygons do not intersect and the union of the polygons is equal to the interior of the original polygon P. A y-monotone polygon is a polygon whose vertices  $v_1, \dots, v_n$  can be divided into two chains  $v_1, \dots, v_k$  and  $v_k, \dots, v_n, v_1$ , such that any horizontal line intersects either chain at most once. This algorithm does not guarantee a bound on the number of polygons produced with respect to the optimal number.

Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0

✔ This method needs SFCGAL backend.

☒☒



```
SELECT ST_AsText(CG_YMonotonePartition('POLYGON((156 150,83 181,89 131,148 120,107 61,32 ↵
159,0 45,41 86,45 1,177 2,67 24,109 31,170 60,180 110,156 150))'::geometry));
```

```
GEOMETRYCOLLECTION(POLYGON((32 159,0 45,41 86,32 159)),POLYGON((107 61,32 159,41 86,45 ↵
1,177 2,67 24,109 31,170 60,107 61)),POLYGON((156 150,83 181,89 131,148 120,107 61,170 ↵
60,180 110,156 150)))
```

☒☒

**CG\_ApproxConvexPartition, CG\_GreeneApproxConvexPartition, CG\_OptimalConvexPartition**

# Chapter 9

## 拓扑 (topology)

PostGIS 支持面 (face)、边 (edge)、点 (node) 的拓扑操作。

Sandro Santilli’s presentation at PostGIS Day Paris 2011 conference gives a good synopsis of PostGIS Topology and where it is headed [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](#).

US Census GIS 的 [US Census Topologically Integrated Geographic Encoding and Referencing System \(TIGER\)](#) 支持 PostGIS 的 [Topology\\_Load\\_Tiger](#)。

PostGIS 2.0.0 支持 PostGIS 拓扑，PostGIS 2.0.0 支持 PostGIS 拓扑。PostGIS 2.0.0 支持，SQL-MM 支持，SQL-MM 支持。

[PostGIS Topology Wiki](#)。

topology 支持。

SQL/MM 支持 ST\_ 支持，PostGIS 支持。

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](#)

### 9.1 拓扑

#### 9.1.1 getfaceedges\_returntype

getfaceedges\_returntype — A composite type that consists of a sequence number and an edge number.

返回

A composite type that consists of a sequence number and an edge number. This is the return type for ST\_GetFaceEdges and GetNodeEdges functions.

1. sequence 整数: 拓扑 SRID 的 topology.topology 的。
2. edge 整数: 的。

### 9.1.2 TopoGeometry

TopoGeometry — A composite type representing a topologically defined geometry.

简介

TopoGeometry 由 2 个 ID 组成。TopoGeometry 包含 topology\_id, layer\_id, id, type。

1. topology\_id: SRID topology.topology。
2. layer\_id: TopoGeometry layer\_id。topology\_id layer\_id topology.layers (unique reference)。
3. id: 唯一标识符。
4. 1 4 type。1: [ ] , 2: [ ] , 3: [ ] , 4: [ ]。

结构

TopoGeometry 由 4 个字段组成。

varchar(255)	int4
int4	int2

函数

#### CreateTopoGeom

### 9.1.3 validatetopology\_returntype

validatetopology\_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.

简介

validatetopology\_returntype 由 3 个字段组成。ValidateTopology 返回 3 个 ID id1 id2。

1. error (varchar): 错误描述。  
 coincident nodes(), edge crosses node(), edge not simple(), edge end node geometry mismatch(), edge start node geometry mismatch(), face overlaps face(), face within face()
2. id1: (edge)/ (face)/ (node)。
3. id2: 2 个 ID。



☒☒

[ValidateTopology](#)

## 9.2 拓扑

### 9.2.1 TopoElement

TopoElement — 拓扑 TopoGeometry 的 2 个元素。

☒☒

TopoGeometry 的 1 个元素 2 个元素。

TopoGeometry 的 (topological primitive) (1: node, 2: edge, 3: face) 的 TopoGeometry 的 TopoGeometry 的。



**Note**

TopoGeometry 的, TopoGeometry 的, TopoGeometry 的 topology.layer 的。

☒☒

```
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: topoelement 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"
```

☒☒

[GetTopoGeomElements](#), [TopoElementArray](#), [TopoGeometry](#), [TopoGeom\\_addElement](#), [TopoGeom\\_removeElement](#)

### 9.2.2 TopoElementArray

TopoElementArray — An array of TopoElement objects.

¶¶

1 创建 TopoElement 表, 创建 TopoElement 表。

¶¶

```
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"
```

¶¶

[TopoElement](#), [GetTopoGeomElementArray](#), [TopoElementArray\\_Agg](#)

## 9.3 创建 TopoGeometry 表

### 9.3.1 AddTopoGeometryColumn

AddTopoGeometryColumn — 创建 TopoGeometry 表, topology.layer 表, layer\_id。

#### Synopsis

integer **AddTopoGeometryColumn**(varchar topology\_name, varchar schema\_name, varchar table\_name, varchar column\_name, varchar feature\_type);  
integer **AddTopoGeometryColumn**(varchar topology\_name, varchar schema\_name, varchar table\_name, varchar column\_name, varchar feature\_type, integer child\_layer);

¶¶

创建 TopoGeometry 表。 TopoGeometry 表。 AddTopoGeometryColumn() 函数:

`topology.layer` 函数。

`[child_layer]` (NULL 允许), `feature_type` (枚举) `TopoGeometry`。 `child_layer` `TopoGeometry` `TopoGeometry`。

(`AddTopoGeometryColumn` ID) `TopoGeometry`。

Valid `feature_types` are: POINT, MULTIPOINT, LINE, MULTILINE, POLYGON, MULTIPOLYGON, COLLECTION

Availability: 1.1

☐☐

```
-- 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');
```

☐☐

[DropTopoGeometryColumn](#), [toTopoGeom](#), [CreateTopology](#), [CreateTopoGeom](#)

### 9.3.2 RenameTopoGeometryColumn

`RenameTopoGeometryColumn` — Renames a topogeometry column

#### Synopsis

`topology.layer` **`RenameTopoGeometryColumn`**(`regclass layer_table`, `name feature_column`, `name new_name`)

☐☐

This function changes the name of an existing `TopoGeometry` column ensuring metadata information about it is updated accordingly.

Availability: 3.4.0

☐☐

```
SELECT topology.RenameTopoGeometryColumn('public.parcels', 'topogeom', 'tgeom');
```

☐☐

[AddTopoGeometryColumn, RenameTopology](#)

### 9.3.3 DropTopology

**DropTopology** — 删除拓扑: 删除 topology.topology 表, 并删除 geometry\_columns 表.

#### Synopsis

```
integer DropTopology(varchar topology_schema_name);
```

☐☐

删除 topology.topology 表, 并删除 geometry\_columns 表. 删除 topology.topology 表时, 会自动删除 geometry\_columns 表. 删除 topology.topology 表时, 会自动删除 geometry\_columns 表.

Availability: 1.1

☐☐

ma\_topo 删除 topology.topology 表 geometry\_columns 表.

```
SELECT topology.DropTopology('ma_topo');
```

☐☐

[DropTopoGeometryColumn](#)

### 9.3.4 RenameTopology

**RenameTopology** — 重命名拓扑

#### Synopsis

```
varchar RenameTopology(varchar old_name, varchar new_name);
```

☐☐

重命名拓扑 schema, 更新其在 topology.topology 表中的元数据记录.

Availability: 3.4.0

❏

Rename a topology from topo\_stage to topo\_prod.

```
SELECT topology.RenameTopology('topo_stage', 'topo_prod');
```

❏

[CopyTopology](#), [RenameTopoGeometryColumn](#)

### 9.3.5 DropTopoGeometryColumn

DropTopoGeometryColumn — schema\_name 数据库名 table\_name 表名 Topogeometry 拓扑几何 topology.layer 拓扑层

#### Synopsis

text **DropTopoGeometryColumn**(varchar schema\_name, varchar table\_name, varchar column\_name);

❏

schema\_name 数据库名 table\_name 表名 Topogeometry 拓扑几何 topology.layer 拓扑层  
 删除指定拓扑几何列。如果列名以 NULL 结尾，则删除所有列。

Availability: 1.1

❏

```
SELECT topology.DropTopoGeometryColumn('ma_topo', 'parcel_topo', 'topo');
```

❏

[AddTopoGeometryColumn](#)

### 9.3.6 Populate\_Topology\_Layer

Populate\_Topology\_Layer — Adds missing entries to topology.layer table by reading metadata from topo tables.

#### Synopsis

setof record **Populate\_Topology\_Layer**();

☒☒

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`.

2.3.0 ☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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)
```

☒☒

[AddTopoGeometryColumn](#)

### 9.3.7 TopologySummary

**TopologySummary** — Takes a topology name and provides summary totals of types of objects in topology.

#### Synopsis

text **TopologySummary**(varchar topology\_schema\_name);

☒☒

Takes a topology name and provides summary totals of types of objects in topology.

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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
```

☒☒

**Topology\_Load\_Tiger**

**9.3.8 ValidateTopology**

ValidateTopology — Returns a set of validate\_topology\_returntype objects detailing issues with topology.

**Synopsis**

setof validate\_topology\_returntype **ValidateTopology**(varchar toponame, geometry bbox);

☒☒

Returns a set of **validate\_topology\_returntype** objects detailing issues with topology, optionally limiting the check to the area specified by the **bbox** parameter.

List of possible errors, what they mean and what the returned ids represent are displayed below:

☒☒	id1	id2	Meaning
coincident nodes	Identifier of first node.	Identifier of second node.	Two nodes have the same geometry.
edge crosses node(☒☒☒☒☒☒☒☒☒☒)	Identifier of the edge.	Identifier of the node.	An edge has a node in its interior. See <b>ST_Relate</b> .

乱码	id1	id2	Meaning
invalid edge(乱码乱码乱码乱码乱码乱码)	Identifier of the edge.		An edge geometry is invalid. See <a href="#">ST_IsValid</a> .
edge not simple(乱码乱码乱码乱码乱码乱码)	Identifier of the edge.		An edge geometry has self-intersections. See <a href="#">ST_IsSimple</a> .
edge crosses edge(乱码乱码乱码乱码乱码乱码乱码乱码乱码乱码)	Identifier of first edge.	Identifier of second edge.	Two edges have an interior intersection. See <a href="#">ST_Relate</a> .
edge start node geometry mismatch(乱码乱码乱码乱码乱码乱码乱码乱码乱码乱码)	Identifier of the edge.	Identifier of the indicated start node.	The geometry of the node indicated as the starting node for an edge does not match the first point of the edge geometry. See <a href="#">ST_StartPoint</a> .
edge end node geometry mismatch(乱码乱码乱码乱码乱码乱码乱码乱码乱码乱码)	Identifier of the edge.	Identifier of the indicated end node.	The geometry of the node indicated as the ending node for an edge does not match the last point of the edge geometry. See <a href="#">ST_EndPoint</a> .
face without edges(乱码乱码乱码乱码乱码乱码)	Identifier of the orphaned face.		No edge reports an existing face on either of its sides (left_face, right_face).
face has no rings(乱码乱码乱码乱码乱码乱码)	Identifier of the partially-defined face.		Edges reporting a face on their sides do not form a ring.
face has wrong mbr	Identifier of the face with wrong mbr cache.		Minimum bounding rectangle of a face does not match minimum bounding box of the collection of edges reporting the face on their sides.
hole not in advertised face	Signed identifier of an edge, identifying the ring. See <a href="#">GetRingEdges</a> .		A ring of edges reporting a face on its exterior is contained in different face.
not-isolated node has not- containing_face	Identifier of the ill-defined node.		A node which is reported as being on the boundary of one or more edges is indicating a containing face.
isolated node has containing_face	Identifier of the ill-defined node.		A node which is not reported as being on the boundary of any edges is lacking the indication of a containing face.



	id1	id2	Meaning
isolated node has wrong containing_face	Identifier of the misrepresented node.		A node which is not reported as being on the boundary of any edges indicates a containing face which is not the actual face containing it. See <a href="#">GetFaceContainingPoint</a> .
invalid next_right_edge	Identifier of the misrepresented edge.	Signed id of the edge which should be indicated as the next right edge.	The edge indicated as the next edge encountered walking on the right side of an edge is wrong.
invalid next_left_edge	Identifier of the misrepresented edge.	Signed id of the edge which should be indicated as the next left edge.	The edge indicated as the next edge encountered walking on the left side of an edge is wrong.
mixed face labeling in ring	Signed identifier of an edge, identifying the ring. See <a href="#">GetRingEdges</a> .		Edges in a ring indicate conflicting faces on the walking side. This is also known as a "Side Location Conflict".
non-closed ring	Signed identifier of an edge, identifying the ring. See <a href="#">GetRingEdges</a> .		A ring of edges formed by following next_left_edge/next_right_edge attributes starts and ends on different nodes.
face has multiple shells	Identifier of the contended face.	Signed identifier of an edge, identifying the ring. See <a href="#">GetRingEdges</a> .	More than a one ring of edges indicate the same face on its interior.

1.0.0

2.0.0, (false positive)

2.2.0 'edge crosses node' id1 id2

Changed: 3.2.0 added optional bbox parameter, perform face labeling and edge linking checks.

```
SELECT * FROM topology.ValidateTopology('ma_topo');
      error      | id1 | id2
-----+-----+-----
face without edges | 1 |
```

[validatetopology\\_returntype](#), [Topology\\_Load\\_Tiger](#)

### 9.3.9 ValidateTopologyRelation

ValidateTopologyRelation — Returns info about invalid topology relation records

#### Synopsis

```
setof record ValidateTopologyRelation(varchar toponame);
```



Returns a set records giving information about invalidities in the relation table of the topology.

Availability: 3.2.0



[ValidateTopology](#)

### 9.3.10 FindTopology

FindTopology — Returns a topology record by different means.

#### Synopsis

```
topology FindTopology(TopoGeometry topogeom);  
topology FindTopology(regclass layerTable, name layerColumn);  
topology FindTopology(name layerSchema, name layerTable, name layerColumn);  
topology FindTopology(text topoName);  
topology FindTopology(int id);
```



Takes a topology identifier or the identifier of a topology-related object and returns a topology.topology record.

Availability: 3.2.0



```
SELECT name(findTopology('features.land_parcel', 'feature'));  
name  
-----  
city_data  
(1 row)
```



[FindLayer](#)

### 9.3.11 FindLayer

FindLayer — Returns a topology.layer record by different means.

#### Synopsis

```
topology.layer FindLayer(TopoGeometry tg);  
topology.layer FindLayer(regclass layer_table, name feature_column);  
topology.layer FindLayer(name schema_name, name table_name, name feature_column);  
topology.layer FindLayer(integer topology_id, integer layer_id);
```



Takes a layer identifier or the identifier of a topology-related object and returns a topology.layer record.

Availability: 3.2.0



```
SELECT layer_id(findLayer('features.land_parcels', 'feature'));  
   layer_id  
-----  
         1  
(1 row)
```



**FindTopology**

## 9.4 Topology Statistics Management

Adding elements to a topology triggers many database queries for finding existing edges that will be split, adding nodes and updating edges that will node with the new linework. For this reason it is useful that statistics about the data in the topology tables are up-to-date.

PostGIS Topology population and editing functions do not automatically update the statistics because a updating stats after each and every change in a topology would be overkill, so it is the caller's duty to take care of that.



#### Note

That the statistics updated by autovacuum will NOT be visible to transactions which started before autovacuum process completed, so long-running transactions will need to run ANALYZE themselves, to use updated statistics.

## 9.5

### 9.5.1 CreateTopology

CreateTopology — Creates a new topology schema and registers it 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 prec);
integer CreateTopology(varchar topology_schema_name, integer srid, double precision prec, boolean hasz);
```

☒☒

Creates a new topology schema with name `topology_name` and registers it in the `topology.topology` table. Topologies must be uniquely named. The topology tables (`edge_data`, `face`, `node`, and `relation`) are created in the schema. It returns the id of the topology.

The `srid` is the [spatial reference system](#) SRID for the topology.

The tolerance `prec` is measured in the units of the spatial reference system. The tolerance defaults to 0.

`hasz` defaults to false if not specified.

This is similar to the SQL/MM [ST\\_InitTopoGeo](#) but has more functionality.

Availability: 1.1

Enhanced: 2.0 added the signature accepting `hasZ`

☒☒

Create a topology schema called `ma_topo` that stores edges and nodes in Massachusetts State Plane-meters (SRID = 26986). The tolerance represents 0.5 meters since the spatial reference system is meter-based.

```
SELECT topology.CreateTopology('ma_topo', 26986, 0.5);
```

Create a topology for Rhode Island called `ri_topo` in spatial reference system State Plane-feet (SRID = 3438)

```
SELECT topology.CreateTopology('ri_topo', 3438) AS topoid;
topoid
-----
2
```

☒☒

Section [4.5](#), [ST\\_InitTopoGeo](#), [Topology\\_Load\\_Tiger](#)

## 9.5.2 CopyTopology

`CopyTopology` — Makes a copy of a topology (nodes, edges, faces, layers and TopoGeometries) into a new schema

### Synopsis

```
integer CopyTopology(varchar existing_topology_name, varchar new_name);
```

Creates a new topology with name `new_name`, with SRID and precision copied from `existing_topology_name`. The nodes, edges and faces in `existing_topology_name` are copied into the new topology, as well as Layers and their associated TopoGeometries.

**Note**

The new rows in the `topology.layer` table contain synthetic values for `schema_name`, `table_name` and `feature_column`. This is because the TopoGeometry objects exist only as a definition and are not yet available in a user-defined table.

2.0.0

Make a backup of a topology called `ma_topo`.

```
SELECT topology.CopyTopology('ma_topo', 'ma_topo_backup');
```

Section [4.5, CreateTopology, RenameTopology](#)

### 9.5.3 ST\_InitTopoGeo

`ST_InitTopoGeo` — Creates a new topology schema and registers it in the `topology.topology` table.

#### Synopsis

```
text ST_InitTopoGeo(varchar topology_schema_name);
```

This is the SQL-MM equivalent of [CreateTopology](#). It lacks options for spatial reference system and tolerance. It returns a text description of the topology creation, instead of the topology id.

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.17

```
SELECT topology.ST_InitTopoGeo('topo_schema_to_create') AS topocreation;
           atopocreation
```

```
-----
Topology-Geometry 'topo_schema_to_create' (id:7) created.
```



### 9.5.5 TopoGeo\_AddPoint

`TopoGeo_AddPoint` — (split)

#### Synopsis

```
integer TopoGeo_AddPoint(varchar atopology, geometry apoint, float8 tolerance);
```

Adds a point to an existing topology and returns 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.

2.0.0

[TopoGeo\\_AddLineString](#), [TopoGeo\\_AddPolygon](#), [TopoGeo\\_LoadGeometry](#), [AddNode](#), [CreateTopology](#)

### 9.5.6 TopoGeo\_AddLineString

`TopoGeo_AddLineString` — Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces.

#### Synopsis

```
SETOF integer TopoGeo_AddLineString(varchar atopology, geometry aline, float8 tolerance);
```

Adds a linestring to an existing topology and returns a set of signed edge identifiers forming it up (negative identifies mean the edge goes in the opposite direction of the input linestring). The given line will snap to existing nodes or edges within given tolerance. Existing edges and faces may be split by the line. New nodes and faces may be added.



#### Note

Updating statistics about topologies being loaded via this function is up to caller, see [maintaining statistics during topology editing and population](#).

2.0.0

Enhanced: 3.2.0 added support for returning signed identifier.

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddPolygon](#), [TopoGeo\\_LoadGeometry](#), [AddEdge](#), [CreateTopology](#)

## 9.5.7 TopoGeo\_AddPolygon

`TopoGeo_AddPolygon` — Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns face identifiers.

### Synopsis

SETOF integer **TopoGeo\_AddPolygon**(varchar atopolgy, geometry apoly, float8 tolerance);



Adds a polygon to an existing topology and returns 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.



#### Note

Updating statistics about topologies being loaded via this function is up to caller, see [maintaining statistics during topology editing and population](#).

2.0.0     .



[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddLineString](#), [TopoGeo\\_LoadGeometry](#), [AddFace](#), [CreateTopology](#)

## 9.5.8 TopoGeo\_LoadGeometry

`TopoGeo_LoadGeometry` — Load a geometry into an existing topology, snapping and splitting as needed.

### Synopsis

void **TopoGeo\_LoadGeometry**(varchar atopolgy, geometry ageom, float8 tolerance);



Loads a geometry into an existing topology. The given geometry will snap to existing nodes or edges within given tolerance. Existing edges and faces may be split as a consequence of the load.



#### Note

Updating statistics about topologies being loaded via this function is up to caller, see [maintaining statistics during topology editing and population](#).

Availability: 3.5.0



函数

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddLineString](#), [TopoGeo\\_AddPolygon](#), [CreateTopology](#)

## 9.6 函数

### 9.6.1 ST\_AddIsoNode

`ST_AddIsoNode` — 添加孤立的 (isolated) 节点 ID 到拓扑。接受 NULL 值。

#### Synopsis

```
integer ST_AddIsoNode(varchar atopology, integer aface, geometry apoint);
```

参数

`atopology` 拓扑 ID(`faceid`) 的字符串 `apoint` 要添加的节点的几何体 ID(`nodeid`)。

可选参数 `(SRID)` 指定 `apoint` 的 SRID，默认为 NULL。如果 `(SRID)` 不为 NULL，则 `apoint` 的 SRID 必须与拓扑的 SRID 相同。

`aface` 可以为 NULL，`apoint` 可以为 NULL。

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1

函数

函数

[AddNode](#), [CreateTopology](#), [DropTopology](#), [ST\\_Intersects](#)

### 9.6.2 ST\_AddIsoEdge

`ST_AddIsoEdge` — 添加孤立的边 `anode` 到另一个节点 `anothernode` 的字符串 `alinesring` 到拓扑 ID。

#### Synopsis

```
integer ST_AddIsoEdge(varchar atopology, integer anode, integer anothernode, geometry alinesring);
```



### 9.6.4 ST\_AddEdgeModFace

ST\_AddEdgeModFace — 添加边并修改面, 添加边并修改面, 添加边并修改面

#### Synopsis

integer **ST\_AddEdgeModFace**(varchar atopolgy, integer anode, integer anothernode, geometry acurve);

返回

返回类型, 返回类型, 返回类型.



#### Note

添加边, 添加边并修改面. 添加边 (添加) 添加 (universe face) 添加并修改面.

返回 ID 返回.

返回并修改面.

返回 NULL 返回, 返回并修改面 (返回并修改面 node 返回并修改面), acurve 返回 LINESRING 返回, anode 返回 anothernode 返回 acurve 返回并修改面.

acurve 返回并修改面 (SRID) 返回并修改面.

2.0 返回并修改面.



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13

返回

返回

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)

### 9.6.5 ST\_RemEdgeNewFace

ST\_RemEdgeNewFace — 删除边并新建面, 删除边并新建面, 删除边并新建面

#### Synopsis

integer **ST\_RemEdgeNewFace**(varchar atopolgy, integer anedge);

関数

ST\_RemEdgeModFace, ST\_AddEdgeNewFaces, ST\_RemEdgeModFace.


戻り値は ID を返す。NULL を返す。ST\_RemEdgeModFace (ST\_RemEdgeModFace NULL edge) を返す。

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).

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).

戻り値は NULL を返す。戻り値は (戻り値 edge) edge を返す。

2.0 関数リファレンス。

 This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14

関数

関数

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)

### 9.6.6 ST\_RemEdgeModFace

ST\_RemEdgeModFace — Removes an edge, and if the edge separates two faces deletes one face and modifies the other face to cover the space of both.

#### Synopsis

integer **ST\_RemEdgeModFace**(varchar atopolgy, integer anedge);

関数


Removes an edge, and if the removed edge separates two faces deletes one face and modifies the other face to cover the space of both. Preferentially keeps the face on the right, to be consistent with [ST\\_AddEdgeModFace](#). Returns the id of the face which is preserved.

戻り値は ID を返す。

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).

戻り値は NULL を返す。戻り値は (戻り値 edge) edge を返す。

2.0 関数リファレンス。

 This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15







Heals 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.

2.0 .



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9



[ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

### 9.6.10 ST\_NewEdgeHeal

`ST_NewEdgeHeal` — Heals 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);
```



Heals 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.

2.0 .



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9



[ST\\_ModEdgeHeal](#) [ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

### 9.6.11 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 anode, geometry apoint);
```

---

¶¶

ST\_IsolatedNode( topology, geometry apoint, integer anedge, integer ID ). 如果 apoint 不是点，现有节点不是孤立的（是起点或终点），新节点位置与现有边相交（即使在端点处）或新位置在不同的面（自 3.2.0 起）则抛出异常。

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) or the new location is in a different face (since 3.2.0) then an exception is thrown.

ST\_IsolatedNode( topology, geometry apoint, integer anedge, integer ID, SRID ) 返回孤立的节点 ID。

2.0.0 版本引入。

Enhanced: 3.2.0 ensures the node cannot be moved in a different face



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2

¶¶

```
-- 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
```

¶¶

### ST\_AddIsoNode

## 9.6.12 ST\_NewEdgesSplit

ST\_NewEdgesSplit( topology, geometry anedge, integer ID, geometry apoint, integer ID ). 返回新边的 ID。

### Synopsis

integer **ST\_NewEdgesSplit**(varchar atopology, integer anedge, geometry apoint);

¶¶

ST\_NewEdgesSplit( topology, geometry anedge, integer ID, geometry apoint, integer ID, SRID ) 返回新边的 ID。

ST\_NewEdgesSplit( topology, geometry anedge, integer ID, geometry apoint, integer ID, SRID, geometry apoint, integer ID ) 返回新边的 ID。

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8





## 9.6.14 ST\_RemoveIsoEdge

`ST_RemoveIsoEdge` — Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

### Synopsis

text **ST\_RemoveIsoEdge**(varchar atopology, integer anedge);

⊠

Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

⊠

```
-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7 ) As result;
           result
-----
Isolated node 7 removed
```

⊠

[ST\\_AddIsoNode](#)

## 9.7

### 9.7.1 GetEdgeByPoint

`GetEdgeByPoint` — Finds the edge-id of an edge that intersects a given point.

### Synopsis

integer **GetEdgeByPoint**(varchar atopology, geometry apoint, float8 tol1);

⊠

Retrieves the id of an edge that intersects a Point.

`topology`, `apoint`, `tol1` (edgeid) `tol1`. tolerance = 0

If `apoint` 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**

tolerance = 0 的 ST\_Intersects 与 ST\_DWithin 不同。

GEOS 版本

2.0.0 版本。

☒

☒ **AddEdge** 函数。

```
SELECT topology.GetEdgeByPoint('ma_topo',geom, 1) As with1mtol, topology.GetEdgeByPoint(' ←
    ma_topo',geom,0) As withnotol
FROM ST_GeomFromEWKT('SRID=26986;POINT(227622.6 893843)') As geom;
with1mtol | 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
```

☒

**AddEdge, GetNodeByPoint, GetFaceByPoint**

### 9.7.2 GetFaceByPoint

GetFaceByPoint — Finds face intersecting a given point.

**Synopsis**

integer **GetFaceByPoint**(varchar atopology, geometry apoint, float8 tol1);

☒

Finds a face referenced by a Point, with given tolerance.

The function will effectively look for a face intersecting a circle having the point as center and the tolerance as radius.

If no face intersects the given query location, 0 is returned (universal face).

If more than one face intersect the query location an exception is thrown.

2.0.0 版本。

Enhanced: 3.2.0 more efficient implementation and clearer contract, stops working with invalid topologies.

☒☒

```
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
```

☒☒

[GetFaceContainingPoint](#), [AddFace](#), [GetNodeByPoint](#), [GetEdgeByPoint](#)

### 9.7.3 GetFaceContainingPoint

`GetFaceContainingPoint` — Finds the face containing a point.

#### Synopsis

integer **GetFaceContainingPoint**(text atopology, geometry apoint);

☒☒

Returns the id of the face containing a point.

An exception is thrown if the point falls on a face boundary.



#### Note

The function relies on a valid topology, using edge linking and face labeling.

Availability: 3.2.0

☒☒

[ST\\_GetFaceGeometry](#)

### 9.7.4 GetNodeByPoint

`GetNodeByPoint` — Finds the node-id of a node at a point location.

## Synopsis

integer **GetNodeByPoint**(varchar atopology, geometry apoint, float8 toll1);

説明

Retrieves the id of a node at a point location.

The function returns an integer (id-node) given a topology, a POINT and a tolerance. If tolerance = 0 means exact intersection, otherwise retrieves the node from an interval.

If apoint doesn't intersect a node, returns 0 (zero).

If use tolerance > 0 and there is more than one node near the point then an exception is thrown.



### Note

tolerance = 0 は ST\_Intersects, ST\_DWithin とも互換性があります。

GEOS 2.0.0 以降。

2.0.0 以降。

説明

`AddEdge` 関数も参照してください。

```
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
```

説明

[AddEdge](#), [GetEdgeByPoint](#), [GetFaceByPoint](#)

## 9.7.5 GetTopologyID

GetTopologyID — topology.topology ID を取得する関数。

### Synopsis

integer **GetTopologyID**(varchar toponame);

関数

`GetTopologyID` topology.topology 名前空間 ID を返す。

Availability: 1.1

関数

```
SELECT topology.GetTopologyID('ma_topo') As topo_id;
      topo_id
-----
          1
```

関数

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologySRID](#)

### 9.7.6 GetTopologySRID

`GetTopologySRID` — topology.topology 名前空間 SRID を返す。

#### Synopsis

integer **GetTopologyID**(varchar toponame);

関数

`GetTopologySRID` topology.topology 名前空間 SRID を返す。  
2.0.0 名前空間 SRID を返す。

関数

```
SELECT topology.GetTopologySRID('ma_topo') As SRID;
      SRID
-----
      4326
```

関数

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologyID](#)

### 9.7.7 GetTopologyName

`GetTopologyName` — ID を返す (名前空間) を返す。

### Synopsis

varchar **GetTopologyName**(integer topology\_id);

返回

返回 ID topology.topology 的 (名称)。

Availability: 1.1

返回

```
SELECT topology.GetTopologyName(1) As topo_name;
topo_name
-----
ma_topo
```

返回

[CreateTopology](#), [DropTopology](#), [GetTopologyID](#), [GetTopologySRID](#)

### 9.7.8 ST\_GetFaceEdges

ST\_GetFaceEdges — aface 的边。

### Synopsis


getfaceedges\_returntype **ST\_GetFaceEdges**(varchar atopology, integer aface);

返回

aface 的边。 (sequence) ID(edgeid) 的边。 1 的边。

的边。 (名称) 的边。

2.0 的边。

 This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.5

返回

```
-- Returns the edges bounding face 1
SELECT (topology.ST_GetFaceEdges('tt', 1)).*;
-- result --
sequence | edge
-----+-----
1 | -4
2 | 5
```





### 9.7.10 GetRingEdges

GetRingEdges — 返回指定环的边 ID 列表。

#### Synopsis

getfaceedges\_returntype **GetRingEdges**(varchar atopolgy, integer aring, integer max\_edges=null);

返回

返回环的边 ID 列表。返回类型 (sequence) 为 integer ID(edgeid) 列表。返回 1 个 ID。返回 ID 列表, 按环的边 ID 升序排列。返回 ID 列表, 按环的边 ID 升序排列。max\_edges 为 NULL 时返回所有边 ID。返回 ID 列表。



#### Note

返回 ID 列表。

2.0.0 版本引入。

返回

[ST\\_GetFaceEdges](#), [GetNodeEdges](#)

### 9.7.11 GetNodeEdges

GetNodeEdges — 返回指定节点的边 ID 列表。

#### Synopsis

getfaceedges\_returntype **GetNodeEdges**(varchar atopolgy, integer anode);

返回

返回节点的边 ID 列表。返回类型 (sequence) 为 integer ID 列表。返回 1 个 ID 列表。返回 ID 列表, 按节点的边 ID 升序排列。返回 ID 列表 (按节点的边 ID 升序排列) 列表。



#### Note

返回 ID 列表。

2.0 版本引入。





**Note**

`aline` srid srid srid. .

GEOS

**Warning**

`AddEdge` is deprecated as of 3.5.0. Use `TopoGeo_AddLineString` instead.

2.0.0

```
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
```

[TopoGeo\\_AddLineString](#), [CreateTopology](#), Section 4.5

### 9.8.4 AddFace

`AddFace` — (face primitive)

#### Synopsis

integer **AddFace**(varchar toponame, geometry apolygon, boolean force\_new=false);

面

面 (face primitive) 由面元组成。

面元包括 left\_face 和 right\_face。面元包含 containing\_face 面元。



**Note**

面元 edge 包含 next\_left\_edge 和 next\_right\_edge 面元。

面元 (面元) 由面元组成。面元包含 containing\_face 面元。

apolygon 面元, force\_new 是 (面元) 面元 ID 面元, force\_new 面元 ID 面元。



**Note**

面元 (force\_new = true) 面元, 面元, 面元 MBR 面元。



**Note**

apolygon 面元 srid 面元 srid 面元。面元。

2.0.0 面元。

面

```
-- 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
```





图例: 拓扑几何

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);
```

图例: 拓扑几何 TopoGeometry 图例

图例: 拓扑几何 TopoGeometry 图例. 图例 blockgroups 图例 TopoGeometry 图例. 图例, 图例:

```
-- 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;
```





```
--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
  );
```

☒☒

[CreateTopology](#), [AddTopoGeometryColumn](#), [CreateTopoGeom](#), [TopologySummary](#), [clearTopoGeom](#)

### 9.9.3 TopoElementArray\_Agg

**TopoElementArray\_Agg** — Returns a `topoelementarray` for a set of `element_id`, type arrays (`topoelements`).

#### Synopsis

`topoelementarray` **TopoElementArray\_Agg**(`topoelement set tefield`);

☒☒

**TopoElement** ☒☒☒☒☒☒ **TopoElementArray** ☒☒☒☒☒☒☒☒☒☒.

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒.

☒☒

```
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}}
```





関数

TopoGeometry 関数リファレンス [TopoElement](#) 関数リファレンス.

2.3 関数リファレンス

関数

```
-- Remove face 43 from TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_removeElement(tg, '{43,3}');
```

関数

[TopoGeom\\_addElement](#), [CreateTopoGeom](#)

### 9.10.4 TopoGeom\_addTopoGeom

`TopoGeom_addTopoGeom` — Adds element of a TopoGeometry to the definition of another TopoGeometry.

#### Synopsis

topogeometry **TopoGeom\_addTopoGeom**(topogeometry tgt, topogeometry src);

関数

Adds the elements of a [TopoGeometry](#) to the definition of another TopoGeometry, possibly changing its cached type (type attribute) to a collection, if needed to hold all elements in the source object.

The two TopoGeometry objects need be defined against the *same* topology and, if hierarchically defined, need be composed by elements of the same child layer.

Availability: 3.2

関数

```
-- Set an "overall" TopoGeometry value to be composed by all
-- elements of specific TopoGeometry values
UPDATE mylayer SET tg_overall = TopoGeom_addTopoGeom(
    TopoGeom_addTopoGeom(
        clearTopoGeom(tg_overall),
        tg_specific1
    ),
    tg_specific2
);
```

関数

[TopoGeom\\_addElement](#), [clearTopoGeom](#), [CreateTopoGeom](#)

### 9.10.5 toTopoGeom

toTopoGeom — Adds a geometry shape to an existing topo geometry.

Refer to [toTopoGeom](#).

## 9.11 TopoGeometry

### 9.11.1 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 **GetTopoGeomElementArray**(topogeometry tg);

`GetTopoGeomElementArray` (TopoGeometry) returns TopoElementArray. `GetTopoGeomElements` (TopoGeometry) returns TopoElementArray.

tg\_id topology.layer\_id layer\_id TopoGeometry ID.

Availability: 1.1

[GetTopoGeomElements](#), [TopoElementArray](#)

### 9.11.2 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);



Returns a set of `element_id,element_type` (topoelements) corresponding to primitive topology elements **TopoElement** (1: nodes, 2: edges, 3: faces) that a given topogeometry object in `toponame` schema is composed of.

`tg_id`  `topology.layer`  `layer_id`  `TopoGeometry`   
 `TopoGeometry ID` .

2.0.0           .



[GetTopoGeomElementArray](#), [TopoElement](#), [TopoGeom\\_addElement](#), [TopoGeom\\_remElement](#)

### 9.11.3 ST\_SRID

`ST_SRID` — Returns the spatial reference identifier for a topogeometry.

#### Synopsis

integer **ST\_SRID**(topogeometry tg);



Returns the spatial reference identifier for the `ST_Geometry` as defined in `spatial_ref_sys` table. Section [4.5](#)



#### 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.

Availability: 3.2.0



This method implements the SQL/MM specification. SQL-MM 3: 14.1.5



```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)',4326));
-- result
4326
```



Section [4.5](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_SRID](#)

## 9.12 TopoGeometry

### 9.12.1 AsGML

AsGML — TopoGeometry GML

#### 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);
```

TopoGeometry GML GML3. nsprefix\_in gml. nsprefix (non-qualified). (15) (1) ST\_AsGML.

visitedTable (xlink:xref) 'element\_type' 'element\_id' (2) element\_type element\_id, orientation:

```
CREATE TABLE visited (
  element_type integer, element_id integer,
  unique(element_type, element_id)
);
```

idprefix, gmlver 3 2.0.0.

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="-">
```









### Synopsis

boolean **Equals**(topogeometry tg1, topogeometry tg2);

返回

TopoGeometry 对象 (tg1, tg2) 是否相等。



#### Note

此函数不支持 TopoGeometry 对象。不支持 TopoGeometry 对象。

1.1.0 版本。



This function supports 3d and will not drop the z-index.

返回

返回

[GetTopoGeomElements](#), [ST\\_Equals](#)

### 9.13.2 Intersects

Intersects — TopoGeometry 对象。

### Synopsis

boolean **Intersects**(topogeometry tg1, topogeometry tg2);

返回

TopoGeometry 对象。



#### 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).

1.1.0 版本。



This function supports 3d and will not drop the z-index.

☒☒

☒☒

[ST\\_Intersects](#)

## 9.14 Importing and exporting Topologies

Once you have created topologies, and maybe associated topological layers, you might want to export them into a file-based format for backup or transfer into another database.

Using the standard dump/restore tools of PostgreSQL is problematic because topologies are composed by a set of tables (4 for primitives, an arbitrary number for layers) and records in metadata tables (topology.topology and topology.layer). Additionally, topology identifiers are not univoque across databases so that parameter of your topology will need to be changes upon restoring it.

In order to simplify export/restore of topologies a pair of executables are provided: `pgtopo_export` and `pgtopo_import`. Example usage:

```
pgtopo_export dev_db topo1 | pgtopo_import topo1 | psql staging_db
```

### 9.14.1 Using the Topology exporter

The `pgtopo_export` script takes the name of a database and a topology and outputs a dump file which can be used to import the topology (and associated layers) into a new database.

By default `pgtopo_export` writes the dump file to the standard output so that it can be piped to `pgtopo_import` or redirected to a file (refusing to write to terminal). You can optionally specify an output filename with the `-f` commandline switch.

By default `pgtopo_export` includes a dump of all layers defined against the given topology. This may be more data than you need, or may be non-working (in case your layer tables have complex dependencies) in which case you can request skipping the layers with the `--skip-layers` switch and deal with those separately.

Invoking `pgtopo_export` with the `--help` (or `-h` for short) switch will always print short usage string.

The dump file format is a compressed tar archive of a `pgtopo_export` directory containing at least a `pgtopo_dump_version` file with format version info. As of version 1 the directory contains tab-delimited CSV files with data of the topology primitive tables (node, edge\_data, face, relation), the topology and layer records associated with it and (unless `--skip-layers` is given) a custom-format PostgreSQL dump of tables reported as being layers of the given topology.

### 9.14.2 Using the Topology importer

The `pgtopo_import` script takes a `pgtopo_export` format topology dump and a name to give to the topology to be created and outputs an SQL script reconstructing the topology and associated layers.

The generated SQL file will contain statements that create a topology with the given name, load primitive data in it, restores and registers all topology layers by properly linking all TopoGeometry values to their correct topology.

By default `pgtopo_import` reads the dump from the standard input so that it can be used in conjunction with `pgtopo_export` in a pipeline. You can optionally specify an input filename with the `-f` commandline switch.

By default `pgtopo_import` includes in the output SQL file the code to restore all layers found in the dump.

This may be unwanted or non-working in case your target database already have tables with the same name as the ones in the dump. In that case you can request skipping the layers with the `--skip-layers` switch and deal with those separately (or later).

SQL to only load and link layers to a named topology can be generated using the `--only-layers` switch. This can be useful to load layers *AFTER* resolving the naming conflicts or to link layers to a different topology (say a spatially-simplified version of the starting topology).

# Chapter 10

## 10. Raster Data

### 10.1 Raster Data

The `raster2pgsql` utility is a raster loader executable that loads GDAL supported raster formats into SQL suitable for loading into a PostGIS raster table. It is capable of loading folders of raster files as well as creating overviews of rasters.

#### 10.1.1 raster2pgsql

The `raster2pgsql` is a raster loader executable that loads GDAL supported raster formats into SQL suitable for loading into a PostGIS raster table. It is capable of loading folders of raster files as well as creating overviews of rasters.

Since the `raster2pgsql` is compiled as part of PostGIS most often (unless you compile your own GDAL library), the raster types supported by the executable will be the same as those compiled in the GDAL dependency library. To get a list of raster types your particular `raster2pgsql` supports use the `-G` switch.



#### Note

The `raster2pgsql` utility (factor) is a raster loader executable, which is part of the PostGIS distribution. <http://trac.osgeo.org/postgis/ticket/1764> discusses a known issue with the utility.

##### 10.1.1.1 Example Usage

The following example shows how to load a 100x100 raster file into a PostGIS raster table:

```
# -s use srid 4326
# -I create spatial index
# -C use standard raster constraints
# -M vacuum analyze after load
# *.tif load all these files
# -F include a filename column in the raster table
# -t tile the output 100x100
# public.demelevation load into this table
raster2pgsql -s 4326 -I -C -M -F -t 100x100 *.tif public.demelevation
> elev.sql

# -d connect to this database
# -f read this file after connecting
psql -d gisdb -f elev.sql
```



**Note**

If you do not specify the schema as part of the target table name, the table will be created in the default schema of the database or user you are connecting with.

UNIX 安装和配置指南:

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

安装和配置指南, 包括 2 到 4 个栅格数据集, 栅格数据集 (存储在数据库 DB 中) 的元数据, 栅格数据集的元数据 (-e 选项) (存储在数据库中的元数据)。栅格数据集 128x128 像素大小。栅格数据集的元数据 (-F 选项) "filename" 选项。

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

--get a list of raster types supported:

```
raster2pgsql -G
```

-G 安装和配置指南:

```
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
...
Arc/Info Export E00 GRID
ZMap Plus Grid
NOAA NGS Geoid Height Grids
```

**10.1.1.2 raster2pgsql options**

-? 安装和配置指南。安装和配置指南。

-G 安装和配置指南。

**c|a|d|p --** 安装和配置指南:

- c 安装和配置指南 (x) 安装和配置指南。安装和配置指南。
- a 安装和配置指南 (x) 安装和配置指南。
- d 安装和配置指南, 安装和配置指南 (x) 安装和配置指南。
- p 安装和配置指南, 安装和配置指南。

安装和配置指南: 安装和配置指南

- C raster\_columns 安装和配置指南 SRID, 安装和配置指南。
- x 安装和配置指南 (extent) 安装和配置指南。-C 安装和配置指南。



**-r** **regular blocking** 强制使用正则阻塞 (regular blocking) 模式。-C 选项  
 指定正则阻塞的块大小。

**选项:** 指定正则阻塞的块大小。

**-s <SRID>** 指定 SRID 值。默认为 0，指定 SRID 值  
 将数据转换为指定的 SRID。

**-b BAND** 指定要处理的波段 (1-255)。指定波段时，**(.)** 表示  
 所有波段。指定波段时，**(.)** 表示所有波段。

**-t TILE\_SIZE** 指定瓦片大小。TILE\_SIZE 指定为 **width x height**  
 格式，或 **auto** 表示自动计算瓦片大小。

**-P** 指定填充 (padding) 大小。

**-R, --register** 指定注册 (DB 注册) 数据库。  
 指定注册 (DB 注册) 数据库。

**-l OVERVIEW\_FACTOR** 指定概览因子。指定概览因子时，**(.)** 表示  
 使用 `overview_factor_table` 表，**overview factor** 指定  
 表名 (placeholder) 指定 `table` 名称。指定  
 概览因子时，**-R** 指定注册 (DB 注册) 数据库。指定 SQL 语句

**-N NODATA** "NODATA" 指定 NODATA 值。

**选项:** 指定 NODATA 值。

**-f COLUMN** 指定列名。指定列名 'rast'。

**-F** 指定列名。

**-n COLUMN** 指定列名。-F 指定列名。

**-q** PostgreSQL 指定列名。

**-I** 指定 GiST 索引。

**-M** 指定 (vacuum analyze) 选项。

**-k** Keeps empty tiles and skips NODATA value checks for each raster band. Note you save time  
 in checking, but could end up with far more junk rows in your database and those junk rows  
 are not marked as empty tiles.

**-T tablespace** 指定表空间。-X 指定表空间 (指定表空间  
 名称) 指定表空间。

**-X tablespace** 指定表空间。-I 指定表空间 (指定表空间  
 名称) 指定表空间。

**-Y max\_rows\_per\_copy=50** Use copy statements instead of insert statements. Optionally specify  
 max\_rows\_per\_copy; default 50 when not specified.

**-e** 指定事务 (transaction) 选项。

**-E ENDIAN** 指定字节序 (endianness) 选项。XDR 为 0，  
 NDR 为 1 指定字节序。指定，NDR 指定字节序。

**-V version** 指定版本。指定 0 版本。指定，0 指定版本。

### 10.1.2 PostGIS 安装与使用

指定安装选项。指定安装选项。指定安装选项。

1. 指定安装选项:

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

- 2. 创建空栅格。使用 `ST_MakeEmptyRaster` 函数，`ST_AddBand` 函数添加波段。  
 使用 `ST_AsRaster` 函数，`ST_Union`，`ST_MapAlgebra` (algebra) 函数。  
 使用 `ST_Transform` 函数。

- 3. 创建索引:

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

(convex hull) 使用 `ST_ConvexHull` 函数。



**Note**

PostGIS 2.0 使用 `(envelop)` 函数。  
使用 `(envelop)` 函数。

- 4. `AddRasterConstraints` 函数。

### 10.1.3 Using "out db" cloud rasters

The raster2pgsql tool uses GDAL to access raster data, and can take advantage of a key GDAL feature: the ability to read from rasters that are **stored remotely** in cloud "object stores" (e.g. AWS S3, Google Cloud Storage).

Efficient use of cloud stored rasters requires the use of a "cloud optimized" format. The most well-known and widely used is the "cloud optimized GeoTIFF" format. Using a non-cloud format, like a JPEG, or an un-tiled TIFF will result in very poor performance, as the system will have to download the entire raster each time it needs to access a subset.

First, load your raster into the cloud storage of your choice. Once it is loaded, you will have a URI to access it with, either an "http" URI, or sometimes a URI specific to the service. (e.g., "s3://bucket/object"). To access non-public buckets, you will need to supply GDAL config options to authenticate your connection. Note that this command is *reading* from the cloud raster and *writing* to the database.

```
AWS_ACCESS_KEY_ID=xxxxxxxxxxxxxxxxxxxxx \
AWS_SECRET_ACCESS_KEY=xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx \
raster2pgsql \
-s 990000 \
-t 256x256 \
-I \
-R \
/vsis3/your.bucket.com/your_file.tif \
your_table \
| psql your_db
```

Once the table is loaded, you need to give the database permission to read from remote rasters, by setting two permissions, `postgis.enable_outdb_rasters` and `postgis.gdal_enabled_drivers`.

```
SET postgis.enable_outdb_rasters = true;
SET postgis.gdal_enabled_drivers TO 'ENABLE_ALL';
```

To make the changes sticky, set them directly on your database. You will need to re-connect to experience the new settings.

```
ALTER DATABASE your_db SET postgis.enable_outdb_rasters = true;
ALTER DATABASE your_db SET postgis.gdal_enabled_drivers TO 'ENABLE_ALL';
```

For non-public rasters, you may have to provide access keys to read from the cloud rasters. The same keys you used to write the raster2pgsql call can be set for use inside the database, with the [postgis.gdal\\_vsi\\_options](#) configuration. Note that multiple options can be set by space-separating the key=value pairs.

```
SET postgis.gdal_vsi_options = 'AWS_ACCESS_KEY_ID=xxxxxxxxxxxxxxxxxxxxx
AWS_SECRET_ACCESS_KEY=xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx';
```

Once you have the data loaded and permissions set you can interact with the raster table like any other raster table, using the same functions. The database will handle all the mechanics of connecting to the cloud data when it needs to read pixel data.

## 10.2

PostGIS `raster_columns` and `raster_overviews` tables. `raster_columns` table stores metadata for each raster column in a table. `raster_overviews` table stores metadata for each overview level of a raster column. `raster_columns` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.

1. `raster_columns` table.
2. `raster_overviews` table. `raster_overviews` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `overview_level`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.

### 10.2.1

`raster_columns` table stores metadata for each raster column in a table. `raster_columns` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.

`raster_columns` table stores metadata for each raster column in a table. `raster_columns` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.

- `r_table_catalog` table catalog name.
- `r_table_schema` table schema name.
- `r_table_name` table name.
- `r_raster_column` raster column name in `r_table_name` table. PostGIS `raster_columns` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.
- `srid` spatial reference ID. Section 4.5
- `scale_x` raster scale in X (meters) units. `raster_columns` table has columns: `r_table_catalog`, `r_table_schema`, `r_table_name`, `r_raster_column`, `srid`, `scale_x`, `scale_y`, `add_raster_constraints`.





```

        $input_srid = intval($_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]);
    ?>

```

### 10.3.2 使用 ST\_AsPNG 在 ASP.NET C# 中显示栅格

在 npgsql PostgreSQL .NET 中使用 **ST\_AsGDALRaster** 函数可以返回 1, 2, 3 个 PHP 请求流 (request stream) 对象。PHP 代码中 "img src" HTML 属性使用这些对象。

npgsql PostgreSQL .NET 项目地址: <http://npgsql.projects.postgresql.org/>。ASP.NET bin 目录中需要包含 npgsql.dll。

使用 **ST\_Union** 函数 (combine) 将 WGS84 坐标系中的栅格合并, **ST\_Transform** 函数 (union) 将栅格转换为指定坐标系, **ST\_AsPNG** 函数将栅格转换为 PNG 格式。

C# 代码参考 Section 10.3.1 中的示例。

[http://mywebserver/test\\_raster.php?srid=2249](http://mywebserver/test_raster.php?srid=2249)

在 web.config 文件中配置数据库连接字符串。

```

-- 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;
}

```

### 10.3.3 使用 Java 驱动程序

使用 Java 驱动程序。

<http://jdbc.postgresql.org/download.html> PostgreSQL JDBC 驱动程序。

：

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

```
编译选项:
```

```
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(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);
    }
}
}

```

### 10.3.4 PLPython 调用 SQL 函数

PLPython 是 PostgreSQL 的一个扩展。PLPython 是 PostgreSQL 的 PLPython3u 扩展。

```

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;

```

```

--write out 5 images to the PostgreSQL server in varying sizes
-- note the postgresql daemon account needs to have write access to folder
-- this echos back the file names created;
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

```

### 10.3.5 PSQL 调用 PLPython 函数

PostgreSQL 的 PSQL 客户端可以调用 PLPython 函数。PSQL 客户端, 调用 PLPython 函数。PSQL 客户端调用 PLPython 函数。

调用 PLPython 函数, 调用 PLPython 函数。

```

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);
-- you'll get an output something like --
oid | num_bytes
-----+-----
2630819 | 74860

```

```
-- next note the oid and do this replacing the c:/test.png to file path location
-- on your local computer
\lo_export 2630819 'C:/temp/aerial_samp.png'

-- this deletes the file from large object storage on db
SELECT lo_unlink(2630819);
```







4.  $(a-b) = a < x < b$

'(' 数据类型 (a-b) 数据类型 a-b 数据类型.

**pixeltype text ST\_BandPixelType** 数据类型.

**nodataval double precision** NODATA 数据类型. 数据类型, 数据类型.

数据类型: 数据类型 2 数据类型 255 数据类型 NODATA 数据类型 8BUI 数据类型.

```
SELECT ROW(2, '0-100:1-10, 101-500:11-150,501 - 10000: 151-254', '8BUI', 255)::reclassarg;
```

数据类型: 数据类型 1 数据类型 NODATA 数据类型 1BB 数据类型.

```
SELECT ROW(1, '0-100]:0, (100-255:1', '1BB', NULL)::reclassarg;
```

数据类型

**ST\_Reclass**

### 11.1.6 summarystats

summarystats — ST\_SummaryStats 数据类型 ST\_SummaryStatsAgg 数据类型.

数据类型

**ST\_SummaryStats** 数据类型 **ST\_SummaryStatsAgg** 数据类型.

**count integer** 数据类型.

**sum double precision** 数据类型.

**mean double precision** 数据类型.

**stddev double precision** 数据类型.

**min double precision** 数据类型.

**max double precision** 数据类型.

数据类型

**ST\_SummaryStats, ST\_SummaryStatsAgg**

### 11.1.7 unionarg

unionarg — 数据类型 UNION 数据类型 ST\_Union 数据类型.

¶

ST\_Union UNION 函数。ST\_Union 函数。

**nband integer** 1-255。

**uniontype text** UNION。ST\_Union 函数。

¶

### ST\_Union

## 11.2 栅格函数

### 11.2.1 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 issues a notice otherwise.

#### Synopsis

boolean **AddRasterConstraints**(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 no\_data\_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 );

¶

raster\_columns 函数。  
rastschema 函数。srid SPATIAL\_REF\_SYS 函数。

raster2pgsql 函数。

Section 10.2.1 函数。

- blocksize X Y 函数。
- blocksize\_x X (函数) 函数。
- blocksize\_y Y (函数) 函数。
- extent 函数。函数。
- num\_bands 函数。

- `pixel_types` 指定栅格像素的数据类型。默认为 N 表示无符号整数。
- `regular_blocking` 指定是否使用规则分块 (即所有栅格具有相同的块大小) 进行栅格操作。
- `same_alignment` 确保它们都具有相同的对齐方式，意味着任何两个你比较的栅格都会返回 true。请参考 [ST\\_SameAlignment](#)。
- `srid` 指定 SRID。
- `--` 指定其他选项。

**Note!** 使用 `DropRasterConstraints` 函数可以移除栅格约束。

**Note!** 使用 `DropRasterConstraints` 函数可以移除栅格约束。

### 2.0.0 栅格约束

例 1: 创建栅格并添加约束

```
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}

例 2: 创建公共栅格并添加约束

```
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

```

Section [10.2.1, ST\\_AddBand, ST\\_MakeEmptyRaster, DropRasterConstraints, ST\\_BandPixelType, ST\\_SRID](#)

### 11.2.2 DropRasterConstraints

DropRasterConstraints — PostGIS .

#### Synopsis

boolean **DropRasterConstraints**(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 **DropRasterConstraints**(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);

boolean **DropRasterConstraints**(name rastschema, name rasttable, name rastcolumn, text[] constraints);

**AddRasterConstraints** , PostGIS .

```

DROP TABLE mytable

```

```

ALTER TABLE mytable DROP COLUMN rast

```

raster\_columns , raster\_columns .

2.0.0 .





¶¶

PostGIS ¶¶¶¶¶¶ GDAL ¶¶¶¶¶¶¶¶¶¶¶¶¶¶. ¶ GDAL ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

¶¶

```
SELECT PostGIS_GDAL_Version();
       postgis_gdal_version
-----
GDAL 1.11dev, released 2013/04/13
```

¶¶

[postgis.gdal\\_datapath](#)

### 11.2.6 PostGIS\_Raster\_Lib\_Build\_Date

PostGIS\_Raster\_Lib\_Build\_Date — ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

#### Synopsis

text **PostGIS\_Raster\_Lib\_Build\_Date()**;

¶¶

¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

¶¶

```
SELECT PostGIS_Raster_Lib_Build_Date();
       postgis_raster_lib_build_date
-----
2010-04-28 21:15:10
```

¶¶

[PostGIS\\_Raster\\_Lib\\_Version](#)

### 11.2.7 PostGIS\_Raster\_Lib\_Version

PostGIS\_Raster\_Lib\_Version — ¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

#### Synopsis

text **PostGIS\_Raster\_Lib\_Version()**;

¶¶

¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶¶.

¶¶

```
SELECT PostGIS_Raster_Lib_Version();
postgis_raster_lib_version
-----
2.0.0
```

¶¶

**PostGIS\_Lib\_Version**

**11.2.8 ST\_GDALDrivers**

ST\_GDALDrivers — Returns a list of raster formats supported by PostGIS through GDAL. Only those formats with can\_write=True can be used by ST\_AsGDALRaster

**Synopsis**

setof record **ST\_GDALDrivers**(integer OUT idx, text OUT short\_name, text OUT long\_name, text OUT can\_read, text OUT can\_write, text OUT create\_options);

¶¶

Returns a list of raster formats short\_name,long\_name and creator options of each format supported by 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: 2.5.0 - add can\_read and can\_write columns.

¶¶¶¶: 2.0.6, 2.1.3 ¶¶ - GUC ¶¶¶¶¶¶ gdal\_enabled\_drivers ¶¶¶¶¶¶¶¶, ¶¶¶¶¶¶¶¶¶¶.

2.0.0 ¶¶¶¶¶¶¶¶¶¶¶¶. GDAL 1.6.0 ¶¶¶¶¶¶¶¶¶¶.

¶¶: ¶¶¶¶¶¶

```
SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SELECT short_name, long_name, can_write
FROM st_gdaldrivers()
ORDER BY short_name;
```

short_name	long_name	can_write
AAIGrid	Arc/Info ASCII Grid	t
ACE2	ACE2	f
ADRG	ARC Digitized Raster Graphics	f



```
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). 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, ←
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, ←
SPARSE_OK	boolean	Can newly created files have missing blocks?	
ALPHA	boolean	Mark first extrasample as being alpha	
PROFILE	string-select		GDALGeoTIFF, ←
PIXELTYPE	string-select		DEFAULT, ←
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	NATIVE, INVERTED, LITTLE, BIG
COPY_SRC_OVERVIEWS	boolean	Force copy of overviews of source dataset (CreateCopy)	



ST\_AsGDALRaster, ST\_SRID, postgis.gdal\_enabled\_drivers

## 11.2.9 ST\_Contour

ST\_Contour — Generates a set of vector contours from the provided raster band, using the [GDAL contouring algorithm](#).

### Synopsis

```
setof record ST_Contour(raster rast, integer bandnumber=1, double precision level_interval=100.0,
double precision level_base=0.0, double precision[] fixed_levels=ARRAY[], boolean polygonize=false);
```

☒☒

Generates a set of vector contours from the provided raster band, using the [GDAL contouring algorithm](#).

When the `fixed_levels` parameter is a non-empty array, the `level_interval` and `level_base` parameters are ignored.

Input parameters are:

**rast** The raster to generate the contour of

**bandnumber** The band to generate the contour of

**level\_interval** The elevation interval between contours generated

**level\_base** The "base" relative to which contour intervals are applied, this is normally zero, but could be different. To generate 10m contours at 5, 15, 25, ... the `LEVEL_BASE` would be 5.

**fixed\_levels** The elevation interval between contours generated

**polygonize** If true, contour polygons will be created, rather than polygon lines.

Return values are a set of records with the following attributes:

**geom** The geometry of the contour line.

**id** A unique identifier given to the contour line by GDAL.

**value** The raster value the line represents. For an elevation DEM input, this would be the elevation of the output contour.

Availability: 3.2.0

☒☒

```
WITH c AS (
SELECT (ST_Contour(rast, 1, fixed_levels => ARRAY[100.0, 200.0, 300.0])).*
FROM dem_grid WHERE rid = 1
)
SELECT st_astext(geom), id, value
FROM c;
```

☒☒

[ST\\_InterpolateRaster](#)

### 11.2.10 ST\_InterpolateRaster

ST\_InterpolateRaster — Interpolates a gridded surface based on an input set of 3-d points, using the X- and Y-values to position the points on the grid and the Z-value of the points as the surface elevation.

#### Synopsis

raster **ST\_InterpolateRaster**(geometry input\_points, text algorithm\_options, raster template, integer template\_band\_num=1);



Interpolates a gridded surface based on an input set of 3-d points, using the X- and Y-values to position the points on the grid and the Z-value of the points as the surface elevation. There are five interpolation algorithms available: inverse distance, inverse distance nearest-neighbor, moving average, nearest neighbor, and linear interpolation. See the [gdal\\_grid documentation](#) for more details on the algorithms and their parameters. For more information on how interpolations are calculated, see the [GDAL grid tutorial](#).

Input parameters are:

**input\_points** The points to drive the interpolation. Any geometry with Z-values is acceptable, all points in the input will be used.

**algorithm\_options** A string defining the algorithm and algorithm options, in the format used by [gdal\\_grid](#). For example, for an inverse-distance interpolation with a smoothing of 2, you would use "invdist:smoothing=2.0"

**template** A raster template to drive the geometry of the output raster. The width, height, pixel size, spatial extent and pixel type will be read from this template.

**template\_band\_num** By default the first band in the template raster is used to drive the output raster, but that can be adjusted with this parameter.

Availability: 3.2.0



```
SELECT ST_InterpolateRaster(
  'MULTIPOINT(10.5 9.5 1000, 11.5 8.5 1000, 10.5 8.5 500, 11.5 9.5 500)::geometry,
  'invdist:smoothing:2.0',
  ST_AddBand(ST_MakeEmptyRaster(200, 400, 10, 10, 0.01, -0.005, 0, 0), '16BSI')
)
```



[ST\\_Contour](#)

### 11.2.11 UpdateRasterSRID

UpdateRasterSRID —  SRID .



☐☐

[ST\\_Retile](#), [AddOverviewConstraints](#), [AddRasterConstraints](#), [Section 10.2.2](#)

### 11.3 空間関数 (constructor)

#### 11.3.1 ST\_AddBand

`ST_AddBand` — 指定した位置に新しいバンドを追加する関数。指定したタイプ、初期値、およびノodata値を持つ。詳細は [ST\\_BandPixelType](#) を参照してください。

##### 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);

☐☐

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 >= 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.

**addbandarg** 1 2 3, addbandarg 4 5 6 addbandarg 7 8 9. 各要素は、初期値、ノodata値、およびタイプを指定する。

5, torast NULL, fromband 6 (累計) 7.

outdbfile 6 7, outdbfile 8 9. PostgreSQL 10.5.0以降は、outdbindexを指定する必要があります。

2.1.0 addbandarg 1 2 3.

2.1.0 DB 4 5 6.

☐☐: ☐☐☐☐☐☐☐☐

```
-- 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

```

**Example 1: Adding multiple 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;
```

☒☒: ☒☒☒ **DB** ☒☒☒☒

```
SELECT
  *
FROM ST_BandMetadata(
  ST_AddBand(
    ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0),
    '/home/raster/mytestraster.tif'::text, NULL::int[]
  ),
  ARRAY[]::integer[]
);
```

bandnum	pixeltype	nodataval	isoutdb	path
1	8BUI		t	/home/raster/mytestraster.tif
2	8BUI		t	/home/raster/mytestraster.tif
3	8BUI		t	/home/raster/mytestraster.tif

☒☒

[ST\\_BandMetaData](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [ST\\_MetaData](#), [ST\\_NumBands](#), [ST\\_Reclass](#)

### 11.3.2 ST\_AsRaster

ST\_AsRaster — PostGIS ☒☒☒ PostGIS ☒☒☒☒☒☒☒☒☒.

#### 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);



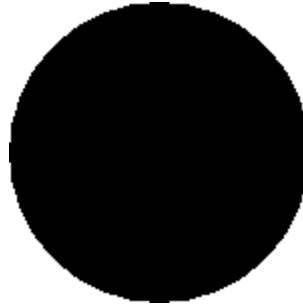




**Note**

PostGIS, TIN, 地理信息系统, GDAL 驱动程序。

图例: PNG 格式



图例

```
-- 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));
```



PostGIS 驱动程序

```
-- 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]));
```

图例

[ST\\_BandPixelType](#), [ST\\_Buffer](#), [ST\\_GDALDrivers](#), [ST\\_AsGDALRaster](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [ST\\_SRID](#)

### 11.3.3 ST\_Band

ST\_Band — 返回指定像素的波段值。返回的波段值由指定的波段索引决定。

## 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=,);
```

⊠

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 or any of specified bands does not exist in the raster, then all bands are returned. Used as a helper function in various functions such as for deleting a band.



### Warning

⊠ nbands ⊠, ⊠, ⊠ '1,2,3' ⊠. ⊠ ST\_Band(rast, '1@2@3', '@') ⊠. ⊠ ST\_Band(rast, '{1,2,3}'::int[]); ⊠. PostGIS ⊠ text ⊠.

2.0.0 ⊠.

⊠

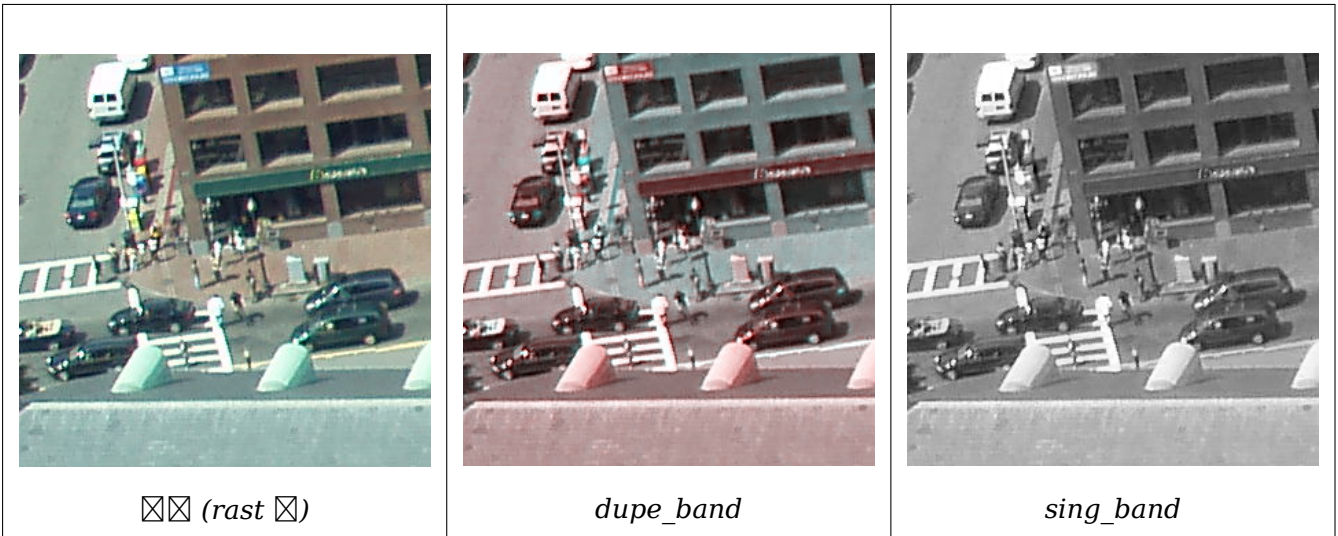
```
-- Make 2 new rasters: 1 containing band 1 of dummy, second containing band 2 of dummy and ←
  then reclassified as a 2BUI
SELECT ST_NumBands(rast1) As numb1, ST_BandPixelType(rast1) As pix1,
  ST_NumBands(rast2) As numb2, ST_BandPixelType(rast2) As pix2
FROM (
  SELECT ST_Band(rast) As rast1, ST_Reclass(ST_Band(rast,3), '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;
```

☒☒

[ST\\_AddBand](#), [ST\\_NumBands](#), [ST\\_Reclass](#), Chapter 11

### 11.3.4 ST\_MakeEmptyCoverage

ST\_MakeEmptyCoverage — Cover georeferenced area with a grid of empty raster tiles.

#### Synopsis

raster **ST\_MakeEmptyCoverage**(integer tilewidth, integer tileheight, integer width, integer height, double precision upperleftx, double precision upperlefty, double precision scalex, double precision scaley, double precision skewx, double precision skewy, integer srid=unknown);

☒☒

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.

2.2.0 ☒☒☒☒☒☒☒☒☒☒.

Examples

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 numbands	upperlefty	width	height	scalex	scaley	skewx	skewy	srid	
22	33	1	1	8.25	-11	0	0	4326	
	0								
30.25	33	1	1	8.25	-11	0	0	4326	
	0								
38.5	33	1	1	8.25	-11	0	0	4326	
	0								
46.75	33	1	1	8.25	-11	0	0	4326	
	0								
22	22	1	1	8.25	-11	0	0	4326	
	0								
30.25	22	1	1	8.25	-11	0	0	4326	
	0								
38.5	22	1	1	8.25	-11	0	0	4326	
	0								
46.75	22	1	1	8.25	-11	0	0	4326	
	0								
22	11	1	1	8.25	-11	0	0	4326	
	0								
30.25	11	1	1	8.25	-11	0	0	4326	
	0								
38.5	11	1	1	8.25	-11	0	0	4326	
	0								
46.75	11	1	1	8.25	-11	0	0	4326	
	0								
22	0	1	1	8.25	-11	0	0	4326	
	0								
30.25	0	1	1	8.25	-11	0	0	4326	
	0								
38.5	0	1	1	8.25	-11	0	0	4326	
	0								
46.75	0	1	1	8.25	-11	0	0	4326	
	0								

ST\_MakeEmptyRaster

ST\_MakeEmptyRaster

11.3.5 ST\_MakeEmptyRaster

ST\_MakeEmptyRaster — (width & height), upperleftx X upperlefty, scalex, scaley (scalex, scaley, skewx & skewy) SRID (SRID) SRID 0(unknown)



### 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);

注意

ST\_Tile 函数返回的栅格结果，其 nband 属性与输入栅格相同。

padwithnodata = FALSE 时，输入栅格中的 NODATA 值在输出栅格中保持为 NODATA。padwithnodata = TRUE 时，输入栅格中的 NODATA 值在输出栅格中被填充为 nodataval 指定的值。如果 nodataval 未指定，则 NODATA 值将被填充为 0。



#### Note

ST\_Tile 函数在 PostgreSQL 12 及以上版本中可用。在 PostgreSQL 11 中，ST\_Tile 函数在 PostgreSQL 11.1 及以上版本中可用。

### 2.1.0 示例

注意

```
WITH foo AS (
  SELECT ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', 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, '8BUI', ←
    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, '8BUI', ←
    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, '8BUI', ←
    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, '8BUI ←
    ', 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, '8BUI ←
    ', 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, '8BUI ←
    ', 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, '8BUI ←
    ', 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, '8BUI ←
    ', 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, '8BUI ←
    ', 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)
```

☐☐

[ST\\_Union, ST\\_Retile](#)

### 11.3.7 ST\_Retile

ST\_Retile — 将栅格重采样为指定的宽度和高度。

#### Synopsis

SETOF raster **ST\_Retile**(regclass tab, name col, geometry ext, float8 sfx, float8 sfy, int tw, int th, text algo='NearestNeighbor');

☐☐

`sfx` (`sfx`) `sfy` (`sfy`) `tw` (`tw`) `th` (`th`) `ext` (`ext`) `tab` (`tab`) `col` (`col`) `algo` (`algo`)

支持的 `algo` 值包括: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', 'Lanczos'。参考 [GDAL Warp resampling methods](#)。

2.2.0 版本引入。

☐☐

[ST\\_CreateOverview](#)

### 11.3.8 ST\_FromGDALRaster

ST\_FromGDALRaster — 从 GDAL 数据集创建栅格。

#### Synopsis

raster **ST\_FromGDALRaster**(bytea gdaldata, integer srid=NULL);

☐☐

`gdaldata` `bytea` `gdaldata` `srid` `integer`

`srid` 为 NULL 时，将 GDAL 数据集的 SRID 复制到输出栅格的 SRID 中。

2.1.0 版本引入。



SQL

```
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)

SQL

**ST\_AsGDALRaster**

## 11.4 ST\_AsGDALRaster (accessor)

### 11.4.1 ST\_GeoReference

ST\_GeoReference — Returns the text representation of the GDAL metadata for an ESRI raster. Returns GDAL metadata.

**Synopsis**

```
text ST_GeoReference(raster rast, text format=GDAL);
```

SQL

ST\_GeoReference(raster rast, text format=GDAL) Returns the text representation of the GDAL metadata for an ESRI raster. Returns GDAL metadata. Returns 'GDAL' if 'ESRI' is not found.

ST\_GeoReference(raster rast, text format=GDAL) Returns the text representation of the GDAL metadata for an ESRI raster. Returns GDAL metadata. Returns 'GDAL' if 'ESRI' is not found.

GDAL:

```
scalex
skewy
skewx
scaley
```

upperleftx  
upperlefty

ESRI:

scalex  
skewy  
skewx  
scaley  
upperleftx + scalex\*0.5  
upperlefty + scaley\*0.5

```
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

[ST\\_SetGeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#)

### 11.4.2 ST\_Height

ST\_Height —

#### Synopsis

integer **ST\_Height**(raster rast);

```
SELECT rid, ST_Height(rast) As rastheight
FROM dummy_rast;
```

rid	rastheight
1	20
2	5

☒☒

**ST\_Width**

### 11.4.3 ST\_IsEmpty

ST\_IsEmpty — 返回指定栅格 (width = 0, height = 0) 是否为空。返回 true 表示为空。

#### Synopsis

boolean **ST\_IsEmpty**(raster rast);

☒☒

返回指定栅格 (width = 0, height = 0) 是否为空。返回 true 表示为空。  
2.0.0 版本引入。

☒☒

```
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          |
```

☒☒

**ST\_HasNoBand**

### 11.4.4 ST\_MemSize

ST\_MemSize — 返回指定栅格 (width, height) 的内存大小。

#### Synopsis

integer **ST\_MemSize**(raster rast);

¶

PostgreSQL 函数 (函数) 列表。

PostgreSQL 函数 pg\_column\_size, pg\_size\_pretty, pg\_relation\_size, pg\_total\_relation\_size 列表。



**Note**

pg\_relation\_size 与 ST\_MemSize 函数返回的结果不同。pg\_relation\_size 返回 TOAST 数据的大小，而 ST\_MemSize 返回主数据的大小。pg\_column\_size 返回主数据的大小。pg\_total\_relation\_size 返回主数据和 TOAST 数据的总大小。

2.2.0 函数列表。

¶

```
SELECT ST_MemSize(ST_AsRaster(ST_Buffer(ST_Point(1,5),10,1000),150, 150, '8BUI')) As rast_mem;
rast_mem
-----
22568
```

¶

**11.4.5 ST\_MetaData**

ST\_MetaData — 返回栅格的元数据，包括 (skew), 倾斜, 旋转, 栅格的元数据。

**Synopsis**

record **ST\_MetaData**(raster rast);

¶

返回的元数据包括: upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | numbands

¶

```
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 |
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
```



**例:** 获取栅格属性

```
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

**例: 0 度旋转栅格**

```
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

**例:**

[ST\\_PixelWidth](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

### 11.4.8 ST\_PixelWidth

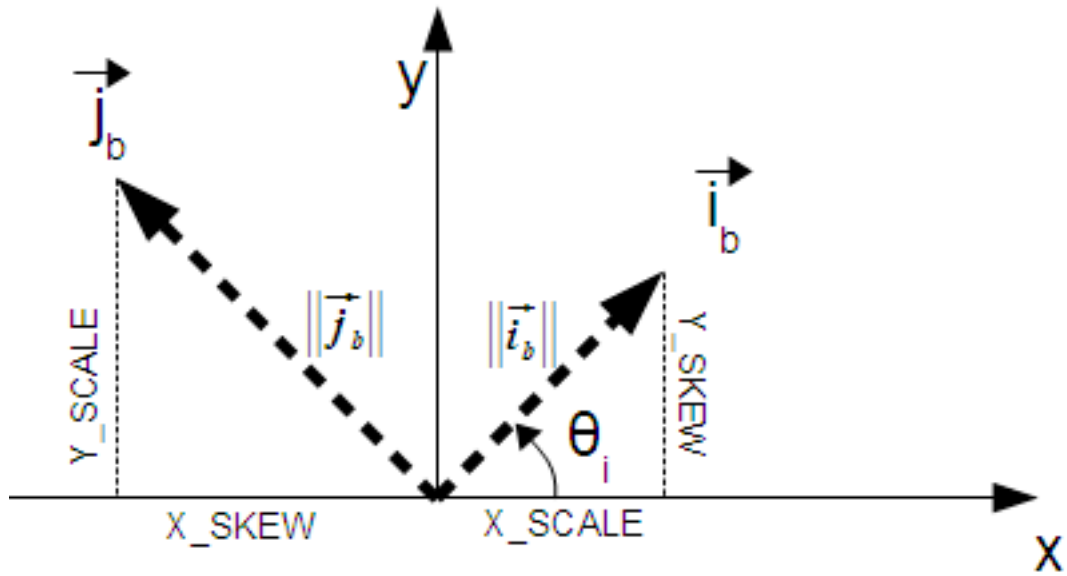
ST\_PixelWidth — 返回栅格的像素宽度。

#### Synopsis

double precision **ST\_PixelWidth**(raster rast);

**例:**

返回栅格的像素宽度。对于非正方形栅格，返回的像素宽度与高度不同。  
 对于正方形栅格，返回的像素宽度与高度相同。  
 对于非正方形栅格，返回的像素宽度与高度不同。



$i = \begin{bmatrix} X\_SCALE \\ Y\_SKEW \end{bmatrix}$   
 $j = \begin{bmatrix} X\_SKEW \\ Y\_SCALE \end{bmatrix}$

例: 未倾斜的栅格

```
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

例: 0.5 度倾斜的栅格

```
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

例:

[ST\\_PixelHeight](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

### 11.4.9 ST\_ScaleX

ST\_ScaleX — 返回栅格的 X 轴缩放比例。

#### Synopsis

float8 ST\_ScaleX(raster rast);

返回

返回栅格的 X 轴缩放比例。返回值的符号与栅格的 X 轴方向一致。

示例: 2.0.0 版本 WKT Raster 的 ST\_PixelSizeX 返回 2.0。

返回

```
SELECT rid, ST_ScaleX(rast) As rastpixwidth
FROM dummy_rast;
```

rid	rastpixwidth
1	2
2	0.05

返回

#### ST\_Width

### 11.4.10 ST\_ScaleY

ST\_ScaleY — 返回栅格的 Y 轴缩放比例。

#### Synopsis

float8 ST\_ScaleY(raster rast);

返回

返回栅格的 Y 轴缩放比例。返回值的符号与栅格的 Y 轴方向一致。

示例: 2.0.0 版本 WKT Raster 的 ST\_PixelSizeY 返回 3.0。

返回

```
SELECT rid, ST_ScaleY(rast) As rastpixheight
FROM dummy_rast;
```

rid	rastpixheight
1	3
2	-0.05



☐☐

**ST\_Height**

### 11.4.11 ST\_RasterToWorldCoord

**ST\_RasterToWorldCoord** — 返回栅格中指定像素的地理坐标。语法：**ST\_RasterToWorldCoord**(rast, X, Y) 返回栅格中指定像素的地理坐标。其中 X 和 Y 是栅格中的列索引和行索引。

#### Synopsis

record **ST\_RasterToWorldCoord**(raster rast, integer xcolumn, integer yrow);

☐☐

返回栅格中指定像素的地理坐标。语法：**ST\_RasterToWorldCoord**(rast, X, Y) 返回栅格中指定像素的地理坐标。其中 X 和 Y 是栅格中的列索引和行索引。返回的地理坐标是栅格中指定像素的地理坐标。

2.1.0 版本引入。

☐☐

```
-- 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

☐☐

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#)

### 11.4.12 ST\_RasterToWorldCoordX

ST\_RasterToWorldCoordX — 返回栅格中指定列的 X 坐标。返回类型是 float8。默认返回栅格第 1 列的 X 坐标。

#### Synopsis

float8 **ST\_RasterToWorldCoordX**(raster rast, integer xcolumn);  
 float8 **ST\_RasterToWorldCoordX**(raster rast, integer xcolumn, integer yrow);

☐☐

返回栅格中指定列的 X 坐标。返回类型是 float8。默认返回栅格第 1 列的 X 坐标。如果指定了 yrow，则返回指定行和列的 X 坐标。



**Note**

ST\_RasterToWorldCoordX 返回栅格中指定列的 X 坐标。返回类型是 float8。默认返回栅格第 1 列的 X 坐标。如果指定了 yrow，则返回指定行和列的 X 坐标。ST\_ScaleX, ST\_SkewX, ST\_SetSkew 也会影响返回结果。ST\_RasterToWorldCoordX 返回的 X 坐标与 ST\_ScaleX 和 ST\_SkewX 有关。

更新: 2.1.0 版本中 ST\_Raster2WorldCoordX 函数被弃用。

☐☐

```
-- 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	xlcoord	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 xlcoord,
       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	xlcoord	x2coord	pixelx
1	0.5	203.5	2
2	3427927.75	3428128.8	0.05

函数

[ST\\_ScaleX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#), [ST\\_SkewX](#)

### 11.4.13 ST\_RasterToWorldCoordY

`ST_RasterToWorldCoordY` — 返回栅格 `rast` 中 `yrow` 行对应的世界坐标 Y 值。返回类型为 float8。如果 `yrow` 为 1，则返回栅格的顶部 Y 坐标。

#### Synopsis

```
float8 ST_RasterToWorldCoordY(raster rast, integer yrow);
float8 ST_RasterToWorldCoordY(raster rast, integer xcolumn, integer yrow);
```

函数

`ST_RasterToWorldCoordY` 返回栅格 `rast` 中 `yrow` 行对应的世界坐标 Y 值。返回类型为 float8。如果 `yrow` 为 1，则返回栅格的顶部 Y 坐标。如果提供了 `xcolumn`，则返回栅格中 `xcolumn` 列和 `yrow` 行交叉点的 Y 坐标。



#### Note

如果栅格是倾斜的，则 `ST_RasterToWorldCoordY` 返回的 Y 值将受到倾斜的影响。要获取不受倾斜影响的 Y 值，请使用 `ST_ScaleY`、`ST_SkewY` 和 `ST_SetSkew` 函数。返回类型为 float8。如果提供了 `xcolumn`，则返回栅格中 `xcolumn` 列和 `yrow` 行交叉点的 Y 坐标。

更新: 2.1.0 版本中 `ST_Raster2WorldCoordY` 函数被弃用。

函数

```
-- non-skewed raster providing row is sufficient
SELECT rid, ST_RasterToWorldCoordY(rast,1) As ylcoord,
       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



☐☐

```
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

☐☐

[ST\\_GeoReference](#), [ST\\_SkewY](#), [ST\\_SetSkew](#)

### 11.4.16 ST\_SkewY

ST\_SkewY — 返回 raster 的 Y 偏斜 (以度为单位)。

#### Synopsis

```
float8 ST_SkewY(raster rast);
```

☐☐

返回 raster 的 Y 偏斜 (以度为单位)。返回值为浮点型。

☐☐

```
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

```

☐☐

[ST\\_GeoReference](#), [ST\\_SkewX](#), [ST\\_SetSkew](#)

### 11.4.17 ST\_SRID

ST\_SRID — spatial\_ref\_sys 表, 表名, 表名.

#### Synopsis

integer **ST\_SRID**(raster rast);

☐☐

spatial\_ref\_sys 表, 表名, 表名.



#### Note

PostGIS 2.0 之前, 表名/表名 SRID 返回 -1 或 0 或 表名.

☐☐

```

SELECT ST_SRID(rast) As srid
FROM dummy_rast WHERE rid=1;

```

```

srid
-----
0

```

☐☐

Section [4.5](#), [ST\\_SRID](#)

### 11.4.18 ST\_Summary

ST\_Summary — 表, 表名, 表名.

#### Synopsis

text **ST\_Summary**(raster rast);

2.1.0

```

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)+
band 1 of pixtype 8BUI is in-db with NODATA value of 0      +
band 2 of pixtype 32BF is in-db with NODATA value of -9999 +
band 3 of pixtype 16BSI is in-db with no NODATA value
(1 row)
    
```

[ST\\_MetaData](#), [ST\\_BandMetaData](#), [ST\\_Summary](#) [ST\\_Extent](#)

### 11.4.19 ST\_UpperLeftX

ST\_UpperLeftX —

#### Synopsis

float8 **ST\_UpperLeftX**(raster rast);

```

SELECT rid, ST_UpperLeftX(rast) As ulx
FROM dummy_rast;

  rid |      ulx
-----+-----
  1   |      0.5
  2   | 3427927.75
    
```

☒☒

[ST\\_UpperLeftY](#), [ST\\_GeoReference](#), [Box3D](#)

### 11.4.20 ST\_UpperLeftY

ST\_UpperLeftY — 返回栅格 Y 轴的上边缘的 Y 坐标。

#### Synopsis

float8 **ST\_UpperLeftY**(raster rast);

☒☒

返回栅格 Y 轴的上边缘的 Y 坐标。

☒☒

```
SELECT rid, ST_UpperLeftY(rast) As uly
FROM dummy_rast;
```

rid	uly
1	0.5
2	5793244

☒☒

[ST\\_UpperLeftX](#), [ST\\_GeoReference](#), [Box3D](#)

### 11.4.21 ST\_Width

ST\_Width — 返回栅格的宽度。

#### Synopsis

integer **ST\_Width**(raster rast);

☒☒

返回栅格的宽度。





### 11.4.23 ST\_WorldToRasterCoordX

ST\_WorldToRasterCoordX — 返回 (pt) 的 X 坐标。 (xw, yw) 是栅格坐标。

#### 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);
```

返回

(pt) 的 X 坐标。 (xw, yw) 是栅格坐标。 (rast) 是栅格。 xw 是 x 坐标，yw 是 y 坐标。 xw 是栅格坐标。

版本: 2.1.0 引入 ST\_World2RasterCoordX 函数。

示例

```
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

相关链接

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

### 11.4.24 ST\_WorldToRasterCoordY

ST\_WorldToRasterCoordY — 返回 (pt) 的 Y 坐标。 (xw, yw) 是栅格坐标。

#### 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);
```

¶

`ST_WorldToRasterCoordY` (pt) 返回栅格中 X, Y 坐标 (xw, yw) 的浮点坐标。返回的浮点坐标 (xw, yw) 是栅格中 xw 和 yw 坐标的浮点表示。返回的浮点坐标 (xw, yw) 是栅格中 xw 和 yw 坐标的浮点表示。

版本: 2.1.0 引入 `ST_WorldToRasterCoordY` 函数。

¶

```
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

¶

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

## 11.5 栅格元数据

### 11.5.1 ST\_BandMetaData

`ST_BandMetaData` — 返回栅格带的元数据。返回的元数据包括: 1 像素类型, 2 无数据值, 3 是否存储在数据库, 4 路径, 5 数据库带号, 6 文件大小, 7 文件时间戳。

#### Synopsis

- (1) record `ST_BandMetaData`(raster rast, integer band=1);
- (2) record `ST_BandMetaData`(raster rast, integer[] band);

¶

Returns basic meta data about a raster band. Columns returned: pixeltype, nodatavalue, isoutdb, path, outdbbandnum, filesize, filetimestamp.



**Note**  
返回的元数据包括: 1 像素类型, 2 无数据值, 3 是否存储在数据库, 4 路径, 5 数据库带号, 6 文件大小, 7 文件时间戳。



**Note**  
If band has no NODATA value, nodatavalue are NULL.



**Note**

If `isoutdb` is False, `path`, `outdbbandnum`, `filesize` and `filetimestamp` are NULL. If `outdb` access is disabled, `filesize` and `filetimestamp` will also be NULL.

Enhanced: 2.5.0 to include `outdbbandnum`, `filesize` and `filetimestamp` for `outdb` rasters.

Example 1

```
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	outdbbandnum
2	8BUI		f		

Example 2

```
WITH foo AS (
  SELECT
    ST_AddBand(NULL::raster, '/home/pele/devel/geo/postgis-git/raster/test/regress/
    loader/Projected.tif', NULL::int[]) AS rast
)
SELECT
  *
FROM ST_BandMetadadata(
  (SELECT rast FROM foo),
  ARRAY[1,3,2]::int[]
);
```

bandnum	pixeltype	nodatavalue	isoutdb	outdbbandnum	filesize	filetimestamp	path
1	8BUI		t	1	12345	1521807257	/home/pele/devel/geo/postgis-git/raster/test/           regress/loader/Projected.tif
3	8BUI		t	3	12345	1521807257	/home/pele/devel/geo/postgis-git/raster/test/           regress/loader/Projected.tif
2	8BUI		t	2	12345	1521807257	/home/pele/devel/geo/postgis-git/raster/test/           regress/loader/Projected.tif

Example

[ST\\_MetaData](#), [ST\\_BandPixelType](#)

### 11.5.2 ST\_BandNoDataValue

ST\_BandNoDataValue — 返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。

#### Synopsis

double precision **ST\_BandNoDataValue**(raster rast, integer bandnum=1);

返回

指定栅格带中的 NODATA 值。

返回

```
SELECT ST_BandNoDataValue(rast,1) As bval1,
       ST_BandNoDataValue(rast,2) As bval2, ST_BandNoDataValue(rast,3) As bval3
FROM dummy_rast
WHERE rid = 2;
```

bval1	bval2	bval3
0	0	0

返回

#### ST\_NumBands

### 11.5.3 ST\_BandIsNoData

ST\_BandIsNoData — 返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。

#### Synopsis


boolean **ST\_BandIsNoData**(raster rast, integer band, boolean forceChecking=true);  
boolean **ST\_BandIsNoData**(raster rast, boolean forceChecking=true);

返回

指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。返回指定栅格带中的 NODATA 值。

2.0.0 版本引入。

**Note**

 在 PostGIS 2.0.0 之前，ST\_BandIsNoData 返回 TRUE 表示指定栅格带中的 NODATA 值。从 PostGIS 2.0.0 开始，ST\_BandIsNoData 返回 TRUE 表示指定栅格带中的 NODATA 值。ST\_SetBandIsNoData 返回 TRUE 表示指定栅格带中的 NODATA 值。ST\_SetBandIsNoData 返回 TRUE 表示指定栅格带中的 NODATA 值。ST\_SetBandIsNoData 返回 TRUE 表示指定栅格带中的 NODATA 值。

☒☒

```
-- 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
```

☒☒

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_SetBandIsNoData](#)







- 32BSI - 32 有符号整数
- 32BUI - 32 无符号整数
- 32BF - 32 浮点
- 64BF - 64 浮点

¶

```
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
```

¶

**ST\_NumBands**

**11.5.8 ST\_MinPossibleValue**

ST\_MinPossibleValue — 返回栅格的最小可能值。

**Synopsis**

integer **ST\_MinPossibleValue**(text pixeltype);

¶

返回栅格的最小可能值。

¶

```
SELECT ST_MinPossibleValue('16BSI');

 st_minpossiblevalue
-----
                -32768

SELECT ST_MinPossibleValue('8BUI');

 st_minpossiblevalue
-----
                    0
```

ST\_BandPixelType

11.5.9 ST\_HasNoBand

ST\_HasNoBand — Returns true if the raster has no band with the specified band number, false otherwise. The band number must be between 1 and the number of bands in the raster.

Synopsis

boolean ST\_HasNoBand(raster rast, integer bandnum=1);

Returns true if the raster has no band with the specified band number, false otherwise. The band number must be between 1 and the number of bands in the raster. 2.0.0

```
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
```

ST\_NumBands

11.6 ST\_Set (setter)

11.6.1 ST\_PixelAsPolygon

ST\_PixelAsPolygon — Returns a polygon representing the footprint of a single pixel in the raster. The pixel is defined by the row and column coordinates.

Synopsis

geometry ST\_PixelAsPolygon(raster rast, integer columnx, integer rowy);

Returns a polygon representing the footprint of a single pixel in the raster. The pixel is defined by the row and column coordinates. 2.0.0

☒☒

```
-- get raster pixel polygon
SELECT i,j, ST_AsText(ST_PixelAsPolygon(foo.rast, i,j)) As b1pgeom
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	b1pgeom
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, ..

☒☒

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_Intersection](#), [ST\\_AsText](#)

### 11.6.2 ST\_PixelAsPolygons

ST\_PixelAsPolygons — Returns the geometry of the pixel at X, Y coordinates.

#### Synopsis

setof record **ST\_PixelAsPolygons**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

☒☒

Returns the geometry of the pixel at X, Y coordinates.

Return record format: *geom geometry*, *val double precision*, *x integer*, *y integers*.

**Note!** When *exclude\_nodata\_value = TRUE*, only those pixels whose values are not NODATA are returned as points.

**Note!** ST\_PixelAsPolygons returns the geometry of the pixel at X, Y coordinates. ST\_DumpAsPolygons returns the geometry of the pixel at X, Y coordinates.

2.0.0 Returns the geometry of the pixel at X, Y coordinates.

☒☒☒: 2.1.0 Returns the geometry of the pixel at X, Y coordinates.

☒☒☒☒: 2.1.1 Returns the geometry of the pixel at X, Y coordinates.

☒☒

```
-- 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))

☒☒

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_AsText](#)

### 11.6.3 ST\_PixelAsPoint

ST\_PixelAsPoint — 从栅格中提取指定行列的像素点。

#### Synopsis

geometry **ST\_PixelAsPoint**(raster rast, integer columnx, integer rowy);

☒☒

从栅格中提取指定行列的像素点。

2.1.0 版本引入。

☒☒

```
SELECT ST_AsText(ST_PixelAsPoint(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

st_astext
POINT(0.5 0.5)

☒☒

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 11.6.4 ST\_PixelAsPoints

ST\_PixelAsPoints — Returns a set of points from a raster. The points are returned as a set of records with columns x, y, and val. The x and y columns are integers, and the val column is a double precision value.

#### Synopsis

setof record ST\_PixelAsPoints(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

Parameters

**raster** rast: A raster. **band**: The band number. **exclude\_nodata\_value**: A boolean value. If TRUE, only those pixels whose values are not NODATA are returned as points.

Return record format: geom geometry, val double precision, x integer, y integers.



#### Note

When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

2.1.0 Returns a set of points from a raster.

2.1.1 `exclude_nodata_value` If TRUE, only those pixels whose values are not NODATA are returned as points.

Example

```
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)

☐☐

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 11.6.5 ST\_PixelAsCentroid

`ST_PixelAsCentroid` — 返回栅格中指定像素的质心 (POINT) 几何体。

#### Synopsis

geometry **ST\_PixelAsCentroid**(raster rast, integer x, integer y);

☐☐

返回栅格中指定像素的质心 (POINT) 几何体。

版本: 2.1.0 引入 C 语言扩展。

2.1.0 版本引入。

☐☐

```
SELECT ST_AsText(ST_PixelAsCentroid(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

```
st_astext
-----
POINT(1.5 2)
```

☐☐

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroids](#)

### 11.6.6 ST\_PixelAsCentroids

`ST_PixelAsCentroids` — 返回栅格中指定像素的质心 (POINT) 几何体 X, Y 坐标。

#### Synopsis

setof record **ST\_PixelAsCentroids**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

¶¶

ST\_DumpAsPoints (geometry) returns a table with columns x, y geometry. Returns a table with columns x, y geometry.

Return record format: geom geometry, val double precision, x integer, y integers.



**Note**

When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

ST\_DumpAsPoints: 2.1.0 函数 C 函数参考。

ST\_DumpAsPoints: 2.1.1 参数 `exclude_nodata_value` 函数参考。

2.1.0 函数参考。

¶¶

```
--LATERAL syntax requires PostgreSQL 9.3+
SELECT x, y, val, ST_AsText(geom)
FROM (SELECT dp.* FROM dummy_rast, LATERAL ST_PixelAsCentroids(rast, 1) AS dp 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)

¶¶

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_Pixel](#)

### 11.6.7 ST\_Value

ST\_Value — 返回 raster 在 columnx, rowy 处的值。如果 raster 是 1 波段，则返回 1 个值。exclude\_nodata\_value 为 true 时，nodata 值将返回 null。exclude\_nodata\_value 为 false 时，nodata 值将返回 0。

#### Synopsis

double precision **ST\_Value**(raster rast, geometry pt, boolean exclude\_nodata\_value=true);  
 double precision **ST\_Value**(raster rast, integer band, geometry pt, boolean exclude\_nodata\_value=true, text resample='nearest');  
 double precision **ST\_Value**(raster rast, integer x, integer y, boolean exclude\_nodata\_value=true);  
 double precision **ST\_Value**(raster rast, integer band, integer x, integer y, boolean exclude\_nodata\_value=true);

返回

返回 columnx, rowy 处的值。如果 raster 是 1 波段，则返回 1 个值。exclude\_nodata\_value 为 true 时，nodata 值将返回 null。exclude\_nodata\_value 为 false 时，nodata 值将返回 0。

The allowed values of the resample parameter are "nearest" which performs the default nearest-neighbor resampling, and "bilinear" which performs a **bilinear interpolation** to estimate the value between pixel centers.

2.1.0 版本: exclude\_nodata\_value 为 true。  
 2.0.0 版本: exclude\_nodata\_value 为 true。

返回

```
-- 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 same as above but returning the upper left ←
point point of each pixel --
SELECT ST_AsText(ST_SetSRID(
  ST_Point(ST_UpperLeftX(rast) + ST_ScaleX(rast)*x,
           ST_UpperLeftY(rast) + ST_ScaleY(rast)*y),
           ST_SRID(rast))) As uplpt
, 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);

```

uplpt	b1val	b2val	b3val
POINT(3427929.25 5793245.5)	253	78	70
POINT(3427929.25 5793247)	253	96	80
POINT(3427929.25 5793248.5)	250	99	90
:			

```

--- 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)))
```



```

                2, 3, 0.
            ),
            3, 5, 0.
        ),
        4, 2, 0.
    ),
    5, 4, 0.
) AS rast
) AS foo

value | nearestvalue
-----+-----
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
                            ),
                            1, 1, 0.
                        ),
                        2, 3, 0.
                    ),
                    3, 5, 0.
                ),
                4, 2, 0.
            ),
            5, 4, 0.
        ) AS rast
    ) AS foo

value | nearestvalue
-----+-----
| 1

```



**ST\_Neighborhood, ST\_Value**

### 11.6.9 ST\_SetZ

**ST\_SetZ** — Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the Z dimension using the requested resample algorithm.

#### Synopsis

geometry **ST\_SetZ**(raster rast, geometry geom, text resample=nearest, integer band=1);

☒☒

Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the Z dimensions using the requested resample algorithm.

The `resample` parameter can be set to "nearest" to copy the values from the cell each vertex falls within, or "bilinear" to use [bilinear interpolation](#) to calculate a value that takes neighboring cells into account also.

Availability: 3.2.0

☒☒

```
--
-- 2x2 test raster with values
--
-- 10 50
-- 40 20
--
WITH test_raster AS (
SELECT
ST_SetValues(
  ST_AddBand(
    ST_MakeEmptyRaster(width => 2, height => 2,
      upperleftx => 0, upperlefty => 2,
      scalex => 1.0, scaley => -1.0,
      skewx => 0, skewy => 0, srid => 4326),
    index => 1, pixeltype => '16BSI',
    initialvalue => 0,
    nodataval => -999),
    1,1,1,
    newvalueset =>ARRAY[ARRAY[10.0::float8, 50.0::float8], ARRAY[40.0::float8, 20.0::float8 ←
      ]) AS rast
)
SELECT
ST_AsText(
  ST_SetZ(
    rast,
    band => 1,
    geom => 'SRID=4326;LINESTRING(1.0 1.9, 1.0 0.2)::geometry,
    resample => 'bilinear'
  ))
FROM test_raster

          st_astext
-----
LINESTRING Z (1 1.9 38,1 0.2 27)
```

☒☒

[ST\\_Value](#), [ST\\_SetSRID](#)

### 11.6.10 ST\_SetM

`ST_SetM` — Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the M dimension using the requested resample algorithm.

## Synopsis

geometry **ST\_SetM**(raster rast, geometry geom, text resample=nearest, integer band=1);

☒☒

Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the M dimensions using the requested resample algorithm.

The resample parameter can be set to "nearest" to copy the values from the cell each vertex falls within, or "bilinear" to use **bilinear interpolation** to calculate a value that takes neighboring cells into account also.

Availability: 3.2.0

☒☒

```
--
-- 2x2 test raster with values
--
-- 10 50
-- 40 20
--
WITH test_raster AS (
SELECT
ST_SetValues(
  ST_AddBand(
    ST_MakeEmptyRaster(width => 2, height => 2,
      upperleftx => 0, upperlefty => 2,
      scalex => 1.0, scaley => -1.0,
      skewx => 0, skewy => 0, srid => 4326),
    index => 1, pixeltype => '16BSI',
    initialvalue => 0,
    nodataval => -999),
  1,1,1,
  newvalueset =>ARRAY[ARRAY[10.0::float8, 50.0::float8], ARRAY[40.0::float8, 20.0::float8 ←
    ]) AS rast
)
SELECT
ST_AsText(
  ST_SetM(
    rast,
    band => 1,
    geom => 'SRID=4326;LINESTRING(1.0 1.9, 1.0 0.2)::geometry,
    resample => 'bilinear'
  ))
FROM test_raster

          st_astext
-----
LINESTRING M (1 1.9 38,1 0.2 27)
```

☒☒

**ST\_Value**, **ST\_SetSRID**

### 11.6.11 ST\_Neighborhood

ST\_Neighborhood — columnx × rowy, 返回包含指定栅格像素及其邻域像素的栅格。邻域由 distanceX 和 distanceY 定义。邻域大小由 2 \* (distanceX + distanceY) + 1 定义。exclude\_nodata\_value 参数用于控制是否包含 NODATA 值。

#### 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);
```

参数

columnx × rowy, 指定栅格像素及其邻域像素的栅格。邻域由 distanceX 和 distanceY 定义。邻域大小由 2 \* (distanceX + distanceY) + 1 定义。distanceX 和 distanceY 是整数，表示从指定像素到邻域像素的 X 和 Y 方向的距离。邻域大小由 2 \* (distanceX + distanceY) + 1 定义。bandnum 参数用于指定栅格的波段。exclude\_nodata\_value 参数用于控制是否包含 NODATA 值。

bandnum 1 指定栅格的波段。exclude\_nodata\_value 参数用于控制是否包含 NODATA 值。exclude\_nodata\_value 参数用于控制是否包含 NODATA 值。



#### Note

邻域大小由 2 \* (distanceX + distanceY) + 1 定义。distanceX 和 distanceY 是整数，表示从指定像素到邻域像素的 X 和 Y 方向的距离。邻域大小由 2 \* (distanceX + distanceY) + 1 定义。



#### Note

ST\_Min4ma, ST\_Sum4ma, ST\_Mean4ma 返回指定栅格像素及其邻域像素的栅格。邻域由 distanceX 和 distanceY 定义。邻域大小由 2 \* (distanceX + distanceY) + 1 定义。

#### 2.1.0 版本更新

参数

```
-- pixel 2x2 has value
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},{1,1,1},{1,NULL,1}}

```

```

-- pixel 2x3 is NODATA
SELECT
    ST_Neighborhood(rast, 2, 3, 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
-----
{{1,1,1},{1,NULL,1},{1,1,1}}

```

```

-- pixel 3x3 has value
-- exclude_nodata_value = FALSE
SELECT
    ST_Neighborhood(rast, 3, 3, 1, 1, false)
FROM 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

    st_neighborhood
-----

```







☒☒: ☒☒ 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...

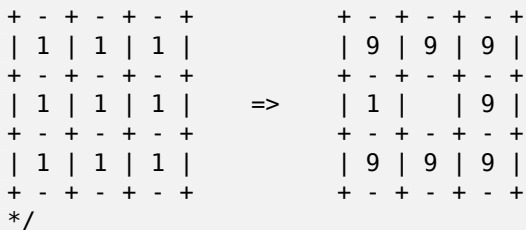
+ - + - + - +           + - + - + - +
| 1 | 1 | 1 |           | 9 | 9 | 9 |
+ - + - + - +           + - + - + - +
| 1 | 1 | 1 |           =
> | 9 | 9 | 9 |
+ - + - + - +           + - + - + - +
| 1 | 1 | 1 |           | 9 | 9 | 9 |
+ - + - + - +           + - + - + - +
*/
SELECT
    (poly).x,

```

```
(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...



```
*/
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[[[]],
      ARRAY[[false], [true]]::boolean[[[]]]
    )
  ) 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

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

```

☒☒: ☒☒ 2

```

/*
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, 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 | 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, 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

**Example 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, 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

```

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```

WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI', ←
    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

```







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)



[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_SetValues](#)

### 11.6.15 ST\_PixelOfValue

ST\_PixelOfValue — `columnx, rowy`

#### 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 );
```

图

图 2.1.0 显示了 ST\_PixelOfValue 函数的用法。该函数返回指定栅格中指定坐标 (columnx, rowy) 的像素值。图 2.1.0 显示了 ST\_PixelOfValue 函数的用法。

2.1.0 显示了 ST\_PixelOfValue 函数的用法。

图

```

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

## 11.7 地理参考

### 11.7.1 ST\_SetGeoReference

`ST_SetGeoReference` — 将地理参考信息设置到 6 波段栅格。支持 GDAL 和 ESRI 格式。GDAL 格式。

#### 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);

参数

栅格 `rast`。6 波段栅格。'GDAL' 或 'ESRI' 格式。GDAL 格式。6 波段栅格 NULL 值。

地理参考坐标:

GDAL:

```
scalex skewx scaley upperleftx upperlefty
```

ESRI:

```
scalex skewy skewx scaley upperleftx + scalex*0.5 upperlefty + scaley*0.5
```



#### Note

PostGIS DB 不支持 ESRI 格式，使用 GDAL 格式。

更新: 2.1.0 版本中 `ST_SetGeoReference(raster, double precision, ...)` 函数已弃用。

示例

```
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
```



### 11.7.3 ST\_SetScale

ST\_SetScale — X Y 指定栅格的缩放比例。格式为 X/Y。例如 1.5/0.55。

#### Synopsis

```
raster ST_SetScale(raster rast, float8 xy);
raster ST_SetScale(raster rast, float8 x, float8 y);
```

返回

X Y 指定栅格的缩放比例。格式为 X/Y。例如 1.5/0.55。返回的栅格具有指定的 X 和 Y 缩放比例。



#### Note

ST\_SetScale 与 ST\_Rescale 类似。ST\_Rescale 使用指定的 X 和 Y 缩放比例。ST\_SetScale 使用指定的 X 和 Y 缩放比例。

2.0.0 引入 WKTRaster 支持 ST\_SetPixelSize。2.0.0 引入 ST\_SetScale。

返回

```
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)

返回

ST\_ScaleX, ST\_ScaleY, Box3D

### 11.7.4 ST\_SetSkew

ST\_SetSkew — 将 X 和 Y 轴 (skew)(以度为单位) 设置为 skewx, skewy。X 和 Y 轴以度为单位。

#### Synopsis

```
raster ST_SetSkew(raster rast, float8 skewxy);
raster ST_SetSkew(raster rast, float8 skewx, float8 skewy);
```

返回

以度为单位的 X 和 Y 轴 (以度为单位) 的 skewx, skewy。X 和 Y 轴以度为单位。返回 skewx 和 skewy。

返回

```
-- Example 1
UPDATE dummy_rast SET rast = ST_SetSkew(rast,1,2) WHERE rid = 1;
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
       ST_GeoReference(rast) as georef
FROM dummy_rast WHERE rid = 1;
```

rid	skewx	skewy	georef
1	1	2	2.0000000000 : 2.0000000000 : 1.0000000000 : 3.0000000000 : 0.5000000000 : 0.5000000000

```
-- Example 2 set both to same number:
UPDATE dummy_rast SET rast = ST_SetSkew(rast,0) WHERE rid = 1;
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
       ST_GeoReference(rast) as georef
FROM dummy_rast WHERE rid = 1;
```

rid	skewx	skewy	georef
1	0	0	2.0000000000 : 0.0000000000 : 0.0000000000 : 3.0000000000 : 0.5000000000 : 0.5000000000

返回

[ST\\_GeoReference](#), [ST\\_SetGeoReference](#), [ST\\_SkewX](#), [ST\\_SkewY](#)



### 11.7.5 ST\_SetSRID

ST\_SetSRID — Returns SRID of spatial\_ref\_sys SRID.

#### Synopsis

raster **ST\_SetSRID**(raster rast, integer srid);

SRID.



#### Note

SRID. SRID.

Section 4.5, ST\_SRID

### 11.7.6 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);

Set the value of the upper left corner of raster to the projected X and Y coordinates

```
SELECT ST_SetUpperLeft(rast, -71.01,42.37)
FROM dummy_rast
WHERE rid = 2;
```

ST\_UpperLeftX, ST\_UpperLeftY

### 11.7.7 ST\_Resample

ST\_Resample — 重新采样栅格，指定输出栅格的宽度和高度，以及重新采样的算法和最大误差。

#### 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=NearestNeighbor, 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=NearestNeighbor, double precision maxerr=0.125, boolean usescale=true);
raster ST_Resample(raster rast, raster ref, boolean usescale, text algorithm=NearestNeighbor, double precision maxerr=0.125);
```

参数

栅格 (rast), 宽度和高度 (width & height), 网格坐标 (gridx & gridy), 偏斜参数 (scalex, scaley, skewx & skewy) 以及重新采样的算法和最大误差 (algorithm & maxerr)。SRID 由参考栅格 (ref) 继承。

新的像素值是使用以下重采样算法之一计算出来的：

- NearestNeighbor (english or american spelling)
- Bilinear
- Cubic
- CubicSpline
- Lanczos
- Max
- Min

默认是 NearestNeighbor 这是最快的但结果在插值方面是最差的。

maxerr 默认为 0.125。



**Note**

有关 GDAL Warp 重采样方法的更多信息，请参见 [GDAL Warp resampling methods](#)。

2.0.0 版本引入。GDAL 1.6.1 版本引入。

增强版：3.4.0 增加了最大和最小重采样选项。

☒☒

```
SELECT
  ST_Width(orig) AS orig_width,
  ST_Width(reduce_100) AS new_width
FROM (
  SELECT
    rast AS orig,
    ST_Resample(rast,100,100) AS reduce_100
  FROM aerials.boston
  WHERE ST_Intersects(rast,
    ST_Transform(
      ST_MakeEnvelope(-71.128, 42.2392, -71.1277, 42.2397, 4326),26986)
    )
  )
  LIMIT 1
) AS foo;
```

orig_width	new_width
200	100

☒☒

[ST\\_Rescale](#), [ST\\_Resize](#), [ST\\_Transform](#)

### 11.7.8 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, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.

#### Synopsis

```
raster ST_Rescale(raster rast, double precision scalexy, text algorithm=NearestNeighbor, double
precision maxerr=0.125);
raster ST_Rescale(raster rast, double precision scalex, double precision scaley, text algorithm=NearestNeighbor,
double precision maxerr=0.125);
```

☒☒

Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using one of the following resampling algorithms:

- NearestNeighbor (english or american spelling)
- Bilinear
- Cubic
- CubicSpline
- Lanczos
- Max

- Min

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.

scalex scaley 指定新像素大小，scaley 通常为负数以获得良好定向的栅格。  
 scalex scaley 指定新像素大小，scaley 通常为负数以获得良好定向的栅格。  
 ST\_Resize 函数。

maxerr 是变换近似的阈值（以像素为单位）。如果没有指定 maxerr，将使用默认值 0.125，这是 GDAL gdalwarp 工具中使用的相同值。如果设置为零，则不进行近似。



**Note**

GDAL Warp resampling methods 函数。



**Note**

ST\_Rescale 函数与 ST\_SetScale 函数。  
 ST\_SetScale 函数 (ST\_Rescale) 函数。  
 ST\_Rescale 函数。  
 ST\_SetScale 函数。

2.0.0 函数。GDAL 1.6.1 函数。

Enhanced: 3.4.0 max and min resampling options added

函数: 2.1.0 函数 SRID 函数。

函数

函数 0.001 函数 0.0015 函数。

```
-- 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
```

函数

ST\_Resize, ST\_Resample, ST\_SetScale, ST\_ScaleX, ST\_ScaleY, ST\_Transform

### 11.7.9 ST\_Reskew

ST\_Reskew — 对栅格 (栅格) 进行重新偏斜。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 和 Lanczos 是最近邻的别名。 NearestNeighbor 是默认值。

#### Synopsis

```
raster ST_Reskew(raster rast, double precision skewxy, text algorithm=NearestNeighbor, double
precision maxerr=0.125);
raster ST_Reskew(raster rast, double precision skewx, double precision skewy, text algorithm=NearestNeighbor,
double precision maxerr=0.125);
```

栅格

skewx 和 skewy 是偏斜角度。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 和 Lanczos 是最近邻的别名。 NearestNeighbor 是默认值。

skewx 和 skewy 是偏斜角度。

maxerr 是最大误差。

maxerr 默认值是 0.125。



#### Note

GDAL Warp resampling methods 是最近邻的别名。



#### Note

ST\_Reskew 和 ST\_SetSkew 是最近邻的别名。 ST\_SetSkew 是最近邻的别名。 ST\_Reskew 和 ST\_SetSkew 是最近邻的别名。

2.0.0 版本中，GDAL 1.6.1 版本中。

SRID: 2.1.0 版本中 SRID 是最近邻的别名。

栅格

0.0 和 0.0015 是偏斜角度。

```
-- 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
```

ST\_

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_SetSkew](#), [ST\\_SetRotation](#), [ST\\_SkewX](#), [ST\\_SkewY](#), [ST\\_Transform](#)

### 11.7.10 ST\_SnapToGrid

`ST_SnapToGrid` — Snap a raster to a grid. `NearestNeighbor`, `Bilinear`, `Cubic`, `CubicSpline`, `Lanczos`, `NearestNeighbor`.

#### Synopsis

`raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, text algorithm=NearestNeighbor, 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=NearestNeighbor, double precision maxerr=0.125);`  
`raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, double precision scalexy, text algorithm=NearestNeighbor, double precision maxerr=0.125);`

ST\_

`gridx` & `gridy` (pixel size of the new grid), `scalex` & `scaley` (pixel size of the new grid), `algorithm` (`NearestNeighbor`, `Bilinear`, `Cubic`, `CubicSpline`, `Lanczos`, `NearestNeighbor`).

`maxerr` (maximum error), `scalex` & `scaley` (pixel size of the new grid).

You can optionally define the pixel size of the new grid with `scalex` and `scaley`.

`scalex` & `scaley` (pixel size of the new grid).

`maxerr` (maximum error) 0.125 (default).



#### Note

GDAL Warp resampling methods



#### Note

`ST_Resample`

2.0.0 (PostGIS 2.0.0). GDAL 1.6.1 (PostGIS 2.0.0).

SRID: 2.1.0 (PostGIS 2.1.0) SRID















☒☒

```

-- 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

```

☒☒

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_BandIsNoData](#)

### 11.8.3 ST\_SetBandPath

ST\_SetBandPath — Update the external path and band number of an out-db band

#### Synopsis

raster **ST\_SetBandPath**(raster rast, integer band, text outdbpath, integer outdbindex, boolean force=false)

☒☒

Updates an out-db band's external raster file path and external band number.



#### Note

If force is set to true, no tests are done to ensure compatibility (e.g. alignment, pixel support) between the external raster file and the PostGIS raster. This mode is intended for file system changes where the external raster resides.

Availability: 2.5.0

☒☒

```
WITH foo AS (
  SELECT
    ST_AddBand(NULL::raster, '/home/pele/devel/geo/postgis-git/raster/test/regress/ ↵
      loader/Projected.tif', NULL::int[]) AS rast
)
SELECT
  1 AS query,
  *
FROM ST_BandMetadata(
  (SELECT rast FROM foo),
  ARRAY[1,3,2]::int[]
)
UNION ALL
SELECT
  2,
  *
FROM ST_BandMetadata(
  (
    SELECT
      ST_SetBandPath(
        rast,
        2,
        '/home/pele/devel/geo/postgis-git/raster/test/regress/loader/Projected2.tif ↵
        ',
        1
      ) AS rast
    FROM foo
  ),
),
```



☒☒

```
WITH foo AS (
  SELECT
    ST_AddBand(NULL::raster, '/home/pele/devel/geo/postgis-git/raster/test/regress/ ↵
      loader/Projected.tif', NULL::int[]) AS rast
)
SELECT
  1 AS query,
  *
FROM ST_BandMetadata(
  (SELECT rast FROM foo),
  ARRAY[1,3,2]::int[]
)
UNION ALL
SELECT
  2,
  *
FROM ST_BandMetadata(
  (
    SELECT
      ST_SetBandIndex(
        rast,
        2,
        1
      ) AS rast
    FROM foo
  ),
  ARRAY[1,3,2]::int[]
)
ORDER BY 1, 2;
```

query	bandnum	pixeltype	nodatavalue	isoutdb	path
outdbbandnum					
1	1	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   1
1	2	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   2
1	3	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   3
2	1	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   1
2	2	8BUI		t	<b>/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   1</b>
2	3	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif   3

☒☒

**ST\_BandMetaData, ST\_SetBandPath**



## 11.9 空间统计函数

### 11.9.1 ST\_Count

**ST\_Count** — 返回栅格中指定波段内非空像素的数量。排除指定值。默认排除 NODATA 值。排除 NODATA 值时，`exclude_nodata_value` 参数必须为 `true`。默认排除 NODATA 值。排除 NODATA 值时，`exclude_nodata_value` 参数必须为 `true`。

#### Synopsis

`bigint ST_Count(raster rast, integer nband=1, boolean exclude_nodata_value=true);`  
`bigint ST_Count(raster rast, boolean exclude_nodata_value);`

参数

`nband` 指定要计数的波段。默认为 1。如果栅格是多波段的，则 `nband` 参数是必需的。默认为 1。



#### Note

`exclude_nodata_value` 参数默认为 `true`。如果栅格包含 NODATA 值，则 `exclude_nodata_value` 参数必须为 `true`。如果栅格不包含 NODATA 值，则 `exclude_nodata_value` 参数可以为 `false`。

2.2.0 版本中，`ST_Count(rastertable, rastercolumn, ...)` 函数被 `ST_CountAgg` 函数取代。

2.0.0 版本中，`ST_Count` 函数被 `ST_CountAgg` 函数取代。

示例

```
--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

相关链接

[ST\\_CountAgg](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)

### 11.9.2 ST\_CountAgg

**ST\_CountAgg** — 聚合栅格中指定波段内非空像素的数量。排除指定值。默认排除 NODATA 值。排除 NODATA 值时，`exclude_nodata_value` 参数必须为 `true`。默认排除 NODATA 值。排除 NODATA 值时，`exclude_nodata_value` 参数必须为 `true`。



### 11.9.3 ST\_Histogram

ST\_Histogram — (bin; 返回指定栅格中每个bin的统计信息) 返回指定栅格中每个bin的统计信息。

#### 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);

返回

返回 min, max, count, percent 统计信息。返回 nband 为 1 的统计信息。



#### Note

exclude\_nodata\_value 为 true 时，统计信息将排除 nodata 值。

**width** width: 指定每个bin的宽度。如果 width 为 NULL，则 width 默认为 1。

width: 9, width [a, b, c] [a, b, c, a, b, c, a, b, c]

**bins** (breakout) 指定每个bin的个数。如果 bins 为 NULL，则 bins 默认为 9。

**right** 指定是否使用右边界。如果 right 为 true，则使用右边界。

Changed: 3.1.0 Removed ST\_Histogram(table\_name, column\_name) variant.

2.0.0 返回统计信息。

返回: 返回统计信息 - 返回 1, 2, 3 的统计信息。

```
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

例: 对 2 个栅格进行 6 个分箱。

```
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)

例

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)

### 11.9.4 ST\_Quantile

ST\_Quantile — 返回栅格的 (population) 分位数 (quantile) 值。例如, 返回 25%, 50%, 75% 分位数 (percentile) 值。



```
)
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

☒☒

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#), [ST\\_SetBandNoDataValue](#)

### 11.9.5 ST\_SummaryStats

`ST_SummaryStats` — 返回栅格的统计信息，包括 count, sum, mean, stddev, min, max 等。默认返回 1 个统计值。

#### Synopsis

```
summarystats ST_SummaryStats(raster rast, boolean exclude_nodata_value);
summarystats ST_SummaryStats(raster rast, integer nband, boolean exclude_nodata_value);
```

☒☒

`ST_SummaryStats` 返回 count, sum, mean, stddev, min, max 等统计信息。默认返回 1 个统计值。



**Note**

如果栅格包含 nodata 值，则使用 `exclude_nodata_value` 参数。默认情况下，`exclude_nodata_value` 为 true。



**Note**

ST\_SummaryStatsAgg 函数支持 sample\_percent 参数，默认为 1。该参数用于指定返回的统计数据的百分比。

2.2.0 版本中，ST\_SummaryStats(rastertable, rastercolumn, ...) 函数支持 ST\_SummaryStatsAgg 函数。

2.0.0 版本中，ST\_SummaryStats 函数。

例：统计栅格数据

```
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

例：统计栅格数据并聚合

PostGIS 版本 64 位，栅格数据大小为 102,000 像素，150x150 像素，共 134,000 像素，共 574 个建筑物。

```
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

例: 统计栅格

```
-- 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

例

**summarystats, ST\_SummaryStatsAgg, ST\_Count, ST\_Clip**

### 11.9.6 ST\_SummaryStatsAgg

ST\_SummaryStatsAgg — 聚合栅格统计。返回 count, sum, mean, stddev, min, max 等统计信息。支持 nband 参数。默认 nband 为 1。

#### 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);
```

例

返回 count, sum, mean, stddev, min, max 等统计信息。支持 nband 参数。默认 nband 为 1。



#### Note

exclude\_nodata\_value 参数用于指定是否包含 no data 值。默认值为 true。





**Note**

ST\_SummaryStatsAgg 函数支持 sample\_percent 参数，范围从 0 到 1，默认为 1.0。

2.2.0 新增函数 ST\_SummaryStatsAgg

SQL

```
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)
            , 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)

SQL

[summarystats](#), [ST\\_SummaryStats](#), [ST\\_Count](#), [ST\\_Clip](#)

### 11.9.7 ST\_ValueCount

ST\_ValueCount — Returns the value and count of pixels in a raster that match the searchvalues. If exclude\_nodata\_value is true, NODATA pixels are excluded. If nband is 1, the searchvalues are compared against the single band. If nband is greater than 1, the searchvalues are compared against each band.

#### 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, in-
teger 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 ex-
clude_nodata_value=true, double precision[] searchvalues=NULL, double precision roundto=0, dou-
ble 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 pre-
cision roundto=0);
bigint ST_ValueCount(text rastertable, text rastercolumn, integer nband, double precision search-
value, double precision roundto=0);

```

Return

value, count

band 1. searchvalues, searchvalues



**Note** exclude\_nodata\_value, NODATA

2.0.0

Return

```
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 count 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
```

















¶

ST\_AsTIFF(TIFF(Tagged Image File Format) 格式)。ST\_AsTIFF 函数使用 ST\_AsGDALRaster 函数将栅格数据转换为 TIFF 格式。ST\_AsTIFF 函数使用 ST\_AsGDALRaster 函数将栅格数据转换为 TIFF 格式。ST\_AsTIFF 函数使用 ST\_AsGDALRaster 函数将栅格数据转换为 TIFF 格式。ST\_AsTIFF 函数使用 ST\_AsGDALRaster 函数将栅格数据转换为 TIFF 格式。

- `nbands` - 栅格带的数量 (PNG 格式 3 个通道)。格式为 RGB。格式为 ARRAY[3,2,1] 格式 3 个通道, 格式 2 个通道, 格式 1 个通道。
- `compression` - 格式: JPEG90(格式), LZW, JPEG, DEFLATE9
- `options` - GTiff 格式 GDAL 格式 (ST\_GDALDrivers 格式 GTiff 格式 create\_options 格式)。格式 GDAL 格式 格式。
- `srid` - 格式 spatial\_ref\_sys 格式 SRID 格式。格式。

2.0.0 格式。GDAL 1.6.0 格式。

格式: JPEG 格式 90%

```
SELECT ST_AsTIFF(rast, 'JPEG90') As rasttiff
FROM dummy_rast WHERE rid=2;
```

¶

ST\_GDALDrivers, ST\_AsGDALRaster, ST\_SRID

## 11.12 文档

### 11.12.1 ST\_Clip

ST\_Clip — Returns the raster clipped by the input geometry. If band number is not specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped. If touched is set to TRUE, then touched pixels are included, otherwise only if the center of the pixel is in the geometry it is included.

#### Synopsis

```
raster ST_Clip(raster rast, integer[] nband, geometry geom, double precision[] nodataval=NULL,
boolean crop=TRUE, boolean touched=FALSE);
raster ST_Clip(raster rast, integer nband, geometry geom, double precision nodataval, boolean crop=TRUE,
boolean touched=FALSE);
raster ST_Clip(raster rast, integer nband, geometry geom, boolean crop, boolean touched=FALSE);
raster ST_Clip(raster rast, geometry geom, double precision[] nodataval=NULL, boolean crop=TRUE,
boolean touched=FALSE);
raster ST_Clip(raster rast, geometry geom, double precision nodataval, boolean crop=TRUE, boolean
touched=FALSE);
raster ST_Clip(raster rast, geometry geom, boolean crop, boolean touched=FALSE);
```

ST

geom 的几何。如果 geom 是空值，则返回空值。

ST\_Clip 返回与 geom 相交的 rast 的副本。如果 rast 包含 NODATA 值，则返回的副本也包含 NODATA 值。NODATA 值在 rast 中的位置由 ST\_MinPossibleValue(ST\_Band(rast, 1)) 确定。如果 rast 包含 NODATA 值，则返回的副本也包含 NODATA 值。NODATA 值在 rast 中的位置由 ST\_MinPossibleValue(ST\_Band(rast, 1)) 确定。如果 rast 包含 NODATA 值，则返回的副本也包含 NODATA 值。NODATA 值在 rast 中的位置由 ST\_MinPossibleValue(ST\_Band(rast, 1)) 确定。

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. If touched is set to true, then all pixels in the rast that intersect the geometry are selected.



**Note**

The default behavior is touched=false, which will only select pixels where the center of the pixel is covered by the geometry.

Enhanced: 3.5.0 - touched argument added.

2.0.0 引入。

更新: 2.1.0 引入 C 语言。

Examples here use Massachusetts aerial data available on MassGIS site [MassGIS Aerial Orthos](#).

**Examples: Comparing selecting all touched vs. not all touched**

```
SELECT ST_Count(rast) AS count_pixels_in_orig, ST_Count(rast_touched) AS all_touched_pixels ←
, ST_Count(rast_not_touched) AS default_clip
FROM ST_AsRaster(ST_Letters('R'), scalex =
> 1.0, scaley =
> -1.0) AS r(rast)
INNER JOIN ST_GeomFromText('LINESTRING(0 1, 5 6, 10 10)') AS g(geom)
ON ST_Intersects(r.rast,g.geom)
, ST_Clip(r.rast, g.geom, touched =
> true) AS rast_touched
, ST_Clip(r.rast, g.geom, touched =
> false) AS rast_not_touched;
```

count_pixels_in_orig	all_touched_pixels	default_clip
2605	16	10

(1 row)

**Examples: 1 band clipping (not touched)**

```
-- 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;
```





注: 缓冲区

```
-- 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;
```



注

[ST\\_AddBand](#), [ST\\_Count](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Intersection](#)

### 11.12.2 ST\_ColorMap

ST\_ColorMap — 将 8BUI 栅格 (grayscale, RGB, RGBA) 转换为 4 通道栅格。默认 nband=1。

#### 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);

参数

rast 栅格, nband 整数, colormap 8BUI 4 通道栅格名称, method 插值方法。

nband 1 默认值。

colormap 8BUI 栅格名称。

method colormap 方法:

- grayscale 8BUI 灰度 (shades of gray)
- pseudocolor - 8BUI(RGBA) 4 通道伪彩色
- fire - 8BUI(RGBA) 4 通道火灾
- bluered - 8BUI(RGBA) 4 通道蓝红

colormap 栅格 (8BUI) 转换为 4 通道栅格。默认 nband=1。支持 5 通道。支持 RGB, RGBA, 0-255 范围。支持 NODATA, nv, null, no data。

```
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
```

colormap 方法 GDAL 方法 (color-relief) gdaldem 方法。

method 方法:

- INTERPOLATE - 插值
- EXACT - 精确
- NEAREST - 最近邻



#### Note

ColorBrewer 方法。



**Warning**

ST\_SetBandNoDataValue 函数中 NODATA 参数为 NULL 时，NODATA 参数将被设置为 NULL。NODATA 参数为 NULL 时，ST\_SetBandNoDataValue 函数中 NODATA 参数将被设置为 NULL。

2.1.0 版本中的问题。

问题

问题描述。

```
-- 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

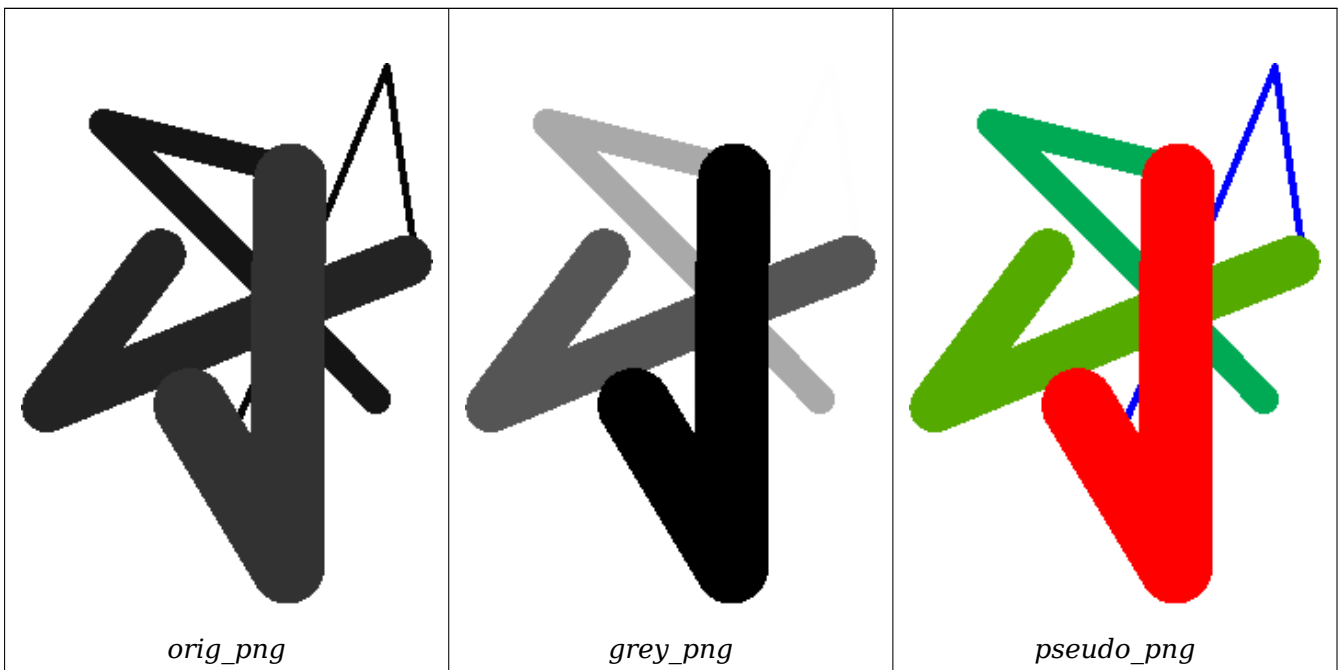


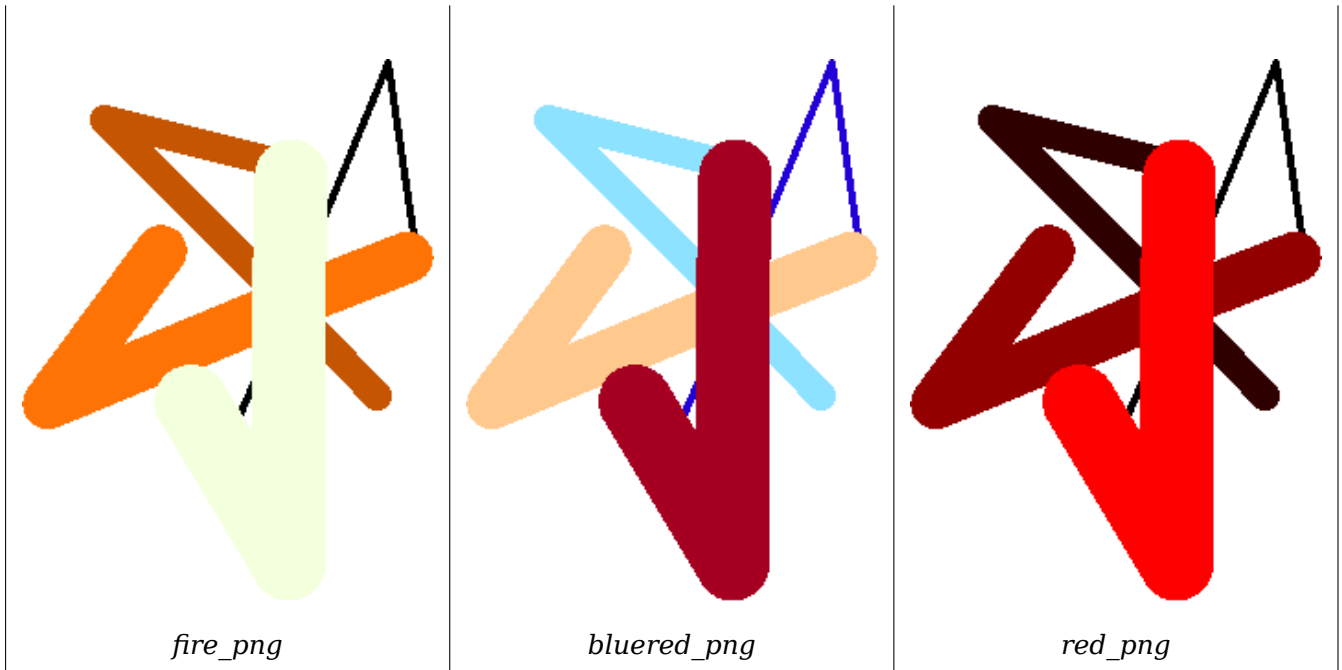
## ST\_AsPNG

```

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;

```





☒☒

[ST\\_AsPNG](#), [ST\\_AsRaster](#) [ST\\_MapAlgebra](#) (callback function version), [ST\\_Grayscale](#) [ST\\_NumBands](#), [ST\\_Reclass](#), [ST\\_SetBandNoDataValue](#), [ST\\_Union](#)

### 11.12.3 ST\_Grayscale

`ST_Grayscale` — Creates a new one-8BUI band raster from the source raster and specified bands representing Red, Green and Blue

#### Synopsis

- (1) raster **ST\_Grayscale**(raster rast, integer redband=1, integer greenband=2, integer blueband=3, text extenttype=INTERSECTION);
- (2) raster **ST\_Grayscale**(rastbandarg[] rastbandargset, text extenttype=INTERSECTION);

☒☒

Create a raster with one 8BUI band given three input bands (from one or more rasters). Any input band whose pixel type is not 8BUI will be reclassified using [ST\\_Reclass](#).



#### Note

This function is not like [ST\\_ColorMap](#) with the `grayscale` keyword as `ST_ColorMap` operates on only one band while this function expects three bands for RGB. This function applies the following equation for converting RGB to Grayscale:  $0.2989 * RED + 0.5870 * GREEN + 0.1140 * BLUE$

Availability: 2.5.0

## 例 1

```

SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SET postgis.enable_outdb_rasters = True;

WITH apple AS (
  SELECT ST_AddBand(
    ST_MakeEmptyRaster(350, 246, 0, 0, 1, -1, 0, 0, 0),
    '/tmp/apple.png'::text,
    NULL::int[]
  ) AS rast
)
SELECT
  ST_AsPNG(rast) AS original_png,
  ST_AsPNG(ST_Grayscale(rast)) AS grayscale_png
FROM apple;

```

*original\_png**grayscale\_png*

## 例 2

```

SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SET postgis.enable_outdb_rasters = True;

WITH apple AS (
  SELECT ST_AddBand(
    ST_MakeEmptyRaster(350, 246, 0, 0, 1, -1, 0, 0, 0),
    '/tmp/apple.png'::text,
    NULL::int[]
  ) AS rast
)
SELECT
  ST_AsPNG(rast) AS original_png,
  ST_AsPNG(ST_Grayscale(
    ARRAY[
      ROW(rast, 1)::rastbandarg, -- red
      ROW(rast, 2)::rastbandarg, -- green
      ROW(rast, 3)::rastbandarg, -- blue
    ]::rastbandarg[]
  )) AS grayscale_png

```

FROM apple;

[ST\\_AsPNG](#), [ST\\_Reclass](#), [ST\\_ColorMap](#)

### 11.12.4 ST\_Intersection

ST\_Intersection — Returns the intersection of a geometry and a raster. The geometry is converted to a polygon and the intersection is returned as 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, geometry geom);
raster ST_Intersection(raster rast1, raster rast2, double precision[] nodataval);
raster ST_Intersection(raster rast1, raster rast2, text returnband, double precision[] nodataval);
raster ST_Intersection(raster rast1, integer band1, raster rast2, integer band2, double precision[] nodataval);
raster ST_Intersection(raster rast1, integer band1, raster rast2, integer band2, text returnband, double precision[] nodataval);
```

ST\_Intersection returns the intersection of a geometry and a raster. The geometry is converted to a polygon and the intersection is returned as a geometry.

geomval ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect

geomval ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect

ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect

ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect

ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect

ST\_Intersection(geometry geom, raster rast, integer band\_num). (ST\_DumpAsPolygon) ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. ST\_Intersection(geometry geom, raster rast, integer band\_num) PostGIS 3.5.2. NODATA NODATA NODATA. WHERE ST\_Intersect



Note

ST\_MapAlgebraExpr NODATA



Note

ST\_Clip



Note

ST\_Intersects ST\_Intersection

2.0.0

geomval, ST\_Intersects

```

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)	249
2	1	POINT(3427928 5793243.85)	253
2	2	POINT(3427927.85 5793243.75)	254
2	2	POINT(3427927.8 5793243.8)	251
2	2	POINT(3427927.8 5793243.8)	253
2	2	LINESTRING(3427927.8 5793243.75,3427927.8 5793243.8)	252
2	2	MULTILINESTRING((3427927.8 5793243.8,3427927.8 5793243.75),...)	250
2	3	GEOMETRYCOLLECTION EMPTY	

geomval

ST\_MapAlgebraExpr, ST\_Clip, ST\_AsText

### 11.12.5 ST\_MapAlgebra (callback function version)

ST\_MapAlgebra (callback function version) — `ST_MapAlgebra(rastbandarg[] rastbandargset, regprocedure callbackfunc, text pixeltypename=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL)`  
`ST_MapAlgebra(raster rast, integer[] nband, regprocedure callbackfunc, text pixeltypename=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL)`  
`ST_MapAlgebra(raster rast, integer nband, regprocedure callbackfunc, text pixeltypename=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL)`  
`ST_MapAlgebra(raster rast1, integer nband1, raster rast2, integer nband2, regprocedure callbackfunc, text pixeltypename=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL)`  
`ST_MapAlgebra(raster rast, integer nband, regprocedure callbackfunc, float8[] mask, boolean weighted, text pixeltypename=INTERSECTION, raster customextent=NULL, text[] VARIADIC userargs=NULL)`

#### Synopsis

raster **ST\_MapAlgebra**(rastbandarg[] rastbandargset, regprocedure callbackfunc, text pixeltypename=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer[] nband, regprocedure callbackfunc, text pixeltypename=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer nband, regprocedure callbackfunc, text pixeltypename=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast1, integer nband1, raster rast2, integer nband2, regprocedure callbackfunc, text pixeltypename=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer nband, regprocedure callbackfunc, float8[] mask, boolean weighted, text pixeltypename=INTERSECTION, raster customextent=NULL, text[] VARIADIC userargs=NULL);

`ST_MapAlgebra`

`ST_MapAlgebra` 1 `ST_MapAlgebra`, `ST_MapAlgebra`, `ST_MapAlgebra` 1 `ST_MapAlgebra` 1 `ST_MapAlgebra`.

**rast, rast1, rast2, rastbandargset** `ST_MapAlgebra` (代数) `ST_MapAlgebra`

`rastbandargset` `ST_MapAlgebra`/`ST_MapAlgebra`. `ST_MapAlgebra` 1 `ST_MapAlgebra`.

**nband, nband1, nband2** `ST_MapAlgebra`. `nband` `ST_MapAlgebra` `ST_MapAlgebra`. `nband1` `ST_MapAlgebra` `nband2` `ST_MapAlgebra` 2 `ST_MapAlgebra` 2 `ST_MapAlgebra` `ST_MapAlgebra`.

**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 mask** (mask) (weight) (true/false) (true/false).

**pixeltype** pixeltype (type), (type). pixeltype NULL (type), (type) (type: INTERSECTION, UNION, FIRST, CUSTOM), (type: SECOND, LAST) (type). (type) pixeltype (type). (type) ST\_BandPixelType (type), (type), NULL (type).

**extenttype** (type) INTERSECTION(type), UNION, FIRST(type 1 (type) (type)), SECOND, LAST, CUSTOM (type).

**customextent** extenttype CUSTOM (type), (type) customextent (type). (type) 1 (type) (type).

**distancex** The distance in pixels from the reference cell in x direction. So width of resulting matrix would be 2\*distancex + 1.If not specified only the reference cell is considered (neighborhood of 0).

**distancey** (type) Y (type). (type) 2\*distancey + 1 (type) (type). (type) (type) (type).

**userargs** callbackfunc (type) variadic text (type). (type) (type) (type) callbackfunc (type), userargs (type).



**Note** (type) VARIADIC (type), PostgreSQL (type) (type) Query Language (SQL) Functions "SQL Functions with Variable Numbers of Arguments" (type).



**Note** (type), callbackfunc (type) (type) text[] (type).

(type) 1 (type)/ (type) rastbandarg (type) (type). (type) 1 (type).

(type) 2 (type) 3 (type) 1 (type). (type) 2 (type) 3 (type).

(type) 4 (type) 1 (type) 2 (type). (type) 4 (type).

2.2.0 (type) mask (type).

2.1.0 (type).

**例 1**

例 1, 例 1

```
WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16BUI', 1, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    ARRAY[ROW(rast, 1)]::rastbandarg[],
    'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
  ) AS rast
FROM foo
```

例 1, 例 1

```
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
```

例 1, 例 1

```
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, 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
```

例 1. PostgreSQL 9.1 例 1.

```
WITH foo AS (
  SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16BUI', 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

```

PostgreSQL 9.0

```

WITH src AS (
    SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16BUI', ←
        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;

```

**实验 2-3**

实验 1, 实验 2

```

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

```

实验 1, 实验 1

```

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

```

**实验 4**

实验 2, 实验 2

```

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, 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

```

### mask

```

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 other 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;

```





4. SECOND - 返回栅格中非空像素的索引。

**nodataexpr** rast1 非空栅格 NODATA 非空栅格 rast2 非空栅格  
非空栅格, 返回 rast2 非空栅格。

**nodata2expr** rast2 非空栅格 NODATA 非空栅格 rast1 非空栅格  
非空栅格, 返回 rast1 非空栅格。

**nodatanodataval** 非空栅格 rast1 非空栅格 rast2 非空栅格 NODATA 非空栅格  
非空栅格。

• expression, nodataexpr 非空栅格 nodata2expr 非空栅格。

1. [rast1] - rast1 非空栅格
2. [rast1.val] - rast1 非空栅格
3. [rast1.x] - rast1 非空栅格 1-非空栅格
4. [rast1.y] - rast1 非空栅格 1-非空栅格
5. [rast2] - rast2 非空栅格
6. [rast2.val] - rast2 非空栅格
7. [rast2.x] - rast2 非空栅格 1-非空栅格
8. [rast2.y] - rast2 非空栅格 1-非空栅格

图 3: 图 1 图 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;
```

图 3: 图 3 图 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, 0, 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;
```

图 3

[rastbandarg](#), [ST\\_Union](#), [ST\\_MapAlgebra \(callback function version\)](#)

### 11.12.7 ST\_MapAlgebraExpr

ST\_MapAlgebraExpr — 返回栅格 1 波段: 使用 PostgreSQL 表达式对栅格进行逐像素操作, 返回 1 波段的栅格。使用 1 波段的栅格。

#### Synopsis

raster **ST\_MapAlgebraExpr**(raster rast, integer band, text pixeltyp, text expression, double precision nodataval=NULL);  
raster **ST\_MapAlgebraExpr**(raster rast, text pixeltyp, text expression, double precision nodataval=NULL);

栅格



#### Warning

**ST\_MapAlgebraExpr** 2.1.0 版本已弃用。请使用 **ST\_MapAlgebra (expression version)** 版本。

栅格 (rast) 使用 expression 使用 PostgreSQL 表达式, 返回 1 波段的栅格。nband 返回栅格的波段数, 返回 1 波段的栅格。使用 1 波段的栅格, 返回 1 波段的栅格。

pixeltyp 返回栅格的像素类型。pixeltyp 为 NULL 时, 返回栅格的像素类型 rast 的像素类型。

使用 [rast], 1-栅格的 x 坐标 [rast.x], 1-栅格的 y 坐标 [rast.y] 返回栅格的像素值。

2.0.0 版本已弃用。

栅格

返回 2 波段的栅格 (modulo) 返回 1 波段的栅格。

```
ALTER TABLE dummy_rast ADD COLUMN map_rast raster;
UPDATE dummy_rast SET map_rast = ST_MapAlgebraExpr(rast,NULL,'mod([rast]::numeric,2)')
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

```

将表 dummy\_rast 中的栅格值 0 替换为 2BUI，将 1 替换为 3，其他值保持不变。

```

ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
UPDATE dummy_rast SET
  map_rast2 = ST_MapAlgebraExpr(rast,'2BUI'::text,'CASE WHEN [rast] BETWEEN 100 and 250 ←
    THEN 1 WHEN [rast] = 252 THEN 2 WHEN [rast] BETWEEN 253 and 254 THEN 3 ELSE 0 END':: ←
    text, '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 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,'8 ←
  BUI',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
```





```

-- 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;

```



XXXXXXXXXXXXXXXXXXXXXXXXXXXX.

XX

ST\_MapAlgebraExpr, ST\_AddBand, ST\_AsPNG, ST\_AsRaster, ST\_MapAlgebraFct, ST\_BandPixelType, ST\_GeoReference, ST\_Value, ST\_Union, ST\_Union

### 11.12.9 ST\_MapAlgebraFct

ST\_MapAlgebraFct — XXXX 1 XX: XXXXXXXXXXXXXXX PostgreSQL XXXXXXXXXXXXXXX, XXXXXXXXXXXXXXX, XX 1 XXXXXXXXXXXXXXX. XXXXXXXXXXXXXXX, XX 1 XXXX XX.

**Synopsis**

```
raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc, text[] VARIADIC args);
raster ST_MapAlgebraFct(raster rast, text pixeltype, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, text pixeltype, 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 pixeltype, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, integer band, text pixeltype, regprocedure onerasteruserfunc, text[] VARIADIC args);
```

⚠



**Warning**

**ST\_MapAlgebraFct 2.1.0** is deprecated. Use **ST\_MapAlgebra (callback function version)** instead.

`rast` (raster) `onerasteruserfunc` PostgreSQL function, `band` integer, `pixeltype` text, `args` text[].

`pixeltype` text, `args` text[]. `pixeltype` NULL, `args` text[].

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 regprodedure 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.

`userfunction` variadic text. **ST\_MapAlgebraFct** `userfunction`, `args`.



**Note**

(`ST_MapAlgebraFct`) VARIADIC 函数，PostgreSQL [Query Language \(SQL\) Functions](#) 中“SQL Functions with Variable Numbers of Arguments”部分。



**Note**

`ST_MapAlgebraFct` 的 `userfunction` 参数 `text[]` 是必需的。

2.0.0 版本更新。

更新

`ST_MapAlgebraFct` (modulo) 函数增加 `1` 参数。

```
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

`ST_MapAlgebraFct` 增加 `NODATA` 参数 (0) 和 `2BUI` 参数 (1)。

```
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
```



```

        no_data := args[1];
    END IF;
    IF pixel < 251 THEN
        RETURN 1;
    ELSIF pixel = 252 THEN
        RETURN 2;
    ELSIF pixel
> 252 THEN
        RETURN 3;
    ELSE
        RETURN no_data;
    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;

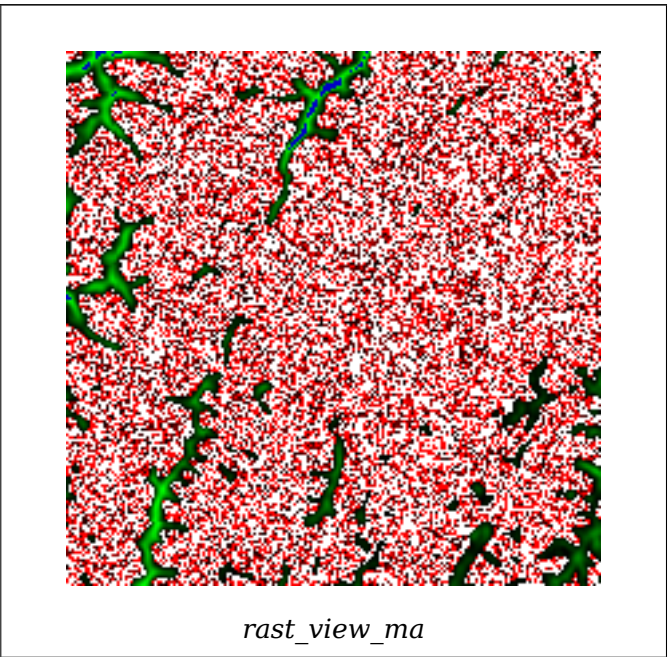
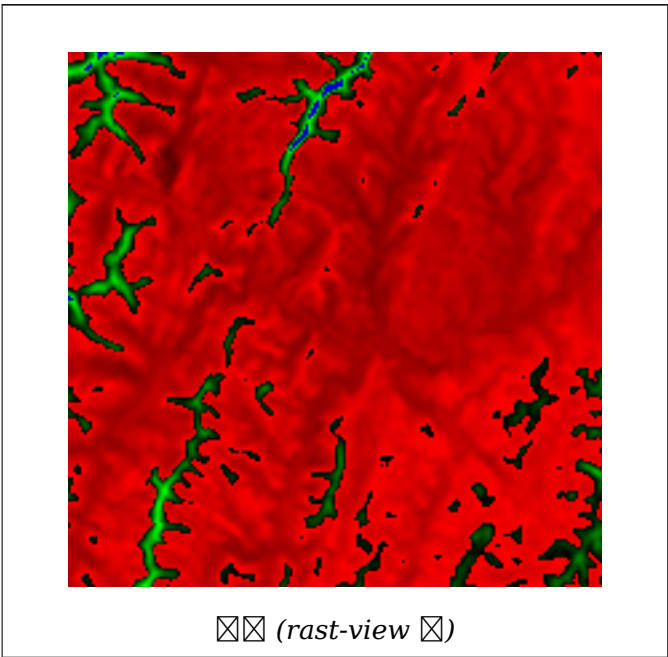
SELECT DISTINCT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 5) AS i CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;

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

```



3 raster bands, 3 bands. 3 bands.

```
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;
```

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

### 11.12.10 ST\_MapAlgebraFct

**ST\_MapAlgebraFct** — 2 bands: 2 bands PostgreSQL raster extension, 1 band. 1 band. INTERSECTION.

#### Synopsis

raster **ST\_MapAlgebraFct**(raster rast1, raster rast2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extntype=INTERSECTION, text[] VARIADIC userargs);  
 raster **ST\_MapAlgebraFct**(raster rast1, integer band1, raster rast2, integer band2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extntype=INTERSECTION, text[] VARIADIC userargs);



#### Warning

**ST\_MapAlgebraFct 2.1.0** deprecated. Use **ST\_MapAlgebra (callback function version)**.

rast1, rast2 two\_rasterfunc PostgreSQL, 1  
band1 band2, 1.   
pixeltype, NULL

pixeltype NULL

The two\_rasterfunc 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 two\_rasterfunc 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 two\_rasterfunc.

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 two\_rasterfunc is a variadic text array. All trailing text arguments to any ST\_MapAlgebraFct call are passed through to the specified two\_rasterfunc, and are contained in the userargs argument.



**Note**

(VARIADIC) PostgreSQL Query Language (SQL) Functions "SQL Functions with Variable Numbers of Arguments"



**Note**

two\_rasterfunc text[]

2.0.0

:

```
-- 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')

```





**neighborhood** (neighborhood) PostgreSQL 数据类型。 neighborhood 数据类型， neighborhood 数据类型， neighborhood 数据类型。

**rast** 数据类型

**band** 数据类型 (neighborhood 1)

**pixeltype** 数据类型。 **ST\_BandPixelType** 数据类型， NULL 数据类型。 NULL 数据类型， rast 数据类型。

**ngbwidth** 数据类型 (neighborhood) 数据类型

**ngbheight** 数据类型 (neighborhood) 数据类型

**onerastngbuserfunc** 数据类型 PL/pgSQL 语言 psql 数据类型。 数据类型 2 数据类型。

**nodatamode** NODATA 数据类型 NULL 数据类型。

'ignore': 数据类型 NODATA 数据类型。 数据类型 NODATA 数据类型。

'NULL': 数据类型 NODATA 数据类型 NULL 数据类型。 数据类型。

'value': 数据类型 NODATA 数据类型 (数据类型) 数据类型。 数据类型 NODATA 数据类型, (数据类型) 'NULL' 数据类型。

**args** 数据类型

2.0.0 数据类型。

数据类型

数据类型 [http://trac.osgeo.org/gdal/wiki/frmts\\_wtkraster.html](http://trac.osgeo.org/gdal/wiki/frmts_wtkraster.html) 数据类型 **ST\_Rescale** 数据类型。

```
--
-- 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 ;
```





reclassarg 属性。

pixeltype 属性。 reclassargset 属性, reclassarg(rid, col, row) 属性。

2.0.0 更新

更新

2 8BUI 4BUI 101 254 NODATA 更新。

```
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

更新

1, 2, 3 1BB, 4BUI, 4BUI 更新。 (rid, col, row) 属性, reclassarg 属性。

```
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

**32BF**

32BF ((8BUI,8BUI,8BUI)

```
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)
    ]
  );
```

[ST\\_AddBand](#), [ST\\_Band](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [reclassarg](#), [ST\\_Value](#)

### 11.12.13 ST\_Union

ST\_Union — 1

#### 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);
```

1. uniontype LAST(), 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.

2.0.0 更新内容

更新: 2.1.0 更新内容 (C 更新内容).

2.1.0 更新 ST\_Union(rast, unionarg) 更新内容.

更新: 2.1.0 更新 ST\_Union(rast) 1 更新内容. PostGIS 更新内容.

更新: 2.1.0 更新 ST\_Union(rast, uniontype) 4 更新内容.

更新: 更新内容

```
-- 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;
```

更新: 更新内容

```
-- 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 aeriAls.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

更新: 更新内容

更新内容, 更新内容.

```
-- 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 aeriAls.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

更新

unionarg, ST\_Envelope, ST\_ConvexHull, ST\_Clip, ST\_Union

## 11.13 更新内容

### 11.13.1 ST\_Distinct4ma

ST\_Distinct4ma — 更新内容

### Synopsis

float8 **ST\_Distinct4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Distinct4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC user-args);



#### Note

1 **ST\_MapAlgebraFctNgb**



#### Note

2 **ST\_MapAlgebra (callback function version)**



#### Warning

2.1.0 **ST\_MapAlgebraFctNgb** 1

2.0.0

: 2.1.0 2

```

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)

```

**ST\_MapAlgebraFctNgb, ST\_MapAlgebra (callback function version), ST\_Min4ma, ST\_Max4ma, ST\_Sum4ma, ST\_Mean4ma, ST\_Distinct4ma, ST\_StdDev4ma**

### 11.13.2 ST\_InvDistWeight4ma

**ST\_InvDistWeight4ma** —

### Synopsis

double precision **ST\_InvDistWeight4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

几何

**ST\_InvDistWeight4ma** (Inverse Distance Weighted method) 几何函数。

userargs 最多支持 2 个参数。第一个参数是 0 到 1 之间的力率 (功率) 因子 (通常记为 k)。第二个参数是 1 到 10 之间的权重因子。第三个参数是 1 到 10 之间的权重因子。第四个参数是 1 到 10 之间的权重因子。

几何函数返回几何类型。

$$\hat{z}(x_o) = \frac{\sum_{j=1}^m z(x_j) d_{ij}^{-k}}{\sum_{j=1}^m d_{ij}^{-k}}$$

k = 功率因子, 0 到 1 之间的值



#### Note

**ST\_MapAlgebra (callback function version)** 几何函数。

2.1.0 版本引入。

几何

-- NEEDS EXAMPLE

几何

**ST\_MapAlgebra (callback function version), ST\_MinDist4ma**

### 11.13.3 ST\_Max4ma

**ST\_Max4ma** — 几何函数。

### Synopsis

float8 **ST\_Max4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Max4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

¶

ST\_MapAlgebraFctNgb 函数。

¶ 2 参数, 参数 userargs 默认为 NODATA 函数。



**Note**

¶ 1 参数 ST\_MapAlgebraFctNgb 函数。



**Note**

¶ 2 参数 ST\_MapAlgebra (callback function version) 函数。



**Warning**

2.1.0 版本 ST\_MapAlgebraFctNgb 函数 1 参数。

2.0.0 版本。

更新: 2.1.0 版本 2 参数。

¶

```

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)

```

¶

ST\_MapAlgebraFctNgb, ST\_MapAlgebra (callback function version), ST\_Min4ma, ST\_Sum4ma, ST\_Mean4ma, ST\_Range4ma, ST\_Distinct4ma, ST\_StdDev4ma

### 11.13.4 ST\_Mean4ma

ST\_Mean4ma — 函数。

### Synopsis

float8 **ST\_Mean4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
 double precision **ST\_Mean4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

返回

返回栅格值。

返回 2 个值, 即 userargs 中的 NODATA 值。



**Note**

返回 1 个 **ST\_MapAlgebraFctNgb** 值。



**Note**

返回 2 个 **ST\_MapAlgebra (callback function version)** 值。



**Warning**

2.1.0 版本 **ST\_MapAlgebraFctNgb** 返回 1 个值。

2.0.0 版本返回 2 个值。

返回: 2.1.0 版本返回 2 个值。

返回: 返回 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)
```

返回: 返回 2







¶¶

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_InvDistWeight4ma](#)

### 11.13.7 ST\_Range4ma

ST\_Range4ma — 返回栅格中指定范围的 4 邻域值。

#### Synopsis

float8 **ST\_Range4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Range4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

¶¶

返回栅格中指定范围的 4 邻域值。

参数 2 为 2 维数组，userargs 为 NODATA 标志的 2 维数组。



#### Note

参数 1 为 [ST\\_MapAlgebraFctNgb](#) 的回调函数。



#### Note

参数 2 为 [ST\\_MapAlgebra \(callback function version\)](#) 的回调函数。



#### Warning

2.1.0 版本中 [ST\\_MapAlgebraFctNgb](#) 的回调函数 1 已弃用。

2.0.0 版本中 [ST\\_MapAlgebraFctNgb](#) 已弃用。

更新: 2.1.0 版本中 [ST\\_MapAlgebraFctNgb](#) 已弃用。

¶¶

```

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)

```

¶¶

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#) (callback function version), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

### 11.13.8 ST\_StdDev4ma

ST\_StdDev4ma — 计算 4 邻域栅格的标准差。

#### Synopsis

float8 **ST\_StdDev4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_StdDev4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC user-args);

¶¶

计算 4 邻域栅格的标准差。



#### Note

¶¶ 1 [ST\\_MapAlgebraFctNgb](#) 计算 4 邻域栅格的标准差。



#### Note

¶¶ 2 [ST\\_MapAlgebra](#) (callback function version) 计算 4 邻域栅格的标准差。



#### Warning

2.1.0 版本 [ST\\_MapAlgebraFctNgb](#) 计算 4 邻域栅格的标准差。

2.0.0 版本 [ST\\_MapAlgebraFctNgb](#) 计算 4 邻域栅格的标准差。

¶¶¶: 2.1.0 版本 [ST\\_MapAlgebraFctNgb](#) 计算 4 邻域栅格的标准差。

¶¶

```

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)

```



¶

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#) (callback function version), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 11.14 地理函数

### 11.14.1 ST\_Aspect

`ST_Aspect` — 返回栅格的坡度 (斜率) 或方位角。返回的坡度以度或弧度为单位。

#### 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);

¶

`units` 可以是 `RADIANS` 或 `DEGREES`。默认值是 `DEGREES`。  
`units = RADIANS` 时，返回的坡度范围是  $0$  到  $2\pi$ 。  
`units = DEGREES` 时，返回的坡度范围是  $0$  到  $360$ 。  
方位角范围是  $0$  到  $-1$ 。



#### Note

坡度 (slope)、方位角 (aspect)、阴影 (hillshade) 的计算方法，请参考 [ESRI - How hillshade works](#) 或 [ERDAS Field Guide - Aspect Images](#)。

2.0.0 版本新增。

更新: 2.1.0 版本新增 `ST_MapAlgebra()` 函数支持, 新增 `interpolate_nodata` 参数。

更新: 2.1.0 版本新增 `ST_MapAlgebraFctNgb()` 函数支持。2.1.0 版本新增 `ST_Min4ma()`、`ST_Max4ma()`、`ST_Mean4ma()`、`ST_Range4ma()`、`ST_Distinct4ma()`、`ST_StdDev4ma()` 函数。

示例: 见 [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
2227,180,161.565048217773,135}}")
(1 row)

```

## 11.14.1 ST\_MapAlgebra

`ST_MapAlgebra` (callback function version), `ST_TRI`, `ST_TPI`, `ST_Roughness`, `ST_HillShade`, `ST_Slope`

```

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;

```

## 11.14.2 ST\_HillShade

`ST_MapAlgebra` (callback function version), `ST_TRI`, `ST_TPI`, `ST_Roughness`, `ST_HillShade`, `ST_Slope`

### 11.14.2 ST\_HillShade

`ST_HillShade` — `ST_MapAlgebra` (callback function version), `ST_TRI`, `ST_TPI`, `ST_Roughness`, `ST_HillShade`, `ST_Slope`

### 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);

説明

地形陰影関数。指定したラスタの指定したバンドに対して、指定した方位角、高度、最大輝度、スケール、およびノodataの扱いを指定して地形陰影を生成する。出力は指定したピクセルタイプで、値は0から255の範囲にある。

azimuth 方位角。0から360度の範囲にある。

altitude 高度。0から90度(天頂)の範囲にある。

max\_bright 最大輝度。0から255の範囲にある。

scale スケール。デフォルトは1.0。例: scale=370400, scale=111120

interpolate\_nodata ノodataの扱い。ST\_InvDistWeight4ma関数と同様に、NODATAを返す。



#### Note

地形陰影の仕組みについては、[How hillshade works](#)を参照してください。

2.0.0 以降のバージョンで動作します。

バージョン 2.1.0 以降: ST\_MapAlgebra() 関数と同様に、interpolate\_nodata の扱いを指定します。

バージョン 2.1.0 以前: ST\_Hillshade() 関数と同様に、interpolate\_nodata の扱いを指定します。

例: **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)
```

**11.14.2**

**11.14.2.1** `ST_Hillshade` PostgreSQL 9.1 `ST_Hillshade`.

```
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;
```

**11.14.3**

**11.14.3.1** `ST_MapAlgebra` (callback function version), `ST_TRI`, `ST_TPI`, `ST_Roughness`, `ST_Aspect`, `ST_Slope`

### 11.14.3 ST\_Roughness

`ST_Roughness` — DEM `z` `z` (roughness) `z`.

#### Synopsis

raster **ST\_Roughness**(raster rast, integer nband, raster customextent, text pixeltype="32BF", boolean interpolate\_nodata=FALSE );



¶¶

DEM 的“ ”。

2.1.0。

¶¶

-- needs examples

¶¶

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 11.14.4 ST\_Slope

ST\_Slope — ( )。

#### 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);

¶¶

( )。

units RADIANS, DEGREES( ), PERCENT。

scale : scale=370400, : scale=111120。

interpolate\_nodata, [ST\\_InvDistWeight4ma](#) NODATA。



#### Note

(slope), (aspect), (hillshade), [ESRI - How hillshade works](#) [ERDAS Field Guide - Slope Images](#)。

2.0.0。

¶¶¶: 2.1.0 ST\_MapAlgebra() units, scale, interpolate\_nodata。

¶¶¶: 2.1.0。2.1.0。

**例 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)

```

**例 2**

例 2 展示了 PostgreSQL 9.1 中的 ST\_Slope 函数。

```

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;
```

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 11.14.5 ST\_TPI

**ST\_TPI** — (Topographic Position Index)

#### Synopsis

raster **ST\_TPI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

Calculates the Topographic Position Index, which is defined as the focal mean with radius of one minus the center cell.



**Note**

1 (focalmean radius of one)

2.1.0

-- needs examples

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_Roughness](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 11.14.6 ST\_TRI

**ST\_TRI** — (Terrain Ruggedness Index)

#### Synopsis

raster **ST\_TRI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

函数

地形崎岖度指数 (Terrain Ruggedness Index) 函数



**Note**

默认 1 (focalmean radius of one) 函数。

2.1.0 函数。

函数

-- needs examples

函数

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Roughness](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

## 11.15 函数

### 11.15.1 Box3D

Box3D — 返回 BOX3D 函数。

#### Synopsis

box3d **Box3D**(raster rast);

函数

函数。

函数 ((MINX, MINY), (MAXX, MAXY)) 函数。

函数: 2.0.0 函数 BOX3D 函数 BOX2D 函数。BOX2D 函数, 2.0.0 函数 BOX3D 函数。

函数

```
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)

















### Synopsis

boolean &>( raster A , raster B );

返回

&> 返回 A 与 B 的交集, 如果 A 与 B 的交集不为空, 则返回 TRUE.



#### Note

返回 (operand) 返回 TRUE.

返回

```
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

### 11.16.4 =

= — A 与 B 的交集不为空, 返回 TRUE. 如果 A 与 B 的交集为空, 则返回 FALSE.

### Synopsis

boolean =( raster A , raster B );

返回

= 返回 A 与 B 的交集不为空, 返回 TRUE. PostgreSQL 的 =, <, > 运算符 (GROUP BY ORDER BY).



#### Caution

返回 (operand) 返回 TRUE. PostgreSQL 的 ~ = 运算符 (group by).

2.1.0 返回.





¶¶

ST\_Contains(rastA, rastB) 返回 TRUE 当且仅当 rastB 完全包含在 rastA 中。如果 rastA 或 rastB 包含 NULL 值，则返回 NULL。如果 rastA 或 rastB 包含 NODATA 值，则返回 FALSE。



**Note**

ST\_Contains() 与 ST\_Within() 类似。¶¶, ST\_Contains(rastA, rastB) 返回 TRUE 当且仅当 rastB 完全包含在 rastA 中。



**Note**

ST\_Contains(ST\_Polygon(raster), geometry) 与 ST\_Contains(geometry, ST\_Polygon(raster)) 返回 TRUE 当且仅当 ST\_Polygon 完全包含在 geometry 中。



**Note**

ST\_Contains() 与 ST\_Within() 类似。¶¶, ST\_Contains(rastA, rastB) 返回 TRUE 当且仅当 rastB 完全包含在 rastA 中。

2.1.0 简体中文版

¶¶

```
-- specified band numbers
SELECT r1.rid, r2.rid, ST_Contains(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↔
    dummy_rast r2 WHERE r1.rid = 1;

NOTICE: The first raster provided has no bands
rid | rid | st_contains
-----+-----+-----
 1 |  1 |
 1 |  2 | f
```

```
-- no band numbers specified
SELECT r1.rid, r2.rid, ST_Contains(r1.rast, r2.rast) FROM dummy_rast r1 CROSS JOIN ↔
    dummy_rast r2 WHERE r1.rid = 1;
rid | rid | st_contains
-----+-----+-----
 1 |  1 | t
 1 |  2 | f
```

¶¶

**ST\_Intersects, ST\_Within**

**11.17.2 ST\_ContainsProperly**

ST\_ContainsProperly — rastB 完全包含在 rastA 中，且 rastA 的边界与 rastB 的边界不重合。

### Synopsis

boolean **ST\_ContainsProperly**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_ContainsProperly**( raster rastA , raster rastB );

注意

ST\_ContainsProperly(rastB, rastA) 与 ST\_ContainsProperly(rastA, rastB) 的结果相反。如果任一输入为 NULL，则返回 NULL。如果任一输入包含 NODATA 值，则返回 NULL。ST\_ContainsProperly(rastA, rastA) 返回 true。



#### Note

ST\_ContainsProperly(geometry, ST\_Polygon(raster)) 与 ST\_ContainsProperly(ST\_Polygon(raster), geometry) 的结果相反。



#### Note

ST\_ContainsProperly(ST\_Polygon(raster), geometry) 与 ST\_ContainsProperly(geometry, ST\_Polygon(raster)) 的结果相反。ST\_Polygon 返回 true。

2.1.0 版本引入。

注意

```
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

注意

[ST\\_Intersects](#), [ST\\_Contains](#)

### 11.17.3 ST\_Covers

ST\_Covers — 是否 rastB 完全覆盖 rastA。

### Synopsis

boolean **ST\_Covers**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Covers**( raster rastA , raster rastB );



¶

ST\_CoveredBy(rastB, rastA) 返回 rastA 是否被 rastB 完全覆盖。如果 rastA 包含任何 NULL 值，则返回 NULL。如果 rastA 包含任何 NO\_DATA 值，则返回 (NO\_DATA)。



**Note**

ST\_CoveredBy 与 ST\_Contains 类似，但 ST\_Contains 要求 rastA 完全包含 rastB。



**Note**

ST\_CoveredBy 与 ST\_Covers(ST\_Polygon(raster), geometry) 和 ST\_Covers(geometry, ST\_Polygon(raster)) 类似，但 ST\_CoveredBy 要求 rastA 完全覆盖 rastB。

2.1.0 新增。

¶

```
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

¶

[ST\\_Intersects](#), [ST\\_CoveredBy](#)

### 11.17.4 ST\_CoveredBy

ST\_CoveredBy — 返回 rastA 是否被 rastB 完全覆盖。

**Synopsis**

```
boolean ST_CoveredBy( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_CoveredBy( raster rastA , raster rastB );
```

¶

ST\_CoveredBy(rastA, rastB) 返回 rastA 是否被 rastB 完全覆盖。如果 rastA 包含任何 NULL 值，则返回 NULL。如果 rastA 包含任何 NO\_DATA 值，则返回 (NO\_DATA)。



**Note**

ST\_CoveredBy(geometry, ST\_Polygon(raster)) 与 ST\_CoveredBy(ST\_Polygon(raster), geometry) 不同。



**Note**

ST\_CoveredBy(ST\_Polygon(raster), geometry) 与 ST\_CoveredBy(geometry, ST\_Polygon(raster)) 不同。ST\_Polygon 返回的栅格。

2.1.0 栅格覆盖。

栅格

```
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

栅格

**ST\_Intersects, ST\_Covers**

**11.17.5 ST\_Disjoint**

ST\_Disjoint — 栅格 rastA 与 栅格 rastB 不相交。

**Synopsis**

```
boolean ST_Disjoint( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Disjoint( raster rastA , raster rastB );
```

栅格

栅格 rastA 与 栅格 rastB 不相交。栅格 rastA 与 rastB 不相交。栅格 NULL 返回 NULL，栅格 NODATA 返回 NODATA。



**Note**

ST\_Disjoint(geometry, ST\_Polygon(raster)) 与 ST\_Disjoint(ST\_Polygon(raster), geometry) 不同。





**Note**

ST\_Intersects(geometry, raster) 和 ST\_Intersects(raster, geometry) 在 2.0.0 版本中引入。

ST\_Intersects: 2.0.0 版本引入/ST\_Intersects。



**Warning**

ST\_Intersects(geometry, raster) 和 ST\_Intersects(raster, geometry) 在 2.1.0 版本中引入。ST\_Intersects(geometry, raster) 和 ST\_Intersects(raster, geometry) 在 2.1.0 版本中引入。

SQL

```
-- different bands of same raster
SELECT ST_Intersects(rast, 2, rast, 3) FROM dummy_rast WHERE rid = 2;

st_intersects
-----
t
```

SQL

**ST\_Intersection, ST\_Disjoint**

**11.17.7 ST\_Overlaps**

ST\_Overlaps — 返回 rasterA 和 rasterB 是否重叠。ST\_Overlaps(rasterA, rasterB) 返回 boolean 值。

**Synopsis**

boolean **ST\_Overlaps**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Overlaps**( raster rastA , raster rastB );

SQL

ST\_Overlaps(rasterA, rasterB) 返回 boolean 值。ST\_Overlaps(rasterA, rasterB) 返回 boolean 值。ST\_Overlaps(rasterA, rasterB) 返回 boolean 值。ST\_Overlaps(rasterA, rasterB) 返回 boolean 值。



**Note**

ST\_Overlaps(geometry, raster) 和 ST\_Overlaps(raster, geometry) 在 2.0.0 版本中引入。



**Note**

ST\_Overlaps(ST\_Polygon(raster), geometry) 返回 ST\_Polygon 是否重叠。

2.1.0 版本引入。

SQL

```
-- comparing different bands of same raster
SELECT ST_Overlaps(rast, 1, rast, 2) FROM dummy_rast WHERE rid = 2;

st_overlaps
-----
f
```

SQL

**ST\_Intersects**

**11.17.8 ST\_Touches**

ST\_Touches — 返回 rastA 是否与 rastB 仅接触，返回 TRUE 表示接触。

**Synopsis**

boolean **ST\_Touches**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Touches**( raster rastA , raster rastB );

SQL

返回 rastA 是否与 rastB 仅接触。返回 rastA 是否与 rastB 仅接触，返回 TRUE 表示接触。返回 NULL 表示未接触，返回 FALSE 表示重叠。 (NODATA 值) 返回 FALSE。



**Note**

ST\_Touches 返回 TRUE 表示接触。



**Note**

ST\_Touches(ST\_Polygon(raster), geometry) 返回 ST\_Polygon 是否接触。

2.1.0 版本引入。











### 11.17.13 ST\_DFullyWithin

ST\_DFullyWithin — raster rastA, raster rastB, integer nbandA, integer nbandB, double precision distance\_of\_srid.

#### 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 );

Notes

ST\_DFullyWithin(rastA, rastB, nbandA, nbandB, distance\_of\_srid) returns true if the pixels of rastA are fully within the pixels of rastB within a distance of distance\_of\_srid. If either raster has NULL values, the result is NULL. If either raster has NODATA values, the result is false.

ST\_DFullyWithin(rastA, rastB, distance\_of\_srid) returns true if the pixels of rastA are fully within the pixels of rastB within a distance of distance\_of\_srid. If either raster has NULL values, the result is NULL. If either raster has NODATA values, the result is false.



#### Note

ST\_DFullyWithin(operand) returns false if operand is NULL.



#### Note

ST\_DFullyWithin(ST\_Polygon(raster), geometry) is equivalent to ST\_DFullyWithin(ST\_Polygon(raster), ST\_Polygon(geometry)).

#### 2.1.0 Examples

Notes

```
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

Notes

[ST\\_Within](#), [ST\\_DWithin](#)

## 11.18 Raster Tips

### 11.18.1 Out-DB Rasters

#### 11.18.1.1 Directory containing many files

When GDAL opens a file, GDAL eagerly scans the directory of that file to build a catalog of other files. If this directory contains many files (e.g. thousands, millions), opening that file becomes extremely slow (especially if that file happens to be on a network drive such as NFS).

To control this behavior, GDAL provides the following environment variable: `GDAL_DISABLE_READDIR_ON_OPEN`. Set `GDAL_DISABLE_READDIR_ON_OPEN` to `TRUE` to disable directory scanning.

In Ubuntu (and assuming you are using PostgreSQL's packages for Ubuntu), `GDAL_DISABLE_READDIR_ON_OPEN` can be set in `/etc/postgresql/POSTGRESQL_VERSION/CLUSTER_NAME/environment` (where `POSTGRESQL_VERSION` is the version of PostgreSQL, e.g. 9.6 and `CLUSTER_NAME` is the name of the cluster, e.g. maindb). You can also set PostGIS environment variables here as well.

```
# environment variables for postmaster process
# This file has the same syntax as postgresql.conf:
# VARIABLE = simple_value
# VARIABLE2 = 'any value!'
# I. e. you need to enclose any value which does not only consist of letters,
# numbers, and '-', '_', '.' in single quotes. Shell commands are not
# evaluated.
POSTGIS_GDAL_ENABLED_DRIVERS = 'ENABLE_ALL'

POSTGIS_ENABLE_OUTDB_RASTERS = 1

GDAL_DISABLE_READDIR_ON_OPEN = 'TRUE'
```

#### 11.18.1.2 Maximum Number of Open Files

The maximum number of open files permitted by Linux and PostgreSQL are typically conservative (typically 1024 open files per process) given the assumption that the system is consumed by human users. For Out-DB Rasters, a single valid query can easily exceed this limit (e.g. a dataset of 10 year's worth of rasters with one raster for each day containing minimum and maximum temperatures and we want to know the absolute min and max value for a pixel in that dataset).

The easiest change to make is the following PostgreSQL setting: `max_files_per_process`. The default is set to 1000, which is far too low for Out-DB Rasters. A safe starting value could be 65536 but this really depends on your datasets and the queries run against those datasets. This setting can only be made on server start and probably only in the PostgreSQL configuration file (e.g. `/etc/postgresql/POSTGRESQL_VERSION/CLUSTER_NAME/postgresql.conf` in Ubuntu environments).

```
...
# - Kernel Resource Usage -

max_files_per_process = 65536          # min 25
                                       # (change requires restart)
...
```

The major change to make is the Linux kernel's open files limits. There are two parts to this:

- Maximum number of open files for the entire system
- Maximum number of open files per process

### 11.18.1.2.1 Maximum number of open files for the entire system

You can inspect the current maximum number of open files for the entire system with the following example:

```
$ sysctl -a | grep fs.file-max
fs.file-max = 131072
```

If the value returned is not large enough, add a file to `/etc/sysctl.d/` as per the following example:

```
$ echo "fs.file-max = 6145324" >> /etc/sysctl.d/fs.conf
```

```
$ cat /etc/sysctl.d/fs.conf
fs.file-max = 6145324
```

```
$ sysctl -p --system
* Applying /etc/sysctl.d/fs.conf ...
fs.file-max = 2097152
* Applying /etc/sysctl.conf ...
```

```
$ sysctl -a | grep fs.file-max
fs.file-max = 6145324
```

### 11.18.1.2.2 Maximum number of open files per process

We need to increase the maximum number of open files per process for the PostgreSQL server processes.

To see what the current PostgreSQL service processes are using for maximum number of open files, do as per the following example (make sure to have PostgreSQL running):

```
$ ps aux | grep postgres
postgres 31713  0.0  0.4 179012 17564 pts/0    S   Dec26   0:03 /home/dustymugs/devel/ ↵
  postgresql/sandbox/10/usr/local/bin/postgres -D /home/dustymugs/devel/postgresql/sandbox ↵
  /10/pgdata
postgres 31716  0.0  0.8 179776 33632 ?        Ss  Dec26   0:01 postgres: checkpointer ↵
  process
postgres 31717  0.0  0.2 179144  9416 ?        Ss  Dec26   0:05 postgres: writer process
postgres 31718  0.0  0.2 179012  8708 ?        Ss  Dec26   0:06 postgres: wal writer ↵
  process
postgres 31719  0.0  0.1 179568  7252 ?        Ss  Dec26   0:03 postgres: autovacuum ↵
  launcher process
postgres 31720  0.0  0.1  34228  4124 ?        Ss  Dec26   0:09 postgres: stats collector ↵
  process
postgres 31721  0.0  0.1 179308  6052 ?        Ss  Dec26   0:00 postgres: bgworker: ↵
  logical replication launcher
```

```
$ cat /proc/31718/limits
Limit                Soft Limit            Hard Limit             Units
Max cpu time          unlimited             unlimited              seconds
Max file size         unlimited             unlimited              bytes
Max data size         unlimited             unlimited              bytes
Max stack size        8388608              unlimited              bytes
Max core file size    0                    unlimited              bytes
Max resident set      unlimited             unlimited              bytes
Max processes         15738                15738                  processes
Max open files      1024                4096                  files
Max locked memory     65536                65536                  bytes
Max address space     unlimited             unlimited              bytes
Max file locks        unlimited             unlimited              locks
Max pending signals   15738                15738                  signals
```

Max msgqueue size	819200	819200	bytes
Max nice priority	0	0	
Max realtime priority	0	0	
Max realtime timeout	unlimited	unlimited	us

In the example above, we inspected the open files limit for Process 31718. It doesn't matter which PostgreSQL process, any of them will do. The response we are interested in is *Max open files*.

We want to increase *Soft Limit* and *Hard Limit* of *Max open files* to be greater than the value we specified for the PostgreSQL setting `max_files_per_process`. In our example, we set `max_files_per_process` to 65536.

In Ubuntu (and assuming you are using PostgreSQL's packages for Ubuntu), the easiest way to change the *Soft Limit* and *Hard Limit* is to edit `/etc/init.d/postgresql` (SysV) or `/lib/systemd/system/postgresql*.service` (systemd).

Let's first address the SysV Ubuntu case where we add `ulimit -H -n 262144` and `ulimit -n 131072` to `/etc/init.d/postgresql`.

```
...
case "$1" in
  start|stop|restart|reload)
    if [ "$1" = "start" ]; then
      create_socket_directory
    fi
    if [ -z "`pg_lsclusters -h`" ]; then
      log_warning_msg 'No PostgreSQL clusters exist; see "man pg_createcluster"'
      exit 0
    fi

    ulimit -H -n 262144
    ulimit -n 131072

    for v in $versions; do
      $1 $v || EXIT=$?
    done
    exit ${EXIT:-0}
    ;;
  status)
  ...
```

Now to address the systemd Ubuntu case. We will add `LimitNOFILE=131072` to every `/lib/systemd/system/postgresql*.service` file in the `[Service]` section.

```
...
[Service]

LimitNOFILE=131072

...

[Install]
WantedBy=multi-user.target
...
```

After making the necessary systemd changes, make sure to reload the daemon

```
systemctl daemon-reload
```

# Chapter 12

## 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 PL/pgSQL based or standard shell scripts that can be run as is.

### 12.1

**PAGC standardizer** (fork) (PAGC PostgreSQL)

(lexicon; lex) (gazetteer; gaz)

```
CREATE EXTENSION address_standardizer;
address_standardizer PostgreSQL
address_standardizer_data_us
CREATE EXTENSION address_standardizer_data_us;
```

PostGIS extensions/address\_standardizer

Section 2.3

#### 12.1.1

(macro) (micro)

/

(zip code) (Perl) parseaddress-api.c

(Perl) parseaddress-api.c

## 12.1.2 地址标准化

### 12.1.2.1 stdaddr

`stdaddr` — 使用 `standardize_address` 函数对地址进行标准化。

注意

使用 `standardize_address` 函数需要 `PAGC Postal Attributes` 规则表。

`rules table` 指定用于标准化的规则表。

 This method needs `address_standardizer` extension.

**building** 整数 (索引 0) 值: 建筑物编号。例如: 75 State Street 75

**house\_num** 整数 (索引 1) 值: 房屋编号。例如: 75 State Street 75

**predir** 字符串 (索引 2) 值: North, South, East, West 等 (STREET NAME PRE-DIRECTIONAL) 值。

**qual** 字符串 (索引 3) 值: 街道名称前缀 (STREET NAME PRE-MODIFIER) 值。例如: 3715 OLD HIGHWAY 99 *OLD*

**pretype** 字符串 (索引 4) 值: 街道前缀类型 (STREET PREFIX TYPE) 值。

**name** 字符串 (索引 5) 值: 街道名称 (STREET NAME) 值。

**suftype** 字符串 (索引 6) 值: St, Ave, Cir 等 (STREET POST TYPE) 值。例如: 75 State Street *STREET*

**sufdir** 字符串 (索引 7) 值: 街道后缀方向 (STREET POST-DIRECTIONAL) 值。例如: 3715 TENTH AVENUE WEST *WEST*

**ruralroute** 是文本 (索引 8): 乡村路线。例如 7 在 RR 7。

**extra** 字符串: 额外信息。

**city** 字符串 (索引 10) 值: 城市

**state** 字符串 (索引 11) 值: 州

**country** 字符串 (索引 12) 值: 国家

**postcode** 字符串 (索引 13) 值: 邮政编码 (postal code, zip code) 值: 02109

**box** 字符串 (索引 14, 15) 值: 邮政箱号 (POSTAL BOX NUMBER) 值: 02109

**unit** 字符串 (索引 17) 值: 单元号。例如: APT 3B *3B*

## 12.1.3 规则表

### 12.1.3.1 rules table

`rules table` — 用于地址标准化的规则表。规则表包含以下列: `id` (索引), `terminator` (索引), `rule` (索引), `action` (索引), `comment` (索引)。

字。

字，字。

**id** 字

**rule** 字。 **PAGC Address Standardizer Rule records** 字。

字，字 -1，字  
字 -1，字，字  
字 (字) 0 字 (字) 17 字。

字，字 2 0 2 22 3 -1 5 5 6 7 3 -1 2 6 字 字 字 **TYPE NUMBER TYPE  
DIRECT QUALIF** 字，字 **STREET STREET SUFTYP SUFDIR QUALIF** 字  
字。字 6 字 **ARC\_C** 字。

**stdaddr** 字。

字

字 -1 字。 **PAGC Input Tokens** 字  
字：

字

**AMPERS** (13). 字 (&) 字 "and" 字。

**DASH** (9). 字 (句讀法; punctuation) 字。

**DOUBLE** (21). 字 2 字。字。

**FRACT** (25). 字。

**MIXED** (23). 字。字。

**NUMBER** (0). 字。

**ORD** (15). "First" 字 "1st" 字。字。

**ORD** (18). 字。

**WORD** (1). 字。字 **SINGLE** 字, **WORD** 字。

字

**BOXH** (14). 字。字 **Box** 字 **PO Box** 字。

**BUILDH** (19). 字, 字。字: **Tower 7A** 字  
**Tower**

**BUILDT** 字, 字。字: **Shopping  
Centre**

**DIRECT** (22). 字。字: **North**

**MILE** (20). 字 (字; milepost) 字  
字。

**ROAD** (6). 字。字: **Interstate 5** 字 **Interstate**

**RR** (8). 字 (rural route) 字。字 **RR**。

**TYPE** (2). 字。字: **ST** 字 **AVE**



**UNITH** (16). 住所形式。例: *APT UNIT*

住所形式

**QUINT** (28). 住所形式。例 (Zip Code) 住所形式。

**QUAD** (29). 住所形式。ZIP4 住所形式。

**PCH** (27). 住所形式, 住所形式, 住所形式 3 住所形式。住所形式 FSA 住所形式。

**PCT** (26). 住所形式, 住所形式, 住所形式 3 住所形式。住所形式 LDU 住所形式。

**住所形式 (不用語; stopword)**

**STOPWORD** 住所形式 WORD 住所形式。住所形式 WORD 住所形式 STOPWORD 住所形式 WORD 住所形式。

**STOPWORD** (7). 住所形式。例: *THE*

住所形式

住所形式 -1(住所形式) 住所形式, 住所形式 -1 住所形式。stdaddr 住所形式。the section called "住所形式" 住所形式。

住所形式

住所形式。住所形式 (住所形式) 0 住所形式 (住所形式) 17 住所形式。

**MACRO\_C**

(住所形式 = "0")。PLACE STATE ZIP 住所形式 MACRO 住所形式。

**MACRO\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#--r-ty-->).

**CITY** (住所形式"10")。例: "Albany"

**STATE** (住所形式"11")。例: "NY"

**NATION** (住所形式"12")。住所形式。例: "USA"

**POSTAL** (住所形式"13")。 (SADS 住所形式"ZIP CODE", "PLUS 4")。住所形式。

**MICRO\_C**

(住所形式 = "1")。 (住所形式, 住所形式, sufdir, predir, pretyp, suftype, qualif 住所形式) 住所形式 MICRO 住所形式 (住所形式: ARC\_C 住所形式: CIVIC\_C)。住所形式。

**MICRO\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#--r-ty-->).

**HOUSE** 住所形式 (住所形式 1) 住所形式: 住所形式。例: 75 State Street 住所形式

**predir** 住所形式 (住所形式 2) 住所形式: North, South, East, West 住所形式 (STREET NAME PRE-DIRECTIONAL) 住所形式。

**qual** 住所形式 (住所形式 3) 住所形式: 住所形式 (STREET NAME PRE-MODIFIER) 住所形式。例: 3715 OLD HIGHWAY 99 住所形式 OLD

**pretype** 文本 (长度 4) 类型: 街道前缀类型 (STREET PREFIX TYPE) 文本。

**street** 文本 (长度 5) 类型: 街道名称 (STREET NAME) 文本。

**suftype** 文本 (长度 6) 类型: St, Ave, Cir 街道后缀类型 (STREET POST TYPE) 文本。 75 State Street 街道 *STREET*

**sufdir** 文本 (长度 7) 类型: 街道后缀-方向性 (STREET POST-DIRECTIONAL) 文本。 3715 TENTH AVENUE WEST 街道 *WEST*

**ARC\_C**

(长度 = "2")。 HOUSE 微型 MICRO 房屋 HOUSE 微型 MICRO\_C

**CIVIC\_C**

(长度 = "3")。 HOUSE

**EXTRA\_C**

(长度 = "4")。 EXTRA - -。 文本

**EXTRA\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#--r-typ-->).

**BLDNG** (长度 0): 文本

**BOXH** (token number 14): The **BOX** in BOX 3B

**BOXT** (长度 15): BOX 3B **3B**

**RR** (长度 8): RR 7 **RR**

**UNITH** (长度 16): APT 3B **APT**

**UNITT** (长度 17): APT 3B **3B**

**UNKNWN** (长度 9): 文本

**12.1.3.2 lex table**

lex table — 字典 (lex) 字典, 字典 (1) 字典 (the section called "字典" 字典) 字典 (2) 字典。

字典

字典 (lexicon) 字典, 字典 (1) 字典 (the section called "字典" 字典) 字典 (2) 字典。 字典, 字典, 字典 **ONE** 字典 1 字典

字典。 字典。

**id** 字典

**seq** 字典: 字典?

**word** 字典: 字典

**stdword** 字典: 字典

**token** 字典: 字典。 **PAGC Tokens** 字典

### 12.1.3.3 gaz table

`gaz table` — 関数 `gaz` を呼び出すためのテーブル、(1) `gaz` (このセクションで “`gaz`” と呼ばれる) (2) `stdword` テーブル。

例

A gaz (short for gazeteer) table is used to standardize place names and associate that input with the section called “`gaz`” and (b) standardized representations. For example if you are in US, you may load these with State Names and associated abbreviations.

例: `gaz table` テーブル。 `stdword` テーブル。

**id** `int`

**seq** `int`: `seq`? - `seq` テーブル

**word** `text`: `word`

**stdword** `text`: `stdword`

**token** `text`: `token`。 `token` テーブル。 `PAGC Tokens` テーブル。

### 12.1.4 関数リファレンス

#### 12.1.4.1 debug\_standardize\_address

`debug_standardize_address` — Returns a json formatted text listing the parse tokens and standardizations

#### Synopsis

`text debug_standardize_address(text lextab, text gaztab, text rultab, text micro, text macro=NULL);`

例

This is a function for debugging address standardizer rules and lex/gaz mappings. It returns a json formatted text that includes the matching rules, mapping of tokens, and best standardized address `stdaddr` form of an input address utilizing `lex table` table name, `gaz table`, and `rules table` table names and an address.

For single line addresses use just `micro`

For two line address 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`.

Elements returned in the json document are

**input\_tokens** For each word in the input address, returns the position of the word, token categorization of the word, and the standard word it is mapped to. Note that for some input words, you might get back multiple records because some inputs can be categorized as more than one thing.


**rules** The set of rules matching the input and the corresponding score for each. The first rule (highest scoring) is what is used for standardization

**stdaddr** The standardized address elements **stdaddr** that would be returned when running **standardize\_address**

Availability: 3.4.0

 This method needs address\_standardizer extension.



address\_standardizer\_data\_us 

```
CREATE EXTENSION address_standardizer_data_us; -- only needs to be done once
```

Variant 1: Single line address and returning the input tokens

```
SELECT it->'pos' AS position, it->'word' AS word, it->'stdword' AS standardized_word,
       it->'token' AS token, it->'token-code' AS token_code
FROM jsonb(
    debug_standardize_address('us_lex',
                              'us_gaz', 'us_rules', 'One Devonshire Place, PH 301, Boston, MA 02109')
    ) AS s, jsonb_array_elements(s->'input_tokens') AS it;
```

position	word	standardized_word	token	token_code
0	ONE	1	NUMBER	0
0	ONE	1	WORD	1
1	DEVONSHIRE	DEVONSHIRE	WORD	1
2	PLACE	PLACE	TYPE	2
3	PH	PATH	TYPE	2
3	PH	PENTHOUSE	UNITT	17
4	301	301	NUMBER	0

(7 rows)

Variant 2: Multi line address and returning first rule input mappings and score

```
SELECT (s->'rules'->0->'score')::numeric AS score, it->'pos' AS position,
       it->'input-word' AS word, it->'input-token' AS input_token, it->'mapped-word' AS ↵
       standardized_word,
       it->'output-token' AS output_token
FROM jsonb(
    debug_standardize_address('us_lex',
                              'us_gaz', 'us_rules', 'One Devonshire Place, PH 301', 'Boston, MA 02109')
    ) AS s, jsonb_array_elements(s->'rules'->0->'rule_tokens') AS it;
```

score	position	word	input_token	standardized_word	output_token
0.876250	0	ONE	NUMBER	1	HOUSE
0.876250	1	DEVONSHIRE	WORD	DEVONSHIRE	STREET
0.876250	2	PLACE	TYPE	PLACE	SUFTYP
0.876250	3	PH	UNITT	PENTHOUSE	UNITT
0.876250	4	301	NUMBER	301	UNITT

(5 rows)



[stdaddr](#), [rules table](#), [lex table](#), [gaz table](#), [Pagc\\_Normalize\\_Address](#)

### 12.1.4.2 parse\_address

`parse_address` — `text` → `record`.

#### Synopsis

```
record parse_address(text address);
```

`num`

Returns takes an address as input, and returns a record output consisting of fields `num`, `street`, `street2`, `address1`, `city`, `state`, `zip`, `zipplus`, `country`.

2.2.0 `num`, `street`, `city`, `zip`, `zipplus`.



This method needs `address_standardizer` extension.

`num`

`num`, `street`, `city`, `zip`, `zipplus`

```
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

`num`, `street`, `city`, `zip`, `zipplus`

```
-- 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)



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)

2: .

```
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)

[stdaddr](#), [rules table](#), [lex table](#), [gaz table](#), [Pagc\\_Normalize\\_Address](#)

## 12.2 TIGER

TIGER, PostGIS

- **Nominatim** 与 OpenStreetMap 数据集成。使用 osm2pgsql 工具，可将 PostgreSQL 8.4 及以上版本与 PostGIS 1.5 及以上版本集成。TIGER 数据集成，Nominatim 与 TIGER 数据集成 SQL 脚本，可在 tiger\_data 数据库中。
- **GIS Graphy** 与 PostGIS 集成 Nominatim 与 OSM(OpenStreetMap) 数据。OSM 数据集成，Nominatim 数据集成，Java 1.5, Servlet apps, Solr 集成。GIS Graphy 数据集成，可在 tiger\_data 数据库中。

### 12.2.1 Drop\_Indexes\_Generate\_Script

Drop Indexes Generate Script — TIGER 数据集成。可在 tiger\_data 数据库中。

#### Synopsis

text **Drop\_Indexes\_Generate\_Script**(text param\_schema=tiger\_data);

返回

TIGER 数据集成。可在 tiger\_data 数据库中。

(bloat) 数据集成。 **Install Missing Indexes** 数据集成。

2.0.0 数据集成。

返回

```
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;
:
:

```

☐☐

[Install\\_Missing\\_Indexes, Missing\\_Indexes\\_Generate\\_Script](#)

## 12.2.2 Drop\_Nation\_Tables\_Generate\_Script

Drop\_Nation\_Tables\_Generate\_Script — 删除 county\_all, state\_all 表并生成 county, state 表 (州) 的索引。

### Synopsis

text **Drop\_Nation\_Tables\_Generate\_Script**(text param\_schema=tiger\_data);

☐☐

删除 county\_all, state\_all 表并生成 county, state 表 (州) 的索引。tiger\_2010 和 tiger\_2011 表的索引。

2.1.0 版本。

☐☐

```

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;

```

☐☐

[Loader\\_Generate\\_Nation\\_Script](#)

## 12.2.3 Drop\_State\_Tables\_Generate\_Script

Drop\_State\_Tables\_Generate\_Script — 删除 (州) 的 county\_all, state\_all 表并生成 tiger\_data 表的索引。

### Synopsis

text **Drop\_State\_Tables\_Generate\_Script**(text param\_state, text param\_schema=tiger\_data);

返回

返回生成脚本 (州) 的 SQL 语句。脚本将删除 tiger\_data 数据库中的所有表。脚本将删除 (州) 的以下表 (州) 的表。

2.0.0 版本引入。

用法

```
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;
```

用法

### Loader\_Generate\_Script

## 12.2.4 Geocode

Geocode — 将地址 (字符串) 转换为 NAD83 几何点, 返回 norm\_addy OUT addy, geometry OUT geomout, integer OUT rating。返回 norm\_addy in\_addy, integer max\_results=10, geometry restrict\_region=NULL) 的表。

### 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);

简介

PostGIS (PostgreSQL) 使用 NAD83 坐标系, normalized\_address (addy) 字段. TIGER (edge, face, addr), PostgreSQL (soundex, levenshtein), PostGIS TIGER 索引. (x/y) 精度 10 位.

PostGIS: 2.0.0 使用 TIGER 2010 数据, max\_results 设置.

安装

支持 (MA), (MN), (CA), (RI) TIGER PostgreSQL 9.1rc1/PostGIS 2.0 或 3.0 GHz 2GB 7 位.

支持 (61 位).

```
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', 1) As g;
```

rating	lon	lat	stno	street	styp	city	st	zip
0	-71.0557505845646	42.35897920691	75	State	St	Boston	MA	02109

支持 (122 ~ 150 位).

```
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

支持 (500 位).

```
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('31 - 37 Stewart Street, Boston, MA 02116',1) As g;
```

rating	wktlonlat	stno	street	styp	city	st	zip
70	POINT(-71.06466 42.35114)	31	Stuart	St	Boston	MA	02116

支持 (batch) 设置. max\_results = 1 设置.

```
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, Waford, 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.rating, -1), pprint_addy(g.addy),
        ST_X(g.geomout)::numeric(8,5), ST_Y(g.geomout)::numeric(8,5) )
FROM (SELECT addid, address
      FROM addresses_to_geocode
      WHERE rating IS NULL ORDER BY addid LIMIT 3) As a
  LEFT JOIN LATERAL geocode(a.address,1) As g ON true
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	new_address	rating	lon	lat	
1	529 Main Street, Boston MA, 02129 Boston, MA 02129	0	-71.07177	42.38357	529 Main St, ←
2	77 Massachusetts Avenue, Cambridge, MA 02139 Massachusetts Ave, Cambridge, MA 02139	0	-71.09396	42.35961	77 ←
3	25 Wizard of Oz, Waford, KS 99912323 KS 67502	108	-97.92913	38.12717	Willowbrook, ←

(3 rows)

```
☒☒: ☒☒☒☒☒☒
```

```

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('100 Federal Street, MA',
  3,
  (SELECT ST_Union(the_geom)
   FROM place WHERE statefp = '25' AND name = 'Lynn')::geometry
 ) As g;

```

rating	wktlonlat	stno	street	styp	city	st	zip
7	POINT(-70.96796 42.4659)	100	Federal	St	Lynn	MA	01905
16	POINT(-70.96786 42.46853)	NULL	Federal	St	Lynn	MA	01905

(2 rows)

```
Time: 622.939 ms
```







### 12.2.8 Install\_Missing\_Indexes

Install\_Missing\_Indexes — 安装缺失索引 (join) 键 (key) 索引。此函数将缺失的索引添加到指定的表或视图。它接受一个包含索引名称和键名称的文本数组，并返回一个布尔值，表示是否成功安装了索引。

#### Synopsis

boolean **Install\_Missing\_Indexes**(  
text[] param\_states, text os);

安装

tiger 表 tiger\_data 包含缺失索引。安装索引时，函数会生成 SQL DDL 语句，并将其添加到 update\_geocode.sql 文件中。有关更多信息，请参阅 [Missing\\_Indexes\\_Generate\\_Script](#)。安装索引后，运行 update\_geocode.sql 文件。

2.0.0 版本引入。

安装

```
SELECT install_missing_indexes(  
       install_missing_indexes  
-----  
t
```

安装

[Loader\\_Generate\\_Script](#), [Missing\\_Indexes\\_Generate\\_Script](#)

### 12.2.9 Loader\_Generate\_Census\_Script

Loader\_Generate\_Census\_Script — 生成州 (州) 的 TIGER 索引 (州) 的 tract, bg, tabblocks 索引。此函数将索引添加到指定的表或视图。它接受一个包含索引名称和键名称的文本数组，并返回一个布尔值，表示是否成功安装了索引。

#### Synopsis

setof text **loader\_generate\_census\_script**(text[] param\_states, text os);

安装

生成州 (州) 的 TIGER 索引 (州) 的 tract, bg, tabblocks 索引。此函数将索引添加到指定的表或视图。它接受一个包含索引名称和键名称的文本数组，并返回一个布尔值，表示是否成功安装了索引。

安装 unzip (7-zip) 文件，并运行 wget。有关更多信息，请参阅 [Section 4.7.2](#)。安装索引后，运行 update\_geocode.sql 文件。

安装 OS 文件。





```
.sh 简体中文.
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=*bg10.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
:
:
```

中文

### Loader\_Generate\_Script

## 12.2.10 Loader\_Generate\_Script

Loader\_Generate\_Script — 简体中文 (州) 中文, TIGER 简体中文 tiger\_data 简体中文. 中文 (州) 简体中文. 简体中文 TIGER 2010 简体中文, 简体中文, 简体中文, 简体中文.

### Synopsis

setof text loader\_generate\_script(text[] param\_states, text os);

中文

简体中文 (州) 中文, TIGER 简体中文 tiger\_data 简体中文. 中文 (州) 简体中文.

简体中文 unzip (简体中文 7-zip ) 简体中文, 简体中文 wget 简体中文. 简体中文 Section 4.7.2 简体中文. 简体中文 (州) 简体中文. 简体中文 "staging" "temp" 简体中文.

简体中文 OS 简体中文.

1. loader\_variables - 简体中文, 中文, 简体中文 (staging) 简体中文.

2. loader\_platform - 加载平台数据。加载平台数据。
3. loader\_lookuptables - 加载查找表 (州, 县), 加载查找表, 加载查找表。加载查找表。加载查找表。加载查找表 (州名) 县, TIGER 加载查找表。加载查找表。加载查找表 tiger.faces 加载查找表 tiger\_data.ma\_faces 加载查找表。

2.0.0 加载查找表。TIGER 2010 加载查找表 (tract), 加载查找表 (bg), 加载查找表 (tabblock) 加载查找表。



**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.

安装

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;
```

安装 2 加载查找表。

```
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
:
:
```

.sh 加载查找表。

```
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
-- variables used by psql: https://www.postgresql.org/docs/current/static/libpq-envars.html
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}/*. *
:
:

```

☐☐

Section 2.4.1, Pprint\_Addy, ST\_AsText

### 12.2.11 Loader\_Generate\_Nation\_Script

Loader\_Generate\_Nation\_Script — 生成加载国家脚本的 SQL 命令，用于加载国家数据。

#### Synopsis

text loader\_generate\_nation\_script(text os);

☐☐

生成加载国家脚本的 SQL 命令，tiger\_data 表包含 county\_all, county\_all\_lookup, state\_all 表。脚本将 tiger 表中的 county, county\_lookup, state 表加载到数据库中。

使用 unzip 命令（需要 7-zip 支持）解压，并使用 wget 命令下载。请参考 Section 4.7.2 中的说明。

脚本在 OS 环境变量 tiger.loader\_platform, tiger.loader\_var 和 tiger.loader\_lookuptables 中配置。

1. loader\_variables - 包含 staging 表的配置。
2. loader\_platform - 指定加载平台的路径。
3. loader\_lookuptables - 包含 (id, name), tiger\_loader\_lookuptables, tiger\_loader\_variables, tiger\_loader\_variables (州名) 等表，TIGER 表中的 faces 表。例如：tiger.faces 和 tiger\_data.ma\_faces。

Enhanced: 2.4.1 zip code 5 tabulation area (zcta5) load step was fixed and when enabled, zcta5 data is loaded as a single table called zcta5\_all as part of the nation script load.

2.1.0 生成加载国家脚本的 SQL 命令。



**Note**

If you want zip code 5 tabulation area (zcta5) to be included in your nation script load, do the following:

```
UPDATE tiger.loader_lookuptables SET load = true WHERE table_name = 'zcta510';
```



**Note**

删除 tiger\_2010 表 (州) tiger\_2011 表, 运行 [Drop\\_Nation\\_Tables\\_Generate\\_Script](#) 脚本.

运行

以下脚本生成 nation\_script 表.

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

以下脚本生成 nation\_script 表.

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

运行

[Loader\\_Generate\\_Script](#), [Missing\\_Indexes\\_Generate\\_Script](#)

### 12.2.12 Missing\_Indexes\_Generate\_Script

Missing\_Indexes\_Generate\_Script — 生成 (join) 表 (key) 表的 SQL DDL 脚本.

#### Synopsis

```
text Missing_Indexes_Generate_Script();
```

运行

tiger 表 tiger\_data 表 (join) 表 (key) 表的 SQL DDL 脚本. 运行脚本生成 nation\_script 表, 运行脚本生成 nation\_script 表. 运行脚本生成 nation\_script 表, 运行脚本生成 nation\_script 表. 运行脚本生成 nation\_script 表, 运行脚本生成 nation\_script 表.

2.0.0 版本.



3. streetName varchar(255).
4. streetTypeAbbrev varchar(10), St, Ave, Cir 等等. street\_type\_lookup 表.
5. postdirAbbrev varchar(10), N, S, E, W 等等. direction\_lookup 表.
6. internal varchar(255). 内部地址.
7. location varchar(255). 位置.
8. stateAbbrev varchar(10), MA, NY, MI 等等 (州名). state\_lookup 表.
9. zip varchar(10). 02109 等等.
10. parsed boolean. 是否解析. normalize\_address 函数.
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.

例

以下 SQL 语句使用 [Pprint\\_Addy](#) 函数。

```
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	

例

[Geocode, Pprint\\_Addy](#)

### 12.2.14 Pgcn Normalize Address

**Pgcn Normalize Address** — 将地址标准化，并返回标准化后的地址、街道名称、街道类型缩写、邮政编码、城市、州名、国家代码。使用 `norm_addy` 函数。使用 `tiger_geocoder` 函数（TIGER 地理名称数据库）进行地理编码。使用 `address_standardizer` 函数。

#### Synopsis

```
norm_addy pgcn_normalize_address(varchar in_address);
```

¶

norm\_addy ¶. ¶. ¶.

tiger tiger\_geocoder page\_\* ¶. TIGER ¶. tiger

tiger ¶.

norm\_addy ¶. ¶ () ¶, [] ¶:

**Normalize\_Address** ¶.

2.1.0 ¶.

✔ This method needs address\_standardizer extension.

(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip]

address\_standardizer standardaddr ¶ norm\_addy ¶. (¶) ¶. standardaddr ¶:

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 ¶: ¶.
2. predirAbbrev ¶ varchar ¶: N, S, E, W ¶. direction\_lookup ¶.
3. streetName ¶ varchar ¶.
4. streetTypeAbbrev ¶ varchar ¶, St, Ave, Cir ¶. street\_type\_lookup ¶.
5. postdirAbbrev ¶ varchar ¶, N, S, E, W ¶. direction\_lookup ¶.
6. internal ¶ varchar ¶. ¶.
7. location ¶ varchar ¶, ¶.
8. stateAbbrev ¶ varchar ¶, MA, NY, MI ¶ (州名) ¶. state\_lookup ¶.
9. zip ¶ varchar ¶. 02109 ¶.
10. parsed ¶ (boolean) ¶. normalize\_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 **Page\_Normalize\_Address** function. Availability: PostGIS 2.4.0.









st1	st2	st3	cross_str
5 Bradford St, Boston, MA 02118	49 Waltham St, Boston, MA 02118		Waltham St

**Geocode** 2

```
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	cross1	cross2
529 Main Street, Boston MA, 02129 Boston, MA 02129	Medford St	-71.07181	42.38359	527 Main St,	
77 Massachusetts Avenue, Cambridge, MA 02139 Massachusetts Ave, Cambridge, MA 02139	Vassar St	-71.09428	42.35988	77	
26 Capen Street, Medford, MA Medford, MA 02155	Capen St Tesla Ave	-71.12377	42.41101	9 Edison Ave,	
124 Mount Auburn St, Cambridge, Massachusetts 02138 Rd, Cambridge, MA 02138	Mount Auburn St	-71.12304	42.37328	3 University	
950 Main Street, Worcester, MA 01610 Worcester, MA 01603	Main St	-71.82368	42.24956	3 Maywood St,	Maywood Pl

**Pprint\_Addy, Pprint\_Addy, ST\_AsText**

### 12.2.17 Topology\_Load\_Tiger

Topology\_Load\_Tiger — PostGIS TIGER

#### Synopsis

```
text Topology_Load_Tiger(varchar topo_name, varchar region_type, varchar region_id);
```

PostGIS TIGER



**Note**

安装 TIGER 数据到 PostGIS 数据库。请参考 Chapter 9 Section 2.2.3。安装 TIGER 数据时，需要指定安装目录。请参考 Chapter 9 Section 2.2.3。



**Note**

安装 TIGER 数据时，需要指定安装目录。请参考 Chapter 9 Section 2.2.3。

安装:

1. topo\_name - 安装 PostGIS 数据库。
2. region\_type - 安装 place 和 county 数据。安装 TIGER 数据时，需要指定安装目录。请参考 tiger.place, tiger.county 安装目录。
3. region\_id - TIGER ID(geoid) 安装。安装 TIGER 数据时，需要指定安装目录。请参考 place 和 tiger.place 安装目录。county 安装 tiger.county 安装 cntyidfp 安装。

2.0.0 安装。

安装: 安装

安装 (2249) 安装 0.25 安装, 安装 TIGER 数据, 安装, 安装。

```

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
-----+-----+-----

```

例: 创建拓扑

创建拓扑 (26986) 精度 0.25, 加载 TIGER 数据, 验证拓扑。

```
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
```

例

[CreateTopology](#), [CreateTopoGeom](#), [TopologySummary](#), [ValidateTopology](#)

### 12.2.18 Set\_Geocode\_Setting

Set\_Geocode\_Setting — 设置地理编码设置。

#### Synopsis

text **Set\_Geocode\_Setting**(text setting\_name, text setting\_value);

例

设置地理编码设置。使用 [Get\\_Geocode\\_Setting](#) 获取设置。

2.1.0 新增。

注意: 此操作不可逆

在 **Geocode** 模式下, NOTICE 消息将被记录。

```
SELECT set_geocode_setting('debug_geocode_address', 'true') As result;
result
-----
true
```

注意

[Get\\_Geocode\\_Setting](#)

## Chapter 13

# PostGIS Special Functions Index

### 13.1 PostGIS Aggregate Functions

The functions below are spatial aggregate functions that are used in the same way as SQL aggregate function such as sum and average.

- **CG\_3DUnion** - Perform 3D union using postgis\_sfcgal.
  - **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
  - **ST\_3DUnion** - Perform 3D union.
  - **ST\_AsFlatGeobuf** - Return a FlatGeobuf representation of a set of rows.
  - **ST\_AsGeobuf** - Return a Geobuf representation of a set of rows.
  - **ST\_AsMVT** - Aggregate function returning a MVT representation of a set of rows.
  - **ST\_ClusterDBSCAN** - Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.
  - **ST\_ClusterIntersecting** - Aggregate function that clusters input geometries into connected sets.
  - **ST\_ClusterIntersectingWin** - Window function that returns a cluster id for each input geometry, clustering input geometries into connected sets.
  - **ST\_ClusterKMeans** - Window function that returns a cluster id for each input geometry using the K-means algorithm.
  - **ST\_ClusterWithin** - Aggregate function that clusters geometries by separation distance.
  - **ST\_ClusterWithinWin** - Window function that returns a cluster id for each input geometry, clustering using separation distance.
  - **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries.
  - **ST\_CoverageInvalidEdges** - Window function that finds locations where polygons fail to form a valid coverage.
  - **ST\_CoverageSimplify** - Window function that simplifies the edges of a polygonal coverage.
  - **ST\_CoverageUnion** - Computes the union of a set of polygons forming a coverage by removing shared edges.
  - **ST\_Extent** - Aggregate function that returns the bounding box of geometries.
-



- **ST\_MakeLine** - 返回由给定的点集组成的折线。
- **ST\_MemUnion** - 聚合函数，它以内存效率高但速度较慢的方式对几何体进行并集。
- **ST\_Polygonize** - 计算由一组几何体的线网形成的多边形集合。
- **ST\_SameAlignment** - 检查两个几何体是否具有相同的对齐方式（即它们的边界是否平行或垂直）。
- **ST\_Union** - 计算表示输入几何体点集并集的几何体。
- **ST\_Union** - 返回具有 1 个元素的几何体并集。
- **TopoElementArray\_Agg** - 返回一组 element\_id 的拓扑元素数组（topoelements）。

### 13.2 PostGIS Window Functions

下面的函数是空间窗口函数，它们的使用方式与 SQL 窗口函数（如 row\_number(), lead(), 和 lag()）相同。它们必须紧跟 OVER() 子句。

- **ST\_ClusterDBSCAN** - 窗口函数，使用 DBSCAN 算法为每个输入几何体返回簇 ID。
- **ST\_ClusterIntersectingWin** - 窗口函数，将相交的输入几何体聚类成连接集，并返回簇 ID。
- **ST\_ClusterKMeans** - 窗口函数，使用 K-均值算法为每个输入几何体返回簇 ID。
- **ST\_ClusterWithinWin** - 窗口函数，使用分离距离对输入几何体进行聚类，并返回簇 ID。
- **ST\_CoverageInvalidEdges** - 窗口函数，找到多边形无法形成有效覆盖的位置。
- **ST\_CoverageSimplify** - 窗口函数，简化多边形的边缘。

### 13.3 PostGIS SQL-MM Compliant Functions

下面的函数是符合 SQL/MM 3 标准的 PostGIS 函数。

- **CG\_3DArea** - 返回 3D 几何体的面积。
- **CG\_3DDifference** - 返回两个 3D 几何体之间的差集。
- **CG\_3DIntersection** - 返回两个 3D 几何体的交集。
- **CG\_3DUnion** - 使用 postgis\_sfcgal 进行 3D 并集。
- **CG\_Volume** - 返回 3D 几何体的体积。
- **ST\_3DArea** - 返回 3D 几何体的面积。
- **ST\_3DDWithin** - 测试两个 3D 几何体是否在给定的 3D 距离内。
- **ST\_3DDifference** - 返回两个 3D 几何体之间的差集。

- **ST\_3DDistance** - 返回两个 3D 几何体 (SRS 必须) 之间的 3D 距离。
- **ST\_3DIntersection** - 返回两个 3D 几何体的交集。
- **ST\_3DIntersects** - Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_3DLength** - 返回 3D 几何体的长度。
- **ST\_3DPerimeter** - 返回 3D 几何体的周长。
- **ST\_3DUnion** - Perform 3D union.
- **ST\_AddEdgeModFace** - 添加边并修改面。
- **ST\_AddEdgeNewFaces** - 添加边并创建新面。
- **ST\_AddIsoEdge** - 添加孤立边。参数: anode, anothernode, alinestring, id。
- **ST\_AddIsoNode** - 添加孤立节点。参数: id, null。
- **ST\_Area** - 返回 3D 几何体的面积。
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsGML** - 返回 GML 2 或 GML 3 表示的几何体。
- **ST\_AsText** - 返回 WKT(Well-Known Text) 表示的几何体。参数: SRID。
- **ST\_Boundary** - 返回几何体的边界。
- **ST\_Buffer** - Computes a geometry covering all points within a given distance from a geometry.
- **ST\_Centroid** - 返回几何体的质心。
- **ST\_ChangeEdgeGeom** - 修改几何体的边。
- **ST\_Contains** - Tests if every point of B lies in A, and their interiors have a point in common
- **ST\_ConvexHull** - Computes the convex hull of a geometry.
- **ST\_CoordDim** - ST\_Geometry 的坐标维度。
- **ST\_CreateTopoGeo** - 创建拓扑几何体。
- **ST\_Crosses** - Tests if two geometries have some, but not all, interior points in common
- **ST\_CurveN** - Returns the Nth component curve geometry of a CompoundCurve.
- **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry.
- **ST\_Difference** - Computes a geometry representing the part of geometry A that does not intersect geometry B.
- **ST\_Dimension** - ST\_Geometry 的维度。
- **ST\_Disjoint** - Tests if two geometries have no points in common
- **ST\_Distance** - 返回两个 3D 几何体之间的最长距离。

- **ST\_EndPoint** - ST\_LineString | ST\_CircularString
- **ST\_Envelope** - (double precision; float8)
- **ST\_Equals** - Tests if two geometries include the same set of points
- **ST\_ExteriorRing**
- **ST\_GMLToSQL** - GML | ST\_Geometry | ST\_GeomFromGML
- **ST\_GeomCollFromText** - Makes a collection Geometry from collection WKT with the given SRID. If SRID is not given, it defaults to 0.
- **ST\_GeomFromText** - WKT | ST\_Geometry
- **ST\_GeomFromWKB** - WKB(Well-Known Binary) | SRID
- **ST\_GeometryFromText** - WKT(Well-Known Text) | ST\_Geometry | ST\_GeomFromText
- **ST\_GeometryN** - ST\_Geometry
- **ST\_GeometryType** - ST\_Geometry
- **ST\_GetFaceEdges** - aface
- **ST\_GetFaceGeometry** - ID
- **ST\_InitTopoGeo** - Creates a new topology schema and registers it in the topology.topology table.
- **ST\_InteriorRingN**
- **ST\_Intersection** - Computes a geometry representing the shared portion of geometries A and B.
- **ST\_Intersects** - Tests if two geometries intersect (they have at least one point in common)
- **ST\_IsClosed** - LINESTRING | TRUE | ( | ) | TRUE
- **ST\_IsEmpty** - Tests if a geometry is empty.
- **ST\_IsRing** - Tests if a LineString is closed and simple.
- **ST\_IsSimple** - TRUE |
- **ST\_IsValid** - Tests if a geometry is well-formed in 2D.
- **ST\_Length**
- **ST\_LineFromText** - SRID | WKT | SRID | 0
- **ST\_LineFromWKB** - SRID | WKB | LINESTRING
- **ST\_LinestringFromWKB** - SRID | WKB
- **ST\_LocateAlong** - Returns the point(s) on a geometry that match a measure value.
- **ST\_LocateBetween** - Returns the portions of a geometry that match a measure range.
- **ST\_M** - Returns the M coordinate of a Point.
- **ST\_MLineFromText** - WKT | ST\_MultiLineString


- **ST\_MPointFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.
- **ST\_MPolyFromText** - Makes a MultiPolygon Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.
- **ST\_ModEdgeHeal** - Heals two edges by deleting the node connecting them, modifying the first edge and deleting the second edge. Returns the id of the deleted node.
- **ST\_ModEdgeSplit** - `ST_ModEdgeSplit(geom, edge_id, new_geom)`, `ST_ModEdgeSplit(geom, edge_id, new_geom, id)`.
- **ST\_MoveIsoNode** - Moves an isolated node in a topology from one point to another. If new a point geometry exists as a node an error is thrown. Returns description of move.
- **ST\_NewEdgeHeal** - Heals 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.
- **ST\_NewEdgesSplit** - `ST_NewEdgesSplit(geom, edge_id, new_geom, 2, new_geom)`, `ST_NewEdgesSplit(geom, edge_id, new_geom, id)`.
- **ST\_NumCurves** - Return the number of component curves in a CompoundCurve.
- **ST\_NumGeometries** - `ST_NumGeometries(geom)`. `ST_NumGeometries(geom, id)`.
- **ST\_NumInteriorRings** - `ST_NumInteriorRings(geom)`.
- **ST\_NumPatches** - `ST_NumPatches(geom)`. `ST_NumPatches(geom, id)` NULL `ST_NumPatches(geom, id, id)`.
- **ST\_NumPoints** - `ST_NumPoints(ST_LineString geom)` `ST_NumPoints(ST_CircularString geom)`.
- **ST\_OrderingEquals** - Tests if two geometries represent the same geometry and have points in the same directional order
- **ST\_Overlaps** - Tests if two geometries have the same dimension and intersect, but each has at least one point not in the other
- **ST\_PatchN** - `ST_PatchN(ST_Geometry geom, n)`.
- **ST\_Perimeter** - Returns the length of the boundary of a polygonal geometry or geography.
- **ST\_Point** - Creates a Point with X, Y and SRID values.
- **ST\_PointFromText** - `ST_PointFromText(SRID geom WKT geom SRID geom)`. `ST_PointFromText(geom, SRID, geom)`.
- **ST\_PointFromWKB** - `ST_PointFromWKB(SRID geom WKB geom)`.
- **ST\_PointN** - `ST_PointN(ST_LineString geom) ST_PointN(ST_CircularString geom)`.
- **ST\_PointOnSurface** - Computes a point guaranteed to lie in a polygon, or on a geometry.
- **ST\_Polygon** - Creates a Polygon from a LineString with a specified SRID.
- **ST\_PolygonFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.
- **ST\_Relate** - Tests if two geometries have a topological relationship matching an Intersection Matrix pattern, or computes their Intersection Matrix
- **ST\_RemEdgeModFace** - Removes an edge, and if the edge separates two faces deletes one face and modifies the other face to cover the space of both.
- **ST\_RemEdgeNewFace** - `ST_RemEdgeNewFace(geom, edge_id, new_geom)`, `ST_RemEdgeNewFace(geom, edge_id, new_geom, id)`.

- **ST\_RemoveIsoEdge** - Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.
- **ST\_RemoveIsoNode** - 移除几何体中的孤立节点并返回描述。如果几何体不是孤立的，则抛出异常。`ST_RemoveIsoNode(geometry)` 返回 `text`。
- **ST\_SRID** - Returns the spatial reference identifier for a geometry.
- **ST\_StartPoint** - Returns the first point of a LineString.
- **ST\_SymDifference** - Computes a geometry representing the portions of geometries A and B that do not intersect.
- **ST\_Touches** - Tests if two geometries have at least one point in common, but their interiors do not intersect
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Union** - Computes a geometry representing the point-set union of the input geometries.
- **ST\_Volume** - 3D 几何体的体积。返回 `float` (浮点) 或 `float` (浮点) 0 表示空几何体。
- **ST\_WKBToSQL** - WKB(Well-Known Binary) 格式转换为 `ST_Geometry` 格式。返回 `SRID geometry` 格式。`ST_GeomFromWKB(wkb)`。
- **ST\_WKTToSQL** - WKT(Well-Known Text) 格式转换为 `ST_Geometry` 格式。返回 `ST_GeomFromWKT(wkt)`。
- **ST\_Within** - Tests if every point of A lies in B, and their interiors have a point in common
- **ST\_X** - Returns the X coordinate of a Point.
- **ST\_Y** - Returns the Y coordinate of a Point.
- **ST\_Z** - Returns the Z coordinate of a Point.
- **ST\_SRID** - Returns the spatial reference identifier for a topogeometry.

### 13.4 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** - 返回几何体的面积。
  - **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
  - **ST\_AsEWKT** - 返回 WKT(Well-Known Text) 格式并包含 SRID 的 `ST_Geometry` 格式。
  - **ST\_AsGML** - 返回 GML 2 或 GML 3 格式的 `ST_Geometry`。
-

- **ST\_AsGeoJSON** - Return a geometry or feature in GeoJSON format.
- **ST\_AsKML** - 返回 GML 2 或 GML 3 格式。
- **ST\_AsSVG** - Returns SVG path data for a geometry.
- **ST\_AsText** - 返回/将 WKT(Well-Known Text) 转换为 SRID 格式。
- **ST\_Azimuth** - 返回 2 个几何体之间的方位角。
- **ST\_Buffer** - Computes a geometry covering all points within a given distance from a geometry.
- **ST\_Centroid** - 返回几何体的质心。
- **ST\_ClosestPoint** - Returns the 2D point on g1 that is closest to g2. This is the first point of the shortest line from one geometry to the other.
- **ST\_CoveredBy** - Tests if every point of A lies in B
- **ST\_Covers** - Tests if every point of B lies in A
- **ST\_DWithin** - Tests if two geometries are within a given distance
- **ST\_Distance** - 返回 3 个几何体 (最长) 之间的距离。
- **ST\_GeogFromText** - WKT (经纬) 转换为地理坐标系。
- **ST\_GeogFromWKB** - WKB 转换为 EWKB(地理 WKB) 格式。
- **ST\_GeographyFromText** - WKT (经纬) 转换为地理坐标系。
- **=** - 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** - Computes a geometry representing the shared portion of geometries A and B.
- **ST\_Intersects** - Tests if two geometries intersect (they have at least one point in common)
- **ST\_Length** - 返回几何体的长度。
- **ST\_LineInterpolatePoint** - Returns a point interpolated along a line at a fractional location.
- **ST\_LineInterpolatePoints** - Returns points interpolated along a line at a fractional interval.
- **ST\_LineLocatePoint** - Returns the fractional location of the closest point on a line to a point.
- **ST\_LineSubstring** - Returns the part of a line between two fractional locations.
- **ST\_Perimeter** - Returns the length of the boundary of a polygonal geometry or geography.
- **ST\_Project** - Returns a point projected from a start point by a distance and bearing (azimuth).
- **ST\_Segmentize** - Returns a modified geometry/geography having no segment longer than a given distance.
- **ST\_ShortestLine** - 返回 2 个几何体之间的最短距离。
- **ST\_Summary** - 返回几何体的摘要。
- **<->** - A 与 B 之间的距离。
- **&&** - A 与 B 在 2D 空间中的交集是否为 TRUE。



- **ST\_BandNoDataValue** - 返回指定 NODATA 值的栅格带的值。返回的栅格带的值在 1 到 255 之间。
- **ST\_BandPath** - 返回指定栅格带的路径。bandnum 参数在 1 到 255 之间。
- **ST\_BandPixelType** - 返回指定栅格带的像素类型。bandnum 参数在 1 到 255 之间。
- **ST\_Clip** - Returns the raster clipped by the input geometry. If band number is not specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped. If touched is set to TRUE, then touched pixels are included, otherwise only if the center of the pixel is in the geometry it is included.
- **ST\_ColorMap** - 返回指定栅格带的 8BUI 值 (grayscale, RGB, RGBA) 的 4 个通道。返回的栅格带的值在 1 到 255 之间。
- **ST\_Contains** - 返回 rastA 是否包含 rastB 的栅格带, 返回 rastB 是否包含 rastA 的栅格带。
- **ST\_ContainsProperly** - rastB 是否包含 rastA 的栅格带, 返回 rastA 是否包含 rastB 的栅格带。
- **ST\_Contour** - Generates a set of vector contours from the provided raster band, using the GDAL contouring algorithm.
- **ST\_ConvexHull** - BandNoDataValue 返回指定栅格带的凸包, 返回的栅格带的值在 1 到 255 之间, ST\_Envelope 返回指定栅格带的包络线。
- **ST\_Count** - 返回指定栅格带的像素计数。返回的栅格带的值在 1 到 255 之间。exclude\_nodata\_value 返回指定栅格带的值, NODATA 返回的栅格带的值在 1 到 255 之间。
- **ST\_CountAgg** - 返回指定栅格带的聚合计数。返回的栅格带的值在 1 到 255 之间。exclude\_nodata\_value 返回指定栅格带的值, NODATA 返回的栅格带的值在 1 到 255 之间。
- **ST\_CoveredBy** - 返回 rastA 是否被 rastB 的栅格带覆盖。
- **ST\_Covers** - 返回 rastB 是否覆盖 rastA 的栅格带。
- **ST\_DFullyWithin** - 返回 rastA 是否完全在 rastB 的栅格带内。
- **ST\_DWithin** - 返回 rastA 是否在 rastB 的栅格带内。
- **ST\_Disjoint** - 返回 rastA 是否与 rastB 的栅格带不相交。
- **ST\_DumpAsPolygons** - 返回 geomval(geom, val) 返回的栅格带的多边形。返回的栅格带的值在 1 到 255 之间。
- **ST\_DumpValues** - 返回指定栅格带的 2 个通道的值。
- **ST\_Envelope** - 返回指定栅格带的包络线。
- **ST\_FromGDALRaster** - 返回 GDAL 返回的栅格带的值。
- **ST\_GeoReference** - 返回 (world) 返回的栅格带的地理参考信息。返回的栅格带的值在 1 到 255 之间。返回的 GDAL 返回的栅格带的值。
- **ST\_Grayscale** - Creates a new one-8BUI band raster from the source raster and specified bands representing Red, Green and Blue
- **ST\_HasNoBand** - 返回指定栅格带是否具有指定的值。返回的栅格带的值在 1 到 255 之间。



- **ST\_Height** - 返回栅格的最大高度。
- **ST\_HillShade** - 根据栅格高程生成阴影图。参数包括：栅格、阴影比例、阴影方向、阴影颜色。
- **ST\_Histogram** - 返回栅格的直方图。参数包括：栅格、bin数、bin大小。
- **ST\_InterpolateRaster** - Interpolates a gridded surface based on an input set of 3-d points, using the X- and Y-values to position the points on the grid and the Z-value of the points as the surface elevation.
- **ST\_Intersection** - 返回两个栅格的交集。参数包括：栅格A、栅格B。
- **ST\_Intersects** - 返回栅格A和栅格B是否相交。参数包括：栅格A、栅格B。
- **ST\_IsEmpty** - 返回栅格是否为空（width = 0, height = 0）。参数包括：栅格。
- **ST\_MakeEmptyCoverage** - Cover georeferenced area with a grid of empty raster tiles.
- **ST\_MakeEmptyRaster** - 返回空栅格。参数包括：宽度、高度、SRID、scalex、scaley、skewx、skewy、SRID、SRID未知值。
- **ST\_MapAlgebra (callback function version)** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、回调函数。
- **ST\_MapAlgebraExpr** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL表达式。
- **ST\_MapAlgebraExpr** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL表达式、extenttype。
- **ST\_MapAlgebraFct** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL函数。
- **ST\_MapAlgebraFct** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL函数、extenttype。
- **ST\_MapAlgebraFctNgb** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL函数、neighborhood。
- **ST\_MapAlgebra (expression version)** - 返回栅格A和栅格B的交集。参数包括：栅格A、栅格B、PostgreSQL表达式。
- **ST\_MemSize** - 返回栅格的内存大小。参数包括：栅格。
- **ST\_MetaData** - 返回栅格的元数据。参数包括：栅格、skew。
- **ST\_MinConvexHull** - 返回栅格的最小凸包。参数包括：栅格、NODATA。
- **ST\_NearestValue** - columnx rowy, 返回栅格的最邻近值。参数包括：栅格、columnx、rowy、NODATA。

- **ST\_Neighborhood** - columnx 和 rowy, 返回指定栅格邻域中的像素值。如果指定了 NODATA 标志，则返回 2 个字节的数据。
- **ST\_NotSameAlignmentReason** - 返回两个栅格不匹配的原因。
- **ST\_NumBands** - 返回栅格的波段数。
- **ST\_Overlaps** - 返回两个栅格是否重叠。
- **ST\_PixelAsCentroid** - 返回栅格像素的质心 (X, Y) 坐标。
- **ST\_PixelAsCentroids** - 返回栅格像素的质心 (X, Y) 坐标列表。
- **ST\_PixelAsPoint** - 返回栅格像素的质心点。
- **ST\_PixelAsPoints** - 返回栅格像素的质心点列表。
- **ST\_PixelAsPolygon** - 返回栅格像素的质心多边形。
- **ST\_PixelAsPolygons** - 返回栅格像素的质心多边形列表。
- **ST\_PixelHeight** - 返回栅格像素的高度。
- **ST\_PixelOfValue** - 返回栅格中指定值的像素的列和行。
- **ST\_PixelWidth** - 返回栅格像素的宽度。
- **ST\_Polygon** - 返回栅格像素的质心多边形。
- **ST\_Quantile** - 返回栅格像素的指定分位数 (population) 或百分位数 (percentile) 的值。例如，25%, 50%, 75% 分位数。
- **ST\_RastFromHexWKB** - Return a raster value from a Hex representation of Well-Known Binary (WKB) raster.
- **ST\_RastFromWKB** - Return a raster value from a Well-Known Binary (WKB) raster.
- **ST\_RasterToWorldCoord** - 返回栅格像素的质心 (X, Y) 坐标。
- **ST\_RasterToWorldCoordX** - 返回栅格像素的质心 X 坐标。
- **ST\_RasterToWorldCoordY** - 返回栅格像素的质心 Y 坐标。
- **ST\_Reclass** - 返回重新分类后的栅格。nband 指定重新分类的波段。
- **ST\_Resample** - 重新采样栅格，指定新的像素大小和重采样算法。
- **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, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.
- **ST\_Resize** - 返回调整大小后的栅格。

- **ST\_Reskew** - 对栅格 (栅格数据集) 进行重新采样。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 或 Lanczos 重新采样方法。 NearestNeighbor 方法。
- **ST\_Rotation** - 对栅格进行旋转。
- **ST\_Roughness** - DEM 栅格的“粗糙度” (roughness) 值。
- **ST\_SRID** - spatial\_ref\_sys 数据库表, 用于存储空间参考系统。
- **ST\_SameAlignment** - 检查两个栅格是否具有相同的对齐方式 (例如, 是否都是北向上)。 返回 true 表示对齐, false 表示未对齐。
- **ST\_ScaleX** - 对栅格进行 X 轴缩放。
- **ST\_ScaleY** - 对栅格进行 Y 轴缩放。
- **ST\_SetBandIndex** - Update the external band number of an out-db band
- **ST\_SetBandIsNoData** - 设置 isnodata 标志。
- **ST\_SetBandNoDataValue** - NODATA 值。 默认值为 1。 可以设置为 NULL。
- **ST\_SetBandPath** - Update the external path and band number of an out-db band
- **ST\_SetGeoReference** - 设置栅格的地理参考信息。 支持 GDAL 和 ESRI 格式。
- **ST\_SetM** - Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the M dimension using the requested resample algorithm.
- **ST\_SetRotation** - 设置栅格的旋转角度。
- **ST\_SetSRID** - 设置 SRID 或 spatial\_ref\_sys 数据库表 SRID。
- **ST\_SetScale** - X 和 Y 轴缩放。 支持 X/Y 和 X/Y/Scale 格式。
- **ST\_SetSkew** - 设置 X 和 Y 轴的偏斜 (skew) 值。
- **ST\_SetUpperLeft** - Sets the value of the upper left corner of the pixel of the raster to projected X and Y coordinates.
- **ST\_SetValue** - 设置 columnx, rowy 位置的值。 支持 1 和 0 索引。
- **ST\_SetValues** - 设置栅格的所有值。
- **ST\_SetZ** - Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the Z dimension using the requested resample algorithm.
- **ST\_SkewX** - 设置 X 轴的偏斜 (skew) 值。
- **ST\_SkewY** - 设置 Y 轴的偏斜 (skew) 值。
- **ST\_Slope** - 计算栅格的坡度 (slope) 值。
- **ST\_SnapToGrid** - 将栅格对齐到指定的网格。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 或 Lanczos 重新采样方法。 NearestNeighbor 方法。
- **ST\_Summary** - 生成栅格的摘要信息。

- **ST\_SummaryStats** - 返回栅格的统计信息: count, sum, mean, stddev, min, max. 返回类型为 float8. 默认返回 1 个值。
- **ST\_SummaryStatsAgg** - 聚合栅格的统计信息: count, sum, mean, stddev, min, max. 返回类型为 float8. 默认返回 1 个值。
- **ST\_TPI** - 地形位置指数 (Topographic Position Index) 函数。
- **ST\_TRI** - 地形崎岖度指数 (Terrain Ruggedness Index) 函数。
- **ST\_Tile** - 将栅格分割成指定大小的瓦片。
- **ST\_Touches** - 检查两个栅格是否接触。rastA 和 rastB 是栅格名称。TRUE 表示接触。
- **ST\_Transform** - 对栅格进行坐标变换。支持 NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos 等方法。NearestNeighbor 是默认方法。
- **ST\_Union** - 对两个栅格进行并集操作。
- **ST\_UpperLeftX** - 返回栅格左上角的 X 坐标。
- **ST\_UpperLeftY** - 返回栅格左上角的 Y 坐标。
- **ST\_Value** - 返回栅格在指定行列 (columnx, rowy) 处的值。支持 exclude\_nodata\_value 和 nodata 选项。
- **ST\_ValueCount** - 返回栅格中每个值的出现次数。支持 NODATA 选项。
- **ST\_Width** - 返回栅格的宽度。
- **ST\_Within** - 检查一个栅格是否完全包含在另一个栅格内。
- **ST\_WorldToRasterCoord** - 将世界坐标 (X, Y) 转换为栅格坐标。
- **ST\_WorldToRasterCoordX** - 返回世界坐标 X 对应的栅格 X 坐标 (xw, yw)。
- **ST\_WorldToRasterCoordY** - 返回世界坐标 Y 对应的栅格 Y 坐标 (xw, yw)。
- **UpdateRasterSRID** - 更新栅格的 SRID 值。

## 13.6 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** - 将几何体转换为多边形集合。返回类型为 geomval。默认返回 1 个值。
- **ST\_Intersection** - 返回两个几何体的交集。返回类型为 geometry。

- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - Returns a set of geometry\_dump rows for the points of a geometry.
- **ST\_DumpRings** - Returns a set of geometry\_dump rows for the exterior and interior rings of a Polygon.
- **ST\_DumpSegments** - Returns a set of geometry\_dump rows for the segments of a geometry.

## 13.7 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 2D extent of a geometry.
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_3DMakeBox** - Creates a BOX3D defined by two 3D point geometries.
- **ST\_AsMVTGeom** - Transforms a geometry into the coordinate space of a MVT tile.
- **ST\_AsTWKB** - Returns a TWKB (Tiny Well-Known Binary) representation of a geometry.
- **ST\_Box2dFromGeoHash** - Returns a BOX2D representing the 2D extent of a GeoHash.
- **ST\_ClipByBox2D** - Computes the portion of a geometry falling within a rectangle.
- **ST\_EstimatedExtent** - Returns the estimated extent of a spatial table.
- **ST\_Expand** - Returns a bounding box expanded from another bounding box or a geometry.
- **ST\_Extent** - Aggregate function that returns the bounding box of geometries.
- **ST\_MakeBox2D** - Creates a BOX2D defined by two 2D point geometries.
- **ST\_RemoveIrrelevantPointsForView** - Removes points that are irrelevant for rendering a specific rectangular view of a geometry.
- **ST\_XMax** - Returns the X maxima of a 2D or 3D bounding box or a geometry.
- **ST\_XMin** - Returns the X minima of a 2D or 3D bounding box or a geometry.
- **ST\_YMax** - Returns the Y maxima of a 2D or 3D bounding box or a geometry.
- **ST\_YMin** - Returns the Y minima of a 2D or 3D bounding box or a geometry.
- **ST\_ZMax** - Returns the Z maxima of a 2D or 3D bounding box or a geometry.
- **ST\_ZMin** - Returns the Z minima of a 2D or 3D bounding box or a geometry.
- **RemoveUnusedPrimitives** - Removes topology primitives which not needed to define existing Topo-Geometry objects.
- **ValidateTopology** - Returns a set of validate\_topology\_return\_type objects detailing issues with topology.
- **~(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 bounding box.
- `~(geometry,box2df)` - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- `@(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).

## 13.8 PostGIS Functions that support 3D

The functions given below are PostGIS functions that do not throw away the Z-Index.

- `AddGeometryColumn` - Add a new geometry column to a table.
- `Box3D` - Returns a BOX3D representing the 3D extent of a geometry.
- `CG_3DArea` - 3D area of a geometry. Returns 0 for non-3D geometries.
- `CG_3DConvexHull` - 3D convex hull of a geometry.
- `CG_3DDifference` - 3D difference of two geometries.
- `CG_3DIntersection` - 3D intersection of two geometries.
- `CG_3DUnion` - Perform 3D union using `postgis_sfcgal`.
- `CG_ApproximateMedialAxis` - 3D approximate medial axis of a geometry.
- `CG_ConstrainedDelaunayTriangles` - Return a constrained Delaunay triangulation around the given input geometry.
- `CG_Extrude` - Extrude a 2D geometry into 3D.
- `CG_ForceLHR` - LHR(Left Hand Reverse; `force_lhr`) flag for `CG_3DUnion`.
- `CG_IsPlanar` - Check if a 3D geometry is planar.
- `CG_IsSolid` - Check if a 3D geometry is a solid.
- `CG_MakeSolid` - Make a 3D geometry solid. `force_lhr` flag, `force_tin` flag, `force_solid` flag.
- `CG_Orientation` - Orientation (orientation) of a 3D geometry.
- `CG_StraightSkeleton` - Straight skeleton of a 3D geometry.

- **CG\_Tessellate** - 对多边形进行三角剖分 (tessellation) 生成 TIN 或 TIN 集合。
- **CG\_Visibility** - Compute a visibility polygon from a point or a segment in a polygon geometry
- **CG\_Volume** - 3D 体积计算。返回 (SRID) 0 或浮点数值。
- **DropGeometryColumn** - 删除表中的几何列。
- **GeometryType** - ST\_Geometry 返回几何类型。
- **ST\_3DArea** - 3D 面积计算。返回 0 或浮点数值。
- **ST\_3DClosestPoint** - g2 到 g1 的最近点。返回 3D 点几何。
- **ST\_3DConvexHull** - 3D 凸包。
- **ST\_3DDFullyWithin** - Tests if two 3D geometries are entirely within a given 3D distance
- **ST\_3DDWithin** - Tests if two 3D geometries are within a given 3D distance
- **ST\_3DDifference** - 3D 差集。
- **ST\_3DDistance** - 3D 距离。返回 (SRID) 3 或浮点数值。
- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_3DIntersection** - 3D 交集。
- **ST\_3DIntersects** - Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_3DLength** - 3D 长度。
- **ST\_3DLineInterpolatePoint** - Returns a point interpolated along a 3D line at a fractional location.
- **ST\_3DLongestLine** - 3D 最长线 (longest) 几何。
- **ST\_3DMaxDistance** - 3D 最大距离。返回 (SRID) 3 或浮点数值。
- **ST\_3DPerimeter** - 3D 周长。
- **ST\_3DShortestLine** - 3D 最短线 (shortest) 几何。
- **ST\_3DUnion** - Perform 3D union.
- **ST\_AddMeasure** - Interpolates measures along a linear geometry.
- **ST\_AddPoint** - 3D 添加点。
- **ST\_Affine** - Apply a 3D affine transformation to a geometry.
- **ST\_ApproximateMedialAxis** - 3D 近似中轴。
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKB** - Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.
- **ST\_AsEWKT** - 返回 WKT(Well-Known Text) 和 SRID 的几何表示。
- **ST\_AsGML** - 返回 GML 2 或 GML 3 的几何表示。

- **ST\_AsGeoJSON** - Return a geometry or feature in GeoJSON format.
- **ST\_AsHEXEWKB** - (NDR) (XDR) HEXEWKB ( ) .
- **ST\_AsKML** - GML 2 GML 3 .
- **ST\_AsX3D** - X3D XML : ISO-IEC-19776-1.2-X3DEncodings-XML .
- **ST\_Boundary** - .
- **ST\_BoundingDiagonal** - .
- **ST\_CPAWithin** - Tests if the closest point of approach of two trajectories is within the specified distance.
- **ST\_ChaikinSmoothing** - Returns a smoothed version of a geometry, using the Chaikin algorithm
- **ST\_ClosestPointOfApproach** - Returns a measure at the closest point of approach of two trajectories.
- **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries.
- **ST\_ConstrainedDelaunayTriangles** - Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_ConvexHull** - Computes the convex hull of a geometry.
- **ST\_CoordDim** - ST\_Geometry .
- **ST\_CurveN** - Returns the Nth component curve geometry of a CompoundCurve.
- **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry.
- **ST\_DelaunayTriangles** - Returns the Delaunay triangulation of the vertices of a geometry.
- **ST\_Difference** - Computes a geometry representing the part of geometry A that does not intersect geometry B.
- **ST\_DistanceCPA** - Returns the distance between the closest point of approach of two trajectories.
- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - .
- **ST\_DumpRings** - Returns a set of geometry\_dump rows for the exterior and interior rings of a Polygon.
- **ST\_DumpSegments** - .
- **ST\_EndPoint** - ST\_LineString ST\_CircularString .
- **ST\_ExteriorRing** - .
- **ST\_Extrude** - .
- **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
- **ST\_Force2D** - "2" .
- **ST\_ForceCurve** - , (upcast) .
- **ST\_ForceLHR** - LHR(Left Hand Reverse; ) .
- **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** - 强制几何体 (orientation) 符合右手定则 (Right-Hand Rule)。
- **ST\_ForceSFS** - 强制 SFS 1.1 兼容。
- **ST\_Force3D** - 强制 XYZ 坐标。ST\_Force3DZ 强制 XYZD 坐标。
- **ST\_Force3DZ** - 强制 XYZ 坐标。
- **ST\_Force4D** - 强制 XYZM 坐标。
- **ST\_ForceCollection** - 强制几何体集合。
- **ST\_GeomFromEWKB** - EWKB(Extended Well-Known Binary) 格式 ST\_Geometry 几何体。
- **ST\_GeomFromEWKT** - EWKT(Extended Well-Known Text) 格式 ST\_Geometry 几何体。
- **ST\_GeomFromGML** - GML 格式 PostGIS 几何体。
- **ST\_GeomFromGeoJSON** - GeoJSON 格式 PostGIS 几何体。
- **ST\_GeomFromKML** - KML 格式 PostGIS 几何体。
- **ST\_GeometricMedian** - 几何体的中位数 (median)。
- **ST\_GeometryN** - ST\_Geometry 几何体的第 N 个部分。
- **ST\_GeometryType** - ST\_Geometry 几何体的类型。
- **ST\_HasArc** - 测试几何体是否包含圆形弧。
- **ST\_HasM** - 测试几何体是否具有 M (measure) 维度。
- **ST\_HasZ** - 测试几何体是否具有 Z 维度。
- **ST\_InteriorRingN** - 几何体的第 N 个内环。
- **ST\_InterpolatePoint** - 沿几何体 (M 值) 插值点。
- **ST\_Intersection** - 计算几何体 A 和 B 的共享部分。
- **ST\_IsClosed** - LINESTRING 是否闭合。TRUE 表示闭合。几何体集合 (GeometryCollection) 是否闭合 TRUE 表示闭合。
- **ST\_IsCollection** - 是否是几何体集合, 是则返回 TRUE。
- **ST\_IsPlanar** - 是否是平面几何体。
- **ST\_IsPolygonCCW** - 测试多边形是否有外环逆时针、内环顺时针。
- **ST\_IsPolygonCW** - 测试多边形是否有外环顺时针、内环逆时针。
- **ST\_IsSimple** - 是否是简单几何体。TRUE 表示简单几何体。
- **ST\_IsSolid** - 是否是实心几何体。
- **ST\_IsValidTrajectory** - 测试几何体是否是有效轨迹。
- **ST\_LengthSpheroid** - 球面几何体的长度。
- **ST\_LineFromMultiPoint** - 从多点生成线。
- **ST\_LineInterpolatePoint** - 返回沿线在分数位置上的点。

- **ST\_LineInterpolatePoints** - Returns points interpolated along a line at a fractional interval.
- **ST\_LineSubstring** - Returns the part of a line between two fractional locations.
- **ST\_LineToCurve** - Converts a linear geometry to a curved geometry.
- **ST\_LocateBetweenElevations** - Returns the portions of a geometry that lie in an elevation (Z) range.
- **ST\_M** - Returns the M coordinate of a Point.
- **ST\_MakeLine** - `ST_MakeLine(geom1, geom2)`, `ST_MakeLine(geom1, geom2, order)`, `ST_MakeLine(geom1, geom2, order, mode)`.
- **ST\_MakePoint** - Creates a 2D, 3DZ or 4D Point.
- **ST\_MakePolygon** - Creates a Polygon from a shell and optional list of holes.
- **ST\_MakeSolid** - `ST_MakeSolid(geom)`, `ST_MakeSolid(geom, mode)`, `ST_MakeSolid(geom, mode, TIN)`, `ST_MakeSolid(geom, mode, TIN, tolerance)`.
- **ST\_MakeValid** - Attempts to make an invalid geometry valid without losing vertices.
- **ST\_MemSize** - `ST_MemSize(geom)`.
- **ST\_MemUnion** - Aggregate function which unions geometries in a memory-efficient but slower way.
- **ST\_NDims** - `ST_NDims(geom)`.
- **ST\_NPoints** - `ST_NPoints(geom)` (`ST_NPoints(geom, mode)`) `ST_NPoints(geom, mode, tolerance)`.
- **ST\_NRings** - `ST_NRings(geom)`.
- **ST\_Node** - Nodes a collection of lines.
- **ST\_NumCurves** - Return the number of component curves in a CompoundCurve.
- **ST\_NumGeometries** - `ST_NumGeometries(geom)`, `ST_NumGeometries(geom, mode)`.
- **ST\_NumPatches** - `ST_NumPatches(geom)`, `ST_NumPatches(geom, mode)` NULL `ST_NumPatches(geom, mode, tolerance)`.
- **ST\_Orientation** - `ST_Orientation(geom)` (orientation) `ST_Orientation(geom, mode)`.
- **ST\_PatchN** - `ST_PatchN(geom)`.
- **ST\_PointFromWKB** - `ST_PointFromWKB(SRID, WKB)`, `ST_PointFromWKB(WKB)`.
- **ST\_PointN** - `ST_PointN(ST_LineString, n)`, `ST_PointN(ST_CircularString, n)`.
- **ST\_PointOnSurface** - Computes a point guaranteed to lie in a polygon, or on a geometry.
- **ST\_Points** - `ST_Points(geom)`.
- **ST\_Polygon** - Creates a Polygon from a LineString with a specified SRID.
- **ST\_RemovePoint** - Remove a point from a linestring.
- **ST\_RemoveRepeatedPoints** - Returns a version of a geometry with duplicate points removed.
- **ST\_Reverse** - `ST_Reverse(geom)`.
- **ST\_Rotate** - Rotates a geometry about an origin point.
- **ST\_RotateX** - Rotates a geometry about the X axis.
- **ST\_RotateY** - Rotates a geometry about the Y axis.
- **ST\_RotateZ** - Rotates a geometry about the Z axis.
- **ST\_Scale** - Scales a geometry by given factors.



## 13.9 PostGIS Curved Geometry Support Functions

The functions given below are PostGIS functions that can use CIRCULARSTRING, CURVEPOLYGON, and other curved geometry types

- **AddGeometryColumn** - `varchar(64) schema_name, varchar(64) table_name, varchar(64) column_name, integer srid, integer typecode, integer flags`.
- **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **DropGeometryColumn** - `varchar(64) schema_name, varchar(64) table_name, varchar(64) column_name, integer srid`.
- **GeometryType** - `ST_Geometry varchar(64)`.
- **PostGIS\_AddBBox** - `varchar(64) schema_name, varchar(64) table_name, varchar(64) column_name, integer srid`.
- **PostGIS\_DropBBox** - `varchar(64) schema_name, varchar(64) table_name, varchar(64) column_name, integer srid`.
- **PostGIS\_HasBBox** - `varchar(64) schema_name, varchar(64) table_name, varchar(64) column_name, integer srid, integer typecode, integer flags`.
- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_Affine** - Apply a 3D affine transformation to a geometry.
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKB** - Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.
- **ST\_AsEWKT** - `varchar(64) WKT(Well-Known Text) varchar(64) SRID varchar(64)`.
- **ST\_AsHEXEWKB** - `varchar(64) (NDR) varchar(64) (XDR) varchar(64) HEXEWKB (varchar(64)) varchar(64)`.
- **ST\_AsSVG** - Returns SVG path data for a geometry.
- **ST\_AsText** - `varchar(64)/varchar(64) WKT(Well-Known Text) varchar(64) SRID varchar(64)`.
- **ST\_ClusterDBSCAN** - Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.
- **ST\_ClusterWithin** - Aggregate function that clusters geometries by separation distance.
- **ST\_ClusterWithinWin** - Window function that returns a cluster id for each input geometry, clustering using separation distance.
- **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries.
- **ST\_CoordDim** - `ST_Geometry varchar(64)`.
- **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry.
- **ST\_Distance** - `varchar(64) 3 varchar(64) (longest) varchar(64)`.
- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - `varchar(64) varchar(64) varchar(64)`.
- **ST\_EndPoint** - `ST_LineString varchar(64) ST_CircularString varchar(64) varchar(64)`.
- **ST\_EstimatedExtent** - Returns the estimated extent of a spatial table.
- **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.



- **ST\_Scale** - Scales a geometry by given factors.
- **ST\_SetSRID** - Set the SRID on a geometry.
- **ST\_StartPoint** - Returns the first point of a LineString.
- **ST\_Summary** - `ST_Summary(geometry)`.
- **ST\_SwapOrdinates** - `ST_SwapOrdinates(geometry)`.
- **ST\_TransScale** - Translates and scales a geometry by given offsets and factors.
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Translate** - Translates a geometry by given offsets.
- **ST\_XMax** - Returns the X maxima of a 2D or 3D bounding box or a geometry.
- **ST\_XMin** - Returns the X minima of a 2D or 3D bounding box or a geometry.
- **ST\_YMax** - Returns the Y maxima of a 2D or 3D bounding box or a geometry.
- **ST\_YMin** - Returns the Y minima of a 2D or 3D bounding box or a geometry.
- **ST\_ZMax** - Returns the Z maxima of a 2D or 3D bounding box or a geometry.
- **ST\_ZMin** - Returns the Z minima of a 2D or 3D bounding box or a geometry.
- **ST\_Zmflag** - `ST_Zmflag(geometry)`.
- **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, and the table meta-data.
- **~(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 bounding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- **&&** - `A && B` - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&&** - `A &&& B` - Returns TRUE if two n-D bounding boxes (BOX2DF) intersect each other.
- **@(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).
- **&&&(geometry,gidx)** - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).

- **&&&(gidx,geometry)** - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- **&&&(gidx,gidx)** - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.

## 13.10 PostGIS Polyhedral Surface Support Functions

The functions given below are PostGIS functions that can use POLYHEDRALSURFACE, POLYHEDRAL-SURFACEM geometries

- **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **CG\_3DArea** - 3 浮點數。 0 浮點數。
- **CG\_3DConvexHull** - 浮點數。
- **CG\_3DDifference** - 3 浮點數。
- **CG\_3DIntersection** - 3 浮點數。
- **CG\_3DUnion** - Perform 3D union using postgis\_sfcgal.
- **CG\_ApproximateMedialAxis** - 浮點數。
- **CG\_Extrude** - 浮點數。
- **CG\_ForceLHR** - LHR(Left Hand Reverse; 浮點數) 浮點數。
- **CG\_IsPlanar** - 浮點數。
- **CG\_IsSolid** - 浮點數。 浮點數。
- **CG\_MakeSolid** - 浮點數。 浮點數。 浮點數, 浮點數 TIN 浮點數。
- **CG\_StraightSkeleton** - 浮點數 (straight skeleton) 浮點數。
- **CG\_Tessellate** - 浮點數 (tessellation) 浮點數 TIN 浮點數 TIN 浮點數。
- **CG\_Visibility** - Compute a visibility polygon from a point or a segment in a polygon geometry
- **CG\_Volume** - 3 浮點數。 浮點數 (浮點數) 0 浮點數。
- **GeometryType** - ST\_Geometry 浮點數。
- **ST\_3DArea** - 3 浮點數。 浮點數 0 浮點數。
- **ST\_3DClosestPoint** - g2 浮點數 g1 浮點數 3 浮點數。 浮點數 3D 浮點數。
- **ST\_3DConvexHull** - 浮點數。
- **ST\_3DDFullyWithin** - Tests if two 3D geometries are entirely within a given 3D distance
- **ST\_3DDWithin** - Tests if two 3D geometries are within a given 3D distance
- **ST\_3DDifference** - 3 浮點數。
- **ST\_3DDistance** - 浮點數, 浮點數 (SRS 浮點數) 3 浮點數。

- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_3DIntersection** - 3D intersection of two geometries.
- **ST\_3DIntersects** - Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_3DLongestLine** - Returns the 3D longest line of a geometry.
- **ST\_3DMaxDistance** - Returns the 3D maximum distance between two geometries (SRID optional).
- **ST\_3DShortestLine** - Returns the 3D shortest line of a geometry.
- **ST\_3DUnion** - Perform 3D union.
- **ST\_Affine** - Apply a 3D affine transformation to a geometry.
- **ST\_ApproximateMedialAxis** - Returns the approximate medial axis of a geometry.
- **ST\_Area** - Returns the area of a geometry.
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKB** - Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.
- **ST\_AsEWKT** - Returns WKT(Well-Known Text) representation of the geometry with SRID meta data.
- **ST\_AsGML** - Returns GML 2 or GML 3 representation of the geometry.
- **ST\_AsX3D** - Returns X3D XML representation: ISO-IEC-19776-1.2-X3DEncodings-XML.
- **ST\_CoordDim** - Returns the dimension of a geometry.
- **ST\_Dimension** - Returns the dimension of a geometry.
- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - Returns a set of geometry\_dump rows for the points of a geometry.
- **ST\_Expand** - Returns a bounding box expanded from another bounding box or a geometry.
- **ST\_Extent** - Aggregate function that returns the bounding box of geometries.
- **ST\_Extrude** - Returns a 3D extruded geometry.
- **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
- **ST\_Force2D** - Returns a 2D geometry from a 3D geometry.
- **ST\_ForceLHR** - Returns a geometry with Left-Hand Rule (LHR) orientation.
- **ST\_ForceRHR** - Returns a geometry with Right-Hand Rule (RHR) orientation.
- **ST\_ForceSFS** - Returns a geometry with SFS 1.1 orientation.
- **ST\_Force3D** - Returns a 3D geometry from a 2D geometry. ST\_Force3DZ also available.
- **ST\_Force3DZ** - Returns a 3D geometry with Z coordinate from a 2D geometry.
- **ST\_ForceCollection** - Returns a geometry collection from a geometry.
- **ST\_GeomFromEWKB** - Returns a geometry from EWKB(Extended Well-Known Binary) representation.







- **ST\_GeomFromEWKT** - EWKT(Extended Well-Known Text) 字符串 ST\_Geometry 对象。
- **ST\_GeomFromGML** - GML 字符串 PostGIS 对象。
- **ST\_GeometryN** - ST\_Geometry 对象的第 N 个几何体。
- **ST\_GeometryType** - ST\_Geometry 对象的几何类型。
- **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
- **&<|** - A 与 B 的交集。TRUE 表示有交集。
- **~=** - A 与 B 的边界是否重合。TRUE 表示重合。
- **ST\_IsClosed** - LINESTRING 是否是闭合的。TRUE 表示闭合。多边形 (POLYGON) 总是 TRUE。
- **ST\_IsPlanar** - 几何体是否是平面的。
- **ST\_IsSolid** - 几何体是否是实体的。TRUE 表示是实体的。
- **ST\_MakeSolid** - 将几何体转换为实体的。多边形 (POLYGON) 转换为多面体 (POLYHEDRON), 面 (POLYGON) 转换为三角面 (TIN)。
- **ST\_MemSize** - ST\_Geometry 对象的内存大小。
- **ST\_NPoints** - 几何体中的点数量 (POINT) 或面数量 (POLYGON)。
- **ST\_NumGeometries** - 几何体集合中的几何体数量。
- **ST\_NumPatches** - 几何体集合中的面片数量。NULL 表示没有面片。
- **ST\_PatchN** - ST\_Geometry 集合中的第 N 个面片。
- **ST\_RemoveRepeatedPoints** - Returns a version of a geometry with duplicate points removed.
- **ST\_Reverse** - 反转几何体的方向。
- **ST\_Rotate** - Rotates a geometry about an origin point.
- **ST\_RotateX** - Rotates a geometry about the X axis.
- **ST\_RotateY** - Rotates a geometry about the Y axis.
- **ST\_RotateZ** - Rotates a geometry about the Z axis.
- **ST\_Scale** - Scales a geometry by given factors.
- **ST\_ShiftLongitude** - Shifts the longitude coordinates of a geometry between -180..180 and 0..360.
- **ST\_StraightSkeleton** - 几何体的 (straight skeleton) 骨架。
- **ST\_Summary** - 几何体的摘要。
- **ST\_SwapOrdinates** - 交换几何体的纵坐标和横坐标。
- **ST\_Tessellate** - 几何体的 (tessellation) 三角面片化。TIN 转换为 TIN 集合。
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Volume** - 3D 几何体的体积。多面体 (POLYHEDRON) (POINT) 0 表示没有体积。
- **~(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 bounding box.
- `~(geometry,box2df)` - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- `&&` - A 2D bounding box B 2D bounding box TRUE.
- `&&&` - A n-D bounding box B n-D bounding box TRUE.
- `@(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).
- `&&&(geometry,gidx)` - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
- `&&&(gidx,geometry)` - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- `&&&(gidx,gidx)` - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.

## 13.11 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.
- 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
ST_Collect	✓		✓	✓			
ST_LineFromMultiPoint	✓		✓				
ST_MakeEnvelope	✓						
ST_MakeLine	✓		✓				
ST_MakePoint	✓		✓				
ST_MakePointM	✓						
ST_MakePolygon	✓		✓				
ST_Point	✓				✓		
ST_PointZ	✓						
ST_PointM	✓						
ST_PointZM	✓						
ST_Polygon	✓		✓		✓		
ST_TileEnvelope	✓						
ST_HexagonGrid	✓						
ST_Hexagon	✓						
ST_SquareGrid	✓						
ST_Square	✓						
ST_Letters	✓						
GeometryType	✓		✓	✓		✓	✓
ST_Boundary	✓		✓		✓		
ST_BoundingDiagonal	✓		✓				
ST_CoordDim	✓		✓	✓	✓	✓	✓
ST_Dimension	✓				✓	✓	✓
ST_Dump	✓		✓	✓		✓	✓
ST_DumpPoints	✓		✓	✓		✓	✓
ST_DumpSegments	✓		✓				✓
ST_DumpRings	✓		✓				
ST_EndPoint	✓		✓	✓	✓		
ST_Envelope	✓				✓		
ST_ExteriorRing	✓		✓		✓		

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_GeometryN	✓		✓	✓	✓	✓	✓
ST_GeometryTy	✓		✓		✓	✓	
ST_HasArc	✓		✓	✓			
ST_InteriorRing	✓		✓		✓		
ST_NumCurves	✓		✓		✓		
ST_CurveN	✓		✓		✓		
ST_IsClosed	✓		✓	✓	✓	✓	
ST_IsCollection	✓		✓	✓			
ST_IsEmpty	✓			✓	✓		
ST_IsPolygonCC	✓		✓				
ST_IsPolygonCV	✓		✓				
ST_IsRing	✓				✓		
ST_IsSimple	✓		✓		✓		
ST_M	✓		✓		✓		
ST_MemSize	✓		✓	✓		✓	✓
ST_NDims	✓		✓				
ST_NPoints	✓		✓	✓		✓	
ST_NRings	✓		✓	✓			
ST_NumGeomet	✓ s		✓		✓	✓	✓
ST_NumInterior	✓ ings				✓		
ST_NumInterior	✓ ig						
ST_NumPatches	✓		✓		✓	✓	
ST_NumPoints	✓				✓		
ST_PatchN	✓		✓		✓	✓	
ST_PointN	✓		✓	✓	✓		
ST_Points	✓		✓	✓			
ST_StartPoint	✓		✓	✓	✓		
ST_Summary	✓	✓		✓		✓	✓
ST_X	✓		✓		✓		
ST_Y	✓		✓		✓		
ST_Z	✓		✓		✓		
ST_Zmflag	✓		✓	✓			
ST_HasZ	✓		✓				
ST_HasM	✓		✓				

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_AddPoint	✓		✓				
ST_CollectionExtract	✓						
ST_CollectionHomogenize	✓						
ST_CurveToLine	✓		✓	✓	✓		
ST_Scroll	✓		✓				
ST_FlipCoordinates	✓		✓	✓		✓	✓
ST_Force2D	✓		✓	✓		✓	
ST_Force3D	✓		✓	✓		✓	
ST_Force3DZ	✓		✓	✓		✓	
ST_Force3DM	✓			✓			
ST_Force4D	✓		✓	✓			
ST_ForceCollection	✓		✓	✓		✓	
ST_ForceCurve	✓		✓	✓			
ST_ForcePolygonCW	✓		✓				
ST_ForcePolygonCCW	✓		✓				
ST_ForceSFS	✓		✓	✓		✓	✓
ST_ForceRHR	✓		✓			✓	
ST_LineExtend	✓						
ST_LineToCurve	✓		✓	✓			
ST_Multi	✓						
ST_Normalize	✓						
ST_Project	✓	✓					
ST_QuantizeCoordinates	✓						
ST_RemovePoint	✓		✓				
ST_RemoveRepeatedPoints	✓		✓			✓	
ST_RemoveIrrelevantPointsForView	✓						
ST_RemoveSmallParts	✓						
ST_Reverse	✓		✓			✓	
ST_Segmentize	✓	✓					
ST_SetPoint	✓		✓				
ST_ShiftLongitude	✓		✓			✓	✓
ST_WrapX	✓		✓				
ST_SnapToGrid	✓		✓				
ST_Snap	✓						

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_SwapOrdina	✓		✓	✓		✓	✓
ST_IsValid	✓				✓		
ST_IsValidDetail	✓						
ST_IsValidReason	✓						
ST_MakeValid	✓		✓				
ST_InverseTransformPipeline	✓	rmPipeline					
ST_SetSRID	✓			✓			
ST_SRID	✓			✓	✓		
ST_Transform	✓			✓	✓	✓	
ST_TransformPipeline	✓						
postgis_srs_codes							
postgis_srs							
postgis_srs_all							
postgis_srs_search	✓						
ST_BdPolyFromText	✓						
ST_BdMPolyFromText	✓						
ST_GeogFromText		✓					
ST_GeographyFromText		✓					
ST_GeomCollFromText	✓				✓		
ST_GeomFromEWKT			✓	✓		✓	✓
ST_GeomFromMRC21	✓						
ST_GeometryFromText	✓				✓		
ST_GeomFromI	✓			✓	✓		
ST_LineFromText	✓				✓		
ST_MLineFromText	✓				✓		
ST_MPointFromText	✓				✓		
ST_MPolyFromText	✓				✓		
ST_PointFromText	✓				✓		
ST_PolygonFromText	✓				✓		
ST_WKTToSQL	✓				✓		
ST_GeogFromWKB		✓		✓			
ST_GeomFromEWKB	✓		✓	✓		✓	✓
ST_GeomFromV3	✓			✓	✓		
ST_LineFromW	✓				✓		
ST_LinestringFromWKB	✓				✓		

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_PointFromW	✓		✓	✓	✓		
ST_WKBToSQL	✓				✓		
ST_Box2dFromGeoHash	✓						
ST_GeomFromGeoHash	✓						
ST_GeomFromGeoJSON	✓		✓			✓	✓
ST_GeomFromGeoJSON	✓		✓				
ST_GeomFromKML	✓		✓				
ST_GeomFromInterpolatedPolyline	✓						
ST_GeomFromInterpolatedPolyline	✓						
ST_GeomFromGeoHash	✓						
ST_FromFlatGeobufToTable							
ST_FromFlatGeobuf							
ST_AsEWKT	✓	✓	✓	✓		✓	✓
ST_AsText	✓	✓		✓	✓		
ST_AsBinary	✓	✓	✓	✓	✓	✓	✓
ST_AsEWKB	✓		✓	✓		✓	✓
ST_AsHEXEWKB	✓		✓	✓			
ST_AsEncodedPolyline	✓						
ST_AsFlatGeobuf	✓						
ST_AsGeobuf	✓						
ST_AsGeoJSON	✓	✓	✓				
ST_AsGML	✓	✓	✓		✓	✓	✓
ST_AsKML	✓	✓	✓				
ST_AsLatLonText	✓						
ST_AsMARC21	✓						
ST_AsMVTGeom	✓						
ST_AsMVT	✓						
ST_AsSVG	✓	✓		✓			
ST_AsTWKB	✓						
ST_AsX3D	✓		✓			✓	✓
ST_GeoHash	✓			✓			
&&	✓	✓		✓		✓	
&&(geometry,boolean)	✓			✓		✓	
&&(box2d,geometry)	✓			✓		✓	

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
&&(box2df,box2df)	✓			✓		✓	
&&&	✓		✓	✓		✓	✓
&&&(geometry,geometry)	✓		✓	✓		✓	✓
&&&(gidx,geometry)	✓		✓	✓		✓	✓
&&&(gidx,gidx)			✓	✓		✓	✓
&<	✓						
&<	✓			✓		✓	
&>	✓						
<<	✓						
<<	✓						
=	✓	✓		✓		✓	
>>	✓						
@	✓						
@(geometry,box2df)	✓			✓		✓	
@(box2df,geometry)	✓			✓		✓	
@(box2df,box2df)	✓			✓		✓	
&>	✓						
>>	✓						
~	✓						
~(geometry,box2df)	✓			✓		✓	
~(box2df,geometry)	✓			✓		✓	
~(box2df,box2df)	✓			✓		✓	
~=	✓					✓	
<->	✓	✓					
=	✓						
<#>	✓						
<<->>	✓						
ST_3DIntersects	✓		✓		✓	✓	✓
ST_Contains	✓				✓		
ST_ContainsProperly	✓						
ST_CoveredBy	✓	✓					
ST_Covers	✓	✓					
ST_Crosses	✓				✓		
ST_Disjoint	✓				✓		



Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Equals	✓				✓		
ST_Intersects	✓	✓		✓	✓		✓
ST_LineCrossingDirection	✓						
ST_OrderingEquals	✓				✓		
ST_Overlaps	✓				✓		
ST_Relate	✓				✓		
ST_RelateMatch							
ST_Touches	✓				✓		
ST_Within	✓				✓		
ST_3DWithin	✓		✓		✓	✓	
ST_3DFullyWithin	✓		✓			✓	
ST_DFullyWithin	✓						
ST_DWithin	✓	✓					
ST_PointInsideCircle	✓						
ST_Area	✓	✓			✓	✓	
ST_Azimuth	✓	✓					
ST_Angle	✓						
ST_ClosestPoint	✓	✓					
ST_3DClosestPoint	✓		✓			✓	
ST_Distance	✓	✓		✓	✓		
ST_3DDistance	✓		✓		✓	✓	
ST_DistanceSphere	✓						
ST_DistanceSphereoid	✓						
ST_FrechetDistance	✓						
ST_HausdorffDistance	✓						
ST_Length	✓	✓			✓		
ST_Length2D	✓						
ST_3DLength	✓		✓		✓		
ST_LengthSphereoid	✓		✓				
ST_LongestLine	✓						
ST_3DLongestLine	✓		✓			✓	
ST_MaxDistance	✓						
ST_3DMaxDistance	✓		✓			✓	
ST_MinimumClearance	✓						

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_MinimumClearanceLine	✓						
ST_Perimeter	✓	✓			✓		
ST_Perimeter2D	✓						
ST_3DPerimeter	✓		✓		✓		
ST_ShortestLine	✓	✓					
ST_3DShortestLine	✓		✓			✓	
ST_ClipByBox2D	✓						
ST_Difference	✓		✓		✓		
ST_Intersection	✓	😄	✓		✓		
ST_MemUnion	✓		✓				
ST_Node	✓		✓				
ST_Split	✓						
ST_Subdivide	✓						
ST_SymDifference	✓		✓		✓		
ST_UnaryUnion	✓		✓				
ST_Union	✓		✓		✓		
ST_Buffer	✓	😄			✓		
ST_BuildArea	✓						
ST_Centroid	✓	✓			✓		
ST_ChaikinSmoothing	✓		✓				
ST_ConcaveHull	✓						
ST_ConvexHull	✓		✓		✓		
ST_DelaunayTriangles	✓		✓				✓
ST_FilterByM	✓						
ST_GeneratePoints	✓						
ST_GeometricMean	✓		✓				
ST_LineMerge	✓						
ST_MaximumInscribedCircle	✓						
ST_LargestEmptyCircle	✓						
ST_MinimumBoundingCircle	✓						
ST_MinimumBoundingRadius	✓						
ST_OrientedEnvelope	✓						
ST_OffsetCurve	✓						
ST_PointOnSurface	✓		✓		✓		

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Polygonize	✓						
ST_ReducePrecision	✓						
ST_SharedPaths	✓						
ST_Simplify	✓						
ST_SimplifyPreserveTopology	✓						
ST_SimplifyPolygonHull	✓						
ST_SimplifyVW	✓						
ST_SetEffectiveArea	✓						
ST_TriangulatePolygon	✓						
ST_VoronoiLines	✓						
ST_VoronoiPolygons	✓						
ST_CoverageIntersectionEdges	✓						
ST_CoverageSimplify	✓						
ST_CoverageUnion	✓						
ST_Affine	✓		✓	✓		✓	✓
ST_Rotate	✓		✓	✓		✓	✓
ST_RotateX	✓		✓			✓	✓
ST_RotateY	✓		✓			✓	✓
ST_RotateZ	✓		✓	✓		✓	✓
ST_Scale	✓		✓	✓		✓	✓
ST_Translate	✓		✓	✓			
ST_TransScale	✓		✓	✓			
ST_ClusterDBSCAN	✓			✓			
ST_ClusterIntersecting	✓						
ST_ClusterIntersectingWin	✓						
ST_ClusterKMeans	✓						
ST_ClusterWithin	✓			✓			
ST_ClusterWithin/in	✓			✓			
Box2D	✓			✓		✓	✓
Box3D	✓		✓	✓		✓	✓
ST_EstimatedExtent	✓			✓			
ST_Expand	✓					✓	✓
ST_Extent	✓					✓	✓
ST_3DExtent	✓		✓	✓		✓	✓

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_MakeBox2D	<input checked="" type="checkbox"/>						
ST_3DMakeBox	<input checked="" type="checkbox"/>						
ST_XMax	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_XMin	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_YMax	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_YMin	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_ZMax	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_ZMin	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
ST_LineInterpol	<input checked="" type="checkbox"/> Point	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				
ST_3DLineInter	<input checked="" type="checkbox"/> atePoint		<input checked="" type="checkbox"/>				
ST_LineInterpol	<input checked="" type="checkbox"/> Points	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				
ST_LineLocateF	<input checked="" type="checkbox"/> t	<input checked="" type="checkbox"/>					
ST_LineSubstrin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				
ST_LocateAlong	<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>		
ST_LocateBetw	<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>		
ST_LocateBetw	<input checked="" type="checkbox"/> Elevations		<input checked="" type="checkbox"/>				
ST_InterpolateF	<input checked="" type="checkbox"/> t		<input checked="" type="checkbox"/>				
ST_AddMeasure	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>				
ST_IsValidTraje	<input checked="" type="checkbox"/> ry		<input checked="" type="checkbox"/>				
ST_ClosestPoint	<input checked="" type="checkbox"/> Approach		<input checked="" type="checkbox"/>				
ST_DistanceCPA	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>				
ST_CPAWithin	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>				
postgis.backend							
postgis.gdal_datapath							
postgis.gdal_enabled_drivers							
postgis.enable_outdb_rasters							
postgis.gdal_vsi_options							
PostGIS_AddBB	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>			
PostGIS_DropBl	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>			
PostGIS_HasBB	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>			
postgis_sfcgal_version							
postgis_sfcgal_full_version							
CG_ForceLHR							
CG_IsPlanar							
CG_IsSolid							

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
CG_MakeSolid							
CG_Orientation							
CG_Area							
CG_3DArea							
CG_Volume							
ST_ForceLHR							
ST_IsPlanar							
ST_IsSolid							
ST_MakeSolid							
ST_Orientation							
ST_3DArea							
ST_Volume							
CG_Intersection							
CG_Intersects							
CG_3DIntersec							
CG_Difference							
ST_3DDifferenc							
CG_3DDifferenc							
CG_Distance							
CG_3DDistance							
ST_3DConvexH							
CG_3DConvexH							
ST_3DIntersect							
CG_3DIntersec							

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
CG_Union							
ST_3DUnion							
CG_3DUnion							
ST_AlphaShape							
CG_AlphaShape							
CG_ApproxConvexPartition							
ST_ApproximateMedialAxis							
CG_ApproximateMedialAxis							
ST_ConstrainedDelaunayTriangles							
CG_ConstrainedDelaunayTriangles							
ST_Extrude							
CG_Extrude							
CG_ExtrudeStraightSkeleton							
CG_GreeneApproximateConvexPartition							
ST_MinkowskiSum							
CG_MinkowskiSum							
ST_OptimalAlphaShape							
CG_OptimalAlphaShape							
CG_OptimalConvexPartition							
CG_StraightSkeleton							
ST_StraightSkeleton							
ST_Tessellate							
CG_Tessellate							
CG_Triangulate							

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
CG_Visibility							
CG_YMonotone							
getfaceedges_returntype							
TopoGeometry							
validatetopology_returntype							
TopoElement							
TopoElementArray							
AddTopoGeometryColumn							
RenameTopoGeometryColumn							
DropTopology							
RenameTopology							
DropTopoGeometryColumn							
Populate_Topology_Layer							
TopologySummary							
ValidateTopology	✓						
ValidateTopologyRelation							
FindTopology							
FindLayer							
CreateTopology							
CopyTopology							
ST_InitTopoGeo					✓		
ST_CreateTopoGeo	✓				✓		
TopoGeo_AddPolygon	✓						
TopoGeo_AddLineString	✓						
TopoGeo_AddPoint	✓						
TopoGeo_LoadGeometry	✓						
ST_AddIsoNode	✓				✓		
ST_AddIsoEdge	✓				✓		
ST_AddEdgeNewFace	✓				✓		
ST_AddEdgeModifyFace	✓				✓		
ST_RemEdgeNewFace					✓		
ST_RemEdgeModifyFace					✓		
ST_ChangeEdgeTopology	✓				✓		
ST_ModEdgeSplit	✓				✓		
ST_ModEdgeHeal					✓		
ST_NewEdgeHeal					✓		
ST_MoveIsoNode	✓				✓		
ST_NewEdgesSplit	✓				✓		
ST_RemoveIsoNode					✓		
ST_RemoveIsoEdge					✓		

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
GetEdgeByPoint	✓						
GetFaceByPoint	✓						
GetFaceContains	✓ Point						
GetNodeByPoint	✓						
GetTopologyID							
GetTopologySRID							
GetTopologyName							
ST_GetFaceEdges					✓		
ST_GetFaceGeometry	✓ try				✓		
GetRingEdges							
GetNodeEdges							
Polygonize							
AddNode	✓						
AddEdge	✓						
AddFace	✓						
ST_Simplify	✓						
RemoveUnused	✓ primitives						
CreateTopoGeometry	✓						
toTopoGeometry	✓						
TopoElementArray_Agg							
TopoElement	✓						
clearTopoGeometry	✓						
TopoGeometry_addElement	✓						
TopoGeometry_removeElement	✓						
TopoGeometry_addTopoGeometry	✓						
toTopoGeometry							
GetTopoGeometryElementArray							
GetTopoGeometryElements							
ST_SRID	✓				✓		
AsGML	✓						
AsTopoJSON	✓						
Equals	✓		✓				
Intersects	✓		✓				
geomval							
addbandarg							
rastbandarg							
raster							
reclassarg							
summarystats							
unionarg							
AddRasterConstraints							



Function	geom	geog	2.5D	Curves	SQL MM	PS	T
DropRasterConstraints							
AddOverviewConstraints							
DropOverviewConstraints							
PostGIS_GDAL_Version							
PostGIS_Raster_Lib_Build_Date							
PostGIS_Raster_Lib_Version							
ST_GDALDrivers							
ST_Contour							
ST_InterpolateF <sup>✓</sup> er							
UpdateRasterSRID							
ST_CreateOverview							
ST_AddBand							
ST_AsRaster <sup>✓</sup>							
ST_Band							
ST_MakeEmptyCoverage							
ST_MakeEmptyRaster							
ST_Tile							
ST_Retile <sup>✓</sup>							
ST_FromGDALRaster							
ST_GeoReference							
ST_Height							
ST_IsEmpty							
ST_MemSize							
ST_MetaData							
ST_NumBands							
ST_PixelHeight							
ST_PixelWidth							
ST_ScaleX							
ST_ScaleY							
ST_RasterToWorldCoord							
ST_RasterToWorldCoordX							
ST_RasterToWorldCoordY							
ST_Rotation							
ST_SkewX							
ST_SkewY							
ST_SRID							
ST_Summary							
ST_UpperLeftX							
ST_UpperLeftY							
ST_Width							
ST_WorldToRas <sup>✓</sup> Coord							
ST_WorldToRas <sup>✓</sup> CoordX							
ST_WorldToRas <sup>✓</sup> CoordY							
ST_BandMetaData							
ST_BandNoDataValue							
ST_BandIsNoData							
ST_BandPath							
ST_BandFileSize							
ST_BandFileTimestamp							
ST_BandPixelType							
ST_MinPossibleValue							
ST_HasNoBand							

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_PixelAsPolygons	✓						
ST_PixelAsPoints							
ST_PixelAsCentroids	✓ 1						
ST_Value	✓						
ST_NearestValue	✓						
ST_SetZ	✓						
ST_SetM	✓						
ST_Neighborhood	✓						
ST_SetValue	✓						
ST_SetValues							
ST_DumpValues							
ST_PixelOfValue							
ST_SetGeoReference							
ST_SetRotation							
ST_SetScale							
ST_SetSkew							
ST_SetSRID							
ST_SetUpperLeft							
ST_Resample							
ST_Rescale							
ST_Reskew							
ST_SnapToGrid							
ST_Resize							
ST_Transform							
ST_SetBandNoDataValue							
ST_SetBandIsNoData							
ST_SetBandPath							
ST_SetBandIndex							
ST_Count							
ST_CountAgg							
ST_Histogram							
ST_Quantile							
ST_SummaryStats							
ST_SummaryStatsAgg							
ST_ValueCount							
ST_RastFromWKB							
ST_RastFromHexWKB							
ST_AsBinary/ST_AsWKB							
ST_AsHexWKB							
ST_AsGDALRaster							
ST_AsJPEG							
ST_AsPNG							
ST_AsTIFF							
ST_Clip	✓						
ST_ColorMap							
ST_Grayscale							

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Intersection	✓						
ST_MapAlgebra (callback function version)							
ST_MapAlgebra (expres- sion version)							
ST_MapAlgebraExpr							
ST_MapAlgebraExpr							
ST_MapAlgebraFct							
ST_MapAlgebraFct							
ST_MapAlgebraFctNgb							
ST_Reclass							
ST_Union							
ST_Distinct4ma							
ST_InvDistWeight4ma							
ST_Max4ma							
ST_Mean4ma							
ST_Min4ma							
ST_MinDist4ma							
ST_Range4ma							
ST_StdDev4ma							
ST_Sum4ma							
ST_Aspect							
ST_HillShade							
ST_Roughness							
ST_Slope							
ST_TPI							
ST_TRI							
Box3D	<input checked="" type="checkbox"/>						
ST_ConvexHull	✓						
ST_DumpAsPolygons							
ST_Envelope	✓						
ST_MinConvexHull	✓						
ST_Polygon	✓						
&&	✓						
&<							
&>							
=							
@	✓						
~ =							
~	✓						
ST_Contains							
ST_ContainsProperly							
ST_Covers							
ST_CoveredBy							
ST_Disjoint							



- **CG\_3DIntersects** - Availability: 3.5.0 Tests if two 3D geometries intersect
- **CG\_3DUnion** - Availability: 3.5.0 Perform 3D union using postgis\_sfcgal.
- **CG\_AlphaShape** - Availability: 3.5.0 - requires SFCGAL >= 1.4.1. Computes an Alpha-shape enclosing a geometry
- **CG\_ApproxConvexPartition** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Computes approximal convex partition of the polygon geometry
- **CG\_ApproximateMedialAxis** - Availability: 3.5.0
- **CG\_Area** - Availability: 3.5.0 Calculates the area of a geometry
- **CG\_Difference** - Availability: 3.5.0 Computes the geometric difference between two geometries
- **CG\_Distance** - Availability: 3.5.0 Computes the minimum distance between two geometries
- **CG\_Extrude** - Availability: 3.5.0
- **CG\_ExtrudeStraightSkeleton** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Straight Skeleton Extrusion
- **CG\_ForceLHR** - Availability: 3.5.0 LHR(Left Hand Reverse; )
- **CG\_GreeneApproxConvexPartition** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Computes approximal convex partition of the polygon geometry
- **CG\_Intersection** - Availability: 3.5.0 Computes the intersection of two geometries
- **CG\_Intersects** - Availability: 3.5.0 Tests if two geometries intersect (they have at least one point in common)
- **CG\_IsPlanar** - Availability: 3.5.0
- **CG\_IsSolid** - Availability: 3.5.0
- **CG\_MakeSolid** - Availability: 3.5.0
- **CG\_MinkowskiSum** - Availability: 3.5.0
- **CG\_OptimalAlphaShape** - Availability: 3.5.0 - requires SFCGAL >= 1.4.1. Computes an Alpha-shape enclosing a geometry using an "optimal" alpha value.
- **CG\_OptimalConvexPartition** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Computes an optimal convex partition of the polygon geometry
- **CG\_Orientation** - Availability: 3.5.0 (orientation)
- **CG\_StraightSkeleton** - Availability: 3.5.0 (straight skeleton)
- **CG\_Tessellate** - Availability: 3.5.0 (tessellation) TIN
- **CG\_Triangulate** - Availability: 3.5.0 Triangulates a polygonal geometry
- **CG\_Union** - Availability: 3.5.0 Computes the union of two geometries
- **CG\_Visibility** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Compute a visibility polygon from a point or a segment in a polygon geometry
- **CG\_Volume** - Availability: 3.5.0 3 ( ) 0
- **CG\_YMonotonePartition** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Computes y-monotone partition of the polygon geometry

- **ST\_HasM** - Availability: 3.5.0 Checks if a geometry has an M (measure) dimension.
- **ST\_HasZ** - Availability: 3.5.0 Checks if a geometry has a Z dimension.
- **ST\_RemoveIrrelevantPointsForView** - Availability: 3.5.0 Removes points that are irrelevant for rendering a specific rectangular view of a geometry.
- **ST\_RemoveSmallParts** - Availability: 3.5.0 Removes small parts (polygon rings or linestrings) of a geometry.
- **TopoGeo\_LoadGeometry** - Availability: 3.5.0 Load a geometry into an existing topology, snapping and splitting as needed.

#### Functions enhanced in PostGIS 3.5

- **ST\_Clip** - Enhanced: 3.5.0 - touched argument added. Returns the raster clipped by the input geometry. If band number is not specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped. If touched is set to TRUE, then touched pixels are included, otherwise only if the center of the pixel is in the geometry it is included.

#### Functions changed in PostGIS 3.5

- **ST\_AsGeoJSON** - Changed: 3.5.0 allow specifying the column containing the feature id Return a geometry or feature in GeoJSON format.
- **ST\_DFullyWithin** - Changed: 3.5.0 : the logic behind the function now uses a test of containment within a buffer, rather than the ST\_MaxDistance algorithm. Results will differ from prior versions, but should be closer to user expectations. Tests if a geometry is entirely inside a distance of another

### 13.12.2 PostGIS Functions new or enhanced in 3.4

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 3.4

- **PostGIS\_GEOS\_Compiled\_Version** - Availability: 3.4.0 Returns the version number of the GEOS library against which PostGIS was built.
  - **PostGIS\_PROJ\_Compiled\_Version** - Availability: 3.5.0 Returns the version number of the PROJ library against which PostGIS was built.
  - **RenameTopoGeometryColumn** - Availability: 3.4.0 Renames a topogeometry column
  - **RenameTopology** - Availability: 3.4.0 Renames a topology
  - **ST\_ClusterIntersectingWin** - Availability: 3.4.0 Window function that returns a cluster id for each input geometry, clustering input geometries into connected sets.
  - **ST\_ClusterWithinWin** - Availability: 3.4.0 Window function that returns a cluster id for each input geometry, clustering using separation distance.
  - **ST\_CoverageInvalidEdges** - Availability: 3.4.0 Window function that finds locations where polygons fail to form a valid coverage.
  - **ST\_CoverageSimplify** - Availability: 3.4.0 Window function that simplifies the edges of a polygonal coverage.
  - **ST\_CoverageUnion** - Availability: 3.4.0 - requires GEOS >= 3.8.0 Computes the union of a set of polygons forming a coverage by removing shared edges.
-







- **ST\_Contour** - Availability: 3.2.0 Generates a set of vector contours from the provided raster band, using the GDAL contouring algorithm.
- **ST\_DumpSegments** - Availability: 3.2.0
- **ST\_FromFlatGeobuf** - Availability: 3.2.0 Reads FlatGeobuf data.
- **ST\_FromFlatGeobufToTable** - Availability: 3.2.0 Creates a table based on the structure of FlatGeobuf data.
- **ST\_InterpolateRaster** - Availability: 3.2.0 Interpolates a gridded surface based on an input set of 3-d points, using the X- and Y-values to position the points on the grid and the Z-value of the points as the surface elevation.
- **ST\_SRID** - Availability: 3.2.0 Returns the spatial reference identifier for a topogeometry.
- **ST\_Scroll** - Availability: 3.2.0 Change start point of a closed LineString.
- **ST\_SetM** - Availability: 3.2.0 Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the M dimension using the requested resample algorithm.
- **ST\_SetZ** - Availability: 3.2.0 Returns a geometry with the same X/Y coordinates as the input geometry, and values from the raster copied into the Z dimension using the requested resample algorithm.
- **TopoGeom\_addTopoGeom** - Availability: 3.2 Adds element of a TopoGeometry to the definition of another TopoGeometry.
- **ValidateTopologyRelation** - Availability: 3.2.0 Returns info about invalid topology relation records
- **postgis.gdal\_vsi\_options** - Availability: 3.2.0 DB

Functions enhanced in PostGIS 3.2

- **GetFaceByPoint** - Enhanced: 3.2.0 more efficient implementation and clearer contract, stops working with invalid topologies. Finds face intersecting a given point.
- **ST\_ClusterKMeans** - Enhanced: 3.2.0 Support for max\_radius Window function that returns a cluster id for each input geometry using the K-means algorithm.
- **ST\_MakeValid** - Enhanced: 3.2.0, added algorithm options, 'linework' and 'structure' which requires GEOS >= 3.10.0. Attempts to make an invalid geometry valid without losing vertices.
- **ST\_PixelAsCentroid** - 2.1.0 C. (X, Y, Z, M)
- **ST\_PixelAsCentroids** - 2.1.0 C. (X, Y, Z, M)
- **ST\_Point** - Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry. Creates a Point with X, Y and SRID values.
- **ST\_PointM** - Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry. Creates a Point with X, Y, M and SRID values.
- **ST\_PointZ** - Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry. Creates a Point with X, Y, Z and SRID values.
- **ST\_PointZM** - Enhanced: 3.2.0 srid as an extra optional argument was added. Older installs require combining with ST\_SetSRID to mark the srid on the geometry. Creates a Point with X, Y, Z, M and SRID values.



- **ST\_MakeValid** - Enhanced: 3.1.0, added removal of Coordinates with NaN values. Attempts to make an invalid geometry valid without losing vertices.
- **ST\_Subdivide** - Enhanced: 3.1.0 accept a gridSize parameter. Computes a rectilinear subdivision of a geometry.
- **ST\_SymDifference** - Enhanced: 3.1.0 accept a gridSize parameter. Computes a geometry representing the portions of geometries A and B that do not intersect.
- **ST\_TileEnvelope** - `ST_TileEnvelope(geometry, SRID)`. Creates a rectangular Polygon in Web Mercator (SRID:3857) using the XYZ tile system.
- **ST\_UnaryUnion** - Enhanced: 3.1.0 accept a gridSize parameter. Computes the union of the components of a single geometry.
- **ST\_Union** - Enhanced: 3.1.0 accept a gridSize parameter. Computes a geometry representing the point-set union of the input geometries.

### Functions changed in PostGIS 3.1

- **ST\_Count** - 2.2.0 `ST_Count(rastertable, rastercolumn, ...)`. `exclude_nodata_value` 1 `exclude_nodata_value` NODATA.
- **ST\_Force3D** - Changed: 3.1.0. Added support for supplying a non-zero Z value. XYZ.
- **ST\_Force3DM** - Changed: 3.1.0. Added support for supplying a non-zero M value. XYM.
- **ST\_Force3DZ** - Changed: 3.1.0. Added support for supplying a non-zero Z value. XYZ.
- **ST\_Force4D** - Changed: 3.1.0. Added support for supplying non-zero Z and M values. XYZM.
- **ST\_Histogram** - Changed: 3.1.0 Removed `ST_Histogram(table name, column name)` variant. (bin; population) (quantile).
- **ST\_Quantile** - Changed: 3.1.0 Removed `ST_Quantile(table name, column name)` variant. (population) (quantile).
- **ST\_SummaryStats** - 2.2.0 `ST_SummaryStats(rastertable, rastercolumn, ...)`. count, sum, mean, stddev, min, max.

## 13.12.6 PostGIS Functions new or enhanced in 3.0

The functions given below are PostGIS functions that were added or enhanced.

### Functions new in PostGIS 3.0

- **CG\_ConstrainedDelaunayTriangles** - 2.1.0. Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_3DLineInterpolatePoint** - 2.1.0. Returns a point interpolated along a 3D line at a fractional location.

- **ST\_ConstrainedDelaunayTriangles** - 2.1.0. Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_TileEnvelope** - 2.1.0. Creates a rectangular Polygon in Web Mercator (SRID:3857) using the XYZ tile system.

#### Functions enhanced in PostGIS 3.0

- **ST\_AsMVT** - Enhanced: 3.0 - added support for Feature ID. Aggregate function returning a MVT representation of a set of rows.
- **ST\_Contains** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if every point of B lies in A, and their interiors have a point in common
- **ST\_ContainsProperly** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if every point of B lies in the interior of A
- **ST\_CoveredBy** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if every point of A lies in B
- **ST\_Covers** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if every point of B lies in A
- **ST\_Crosses** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries have some, but not all, interior points in common
- **ST\_CurveToLine** - Enhanced: 3.0.0 implemented a minimum number of segments per linearized arc to prevent topological collapse. Converts a geometry containing curves to a linear geometry.
- **ST\_Disjoint** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries have no points in common
- **ST\_Equals** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries include the same set of points
- **ST\_GeneratePoints** - Enhanced: 3.0.0, added seed parameter Generates a multipoint of random points contained in a Polygon or MultiPolygon.
- **ST\_GeomFromGeoJSON** - Enhanced: 3.0.0 parsed geometry defaults to SRID=4326 if not specified otherwise. GeoJSON PostGIS.
- **ST\_LocateBetween** - Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE. Returns the portions of a geometry that match a measure range.
- **ST\_LocateBetweenElevations** - Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE. Returns the portions of a geometry that lie in an elevation (Z) range.
- **ST\_Overlaps** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries have the same dimension and intersect, but each has at least one point not in the other
- **ST\_Relate** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries have a topological relationship matching an Intersection Matrix pattern, or computes their Intersection Matrix
- **ST\_Segmentize** - Enhanced: 3.0.0 Segmentize geometry now produces equal-length subsegments Returns a modified geometry/geography having no segment longer than a given distance.
- **ST\_Touches** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if two geometries have at least one point in common, but their interiors do not intersect
- **ST\_Within** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Tests if every point of A lies in B, and their interiors have a point in common

### Functions changed in PostGIS 3.0

- **PostGIS\_Extensions\_Upgrade** - Changed: 3.0.0 to repackage loose extensions and support postgis\_raster. Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to given or latest version.
- **ST\_3DDistance** - Changed: 3.0.0 - SFCGAL version removed, GEOS backend supports TINs. Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_Area** - Changed: 3.0.0 - does not depend on SFCGAL anymore.
- **ST\_AsGeoJSON** - Changed: 3.0.0 support records as input Return a geometry or feature in GeoJSON format.
- **ST\_AsGeoJSON** - Changed: 3.0.0 output SRID if not EPSG:4326. Return a geometry or feature in GeoJSON format.
- **ST\_AsKML** - Changed: 3.0.0 - Removed the "versioned" variant signature GML 2 GML 3
- **ST\_Distance** - Changed: 3.0.0 - does not depend on SFCGAL anymore. 3 (longest)
- **ST\_Intersection** - Changed: 3.0.0 does not depend on SFCGAL. Computes a geometry representing the shared portion of geometries A and B.
- **ST\_Intersects** - Changed: 3.0.0 SFCGAL version removed and native support for 2D TINs added. Tests if two geometries intersect (they have at least one point in common)
- **ST\_Union** - Changed: 3.0.0 does not depend on SFCGAL. Computes a geometry representing the point-set union of the input geometries.

### 13.12.7 PostGIS Functions new or enhanced in 2.5

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 2.5

- **PostGIS\_Extensions\_Upgrade** - Availability: 2.5.0 Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to given or latest version.
- **ST\_Angle** - Availability: 2.5.0 3 (longest)
- **ST\_AsHexWKB** - Availability: 2.5.0 Return the Well-Known Binary (WKB) in Hex representation of the raster.
- **ST\_BandFileSize** - Availability: 2.5.0 Returns the file size of a band stored in file system. If no bandnum specified, 1 is assumed.
- **ST\_BandFileTimestamp** - Availability: 2.5.0 Returns the file timestamp of a band stored in file system. If no bandnum specified, 1 is assumed.
- **ST\_ChaikinSmoothing** - Availability: 2.5.0 Returns a smoothed version of a geometry, using the Chaikin algorithm
- **ST\_FilterByM** - Availability: 2.5.0 Removes vertices based on their M value

- **ST\_Grayscale** - Availability: 2.5.0 Creates a new one-8BUI band raster from the source raster and specified bands representing Red, Green and Blue
- **ST\_LineInterpolatePoints** - Availability: 2.5.0 Returns points interpolated along a line at a fractional interval.
- **ST\_OrientedEnvelope** - Availability: 2.5.0. Returns a minimum-area rectangle containing a geometry.
- **ST\_QuantizeCoordinates** - Availability: 2.5.0 Sets least significant bits of coordinates to zero
- **ST\_RastFromHexWKB** - Availability: 2.5.0 Return a raster value from a Hex representation of Well-Known Binary (WKB) raster.
- **ST\_RastFromWKB** - Availability: 2.5.0 Return a raster value from a Well-Known Binary (WKB) raster.
- **ST\_SetBandIndex** - Availability: 2.5.0 Update the external band number of an out-db band
- **ST\_SetBandPath** - Availability: 2.5.0 Update the external path and band number of an out-db band

#### Functions enhanced in PostGIS 2.5

- **ST\_AsBinary/ST\_AsWKB** - Enhanced: 2.5.0 Addition of ST\_AsWKB Return the Well-Known Binary (WKB) representation of the raster.
- **ST\_AsMVT** - Enhanced: 2.5.0 - added support parallel query. Aggregate function returning a MVT representation of a set of rows.
- **ST\_AsText** - Enhanced: 2.5 - optional parameter precision introduced. WKT(Well-Known Text) SRID.
- **ST\_BandMetaData** - Enhanced: 2.5.0 to include outdbbandnum, filesize and filetimestamp for outdb rasters.
- **ST\_Buffer** - Enhanced: 2.5.0 - ST\_Buffer geometry support was enhanced to allow for side buffering specification side=both|left|right. Computes a geometry covering all points within a given distance from a geometry.
- **ST\_GeomFromGeoJSON** - Enhanced: 2.5.0 can now accept json and jsonb as inputs. GeoJSON PostGIS.
- **ST\_GeometricMedian** - Enhanced: 2.5.0 Added support for M as weight of points. (median).
- **ST\_Intersects** - Enhanced: 2.5.0 Supports GEOMETRYCOLLECTION. Tests if two geometries intersect (they have at least one point in common)
- **ST\_OffsetCurve** - Enhanced: 2.5 - added support for GEOMETRYCOLLECTION and MULTILINESTRING Returns an offset line at a given distance and side from an input line.
- **ST\_Scale** - Enhanced: 2.5.0 support for scaling relative to a local origin (origin parameter) was introduced. Scales a geometry by given factors.
- **ST\_Split** - Enhanced: 2.5.0 support for splitting a polygon by a multiline was introduced. Returns a collection of geometries created by splitting a geometry by another geometry.
- **ST\_Subdivide** - Enhanced: 2.5.0 reuses existing points on polygon split, vertex count is lowered from 8 to 5. Computes a rectilinear subdivision of a geometry.

#### Functions changed in PostGIS 2.5

- **ST\_GDALDrivers** - Changed: 2.5.0 - add can\_read and can\_write columns. Returns a list of raster formats supported by PostGIS through GDAL. Only those formats with can\_write=True can be used by ST\_AsGDALRaster



### 13.12.8 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\_AsGeobuf** - 2.2.0. Return a Geobuf representation of a set of rows.
- **ST\_AsMVT** - 2.2.0. Aggregate function returning a MVT representation of a set of rows.
- **ST\_AsMVTGeom** - 2.2.0. Transforms a geometry into the coordinate space of a MVT tile.
- **ST\_Centroid** - Availability: 2.4.0 support for geography was introduced.
- **ST\_ForcePolygonCCW** - 2.2.0. Orients all exterior rings counter-clockwise and all interior rings clockwise.
- **ST\_ForcePolygonCW** - 2.2.0. Orients all exterior rings clockwise and all interior rings counter-clockwise.
- **ST\_FrechetDistance** - Availability: 2.4.0 - requires GEOS >= 3.7.0. (shortest)
- **ST\_IsPolygonCCW** - 2.2.0. Tests if Polygons have exterior rings oriented counter-clockwise and interior rings oriented clockwise.
- **ST\_IsPolygonCW** - 2.2.0. Tests if Polygons have exterior rings oriented clockwise and interior rings oriented counter-clockwise.
- **ST\_MakeEmptyCoverage** - 2.2.0. Cover georeferenced area with a grid of empty raster tiles.

Functions enhanced in PostGIS 2.4

- **Loader\_Generate\_Nation\_Script** - Enhanced: 2.4.1 zip code 5 tabulation area (zcta5) load step was fixed and when enabled, zcta5 data is loaded as a single table called zcta5\_all as part of the nation script load.
- **Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. norm\_addy (TIGER geocoder) (TIGER geocoder).
- **Page\_Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. norm\_addy (TIGER geocoder) (TIGER geocoder). address\_standardizer.
- **Reverse\_Geocode** - Enhanced: 2.4.1 if optional zcta5 dataset is loaded, the reverse\_geocode function can resolve to state and zip even if the specific state data is not loaded. Refer to for details on loading zcta5 data. include\_strnum\_range = true.
- **ST\_AsTWKB** - Enhanced: 2.4.0 memory and speed improvements. TWKB(Tiny Well-Known Binary).

- **ST\_Covers** - Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type Tests if every point of B lies in A
- **ST\_CurveToLine** - Enhanced: 2.4.0 added support for max-deviation and max-angle tolerance, and for symmetric output. Converts a geometry containing curves to a linear geometry.
- **ST\_Project** - Enhanced: 2.4.0 Allow negative distance and non-normalized azimuth. Returns a point projected from a start point by a distance and bearing (azimuth).
- **ST\_Reverse** - Enhanced: 2.4.0 support for curves was introduced.

#### Functions changed in PostGIS 2.4

- **=** - 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. Nodes a collection of lines.

### 13.12.9 PostGIS Functions new or enhanced in 2.3

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 2.3

- **&&&(geometry,gidx)** - Availability: 2.3.0 support for Block Range INdices (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).
- **&&&(gidx,geometry)** - Availability: 2.3.0 support for Block Range INdices (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.
- **&&&(gidx,gidx)** - Availability: 2.3.0 support for Block Range INdices (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 INdices (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 INdices (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 INdices (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 INdices (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 INdices (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 INdices (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).
- **Populate\_Topology\_Layer** - 2.3.0 更新内容。Adds missing entries to topology.layer table by reading metadata from topo tables.
- **ST\_ClusterDBSCAN** - 2.3.0 更新内容。Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.
- **ST\_ClusterKMeans** - 2.3.0 更新内容。Window function that returns a cluster id for each input geometry using the K-means algorithm.
- **ST\_GeneratePoints** - 2.3.0 更新内容。Generates a multipoint of random points contained in a Polygon or MultiPolygon.
- **ST\_GeometricMedian** - 2.3.0 更新内容。更新内容 (median) 更新内容。
- **ST\_MakeLine** - 2.0.0 更新内容。更新内容, 更新内容。
- **ST\_MinimumBoundingRadius** - 2.3.0 更新内容。Returns the center point and radius of the smallest circle that contains a geometry.
- **ST\_MinimumClearance** - 2.3.0 更新内容。更新内容 (robustness) 更新内容 (clearance) 更新内容。
- **ST\_MinimumClearanceLine** - 2.3.0 更新内容。GEOS 3.6.0 更新内容。更新内容 2 更新内容, 更新内容。
- **ST\_Normalize** - 2.3.0 更新内容。更新内容。
- **ST\_Points** - 2.3.0 更新内容。更新内容。
- **ST\_VoronoiLines** - 2.3.0 更新内容。Returns the boundaries of the Voronoi diagram of the vertices of a geometry.
- **ST\_VoronoiPolygons** - 2.3.0 更新内容。Returns the cells of the Voronoi diagram of the vertices of a geometry.
- **ST\_WrapX** - Availability: 2.3.0 requires GEOS X 更新内容。
- **TopoGeom\_addElement** - 2.3 更新内容。Adds an element to the definition of a TopoGeometry.
- **TopoGeom\_remElement** - 2.3 更新内容。Removes an element from the definition of a TopoGeometry.
- **~(box2df,box2df)** - Availability: 2.3.0 support for Block Range INdices (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 INdices (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 INdices (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's 2D bonding box contains a 2D float precision bounding box (GIDX).

Functions 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. Tests if every point of B lies in A, and their interiors have a point in common
- **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. Tests if every point of B lies in A
- **ST\_Expand** - Enhanced: 2.3.0 support was added to expand a box by different amounts in different dimensions. Returns a bounding box expanded from another bounding box or a geometry.
- **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. Tests if two geometries intersect (they have at least one point in common)
- **ST\_Segmentize** - Enhanced: 2.3.0 Segmentize geography now produces equal-length subsegments Returns a modified geometry/geography having no segment longer than a given distance.
- **ST\_Transform** - Enhanced: 2.3.0 support for direct PROJ.4 text was introduced. Return a new geometry with coordinates transformed to a different spatial reference system.
- **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. Tests if every point of A lies in B, and their interiors have a point in common

Functions changed in PostGIS 2.3

- **ST\_PointN** - `ST_PointN(geometry, integer)`: 2.3.0 `ST_PointN(geometry, integer)` `ST_LineString` `ST_CircularString`

### 13.12.10 PostGIS Functions new or enhanced in 2.2

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 2.2

- **<<->** - 2.2.0 `<<->(geometry, geometry)`. PostgreSQL 9.1 `KNN`. Returns the n-D distance between the A and B geometries or bounding boxes
- **ST\_3DDifference** - 2.2.0 `ST_3DDifference(geometry, geometry)`. 3 `ST_3DDifference`.
- **ST\_3DUnion** - 2.2.0 `ST_3DUnion(geometry, geometry)`. Perform 3D union.
- **ST\_ApproximateMedialAxis** - 2.2.0 `ST_ApproximateMedialAxis(geometry)`. `ST_ApproximateMedialAxis`.
- **ST\_AsEncodedPolyline** - 2.2.0 `ST_AsEncodedPolyline(geometry)`. `ST_AsEncodedPolyline`
- **ST\_AsTWKB** - 2.2.0 `ST_AsTWKB(geometry)`. `ST_AsTWKB` TWKB(Tiny Well-Known Binary)
- **ST\_BoundingDiagonal** - 2.2.0 `ST_BoundingDiagonal(geometry)`. `ST_BoundingDiagonal`.
- **ST\_CPAWithin** - 2.2.0 `ST_CPAWithin(geometry, geometry, float)`. Tests if the closest point of approach of two trajectories is within the specified distance.
- **ST\_ClipByBox2D** - 2.2.0 `ST_ClipByBox2D(geometry, bounding_box)`. Computes the portion of a geometry falling within a rectangle.
- **ST\_ClosestPointOfApproach** - 2.2.0 `ST_ClosestPointOfApproach(geometry, geometry)`. Returns a measure at the closest point of approach of two trajectories.





- **ST\_3DDistance** - 更新: 2.2.0 更新, 2D 与 3D 距离函数 Z 轴为 0 时返回 0。更新, (SRS 指定) 3 轴距离函数。
- **ST\_3DLongestLine** - 更新: 2.2.0 更新 2D 距离函数, (Z 轴为 0 时返回 2D 距离函数)。2D 与 3D 距离, 返回 Z 轴为 0 时返回 3 轴距离 (longest) 函数。
- **ST\_3DMaxDistance** - 更新: 2.2.0 更新, 2D 与 3D 距离函数 Z 轴为 0 时返回 0。更新, (SRS 指定) 3 轴距离函数。
- **ST\_3DShortestLine** - 更新: 2.2.0 更新 2D 距离函数, (Z 轴为 0 时返回 2D 距离函数)。2D 与 3D 距离, 返回 Z 轴为 0 时返回 3 轴距离 (shortest) 函数。
- **ST\_DistanceSphere** - 更新: 2.2.0 更新 ST\_Distance\_Sphere 函数。更新 PostGIS 1.5 距离函数。
- **ST\_DistanceSpheroid** - 更新: 2.2.0 更新 ST\_Distance\_Spheroid 函数。更新 PostGIS 1.5 距离函数。
- **ST\_Equals** - 更新: 2.2.0 返回 true 即使对于无效几何体如果它们是二进制相等 Tests 如果两个几何体包含相同的点集
- **ST\_LengthSpheroid** - 更新: 2.2.0 更新 ST\_Length\_Spheroid 函数, ST\_3DLength\_Spheroid 函数。
- **ST\_MemSize** - 更新: 2.2.0 名称更改为 ST\_MemSize 以遵循命名约定。ST\_Geometry 函数。
- **ST\_PointInsideCircle** - 更新: 2.2.0 在以前的版本中这被称为 ST\_Point\_Inside\_Circle Tests 如果一个点几何体是在一个由中心和半径定义的圆内
- **ValidateTopology** - 更新: 2.2.0 'edge crosses node' 返回 id1 id2 返回 validate\_topology\_return\_type 对象详细描述拓扑问题。

### 13.12.11 PostGIS Functions new or enhanced in 2.1

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 2.1

- **=** - 2.1.0 更新。A 与 B 距离函数 TRUE 返回。更新。
- **AsTopoJSON** - 2.1.0 更新。TopoGeometry 与 TopoJSON 函数。
- **Drop\_Nation\_Tables\_Generate\_Script** - 2.1.0 更新。county\_all, state\_all 更新, county, state (州) 更新。
- **Get\_Geocode\_Setting** - 2.1.0 更新。tiger.geocode\_settings 更新。
- **Loader\_Generate\_Nation\_Script** - 2.1.0 更新。更新, 更新。
- **Pagc\_Normalize\_Address** - 2.1.0 更新。更新, 更新, 更新, 更新 norm addy 更新。更新 tiger\_geocoder 更新 (TIGER 更新) 更新。address\_standardizer 更新。

- **ST\_3DArea** - 2.1.0 返回 3D 对象的体积。3D 对象必须是有效的。返回 0 表示无效对象。
- **ST\_3DIntersection** - 2.1.0 返回 3D 对象的交集。
- **ST\_Box2dFromGeoHash** - 2.1.0 返回 GeoHash 的 BOX2D 边界框。
- **ST\_ColorMap** - 2.1.0 返回 8BUI 颜色映射 (grayscale, RGB, RGBA) 的 4 个通道。返回 1 表示无效。
- **ST\_Contains** - 2.1.0 返回栅格 rastA 是否包含栅格 rastB。返回 1 表示包含，0 表示不包含。
- **ST\_ContainsProperly** - 2.1.0 返回栅格 rastB 是否完全包含在栅格 rastA 内部。
- **ST\_CoveredBy** - 2.1.0 返回栅格 rastA 是否被栅格 rastB 完全覆盖。
- **ST\_Covers** - 2.1.0 返回栅格 rastB 是否完全覆盖栅格 rastA。
- **ST\_DFullyWithin** - 2.1.0 返回栅格 rastA 是否完全在栅格 rastB 的指定距离内。
- **ST\_DWithin** - 2.1.0 返回栅格 rastA 是否在栅格 rastB 的指定距离内。
- **ST\_DelaunayTriangles** - 2.1.0 返回 Delaunay 三角剖分的顶点。
- **ST\_Disjoint** - 2.1.0 返回栅格 rastA 和栅格 rastB 是否不相交。
- **ST\_DumpValues** - 2.1.0 返回栅格值的 2D 数组。
- **ST\_Extrude** - 2.1.0 返回 3D 对象的挤出。
- **ST\_ForceLHR** - 2.1.0 强制 LHR (Left Hand Reverse; 逆时针) 的方向。
- **ST\_FromGDALRaster** - 2.1.0 从 GDAL 栅格创建 PostGIS 栅格。
- **ST\_GeomFromGeoHash** - 2.1.0 从 GeoHash 字符串创建几何体。
- **ST\_InvDistWeight4ma** - 2.1.0 返回 4 邻域反距离权重。
- **ST\_MapAlgebra (callback function version)** - 2.1.0 使用回调函数进行栅格代数。返回 1 表示成功，0 表示失败。
- **ST\_MapAlgebra (expression version)** - 2.1.0 使用 SQL 表达式进行栅格代数。返回 1 表示成功，0 表示失败。
- **ST\_MinConvexHull** - 2.1.0 返回最小凸包。返回 NODATA 表示无效。
- **ST\_MinDist4ma** - 2.1.0 返回 4 邻域最小距离。返回 NODATA 表示无效。
- **ST\_MinkowskiSum** - 2.1.0 返回 Minkowski 和。
- **ST\_NearestValue** - 2.1.0 返回最近的值。columnx 和 rowy 表示坐标。返回 NODATA 表示无效。

- **ST\_Neighborhood** - 2.1.0 返回栅格邻域。columnx 和 rowy 指定邻域大小。NODATA 值返回 NULL。2 个参数版本。
- **ST\_NotSameAlignmentReason** - 2.1.0 返回两个栅格不同对齐的原因。返回一个枚举值。
- **ST\_Orientation** - 2.1.0 返回栅格的方位 (orientation)。
- **ST\_Overlaps** - 2.1.0 检查两个栅格是否重叠。rastA 和 rastB 是栅格名称。
- **ST\_PixelAsCentroid** - 2.1.0 返回栅格像素的质心 (centroid)。
- **ST\_PixelAsCentroids** - 2.1.0 返回栅格像素的质心列表 (centroid) 的 X, Y 坐标。
- **ST\_PixelAsPoint** - 2.1.0 返回栅格像素的质心点。
- **ST\_PixelAsPoints** - 2.1.0 返回栅格像素的质心点列表。返回 X, Y 坐标。
- **ST\_PixelOfValue** - 2.1.0 返回栅格中指定值的像素。columnx, rowy 指定像素位置。
- **ST\_PointFromGeoHash** - 2.1.0 从 GeoHash 字符串返回点。
- **ST\_RasterToWorldCoord** - 2.1.0 返回栅格像素的世界坐标。X, Y (列, 行) 指定像素位置。返回 1 个坐标。
- **ST\_Resize** - 2.1.0 调整栅格大小。GDAL 1.6.1 版本。返回新栅格/原栅格。
- **ST\_Roughness** - 2.1.0 返回 DEM 的粗糙度 (roughness)。
- **ST\_SetValues** - 2.1.0 设置栅格中的值。
- **ST\_Simplify** - 2.1.0 简化栅格边界。Douglas-Peucker 算法。TopoGeometry 选项。
- **ST\_StraightSkeleton** - 2.1.0 返回栅格的直线骨架 (straight skeleton)。
- **ST\_Summary** - 2.1.0 返回栅格的摘要信息。
- **ST\_TPI** - 2.1.0 返回地形位置指数 (Topographic Position Index)。
- **ST\_TRI** - 2.1.0 返回地形粗糙度指数 (Terrain Ruggedness Index)。
- **ST\_Tessellate** - 2.1.0 栅格三角化 (tessellation)。返回 TIN 列表。
- **ST\_Tile** - 2.1.0 返回栅格的瓦片信息。
- **ST\_Touches** - 2.1.0 检查两个栅格是否接触。rastA 和 rastB 是栅格名称。返回 TRUE 或 FALSE。
- **ST\_Union** - 2.1.0 返回两个栅格的并集。ST\_Union(rast, unionarg) 版本。返回 1 个栅格。

- **ST\_Within** - 2.1.0 性能提升。rastB 与 rastA 的包含关系检查速度提升。
- **ST\_WorldToRasterCoord** - 2.1.0 性能提升。X, Y(经度, 纬度) 转换为栅格坐标的速度提升。
- **Set\_Geocode\_Setting** - 2.1.0 性能提升。地理编码设置更新速度提升。
- **UpdateRasterSRID** - 2.1.0 性能提升。更新栅格 SRID 的速度提升。
- **clearTopoGeom** - 2.1 清理拓扑几何体的内容。
- **postgis.backend** - 2.1.0 支持 GEOS 或 SFCGAL 后端。可通过 `geos` 或 `sfcgal` 设置，或 `geos` 默认。
- **postgis\_sfcgal\_version** - 2.1.0 支持 SFCGAL 版本检查。

Functions enhanced in PostGIS 2.1

- **ST\_AddBand** - 性能提升: 2.1.0 支持 `addbandarg` 参数。性能提升。
- **ST\_AddBand** - 性能提升: 2.1.0 支持 DB 后端。性能提升。
- **ST\_AsBinary/ST\_AsWKB** - 性能提升: 2.1.0 支持 `outasin` 参数。返回 Well-Known Binary (WKB) 表示的栅格。
- **ST\_AsGML** - 性能提升: 2.1.0 支持 GML 3 ID 格式。支持 GML 2 到 GML 3 的转换。
- **ST\_Aspect** - 性能提升: 2.1.0 支持 `ST_MapAlgebra()` 和 `interpolate_nodata` 参数。性能提升。
- **ST\_Boundary** - 性能提升: 2.1.0 性能提升。边界提取速度提升。
- **ST\_Clip** - 性能提升: 2.1.0 支持 C 语言实现。返回被输入几何体裁剪的栅格。如果未指定 band number，则处理所有波段。如果未指定 crop 或为 TRUE，则输出栅格被裁剪。如果 touched 设置为 TRUE，则包含接触的像素，否则仅当像素中心在几何体内时才包含。
- **ST\_DWithin** - 增强: 2.1.0 提高了地理学性能。参见 Making Geography faster for details。测试两个几何体是否在给定距离内。
- **ST\_DWithin** - 增强: 2.1.0 支持了曲线几何体。测试两个几何体是否在给定距离内。
- **ST\_Distance** - 性能提升: 2.1.0 性能提升。参见 Making Geography faster for details。支持 3 参数 (longest) 模式。
- **ST\_Distance** - 性能提升: 2.1.0 性能提升。支持 3 参数 (longest) 模式。
- **ST\_Distinct4ma** - 性能提升: 2.1.0 支持 2 参数模式。性能提升。
- **ST\_DumpPoints** - 增强: 2.1.0 更快的速度。重新实现为原生 C。性能提升。



- **ST\_HillShade** - 更新: 2.1.0 更新 ST\_MapAlgebra() 更新, interpolate\_nodata 更新. 更新, 更新, 更新. 更新.
- **ST\_MakeValid** - Enhanced: 2.1.0, added support for GEOMETRYCOLLECTION and MULTIPOINT. Attempts to make an invalid geometry valid without losing vertices.
- **ST\_Max4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_Mean4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_Min4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_PixelAsPolygons** - 更新: 2.1.0 更新 exclude\_nodata\_value 更新. 更新 X, Y 更新.
- **ST\_Polygon** - 更新: 2.1.0 更新 (更新 C 更新). 更新. NODATA 更新. 更新.
- **ST\_Range4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_SameAlignment** - 更新: 2.1.0 更新. 更新, 更新, 更新 (更新) 更新, 更新.
- **ST\_Segmentize** - 更新: 2.1.0 更新. Returns a modified geometry/geography having no segment longer than a given distance.
- **ST\_SetGeoReference** - 更新: 2.1.0 更新 ST\_SetGeoReference(raster, double precision, ...) 更新. 更新 6 更新. 更新. GDAL 更新 ESRI 更新. 更新 GDAL 更新.
- **ST\_SetValue** - 更新: 2.1.0 更新 ST\_SetValue() 更新. 更新 ST\_SetValues() 更新 geomval[] 更新 (wrapper) 更新. 更新 columnx, rowy 更新. 更新 1 更新, 更新 1 更新.
- **ST\_Slope** - 更新: 2.1.0 更新 ST\_MapAlgebra() 更新, 更新 units, scale, interpolate\_nodata 更新. 更新 (更新) 更新. 更新.
- **ST\_StdDev4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_Sum4ma** - 更新: 2.1.0 更新 2 更新. 更新. 更新.
- **ST\_Summary** - 更新: 2.1.0 更新. 更新 S 更新.
- **ST\_Transform** - 更新: 2.1.0 更新 ST\_Transform(rast, alignto) 更新. 更新 NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos 更新. 更新 NearestNeighbor 更新.
- **ST\_Union** - 更新: 2.1.0 更新 (更新 C 更新). 更新 1 更新.

- **ST\_Union** - 更新: 2.1.0 添加 ST\_Union(rast) 函数 1 个。PostGIS 3.5.2 添加 ST\_Union(rast, uniontype) 函数 4 个。ST\_Union(rast, uniontype) 函数 1 个。ST\_Union(rast, uniontype) 函数 1 个。
- **ST\_Union** - 更新: 2.1.0 添加 ST\_Union(rast, uniontype) 函数 4 个。ST\_Union(rast, uniontype) 函数 1 个。ST\_Union(rast, uniontype) 函数 1 个。
- **toTopoGeom** - 更新: 2.1.0 添加 TopoGeometry 函数。Converts a simple Geometry into a topo geometry.

Functions changed in PostGIS 2.1

- **ST\_Aspect** - 更新: 2.1.0 添加 ST\_Aspect 函数。2.1.0 添加 ST\_Aspect 函数。ST\_Aspect 函数 (ST\_Aspect) 函数。ST\_Aspect 函数。
- **ST\_EstimatedExtent** - 更新: 2.1.0。Up to 2.0.x this was called ST\_Estimated\_Extent. Returns the estimated extent of a spatial table.
- **ST\_Force2D** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_2D 函数。ST\_Force\_2D 函数。
- **ST\_Force3D** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_3D 函数。ST\_Force\_3D 函数。ST\_Force3DZ 函数。
- **ST\_Force3DM** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_3DM 函数。ST\_Force\_3DM 函数。ST\_Force3DM 函数。
- **ST\_Force3DZ** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_3DZ 函数。ST\_Force\_3DZ 函数。ST\_Force3DZ 函数。
- **ST\_Force4D** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_4D 函数。ST\_Force\_4D 函数。ST\_Force4D 函数。
- **ST\_ForceCollection** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Force\_Collection 函数。ST\_Force\_Collection 函数。
- **ST\_HillShade** - 更新: 2.1.0 添加 ST\_HillShade 函数。2.1.0 添加 ST\_HillShade 函数。ST\_HillShade 函数, ST\_HillShade 函数, ST\_HillShade 函数。
- **ST\_LineInterpolatePoint** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Line\_Interpolate\_Point 函数。Returns a point interpolated along a line at a fractional location.
- **ST\_LineLocatePoint** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Line\_Locate\_Point 函数。Returns the fractional location of the closest point on a line to a point.
- **ST\_LineSubstring** - 更新: 2.1.0 添加, 2.0.x 添加 ST\_Line\_Substring 函数。Returns the part of a line between two fractional locations.
- **ST\_PixelAsCentroids** - 更新: 2.1.1 添加 exclude\_nodata\_value 函数。ST\_PixelAsCentroids 函数 (ST\_PixelAsCentroids) 函数 X, Y 函数。ST\_PixelAsCentroids 函数。
- **ST\_PixelAsPoints** - 更新: 2.1.1 添加 exclude\_nodata\_value 函数。ST\_PixelAsPoints 函数 (ST\_PixelAsPoints) 函数 X, Y 函数。ST\_PixelAsPoints 函数。
- **ST\_PixelAsPolygons** - 更新: 2.1.1 添加 exclude\_nodata\_value 函数。ST\_PixelAsPolygons 函数 (ST\_PixelAsPolygons) 函数 X, Y 函数。ST\_PixelAsPolygons 函数。
- **ST\_Polygon** - 更新: 2.1.0 添加 ST\_Polygon 函数, 2.0.x 添加 ST\_Polygon 函数。NODATA 函数。ST\_Polygon 函数。

- **ST\_RasterToWorldCoordX** - 新增: 2.1.0 新增 ST\_Raster2WorldCoordX 函数。返回栅格中指定像素的 X 世界坐标。像素索引从 1 开始。
- **ST\_RasterToWorldCoordY** - 新增: 2.1.0 新增 ST\_Raster2WorldCoordY 函数。返回栅格中指定像素的 Y 世界坐标。像素索引从 1 开始。
- **ST\_Rescale** - 新增: 2.1.0 新增 SRID 参数。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, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.
- **ST\_Reskew** - 新增: 2.1.0 新增 SRID 参数。最近邻 (NearestNeighbor), Bilinear, Cubic, CubicSpline 或 Lanczos 重采样算法。默认是 NearestNeighbor。
- **ST\_Segmentize** - 更改: 2.1.0 由于引入了地理支持，使用 ST\_Segmentize('LINESTRING(1 2, 3 4)', 0.5) 会导致模糊的函数错误。输入需要正确地作为几何或地理类型。使用 ST\_GeomFromText, ST\_GeogFromText 或转换为所需的类型 (例如 ST\_Segmentize('LINESTRING(1 2, 3 4)::geometry, 0.5) ) 返回一个修改后的几何/地理，其没有比给定距离更长的段。
- **ST\_Slope** - 新增: 2.1.0 新增 SRID 参数。返回栅格中指定像素的坡度。最近邻 (NearestNeighbor), Bilinear, Cubic, CubicSpline 或 Lanczos 重采样算法。默认是 NearestNeighbor。
- **ST\_SnapToGrid** - 新增: 2.1.0 新增 SRID 参数。最近邻 (NearestNeighbor), Bilinear, Cubic, CubicSpline 或 Lanczos 重采样算法。默认是 NearestNeighbor。
- **ST\_WorldToRasterCoordX** - 新增: 2.1.0 新增 ST\_World2RasterCoordX 函数。返回世界坐标 (pt) 在栅格中的 X, Y 坐标 (xw, yw)。
- **ST\_WorldToRasterCoordY** - 新增: 2.1.0 新增 ST\_World2RasterCoordY 函数。返回世界坐标 (pt) 在栅格中的 X, Y 坐标 (xw, yw)。

### 13.12.12 PostGIS Functions new or enhanced in 2.0

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 2.0

- **&&** - 2.0.0 新增。A 与 B 都为 TRUE 时返回 TRUE。
- **&&&** - 2.0.0 新增。A 与 n 个 B 都为 TRUE 时返回 TRUE。
- **<#>** - 2.0.0 新增。PostgreSQL 9.1 的 KNN 索引。A 与 B 索引距离为 2 以内。
- **<->** - 2.0.0 新增。最近邻 (KNN) 索引。A 与 B 索引距离为 2 以内。PostgreSQL 9.1 的 KNN 索引。
- **@** - 2.0.0 新增 raster @ raster, raster @ geometry。B 包含 A 时返回 TRUE。
- **@** - 2.0.5 新增 geometry @ raster。B 包含 A 时返回 TRUE。



- **Get\_Tract** - 2.0.0 返回指定地理实体的名称。指定地理实体 (tract) 的地理实体的名称 (field) 名称。返回地理实体的名称。
- **Install\_Missing\_Indexes** - 2.0.0 安装缺失的索引。指定地理实体的名称 (join) 和地理实体的名称 (key) 的索引。
- **Loader\_Generate\_Census\_Script** - 2.0.0 生成人口普查脚本。生成人口普查脚本 (州) 的脚本, TIGER 地理实体的名称 (州) 名称 (tract), 地理实体的名称 (bg), 地理实体的名称 (tabblock) 的 tiger\_data 名称 (州) 名称。
- **Loader\_Generate\_Script** - 2.0.0 生成 TIGER 2010 脚本。生成 TIGER 2010 脚本 (tract), 地理实体的名称 (bg), 地理实体的名称 (tabblock) 的 tiger\_data 名称 (州) 名称, TIGER 地理实体的名称 (州) 名称 (tract), 地理实体的名称 (bg), 地理实体的名称 (tabblock) 的 tiger\_data 名称 (州) 名称。
- **Missing\_Indexes\_Generate\_Script** - 2.0.0 生成缺失索引的脚本。生成缺失索引的脚本 (join) 和地理实体的名称 (key) 的 SQL DDL 脚本。
- **Polygonize** - 2.0.0 查找并注册所有由拓扑边缘定义的面。
- **Reverse\_Geocode** - 2.0.0 反向地理编码。反向地理编码 (include\_strnum\_range = true)。
- **ST\_3DClosestPoint** - 2.0.0 返回 g2 与 g1 的 3D 最近点。
- **ST\_3DDFullyWithin** - 2.0.0 测试两个 3D 几何体是否完全在给定 3D 距离内。
- **ST\_3DDWithin** - 2.0.0 测试两个 3D 几何体是否在给定 3D 距离内。
- **ST\_3DDistance** - 2.0.0 返回两个 3D 几何体 (SRS 指定) 的 3D 距离。
- **ST\_3DIntersects** - 2.0.0 测试两个几何体在 3D 空间中是否相交 (点、线串、多边形、多面体表面 (面积))。
- **ST\_3DLongestLine** - 2.0.0 返回 3D 中最长的线。
- **ST\_3DMaxDistance** - 2.0.0 返回两个 3D 几何体 (SRS 指定) 的 3D 最大距离。
- **ST\_3DShortestLine** - 2.0.0 返回 3D 中最短的线。
- **ST\_AddEdgeModFace** - 2.0 添加边并修改面。
- **ST\_AddEdgeNewFaces** - 2.0 添加边并创建新面。
- **ST\_AsGDALRaster** - 2.0.0 返回 GDAL 1.6.0 格式的栅格瓦片。返回的栅格瓦片是 GDAL 支持的格式之一。使用 ST\_GDALDrivers() 获取支持的格式列表。



- **ST\_HasNoBand** - 2.0.0 返回布尔值。如果几何体没有波段，则返回 true，否则返回 false。
- **ST\_HillShade** - 2.0.0 返回栅格。根据高程、方位角、坡度、坡向和光照角度生成阴影。
- **ST\_Histogram** - 2.0.0 返回栅格。根据指定的 bin 大小和范围生成直方图。
- **ST\_InterpolatePoint** - 2.0.0 返回点。根据指定的 M 值插值点。
- **ST\_IsEmpty** - 2.0.0 返回布尔值。如果几何体为空（width = 0, height = 0），则返回 true。
- **ST\_IsValidDetail** - 2.0.0 返回行。返回一个 valid\_detail 行，说明几何体是否有效，或无效的原因和位置。
- **ST\_IsValidReason** - Availability: 2.0 version taking flags. 返回文本，说明几何体是否有效，或无效的原因。
- **ST\_MakeLine** - 2.0.0 返回线。根据指定的点生成线。
- **ST\_MakeValid** - 2.0.0 返回几何体。尝试使无效的几何体有效，而不丢失顶点。
- **ST\_MapAlgebraExpr** - 2.0.0 返回栅格。根据指定的 PostgreSQL 表达式生成栅格。
- **ST\_MapAlgebraExpr** - 2.0.0 返回栅格。根据指定的 PostgreSQL 表达式生成栅格。
- **ST\_MapAlgebraFct** - 2.0.0 返回栅格。根据指定的 PostgreSQL 函数生成栅格。
- **ST\_MapAlgebraFct** - 2.0.0 返回栅格。根据指定的 PostgreSQL 函数生成栅格。
- **ST\_MapAlgebraFctNgb** - 2.0.0 返回栅格。根据指定的 PostgreSQL 函数生成栅格。
- **ST\_Max4ma** - 2.0.0 返回栅格。返回 4 邻域的最大值。
- **ST\_Mean4ma** - 2.0.0 返回栅格。返回 4 邻域的平均值。
- **ST\_Min4ma** - 2.0.0 返回栅格。返回 4 邻域的最小值。
- **ST\_ModEdgeHeal** - 2.0 返回 ID。通过删除连接两个边的节点，修改第一个边并删除第二个边。返回删除的节点的 ID。
- **ST\_MoveIsoNode** - 2.0.0 返回描述。移动拓扑中的一个孤立节点到另一个点。如果新点几何体存在，则抛出错误。返回移动的描述。

- **ST\_NewEdgeHeal** - 2.0 函数。Heals 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.
- **ST\_Node** - 2.0.0 函数。Nodes a collection of lines.
- **ST\_NumPatches** - 2.0.0 函数。返回几何体中的补丁数量。如果几何体是 NULL，则返回 NULL。
- **ST\_OffsetCurve** - 2.0 函数。Returns an offset line at a given distance and side from an input line.
- **ST\_PatchN** - 2.0.0 函数。ST\_Geometry 函数。
- **ST\_Perimeter** - 函数: 2.0.0 函数。Returns the length of the boundary of a polygonal geometry or geography.
- **ST\_PixelAsPolygon** - 2.0.0 函数。返回像素的几何体。
- **ST\_PixelAsPolygons** - 2.0.0 函数。返回像素的几何体集合。返回 X, Y 坐标。
- **ST\_Project** - 2.0.0 函数。Returns a point projected from a start point by a distance and bearing (azimuth).
- **ST\_Quantile** - 2.0.0 函数。返回给定人口 (population) 的指定分位数 (quantile) 的几何体。例如，返回 25%, 50%, 75% 分位数 (percentile) 的几何体。
- **ST\_Range4ma** - 2.0.0 函数。返回 4 米范围的几何体。
- **ST\_Reclass** - 2.0.0 函数。根据 nband 重新分类。nband 为 1 时，返回重新分类后的几何体。例如：将 16BUI 重新分类为 8BUI。
- **ST\_RelateMatch** - 2.0.0 函数。Tests if a DE-9IM Intersection Matrix matches an Intersection Matrix pattern
- **ST\_RemEdgeModFace** - 2.0 函数。Removes an edge, and if the edge separates two faces deletes one face and modifies the other face to cover the space of both.
- **ST\_RemEdgeNewFace** - 2.0 函数。Removes an edge, and if the edge separates two faces creates a new face and modifies the other face to cover the space of both.
- **ST\_Resample** - 2.0.0 函数。GDAL 1.6.1 函数。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, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.
- **ST\_Rescale** - 2.0.0 函数。GDAL 1.6.1 函数。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, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.
- **ST\_Reskew** - 2.0.0 函数。GDAL 1.6.1 函数。Reskew a raster (skew) using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline, Lanczos, Max or Min resampling algorithm. Default is NearestNeighbor.
- **ST\_SameAlignment** - 2.0.0 函数。Returns true if two geometries have the same alignment.



- **ST\_SetBandIsNoData** - 2.0.0 新增。设置 isnodata 标志。
- **ST\_SharedPaths** - 2.0.0 新增。返回共享边/面的集合。
- **ST\_Slope** - 2.0.0 新增。计算坡度 (度)。
- **ST\_Snap** - 2.0.0 新增。将几何体对齐到最近的栅格。
- **ST\_SnapToGrid** - 2.0.0 新增。GDAL 1.6.1 引入。最近邻 (NearestNeighbor)、Bilinear、Cubic、CubicSpline、Lanczos 插值。
- **ST\_Split** - Availability: 2.0.0 requires GEOS Returns a collection of geometries created by splitting a geometry by another geometry.
- **ST\_StdDev4ma** - 2.0.0 新增。4 移动平均标准差。
- **ST\_Sum4ma** - 2.0.0 新增。4 移动平均求和。
- **ST\_SummaryStats** - 2.0.0 新增。返回 count, sum, mean, stddev, min, max 等统计信息。
- **ST\_Transform** - 2.0.0 新增。GDAL 1.6.1 引入。最近邻、Bilinear、Cubic、CubicSpline、Lanczos 插值。
- **ST\_UnaryUnion** - 2.0.0 新增。计算单个几何体的并集。
- **ST\_Union** - 2.0.0 新增。合并几何体。
- **ST\_ValueCount** - 2.0.0 新增。返回每个值及其出现次数 (包括 NODATA)。
- **TopoElementArray\_Agg** - 2.0.0 新增。返回 element\_id, type arrays (topoelements)。
- **TopoGeo\_AddLineString** - 2.0.0 新增。添加 linestring 到拓扑。
- **TopoGeo\_AddPoint** - 2.0.0 新增。添加 point 到拓扑 (split)。
- **TopoGeo\_AddPolygon** - 2.0.0 新增。添加 polygon 到拓扑。
- **TopologySummary** - 2.0.0 新增。提供拓扑对象的统计摘要。
- **Topology\_Load\_Tiger** - 2.0.0 新增。加载 PostGIS TIGER 数据。
- **toTopoGeom** - 2.0 新增。将简单几何体转换为拓扑几何体。

- `~` - 2.0.0 新增。A 与 B 不相交返回 TRUE。与 `ST_Disjoint` 类似。
- `~=` - 2.0.0 新增。A 与 B 不相交或 A 是 B 的子集返回 TRUE。

Functions enhanced in PostGIS 2.0

- `&&` - 新增: 2.0.0 新增 (polyhedral surface) 支持。A 与 B 不相交返回 TRUE。
- `AddGeometryColumn` - 新增: 2.0.0 新增。使用 `typmod` 支持。支持 `typmod` 支持。
- `Box2D` - 新增: 2.0.0 新增, 支持 TIN 支持。Returns a BOX2D representing the 2D extent of a geometry.
- `Box3D` - 新增: 2.0.0 新增, 支持 TIN 支持。Returns a BOX3D representing the 3D extent of a geometry.
- `CreateTopology` - 增强: 2.0 新增了接受 `hasZ` 的签名。Creates a new topology schema and registers it in the topology.topology table.
- `Geocode` - 新增: 2.0.0 新增 TIGER 2010 支持, 支持 `max_results` 支持。支持 `max_results` 支持 (支持) 支持 NAD83 支持, 支持 `restrict_region` 支持 (支持 10) 支持 `restrict_region` 支持 (支持 NULL) 支持。
- `GeometryType` - 新增: 2.0.0 新增, 支持 TIN 支持。ST\_Geometry 支持。
- `Populate_Geometry_Columns` - 新增: 2.0.0 新增。支持 `use_typmod` 支持。Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.
- `ST_3DExtent` - 新增: 2.0.0 新增, 支持 TIN 支持。Aggregate function that returns the 3D bounding box of geometries.
- `ST_Affine` - 新增: 2.0.0 新增, 支持 TIN 支持。Apply a 3D affine transformation to a geometry.
- `ST_Area` - 新增: 2.0.0 新增 2 支持 (polyhedral surface) 支持。支持。
- `ST_AsBinary` - 新增: 2.0.0 新增, 支持 TIN 支持。Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- `ST_AsBinary` - 新增: 2.0.0 新增。Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- `ST_AsBinary` - 新增: 2.0.0 新增。Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- `ST_AsEWKB` - 新增: 2.0.0 新增, 支持 TIN 支持。Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.
- `ST_AsEWKT` - 新增: 2.0.0 新增, 支持 TIN 支持。Return WKT(Well-Known Text) 支持 SRID 支持。

- **ST\_AsGML** - 函数: 2.0.0 将几何体转换为 GML 3 '4' 格式。GML 3 支持 TIN 格式。返回 GML 2 或 GML 3 格式。
- **ST\_AsKML** - 函数: 2.0.0 将几何体转换为 KML 格式。支持 GML 2 或 GML 3 格式。
- **ST\_Azimuth** - 函数: 2.0.0 计算两个点之间的方位角。
- **ST\_Dimension** - 函数: 2.0.0 返回几何体的维度 (polyhedral surface) 或 TIN 格式。返回 0 到 3 的整数。ST\_Geometry 函数。
- **ST\_Dump** - 函数: 2.0.0 将几何体分解为 TIN 格式。Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - 函数: 2.0.0 将几何体分解为点。Returns a set of geometry\_dump\_points rows for the components of a geometry.
- **ST\_Expand** - 函数: 2.0.0 返回几何体的边界框。Returns a bounding box expanded from another bounding box or a geometry.
- **ST\_Extent** - 函数: 2.0.0 返回几何体的边界框。Aggregate function that returns the bounding box of geometries.
- **ST\_Force2D** - 函数: 2.0.0 将几何体强制转换为 2D (polyhedral surface) 格式。返回 "2" 格式。
- **ST\_Force3D** - 函数: 2.0.0 将几何体强制转换为 3D (polyhedral surface) 格式。返回 XYZ 格式。ST\_Force3DZ 函数。
- **ST\_Force3DZ** - 函数: 2.0.0 将几何体强制转换为 3DZ (polyhedral surface) 格式。返回 XYZ 格式。
- **ST\_ForceCollection** - 函数: 2.0.0 将几何体强制转换为集合 (polyhedral surface) 格式。返回集合格式。
- **ST\_ForceRHR** - 函数: 2.0.0 将几何体强制转换为右手规则 (polyhedral surface) 格式。返回右手规则 (orientation) 格式 (Right-Hand Rule) 格式。
- **ST\_GMLToSQL** - 函数: 2.0.0 将 GML 格式转换为 SQL 格式 (polyhedral surface) 或 TIN 格式。GML 格式转换为 ST\_Geometry 格式。返回 ST\_GeomFromGML 格式。
- **ST\_GMLToSQL** - 函数: 2.0.0 将 GML 格式转换为 SQL 格式 (polyhedral surface) 或 TIN 格式。GML 格式转换为 ST\_Geometry 格式。返回 ST\_GeomFromGML 格式。
- **ST\_GeomFromEWKB** - 函数: 2.0.0 将 EWKB(Extended Well-Known Binary) 格式转换为 (polyhedral surface) 或 TIN 格式。返回 ST\_Geometry 格式。
- **ST\_GeomFromEWKT** - 函数: 2.0.0 将 EWKT(Extended Well-Known Text) 格式转换为 (polyhedral surface) 或 TIN 格式。返回 ST\_Geometry 格式。
- **ST\_GeomFromGML** - 函数: 2.0.0 将 GML 格式转换为 (polyhedral surface) 或 TIN 格式。返回 GML 格式。PostGIS 格式。
- **ST\_GeomFromGML** - 函数: 2.0.0 将 GML 格式转换为 (polyhedral surface) 或 TIN 格式。返回 GML 格式。PostGIS 格式。
- **ST\_GeometryN** - 函数: 2.0.0 返回几何体的第 N 个分量。Returns a TIN 格式。ST\_Geometry 格式。
- **ST\_GeometryType** - 函数: 2.0.0 返回几何体的类型 (polyhedral surface) 格式。ST\_Geometry 格式。

- **ST\_IsClosed** - 更新: 2.0.0 (polyhedral surface) 支持。LINESTRING 是否为封闭的。TRUE 表示是。支持 TRUE 返回。
- **ST\_MakeEnvelope** - 更新: 2.0 支持 SRID (envelope) 参数。支持 SRID 的 SRS 定义。
- **ST\_MakeValid** - Enhanced: 2.0.1, speed improvements Attempts to make an invalid geometry valid without losing vertices.
- **ST\_NPoints** - 更新: 2.0.0 (polyhedral surface) 支持。支持 (点) 返回。
- **ST\_NumGeometries** - 更新: 2.0.0 支持 TIN 支持。支持 返回。
- **ST\_Relate** - Enhanced: 2.0.0 - added support for specifying boundary node rule. Tests if two geometries have a topological relationship matching an Intersection Matrix pattern, or computes their Intersection Matrix
- **ST\_Rotate** - 更新: 2.0.0 支持 TIN 支持。Rotates a geometry about an origin point.
- **ST\_Rotate** - Enhanced: 2.0.0 additional parameters for specifying the origin of rotation were added. Rotates a geometry about an origin point.
- **ST\_RotateX** - 更新: 2.0.0 支持 TIN 支持。Rotates a geometry about the X axis.
- **ST\_RotateY** - 更新: 2.0.0 支持 TIN 支持。Rotates a geometry about the Y axis.
- **ST\_RotateZ** - 更新: 2.0.0 支持 TIN 支持。Rotates a geometry about the Z axis.
- **ST\_Scale** - 更新: 2.0.0 支持 TIN 支持。Scales a geometry by given factors.
- **ST\_ShiftLongitude** - 更新: 2.0.0 (polyhedral surface) 支持 TIN 支持。Shifts the longitude coordinates of a geometry between -180..180 and 0..360.
- **ST\_Summary** - 更新: 2.0.0 支持。支持。
- **ST\_Transform** - 更新: 2.0.0 (polyhedral surface) 支持。Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Value** - 更新: 2.0.0 支持 exclude\_nodata\_value 参数。columnx, rowy 支持, 支持 1 支持, 支持 1 支持。exclude\_nodata\_value 支持, nodata 支持。exclude\_nodata\_value 支持, 支持。
- **ValidateTopology** - 更新: 2.0.0 支持 (false positive) 支持。Returns a set of validate\_topology\_return\_type objects detailing issues with topology.

Functions changed in PostGIS 2.0

- AddGeometryColumn** - 更新: 2.0.0 geometry columns 函数支持 geometry columns 数据类型。PostgreSQL 支持 WGS84 POINT 数据类型: ALTER TABLE some\_table ADD COLUMN geom geometry(Point,4326);
- AddGeometryColumn** - 更新: 2.0.0。使用 use\_typmod 选项, 支持 typmod 数据类型。
- AddGeometryColumn** - 更新: 2.0.0。支持 geometry\_columns 表, 支持 typmod 数据类型, 支持 geometry\_columns 表 typmod 数据类型。
- Box3D** - 更新: 2.0.0。支持 BOX3D 和 BOX2D 数据类型。BOX2D 数据类型, 2.0.0 支持 BOX3D 数据类型。
- DropGeometryColumn** - 更新: 2.0.0。支持 geometry\_columns 表, 支持 ALTER TABLE 语句。
- DropGeometryTable** - 更新: 2.0.0。支持 geometry\_columns 表, 支持 DROP TABLE 语句。
- Populate Geometry Columns** - 更新: 2.0.0。支持 use\_typmod 选项, 确保 geometry columns 定义具有类型修饰符或具有适当的空间约束。
- ST\_3DExtent** - 更改: 2.0.0 以前版本中这被称为 ST\_Extent3D 聚合函数, 返回几何体的 3D 边界框。
- ST\_3DLength** - 更新: 2.0.0。支持 ST\_Length3D 函数。
- ST\_3DMakeBox** - 更改: 2.0.0 以前版本中这被称为 ST\_MakeBox3D 创建由两个 3D 点几何体定义的 BOX3D。
- ST\_3DPerimeter** - 更新: 2.0.0。支持 ST\_Perimeter3D 函数。
- ST\_AsBinary** - 更新: 2.0.0。支持 ST\_AsBinary('POINT(1 2)') 函数, n st\_asbinary(unknown) is not unique error 错误。支持 ST\_AsBinary('POINT(1 2)::geometry'); 支持 legacy.sql 文件。返回 OGC/ISO Well-Known Binary (WKB) 表示的几何/地理数据, 不带 SRID 元数据。
- ST\_AsGML** - 更新: 2.0.0。支持 (named arg) 选项。支持 GML 2 和 GML 3 格式。
- ST\_AsGeoJSON** - 更新: 2.0.0。支持 (default arg) 和 (named arg) 选项。返回几何或特征体的 GeoJSON 格式。
- ST\_AsSVG** - 更新: 2.0.0。支持 (default arg) 和 (named arg) 选项。返回 SVG 路径数据。
- ST\_EndPoint** - 更新: 2.0.0。支持 PostGIS 函数。支持 NULL 值。支持 ST\_LineString 和 ST\_CircularString 函数。



### 13.12.13 PostGIS Functions new or enhanced in 1.5

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 1.5

- **&&** - 1.5.0. Returns TRUE if A is a 2D geometry and B is a 2D geometry. Returns FALSE otherwise.
- **PostGIS\_LibXML\_Version** - 1.5. Returns the version number of the libxml2 library.
- **ST\_AddMeasure** - 1.5.0. Interpolates measures along a linear geometry.
- **ST\_AsBinary** - 1.5.0. Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsGML** - 1.5.0. Returns a GML 2 or GML 3 representation of the geometry.
- **ST\_AsGeoJSON** - 1.5.0. Return a geometry or feature in GeoJSON format.
- **ST\_AsText** - 1.5.0. Returns the WKT(Well-Known Text) representation of the geometry/geography with SRID meta data.
- **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. Computes a geometry covering all points within a given distance from a geometry.
- **ST\_ClosestPoint** - 1.5.0. Returns the 2D point on g1 that is closest to g2. This is the first point of the shortest line from one geometry to the other.
- **ST\_CollectionExtract** - 1.5.0. Given a geometry collection, returns a multi-geometry containing only elements of a specified type.
- **ST\_Covers** - 1.5.0. Tests if every point of B lies in A.
- **ST\_DFullyWithin** - 1.5.0. Tests if a geometry is entirely inside a distance of another.
- **ST\_DWithin** - Availability: 1.5.0 support for geography was introduced. Tests if two geometries are within a given distance.
- **ST\_Distance** - 1.5.0. Returns the shortest distance between two geometries in 2D space. Returns the longest distance between two geometries in 3D space (longest).
- **ST\_DistanceSphere** - 1.5. Returns the shortest distance between two geometries in spherical geometry. PostGIS 1.5.0 support for geography was introduced.
- **ST\_DistanceSpheroid** - 1.5. Returns the shortest distance between two geometries in spheroidal geometry. PostGIS 1.5.0 support for geography was introduced.
- **ST\_DumpPoints** - 1.5.0. Returns a set of points from a geometry.
- **ST\_Envelope** - 1.5.0. Returns the bounding box of a geometry. Returns the bounding box of a geometry with double precision (float8) coordinates.
- **ST\_Expand** - Availability: 1.5.0 behavior changed to output double precision instead of float4 coordinates. Returns a bounding box expanded from another bounding box or a geometry.
- **ST\_GMLToSQL** - 1.5. Returns the SQL representation of a GML geometry. PostGIS 1.5.0 support for geography was introduced.



- **ST\_GeomFromGML** - 1.5. LibXML2 1.6. GML PostGIS.
- **ST\_GeomFromKML** - Availability: 1.5, requires libxml2 2.6+. KML PostGIS.
- **ST\_HausdorffDistance** - 1.5.0. 3 (shortest).
- **ST\_Intersection** - Availability: 1.5 support for geography data type was introduced. Computes a geometry representing the shared portion of geometries A and B.
- **ST\_Intersects** - Availability: 1.5 support for geography was introduced. Tests if two geometries intersect (they have at least one point in common)
- **ST\_Length** - 1.5.0.
- **ST\_LongestLine** - 1.5.0. 3 (longest).
- **ST\_MakeEnvelope** - 1.5. SRID SRS.
- **ST\_MaxDistance** - 1.5.0. 2.
- **ST\_ShortestLine** - 1.5.0. 2.
- **~ =** - 1.5.0. A B TRUE.

### 13.12.14 PostGIS Functions new or enhanced in 1.4

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 1.4

- **Populate\_Geometry\_Columns** - 1.4.0. Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.
- **ST\_Collect** - 1.4.0. ST\_MakeLine. ST\_MakeLine. Creates a GeometryCollection or Multi\* geometry from a set of geometries.
- **ST\_ContainsProperly** - 1.4.0. Tests if every point of B lies in the interior of A
- **ST\_GeoHash** - 1.4.0. GeoHash.
- **ST\_IsValidReason** - Availability: 1.4 Returns text stating if a geometry is valid, or a reason for invalidity.
- **ST\_LineCrossingDirection** - Availability: 1.4 Returns a number indicating the crossing behavior of two LineStrings
- **ST\_LocateBetweenElevations** - 1.4.0. Returns the portions of a geometry that lie in an elevation (Z) range.
- **ST\_MakeLine** - 1.4.0. ST\_MakeLine. ST\_MakeLine.
- **ST\_MinimumBoundingCircle** - 1.4.0. Returns the smallest circle polygon that contains a geometry.
- **ST\_Union** - Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geometry array) was introduced and also faster aggregate collection in PostgreSQL. Computes a geometry representing the point-set union of the input geometries.



### 13.12.15 PostGIS Functions new or enhanced in 1.3

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 1.3

- **ST\_AsGML** - 1.3.2 新增。将几何体转换为 GML 2 或 GML 3 格式。
  - **ST\_AsGeoJSON** - 1.3.4 新增。返回一个几何体或特征体的 GeoJSON 格式。
  - **ST\_CurveToLine** - Availability: 1.3.0 将包含曲线的几何体转换为线性几何体。
  - **ST\_LineToCurve** - Availability: 1.3.0 将线性几何体转换为曲线几何体。
  - **ST\_SimplifyPreserveTopology** - 1.3.3 新增。返回一个简化的且有效的几何体表示，使用 Douglas-Peucker 算法。
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## Chapter 14

# Reporting Problems

### 14.1 Reporting Software Bugs

Reporting bugs effectively is a fundamental way to help PostGIS development. The most effective bug report is that enabling PostGIS developers to reproduce it, so it would ideally contain a script triggering it and every information regarding the environment in which it was detected. Good enough info can be extracted running `SELECT postgis_full_version()` [for PostGIS] and `SELECT version()` [for postgresql].

If you aren't using the latest release, it's worth taking a look at its [release changelog](#) first, to find out if your bug has already been fixed.

Using the [PostGIS bug tracker](#) will ensure your reports are not discarded, and will keep you informed on its handling process. Before reporting a new bug please query the database to see if it is a known one, and if it is please add any new information you have about it.

You might want to read Simon Tatham's paper about [How to Report Bugs Effectively](#) before filing a new report.

### 14.2 Reporting Documentation Issues

The documentation should accurately reflect the features and behavior of the software. If it doesn't, it could be because of a software bug or because the documentation is in error or deficient.

Documentation issues can also be reported to the [PostGIS bug tracker](#).

If your revision is trivial, just describe it in a new bug tracker issue, being specific about its location in the documentation.

If your changes are more extensive, a patch is definitely preferred. This is a four step process on Unix (assuming you already have [git](#) installed):

1. Clone the PostGIS' git repository. On Unix, type:

```
git clone https://git.osgeo.org/gitea/postgis/postgis.git
```

This will be stored in the directory `postgis`

2. Make your changes to the documentation with your favorite text editor. On Unix, type (for example):

```
vim doc/postgis.xml
```

Note that the documentation is written in DocBook XML rather than HTML, so if you are not familiar with it please follow the example of the rest of the documentation.

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3. Make a patch file containing the differences from the master copy of the documentation. On Unix, type:  
**git diff doc/postgis.xml > doc.patch**
  4. Attach the patch to a new issue in bug tracker.
-

# Appendix A

## Appendix

### A.1 PostGIS 3.5.2

2025/01/18

This version requires PostgreSQL 12-17, GEOS 3.8 or higher, and Proj 6.1+. To take advantage of all features, GEOS 3.12+ is needed. To take advantage of all SFCGAL features, SFCGAL 1.5.0+ is needed.

#### A.1.1 Bug Fixes

[#5677](#), Retain SRID during unary union (Paul Ramsey)

[#5833](#), pg\_upgrade fix for postgis\_sfcgal (Regina Obe)

[#5564](#), BRIN crash fix and support for parallel in PG17+ (Paul Ramsey, Regina Obe)

### A.2 PostGIS 3.5.1

2024/12/22

This version requires PostgreSQL 12-17, GEOS 3.8 or higher, and Proj 6.1+. To take advantage of all features, GEOS 3.12+ is needed. To take advantage of all SFCGAL features, SFCGAL 1.5.0+ is needed.

#### A.2.1 Breaking Changes

[#5677](#), Retain SRID during unary union (Paul Ramsey)

[#5792](#), [topology] Prevent topology corruption with TopoGeo\_addPoint near almost collinear edges (Sandro Santilli)

[#5795](#), [topology] Fix ST\_NewEdgesSplit can cause invalid topology (Björn Harrtell)

[#5794](#), [topology] Fix crash in TopoGeo\_addPoint (Sandro Santilli)

[#5785](#), [raster] ST\_MapAlgebra segfaults when expression references a supernumerary rast argument (Dian M Fay)

[#5787](#), Check that ST\_ChangeEdgeGeom doesn't change winding of rings (Sandro Santilli)

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- #5791, Add legacy stubs for old transaction functions to allow pg\_upgrade (Regina Obe)
- #5800, PROJ compiled version reading the wrong minor and micro (Regina Obe)
- #5790, Non-schema qualified calls causing issue with materialized views (Regina Obe)
- #5812, Performance regression in ST\_Within (Paul Ramsey)
- #5815, Remove hash/merge promise from <> operator (Paul Ramsey)
- #5823, Build support for Pg18 (Paul Ramsey)

## A.2.2 Enhancements

- #5782, Improve robustness of min distance calculation (Sandro Santilli)
- [topology] Speedup topology building when closing large rings with many holes (Björn Harrtell)
- #5810, Update tiger geocoder to handle TIGER 2024 data (Regina Obe)

## A.2.3 Breaking Changes

- #5799, make ST\_TileEnvelope clip envelopes to tile plane extent (Paul Ramsey)

## A.3 PostGIS 3.5.0

2024/09/25

This version requires PostgreSQL 12-17, GEOS 3.8 or higher, and Proj 6.1+. To take advantage of all features, GEOS 3.12+ is needed. To take advantage of all SFCGAL features, SFCGAL 1.5.0+ is needed.

Many thanks to our translation teams, in particular:

Dapeng Wang, Zuo Chenwei from HighGo (Chinese Team)

Teramoto Ikuhiro (Japanese Team)

Vincent Bre (French Team)

### A.3.1 Breaking Changes

- #5546, TopoGeometry <> TopoGeometry is now ambiguous, to get the old behaviour, assuming your TopoGeometry objects are named tg1 and tg2, use: ( id(tg1) <> id(tg2) OR topology\_id(tg1) <> topology\_id(tg2) OR layer\_id(tg1) <> layer\_id(tg2) OR type(tg1) <> type(tg2) ) (Sandro Santilli)
  - #5536, comments are not anymore included in PostGIS extensions (Sandro Santilli)
  - xmlint is now required to build comments (Sandro Santilli)
  - DocBook5 XSL is now required to build html (Sandro Santilli)
  - #5602, Drop support for GEOS 3.6 and 3.7 (Regina Obe)
  - #5571, Improve ST\_GeneratePoints performance, but old seeded pseudo random points will need to be regenerated.
  - #5596, GH-749, Allow promoting column as an id in ST\_AsGeoJson(record,...). Views and materialized views that use the ST\_AsGeoJSON(record ..) will need rebuilding to upgrade to new signature (Jan Tojnar)
-

**#5496**, ST\_Clip all variants replaced, will require rebuilding of materialized views that use them (funding from The National Institute for Agricultural and Food Research and Technology (INIA-CSIC)), Regina Obe

**#5659**, ST\_DFullyWithin behaviour has changed to be ST\_Contains(ST\_Buffer(A, R), B) (Paul Ramsey)  
Remove the WFS\_locks extra package. (Paul Ramsey)

**5747**, **GH-776**, ST\_Length: Return 0 for CurvePolygon (Dan Baston)

**5770**, support for GEOS 3.13 and RelateNG. Most functionality remains the same, but new GEOS predicate implementation has a few small changes.

Boundary Node Rule relate matrices might be different when using the "multi-valent end point" rule.

Relate matrices for situations with invalid MultiPolygons with shared boundaries might be different. Run ST\_MakeValid to get valid inputs to feed to the calculation.

Zero length LineStrings are treated as if they are the equivalent Point object.

### A.3.2 Deprecated signatures

**GH-761**, ST\_StraightSkeleton = > CG\_StraightSkeleton (Loïc Bartoletti)

**GH-189**, All SFCGAL functions now use the prefix CG\_, with the old ones using ST\_ being deprecated. (Loïc Bartoletti)

### A.3.3 New features

Improvements in the 'postgis' script:

- new command list-enabled
- new command list-all
- command upgrade upgrades all databases that need to be
- command status reports status of all databases

(Sandro Santilli)

**#5742**, expose version of PROJ at compile time (Sandro Santilli)

**#5721**, postgis\_topology: Allow sharing sequences between different topologies (Lars Opsahl)

**#5667**, postgis\_topology: TopoGeo\_LoadGeometry (Sandro Santilli)

**#5055**, add explicit <> geometry operator to prevent non-unique error with <> and != (Paul Ramsey)

Add ST\_HasZ/ST\_HasM (Loïc Bartoletti)

**GT-123**, postgis\_sfcgal: CG\_YMonotonePartition, CG\_ApproxConvexPartition, CG\_GreeneApproxConvexPar and CG\_OptimalConvexPartition (Loïc Bartoletti)

**GT-156**, postgis\_sfcgal: CG\_Visibility (Loïc Bartoletti)

**GT-157**, postgis\_sfcgal: Add ST\_ExtrudeStraightSkeleton (Loïc Bartoletti)

**#5496**, postgis\_raster: ST\_Clip support for touched (Regina Obe)

**GH-760**, postgis\_sfcgal: CG\_Intersection, CG\_3DIntersects, CG\_Intersects, CG\_Difference, CG\_Union (and aggregate), CG\_Triangulate, CG\_Area, CG\_3DDistance, CG\_Distance (Loïc Bartoletti)

**#5687**, Don't rely on search\_path to determine postgis schema Fix for PG17 security change (Regina Obe)

**#5705**, **GH-767**, ST\_RemoveIrrelevantPointsForView (Sam Peters)

**#5706**, **GH-768**, ST\_RemoveSmallParts (Sam Peters)

### A.3.4 Enhancements

[5550](#), Fix upgrades from 2.x in sandboxed systems (Sandro Santilli)

[#3587](#), `postgis_topology`: faster load of big lines in topologies (Sandro Santilli)

[#5670](#), `postgis_topology`: faster `ST_CreateTopoGeo` (Sandro Santilli)

[#5531](#), documentation format upgraded to DocBook 5 (Sandro Santilli)

[#5543](#), allow building without documentation (Sandro Santilli)

[#5596](#), [GH-749](#), Allow promoting column as an id in `ST_AsGeoJson(record,...)`. (Jan Tojnar)

[GH-744](#), Don't create `docbook.css` for the HTML manual, use `style.css` instead (Chris Mayo)

Faster implementation of point-in-poly cached index (Paul Ramsey)

Improve performance of `ST_GeneratePoints` (Paul Ramsey)

[#5361](#), `ST_CurveN`, `ST_NumCurves` and consistency in accessors on curved geometry (Paul Ramsey)

[GH-761](#), `postgis_sfcgal`: Add an optional parameter to `CG_StraightSkeleton` (was `ST_StraightSkeleton`) to use `m` as a distance in result (Hannes Janetzek, Loïc Bartoletti)